

# NAL'IBALI

## DIS TYD OM STORIES TE VERTEL!

Om stories met mekaar te deel is vir mense so natuurlik soos om te eet en te slaap! Sommige van die stories wat ons vandag vertel, is van geslag tot geslag oorgedra, terwyl ander nuwe stories is wat ons self skep.

## IT'S STORYTELLING TIME!

Sharing stories is as natural to human beings as eating and sleeping! Some of the stories we tell today have been passed down from generation to generation, while others are new ones that we create ourselves.



## Die voordele daarvan om stories te vertel

- ★ Wanneer ons stories vertel, wakker dit kinders se verbeelding en hul gebruik van taal aan.
- ★ Stories kan hulle iets vertel van die lewens van mense wat hulle nie geken het nie en wat lank gelede en in verre lande gelewe het.
- ★ Wanneer jy stories oor jou kinderjare vertel, help dit jou kinders om 'n band met jou te vorm.
- ★ Wanneer ons stories vertel, leer kinders lewenslesse, en dit help hulle om oor liefde, jaloesie, goedhartigheid, mag, goed en kwaad te dink.

## The benefits of storytelling

- ★ Storytelling stimulates children's imagination and their use of language.
- ★ Stories can connect them to the lives of people they've never known, who come from long ago and faraway places.
- ★ Telling stories about your childhood helps your children to connect with you.
- ★ Storytelling can teach children life lessons and help them think about love, jealousy, kindness, power, good and evil.



## Dae om in Maart te vier Days to celebrate in March

1	Dag van Zero Diskriminasie Zero Discrimination Day
3	Oor- en Gehoorverliesdag Ear and Hearing Loss Day
3	Wêreldnatuurlewedag World Wildlife Day
6	Wêreldboekedag World Book Day
8	Internasionale Vrouedag International Women's Day
16-20	Biblioteekweek Library Week
20	Herfs-dag-en-nag-ewening Autumn equinox
20	Internasionale Dag van Geluk International Day of Happiness
21	Menseregtdag Human Rights Day
21	Wêreldpoësie-dag World Poetry Day
22	Wêreldwaterdag World Water Day

## Betrek jou kinders wanneer jy stories vertel

### Voordat jy 'n storie vertel:

- Sing 'n liedjie of sê 'n rympie op wat met die storie of een van die karakters in die storie verband hou.
- Vra vir jou kinders of hulle enige ander stories ken wat soortgelyk is aan die storie wat jy gaan vertel. Byvoorbeeld: "Ken julle enige stories oor kinders wat verdwaal/reuse?"

### Terwyl jy die storie vertel:

- Vra vir hulle: "Wat dink julle gaan volgende gebeur?"
- Moedig hulle aan om dele van die storie op te voer deur klankeffekte (byvoorbeeld, die geluid van die wind) of liggaamsbewegings (byvoorbeeld, maak of hulle deur 'n rivier swem) te maak.

## Include your children in storytelling

### Before telling a story:

- Sing a song or say a rhyme linked to the story or one of its characters.
- Ask your children if they know any other stories that are similar to the story you are about to tell. For example, "Do you know any stories about children getting lost/giants?"

### While telling the story:

- Ask them, "What do you think will happen next?"
- Encourage them to act out parts of the story by making sound effects (for example, making the noise of the wind) or body movements (for example, pretending to swim across a river).

## Bou hegte bande met stories

### Nadat jy die storie vertel het:

- Help hulle om oor hul gevoelens en menings oor die storie te dink. Sê byvoorbeeld: "Wanneer ek hierdie storie vertel, herinner dit my aan hoe belangrik goeie maats is. Waaraan herinner dit julle?"
- Gesels oor hoekom karakters in die storie dinge op spesifieke maniere sê of doen en hoe karakters kan kies om anders op te tree.

## Deepen connections with stories

### After telling the story:

- Help them think about their feelings and opinions of the story. For example, say, "When I tell this story, it reminds me of how important good friends are. What does it remind you of?"
- Talk about why characters say or do things in particular ways in the story and about what other ways the character could choose to behave.



Drive your  
imagination



IT STARTS WITH  
A STORY.  
GO THOMA KA  
KANEGELO.



# Geletterdheidsaadjies! Literacy Seeds!



## Pret en speletjies met flitskaarte!

Beste ouers en versorgers van jong kinders, ons weet dat kinders makliker leer wanneer hulle belangstel in wat hulle leer en wanneer hulle die aktiwiteite wat hulle doen, geniet.

Flitskaarte is 'n prettige manier om die name van kleure, diere, vrugte, kledingstukke of enige ander tema wat geskik is vir hul ouderdom, aan julle kinders bekend te stel. Flitskaarte is ook goedkoop en maklik om te maak.

## Fun and games with flashcards!

Dear parents and caregivers of young children, we know that children learn more easily when what they are learning is interesting and the activities they do are enjoyable.

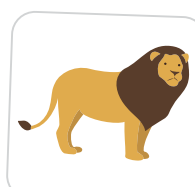
Flashcards are a fun way to introduce your children to the names of colours, animals, fruit, clothing items or any other theme that is suitable for their age. Flashcards are also cheap and easy to make.

### MAAK DIEREKAARTE

1. Plak bladsy 3 op afvalpapier.
2. Langs elke prent van 'n dier verskyn sy naam in twee tale.
3. Knip elke diereprent en die name daarvan uit.
4. Vou elke stel sodat die name agter die prent is.
5. Plak die agterkant van die prent teen die agterkant van die diere name vas.

Jy het nou 'n stel speelkaarte. Hou die kaarte en instruksies vir die speletjies op 'n veilige plek sodat jy die speletjies saam met jou kinders kan speel wanneer jy ook al wil.

Op bladsy 13 van Uitgawe 192 is daar prente van plaasdiere wat jy kan gebruik om nog 'n stel kaarte te maak. Maak jou eie kaarte met prente wat jy uit tydskrifte knip of met tekeninge van verskillende voorwerpe.



### MAKE ANIMAL CARDS

1. Paste page 3 on scrap paper.
2. Each picture of an animal has its name in two languages next to it.
3. Cut out each animal picture and its names.
4. Fold each set so that the names are behind the picture.
5. Paste the back of the picture to the back of the names.

You now have a set of playing cards. Put the cards and instructions for the games in a safe place so that you can play the games with your children whenever you want to.

On page 13 of Edition 192 there are pictures of farm animals that you could use to make another set of cards. Make your own cards with pictures cut out of magazines or with drawings of different objects.

### Voorbeeld van speletjies

- Laat jou kinders die kaarte vashou, goed na die prente kyk en dan oefen om die woorde te herhaal wat jy vir hulle sê.
- Neem een kaart op 'n slag en praat met jou kind oor die dier. Vra: *Wat is die dier se naam in jou huistaal en in 'n ander taal? Watter geluid maak die dier? Waar woon die dier? Wat eet die dier? Kan jy 'n storie oor hierdie dier vertel?*
- Wanneer jy kan sien dat jou kind elke dier ken, kan jy die volgende speletjie speel:
  - Raaispeletjie:** Kies een kaart maar moenie die prentjie vir jou kind wys nie. Sê: *Ek dink aan 'n dier ... Gee leidrade oor die dier en laat jou kind raai wat die naam is van die dier waarvan jy praat. Byvoorbeeld: Dit is 'n baie groot dier wat met sy slurp water drink (n olifant).*

### Another game to play

- Let your children hold the cards, look carefully at the pictures, and practise repeating the words that you say to them.
- Take one card at a time and talk to your child about the animal. Ask: *What is this animal's name in your home language and in another language? What sound does it make? Where does it live? What does it eat? Can you tell a story about this animal?*
- When you are confident that your child knows each animal, you can play this game:
  - Guessing game:** Choose one card but don't show your child the picture. Say: *I am thinking of an animal ... Give clues about the animal, and let your child guess the name of the animal you are talking about. For example: This is a very big animal that drinks water with its trunk (an elephant).*

Dit moet genotvol en bevredigend wees om te leer! As jou kinders nie die diere se name en besonderhede kan onthou nie of nie in die speletjie belangstel nie, pak die kaarte weg en probeer weer op 'n ander keer.

Learning should be enjoyable and satisfying! If your children don't remember the animal names and details or are not interested in the game, put the cards away and try again at a different time.



Drive your imagination



Kameelperd  
Giraffe



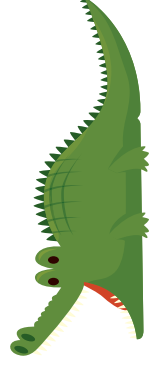
Volstruis  
Ostrich



Luiperd  
Leopard



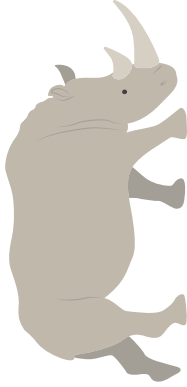
Krokodil  
Crocodile



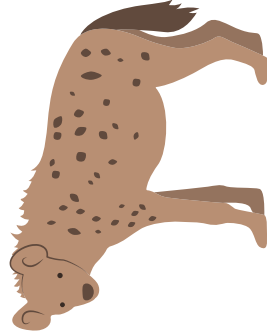
Sebra  
Zebra



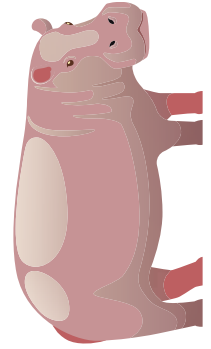
Renoster  
Rhinoceros



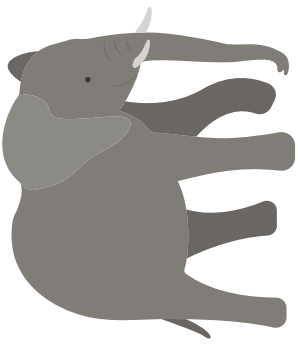
Hiëna  
Hyena



Seekoei  
Hippopotamus



Olifant  
Elephant



Leeu  
Lion



Springbok  
Springbok



Buffel  
Water buffalo





# 8 Maart is Internasionale Vrouedag

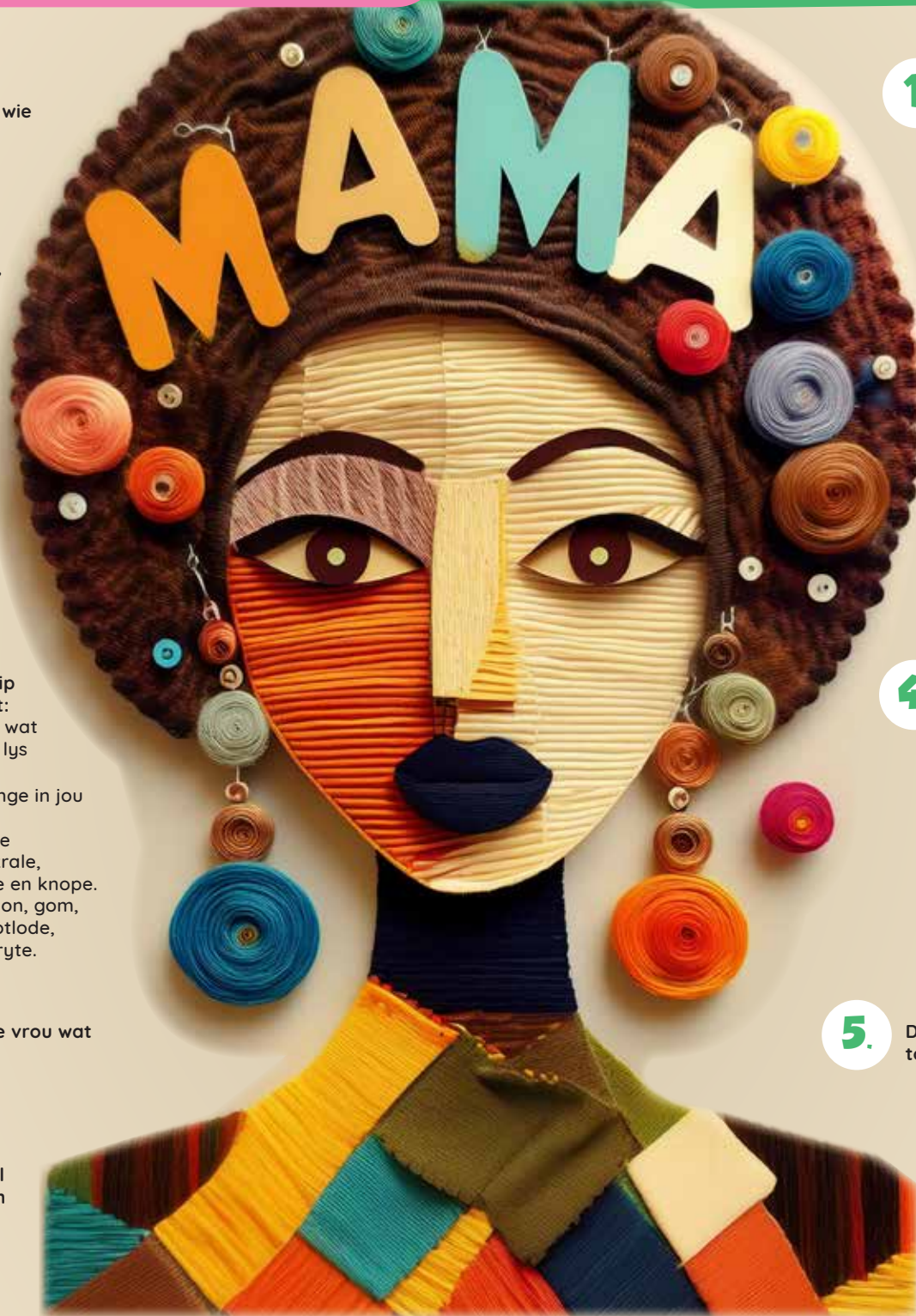
Maak 'n collage om 'n spesiale vrou in jou lewe te vier!

('n Collage is 'n kunswerk wat gemaak word deur verskillende dinge, soos prente, stukkies papier of lap en klein versierings, soos krale, op karton of dik papier vas te plak.)

# 8 March is International Women's Day

Make a collage to celebrate a special woman in your life!

(A collage is a piece of art made by pasting different types of materials, such as pictures, pieces of paper or fabric and small decorative items, like beads, onto cardboard or thick paper.)



**1.** Dink aan een van die vroue in jou lewe van wie jy die meeste hou.

**2.** Dink nou aan soveel woorde as wat jy kan wat hierdie vrou beskryf. Byvoorbeeld, gelukkig, gaaf, gee drukkie, hou van stories, sing graag.

**3.** Skryf 'n lys van dinge neer wat jy met hierdie vrou assosieer. Byvoorbeeld, die kleur oranje, groot oorbelle, sjokoladekoek, haar motor of die werk wat sy doen.

**4.** Vind die volgende, knip dit uit en versamel dit:

- ★ woorde of letters wat die woorde in jou lys by 2 vorm.
- ★ prente van die dinge in jou lys by 3.
- ★ stukkies kleurvolle lap, blinkertjies, krale, materiaalblomme en knope.
- ★ 'n groot stuk karton, gom, 'n skêr en kleuroploede, viltpenne of vetkryte.

**5.** Teken 'n prent van die vrou wat jy wil vier.

**6.** Rangskik en plak die dinge wat jy versamel het, om 'n collage van jou spesiale vrou te maak!

**1.** Think of one of the favourite women in your life.

**2.** Now think of as many words as you can that describe that woman. For example, happy, kind, hugs, loves stories and singer.

**3.** Write a list of things that you associate with that woman. For example, the colour orange, big earrings, chocolate cake, the car she drives or the work she does.

**4.** Find, cut out and collect:

- ★ words or letters to make up the words in your list at 2.
- ★ pictures of the things in your list at 3.
- ★ pieces of colourful fabric, glitter, beads, fabric flowers and buttons.
- ★ a big piece of cardboard, glue, a pair of scissors and coloured pencils, kokis or crayons.

**5.** Draw the woman that you want to celebrate.

**6.** Arrange and paste the things you have collected to make a collage of your special woman!

## Bou jou eie biblioteek. Maak TWEE knip-uit-en-bêreboekies

1. Haal bladsye **5** tot **12** van hierdie bylae uit.
2. Die vel met bladsye **5**, **6**, **11** en **12** daarop maak een boek. Die vel met bladsye **7**, **8**, **9** en **10** daarop maak die ander boek.
3. Gebruik elk van die velle om 'n boek te maak. Volg die instruksies hier onder om elke boek te maak.
  - a) Vou die vel in die helfte op die swart stippellyn.
  - b) Vou dit weer in die helfte op die groen stippellyn.
  - c) Knip op die rooi stippellyne.



## Grow your own library. Create TWO cut-out-and-keep books

1. Take out pages **5** to **12** of this supplement.
2. The sheet with pages **5**, **6**, **11** and **12** on it makes up one book. The sheet with pages **7**, **8**, **9** and **10** on it makes up the other book.
3. Use each of the sheets to make a book. Follow the instructions below to make each book.
  - a) Fold the sheet in half along the black dotted line.
  - b) Fold it in half again along the green dotted line.
  - c) Cut along the red dotted lines.



Die vier diere hardloop om vir Leeu te vind en vir hom die storie van die vreemde dier te vertel.  
 "Die dier het 'n hasie, 'n jakkals, 'n luiperd en 'n seekoei ingesluk," verduidelik die diere terwyl almal gelik praat.  
 "Hy het ook die hele veld ingesluk," voeg Hasie by.  
 "En die diere in sy maag wou ons aanval!" sê Seekoei. Leeu het nog nooit van so iets gehoor nie. Hy beveel dadelik vir Hasie, Jakkals, Luiperd en Seekoei om hom te volg en agter hom te bly, en saam hardloop hulle om die monster aan te val.

"It swallowed a rabbit, a jackal, a leopard and a hippo," they explained, all talking at the same time.  
 "It also swallowed the veld," added Rabbit.  
 "And the animals in its stomach wanted to attack us!" said Hippo.  
 Lion had never heard of such a thing. He immediately ordered Rabbit, Jackal, Leopard and Hippo to follow closely behind and together they rushed off to attack the monster.

The four animals ran to find Lion. They told Lion the story of the monster.



Rabbit had never seen a mirror before. So when she found a mirror in the veld and saw herself reflected in it, she thought a strange animal had swallowed her and the bushveld. She ran to warn the other animals, but it swallowed every animal that came to see it.

This story was specially created for Nal'ibali to spark children's potential through storytelling and reading for enjoyment.



Hasie het nog nooit 'n spieël gesien nie. Toe sy 'n spieël in die veld kry en haarself daarin sien, dink sy 'n vreemde dier het haar en die bosveld ingesluk. Sy hardloop om die ander diere te waarsku, maar dit sluk elke dier in wat daarna kom kyk.

Hierdie storie is spesiaal vir Nal'ibali geskep om kinders se potensiaal te laat vlamvat deur stories te vertel en vir genot te lees.

### Get story active!

- ★ Can you draw a picture of your own face? When you have finished your drawing, hold your drawing next to your face while you look in the mirror. Does your drawing look like you?
- ★ Think about this: Why do you think the monkey knew what the mirror was?
- ★ You and a partner can role-play being mirror images of each other. When you do something, your partner should mirror the action. So when you move your right arm, your partner should move their left arm in the same way to create a mirror image.

### Raak doenig met stories!

- ★ Kan jy 'n prent van jou eie gesig teken? Wanneer jy klaar geteken het, hou jou prent langs jou gesig terwyl jy in die spieël kyk. Lyk jou prent soos jy?
- ★ Dink hieroor: Hoekom dink jy het die apie geweet wat die spieël is?
- ★ Jy en 'n maat kan 'n rolspel doen waar julle spieëlbeelde van mekaar is. Wanneer jy iets doen, moet jou maat die aksie doen asof hy of sy jou spieëlbeeld is. Wanneer jy jou regterarm beweeg, moet jou maat hul linkerarm op dieselfde manier beweeg om 'n spieëlbeeld te skep.

Nal'ibali is a national reading-for-enjoyment campaign to spark and embed a culture of reading across South Africa. For more information, visit [www.nalibali.org](http://www.nalibali.org).



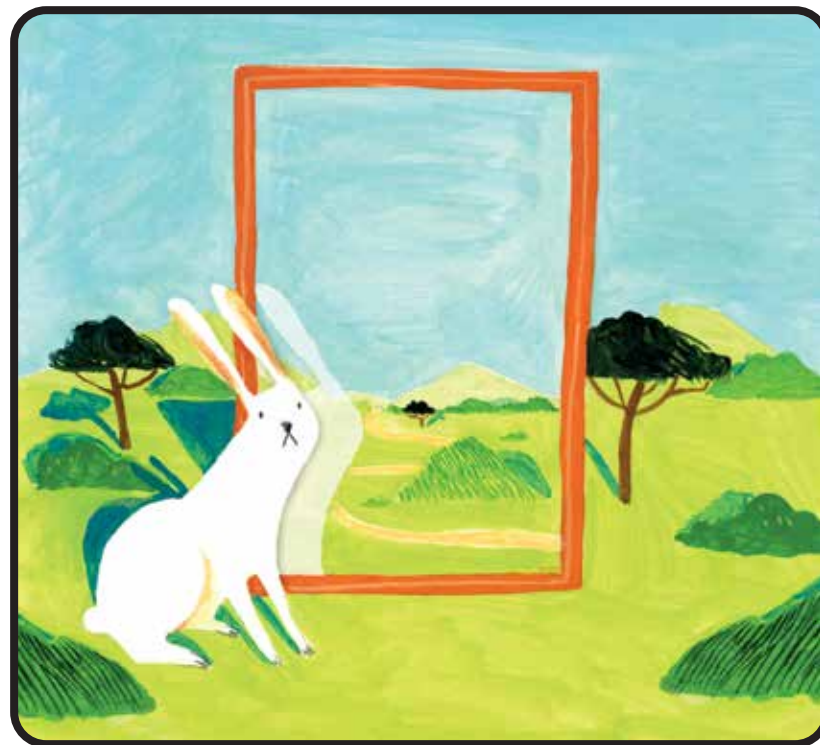
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Drive your imagination

When the animals got close to where the mirror was, Rabbit and Jackal stood back. They were afraid that the monster would swallow them. But Leopard and Hippo bravely ran forward to attack the monster. When they saw another hippo and leopard running towards them, they got such a fright that they ran away screaming, "A monster! A monster!"  
 Toe hulle naby die plek kom waar die spieël is, staan Hasie en Jakkals terug. Hulle is bang dat die vreemde dier hulle sal insluk. Luiperd en Seekoei storm vorentoe om die vreemde dier aan te val. Toe hulle nog 'n seekoei en luiperd na hulle toe aangehardloop sien kom, hardloop hulle weg en skree: "n Monster! n Monster!"

## The mirror in the bushveld



## Die spieël in die bosveld

Melody Ngomane • Maria Lebedeva

**Ideas to talk about:** Look at the cover picture of the story. What do you notice about the rabbit compared to its reflection in the mirror? What do you think this story is about?

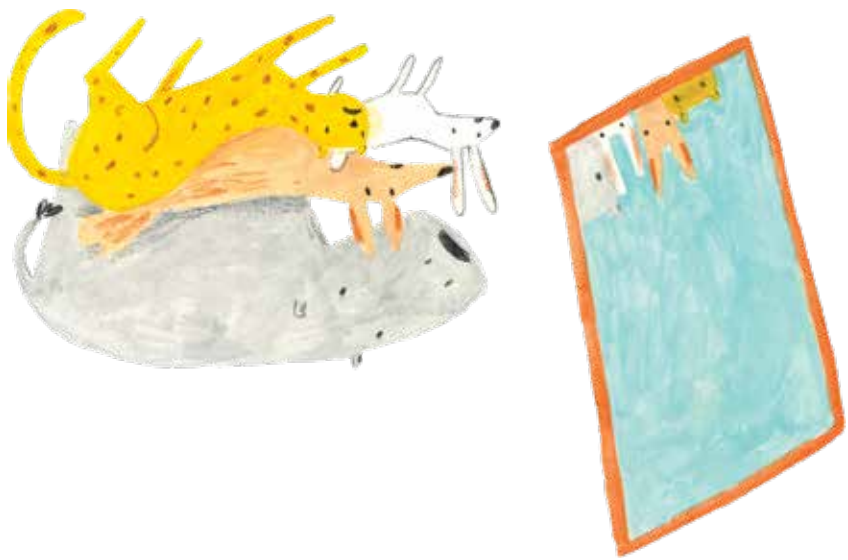
**Idees om oor te praat:** Kyk na die prent op die omslag van die storie. Wat let jy op omtrent die hasie en sy spieëlbeeld? Waartoe dink jy gaan hierdie storie?



“Seekoei, kom help ons, asseblief. ’n Monster het die veld en drie diere nes ons ingesluk!” se Jakkals so vinnig as wat hy kan praat.

Seekoei steur haar nie juis aan hulle nie en swem lekker verder, want sy dink die diere probeer haar om die bos lei. Maar toe sy sien hoe vreesbevange hulle is, klim sy uit die water.

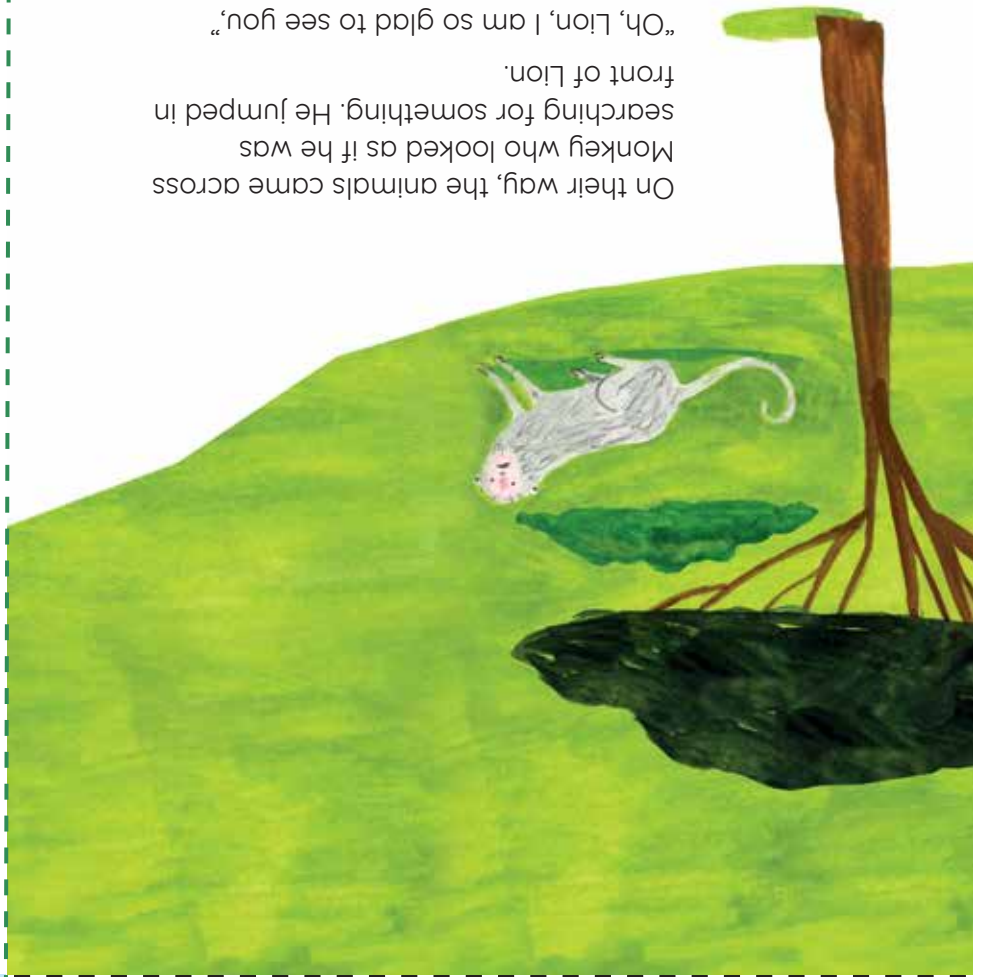
Seekoei, Luiperd, Jakkals en Hasie jaag na die plek waar die spieël is.



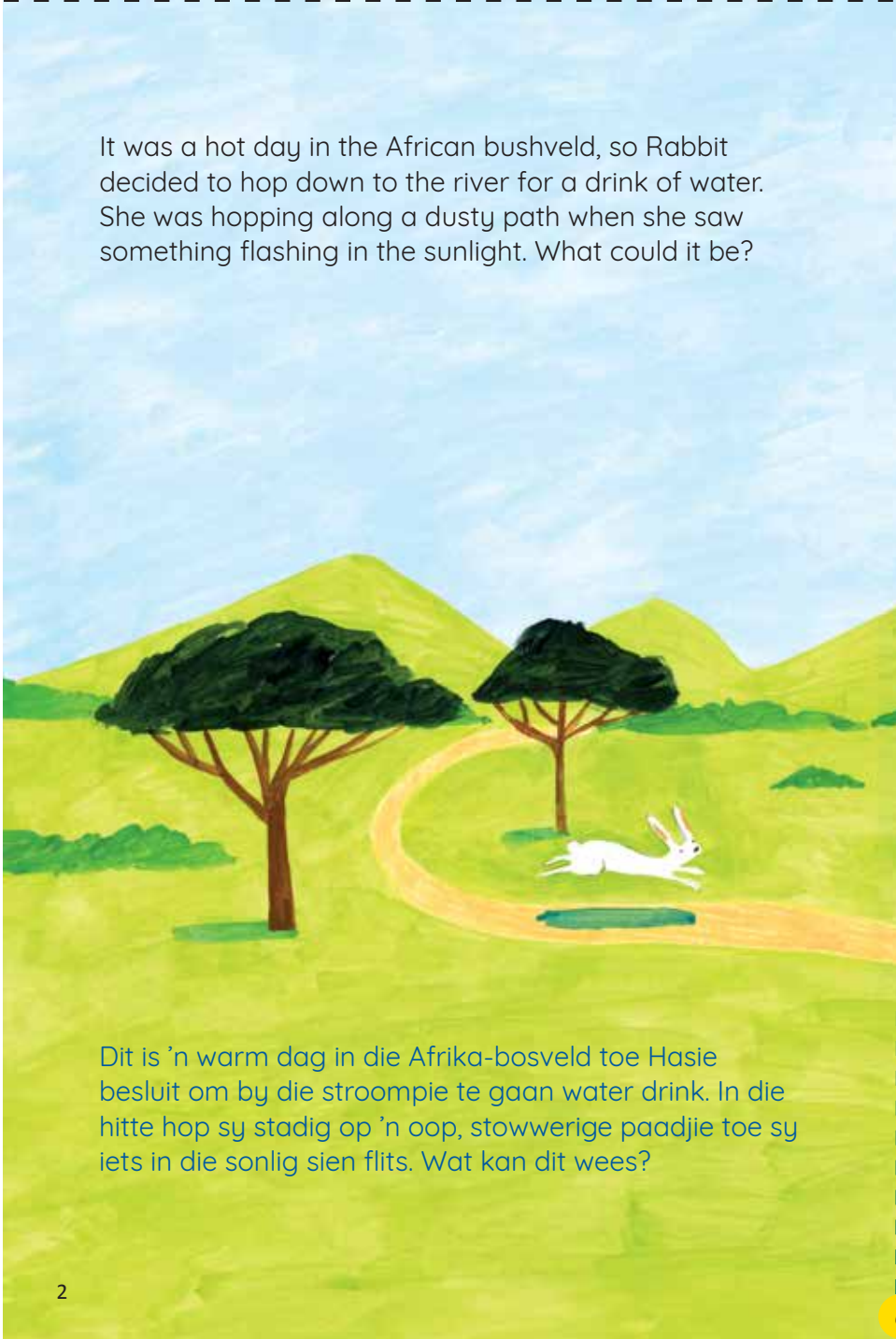
On their way, the animals came across Monkey who looked as if he was searching for something. He jumped in front of Lion.

“Oh, Lion, I am so glad to see you,” Monkey said. “Please help me find my mirror. Someone has stolen it.”

“Out of our way, Monkey. We have something more important to do. We are going to attack the monster that swallowed the veld and the animals,” said Lion impatiently.



It was a hot day in the African bushveld, so Rabbit decided to hop down to the river for a drink of water. She was hopping along a dusty path when she saw something flashing in the sunlight. What could it be?

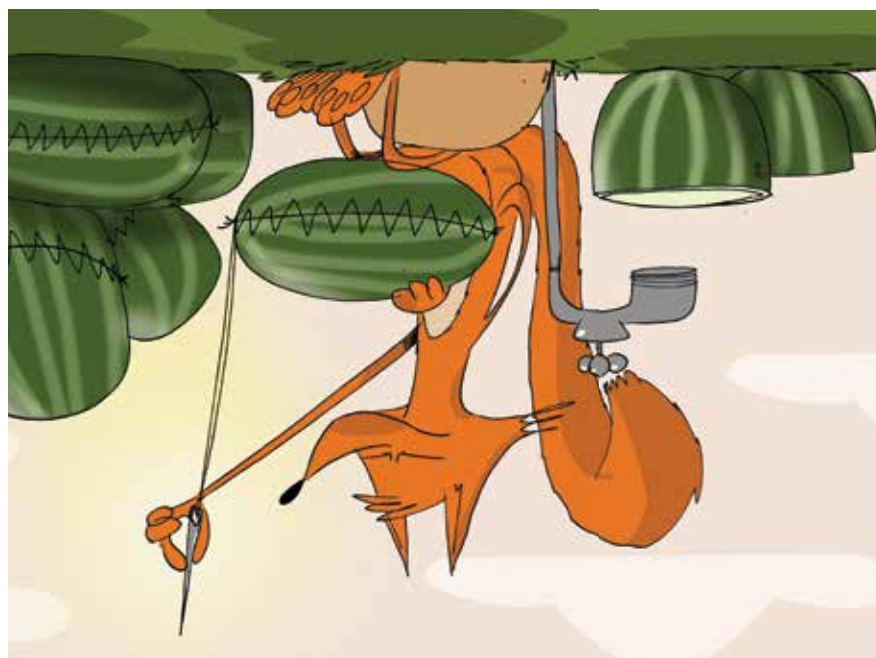
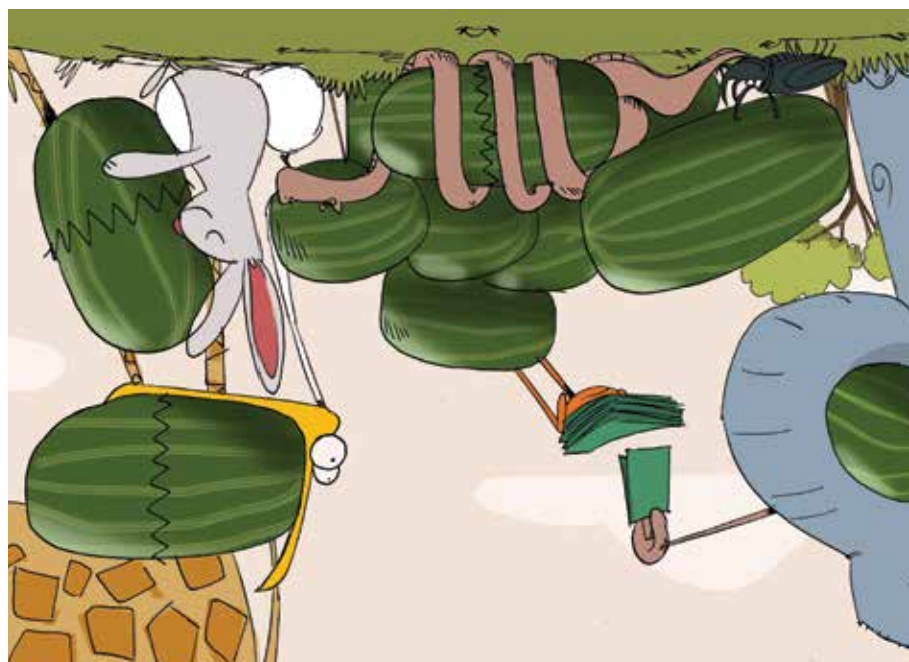


Dit is ’n warm dag in die Afrika-bosveld toe Hasie besluit om by die stroompie te gaan water drink. In die hitte hop sy stadig op ’n oop, stowwerige paadjie toe sy iets in die sonlig sien flits. Wat kan dit wees?



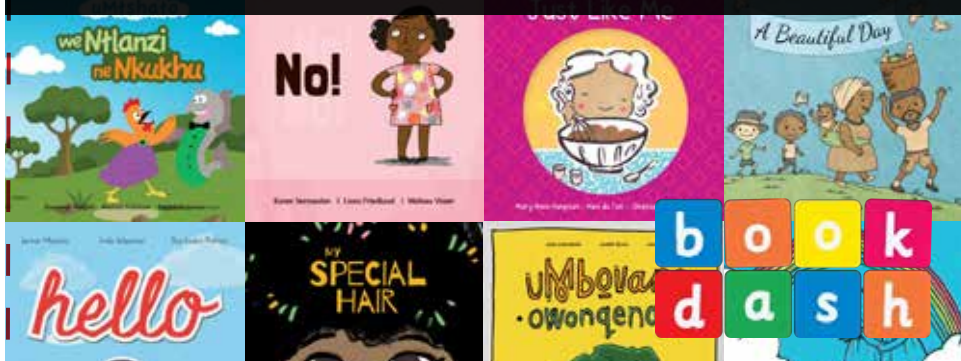


Hy verkoop sy waatlemoene goedkoop.  
 Baie diere koop by Jasper Jakkals.  
 He sold his watermelons for a cheap price.  
 Many animals bought from Foxy Joxy.



Toe maak hy die lê helftes vol water!  
 Hy vat 'n naald en gare en werk die  
 waatlemoen weer mooi toe.  
 Then he filled it with water! He took  
 a needle and thread and sewed the  
 watermelon back together.

Lots more free books at [bookdash.org](http://bookdash.org)



**Get story active!**

- ★ Draw pictures of the animals playing rugby with the watermelon when Foxy Joxy was stuffed inside it. You can add the text from that part of the story to your pictures.
- ★ Do you think the other animals' idea to teach Foxy Joxy a lesson was a clever one? What else do you think they could have done to teach Foxy Joxy not to cheat?
- ★ Write a letter to Foxy Joxy. Explain to him why he should behave better towards the other animals, and give him some ideas for doing so.



**Raak doenig met stories!**

- ★ Teken prente van die diere wat rugby speel met die waatlemoen met Jasper Jakkals binne-in. Jy kan die woorde uit daardie deel van die storie by jou prente voeg.
- ★ Dink jy dit was 'n slim plan van die ander diere om vir Jasper Jakkals 'n les te leer? Wat anders dink jy kon hulle gedoen het om vir Jasper Jakkals te leer om nie te kul nie?
- ★ Skryf 'n brief aan Jasper Jakkals. Verduidelik vir hom hoekom hy die ander diere beter moet behandel, en gee vir hom 'n paar idees oor hoe om dit te doen.

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Drive your imagination

**Foxy Joxy plays a trick**



**Jasper Jakkals se nare poets**

Mdu Ntuli • Nahida Esmail  
 • Samantha Rice

**Ideas to talk about:** What does it mean to play a trick on someone? Have you ever played a trick on someone? What did you do? Has someone ever played a trick on you? How did it make you feel?

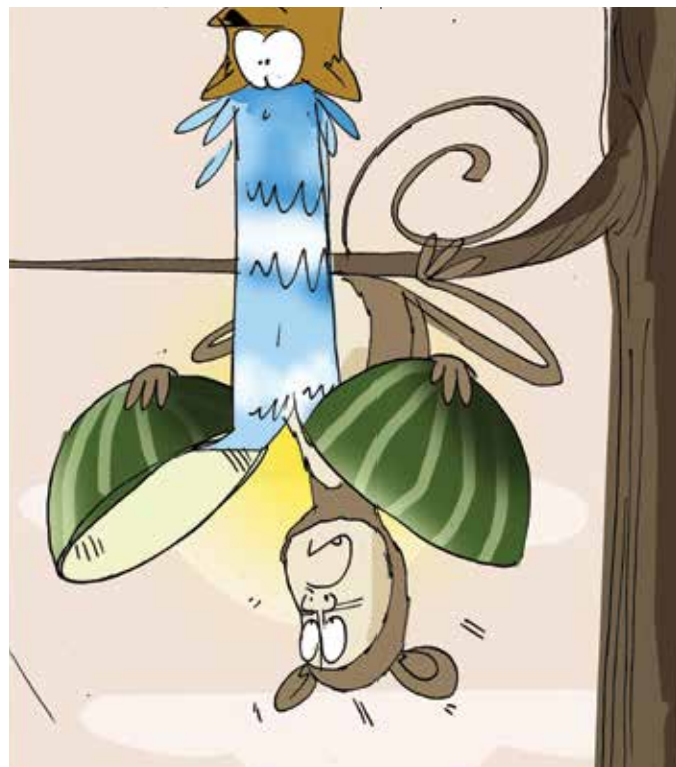
**Idees om oor te praat:** Wat beteken dit om iemand 'n poets te bak? Het jy iemand al ooit 'n poets gebak? Wat het jy gedoen? Het iemand jou al 'n poets gebak? Hoe het dit jou laat voel?





“Hierdie waatlemoen is net water,” kla  
André Aap.

“This watermelon has only water in it,”  
complained Funky Monkey.



Foxy Joxy was a sly fox. He  
sold big, fresh watermelons.

Jasper Jakkals is 'n slinkse  
jakkals. Hy verkoop groot,  
vars waatlemoene.

Jasper Jakkals se kop draai!  
Hy het sy les geleer en nooit weer gekul nie.



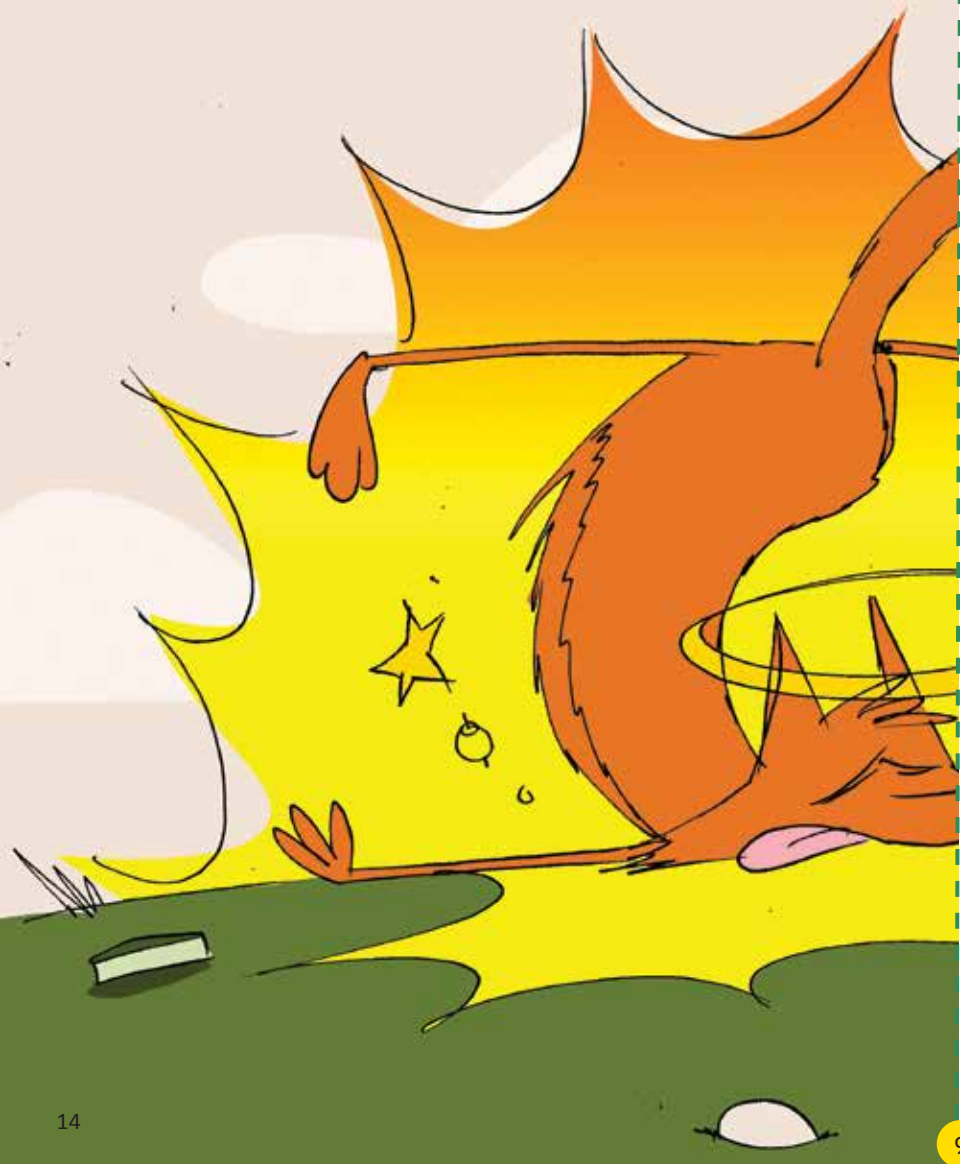


“Wel, julle het gekry waarvoor julle betaal het,” sê Jasper Jakkals.

“Well, you got what you paid for,” said Foxy Joxy.

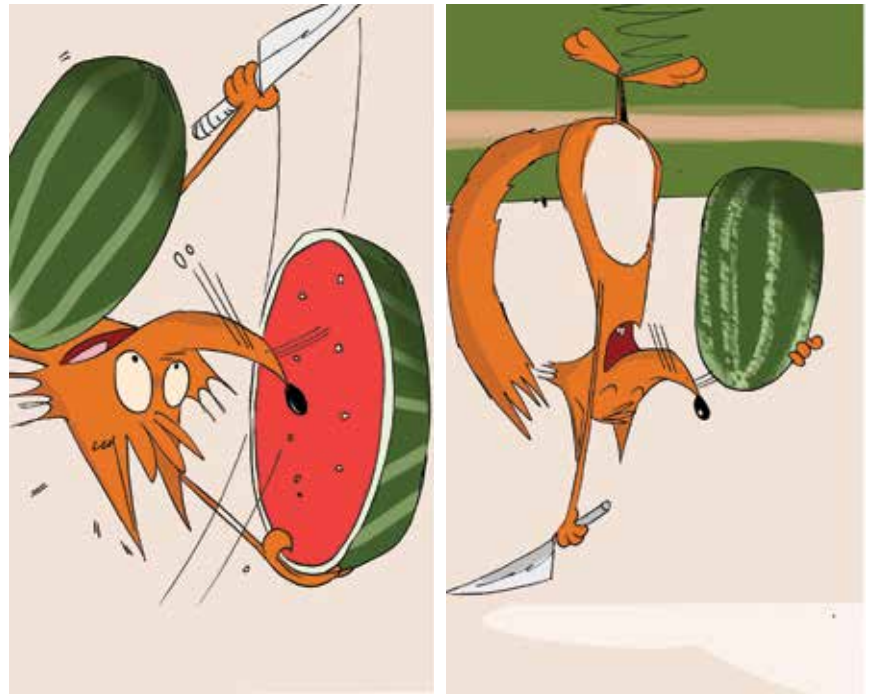


Foxy Joxy was dizzy!  
He learnt his lesson and never cheated again.



Hy sny 'n groot wademoen oop, skerp die binnekant uit en smul tot dit alles op is.

He slit open a big watermelon, scooped out the fruit, and gobbled it up.



WATERMELONS FOR SALE!  
WAATLEMOENE TE KOOP!

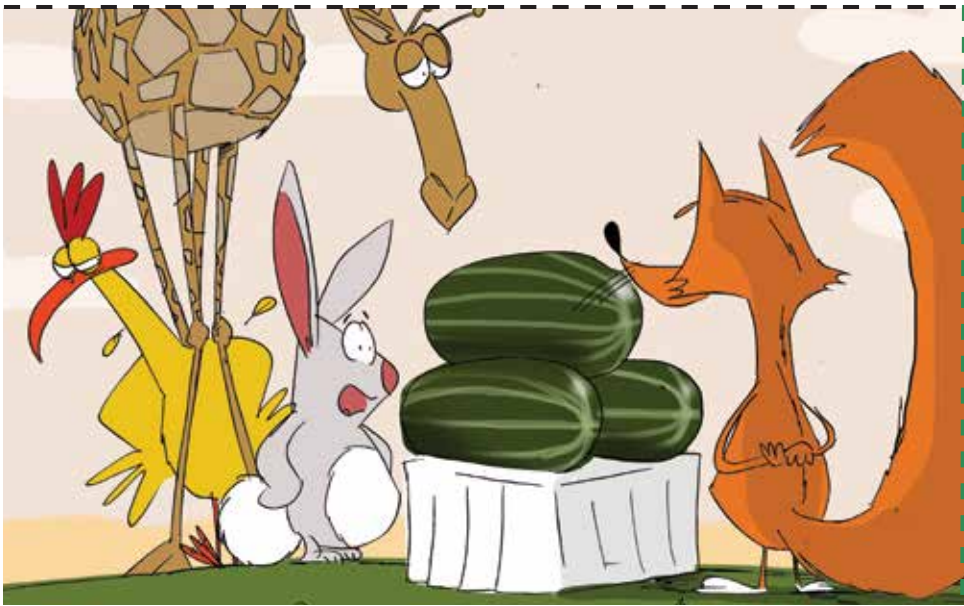






Jasper Jakkals kry 'n blink plan.

Foxy Joxy had a clever idea.



“Your price is too high,” said Rabbit Jabbit.

“You are asking too much,” said Gia Giraffe.

“Jy vra te veel,” sê Hendrik Haas.

“Dis te duur,” sê Klara Kameelperd.

“Ons moet vir Jasper Jakkals 'n les leer,” sê Odette Olifant.  
Die diere kom bymekaar en beraam 'n plan.  
“Elk het 'n idee,” sê Ullie Uil.



“We need to teach Foxy Joxy a lesson,” said Ellie Elephant.  
The animals gathered around and came up with a plan.  
“I have an idea,” said Oliver Owl.

They took an empty watermelon, stuffed Foxy Joxy into it and played a game of rugby with it.



Hulle vat 'n leë waatlemoen, prop vir Jasper Jakkals binne-in en speel toe rugby daarmee.



Op pad kom die diere vir Apie teë, wat lyk of hy na iets soek. Hy spring voor Leeu in.

“O Leeu, ek is so bly om jou te sien,” sê hy. “Help my asseblief om my spieël te vind. Ek dink iemand het dit gesteel.”

“Gee pad, Apie. Ons het belangriker dinge om te doen. Ons is op pad om ’n monster aan te val wat diere en die veld ingesluk het,” sê Leeu ongeduldig.

“This is a mirror, not a monster,” explained Monkey holding up his mirror. “You look at yourself in it. See, that’s me in the mirror.”

When the animals heard this, they all started laughing. And then they took turns admiring themselves in the mirror!

“Dit is ’n spieël, nie ’n monster nie. Jy kan jouself daarin sien. Kyk, dis ek in die spieël,” verduidelik Apie, terwyl hy die spieël regop hou.

Toe die diere dit hoor, lag hulle almal lekker saam en kyk lank na hulself in die spieël.

Jackal and Leopard followed Rabbit to where the monster was.

Slowly they crept up to the mirror. When they got close, they saw three animals looking at them. The animals inside the monster’s stomach looked just like them!

They screamed in fright and ran down to the river to call Hippo.

“Hippo, please come and help us. A monster has swallowed the veld and three animals just like us!” said Jackal, talking as fast as possible.

Hippo didn’t pay much attention to them and continued to enjoy her swim. She thought the three animals were trying to trick her. But when she saw how terrified they were, she got out of the water.

Then Hippo, Leopard, Jackal and Rabbit rushed to the place where the mirror was.

Jackals en Luiperd volg vir Hasie na waar die monster is.

Hulle kruip stadig na die spieël toe. Toe hulle naby kom, sien hulle drie diere wat na hulle kyk. Die diere binne-in die monster lyk nes hulle!

Hulle hardloop gillend van vrees af rivier toe om vir Seekoel te gaan roep.

Rabbit had never seen a mirror before so she thought that it was a strange animal. She cautiously hopped closer. To her surprise, she saw the veld inside it and there was also a little white rabbit staring back at her. “That rabbit looks just like me!” Rabbit whispered, her voice trembling with fear.

Then she ran as fast as she could to find help. “Help! Somebody please help me!” she cried.



Hasie het nog nooit voorheen ’n spieël gesien nie, en sy wonder watter vreemde dier dit is. Sy hop versigtig nader. Tot haar verbasing sien sy die veld binne-in, en ook ’n klein wit hasie wat na haar terugkyk. “Daardie hasie lyk net soos ek!” fluister Hasie met haar stem wat bewe van vrees.

Hasie hardloop so vinnig as wat sy kan om hulp te kry. “Help! Iemand help my, asseblief!” roep sy.



Toe besluit Hasie en Jakkals om vir Luijerd te vra om saam met hulle te kom om na die monster te gaan kyk.

Hasie kan nie hierdie vraag beantwoord nie.

“As die monster die veld ingesluk het, hoekom is ons dan hier en nie binne-in die monster nie?”

snik Hasie.

“Op die paadjie op pad rivier toe. Die monster het die hele veld ingesluk en ook 'n klein wit hasie nes ek.”

“'n Monster? Waar?” vra Jakkals en gaap.

the monster.

Rabbit could not answer this question. So, Rabbit and Jackal decided to ask Leopard to go with them to see

and not inside the monster?” asked Jackal.

“If the monster has swallowed the veld, why are we here

sobbed Rabbit.

swallowed the veld and a little white rabbit like me.”

“It's on the path on the way to the river. It has

“A monster? Where?” asked Jackal, yawning.

Jackal was resting in the shade of a big tree after hunting. He pretended not to hear Rabbit and hoped that another animals would help her. He felt too tired to help. But Rabbit ran straight to him.

“Jackal, help! A monster, a monster!” cried Rabbit.

Jakkals is besig om in die skadu van 'n groot boom te rus nadat hy gejag het. Hy maak of hy niks hoor nie en hoop die ander diere sal haar help. Hy is te moeg. Maar Hasie hardloop reguit na hom toe.

“Jakkals, help! 'n Monster, 'n monster!” huil Hasie.



hardloop en kruip hulle in die lang gras weg.  
hulle 'n groep woedende diere op hulle sien afstorm,  
Leeu, Seekoel en Luijerd op die spieël af. Maar toe  
Toe die diere naby die plek kom waar die spieël is, storm  
hy is nuuskierig en wil sien hoe hierdie monster lyk.  
Apie gee pad, maar besluit om die diere te volg, want



Monkey moved out of the way but decided to follow the animals because he was curious and wanted to see what the monster looked like. When the animals got close to where the mirror was, Lion, Hippo, Jackal and Leopard charged the mirror. But when they saw a group of angry animals charging toward them, they all scattered and hid in the long grass.

When Monkey realised that the animals were terrified of his mirror, he burst out laughing. He ran to the mirror, smiled at his reflection and said, “I have been looking for you all day, my mirror.”

When the other animals saw how friendly the monster was to Monkey, they crept out of their hiding places.



Toe Apie besef dat die diere so bang is vir sy spieël, bars hy uit van die lag. Hy hardloop na die spieël toe, kyk na homself en sê: “Ek soek al heeldag na jou, spieël!”

Toe die ander diere sien hoe vriendelik die monster met Apie is, kom hulle uit hul wegkruipplekke.



# 11 dinge wat ons graag hoor!

Tlotla leinaane!

Eba mahlahlaha ka pale!

Nkanegele kanegelo!

Ngicocela indatjana!

Ngixoxele indaba!

Ndzi runguleli ntsheketo!

Coca indzaba!

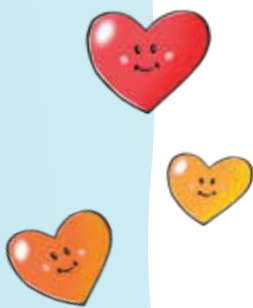
Ndibalisele ibali!

Mmbudzeni tshitori!

Vertel vir my 'n storie!

Tell me a story!

## 11 things we love to hear!







# Die leeu se snorbaard

Deur Natasha Simon ■ Illustrasies deur Vian Oelofsen



Thabo woon op 'n plaas saam met sy ma, pa, broers en susters. Almal help met die werk op die plaas, maar Thabo hou nie regtig van plaaswerk nie. Hy hou niks daarvan om elke dag in die warm son op die plaas te swoeg en sweet nie.

Maar Thabo se pa geniet die harde werk, en hy is baie lief vir die plaas. Hy kan nie Thabo se rebelse streep verstaan nie. Eendag, ná 'n hewige stryery tussen pa en seun, vat Thabo sy goedjies en verlaat die plaas om sy geluk in die stad te gaan soek.



Baie jare gaan verby en Thabo begin baie na sy gesin, veral na sy pa, verlang. Hy is jammer oor die manier waarop hy van die plaas af weg is en wens hy kan vrede maak met sy geliefdes. Maar sy vrees om sy pa in die oë te kyk, verlam hom.

Thabo soek hoog en laag na raad oor hoe om sy verhouding met sy pa reg te maak, maar nie een van die idees wat hy hoor, gee hom genoeg vertroue om terug plaas toe te gaan en sy pa te sien nie.

Eendag sê Thabo se vriend: "Het jy gehoor van die wyse man wat net een kilometer buite die middestad in 'n woonstel woon? Blykbaar het hy spesiale kennis en towerkrag."

"Dankie!" sê Thabo. "Dalk kan hy vir my raad gee oor hoe om weer my pa se guns te wen."

Die volgende dag gaan Thabo na die wyse man toe. Hy stort sy hart uit, vertel vir hom van die dinge waaroor hy spyt is en van sy opregte wens om met sy pa versoen te word.

Die wyse man luister aandagtig na Thabo se storie en toe sê hy: "Om die dinge reg te maak wat lyk of dit nie reggemaak kan word nie, moet jy op 'n uitsonderlike reis vertrek. Dit sal nie maklik wees nie, maar daar is net een manier om te slaag. Jou taak is om 'n enkele snorbaard van 'n leeu uit te pluk terwyl die leeu wakker is en dit vir my te bring. Niks anders sal help nie."

Thabo se moed sak in sy skoene toe hy dink aan wat hy moet doen. "Ek moet 'n leeu se snorbaard uittrek terwyl die leeu wakker is!" huil Thabo by sy vriend. "Dit voel soos 'n onmoontlike taak!"

"Jy kan dit doen!" stel sy vriend hom gerus.

Al laat die blote idee aan wat hy moet doen, Thabo se broek bewe, is sy begeerte om dinge met sy pa reg te maak groter as sy vrees. Een oggend vroeg vertrek Thabo toe op sy reis.

Hy verlaat die stad en vind 'n plek om te bly in 'n klein dorpie aan die rand van 'n natuurreserveaat. Van hier af begin hy soek na 'n leemantjie wat alleen loop. Uiteindelik vind hy 'n grot en sien dat daar 'n leeu in die grot is.

Sy volgende taak is om die leeu se vertroue te wen. Elke dag, terwyl hy op 'n veilige afstand van die leeu bly, fluister Thabo strelende woorde in die wind. Hy kyk en leer van die leeu se gewoontes, waarvan die leeu hou en waarvan hy nie hou nie, en hy let ook op wanneer die leeu minder gespanne lyk.

Toe dink Thabo aan 'n plan. Hy dra elke dag 'n mooi toegedraaide stuk vars vleis saam met hom. Wanneer hy die leeu sien, sit Thabo die vleis op 'n rots neer en maak seker dat die leeu sien dat dit 'n geskenk is wat hy gebring het.

Aan die begin is die leeu se reaksie om vreesaanjaend te brul sodat dit deur die wildernis weergalm. Maar Thabo hou aan probeer en keer dag ná dag terug met nog vleis en strelende woorde.

Uiteindelik word die leeu se gebrul sagter. Hy laat Thabo ook toe om al hoe nader te kom, totdat Thabo die vleis binne bereik van die leeu se kragtige kake plaas. Uiteindelik, en met bewende hande, trek Thabo versigtig een van die leeu se snorbaarde uit.



Thabo klou die leeu se snorbaard styf vas en gaan terug na die wyse man toe. Met groot nederigheid en dankbaarheid gee Thabo vir hom die kosbare snorbaard. Hy gaan sit en wag vir die wyse man om 'n ritueel met die snorbaard uit te voer. In plaas daarvan gooi die wyse man die snorbaard sonder om 'n woord te sê in die knetterende vuur!

Thabo is geskok en verward. "Hoekom het jy dit gedoen?" vra hy. "Ek het my lewe vir daardie snorbaard gewaag!"

Die wyse man kyk hom kalm aan en antwoord: "Sê vir my, Thabo, is dit makliker om die hart van 'n leeu bly te maak as dié van 'n geliefde pa? Wil 'n pa nie die liefde van sy seun meer hê as wat 'n leeu vleis wil hê nie?"

Thabo voel die waarheid van die wyse man se woorde in sy hart en sê vir hom dankie vir sy hulp. Toe Thabo wegstap, weet hy dit gaan harde werk verg om sy verhouding met sy pa te herstel, maar dit sal die moeite werd wees. Hy besef dat hy dit met verloop van tyd, met vasberadenheid en met 'n nederige hart sal regkry.

## Raak doenig met stories!

- Teken 'n prent van 'n leeu. Kleur die prent in en sit dit waar jou gesin dit kan sien.
- Wat dink jy kan Thabo vir sy pa sê? Skryf 'n brief van Thabo aan sy pa ná sy ervaring met die leeu.

- Wat dink jy is beter: die lewe op 'n plaas of in die stad? Maak 'n lys van vyf positiewe dinge oor die lewe op die plaas en vyf positiewe dinge oor die lewe in die stad.





# The lion's whisker

By Natasha Simon ■ Illustrations by Vian Oelofsen



Story  
corner

Thabo grew up on a farm with his mother, father, brothers and sisters. Everyone helped with the work on the farm, but the truth was that Thabo really didn't like it. He couldn't bear doing the hard farm work under the scorching hot sun every day.

Thabo's father, on the other hand, enjoyed the hard work and loved the farm. He could not understand Thabo's rebellious spirit. One day, after a heated argument between father and son, Thabo took what little he owned and left the farm to follow his dreams in the city.



Many years went by and Thabo began to feel a deep longing for his family, especially his father. He regretted the way he had left the farm and longed to make peace with his loved ones. But the fear of facing his father paralysed him.

Although Thabo searched and searched for advice on how to mend his relationship with his father, none of the ideas he heard gave him the confidence to return to the farm to face his father.

One day, Thabo's friend said, "Have you heard of the wise man who lives in a flat only a kilometre from the city centre? Apparently, he has special knowledge and mystical powers."

"Thank you!" said Thabo. "Maybe he can give me advice on how to regain my father's favour."

The next day Thabo visited the wise man. He poured his heart out, sharing his regrets and his earnest desire to reconcile with his father.

The wise man listened attentively to Thabo's story and then he said, "To fix what seems unfixable, you must embark on an exceptional quest. It will not be easy, but there is a way to succeed. Your task is to bring me a lion's whisker plucked by your very own hand. You must do this while the lion is awake. There is no other way."

Thabo's heart sank at the thought of what he had to do. "I have to pluck a lion's whisker while it is awake!" Thabo cried to his friend. "The task seems impossible!"

"You can do it!" his friend assured him.

Although the thought of the task filled Thabo with dread, his longing to make amends with his father burned brighter than his fear. So, early one morning, Thabo set off on his quest.

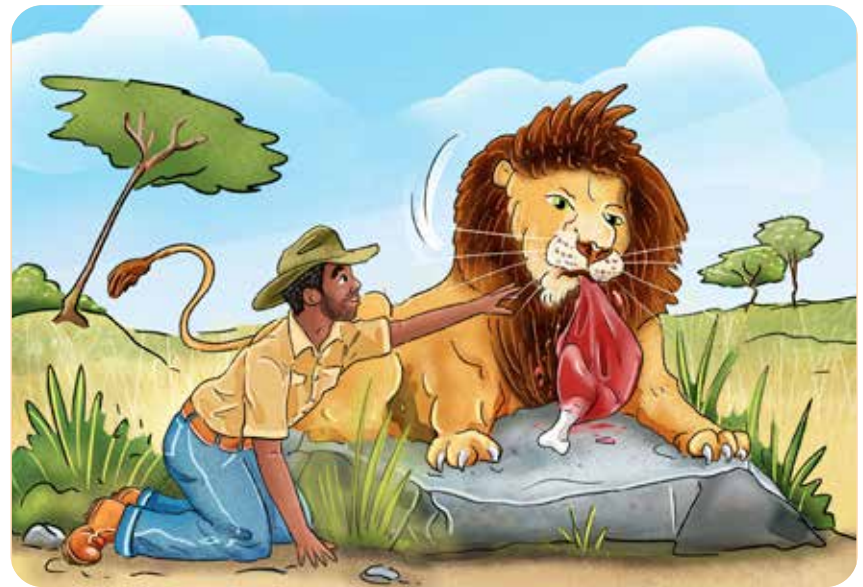
He left the city and found a place to stay in a small village on the edge of a nature reserve. From there he sought out a lone male lion. Eventually, he found a cave and saw a lion inside.

Next came the task of gaining the lion's trust. Each day, while keeping a safe distance, Thabo whispered soothing words into the wind. He watched and learnt the lion's habits, what it liked and disliked and the moments when it seemed less tense.

Then Thabo came up with a plan. Every day, he carried a carefully wrapped piece of fresh meat with him. When he saw the lion, Thabo laid the meat on a rock, making sure that the lion saw that the gift was from him.

In the beginning, the lion responded with fierce growls that echoed through the wilderness. Nevertheless, Thabo persevered, returning day after day with meat and soothing words.

Eventually, the lion's growls grew softer. He also allowed Thabo to come closer and closer until Thabo placed the meat within reach of the lion's mighty jaws. Finally, and with trembling hands, Thabo carefully plucked one of the lion's whiskers.



With the lion's whisker firmly in his grasp, Thabo returned to the wise man. With great humility and gratitude Thabo handed over the precious whisker. He sat back, waiting for the wise man to begin a ritual with the whisker. Instead, the wise man tossed the whisker into the crackling fire without a word!

Thabo was shocked and confused. "Why did you do that?" he gasped. "I risked my life for that whisker!"

The wise man looked at him calmly and replied, "Tell me, Thabo, is it easier to soothe the heart of a lion than that of a beloved father? Does a father not want the affection of his son more than a lion wants meat?"

Thabo felt the truth of the wise man's words in his heart and thanked him for his help. As Thabo walked away, he knew it would be hard work to mend his relationship with his father, but it would all be worth it. He realised that with time, determination and a humble heart he would succeed.

## Get story active!

- Draw a picture of a lion. Colour in the picture and put it where your family will see it.
- What do you think Thabo could say to his father? Write a letter from Thabo to his father after his experience with the lion.

- What do you think is better, life on a farm or life in the city? Make a list of five positive things about farm life and five positive things about city life.



# Nal'ibali-pret

## Nal'ibali fun



1.

Soek 8 verskille tussen hierdie twee prente.



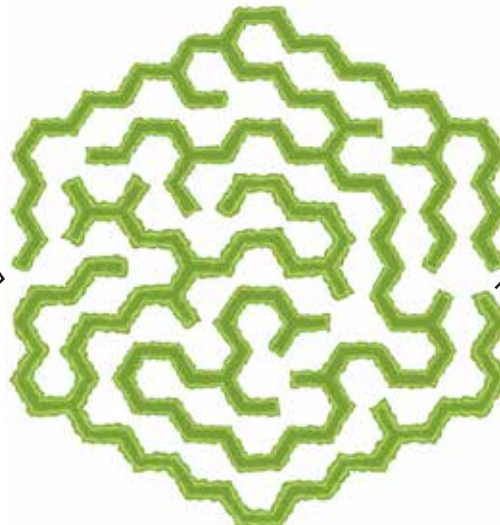
Find 8 differences between these two pictures.



2.

Noodle het in die bos gaan stap. Kan jy hom help om veilig by Bella tuis te kom?

Noodle went for a walk in the forest. Can you help him get home safely to Bella?



3.

Speel 'n storievertelspeletjie waar elke persoon in 'n groep 'n deel van die storie vertel.

Play a storytelling game where each person in a group tells a part of the story.

Om vir die speletjie voor te berei, kies vyf speelgoed of voorwerpe en sit dit in 'n ondeursigtige sak.

- Laat almal in die groep in 'n kring sit.
- Gee die sak vir die persoon wat die storie gaan begin vertel en laat hulle een voorwerp uit die sak haal sonder om in die sak te kyk.
- Hulle moet dan die storie begin vertel deur te sê: *Eendag, lank, lank gelede* ... en die storie inlei deur die voorwerp wat hulle uit die sak gehaal het, te gebruik.

As hulle byvoorbeeld 'n sleutel uit die sak gehaal het, kan hulle sê: *Eendag, lank, lank gelede, was daar 'n baie ryk man wat sy goud in 'n groot ysterkluis toegesluit het ... hy het die kluis se sleutel verloor ... Toe hy onder sy bed kyk ...*

- Gee die sak vir die volgende persoon aan om die storie verder te vertel totdat elkeen 'n beurt gekry het.



To prepare for the game, choose five toys or objects and put them in a bag that you cannot see through.

- Let everyone in the group sit in a circle.
- Give the bag to the person who will start the story and have them pull one object from the bag without looking into it.
- They should then start the story with *Once upon a time* ... and set up the story using the object that they pulled from the bag.

For example: If they pulled a key out of the bag, they could say: *Once upon a time, there was a very rich man who locked up his gold in a big iron safe ... he lost the key to the safe ... When he looked under his bed ...*

- Pass the bag to the next person to continue the story until each person has had a turn.



Nal'ibali e fa go go hlohletša le go go thekga. Ikopanye le rena ka efe goba efe ya ditsela tše:

Nal'ibali is here to motivate and support you. Contact us in any of these ways:



Produced by The Nal'ibali Trust. Translation by Mosekola Solutions. Nal'ibali character illustrations by Rico.



Drive your imagination

UMLAZI  
EYETHU

POLOKWANE  
OBSERVER