

ENCHANTED REALM WORKBOOK



BY ANGIE S

VOCABULARY

Shrouded (adj.): Covered or enveloped.

Example: The ancient ruins were shrouded in mist, adding to their aura of mystery.

Crooked (adj.): Bent or not straight.

Example: The old tree had a crooked trunk, giving it a unique and twisted appearance.

Prominent (adj.): Well-known, noticeable, or conspicuous.

Example: The actor's prominent role in the movie led to widespread recognition.

Resemble (v.): To look like or be similar to something or someone.

Example: The building's architecture resembled that of a medieval castle.

Aftermath (n.): The consequences or results of a significant event.

Example: The town struggled to recover from the economic aftermath of the hurricane.

Terribleness (n.): The state of being terrible or causing fear or distress.

Example: The trio of witches was known for their terribleness, spreading fear throughout the land.

Radiant (adj.): Emitting light or energy; shining brightly.

Example: The sunrise painted the sky with radiant hues of pink and gold.

Graceful (adj.): Elegant and smooth in movement or appearance.

Example: The ballet dancer's performance was both graceful and mesmerizing.

VOCABULARY

Flutter (v.): To move with a series of quick and light movements.
Example: Butterflies fluttered around the blooming flowers in the garden.

Enchanting (adj.): Delightfully charming or captivating.
Example: The small village had an enchanting atmosphere, like something out of a fairy tale.

Rivaled (v.): Competed with or compared to something or someone.
Example: Her artistic talent rivaled that of professional painters.

Abscond (v.): To leave hurriedly and secretly, often to avoid detection.
Example: The thief absconded with the priceless artifact before anyone noticed.

Cackling (adj.): Laughing in a loud, harsh manner.
Example: The witches were cackling with glee as they hatched their mischievous plan.

Grimy (adj.): Dirty, covered in dirt or grime.
Example: After working in the garden, her hands were grimy from the soil.

Sorrow (n.): Deep sadness or grief.
Example: The news of his passing brought great sorrow to his friends and family.

Amusement (n.): The state of being entertained.
Example: The children's laughter filled the park with a sense of amusement.

NOTES

A large white rectangular area containing 18 horizontal dotted lines, intended for writing notes.

WHAT IS A FABLE?

A fable is a short story that typically features animals as characters. These creatures often possess human-like qualities, such as the ability to talk and think. Fables usually have a moral lesson or a message that the author wants to convey to the readers.

WHY DO PEOPLE WRITE FABLES?

- **Moral Teaching:** One of the main reasons people write fables is to teach moral lessons. Each fable usually ends with a short and clear moral or lesson that teaches readers about important values such as honesty, kindness, hard work, and the consequences of certain actions.
- **Entertainment:** Fables are entertaining stories that capture the reader's imagination. The use of talking animals and imaginative plots makes them enjoyable to read, especially for children.
- **Simplicity:** Fables are often simple and easy to understand. They use straightforward language and relatable scenarios, making them suitable for readers of various ages and language levels.
- **Cultural Transmission:** Fables are a way to pass down cultural wisdom and traditional values from one generation to the next. They help societies preserve their cultural heritage.
- **Critical Thinking:** Fables encourage readers to think critically about the characters' actions and decisions. Readers are prompted to consider the consequences of different choices and behaviors.

IMPORTANCE OF FABLES

Fables have significant importance in the world for various reasons.

- **Character Education:** Fables help shape moral character by teaching important values and guiding individuals toward making ethical choices.
- **Language Development:** Fables improve language skills, vocabulary, and reading comprehension, making them valuable tools for language learners.
- **Cultural Understanding:** Fables often reflect the values and beliefs of different cultures. Reading fables from various cultures helps people understand and appreciate the diversity of the world.
- **Critical Thinking:** Fables encourage readers to think beyond the surface of the story and analyze the underlying meanings. This improves critical thinking skills.
- **Entertainment and Engagement:** Fables engage readers through interesting characters and relatable situations. They provide both enjoyment and learning.

In summary, fables are short stories featuring animals or magical creatures with human-like qualities, designed to teach moral lessons, entertain, and transmit cultural values.

They play a vital role in character development, language learning, and critical thinking, making them an essential part of literature and education around the world.

READ "ENCHANTED REALM" ANSWER THE QUESTIONS

- Who were the three witches in the story, and what were their distinguishing features?
- How did Angelica, the fairy, differ from the witches in terms of appearance and behavior?
- What was the witches' plan, and why did they steal Angelica's jewels?
- How did Angelica react when she discovered her jewels were missing, and why did she feel that way?
- What was Angelica's plan to deal with the witches, and how did she execute it?
- Describe some of the trials that Angelica assigned to the witches.
- How did the witches change over the course of their experiences with Angelica's trials?
- What was the result of the alliance between Angelica and the witches?
- What lesson did the story convey about the power of kindness?
- In what way did the ending of the story bring about a positive transformation for the land and its inhabitants?

COMPREHENSION ANSWERS

- The three witches were Linh, Helena, and Khana. They were known for their ugliness, with features such as long, crooked noses, prominent warts, and hair resembling the aftermath of a lightning storm.
- Angelica was a radiant and graceful fairy with sparkling wings. She was kind and generous towards all creatures and had a collection of precious jewels.
- The witches planned to steal Angelica's precious jewels because they were jealous of her beauty and treasures.
- Angelica felt a mix of sorrow and amusement when she discovered her jewels were missing. She knew the witches acted out of jealousy, which made her feel both sad and amused.
- Angelica executed her plan by assigning trials of kindness to the witches. She tested their hearts and offered them a chance to change their ways.
- The witches mended squirrel homes with oversized needles, brewed potions that made frogs moonwalk, and organized a laughing competition that echoed through the woods.
- Through the trials, the witches' hearts softened, and they experienced the joy of kindness. They admitted their wrongdoing and begged for forgiveness.
- The witches' transformation and their newfound friendship with Angelica brought unity and understanding to the land. The land flourished under their guidance.
- The story conveyed that kindness can transform even the darkest hearts into something beautiful and radiant.
- The ending of the story resulted in an era of unity and understanding in the land. Angelica's beauty and the witches' reformed hearts led to a positive transformation.

WRITE YOUR OWN FABLE

Writing a fable can be a fun and creative way to practice your English skills. Here's a step-by-step guide for English students on how to go about writing their own fable:

Step 1: Choose a Moral Lesson

Think about the lesson or moral you want to convey in your fable. What message do you want your readers to learn from your story? This will be the core idea that your fable revolves around.

Step 2: Decide on Characters

Choose characters for your fable. These could be animals, objects, fairies, witches, or even people. Think about how each character will represent certain qualities or traits that relate to your moral lesson. For example, a wise owl might represent wisdom, while a tricky fox might represent cunning.

Step 3: Create a Setting

Decide where and when your fable will take place. Is it in a forest, a village, or a magical world? This setting will provide context for your characters and their actions.

Step 4: Develop a Plot

Outline the events that will happen in your fable. Start with an introduction that introduces the characters and the setting. Then, move on to the problem or conflict that arises due to the characters' actions. Finally, resolve the conflict and end the story with a clear message or moral lesson.

Step 5: Show Character Actions

Show how your characters' actions led to the conflict and resolution. Use descriptive language to help your readers visualize the scenes and understand the characters' motivations.

Step 6: Dialogue and Interaction

Include conversations and interactions between characters to make your fable engaging. This is where you can show the characters' personalities and how they respond to the events.

Step 7: Write a Strong Ending

End your fable with a conclusion that clearly states the moral lesson. Wrap up the story by showing how the characters have learned from their experiences and changed for the better.

Step 8: Edit and Revise

After you've written your fable, take a break and then come back to it. Read through your story to check for grammar mistakes, sentence structure, and clarity. Make sure your fable flows smoothly and effectively conveys your moral lesson.

Step 9: Share and Get Feedback

Share your fable with friends, family, or teachers. Getting feedback can help you improve your writing and make your fable even better.

Remember, writing a fable is all about using creativity to convey a moral lesson through characters and their actions. Don't be afraid to let your imagination run wild, and have fun with the process!

AUTHOR'S NOTE

Crafting my first-ever fable, "**Enchanted Realm**," filled me with pure joy.

Casting my foes as warty, wicked witches and creating a world that sparkles with justice, beauty, and hope became the ideal remedy for healing my broken heart.

With a touch of AI magic, my story blossomed into a vibrant tale, creating picturesque scenes that have the power to transport you to an Enchanted Realm.

I trust this book brings you delight, and may you carry with you the empowering truth that even amidst negativity, the power to transform exists within your grasp.

This fable aims not just to reclaim my dues but also to impart kindness lessons to children in classrooms around the world.

 *Angie S.*

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