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Tenali Rama and the Dream Kingdom



Warm up

If something is logical that means it makes sense. To solve a problem we often have to be logical. How logical are you? How good are you at solving problems? Try this one.

The day before two days after the day before tomorrow is Saturday. What day is it today?

Let's read a story about King Krishnadeva Rai and Tenali Rama, his minister, who was very clever at solving problems.



There once was a king named Krishnadeva. He ruled over the mighty Vijaynagar empire. One night he dreamt of a splendid palace. It was made of glittering stones and it floated in the air. It had a hundred rooms. Each was painted with beautiful designs. The palace could light up with a thousand lights or be made to disappear into the darkness by merely wishing so.



mighty: strong and powerful

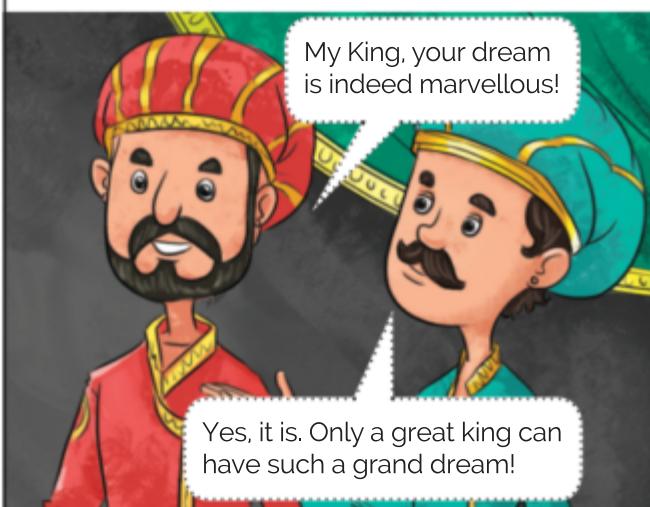
empire: a group of states or countries ruled by one person

splendid: very beautiful

Each day he kept thinking about the palace in his dream, even when he was supposed to be working.



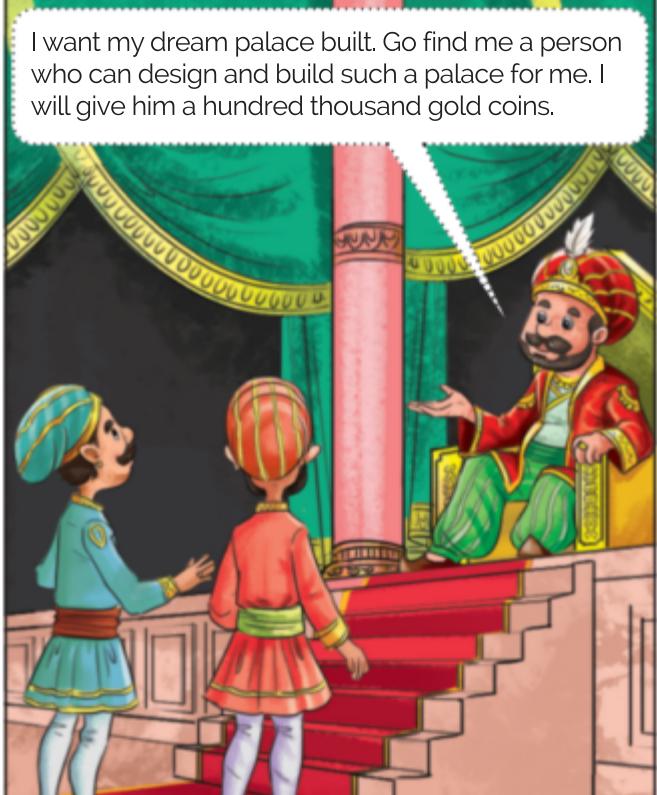
Not everyone at the court was wise or honest. Most of the courtiers wanted to flatter the king, hoping he would reward them in return.



The next morning at the court ...



Encouraged by his foolish and greedy courtiers, the king made a public announcement ...



courtiers: a person who is part of the court of a king or queen

magnificent: extremely beautiful; causing admiration

flatter: to say nice things about somebody, often in an insincere way, in order to please them or get something in return

encouraged: having received support and courage

announcement: (here) a spoken statement that informs people about something

The courtiers were shocked by the king's announcement. Their mouths fell open! But what could they say against a king's **command**? Most of them did not have the courage to tell the king.



A few of the wise and honest courtiers tried **reasoning** with the king.

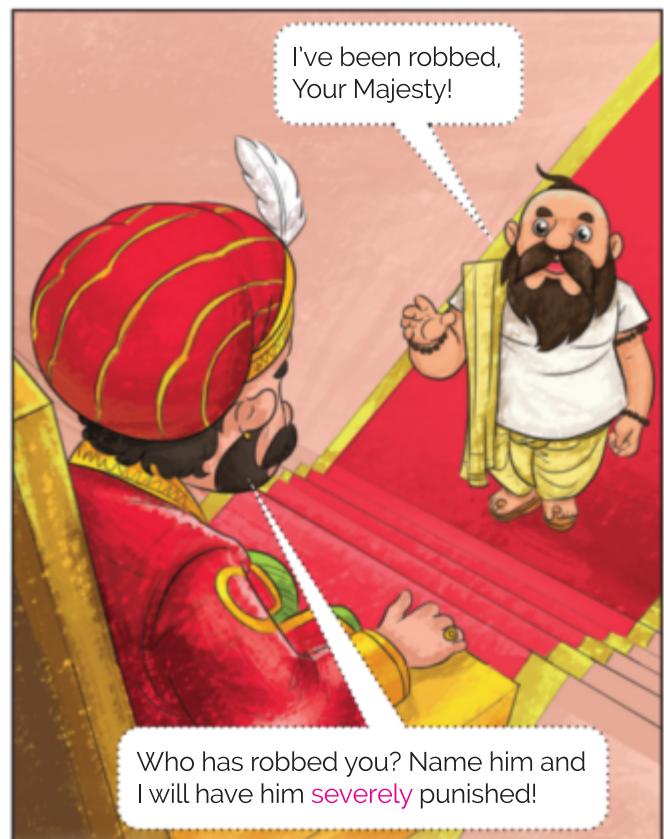
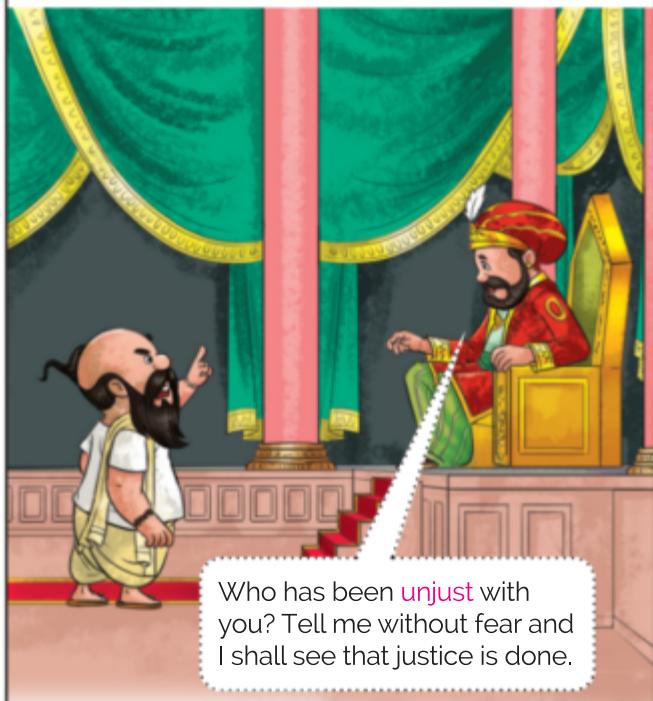


command: order **reasoning:** (here) to talk to someone in a logical way to try and change their thoughts
impossible: something that cannot be done

The courtiers were worried. They knew there was only one man who could find a way out. His name was Tenali Rama. He was a minister, poet and **jester** at the king's court. So the chief minister decided to go to Tenali Rama's house and speak to him.



A few days later, a man **tottered** into the king's court, crying for **justice**.

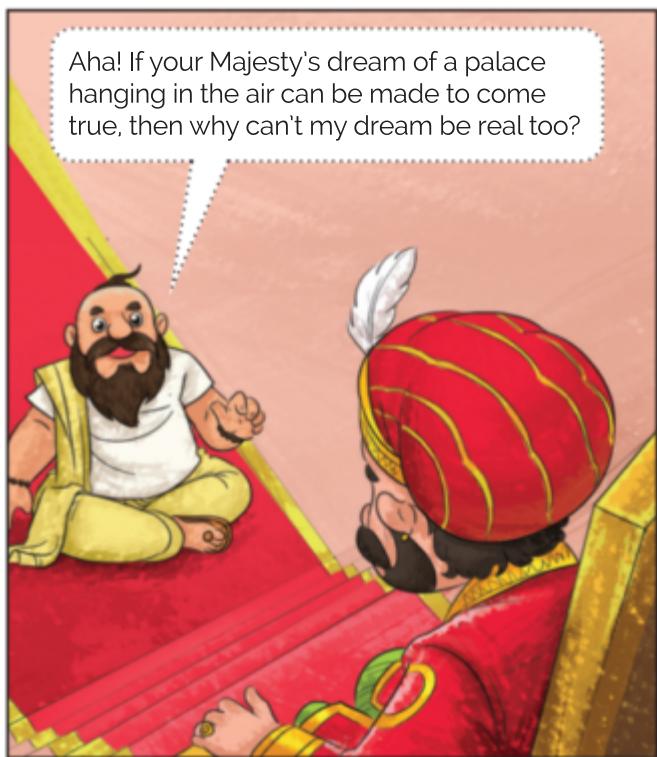
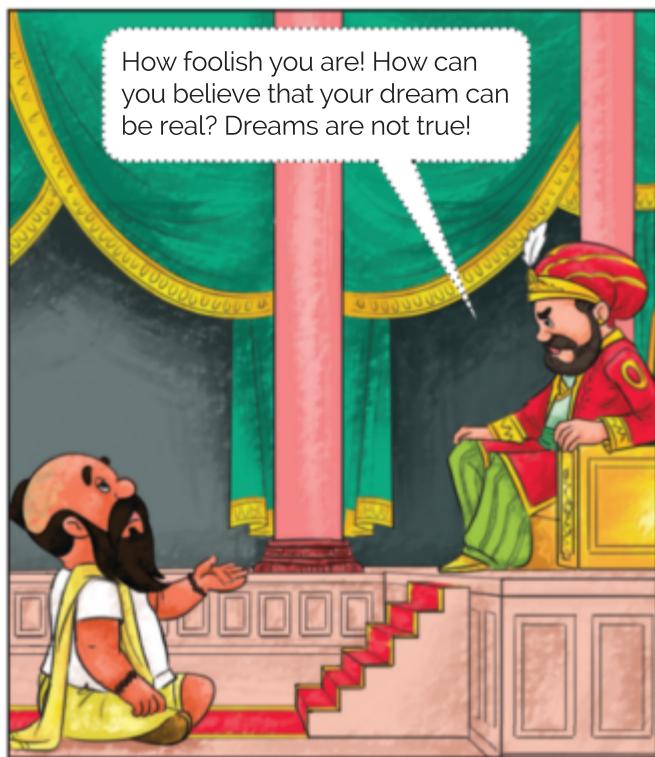


jester: a clever person at a king's court whose duty is to make people laugh
justice: fair treatment **unjust:** not fair **severely:** in a very harsh manner

tottered: walked with shaky steps



The king was **astonished**. But he remembered his promise and sat back to listen to what the man had to say.



astonished: very surprised

entourage: a group of people attending or surrounding an important person

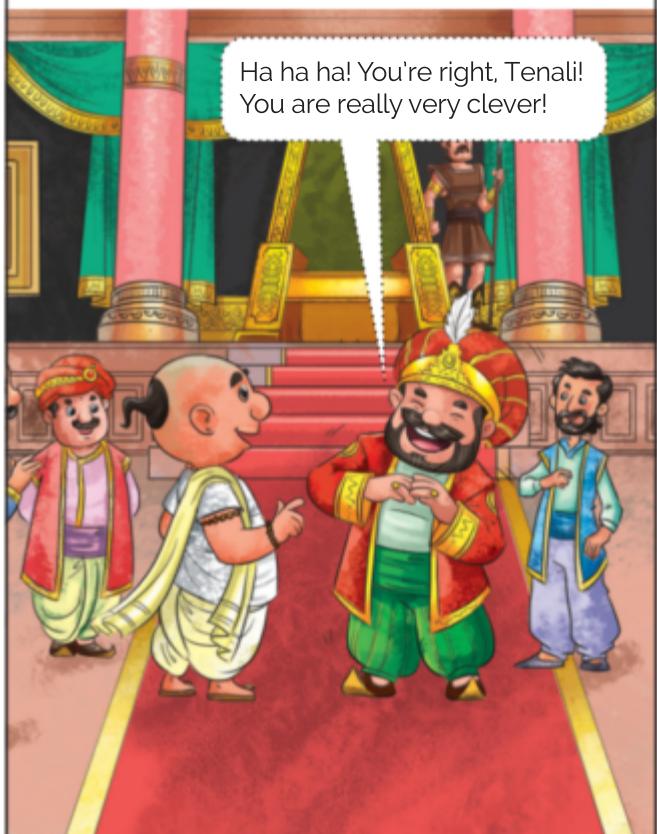
savings: money that one has saved

But before the king could answer, the man tore off his false beard and hair. It was none other than Tenali Rama! Tenali bowed low before the amazed king.



Your Majesty! I **apologize** for tricking you but this was the only way of **convincing** you that your dream of building a palace floating in the air is impossible.

The king burst into laughter.



Make connections

Map the story

Complete the sentences using the options given in the box.

wit and humour

minor

folktale

graphic

characters

setting

In this section, we will:

- remember details about the graphic story.
- learn how to analyse the structure of the story. (C-2.1, C-2.2)

1. The court is the main _____ of the story.
2. Krishnadeva and Tenali Rama are the major _____ because they play important roles in the story.
3. The courtiers are the _____ characters as their roles are less important than that of Krishnadeva and Tenali Rama.
4. A story that uses pictures and sequence with captions and speech bubbles is called a _____ story.

apologize: to say that you are sorry

convincing: making somebody believe something

5. ‘Tenali Rama and the Dream Palace’ is clever and funny. So, it is a story of _____.
6. The story does not have one single author but has been passed down from one generation to another, so it is a _____.

Deep dive

Answer the following questions with reference to context.

1. “*Silence! I will have no more of your excuses. And I will not be pleased if you cannot build me a palace in the air!*”

RECALL

- From where did the king get the idea of building a palace in the air?
- What did the courtiers think about this idea?

INFER

- Which words in the title of the story tell us that this idea is impossible to fulfill?

ANALYSE

- Do you think the king is stubborn and foolish or wise and just? Give reasons from the story to support your answer.

2. “*I dreamt that you had come with your entourage of ministers and commanders and looted my entire life’s savings – five thousand gold coins!*”

RECALL

- What was the king’s reaction to this statement?

INFER

- Did the king’s reaction prove the fault in his own logic? Give reasons for your answer.

ANALYSE

- Tenali Rama acted as a character narrating a made-up incident to the king to prove a point. Why do you think the king was not angry at the trick?

Read, reflect and write

- The story says that the king dreamt of a splendid palace. Use your imagination to add one more feature to the palace.
- Wise people use their intelligence in good ways. Do you think Tenali Rama was wise? Give a reason for your answer.

Integrate

In ‘Tenali Rama and the Dream Kingdom’ Tenali Rama uses logic and reasoning to make the king understand that his dream of building a palace in the air is impossible. Use logic and reasoning to build a set of quiz questions (like the one provided in the warm up). Take turns in asking and answering the questions in class. You may do this as a group project.

Word wall



Places of work

A court is where a ruler makes decisions about the kingdom with the help of the ministers.

Here are a few more words for different places of work. Write the names of these places under the correct pictures.

salon

restaurant

laboratory

greenhouse

supermarket

theatre



In this section, we will:

- learn words related to places of work.
- find synonyms of words used in the story.
(C-4.1, 4.2)



Synonyms

Read these sentences from the story.

- One night he dreamt of a **splendid** palace.
- Last night I dreamt of a **magnificent** palace ...
- Only a great king can have such a **grand** dream!

All three highlighted words are similar in meaning. We call such words **synonyms**.

The table below contains a few words from the story. Find two synonyms for each word from the help box and write them under the word. You may use the dictionary to find the meanings of the words.

daring	surprised	unreasonable	lovely	silly
astonished	bravery	shimmering	pretty	sparkling

glittering

shimmering

beautiful

courage

amazed

foolish

Make sentences of your own with the synonyms you find.

Grammar time



Indefinite pronouns

Read this sentence.

- Not **everyone** at the court was intelligent and honest.

Everyone is an **indefinite pronoun**.

In this section, we will:

- learn about indefinite pronouns.
(C-3.4)

Pronouns are words used in place of nouns.

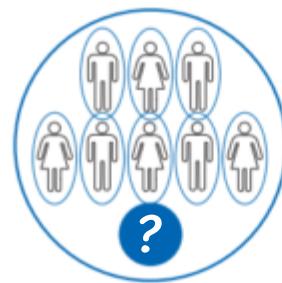
The dog is barking.
It is barking.

ANCHOR CHART



Everybody is present.

all people



Has **anybody** found my book?

any person at all; it does not matter who

Indefinite pronouns

are **unknown** pronouns that do not tell us about any specific person or thing.

They are always **singular** and are used with **singular verbs**.



Nobody is working.

no person



Somebody is talking very loudly.

a person who is not known or mentioned by name

Tick the correct sentence in each pair. One has been done for you.

1. The scientists are in the laboratory. Everybody is doing an experiment.
The scientists are in the laboratory. Everybody are doing an experiment.
2. Has anybody gone to the supermarket today?
Have anybody gone to the supermarket today?
3. Everyone are going to the theatre.
Everyone is going to the theatre.
4. No one want to go to a restaurant.
No one wants to go to a restaurant.
5. Somebody in the salon have taken my comb.
Somebody in the salon has taken my comb.
6. Everybody are present in the greenhouse today.
Everybody is present in the greenhouse today.



Distributives

Read these sentences.

- The palace had a hundred rooms. **Each** was painted with different designs.

The word **each** is a **distributive**. It tells us about every one of the hundred rooms separately, not as a group.

Distributives are words that tell us about each individual or thing in a group, not about the group collectively. We use distributives when we want to speak or write about people or things one at a time.

Let us read a few more examples.



Each tells us about individuals in a group.

There are two students in the library. **Each** has a book.

Either is used for a choice between two people or things.

Either means **one or the other**.



There is a pink balloon and a blue balloon. You can have **either**.

Neither is the opposite of either.

Neither means **not one and not the other**.



Neither of the boys is wearing a cap.



We use either and neither for two persons or things and **any**, **no one** and **none** for more than two persons or things.

You can have **any** of the balloons. **None** of the balloons has burst.

Distributives are usually used with **singular verbs**.

- Neither of the answers **is** wrong.

Any and **none** may be used with **plural verbs**.

- **None** of the students **have** done their homework.
- **Are any** of the students going home early?

Fill in the blanks with words from the box given below.

each either neither any none no one

1. I wanted some water but there wasn't _____ left in the bottle.
2. The students are going to the art room. _____ student has a box of crayons.
3. I like both the books. Lend me _____ of them.
4. _____ of the sisters is present in class.
5. _____ of these roads lead to the children's park.
6. I knew the answer but _____ else knew it.

Punctuation

Apostrophe + s

We use the apostrophe (') to show belonging.

Examples: All the courtiers praised the **king's** dream.

The chief minister decided to go to **Tenali Rama's** house.

Here are a few rules to keep in mind.

- Add 's to the singular form of the word: the king's palace
- Add 's to the plural forms that do not end in -s: the women's purses
- Add only ' to the plural forms that end in -s: the girls' books
- Add 's to the last noun when something belongs to both: Laxman and Parvati's father
- Add 's to the end of compound words: the commander-in-chief's uniform

Rewrite these sentences by using the apostrophe to show belonging. The first one has been done for you as an example.

1. This watch belongs to my brother-in-law.

This is my brother-in-law's watch.

2. These bags belong to the boys.

3. The croaking of frogs can be heard all night long.

4. The smile of a child is beautiful.

5. The wings of a butterfly are pretty.

6. These books belong to the girl.

Contractions

When we speak, we often contract two words into one. We also contract or shorten a longer word.

Examples: do not = **don't**
 cannot = **can't**



In such shortened words or **contractions**, we use an apostrophe in place of the missing letters.

Example: could not =
 couldn't

Let us look at some more examples of contractions.

I + am = I'm

you + have = you've

we + are = we're

it + is = it's

she + will = she'll

did + not = didn't

he + is = he's

you + would = you'd

do + not = don't

they + are = they're

is + not = isn't

Read the sentences given below. Underline the word contractions and put apostrophes in the correct places.

1. He wouldnt tell a lie.
2. Its hot today!
3. Im so hungry. Arent you hungry too?
4. Ive been waiting here for an hour.
5. Theyve done their homework very well.

Write well

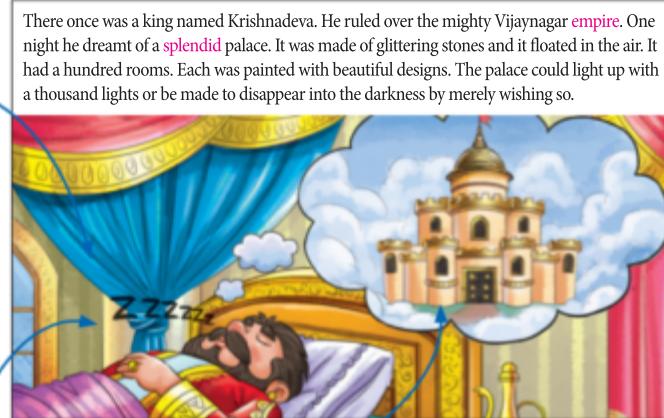
Writing a graphic story

In this section, we will:
• create a graphic story.
(C-3.2, 3.4)

'Tenali Rama and the Dream Kingdom' is a folktale of wit and wisdom. Other tales of wit and wisdom include the stories of Akbar and Birbal, and Nasreddin Hodja. These tales are folktales that are passed down from our elders to us.

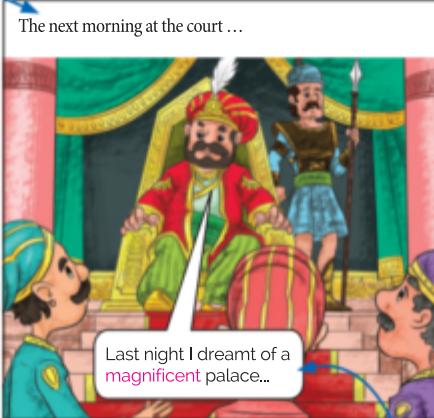
Ask an elder to share another folktale with you that they remember. Create a graphic story based on it on a sheet of paper. Include all the parts of a graphic story as shown in the template below.

Panels
Picture frames
that show
what's
happening
in the
story



Sound effects
To tell us what sounds
are being made in the
story at that point

Captions
Information about characters or scenes



Gutters
The spaces
between panels

Speech bubbles
To show what a
character says aloud

Thought bubbles
To show what a
character is thinking

- In this section, we will:
- listen to a story and test our understanding.
 - compose a story using a list of different words. (C-1.1, 2.1)

Listen and speak well



1. Listen to the story and tick the right answers.

- The camel had to be given away because
 - the camel was getting too old to exercise.
 - the man was getting too old to exercise the camel.
 - as time went by the Arab elder loved the camel less and less.
- The Arab elder gave his grandsons a test because
 - he did not want to give the camel away.
 - he loved one grandson more than the other.
 - he needed a fair way to decide who should get the camel.
- Fahad and Ahmed went to the wise woman because
 - they did not want to stop wandering aimlessly.
 - they did not know how to complete the race.
 - they did not want to complete the race.
- The wise woman told them to
 - ride each other's camels.
 - to drop out of the race.
 - to ride their own camels.



- In groups of four to six, write the name of a person, an animal, a thing, a place, an activity and two numbers, on a sheet of paper. Exchange the sheet with the group sitting next to you. Prepare to tell a short story containing words from the list you receive. Share the story with the class.

NAME	ANIMAL	THING	PLACE	ACTIVITY	NUMBER 1	NUMBER 2
Fahad	camel	tent	desert	race	1	22