

Lesson Plan

Jinn or Genie?

Book: *Genies*

Series: Fairy Tale Creatures

Level: Beacon

Objective

To help students practice using a Venn diagram to sort information into categories.

Supplies

- Several copies of the *Genies* book
- Jinn or Genie? worksheet (attached)
- Paper and pencils

Before the Activity

Print a copy of the Jinn or Genie? worksheet for each student.

Activity

First, read Chapter 2 (“Varied Versions”) out loud to the class. This chapter tells the history of legends about genies. Genies are based on tales of creatures called jinn. In some ways, genies and jinn are similar. But they also have differences.

Next, pass out the Jinn or Genie? worksheet. Explain that this worksheet is a Venn diagram. A Venn diagram helps sort information into categories. Students should read through the rest of the *Genies* book on their own. As they read, they should look for five facts that are true about jinn but are not true about genies. They should write these facts in the left circle. In the right circle, students should write five facts that are true about genies but are not true about jinn. In the middle section where the circles overlap, students should write five facts that are true of both genies and jinn.

Evaluation

Collect the worksheets at the end of class, and give each student 1 point for each correct answer, for up to 15 points total. Use the following sample answers as a guide:

Jinn

- are usually powerful and free (p. 13, p. 17)
- often live in lonely places, such as deserts or ruins (p. 17)
- can fly or travel through time (p. 23)

- can haunt places or possess people (p. 23)
- can appear in people's dreams (p. 24)
- can make people sick or heal people (p. 24)
- may guard treasure (p. 24)
- are often dangerous (p. 25) or cause trouble (p. 27)
- are active at dusk (p. 25)
- often change into snakes, lions, or wolves (p. 16)

Genies

- often serve people and grant wishes (p. 13)
- tend to appear when people call them (p. 16)
- often get trapped in objects or are controlled by an owner (p. 16)
- must serve the person who finds the object they're trapped in (p. 16)
- are often shown with blue skin (p. 20)
- have less power (p. 27) and sometimes grant only three wishes (p. 27)
- tend to be part of stories that are funnier or less scary (p. 27)

Both

- can do magic (p. 9)
- can be invisible (p. 9, p. 15)
- can shape-shift or take different forms (p. 15)
- can be tricky or play tricks on people (p. 13, p. 15)
- can become trapped in objects (p. 17)
- are sometimes controlled by people (p. 13, p. 18)

Standards

This lesson may be used to address the Common Core State Standards' reading standards for informational text, grade 4 (RI 4.8).

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