



St George and the Dragon

Trad. (adapted by Catherine Woolley)

Once upon a time there lived a knight called George. He travelled by horse across many lands.

Tactile: feel knitted chain mail/wear knight's helmet.

Auditory: coconut halves to make clip clop sound

One day he came to a village. The villagers were very sad because there was a dragon that lived nearby in a lake.

Tactile: feel cold water in a tray using hands/feet.

Every day the dragon would eat a beautiful maiden.

Auditory: chomping sounds on switch.

The maidens were chosen by lottery. One day it was the King's daughter's turn. She went to meet the dragon dressed in a silk dress.

Proprioception/Tactile: wear crown/feel a piece of silk/satin.

The King and Queen were very sad but the princess was brave. She was tied to a post to wait for the dragon.

Tactile: tie rope around a wooden baton/clave

George decided to save the princess and kill the dragon. He went to the lake where the dragon lived. The dragon rushed at him with a mighty ROAR!

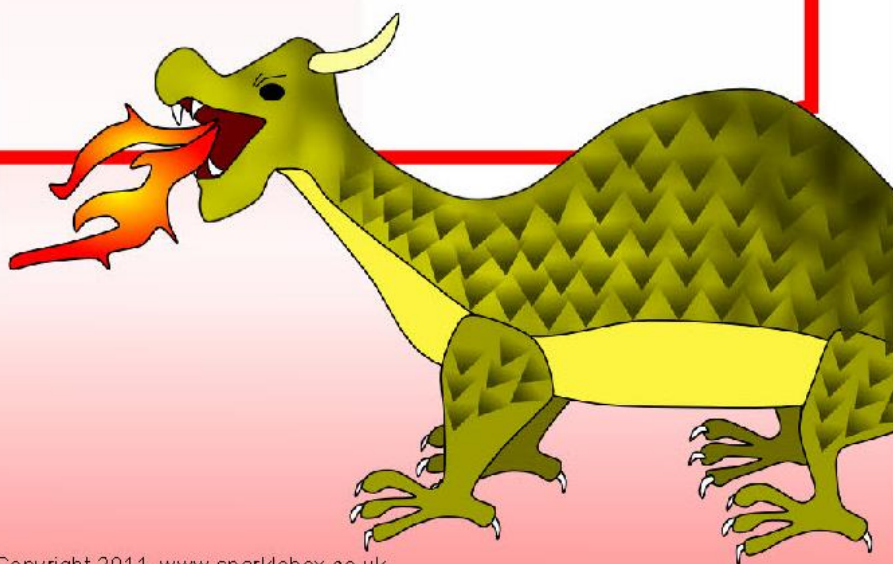
Proprioception: dragon puppet - make it move quickly towards learner

Auditory: Roar loudly while operating puppet/have roar on switch

George wasn't scared. He fought the dragon with all his strength but the dragon's scales were so hard that his spear broke into pieces.

Visual/Proprioception: break cardboard tube spear in half (fix with tape on one side)







George fell off his horse and rolled under an enchanted orange tree so the dragon was unable to hurt him.

Smell/Taste: Orange segments.

George fell off his horse, but he wouldn't give up and kept fighting until the dragon was defeated.

Visual/Proprioception: cardboard/plastic sword, play fight with learner as appropriate.

The princess was saved and the villagers were overjoyed.

Auditory: shout "Hooray!" / cheers on switch

