



PRINTABLE LESSON

Everything Shiny Is Mine

A lesson in giving something back properly



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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THIEVERY · AND THE HONESTY THAT ANSWERS IT

Everything Shiny Is Mine

Fable T from Sing Me a Fable — a lesson in giving something back properly

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 something and giving it back are not opposites of equal weight — the giving back has to be real, not just convenient.

You will need

The fable, read aloud Several small shiny objects A box or nest Poster T to colour The song (optional)

Before the story

4 minutes

Scatter the shiny objects on a table. Let one child collect them all into their own box while everyone watches.

Ask: “How does it feel to watch someone else take all the shiny things? Does it matter if they say sorry afterwards?”

Read the fable

5 minutes

Read fable T aloud. Pippa the magpie takes what glitters — a berry, a thread, a golden acorn — without asking, and her hoard grows while her friends' things disappear.

The last shiny thing matters most: a gold watch, left where she could easily pocket it and nobody would know. What she does with that one is the real test.

Talk about it

10 minutes

1. Pippa said, before taking Robin's berries, “He will never miss one.” Was that true?
2. When she brought everything back, was that the same as never having taken it?
3. The watch was the one nobody would have known about. Why does that one matter most?

Question 3 is the heart of it. Giving back what you'd have been caught with anyway is easy. Giving back what nobody would ever have known about is the real measure of whether you've changed.

Main activity: The last shiny thing

12 minutes

1. Put one genuinely appealing small object on the table — a shiny coin, a bright bead.
2. Tell the group, honestly, that nobody is watching this table and nobody would know if it went missing.
3. Step away for a moment.
4. Come back and ask, without accusing anyone, what happened to it.
5. Whatever the outcome, use it to talk about what makes returning something feel different when nobody's checking.

Ask: “What's the difference between not getting caught, and actually doing the right thing?”

Run this one carefully and without setting anyone up to fail publicly — the point is the conversation afterwards, not catching a child out.

Plenary

4 minutes

“Pippa brought almost everything back. Why might that not be quite enough?”



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/pippa-the-magpie

UNLOCK WORDS

WAITING FOR

CHOICES

6, about 2 minutes of play

Level 1 · The Temptation of Shiny Things

**Robin's Nest**

- A Snatch the berries and zip away!
- B Offer Robin a shiny pebble for one berry. ✓

**Sparrow's Sewing Corner**

- A Hold the end of the thread while she weaves. ✓
- B Grab the whole spool and run!

Level 2 · The Greedy Hoard

**Squirrel's Golden Acorn**

- A Snatch the acorn straight out of his paws!
- B Carry leaves over to cushion his nest. ✓

**The Dark Hollow**

- A Load every shiny thing into a little wagon. ✓
- B Hug the pile tighter and stay in.



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 Great Return



The Apology Tour

A Drop the lot on the grass and ask for a reward.

B Hand each thing back to the one it belongs to. ✓



The Last Shiny Thing

A Hold it up and ask whose watch it is. ✓

B Slip the gold watch under your wing.

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 last shiny thing**, 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.



Taking, and giving back

Six moments from the hoard. Sort what's easy to return from what's hard.

WHAT PIPPA TOOK	GIVING IT BACK IS	WHY
A berry from Robin's nest, in plain sight.	Easy	Everyone already knows it's missing.
A thread from Sparrow's sewing corner.	Easy	Sparrow noticed right away.
Nutkin's golden acorn, hidden in the dark hollow.	Harder	Nobody saw where it went.
A gold pocket watch, left alone on a picnic table.	Hardest	Nobody would ever have known.

The pattern moves from "returning what I'd be caught with anyway" to "returning what I could keep and nobody would know." That second kind is the one that actually shows something changed.

What her apology tour actually proves

Pippa visits everyone and gives things back. That's a good start, and it's also the easy part — the friends already know what's missing. The watch is different: it tests whether the change is real or just a performance for an audience that's already watching.

Watch for this

Children sometimes think an apology automatically undoes the thing it's apologising for. Gently separate the two: the apology is necessary, but it doesn't erase what happened — it's the start of showing something's different now.

Adapting for your class

Age 4 · Pre-K. Use the opening demonstration only — watching the shiny objects get collected, then given back. Skip the table and the unwatched-object activity entirely.

Ages 5–7 · K to Year 2. Run the table as written, but be very careful with the main activity — frame it as a group reflection, never a test with a named winner or loser.

Ages 7–8 · Year 3. Ask them to imagine they were Pippa on the day with the watch. What would make it hard to leave it alone, and what would make it easier?

Mixed ages: skip the unwatched-object activity for younger groups regardless of pairing — save it for age 7–8 only.

What children take away

- **Returning what you'd be caught with anyway is a start, not the finish.** Real change shows up when nobody's checking.
- **Sorry is necessary, but it doesn't erase what happened.** It's the beginning of showing something's different.
- **"They'll never miss it" is worth questioning every time.** It was wrong every single time Pippa said it.

If you have more time

- **Colour the poster.** Ask what's in Pippa's hoard, and who each thing belongs to.
- **Sing it.** The fable's song with on-screen words runs about 90 seconds.
- **Play it.** In the browser game, the last choice — the pocket watch — is the one that decides how the story ends.