

High school (ages 14+)

IL POLLETT0 CARLETT0

TheFableCottage.com after-reading
activities



Directions

Print this packet out after you read **Il Polletto Carletto** at TheFableCottage.com.

In this story we've added details and descriptions to help you learn Italian.

Learning objectives

The activities in this packet will help you practice these things from the story:

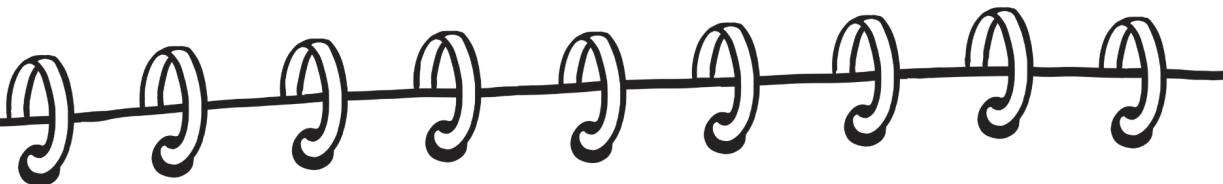
1. Animals
2. People's names in Italian
3. Prepositional phrases for location/movement (in, towards, up, through)

AFTER-READING ACTIVITY

Help the Dog Detective

DIRECTIONS: All the local animals have gone missing! Don't worry. Darnell the Dog Detective is on the case! However, his assistant wrote all the case notes in English, but Darnell only speaks **Italian**.

Listen again to the story, **Il Polletto Carletto**, and translate the underlined case notes in Darnell's Detective Notebook into **Italian**.



Case #8376

Missing birds:

1. chicken

2. hen

3. duck

4. goose

5. pigeon

Prime suspect: fox

Birds last seen going...

1. down the road

2. towards the pond

3. towards the farm

4. through the village

5. across the field

6. up a hill

7. into the cave

AFTER-READING ACTIVITY

Follow the Fox

DIRECTIONS: In this activity, you will use prepositional phrases to play *Follow the Fox*. For this game, you will need to look up the translations for a few objects or areas in your room. Everyone playing with you should have the same list of objects. (Suggestions: tables, chairs, board, aisle, door, window, hallway, bookshelf.)

	Object / area in the room	Translation
1		
2		
3		
4		
5		

Now, do you remember how to say this phrase from **Il Polletto Carletto?** If not, go back to the story!

	Translation
“Let’s go!”	

Do you remember your prepositions? If not, go back to the story:

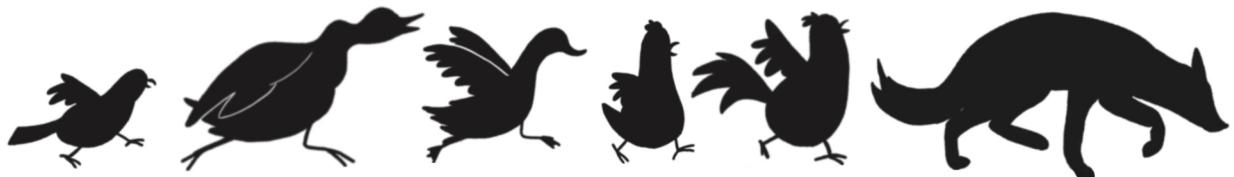
	Prepositions	Translation
1	around	
2	towards	
3	through	
4	up	
5	in	

AFTER-READING ACTIVITY

Follow the Fox (continued)

How to play:

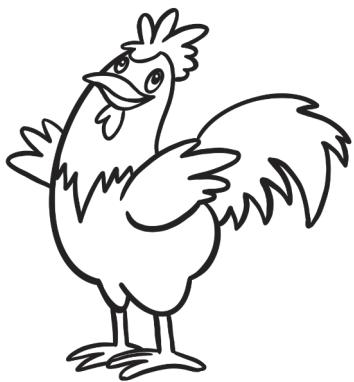
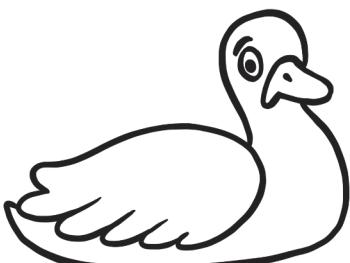
1. Divide into small groups of 3 or 4. In each group, choose one person to be The Fox. Everyone else is a Chicken.
2. The Fox can have the sheet of translations on the previous page as a reference. All the Chickens must put away their papers.
3. The Fox goes around the group and gives a command to each Chicken using an object from the list, a prepositional phrase, and the phrase “let’s go!”
4. Examples: “*Let’s go around the table!*” or “*In the hallway. Let’s go!*”
5. The Chicken has to try to follow the directions. If the Chicken does the correct action, the Chicken is safe. If the Chicken messes up, the Chicken is “out / eliminated / eaten.”
6. Keep going until there is only one Chicken left. That person becomes the new Fox and starts a new game.



AFTER-READING ACTIVITY

Rename the characters

DIRECTIONS: Have you noticed that people's names in **Italian** are a little different than English? Now is your chance to research some common Italian names. Use your language learning resources to look up popular names and decide on your favorites. Then, choose a new name for each character in Il Polletto Carletto.

Character	Original name	New name
		
		
		

Character	Original name	New name
