



PRINTABLE LESSON

The Greedy Squirrel

A lesson in what happens when the store gets bigger than the house



One complete lesson from The Sing Me a Fable Lesson Book

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

singmeafable.com



The Greedy Squirrel

Fable G from *Sing Me a Fable* — a lesson in what happens when the store gets bigger than the house

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 taking more than you need is not the same as being safe, and that a store you cannot use costs you the thing it was meant to protect.

You will need

The fable, read aloud

A clear jar

A bag of dried beans or acorns

A tower of blocks

Poster G to colour

The jar is the squirrel's hollow trunk. Stand the block tower on the lid so the class can see what the weight is resting on.

Before the story

4 minutes

Stand the jar on the table with the block tower balanced on top of it, and put the bag of beans beside it where everyone can reach.

Ask: “How many acorns does a squirrel need to get through one winter?”

Then: “Keep your number. We will count what is in the jar at the end.”

Read the fable

5 minutes

Read fable G aloud. Drop a handful of beans into the jar every time the squirrel takes something, and say nothing about it while you read.

By the fourth stanza the jar is full and the tower is unsteady. Let it fall if it falls. Nothing you can say lands as hard as that noise does.

Talk about it

10 minutes

1. The squirrel had more acorns than anyone in the wood. So why did he end up with nothing?
2. He did not steal from strangers, he raided his own neighbours. Why does that make the ending worse?
3. Could he have given some away? At what point would that have been hardest, at the start or at the end?

Question 3 is the one to stay with. Giving away one acorn at the start costs almost nothing. Giving away half a full jar feels impossible, which is exactly why the squirrel never does it.

Main activity: The jar and the tower

12 minutes

1. Empty the jar and rebuild the tower on its lid.
2. Read a situation from the teacher's sheet. Each has a keeping answer and a sharing one.
3. The class votes, hands up, keep or share. The class decides, not you.
4. Share: nothing goes in the jar and the tower stays. Keep: a handful of beans goes in.
5. After the third situation, stop and ask whether the tower still looks safe.
6. At the end, ask how many beans in that jar the squirrel could actually eat.

Do not steer the vote, and do not stop the tower falling. A class that keeps three times and then watches the crash has done the whole lesson without you saying a word.

Plenary

4 minutes

“The squirrel had the fullest store in the wood. Why was he the hungriest by spring?”



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/sammy-the-greedy-squirrel

UNLOCK WORDS

WAITING FOR

CHOICES

6, about 2 minutes of play

Level 1 · The Great Nut Hoard



Cheek-Stuffing Chaos

- A Cover the pile and stuff in ten more nuts.
- B Spit out the extra nuts and share a handful. ✓



The Overstuffed Burrow

- A Unbuckle the pack and invite others to share. ✓
- B Drag the heavy pack up the trunk and keep it all.

Level 2 · The Cracking Trunk



Squeezing the Last Nut

- A Jam the last nut in with a mallet anyway.
- B Pull an armful of nuts out and pass them through the window. ✓



The Great Collapse

- A Wipe the dust off and look sadly at the damage. ✓
- B Hug the buried nuts and shout at everyone to stay away.



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 · Rebuilding Together



The Community Pantry

- A Hide a small pile behind a bush for yourself.
- B Gather the nuts into a shared pantry crate. ✓



Sharing the Feast

- A Raise your cup in a friendly toast. ✓
- B Grab the whole tray back and spill it everywhere.

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 jar and the tower**, 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 sharing sounds like.

THE SITUATION, AS THE CLASS HEARS IT	WHAT SHARING SOUNDS LIKE
There are four biscuits left and you got there first.	"I will take one. There are three of us."
You have two of the good pens and somebody has none.	"Have this one. I only need one at a time."
You collected all the best conkers before anybody else came out.	"I found loads. Do you want half?"
Your lunchbox has something nobody else has.	"Do you want to try a bit?"
You are keeping a toy you have not played with since last term.	"I am not using it. You can borrow it."
Somebody asks for a turn and you were going to have one more.	"Go on, you go. I have had a long turn."

Every sharing answer on the right still leaves the child with something. That is deliberate. Generosity is not the option where you end up with nothing.

The line, in one sentence

A store you cannot use is not treasure. It is weight.

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 one child do the pouring so the jar is theirs.

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

Ages 7–8 · Year 3. Add the hard case: is it greedy to save up for something big? It is not, and working out why will take them somewhere useful about saving against hoarding.

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

- **More is not the same as safer.** The squirrel had the fullest store and the worst winter.
- **Taking from your own side costs most.** He raided neighbours, so there was nobody left to knock on.
- **Sharing gets harder the longer you wait.** One acorn is easy. Half a jar is not.
- **Enough is a number.** A child who can say what enough looks like can stop at it.

If you have more time

- **Colour the poster.** While they work, ask what the squirrel should have done with the tenth acorn.
- **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 squirrel grabs more nuts or shares them, and each choice plays out.

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: generosity, needs and wants, consequences. Speaking and listening: justifying a choice, predicting an outcome. Maths: counting, comparing, the idea of enough. Literacy: letter recognition, traditional tales, cause and effect.