



PRINTABLE LESSON

The Sneaky Fox

A lesson in what a lie actually buys you



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 Sneaky Fox

Fable D from *Sing Me a Fable* — a lesson in what a lie actually buys you

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

“A lie may help you win the day, but chases all your friends away.”

Learning objective

Children understand that a lie can win something small right away while losing something larger over time, and can name the difference between the two.

You will need

The fable, read aloud

A basket

Small tokens (buttons, counters)

Poster D to colour

The song (optional)

Before the story

4 minutes

Hold up the empty basket.

Ask: “If every time somebody in this room fibbed, three tokens went in this basket, and every time somebody told the truth, only one went in — what would fill it faster?”

Take a guess or two, then put the basket aside and start reading.

Read the fable

5 minutes

Read fable D aloud. The fox tells Hettie and Buzzby honeyed promises — berries, safety, friendship — and delivers thorns. Read his lines warmly; the danger is that he is likeable, not that he sounds like a villain.

The ending matters: he is not caught or punished. He is simply alone, because nobody comes to the den anymore.

Talk about it

10 minutes

1. Each time the fox lied, what did he get right away?
2. Hettie and Buzzby stopped visiting. Nobody told them to. Why did they stop?
3. At the end the fox is alone. Was that ever going to happen after just one lie, or did it take several?

Question 3 is the important one. One lie rarely costs a friendship outright — it is the basket filling, lie after lie, that eventually empties the den.

Main activity: The basket that fills faster

12 minutes

This runs the fable's cost with tokens, away from the screen.

1. Read out a short claim from the sheet on the back — something a character might say.
2. The class decides: is it the truth, or a lie?
3. Truth: one token in the basket. Lie: three tokens in the basket.
4. Keep a second pile of counters standing in for “friends who still visit.” Every lie, one friend-counter is quietly moved away and does not come back this round.
5. By the end, the basket is heavy and the friend pile is thin — without anyone deciding that on purpose.

Ask: “Nobody chose to end up with an empty friend pile. So who caused it?”

Plenary

4 minutes

“The fox got something small every time he lied. What was it, and was it worth what he lost?”



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/felix-the-sneaky-fox

UNLOCK WORDS

WAITING FOR

CHOICES

6, about 2 minutes of play

Level 1 · Honeyed Tones

**The Thorn Trap**

- A Point her at the thorn bush and take an egg.
- B Drop the grin and show her the real berries. ✓

**Tricking the Bees**

- A Admit it, and offer to pick flowers for a taste. ✓
- B Shout that the hive is on fire and grab the keg.

Level 2 · Tangled in Lies

**Shadows Spread**

- A Blame the mud on the squirrels and spin a lie.
- B Wipe the mud off, own up, and untangle the vines. ✓

**Returning the Stolen Goods**

- A Bow your head and give it all back. ✓
- B Hand it back and boast how generous you are.



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 · No One Left to Listen



Dodging the Call

- A Shout angrily that everyone is being unfair.
- B Sit on a log and leave a gentle apology note. ✓



No Berries for a Deceiver

- A Accept it and say you are sorry. ✓
- B Tell them another lie.

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 basket that fills faster**, 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.



Truth or lie? — and what did it buy?

Read aloud in any order. The right-hand column is where the lesson lives.

READ THIS OUT	ANSWER	WHAT THE LIE BOUGHT, RIGHT THEN
"There are berries this way — sweet ones, I promise." (There are none.)	LIE	Got them to follow him.
"It's cold. You should stay in the den tonight." (It is a fine evening.)	LIE	Kept them close a little longer.
"I have plenty to eat, don't worry about me." (True.)	Truth	—
"Trust me," with a wide, gleaming smile.	LIE	Bought a moment of belief.
"I'm sorry, I ate the last of it." (True, and awkward.)	Truth	—
"Nothing happened to your eggs. I don't know what you mean."	LIE	Avoided being blamed, for now.

Every lie bought something real and small. That is what makes lying tempting — it works, in the moment. The fable's argument is entirely about what happens after the moment.

The trade, made visible

Each lie is a trade: something small now, for something larger given up slowly. Children can grasp trade long before they can grasp consequence as an abstract word.

Ask: would the fox make the same trade if he could see the empty den coming? Most children say no — which is the whole point of showing them the ending first.

Adapting for your class

Ages 4 · Pre-K. Use the basket alone, with you reading the claims and doing the counting. Skip the friend-pile mechanic — two moving parts is one too many at this age.

Ages 5–7 · K to Year 2. Run it as written. Most classes are surprised by how fast the basket fills relative to the friend pile.

Watch for this

Children sometimes argue the fox “deserved” to end up alone. Steer away from deserving. Nobody punishes him. It is simply what happens when the basket fills — the same as it would for anyone.

Ages 7–8 · Year 3. Ask them to invent one more of the fox's lies and predict, before playing it, how many tokens it should cost and why.

Mixed ages: let an older child keep the basket count so the younger ones focus on deciding truth or lie.

What children take away

- **Lies work, briefly.** Every one bought the fox something real. Pretending they don't work makes the lesson easier to dismiss.
- **The cost arrives late.** Nobody leaves after the first lie. It is the accumulation that empties the den.
- **Nobody punishes him.** He is alone because of what happened, not because anyone decided he should be.

If you have more time

- **Colour the poster.** Ask what Hettie and Buzzby are thinking as they walk away.
- **Sing it.** The fable's song with on-screen words runs about 90 seconds.
- **Play it.** The browser game lets the child choose, scene by scene, whether Felix owns up or tells another lie, and by level three shows who is still willing to listen to him.