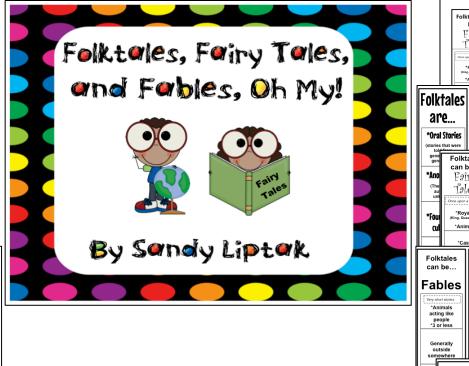
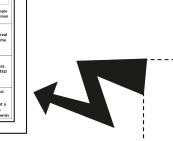
Folktales Found in a contract of the second							
	Fairy Tales			Legends	TALL TALES		
CHARACTERS	Once apon a time	Very short stores. *Animals acting like people *3 or less characters	Gods and Goddesses	*Everyday people *Animals are often main characters	Based on the life of a real person Everyday people with superhuman abilities		
SETTING	*Castle *Forest	Generally outside somewhere	Nothing specific Explains something that	Nothing specific	Linked to a real historical time period		
PROBLEM	Good versus Evil	Only one problem using trickery	happens in nature by using gods and/or goddesses *Good = rewarded *Bad = punished	Explains how or why something in nature came to be	Problem has EXAGGERATED details		
SOLUTION	*Magic *Repeat of numbers 3 and 7 They level hospily, ever ofter!	Ends with a lesson (Moral)	*Magic *Unusual creatures *Can teach a lesson	*Magic *Sometimes it teaches a lesson	*Humorous Ending *Tells about a person's accomplishments		



Folktales : Oral stories Annymous (author unknown) : Found in all cutures : Timmeles and Productions stories							
	Fairy Tales	Fables	Myths	Legends	TALL TALES		
CHARACTERS	Once upon a time *Royalty (King, Queen, etc.) *Animals	Vey short stoves. *Animals acting like people *3 or less characters	Gods and Goddesses	*Everyday people *Animals are often main characters	Based on the life of a real person Everyday people with superhuman abilities		
SETTING	*Castle *Forest	Generally outside somewhere	Nothing specific Explains something that	Nothing specific	Linked to a real historical time period		
PROBLEM	Good versus Evil	Only one problem using trickery	happens in nature by using gods and/or goddesses *Good = rewarded *Bad = punished	Explains how or why something in nature came to be	Problem has EXAGGERATED details		
SOLUTION	*Magic *Repeat of numbers 3 and 7 They lived happily, ever ofter!	Ends with a lesson (Moral)	*Magic *Unusual creatures *Can teach a lesson	*Magic *Sometimes it teaches a lesson	*Humorous Ending *Tells about a person's accomplishments		



Color and black and white posters

Folktales - Oral stories - Anonymous (author unknown) - Found in all cutures - Timmker" and "Placelese" stories								
	Føiry Tøles	Fables	Myths	Legends	TALL TALES			
CHARACTERS	Once upon a time *Royaity (King, Queen, etc.) *Animals	Very short stories. *Animals acting like people *3 or less characters	Gods and Goddesses	*Everyday people *Animals are often main characters	Sated on the life of a real person Everyday people with superhuman abilities			
SETTING	*Castle *Forest	Generally outside somewhere	Nothing specific Explains something that	Nothing specific	Linked to a real historical time period			
PROBLEM	Good versus Evil	Only one problem using trickery	happens in nature by using gods and/or goddesses *Good = rewarded *Bad = punished	Explains how or why something in nature came to be	Problem has EXAGGERATED details			
SOLUTION	*Magic *Repeat of numbers 3 and 7 They level happily, ever ofter!	Ends with a lesson (Moral)	*Magic *Unusual creatures *Can teach a lesson	*Magic *Sometimes it teaches a lesson	*Humorous Ending *Tells about a person's accomplishments			

Bookmarks for each type of Folktale



		tales can be 21FY 21eS 21eS 21eS 2000 DMR- Royalty 2 Queen, etc.) Animals	Fal	bles	Folktale be My1 Gods a Goddes	ths	Folktales of be Legen *Everyday people *Animals a often mair characters	ds re	Folktales can be TALL TALLS
Folktales Folk are ar *0ral Stories *0ra		ar *oral		ar *0ral	tales e Stories	ar *Oral	tales 'e I Stories	ar *Oral	tales e
Toil Series Folktales can be ΕβήΓΥ "Ano ΕβήΓΥ "Γοιε είτης" Γβ/ες uni Γοιε είτης "Four ματα ματα ματα ματα ματα ματα ματα ματ		can b Fəli Təl (King, Que *Anim	Folktales can be Eðlify Íðlegs Íðlegs Íðlegs Ísland "Royalty "Animals "Castle		e y Earling Falley Tales ity res ity Tales *Royatty (King. Gueen, etc.) als		be ITY ICS valty mais	Folktales can be Fairy Lales 'Royalty (King, Queen, stc.) *Animals 'Castle	
Folki can l	be	Folkt can b	be	Folk can	be		ktales n be Can b		
Very short stories 'Animals acting like people '3 or less'		nals g like ple	Very short *Ani actin	v short stories. Animals Cting like		imals ing like ople r less	stories very short stories pic like at of		
Gene outs some	side	Gene outs some	ide	Generally outside somewhere		out	outside ou		erally side where
Oi prob tr Enc k	^{ol} can be ^{tr} Myths		Folkta can be Myt Gods a Goddes	nd	Folkta can be Myt Gods a Goddes	nd	Folkta can be Myt Gods a Goddes	• fns	Folktales can be Myths Gods and Goddesses
can be can		tales be ends	Folktales can be Legends		can Leg	can be car egends Leg		ctales be is that in py ds	
*Animals are *Anim often main often		ryday ople als are main acters	*Everyday people *Animals are often main characters		pe *Anir ofte cha	people P *Animais are *Ani often main characters cha		eryday r eople es nals are arded n main shed racters al	
Not spe Explai or somet nature t *M: *Some teac les	Based on TA TA Based on ormat *Everyd with su abi	Folktales can be TALL TALES Based on the of a met person "Everyday people with superhuman abilities		es can LL LES the Me of person erhuman titles	be TA TA1 Based on arout *Everyda with sup abil	es can LL LES the life of erhuman ities to a real cal time	Folktal be TA TAI Based on a reat *Everyda with sup abili	LL ES whe fife of wracn y people erhuman tites	Folktales can be TALL TALES Based on the fee of a real prevention "Everyday people with superhuman abilities "Linked to a real biotedeal time
18	*Problem has EXAGGERATED details		*Proble EXAGGI det	iod em has ERATED	*Proble EXAGG	em has ERATED ails	*Proble EXAGGE det	em has	historical time period *Problem has EXAGGERATED details
	*Humorous Ending *Tells about a person's accomplishments		*Hum End *Tells a pers accompli	ling Ibout a on's	*Tells pers	orous ding about a son's ishments	End	ibout a on's	*Humorous Ending *Tells about a person's accomplishments

