



PRINTABLE LESSON

The Envious Frog

A lesson in what you stop seeing while you look at somebody else



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 Envious Frog

Fable E from Sing Me a Fable – a lesson in what you stop seeing while you look at somebody else

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 wanting what somebody else has is ordinary, and that spending the day looking at it costs you the day.

You will need

The fable, read aloud A green card for every child Three bright cards A shallow bowl of water Poster E to colour

Every child holds a plain green card. The three bright cards are the dragonfly, the golden fish and the robin, and they stay at the front where all can see.

Before the story

4 minutes

Give every child a green card to hold. Stand the three bright cards up at the front, somewhere everybody has to look up at.

Ask: “Look at your green card. Now look at the bright ones. Which are you looking at?”

Then: “Keep your card in your hand. We will look at it again at the end.”

Read the fable

5 minutes

Read fable E aloud. Every time the frog wishes he were something else, ask the class to hold their green card behind their back and keep looking at the bright ones.

By the third stanza nobody can see their own card and everybody is looking at the front. That is the fable, done in the room, with no explanation from you.

Talk about it

10 minutes

1. The dragonfly really was more beautiful. So was the frog wrong?
2. What did the frog miss while he was watching the others? Name three things.
3. At the end he sees his own shine in the water. Why could he not see it before?

Question 1 is the important one. The frog is not mistaken about the dragonfly, and a child who is told that everybody is equally beautiful knows it is not true. The fable is about the watching, not the comparison.

Main activity: The green card

12 minutes

1. Everybody holds their green card in front of them where they can see it.
2. Read a situation from the teacher's sheet. Each has an envious answer and a contented one.
3. The class votes, hands up, wish or look. The class decides, not you.
4. Look: cards stay in front. Wish: cards go behind backs and stay there for the next one too.
5. After the third situation, ask what colour their own card is. Some will have forgotten.
6. At the end, everyone looks at their card and says one thing about it out loud.

Do not tell a child that their card is as good as the bright ones. It is not, and they can see that. The point is that it is theirs and they were not looking at it.

Plenary

4 minutes

“The frog was right about the dragonfly. So why was he the unhappiest animal in the pond?”



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/finn-the-envious-frog

UNLOCK WORDS

WAITING FOR

CHOICES

6, about 2 minutes of play

Level 1 · The Colorful Yard



Peacock's Blue and Robin's Red

- A Paint fake blue spots and spill juice on yourself.
- B Wipe your nose and laugh at your own silly bounce. ✓



Fancy Tails and Silver Scales

- A Untie the reeds and dive in for a spin. ✓
- B Cross your arms and refuse to swim.

Level 2 · Missed Hops and Reflection



Missing the Fun

- A Blame the water and sulk in the shadows.
- B Shake off the petals and take a deep breath. ✓



The Bright Dawn

- A Smile and admire your bright green coat. ✓
- B Slap the water because you still want gold.



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 Shining Green Coat



The Great Leap

- A Flap your arms like a bird and fall on your face.
- B Bend your strong legs and leap across gracefully. ✓



The Pond Celebration

- A Hug your knees and smile warmly at your friends. ✓
- B Look at Percy's tail and start pouting again.

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 green card**, 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 looking at your own sounds like.

THE SITUATION, AS THE CLASS HEARS IT	WHAT CONTENTMENT SOUNDS LIKE
Somebody has the lunchbox you wanted.	"That is a good one. Mine has the thing I like in it."
Your friend is better at drawing than you.	"Show me how you do the eyes."
Somebody got a sticker and you did not.	"Well done. What did you do to get it?"
Another child is faster than you at running.	"You are quick. I am better at climbing."
Somebody went somewhere on holiday and you stayed home.	"What was it like? We went to my nan's."
Your friend has more friends than you do.	"Can I come too?"

Notice that four of the six answers are questions. That is not an accident. Asking about the thing you envy is the fastest way to stop envying it.

The line, in one sentence

Envy is not being wrong about them. It is not looking at yourself.

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

Adapting for your class

Age 4 · Pre-K. Three situations, and use real objects rather than cards so they can hold their own.

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

Ages 7–8 · Year 3. Add the hard case: what is the difference between envy and wanting to get better at something? It is a real difference and they will find it.

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

- **Envy is usually accurate.** The other child really is faster, and pretending otherwise loses the class.
- **It costs the day, not the thing.** The frog never gets wings and he does lose his summer.
- **Asking beats watching.** A question turns the person you envy into someone you talk to.
- **You cannot see your own card while it is behind your back.** That is the whole fable in one action.

If you have more time

- **Colour the poster.** While they work, ask what the frog would say to the dragonfly now.
- **Sing it.** The fable's song with on-screen words runs about 90 seconds.
- **Play it.** In the browser game the child chooses whether the frog copies others or enjoys being green.

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: envy, contentment, comparison, self-worth. Speaking and listening: asking questions, justifying a choice. Literacy: letter recognition, traditional tales, cause and effect.