


Japanese Story for Year 2/3

Please read the story, Urashima Taro or ask an adult to help you read it.

Japanese Folk Tales Ten Stories in English

Urashima Taro, The Boy from Urashima



Long ago, in a seaside village in Japan, lived a young man called Urashimataro. He lived with his mother and father and was a fisherman, just like his father, and his grandfather had been before him. He often dreamed of travelling to places far away from his fishing village but everyday he did the same thing and everyday, he wondered why he felt so unhappy.

One day after finishing his work, he was walking along the beach when he saw two youths beating and tormenting a poor turtle with a stick. Urashimataro was a kind young man and could not allow this to happen, so he went right up to the boys and told them to stop tormenting the turtle and to move right away from it or he would call their parents. The boys did not want to be punished so they ran away quickly, leaving Urashimataro to help return the turtle to the sea. It swam away under the waves and into the

31

distance and he didn't give it another thought.

A few days later, when he was fishing from his boat and feeling quite bored with his life, a turtle swam around his boat until finally, Urashimataro stopped fishing and looked into the water at the turtle. The turtle, which looked much older and bigger than the one he had helped, was staring up at him. It began to speak and Urashimataro almost fell out of his boat. He offered to take Urashimataro for a journey to the Coral Palace at the bottom of the sea and told him that he would have a wonderful time.

This was just the adventure that Urashimataro was looking for, so he quickly agreed to go with the turtle. The turtle told him to jump on his back and hang on until they reached the Coral Palace. On the way down, and at the bottom of the sea, Urashimataro was pleasantly surprised to find so many beautiful and extraordinary fish, seaweeds, coral and finally, the incredible Coral Palace where he was taken to meet the Queen.

He spent many days feasting, keeping the Queen company and and being entertained by the Queen's troupe. He travelled with the turtle around the seabed, met some unusual marine characters and learnt much about the beauty of the marine underworld. One day as he was talking to the Queen, he felt an immense loneliness.

Even though he enjoyed his life, he missed his family and his own village, so he told the Queen of his feelings and asked if he might go back to visit.

The Queen agreed to let him go back to the village just once so that he could see it again but warned that he had been away longer than he thought. She gave him a special box which contained precious memories from his village life and told him that if he opened it on shore, he could never return to his life under the sea. Climbing onto the turtle's back, Urashimataro bid the Queen farewell and promised to return soon.

They reached his fishing village in what seemed like a very short time and the turtle promised to come back the next day to collect him. Urashimataro walked along the beach and could not see anyone he knew. He looked around where his house should be but only found a ruined old shack. Feeling concerned that he was in the wrong village, he hurried along to a group of fishermen and asked them the name of the village. He learnt that it WAS his village, but further questioning made him very sad. He had been away for over a hundred years. His parents and friends were dead, his house was in ruins and everything had changed. He walked away sadly and sat on a rock by the sea.

Then he thought of his box, which contained his precious

memories and, without a thought to the consequences, opened it up. A cloud of smoke puffed out of the box, and suddenly, Urashimataro changed into a very, very old man. He realised he had broken his promise and sadly went back to the old shack where he spent the few remaining months of his life, reminiscing about the Coral Palace under the sea.

Watch the Urashima Taro story I have added to the folder. The story is slightly different and will help you with visualising the story and characters.

Activity 1

Write a character description in your homework book or as a word document under the heading Urashima Taro Story.

- Write down all of the characters from the story.
- Choose one of the main characters.
- Describe the appearance of that character.
- Describe the personality of that character.
- What good or bad things did the character do in the story?
- Draw a picture of part of the story including the character you have chosen.

Activity 2

Have a go at this find-a-word and synonyms task about the story.

7.8 URASHIMA TARO WORDSEARCH

- Find and colour code the words in the given list.
- Read the remaining letters from left to right and top to bottom to answer the question.

lid	<input type="radio"/>
sea	<input type="radio"/>
was	<input type="radio"/>
fish	<input type="radio"/>
wish	<input type="radio"/>
word	<input type="radio"/>
coral	<input type="radio"/>
forest	<input type="radio"/>
found	<input type="radio"/>
stood	<input type="radio"/>
while	<input type="radio"/>
turtle	<input type="radio"/>
pearls	<input type="radio"/>
dreams	<input type="radio"/>
surface	<input type="radio"/>
village	<input type="radio"/>
played	<input type="radio"/>
lifestyle	<input type="radio"/>
seaside	<input type="radio"/>
goodbye	<input type="radio"/>
welcome	<input type="radio"/>
staircase	<input type="radio"/>

W	H	I	L	E	P	L	A	Y	E	D	W	A	S
R	F	I	S	H	L	I	F	E	S	T	Y	L	E
E	V	I	L	L	A	G	E	B	D	I	L	S	S
M	S	W	E	L	C	O	M	E	E	W	T	E	T
E	L	C	A	U	S	E	H	E	W	I	S	A	A
M	R	T	U	R	T	L	E	A	S	S	E	C	I
B	A	S	E	A	S	I	D	E	H	H	R	O	R
E	E	O	M	E	S	D	N	U	O	F	O	R	C
R	P	D	R	E	A	M	S	I	C	K	F	A	A
E	S	U	R	F	A	C	E	W	O	R	D	L	S
D	G	O	O	D	B	Y	E	S	T	O	O	D	E

Question:

Why did Urashimataro want to leave the underwater palace?

Answer:

- Draw a line to pair up the synonyms (words that have a similar meaning).
- Make up sentences using each word from list A and tell a partner.

- A
- chest
 - beach
 - sad
 - arrived
 - precious
 - presented
 - left over
 - appeared
 - depart
 - wished

- B
- seemed
 - unhappy
 - leave
 - gave
 - seaside
 - box
 - valuable
 - hoped
 - reached
 - remained

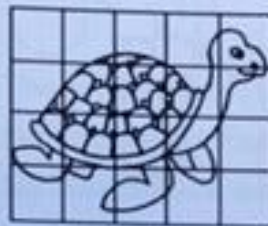


Activity 3

Try drawing the pictures using the grid to help you.

7.20 URASHIMATARO SCALING UP

- 1 Study the pictures carefully.
- 2 Scale up the pictures to fit the larger grids.
- 3 Colour the pictures on completion.
- 4 Label them in English and/or hiragana.



turtle
かめ



fish
さかな

Activity 4

Here are some Japanese words from the story.

turtle	kame	goodbye	sayounara
sea	umi	world	sekai
beautiful	utsukushii	fun	tanoshii
delicious	oishii	small	chiisai
fish	sakana	box	hako
flower	hana	princess	himesama
wish	hoshii	dream	yume

Try writing these words in hiragana using the alphabet chart I have attached. Remember the different colours are for each sound you need to find on the hiragana chart. Write them in your homework book. If possible, take a photo of your work to send to me.

I have done the first one for you.

turtle kame かめ

Hiragana chart

あ a	い i	う u	え e	お o
か ka	き ki	く ku	け ke	こ ko
さ sa	し shi	す su	せ se	そ so
た ta	ち chi	つ tsu	て te	と to
な na	に ni	ぬ nu	ね ne	の no
は ha	ひ hi	ふ fu	へ he	ほ ho
ま ma	み mi	む mu	め me	も mo
や ya		ゆ yu		よ yo
ら ra	り ri	る ru	れ re	ろ ro
わ wa				を wo
ん n				

Activity 5

Imagine you could change the ending of the story. What would happen to the turtle, palace, princess, Urashimataro, box? Write a new ending to the story in your homework book or as a word document. Include any new Japanese words you can find and write them in romaji. (Romaji is writing Japanese words using English letters, like the red and blue words I have listed).

Activity 6

I have included a turtle art activity in the folder if you would like to have a go at it.

Your Japanese work is due to Mrs Leonards on Friday May 8th (Term 2, Week 2, Friday). Make sure your name and room number are clearly visible on your work.

You can email your work directly to me Shannon.Leonards880@schools.sa.edu.au or you can drop your work off at school. If you have not completed all the activities could you please send in the work you have done so far. Please let me know via email if you have any questions or if you need more time to finish the activities.