

# AFAM FROM HOME

## Virtual Insights Activity Guide

### A Reading from *Fables Across Time*

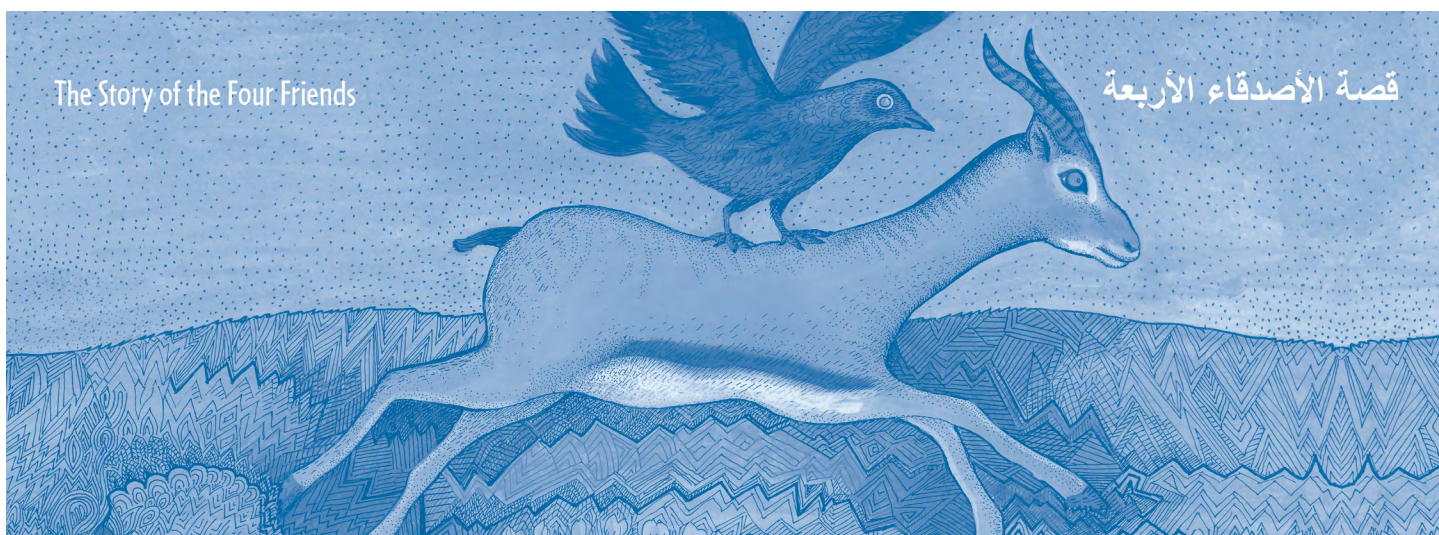


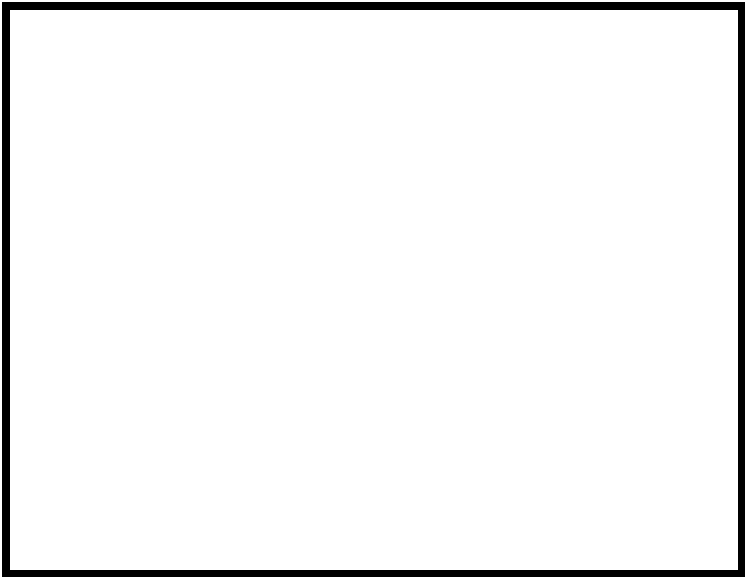
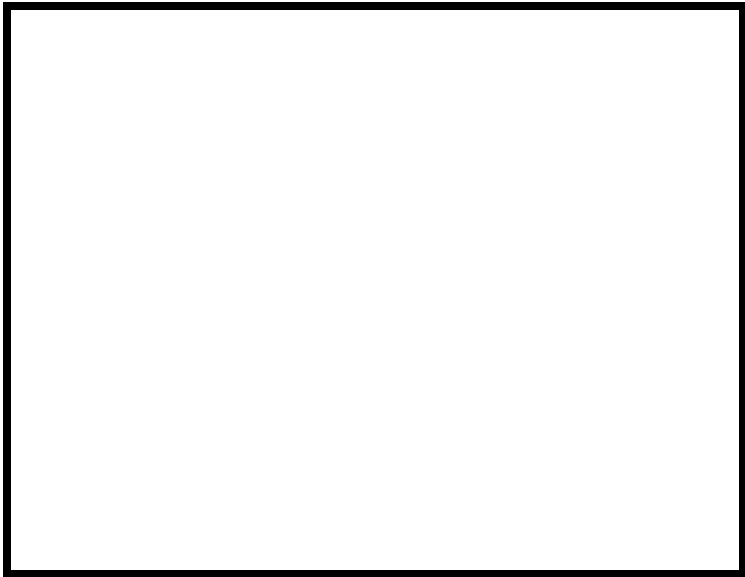
Illustration by Sabiha Al Khemir.

#### Create your own fable at home (ages 6+)

In *The Story of the Four Friends*, four different animals team up to outsmart a hunter, showing the power of trust, friendship, and cooperation. If you could write and illustrate a story, what would it be about? Follow the steps below to invent your own fable.

1. **Setting:** Where will your fable take place? Your setting might be somewhere in your neighborhood, a place you would like to visit, or a fantastical world.
2. **Characters:** Think about a main character. What type of animal will they be? Who are the other characters in the story and what are their relationships?
3. **Plot:** What happens to your characters? What will be the beginning, middle, and end of your story?
4. **Lesson:** Fables typically have a moral or lesson involved. What will your lesson be?
5. **Draw:** Use the storyboard below to illustrate the chain of events. How will you show your characters in action?

Finally, give your fable a title!







### Exploring animals and their shapes (ages 3+)

What kind of line would you draw to make this mouse's tail? What shape is the crow's beak? Describe your favorite animal. What sound does it make? What color is it? Does it have fur? Feathers?

Adults can help children to think about simple shapes that can be used to draw a favorite animal. Add color and details such as stripes, teeth, and scales.

The American Folk Art Museum would love to see your completed artwork! Please share with us by sending images to [education@folkartmuseum.org](mailto:education@folkartmuseum.org), or tag us on social media.