Facilitation Guide: Fairy Tale Endings

Grades: K-12
Time Required: Approximately 90 to 120 minutes
Resources required: Pixie software
Facilitation Method: Whole-class activity with learners working individually or in pairs. NOTE: Before introducing this activity, we recommend reading and discussing a fairy tale with your students.

Summary: This learning activity provides students the opportunity to use Pixie software to express themselves. Working with a partner, learners create an alternative ending to a fairy tale. The *What You Should Know* section introduces learners to the qualities of stories and fairy tales. In the *Do It!* section, learners use Pixie to rewrite common fairy tales. They brainstorm ideas, select one, and with Pixie they create one or more pages for the ending of the tale.

Prerequisite knowledge: Learners should be familiar with basic computer use.

What You Should Know section: Lead the class through the *What You Should Know* section. Depending on the reading level of the class, read each slide aloud or have students take turns reading aloud or to their partners.

Key concepts to discuss:
- Characteristics of a fairy tale: old, magic, fantasy, good vs. evil
- Qualities of a great story: characters, setting, plot
- Brainstorming and team work to select and develop an alternative ending to a classic tale.

Do It! Activity: Learners working individually or in pairs will develop an alternative ending for a fairy tale. They use Pixie to draw and add text to their tale.

Extend Yourself: Learners with extra time may help other students. Alternatively, they may explore additional features of Pixie, add audio to their story, or develop additional endings for more tales.