

# The Three Wishes

**Topic:** Traditional tales  
**Curriculum link:** English  
**Text type:** Narrative  
**Reading level:** 16  
**Word count:** 373  
**Vocabulary:** man, woman, happy, rich, wished, wish, fairy, appeared, disappeared, beautiful, famous, sick, miserable, healthy, poor, hungry, sausages, nose, scarf, jewels, necklace  
**Possible literacy focus:**  
 Identifying conventions used in traditional tales: 'Once upon a time...?', 'Retold by...?'.  
 Gaining meaning from the text and the illustrations.  
 Exploring characterisation within the story.  
**Summary:**  
 This book is a retelling of a traditional tale about a couple who were granted three wishes but wasted them by mistake.

## Task card

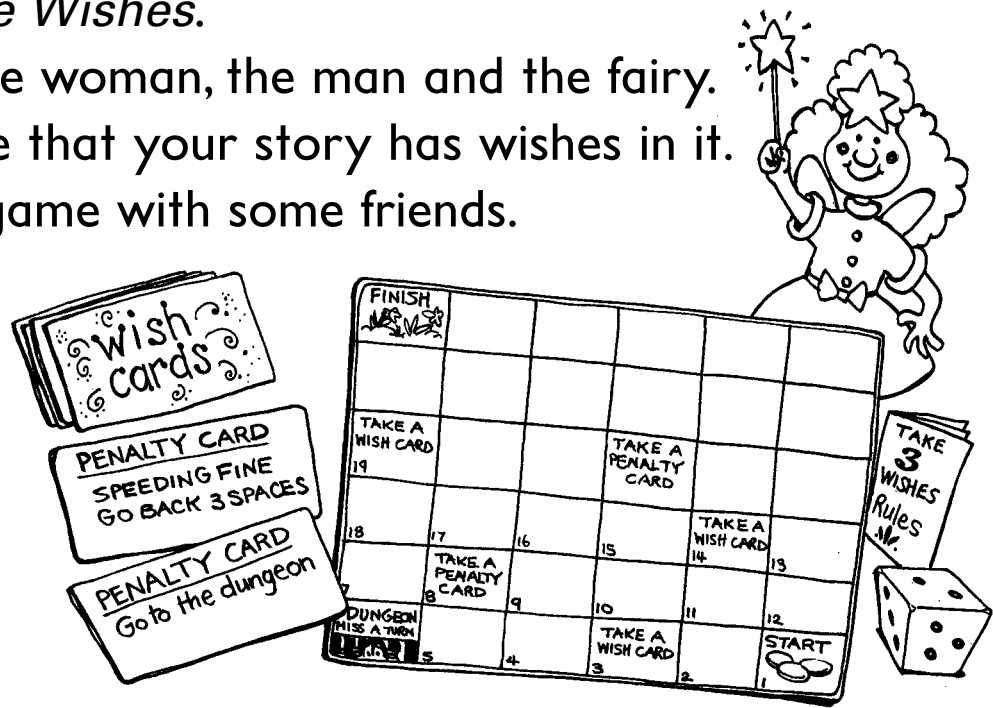
# Design a board game



You will need:

cardboard, dice, small counters, ruler, felt-tip pens, pencils, coloured pencils, scissors

1. Design your own board game about *The Three Wishes*.
2. Include the woman, the man and the fairy.
3. Make sure that your story has wishes in it.
4. Play the game with some friends.



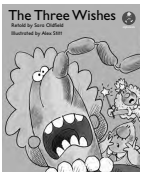


Name \_\_\_\_\_

# Character details

Write about each character. Draw their picture.

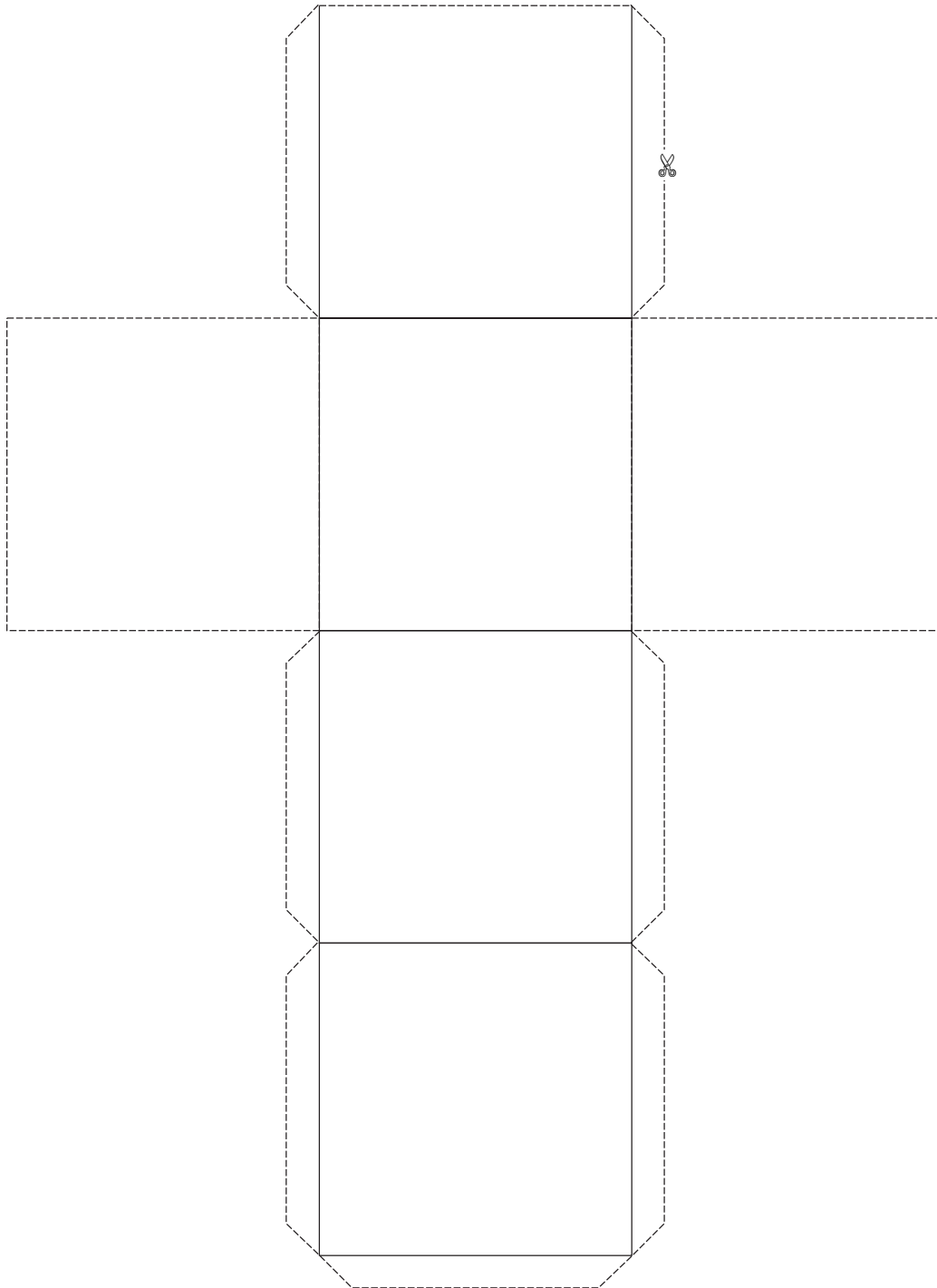
Character	Description	Picture
woman		
man		
fairy		



Name \_\_\_\_\_

# Story cube

Write or draw on each face of the cube something about *The Three Wishes*. Make the cube. Cut along the dotted lines and fold along the solid lines.



**Instructions** Tell children they can include the main events in the story and pictures of the characters or show how the characters want to be rich.