

Level  
3

# Ali Baba and the Forty Thieves

## Summary of the story

Ali Baba, a poor woodcutter finds a cave full of gold, hidden there by thieves. He tells his brother who goes to look but is caught in the cave by the thieves. The brother tells the leader Ali Baba has been taking the gold from the cave. The leader plans to kill Ali Baba and his brother and the 40 thieves go to Ali Baba's house where they hide in big oil jars in Ali Baba's garden. Ali Baba's daughter overhears them talking in the jars and saves her family.



## Background to the story

The story was first printed by Antoine Galland in his French translation of *The Thousand and One Nights* in 1704. It seems likely that it was really a European tale to which he added Eastern colouring. The story first appeared in English in 1722, in the 11th volume of the *Arabian Nights Entertainments*, or *The Thousand and One Nights* under the title "The Story of Ali Baba and the Forty Thieves Destroyed by a Slave".

## Topics and themes

**Buildings.** Pyramids, caves, houses, with flat roofs

**The country.** Look at the illustrations of the pyramids and other things in the story that are found in Egypt. Look at a map, globe or atlas and find out where Egypt is. How far is it from your school? Is it hot or cold in Egypt? What animals live in Egypt?

**Family.** Mother, father, daughter, uncle and aunt, brother. The relationship of the two brothers could start a discussion.

**Jobs.** Talk about the different jobs there are and discuss Ali Baba's job as a woodcutter. Ask about the jobs of the pupil's families. Brainstorm all these different types of jobs on the board. Ask the pupils what jobs they would like when they are adults? Ask about the job of the thieves. Is it a real job? Is it a good job? Why? Why not?

## Making use of the Reader

Collect a list of the adjectives in the story e.g. beautiful, clever, fierce, dangerous, poor, rich, long, happy. Then ask the pupils if they can find any opposites for these words or tell you what it might be e.g. ugly, dim, mild, rich etc.

**Game.** Make a bingo game with words from the story. Write the following words on the board:

|         |       |      |        |        |         |
|---------|-------|------|--------|--------|---------|
| pyramid | sand  | town | donkey | market | horses  |
| thieves | stone | cave | gold   | scales | brother |

Pupils should choose six words from this list and write them down on a piece of paper. The teacher puts cards with each word on it into a bag/hat and pulls one out unseen and calls it out. The pupils cross their words off as the teacher reads them out. The winner is the first pupil to cross out all their words and shout 'Bingo'.

**Making puppets.** Draw pictures of the characters from the story or enlarge pictures of them from the book (use Ali Baba, his brother, his wife, his brother's wife and the leader of the thieves). Pupils should be in groups of five each with a different mask of a character. Now read out the story and let them mime the story as one of the characters.



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## Using the accompanying video or audio cassette

**During watching and listening – whole class prediction.** Play the video or audio cassette story through in its entirety. The second time through, stop just before a dramatic event in the story, (for example when the thieves appear) and ask the pupils to tell you what happens next, then view or listen to see if they were right.

**Simultaneous reading and listening in groups.** Make copies of some of the pictures from the story. Give each group a set of these pictures and as they listen to the story they should put the pictures in order.

## Notes on the activities in the factsheet

**Activity 1.** The pupils will find the word by matching the clue to the picture.

**Activity 2.** Code breaking. In this activity the pupils need to work out what the code is and then 'translate' a secret sentence. The first pupil to finish is the winner. They can work in pairs or groups for this, as it is more fun. The code is simple - it is just the alphabet represented by numbers. Show the pupils how they can start to work out a code by looking at the word that is done for them.

**Activity 3.** This is an information gap activity. Photocopy the drawing on the page for every pupil. Then in pairs this is what they should do: Player A draws the geese, donkey, cat and hens into the picture without letting their partner see. (To help them draw them there are some pictures at the bottom of the activity.) Then player B has to ask questions such as 'Are the geese next to the tree?' until they find out where they are. It will help if he/she draws them in when he/she finds out where they are. This game will be timed and if player B does not find out where the animals are on his partner's picture he loses. If he does find out where they are he wins!

**Activity 4.** Alphabetizing words from the story. In this activity pupils need to work out which order the words come in by putting them in alphabetical order.

## Answers to the activities

### In the back of the Reader

1. These are prediction questions so there is no 'right' answer but you can expect something like: Ali Baba is looking at a light/gold/treasure/cave 2a. a hot country/Egypt/the seaside 2b. Pupils should describe some of the pictures as their 'evidence' 2c. Egyptian/Arabic/English/his own language 2d. In a town 2e. Because of the buildings in the pictures 2f. (the pupils may not know but this is a good point to introduce this vocabulary) 2g. Gold, silver, jewels, money, etc.

### After you read

- The leader closed the jars and put them on the horses.
- Rich-poor, happy-sad, quick-slow, buy-sell
- Pupils should have drawn something to show rich/poor; happy/sad; quick/slow or buy/sell.
- Wordsearch

|   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|
|   | t | s | k | v | b | c | o | i |   |
| a | w | o | d | n | o | h | x | c |   |
| r | v | d | l | q | m |   | j | v | t |
| s | u | f | s | t | o | n | e | b | h |
| f | i | g | z | w | g | s | k | c |   |
| t | e | a | d | e | r | a | l | a | e |
| q | o | h | x | e | f | s | z | v | v |
| w | p | y | r | a | m | i | d | e | e |
| e | p | i | c | r | t | y | u | n | s |
| r | a | g | o | l | d | d | i | o | p |

- Yesterday, Leia Baba, a clever girl from this town, scared away some thieves from her father's house. They were hiding in some oil jars in the garden, but Leia heard them. She put some oil in every jar and burned them. They jumped out of the jars and ran away. Well done Leia!

### In the factsheet

**Activity 1** 1e; 2a; 3d; 4b; 5c.

**Activity 2** The sentence in code says: Ali Baba's daughter saved them all!

|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| a  | b  | c  | d  | e  | f  | g  | h  | i  | j  | k  | l  | m  | n  | o  |
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 |
| p  | q  | r  | s  | t  | u  | v  | w  | x  | y  | z  |    |    |    |    |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |    |    |    |    |

**Activity 4** Cave, coins, donkey, garden, gold, jars, pyramids, scales, thieves, wife



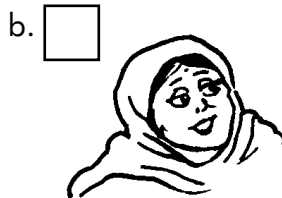
# Ali Baba and the Forty Thieves

Name.....

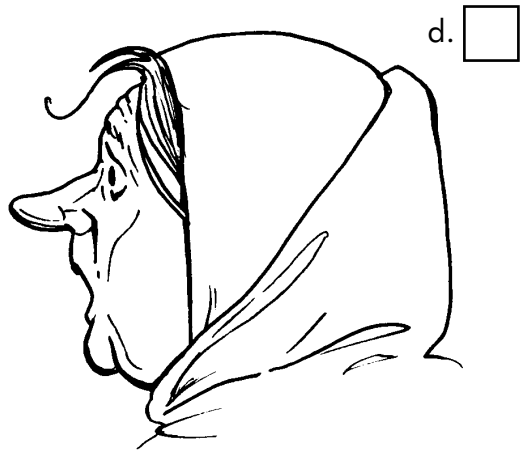
## Activity 1

Find out who these people are in the story.

1. A kind woman
2. A beautiful daughter
3. A poor man
4. Ali Baba's brother
5. Ali Baba's brother's wife



c.



## Activity 2

Can you read the secret sentence? What does it say? Now write a secret sentence to your friend.

1,12,9    2,1,2,1,19    4,1,21,7,8,20,5,18

A l i

19,1,22,5,4    20,8,5,13    1,12,12!

a b c d e f g h i j k l m n o p q r s t u v w x y z



Level  
**3**

### Ali Baba and the Forty Thieves

Name.....

#### Activity 3

Play this game with your partner. First partner A, must draw a hen, a goose, a cat and a donkey onto the picture then partner B tries to find out where they are by asking questions.



hen



goose



cat



donkey

#### Activity 4

Put these words in alphabetical order on the lines below.

pyramids, cave, wife, coins, garden, jars, thieves, scales, gold, donkey

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