

The Brave Weaver

A Story from India, retold by Peter Chand

A video of the story is available at www.storymuseum.org.uk/1001-stories/the-brave-weaver

Synopsis

A Brave Weaver, Fateh Khan, takes his bundle and goes out into the world to seek his fortune. He manages to overcome an elephant, a tiger and even an army of 500 men through his wit, trickery, and more than a little bit of luck. The King is so full of wonder that he passes the crown to Fateh Khan, who settles down to life with a princess. (If you require a transcript for access reasons please contact learning@storymuseum.org.uk).

Part 1: Share the Story

Before watching the film, introduce the concept of a weaver and a shuttle (Resource A).

Then watch Peter Chand tell the story of The Brave Weaver.

Part 2: Discuss the Story

Use the questions below to begin a discussion about the story.

KS1 questions	KS2 questions
<ul style="list-style-type: none">• What was your favourite part of the story?• Did you like Fateh Khan? Give a word to describe him.• The story is called 'The Brave Weaver'. Do you think he was brave? If so, can you give an example of a time he was brave?• Fateh Khan starts the story by wishing he had a bit of luck. How does he have luck in this story?• Have you ever been lucky? You may have won a competition or found something that you were then allowed to keep.• Have you ever felt you have been unlucky?	<ul style="list-style-type: none">• Suggest 3 words to describe Fateh Khan's character.• How did Fateh Khan become successful?• The story is called 'The Brave Weaver'. Do you think he was brave? If so, can you give an example of a time he was brave?• Fateh Khan wishes for luck, and luck helps him overcome the elephant, tiger and the 500 men. However, he also achieved his success through his cunning, and the way he presented his story to the King. Can you give an example of this?• Have you ever felt lucky? Has anything good happened to you that you felt was down to luck?• Consider the saying 'You make your own luck.' Discuss how you could 'make your own luck' in your own lives. This could include taking risks, stepping outside your comfort zone, talking to new people, reading new books, visiting new places, or seeing the positive sides to events that happen every day. Fateh Khan is delighted that he killed a mosquito with a shuttle – that's an example of seeing a positive side!

Part 3: Play the Story

KS1 activities	KS2 activities
<p>Story Walk</p> <ul style="list-style-type: none"> • Students stand in their own space around the room. They have each become the Brave Weaver in their own story worlds. • Read out Resource B line by line. As you read, the students use the space to mime the story. 	<p>Hotseating</p> <ul style="list-style-type: none"> • A student is chosen to sit in the hotseat. Allocate a character to the student – the first wife, the king, the tiger, the elephant, or Fateh Khan himself. • The rest of the class ask questions to the hotseated character. Examples could include: <ul style="list-style-type: none"> - To the first wife: Are you happy now that you are rid of Fateh Khan? Do you regret your decision? - To Fateh Khan: Do you sleep well at night, knowing that you tricked your way into becoming King? Are you friends with the King?
<p>Luckily/Unluckily (also known as <i>Fortunately/Unfortunately</i>)</p> <ul style="list-style-type: none"> • One player begins the story with an opening sentence to introduce the main character. This sentence can be about anything at all, for example: <ul style="list-style-type: none"> - Once there was a boy/girl named _____. - It was raining when _____ set off for home from school. - _____ drove to the beach on Monday. - The bird flew up to the branch. - The sloth slowly reached out its arm for the tree branch. - In the rock pool was a large red crab. - The Enderman teleported into the forest. - Ice Dragon flew low over the mountain top. • The students then take it in turns to describe alternately unlucky and lucky things that happen to the character without killing them or being too gross. Once the players are used to the game encourage them to include more detail to their sentences as this stimulates the imagination further and gives the other players more to play around with. <p><i>For example:</i></p> <p>Player 1: <i>The bird flew up to the branch.</i></p> <p>Player 2: <i>Unluckily the branch broke and the bird began to fall really quickly.</i></p> <p>Player 3: <i>Luckily it landed on a thicker branch near the ground.</i></p> <p>Player 4: <i>Unluckily there was a nest of angry wasps that swarmed around the bird.</i></p> <p>Player 5: <i>Luckily the bird loved eating wasps for lunch.</i></p> <p><i>Etc...</i></p>	<p>Freeze Frame</p> <ul style="list-style-type: none"> • Students divide into groups and recall the various parts of the story. They choose their favourite scene and make a freeze frame. • Groups take it in turns to present their freeze frames to the rest of the class. The class guess which part of the story is being represented. <p>Guess the Emotion</p> <ul style="list-style-type: none"> • Consider the different emotions in the story by thinking about what happens. For example: How did Fateh Khan (the brave weaver) feel when he was weaving? How did he feel when the mosquito bit his hand? List the different emotions. • Take it in turns to silently evoke one of the emotions, using facial expressions and body movements. The rest of the players try to guess which emotion is being portrayed. • As an extension to the activity encourage the players to mime part of the story that includes the target emotion. The others can then identify the section of the story and the emotion.

Part 4: Story Stimulus

- Fateh Khan is a weaver whose shuttle, used to weave cloth, helps to defeat a mosquito, an elephant, a man-eating tiger and a whole army! Think of a new job the main character could do e.g. a dentist, a doctor, a fireman, a green grocer, a teacher. What object do they use in their job? How could this used to defeat the mosquito, elephant or tiger?
- For example: A dentist uses a small mirror to see the backs of people's teeth – how could that be used in the story? A fireman uses a hose to direct the water at the flames – how could that be used?
- As well as changing the main character, the scary things they defeat could alter. What is scary? e.g. a dragon, a T-rex, a ghost, a spider.

Part 5: Taking it further

Similar stories to The Brave Weaver:

The Elves and the Shoemaker (European folktale)
storymuseum.org.uk/1001-stories/the-elves-and-the-shoemaker

The Dragon and the Pearl (Chinese folktale)
storymuseum.org.uk/1001-stories/the-dragon-and-the-pearl

Yallery Brown (English folktale)
storymuseum.org.uk/1001-stories/yallery-brown

The Pedlar of Swaffam (English folktale)
storymuseum.org.uk/1001-stories/the-pedlar-of-swaffham

Frog and Scorpion (Unknown origin)
storymuseum.org.uk/1001-stories/frog-and-scorpion

Jack and the Beanstalk (English folktale)
storymuseum.org.uk/1001-stories/jack-and-the-beanstalk

The Unlucky Man (English folktale)
storymuseum.org.uk/1001-stories/the-unlucky-man

Luckily/Unluckily (Chinese folktale)
storymuseum.org.uk/1001-stories/luckily-unluckily

The Brave Weaver

Resource A: Definitions

A Weaver

A weaver makes cloth by interlacing threads together. This is done on a weaving loom, which holds the threads carefully in place.



"Weaver's loom" by wezlo is licensed under CC BY-NC-SA 2.0

A Shuttle

A shuttle is a tool that holds the thread. The weaver throws the shuttle back and forth so that the threads can interlace neatly.



"Okinawa, Japan - Weaver with shuttle; 1960-70" by Knoxville Museum of Art is licensed under CC BY-NC 2.0

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Resource B: Story Walk Prompts

Story Walk Prompts

- You are a weaver. You are sitting at your loom, sending the shuttle back and forth, and back and forth, and back and forth. It's a bit boring! You are dreaming of a better life than this!
- But what's this – ah! You can see a mosquito! Quick – swipe at it with the shuttle! – Bzzz – dead!
- Wow! You are amazing! Congratulate yourself! Anyone can kill a mosquito; anyone can use a shuttle – but to do both at the same time!
- You're better than this life – throw the loom away! You are going to go and seek your fortune!
- Walk the long long road – ooh, you have come to a lovely little market. Lots of diamonds and jewels here! Wait – everyone's running away! Oh – look – over there! There's a huge marauding elephant!
- Sh! Walk – VERY – quietly – on tiptoe – maybe he won't hear you!
- Oh, you can feel his trunk behind you... he is taking your bundle! Just give it to him – and run!
- The elephant is eating your bundle! Aha – but look – he has fallen on the floor! The bundle had poison in it! HAHAHA! Do a quiet laugh to yourself!
- Now – VERY quietly – tiptoe up to the elephant. Take your shuttle out of your pocket... that's right... thrust it into the elephant's ankle! Yes! Now quick – run away and hide!
- Wow – you can see that the elephant is dead! Yes! Congratulate yourself! Yay! Do a little happy dance! High-five the others!
- WAIT! Hang on – what's this? In the distance – it's the famous man-eating tiger!
- Quick – up a tree! Hang there like a monkey!
- Oh – he is coming closer... and closer...!
- He is underneath you! His eyes are looking up at you and his mouth is wide open!
- Hey – here's an idea – get your shuttle out of your pocket! Throw it into the tiger's mouth!
- YES! The tiger is dead! Now – jump down from the tree – and go to the Palace!
- Bow to the King!
- Aha – the King has made you King! Take the crown! Walk around the room like the proud King you are!