



TITLE
THE GIRL THAT DECIDED TO BE BAD

TOPIC
Make decision

SCHOOL CONTEXT
Bilingualism, personal Identity

RECOMMENDED AGE
From 3 to 6 years old

SUMMARY
Sonia is a grumpy girl who decides to turn into a nasty witch in order to get revenge on the whole world. However, the objects in the kitchen come to life and turn against her. She changes her decision and tries not to take things personally or be bad-tempered again. The world changes for her.



Sonia was a normal girl. She had a normal family and she worked hard at school just like all the other children, but she didn't like jokes. If a boy or girl laughed, she thought they were laughing at her. If someone pushed her by mistake, Sonia thought they had done it on purpose.

She hardly noticed, but she was getting lonelier and lonelier and losing all her friends. She got angry so many times! As a result of this, Sonia decided to turn bad. She looked in the mirror in her room and said:

"I am going to be bad, very bad! I am angry with everyone. I will turn into a witch and I will put them under a spell."

Sonia started to look through her mother's story books and didn't stop until she found what she wanted: a book about witches, wizards and sorcerers. In one of the stories, it explained how to make a magic potion. The little witch, Sonia, prepared a massive pot and in it she put water on a low heat, disobeying her mother who had forbidden her from using the kitchen, but because she had decided to be bad, she didn't care!

In the pot she put vinegar and wine. Later she went out into the garden and found some worms, lizards and strange plants. She put everything in the pot.

Soon, thick black smoke started to come out of the pot. Sonia was happy:

"You'll see! It'll turn all of you into disgusting bugs."

The kitchen was getting full of smelly smoke and Sonia started to get worried. Suddenly, the spoon with which she was stirring the potion grew eyes and a mouth, flew into the air, looked at her with an angry face and hit her on the head. The teapot, forks and plates attacked her too. Sonia went into the corridor followed by all the kitchen utensils, and then she realised that it was the smoke coming out of the pot that made all these things decide to attack her.

She made it to her room feeling very frightened and got inside the wardrobe. The knives, forks, plates, jugs and trays wouldn't stop hitting the door of her hiding place and Sonia was extremely scared.

"Why did I decide to be bad? Nobody wants to be my enemy. It's my fault for being so bad-tempered," she thought.

Sonia was full of regret and said out loud:

"If you leave me alone, I promise to change! I will be nice, and I won't get so angry."

All the kitchen utensils stopped making noise and it seemed as if they were listening on the other side of the cupboard. Slowly, they started to return to the kitchen, until the house went silent again. Sonia then came out and went straight to throw the pot outside. What a fright!

The next day, she played with her classmates without getting angry. Not one push, laugh, or joke made her angry.

She had changed! In a few days, the rest of the children were her friends again and Sonia understood that it was much more fun this way. She realised that

being bad was much more dangerous than being normal. Her teacher even said to her one day,

"You've made such an improvement Sonia. It's almost as if you have taken a magic potion!"

She said nothing and thought to herself, "if only you knew how right you are!"

THEORETICAL BASIS: Children between the ages of 3 and 6 are not fully equipped to make decisions in a responsible way. They do not possess the cognitive ability to make a critical judgement, but they can choose between good and bad behavior by taking the consequences into consideration.

PURPOSE: Storytelling allows the teacher to ask questions and help the children reflect on the consequences of Sonia's inappropriate behaviour in the story. In an activity proposed to accompany this story they will use puppets to talk about the girl's behavior. In a final game they will suggest positive ways to behave and talk to other classmates about it.

LESSON PLAN

Stage 1

The story is read to a group of children and the following questions are asked:

- *Sonia decides to be bad; who can tell me why? (a question for 5 to 6 year olds)*
- *What does Sonia put in the pot to make her potion?*
- *What happens after this?*
- *When she regrets her actions, what does she say to the things around her?*
- *How does Sonia act after this?*
- *What do her classmates at school do?*
- *What does her teacher say?*

Stage 2

The teacher introduces the following activity: show the students a puppet or doll, and then ask them to imagine that this puppet or doll is Sonia while she

is making her potion. The children will act as the things inside the kitchen, such as, spoons, plates, trays, coffee pots. They must 'come to life' and tell Sonia off about her behavior. The teacher will leave the puppet on a chair and the students will tell it off, pretending they are very angry.

After this, the teacher will act as if the puppet is speaking by saying, *"forgive me, from now on I will be less bad-tempered and I won't get so angry."* The children will come closer to the puppet and will congratulate it by giving it hugs and kisses.

Stage 3

The closing activity is an interactive game:

- The children sit in a circle, leaving 1m between each other. The teacher chooses a child randomly who will say, "I would like to sit next to me," out loud.
- The rest of the class will ask, "why?" and the child will respond, "because..." by saying something positive (prompts can be given, such as, because my friend is kind, loving, generous, helpful).
- Then they will repeat the same routine with a different child.

With very young children, the teacher will give clues to help them create an answer, using his/her knowledge of the children to do so.

Once the game is finished, they will share their feelings and opinions about the activity.

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