

PRINCESS FURBALL

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By Charlotte Huck & illustrated by Anita Lobel (Greenwillow)

Themes: Fairy Tales/Heroines/Ingenuity

Grade Level: K-4

Running Time: 17 min. (approx.) iconographic

SUMMARY

PRINCESS FURBALL is the story of a young princess who's father tells her that she must marry an ogre. In exchange for her hand, the ogre promises the king fifty wagons of silver. The princess tells her father that she will not marry unless he gives her three special dresses and a coat of a thousand different kinds of fur, one from each animal in the kingdom. When the king complies, the princess still cannot force herself to marry the ogre. She runs away with her new possessions, which she folds into a nut-shell, along with other possessions, which are special to her.

Eventually, the princess is discovered in the forest by a young king and brought to the palace to work as a servant. She is called "furball" because she is discovered in her coat made of fur. After a series of events, the young king discovers that the princess is the one he wants to marry. Of course, they live happily ever after.

OBJECTIVES

- Children will enjoy an enchanting fairy tale.
- Children will explore problem-solving techniques.
- Children will investigate the results of creative thinking.

BEFORE VIEWING ACTIVITIES

Share the book PRINCESS FURBALL with children. Then ask:

- Why do you think the princess leaves her ring, thimble

and gold spinning wheel in the King's soup?

Encourage children to describe their favorite fairy tales. After children have had some time to share their favorites, help children see the similarities that exist among fairy tales.

Ask:

- What do these fairy tales seem to have in common?
- Who are the "good" characters in the fairy tales?
- What, if anything, do they do that makes them good?
- Who are the "bad" characters in the fairy tales?
- What happens to the "good characters" in the fairy tales?
- What happens to the "bad characters"?

Have children create their own fairy tales. Begin by offering a story starter that children can choose to use such as: "Once upon a time, there was a lovely and lonely princess who always wore pointy shoes..." When children have finished, allow them to illustrate their fairy tales. Display them on a classroom wall or bulletin board.

AFTER VIEWING ACTIVITIES

Remind children of the things the princess requested of her father, the king, in order to get out of marrying the ogre. Ask:

- If you were the princess, what would you have done about this problem?
- What things could you ask for that the king might not be able to find in his kingdom?

Remind children of the long time the princess spent working as a servant in the young king's palace. Ask:

- If you were the princess, what would you do to change your situation in the palace?
- How could you help the young king figure out who you

are?

Help children understand that the princess used her creative thinking skills in order to free herself from an undesirable fate. Give children a variety of hypothetical situations to consider. Encourage children to think creatively in order to resolve each problematic situation:

- You're hungry for vegetable soup, but your soup's too hot to eat. You're starving for soup and nothing else will do! What can you do?
- You have one dollar, and want to buy three things. You want a pen, a bug bag of popcorn and a book. Each costs a dollar! What can you do?
- You have plans to attend a birthday party on Saturday, but your favorite cousin is coming to visit that same day. You want to stay home and you want to go party! What can you do?

Draw a picture of the important objects in the fairy tale, including the three dresses, the coat, the ring, the thimble and the spinning wheel. Then have the children tell a tale that incorporates each of these objects. Have one child begin the story by incorporating the first object in the tale. Have another child continue by incorporating the second object. When all the objects have been included, have children continue inventing and telling their tale until it is finished- a true cooperative effort!

Other videos and films about fairy tales available from Weston Woods include:

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Princess Shireen of the Stormlands was cursed so her half her body turned mottled and grey. Princess Arianne and her father, King Doran, were cursed so that they could not say anything of true importance to one another. Princess Asha of the Iron Islands was chased from her lands by an evil uncle. "I believe," he murmurs, "That Furball may be another victim of a curse, like Princess Shireen, Arianne, or Margaery. She can't seem to say it, but there are signs."