



## THE FIRST FEUD: LEARNING ACTIVITIES

· Katahdin means “greatest mountain” in the Penobscot Indian language. It is Maine’s tallest mountain at 5200+ feet, and it is the location where the Appalachian Trail ends. Learn more facts about Katahdin and create a trivia game with the information you learn—feel free to make it a Maine nature trivia game and add information about other natural sites in Maine too. One great place to learn more about Katahdin is the 2002 film by Huey called *Wilderness and Spirit: A Mountain Called Katahdin*. Visit <http://www.filmsbyhuey.com/films/wilderness-and-spirit/> to learn more about this film, which captures the beauty, magic, and mystique of Katahdin.

· *The First Feud* is a fable. A fable happens “long ago.” How do you know this story happened long ago? A fable has characters from nature acting like humans. How did the mountain and the ocean act like humans? A fable teaches a lesson. What lesson did *The First Feud* teach?

· *The First Feud* tells of a fight/war between a mountain and an ocean. Imagine an interaction between two other natural entities. Think of things in nature that are near you—in your backyard, in your Town Square or park, in your county or region of your state, etc. You might have an interaction between an old tree and a new sapling, between a river and a waterfall, between a beach and a lake, between a wildflower and a field, etc. Think of a problem that the two natural things could have (e.g. being jealous of the other, not wanting to share, fighting pollution). Then write a story and/or draw illustrations about the interaction between the two natural entities.

· *The First Feud* refers to the North Land and its beauty. Author Lynn Plourde wrote this story in part to honor her home state of Maine and its natural beauty. Write a love letter to your favorite place (your town, state, favorite vacation spot, whatever), and tell your chosen place why it is so special to you.

· *The First Feud* tells about a war between a mountain and an ocean. Discuss war in relation to his book and the world. Do you think that Katahdin and the Atlantic meant to start a war? Were they justified in taking violent actions? The book says that the war started over a misunderstanding. What was the misunderstanding and how could it have been avoided? Do you think most conflicts/arguments/wars start over misunderstandings? Why or why not? Do you think it is possible to avoid war? Do you think that war is necessary in some circumstances? Why or why not?



Name: \_\_\_\_\_ Teacher: \_\_\_\_\_

**KEY QUESTIONS TO ANSWERS WHEN WRITING A FABLE**

1. What moral/lesson will your fable teach (i.e. a penny saved is a penny earned; there's no /I/ in team; don't count your chickens before they hatch)?
2. List at least 3 animals that might need to learn that lesson (hint: think of their characteristics/personalities—a shy turtle or rabbit or guppy could learn to be bold in life, but *not* a lion or wolf or shark—they already ARE bold).
3. List at least 3 animals that could teach your lesson (hint: think again of characteristics/personalities of the teachers—a wise animal could teach a lesson or one that already knows/uses your lesson).
4. Choose one animal from # 2 and one animal from # 3 to be the learner and the teacher in your fable—make sure your two animals are from the same habitat.
5. How will your learner animal learn the moral/lesson you want it to learn? Will the teacher animal teach it? Will it get in trouble or danger and finally listen to the teacher animal? Or how else will it learn?
6. On the back of this paper, write the numbers 1, 2, & 3—then write a 3-part pattern for your fable. Your number 3 will be the same as your answer to question 5 above (your animal will finally learn the lesson on the third try). But for numbers 1 & 2, your learner animal will NOT learn the lesson—even though the teacher animal tries to teach it.
7. Write the opening sentence to your fable—make sure it includes the idea of “long ago” and the habitat setting (i.e. Long ago when rainforests circled the earth . . .)