



PRINTABLE LESSON

The Angry Boar

A lesson in what anger clears out of a room



One complete lesson from The Sing Me a Fable Lesson Book

Ages 4 to 8 . Printable . 26 lessons in the full book

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The Angry Boar

Fable A from Sing Me a Fable – a lesson in what anger clears out of a room

AGE	LENGTH	SUBJECT	GROUP
4–7 (Pre-K to Year 2)	30–40 minutes	PSHE · SEL · Speaking	Whole class, then pairs

Learning objective

Children understand that anger works in the moment and empties the space around you, so that when you need help there is nobody left standing close enough.

You will need

The fable, read aloud A floor mat or chalk circle Eight paper animals One paper boar Poster A to colour

The mat is the wood. Stand the boar in the middle and the eight animals around him, close enough to touch him.

Before the story

4 minutes

Put the boar in the centre of the mat with the eight animals in a ring around him, all facing in, and leave them there while the class settles.

Ask: “If somebody shouts, what happens to the people standing near them?”

Then: “Keep your answer. We will look at the mat again at the end.”

Read the fable

5 minutes

Read fable A aloud. Move one animal off the mat every time the boar charges, bellows or frightens somebody. Say nothing about it while you read.

By the third stanza the boar is alone in the middle of an empty mat, which is exactly the moment in the fable when he calls for help. Let the class see it.

Talk about it

10 minutes

1. The boar won every argument in the wood. So why did nobody come when he fell?
2. Nobody told the boar off and nobody fought him back. What did they do instead?
3. Could an animal come back onto the mat? What would the boar have to do first?

Question 2 is the one to stay with. The wood does not punish the boar. It simply moves away from him, which is what actually happens and is much harder to argue with than a telling-off.

Main activity: The mat and the ring

12 minutes

1. Put all eight animals back in the ring with the boar in the middle.
2. Read a situation from the teacher's sheet. Each has an angry answer and a calm one.
3. The class votes, hands up, roar or calm. The class decides, not you.
4. Calm: every animal stays on the mat. Roar: one animal steps off and stays off.
5. After the third situation, stop and ask who is still close enough to help.
6. At the end, ask the class how the boar could get one animal to step back on.

Do not steer the vote, and never name a child in the room as the boar. The paper animal carries this. That is the entire reason the animal exists.

Plenary

4 minutes

“Everybody in the wood did what the boar wanted. So why was he on his own at the end?”



Play it together

Put the game on the board. At every choice, stop, let the class vote, then press the card they chose.



Scan to play

OPEN IT

singmeafable.com/arcade/bruno-the-angry-boar

UNLOCK WORDS

WAITING FOR

CHOICES

6, about 2 minutes of play

Level 1 · Stomping and Scowling

**Stirring Up Fears**

- A Roar in their faces and show your tusks.
- B Breathe out slowly and pick up the acorn. ✓

**This Forest Bows to Me**

- A Walk gently beside her on the mossy trail. ✓
- B Stamp harder and charge on past.

Level 2 · The Reckless Drop

**Blinded by Anger**

- A Charge on with your eyes shut tight.
- B Open your eyes and dig in your hooves. ✓

**The Muddy Pit**

- A Sit still and ask for help politely. ✓
- B Thrash about and bellow for help.



The last level, and what to ask

The tick marks the choice that earns the stars. Keep this page to yourself while the class votes.

Level 3 · The Gentle Promise



The Rescue

A Yank the vine and grumble about the wait.

B Hold the vine gently and thank them. ✓



Peaceful Forest Picnic

A Share them, and pass one to the little mouse. ✓

B Snatch the basket and keep them all.

Ask at every choice

Before pressing: “Which card would you press, and why?”

After it plays out: “What changed because of that choice? What would the other card have done?”

How it joins the lesson

The main activity, **The mat and the ring**, takes the same lesson off the screen and into the room. Play the game first, so the class has already watched both kinds of choice play out before they make one themselves.

Every choice plays out and nothing is timed, so a wrong vote is something to talk about, not a failure. Stars at the end of each level show how many right choices the class made.



Six situations to vote on

Read the left column aloud only. The right column is what calm sounds like.

THE SITUATION, AS THE CLASS HEARS IT	WHAT CALM SOUNDS LIKE
Somebody takes the toy you were about to pick up.	"I was going to use that. Can I have it after you?"
Your tower gets knocked over and you think it was on purpose.	"Did you mean to do that? It took me ages."
Somebody calls you a name in front of everybody.	"I do not like that. Stop."
You lose a game you were winning right at the end.	"That was close. Can we play again?"
Someone will not let you join in.	"Can I play the next one?"
You are told to stop doing something you were enjoying.	"Two more minutes? Then I will come."

Every calm answer on the right still says what the child wants. Calm is not the option where you go quiet and give in, and children will not accept it if it is.

The line, in one sentence

Anger clears the room. Then you are the only one in it.

Give the class that sentence at the end, never at the beginning.

Adapting for your class

Age 4 · Pre-K. Three situations, not six, and let a child move the animals off the mat themselves.

Ages 5–7 · K to Year 2. Run it as written.

Ages 7–8 · Year 3. Add the hard case: is it ever right to be angry? It is, and they should work out the difference between being angry and charging. The answer is usually what you do next.

Mixed ages: pair an older child with a younger one and give the older one the job of asking, not answering.

What children take away

- **Anger works, briefly.** The boar got his way every time, which is why nobody outgrows it by being told to.
- **People move away rather than fight.** So the cost is invisible until you need somebody.
- **The mat empties slowly.** One animal at a time, and never all at once.
- **Coming back takes longer than leaving.** Which is worth a child noticing at five rather than thirty.

If you have more time

- **Colour the poster.** While they work, ask what the boar should have said on the very first page.
- **Sing it.** The fable's song with on-screen words runs about 90 seconds.
- **Play it.** The browser game lets the child choose, twice a level, whether the boar charges or stays calm, and each choice plays out in the wood.

Where this fits

One of twenty-six lessons, one for each letter and one character trait each. A week at a time, the set covers a school year. All twenty-six songs and the printable posters are free at singmeafable.com.

Curriculum links. PSHE and SEL: anger, self-regulation, consequences, repairing a friendship. Speaking and listening: justifying a choice, predicting an outcome. Literacy: letter recognition, traditional tales, cause and effect.