


## Japanese Story for Reception/Yr 1

Please read this story to your child.

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 your child with visualising the story and characters.

### Activity 1

Talk about a character from the story and draw or write your answers in your homework book under the heading Urashima Taro Story. If possible, take a photo of your work to send to me.

- Name or draw all of the main characters from the story.
- Choose one of the main characters.
- Describe what that character looks like.
- How would you describe the good things or bad things about the 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

Read the sentences and number them in correct sequence to the story.

### 7.18 URASHIMATARO STORY SEQUENCING P1

- 1 Read the sentences and study the pictures carefully.
- 2 Number the sentences in correct sequence.
- 3 Number the pictures to match the sentences.
- 4 Cut out the picture boxes and paste them onto the left side of a page.
- 5 Write each sentence or cut out and paste each sentence beside the matching picture. Add colour to your work.

<p><input type="radio"/></p> <p>The turtle asked him to come to the Underworld Palace with him. So Urashimataro went with the turtle down to the bottom of the sea.</p>	<p><input type="radio"/></p> <p>The turtle took Urashimataro, carefully holding his precious box, back to the village on the shore.</p>
<p><input type="radio"/></p> <p>He spent many years at the Underworld Palace where he enjoyed himself immensely.</p>	<p><input type="radio"/></p> <p>Even though he was told not to do so, he opened the box and was immediately transformed into a very old man.</p>
<p><input type="radio"/></p> <p>One day on the beach he saw some boys tormenting a turtle, so he saved the turtle and sent the boys away. The turtle was very grateful.</p>	<p><input type="radio"/></p> <p>The Queen was sad that he was going but gave him a precious box and told him not to open it. She said that if he opened it he would forget his time at the Underworld Palace and return to his old world.</p>



Activity 3

Number the pictures to match the sentences.

Japanese Folk Tales Activity Book

7.19 URASHIMATARO STORY SEQUENCING P2

161

#### Activity 4

Cut out the sentences and pictures and stick them together on a piece of paper to create the correct order of the story. Colour in the pictures. If possible, take a photo of your work to send to me.

#### Activity 5

Have a go at this raised picture of the story. Instructions are on the worksheet.

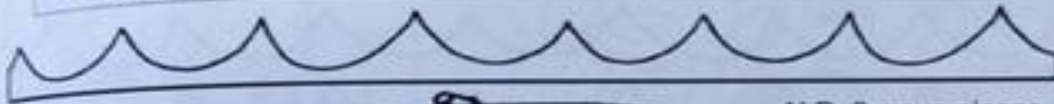


## URASHIMATARO RAISED PICTURE P1

1.21

- 1 Change the title to English if desired (pasting English title over the top).
- 2 Enlarge the base picture (P2) and all the parts (P1) to A3 size (141%).
- 3 Have one group of students colour in the base picture.
- 4 Have other students cut out individual parts.
- 5 Cut pieces of foam or card smaller than the picture. Paste onto the base picture before pasting on the top picture after colouring is complete.
- 6 For waves, cut three pieces of paper, with first and third wave being blue, and the centre wave white.

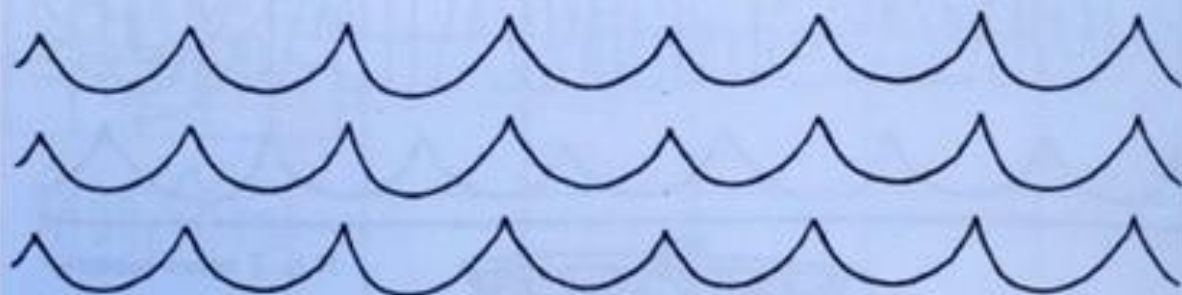
# URASHIMATARO



N.B. 3 wave pieces



# うらしまたろう



Activity 6

Here are some Japanese words from the story. Trace over the Japanese word.  
Draw a picture for each word.

turtle kame

sea umi

fun tanoshii

fish sakana

flower hana

wish hoshii



Activity 7

Try some more difficult words. Trace the word and draw a picture.

goodbye sayounara

small chitsai

box hako

princess himesama



### Activity 8

What other words can you think of from the story. Can you find the words in Japanese? Draw pictures for those words. Do this activity in your homework book. If possible, take a photo of your work to send to me.

### Activity 9

Draw your favourite part of the story and talk about it with someone in your family. Do this activity in your homework book.

### Activity 10

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

**Your child's Japanese work is due to Mrs Leonards on Friday May 8<sup>th</sup> (Term 2, Week 2, Friday). Make sure their name and room number are clearly visible on their work.** You can email their work directly to me [Shannon.Leonards880@schools.sa.edu.au](mailto:Shannon.Leonards880@schools.sa.edu.au) or you can drop it off at school. If they have not completed all the activities could you please send in the work they have done so far. Please let me know via email if you have any questions or if your child needs more time to finish the activities.