

VALUES

TITLE: Curiosity and Innovation

AGE GROUP: 7-8

DURATION: 30-45 min

LEARNING OUTCOME: Enable learners to develop appropriate values, habits and attitudes when handling money.

KEY CONCEPTS: Curiosity. Innovation. Problem solving.

MATERIALS NEEDED: A copy of Aesop's fable "The Crow & the Pitcher", a glass of water, pebbles.

LESSON DESCRIPTION:

Start reading Aesop's fable "The Crow & the Pitcher":

In a spell of dry weather, when the Birds could find very little to drink, a thirsty Crow found a pitcher with a little water in it. But the pitcher was high and had a narrow neck, and no matter how he tried, the Crow could not reach the water. The poor thing felt as if he must die of thirst. Then an idea came to him.

Pause the reading and encourage students to imagine the situation described or they can draw the scene on their own. Engage students in conversation with question **on how they would solve the crow's problem without touching the pitcher**. After students' brainstorming, read the rest of fable.

Picking up some small pebbles, he dropped them into the pitcher one by one. With each pebble the water rose a little higher until at last it was near enough so he could drink.

Ask students to react and comment on crow's solution.

The crow's solution can be recreated in the classroom with glass and pebbles.