

NAL'IBALI

Maklike stappe om vir kinders te skryf

Dit kan baie lekker en bevredigend wees om vir kinders boeke of stories te skryf! 'n Goeie storie vir kinders moet met die lesers in gedagte geskryf word.

1. VIR WIE SKRYF JY?

Die stories en boeke moet pas by die kinders se behoeftes en hul aandagspan.

- 0-3 jaar:** Gebruik minder as **100 woorde**, met ritme, herhaling en helder, toepaslike illustrasies.
- 3-5 jaar:** Prenteboeke (**100-500 woorde**) behoort visueel en prettig te wees, dikwels met rym.
- 5-7 jaar:** Boeke vir vroeë lesers (**500-1 500 woorde**) het kort hoofstukke en gebruik eenvoudige woordeskat.
- 7-9 jaar:** Boeke wat in hoofstukke verdeel is, kan uit **1 000-10 000 woorde** bestaan, met 'n duidelike struktuur en eenvoudige bykomende storielyne.
- 9-12 jaar:** Hierdie boeke is langer en verken meer komplekse idees.

2. WAT KENMERK 'N GOEIE KINDERSTORIE?

- Kies 'n tema of boodskap wat kinders kan verstaan, soos vriendskap, dapperheid of verbeelding.
- Skep 'n hoofkarakter (protagonis) met wie hulle kan identifiseer. Die protagonis is dikwels 'n kind of dier wat nuuskierig, gaaf of dapper is.
- Hou die storielyn eenvoudig.
- Stel jou karakter en die agtergrond aan die begin van die storie bekend.
- Beskryf die probleem of uitdaging wat die protagonis moet oorkom, duidelik.
- Laat die karakter probeer (en misluk!) om die probleem op te los. Laat die karakter dan weer probeer.
- Die storie moet 'n draipunt of klimaks hê wanneer die probleem opgelos word.

3. WENKE OM JOU STORIE LEWE TE GEE

- Gebruik kort, ouderdomsgepaste sinne en gebruik bekende woordeskat.
- Rym, ritme en herhaling is wonderlik vir jonger kinders.
- Teen die einde van die storie moes jou karakter gegroei of verander het.
- Lees jou storie hardop om enige lomp sinne te identifiseer.
- Sny enigiets uit wat die pas van die storie vertraag.

Easy steps to write for children

Writing books or stories for children can be a joyful and rewarding experience! A good children's story must be written with the reader in mind.

1. WHO ARE YOU WRITING FOR?

The stories and books must cater to the children's needs and attention spans.

- 0-3 years:** Use fewer than **100 words**, with rhythm, repetition and vibrant, relevant illustrations.
- 3-5 years:** Picture books (**100-500 words**) should be visual and fun, often using rhyme.
- 5-7 years:** Books for early readers (**500-1 500 words**) have short chapters and use simple vocabulary.
- 7-9 years:** Chapter books can be **1 000-10 000 words**, with clear structure and light subplots.
- 9-12 years:** These books are longer and explore more complex ideas.

2. WHAT MAKES A STRONG CHILDREN'S STORY?

- Choose a theme or message that children can understand, like friendship, courage or imagination.
- Create a central character (protagonist) that they can relate to. The protagonist is often a child or animal who is curious, kind or brave.
- Keep your plot simple.
- At the beginning of the story, introduce your character and describe the setting.
- Clearly describe the problem or challenge that the protagonist must overcome.
- Let the character try (and fail!) to solve the problem. Then let the character try again.
- The story needs a turning point or climax when the problem is solved.

3. TIPS TO MAKE YOUR STORY SHINE

- Use short, age-appropriate sentences and familiar vocabulary.
- Rhyme, rhythm and repetition are great for younger readers.
- By the end of the story, your character should have grown or changed.
- Read your story aloud to identify any awkward sentences.
- Cut anything that slows the pace of the story.

SIEN BLADSY 13
VIR 'N GIDS OOR HOE OM
'N STORIE TE SKRYF!

SEE PAGE 13 FOR A
GUIDE TO WRITING
A STORY!

IT STARTS WITH
A STORY.

DIT BEGIN MET
'N STORIE.



Geletterdheidsaadjies!

Ontwikkel fynmotoriese vaardighede van 0 tot 6 jaar

Literacy Seeds!

Developing fine motor skills from 0 to 6 years



Beste ouers en versorgers van jong kinders, dit is belangrik om jul kinders te help om fynmotoriese vaardighede te ontwikkel. Fynmotoriese vaardighede is nodig vir die klein bewegings wat ons maak wanneer ons die spiere in ons hande, vingers en polsgewrigte gebruik. Hierdie vaardighede is belangrik vir alledaagse aktiwiteite, soos om klein voorwerpe op te tel, skoenveters en belde vas te maak, te teken, te verf en te skryf.

Dear parents and caregivers of young children, it is important to help your children to develop fine motor skills. Fine motor skills are needed to make the small movements using the muscles in our hands, fingers and wrists. These skills are important for everyday activities like picking up and using small objects, tying shoelaces and belts, drawing and painting, and writing.

Aktiwiteite vir elke ouderdom ★

Activities for every age ♥

Geboorte tot 2 jaar

- ★ **Maagtyd:** Wanneer babas hulself opdruk wanneer hulle op hul magies lê, word hul arms en hande sterker.
- ★ **Speelgoed vashou:** Babas se vingers word sterker wanneer hulle sagte speelgoed gryp en vashou.
- ★ **Vingerkos:** Wanneer jou baba self kan sit en vaste kos kan eet, gee vir hulle klein stukkies sagte kos wat hulle self in hul mond kan sit om hul vingerbeheer te ontwikkel.
- ★ **Speel klap-en-slaan-speletjies:** Hierdie speletjies ondersteun handkoördinasie en ritme en is baie pret!



Birth to 2 years

- ★ **Tummy time:** When babies push themselves up when lying on their tummies, they build strength in their arms and hands.
- ★ **Holding toys:** Grabbing and holding soft toys helps babies strengthen their fingers.
- ★ **Finger foods:** Once your baby is able to sit and can eat solid foods, offer small pieces of soft food for them to feed themselves and build their finger control.
- ★ **Clapping and patting games:** These games support hand coordination and rhythm, and are a lot of fun!

2 tot 4 jaar

- ★ **Teken en inkleur:** Wanneer jou kind teken en inkleur, ontwikkel hul hand-oog-koördinasie en hul polsgewrig- en vingerbeheer.
- ★ **Pret met speeldeeg:** Om speeldeeg te druk, te rol en te knyp, maak handspiere sterker.
- ★ **Eenvoudige handwerk:** Laat hulle plakkers en gomstokkies gebruik of laat hulle papier skeur om kunswerke te maak.
- ★ **Oefen om aan te trek:** Moedig hulle aan om hulself aan te trek en ritssluiters toe te trek en knope vas te maak.



2 to 4 years

- ★ **Drawing and colouring:** Drawing and colouring develops your child's hand-eye co-ordination and their wrist and finger control.
- ★ **Playdough fun:** Squeezing, rolling and pinching playdough strengthens hand muscles.
- ★ **Simple crafts:** Let them use stickers, glue sticks or let them tear paper to create art.
- ★ **Dressing practice:** Encourage them to dress themselves and zip, tie or button up their clothes.

4 tot 6 jaar

- ★ **Knip met 'n skêr wat veilig is vir kinders:** Sit by hulle terwyl hulle oefen om papier op kniplyne te sny.
- ★ **Skryfoefening:** Help hulle om letters, getalle of vorms na te trek.
- ★ **Bou met blokkies:** Om blokkies op mekaar te pak, verbeter hul hand-oog-koördinasie.
- ★ **Help in die kombuis:** Roer, skink en afskil kan baie goeie handoefeninge wees. Gebruik ook die tyd om jou kinders van voedselhygiëne en -voorbereiding te leer.



4 to 6 years

- ★ **Cutting with child-safe scissors:** Sit with them while they practise snipping paper along cutting lines.
- ★ **Writing practice:** Help them trace letters, numbers, or shapes.
- ★ **Building with blocks:** Stacking blocks helps improve hand-eye coordination.
- ★ **Helping in the kitchen:** Stirring, pouring and peeling can be great hand exercises. Use the time to also teach your children about food hygiene and preparation.

Gebruik legkaarte om fynmotoriese vaardighede te ontwikkel

Legkaarte is fantasties om fynmotoriese vaardighede te ontwikkel en te leer om probleme op te los. Begin eenvoudig en gebruik groot legkaarte en vorder dan na meer ingewikkelde legkaarte namate hulle ouer word.

1. Om legkaartstukkies op te tel en in te pas, help kinders om hul vingers op 'n baie presiese manier te gebruik.
2. Om stukkies by mekaar te pas, versterk koördinasie tussen wat hulle sien en hoe hul hande beweeg.
3. Om legkaarte te voltooi, help met aandagspan en konsentrasie.
4. Sit by hulle, moedig hulle aan en vier dit saam met hulle wanneer hulle 'n legkaart voltooi.



Using jigsaw puzzles to develop fine motor skills

Jigsaw puzzles are a fantastic tool for building fine motor skills and problem-solving abilities. Start simple with large puzzles and move to more complex jigsaws as they get older.

1. Picking up and placing pieces helps children use their fingers precisely.
2. Matching pieces strengthens coordination between what they see and how their hands move.
3. Completing jigsaws helps build attention span and concentration.
4. Sit with them, encourage them, and celebrate when they finish a puzzle.

Maak jou eie legkaarte

1. Knip eenvoudige, kleurvolle prente uit en plak dit op dik karton vas.
2. Teken kniptyne oor die prente.
3. Knip op hierdie lyne om legkaartstukkies te maak.

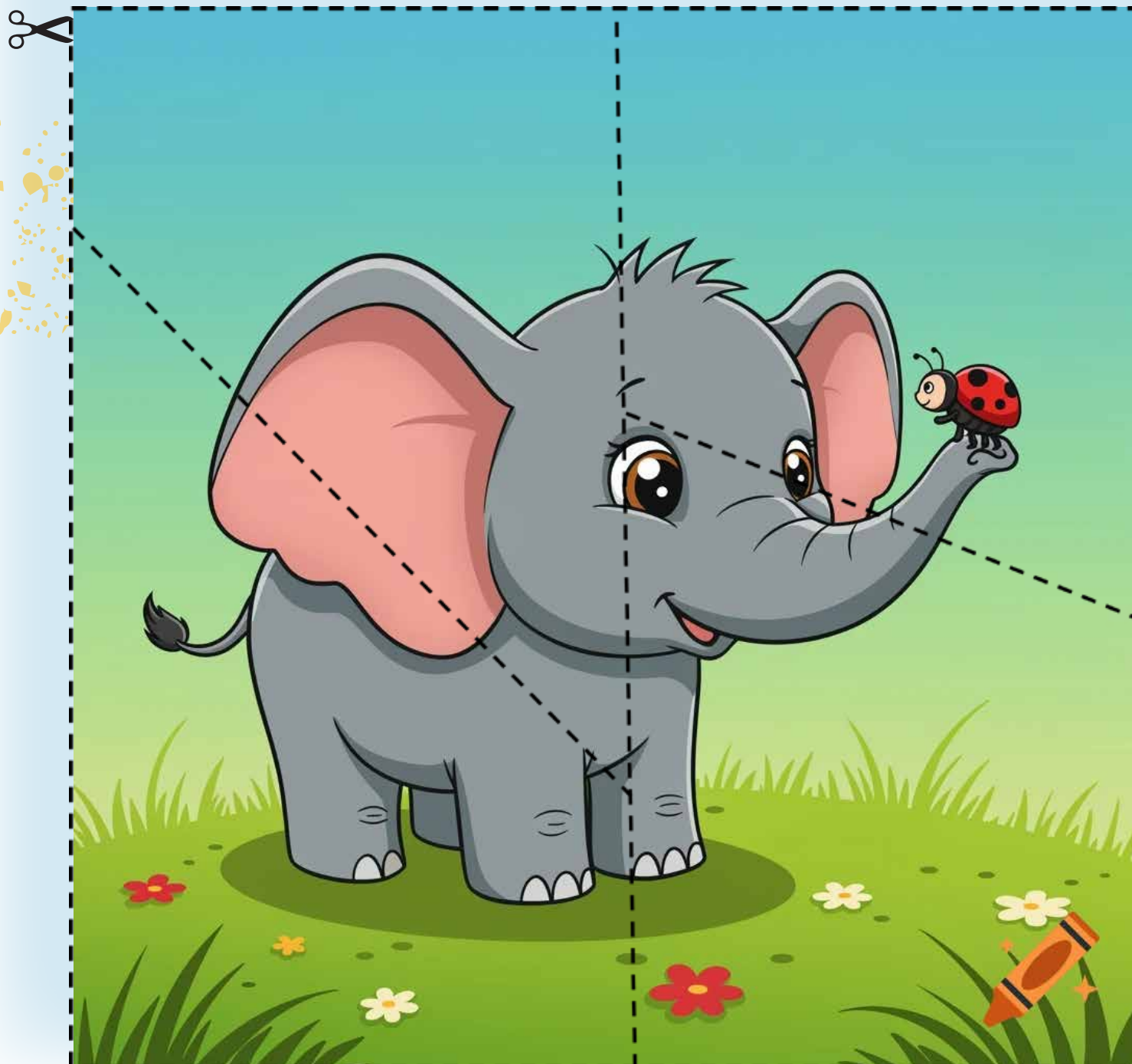
Die eenvoudige legkaart hier onder is geskik vir kinders van 2 tot 4 jaar.



Make your own puzzles

1. Cut out and paste simple, colourful pictures on strong cardboard.
2. Draw cutting lines across the picture.
3. Cut along the lines to create puzzle pieces.

The simple jigsaw below is suitable for children of 2 to 4 years.



Dae om in Oktober te vier! Days to celebrate in October!

Hierdie Oktober wil ons die belangrike rol van ouer persone en onderwysers in ons kinders se lewens vier en daarvoor nadink. Ouer persone is die skakel met hul verlede, en onderwysers is die skakel met hul toekoms. Ons wil ook onthou om onself te versorg.

This October, we want to celebrate or think about the important role of older persons and teachers in the lives of children. Older persons are the link to their past, and teachers are the link to their future. We also want to remember to take care of ourselves!



1 Oktober Internasionale Dag vir Ouer Persone

Besoek ouer persone by 'n sorgsentrum of in jul gemeenskap. Maak tyd om na hul stories te luister, 'n boek saam te lees, of maak vir hulle 'n kaartjie.

1 October International Day of Older Persons

Why not visit older persons at a care centre or in your community? Spend some time listening to their stories, read a book together or make a card for them.

5 Oktober Onderwysersdag

Skryf 'n gedig oor hoe belangrik onderwysers is. Skryf dit op 'n kaartjie of lees dit in die klas vir jul onderwyser. Doen iets spesiaals, soos om voor skool of tydens pouse die klas skoon te maak en te versier.

5 October Teacher's Day

Compose a poem about the importance of teachers. Write it on a card or recite it to the teacher in class. Do something special like cleaning and decorating the classroom before school or during breaktime.

10 Oktober Wêrelddag vir Geestesgesondheid

Dis wonderlik om buite te wees! Organiseer 'n groepie om jul parkie op te ruim en 'n boom of inheemse plante te plant. Geniet dit dan om op die gras te lê terwyl julle die storieboek lees waarvan julle die meeste hou!

10 October World Mental Health Day

It's wonderful being outside! Why not organise a group to clean up your local park and plant a tree or some indigenous plants? Then enjoy lying on the grass while you read your favourite book!

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

Hoekom die uil nooit slaap nie

1. Skeur bladsy 9 van hierdie bylae af.
2. Vou die vel in die helfte op die swart stippellyn.
3. Vou dit weer in die helfte op die groen stippellyn om die boek te maak.
4. Knip op die rooi stippellyne om die bladsye te skei.

Waar's die kat?

1. Om hierdie boek te maak, gebruik bladsye 5, 6, 7, 8, 11 en 12.
2. Hou bladsye 7 en 8 binne-in die ander bladsye.
3. Vou die velle in die helfte op die swart stippellyn.
4. Vou dit weer in die helfte op die groen stippellyn om die boek te maak.
5. Knip op die rooi stippellyne om die bladsye te skei.



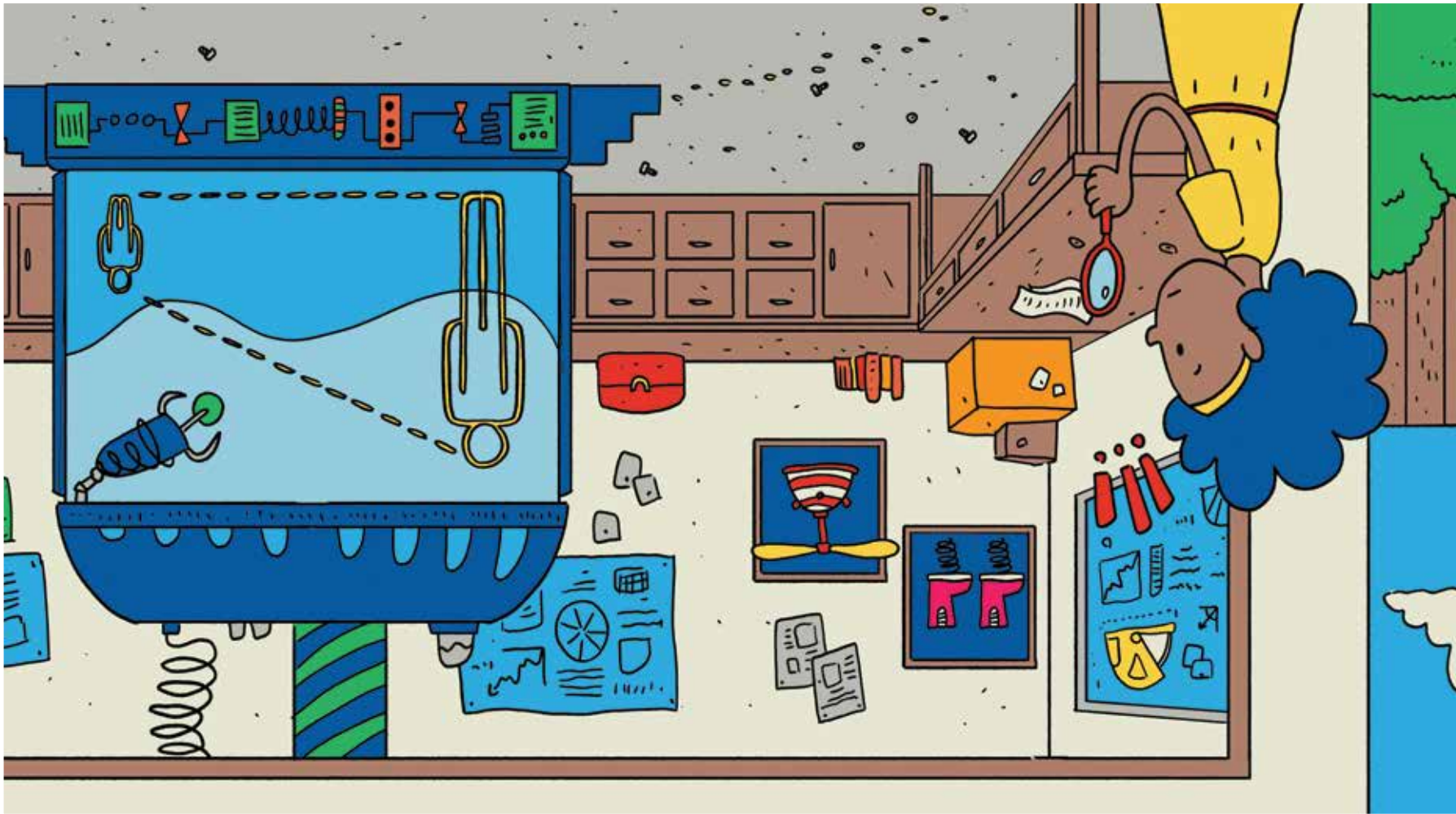
Grow your own library. Create TWO cut-out-and-keep books

Why the owl never sleeps

1. Tear off page 9 of this supplement.
2. Fold the sheet in half along the black dotted line.
3. Fold it in half again along the green dotted line to make the book.
4. Cut along the red dotted lines to separate the pages.

Where's that cat?

1. To make this book, use pages 5, 6, 7, 8, 11 and 12.
2. Keep pages 7 and 8 inside the other pages.
3. Fold the sheets in half along the black dotted line.
4. Fold them in half again along the green dotted line to make the book.
5. Cut along the red dotted lines to separate the pages.



Lots more free books at bookdash.org



Get story active!

- ★ What happened in this story? Why not page through the story again and tell a friend or family member what is happening in each picture?
- ★ The best thing about a wordless picture book is that you can "read" the story in any language! Which language(s) do you enjoy reading?
- ★ If you had a machine that could make things much smaller, what would you do with it? What would you do if you were really tiny?

Raak doenig met stories!

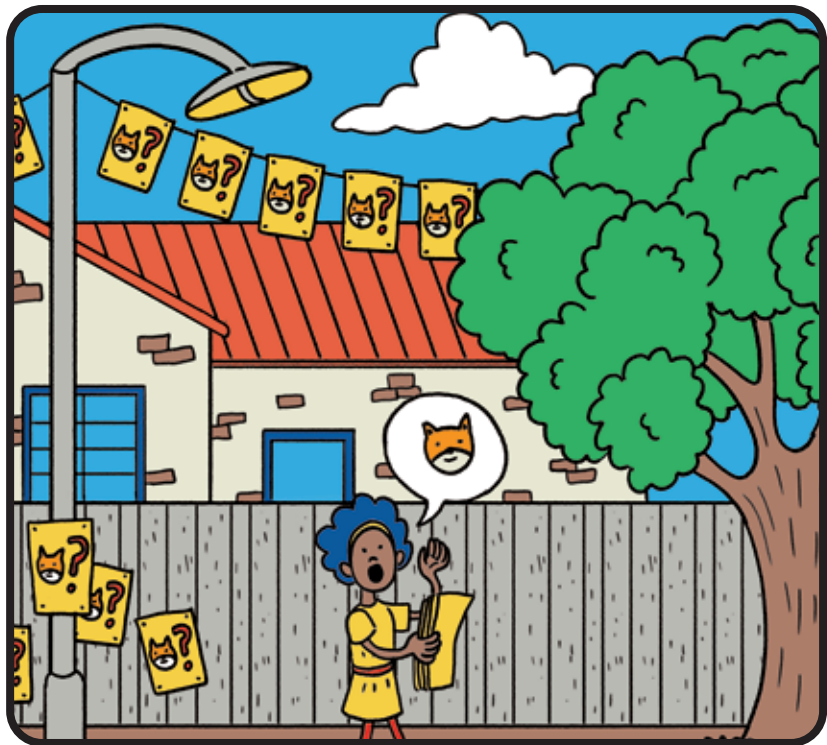
- ★ Wat gebeur in hierdie storie? Blaai weer deur die storie en vertel vir 'n maat of familielid wat in elke prent gebeur.
- ★ Die beste ding van 'n storieboek sonder woorde is dat jy die storie in enige taal kan "lees"! Watter taal/tale lees jy graag?
- ★ As jy 'n masjien gehad het wat dinge kleiner kon maak, wat sou jy daarmee doen? Wat sou jy doen as jy piepklein was?

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.



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Where's that cat?

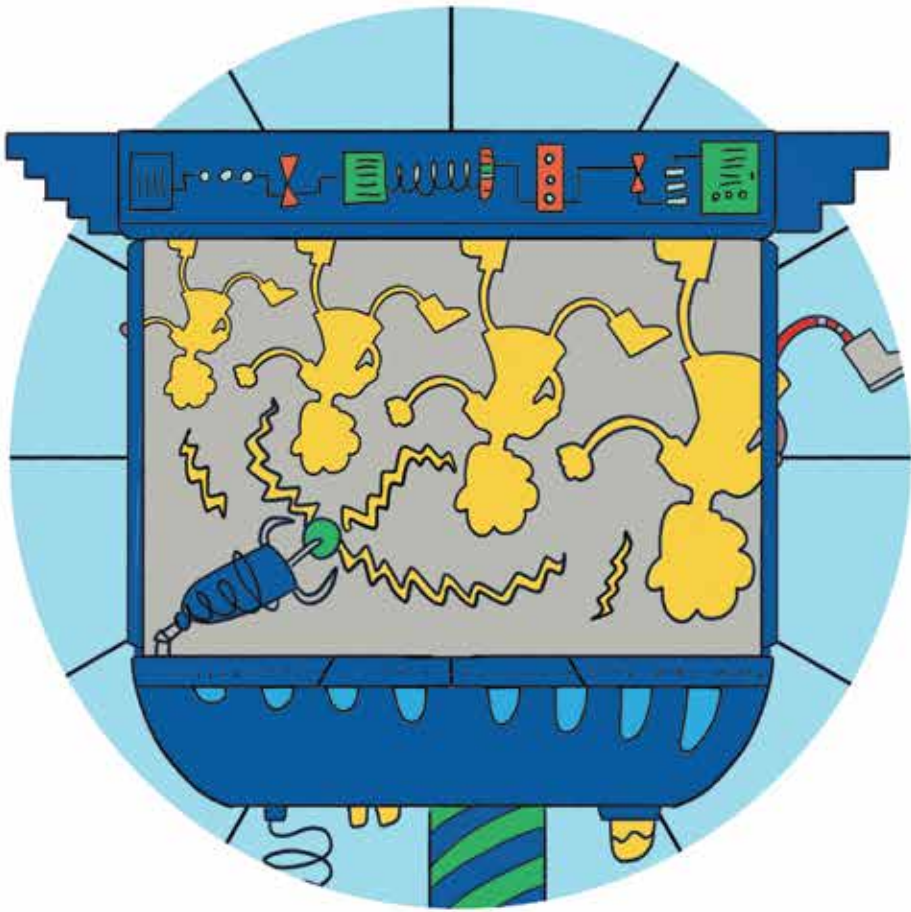
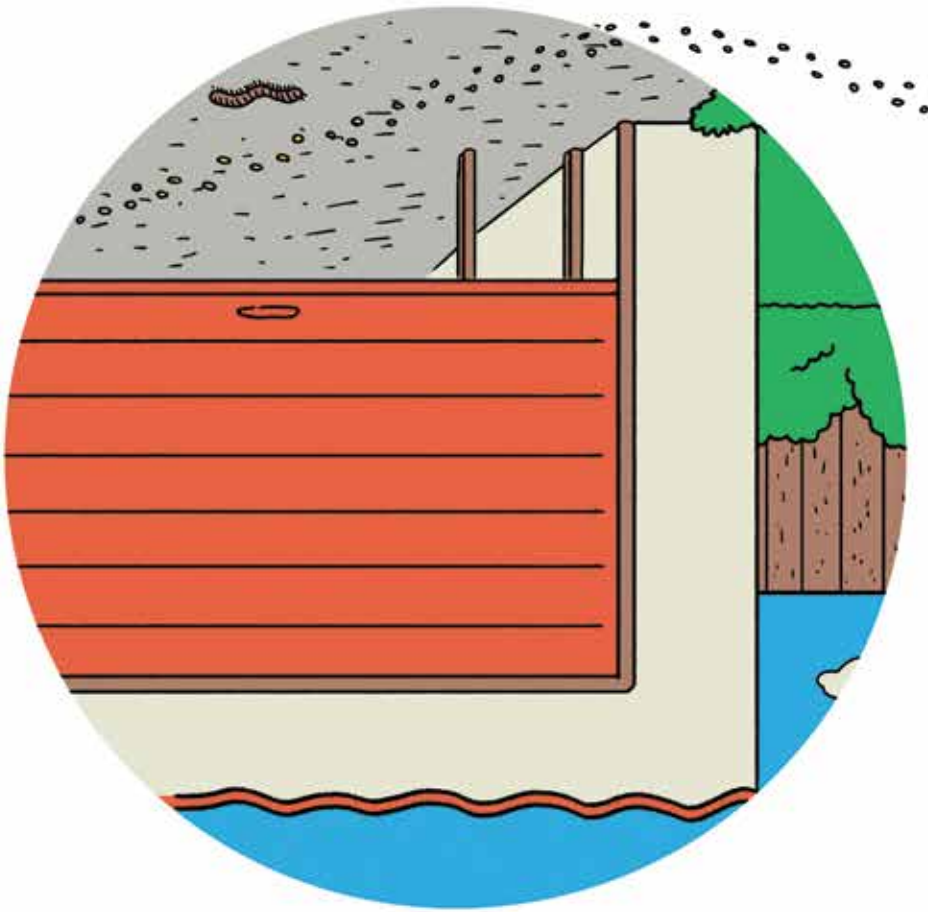


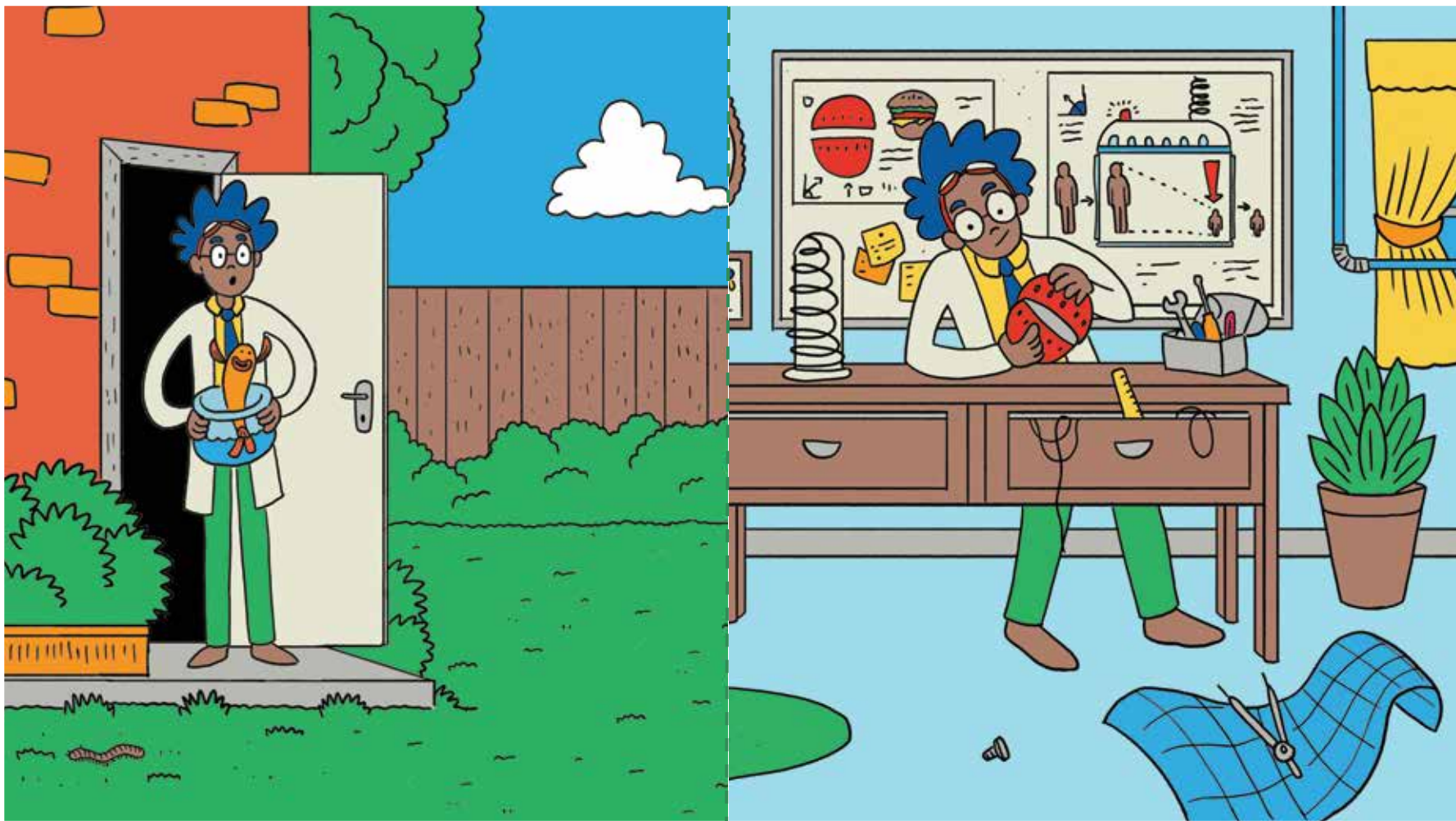
Waar's die kat?

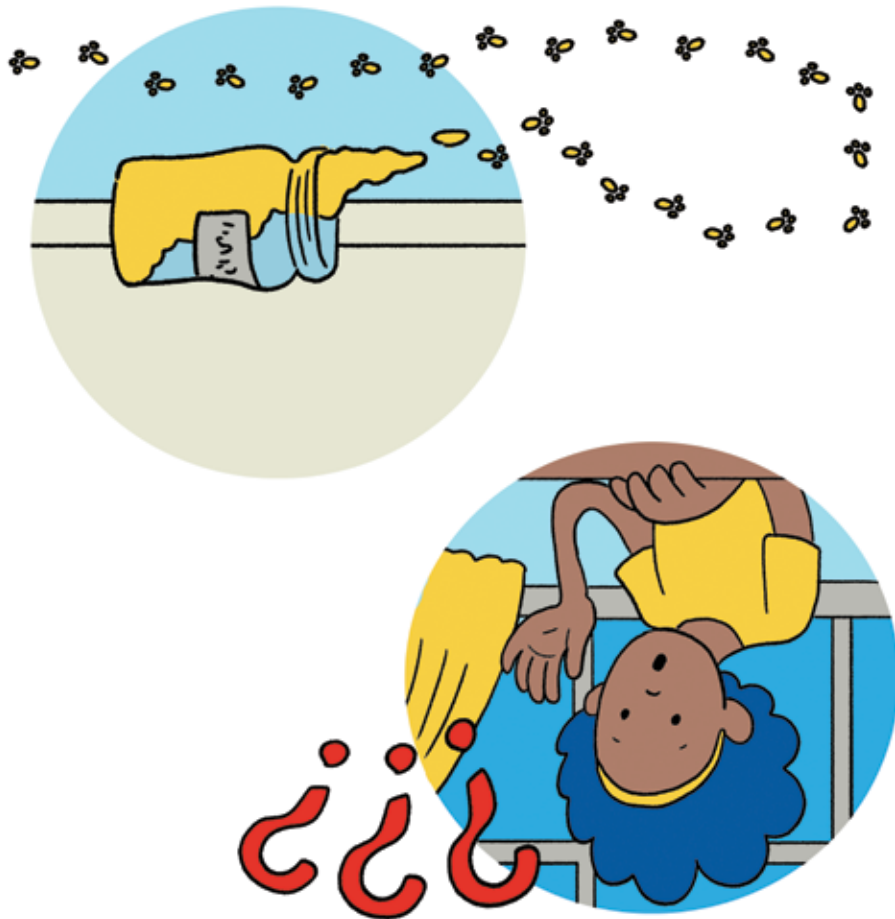
Sam Wilson • Thea Nicole de Klerk
• Chenél Ferreira

Ideas to talk about: What do you think the story is about when you read the title and look at the cover picture? Do you have a pet? What would you do if it went missing?

Idees om oor te praat: Waaroor dink jy gaan die storie wanneer jy die titel lees en na die prent op die omslag kyk? Het jy 'n troeteldier? Wat sal jy doen as dit weggaak?





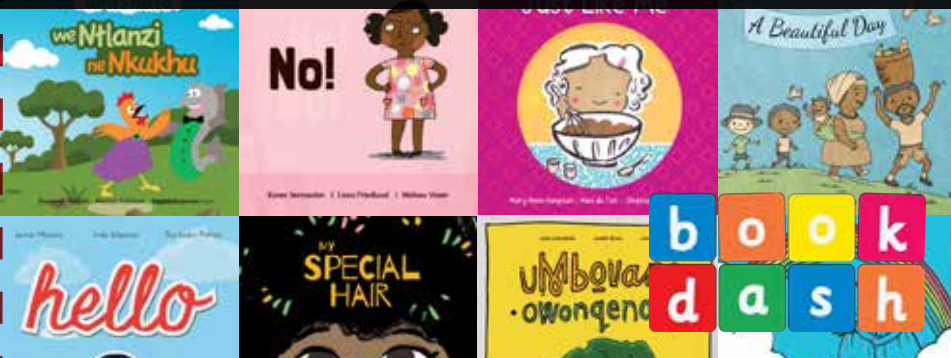


“Aw!” Mr Owl was trapped in the hands of a small boy.

Owl hooted and ruffled his feathers.

“Please don’t roast me! Take the other animals. I am too wise to be eaten – I won’t be as delicious.”

The boy shrugged, heading to the animals' shed.
He lit a fire, waking the animals from their sleep.
"Fire!" they shouted, as they scattered all over.



- ★ Draw the outline of an owl. Use strips of paper to make its feathers. Use big buttons for the eyes. What would you use to make the legs and beak?
- ★ Would you eat roasted owl? What is your favourite roast meat?
- ★ Use clay or playdough to make a model of an owl. If you make models of some other animals too, you could use them to act out the story!

- ★ Teken die buitelyn van 'n uil. Maak sy vere van stroke papier. Gebruik groot knope vir die oë. Wat sal jy gebruik vir die pote en snawel?
- ★ Sal jy gebraaide uil eef? Watter soort gebraaide vleis eet jy die graagste?
- ★ Maak 'n uil van klei of speeldeeg. As jy ook ander diere van klei of speeldeeg maak, kan jy hulle gebruik om die storie op te voer!



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*Gerald Bedeker • Wandile Mathe
• Luke Mateman*

Ideas to talk about: When do owls sleep? What else do you know about owls? What important role do owls play in keeping rat and beetle populations low?

Idees om oor te praat: Wanneer slaap uile? Wat weet jy nog van uile? Watter belangrike rol speel uile om te sorg dat daar minder rotte en kewers is?



The insects hid underground.
Some animals ran for the river and never came back.
The birds flew deep into the night sky.
The humans left with the cats, cows and dogs, leaving Mr Owl ashamed.
Die insekte kruip onder die grond weg.
Sommige diere hardloop rivier toe en kom nooit weer terug nie.
Die voëls vlieg hoog in die naghemel op.
Die mense vat die katte, koeie en honde en gee pad. Mnr. Uil bly skaam agter.



“They must never see me again.”
From that night, he vowed never to show his face in daylight ... only at night to eat and stretch his wings.
“Hulle mag my nooit weer sien nie.”
Van daardie aand af besluit hy om sy gesig nooit weer bedags te wys nie ... net snags, wanneer hy eet en sy vlerke sprei.



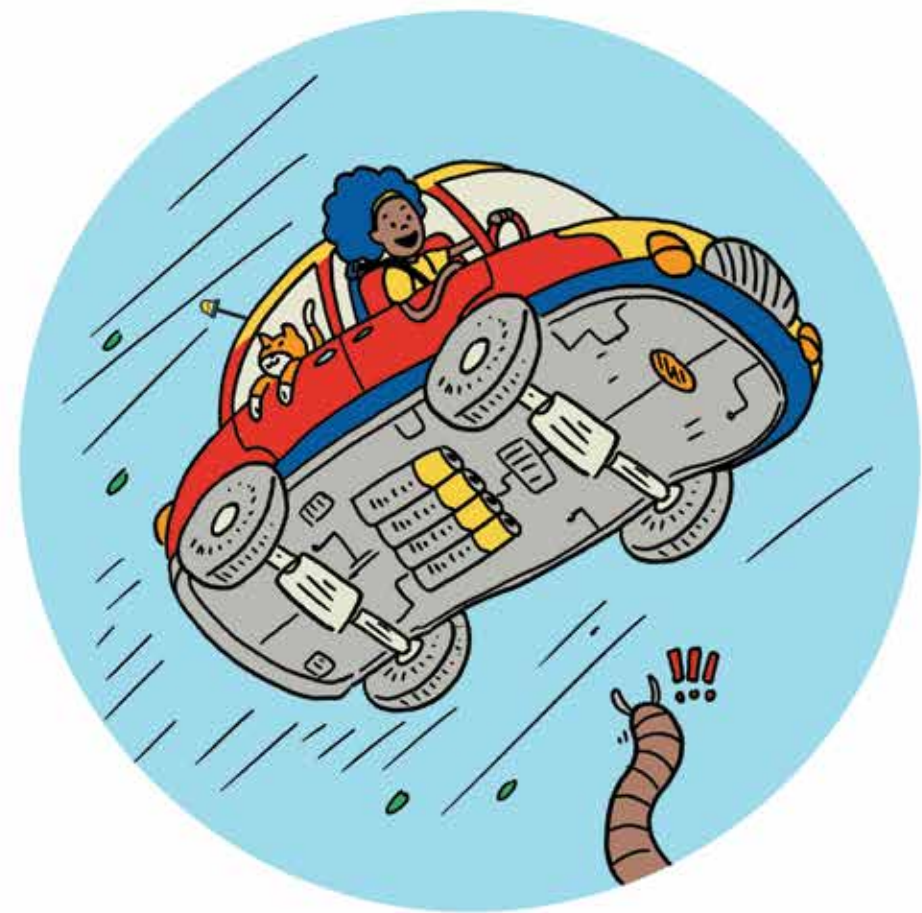
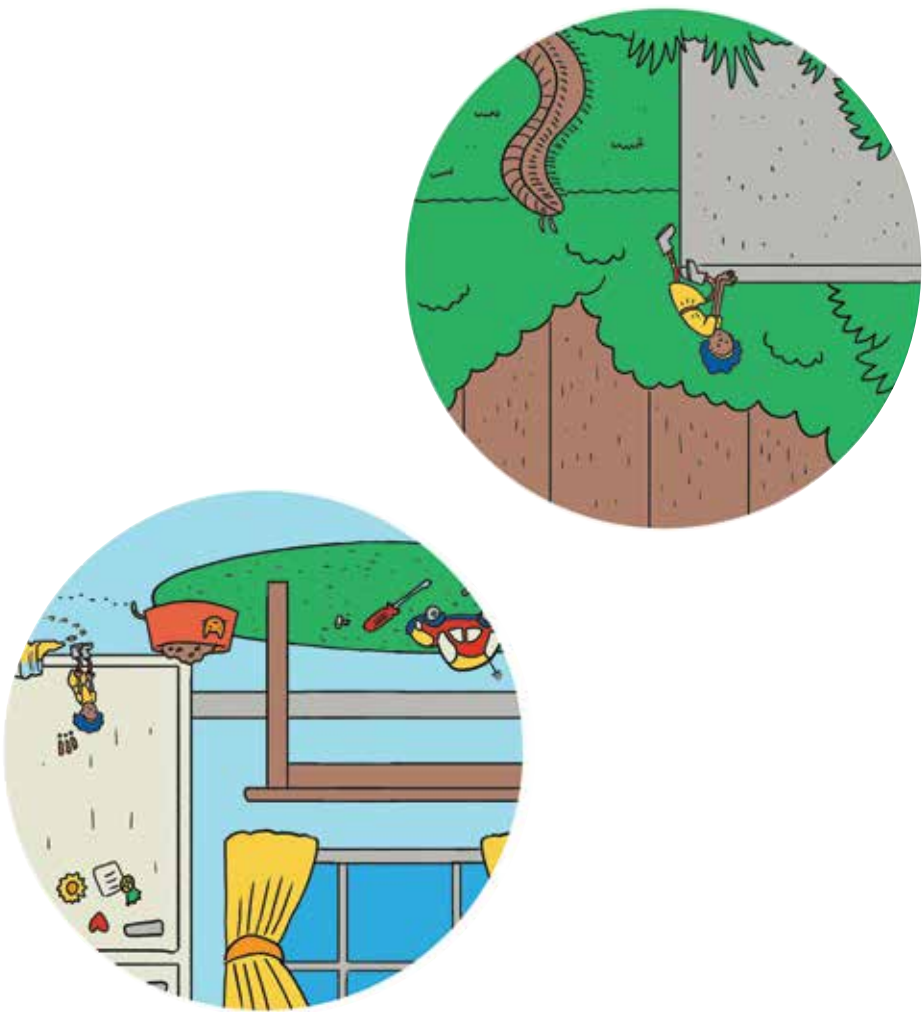
Een aand is dit mnr. Uil se beurt om wag te hou terwyl die diere slaap.
Hy bly wakker en soek oral na enige teken van mense.
Skielik kraak en skud die bos reg voor hom.

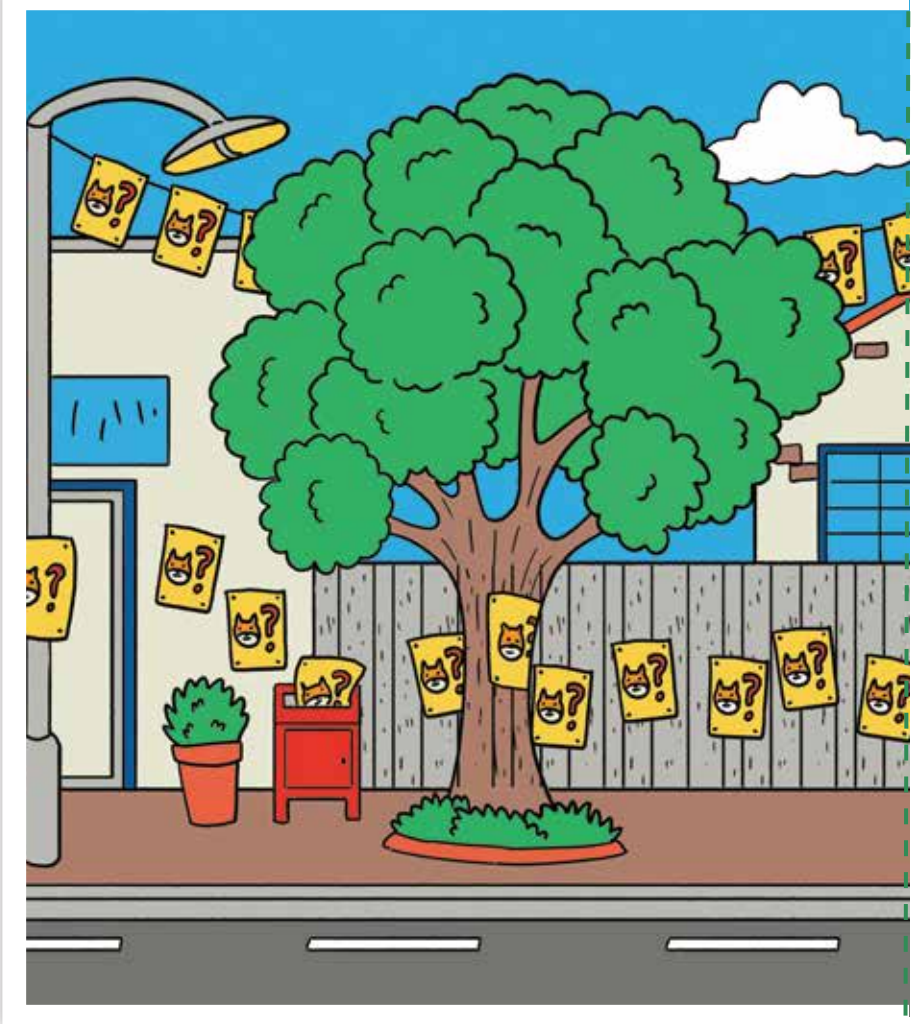
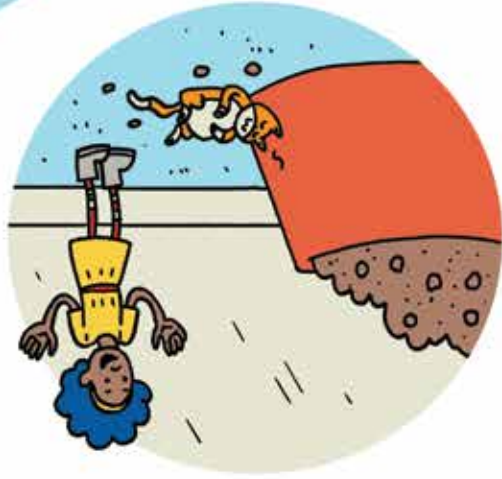
One night, it was Mr Owl's turn to guard the animals as they slept.
He stayed up watching for and wide for any sign of humans.
Suddenly, the bush in front of him crackled and shook.

Ages ago, when rocks were still soft and trees could talk, all the animals lived on land in one big shed.
They took care of each other and protected one another from human trouble all day and night.



Lank, lank gelede, toe rotse nog sag was en bome kon praat, het al die diere in een groot skuur op die land gewoon.
Hulle het vir mekaar gesorg en het mekaar dag en nag lank teen moeilikheid met mense beskerm.





Stappe om te volg as jy 'n storie wil skryf

Steps to writing a story

01

'n Titel wat aandag trek
A catchy title

02

Hoofkarakter

- Wie is die hoofkarakter?
- Waar woon hulle?
- Wat maak hulle uniek of interessant?

Voorbeeld: "Milo die muis woon in 'n vuurhoutjiedosie naby 'n bakkerij. Hy hou daarvan om krummels bymekaar te maak – maar hy is bang vir harde geluide."

Main character

- Who is the main character?
- Where do they live?
- What makes them unique or interesting?

Example: "Milo the mouse lived in a tiny matchbox near a bakery. He loved collecting crumbs – but he was scared of loud noises."

03

Die uitdaging

- Wat wil jou karakter hê of wat het jou karakter nodig?
- Watter uitdaging of probleem staan in die pad?

Voorbeeld: "Milo wil graag die heel grootste broodkrummel kry – maar dit is reg onder die bakkerij se raserige oond."

The challenge

- What does your character want or need?
- What challenge or problem stands in the way?

Example: "Milo wanted to collect the biggest bread crumb ever – but it was right under the bakery's noisy oven."

04

Pogings en struikelblokke

- Wys twee of drie dinge wat die karakter probeer doen om die uitdaging te bowe te kom.
- Elke poging moet misluk of aanleiding gee tot 'n snaakse of verrassende wending.

Voorbeeld:

- Hy probeer insluip – maar 'n kat jaag hom.
- Hy bou 'n robot wat krummels bymekaar maak – maar dit breek.
- Hy vra 'n maat – maar die maat is ook bang.

Attempts and obstacles

- Show two or three things the character tries to do to overcome the challenge.
- Each attempt should fail or lead to a funny or surprising twist.

Example:

- He tries sneaking in – but a cat chases him.
- He builds a crumb-collecting robot – but it breaks.
- He asks a friend – but the friend is scared too.

05

Die klimaks of wending

- Dit is die opwindendste of mees emosionele deel.
- Die karakter leer, verander of doen iets dappers.

Voorbeeld: "Milo trotseer sy vrees, loop op sy tone tot onder die oond en gryp die krummel – net toe die oond 'n harde geluid maak! Maar hierdie keer hardloop hy nie weg nie."

The climax or turning point

- This is the most exciting or emotional part.
- The character learns, changes or does something brave.

Example: "Milo faced his fear, tiptoed under the oven, and grabbed the crumb – right as the oven let out a bang! But this time, he didn't run."

06

Oplossing

- Die uitdaging word te bowe gekom (of aanvaar).
- Die karakter het op die een of ander manier verander – het slimmer, dapperder of vriendeliker geword.

Voorbeeld: "Nou maak Milo krummels bymekaar – selfs dié onder die oond. En hy's nie meer bang vir harde geluide nie."

Resolution

- The challenge is overcome (or accepted).
- The character is different in some way – smarter, braver or kinder.

Example: "Now Milo collects crumbs – even the ones under the oven. And he's not afraid of loud noises anymore."

07

Slotreël (opsioneel)

- 'n Treffende of snaakse slotreël wat op 'n volgende avontuur kan dui.

Voorbeeld: "Volgende week wil hy 'n sjokoladekoekkrummel vind!"

Closing line (optional)

- A memorable or funny final sentence that can hint at a future adventure.

Example: "Next week, he wants to find a chocolate cake crumb!"





Thando se slim plan

Deur Jason van Rensburg ■ Illustrasies deur Clyde Beech



Eendag, lank gelede, het 'n seun met die naam Thando in 'n vissersdorpie by die see gewoon. Thando se gesin het altyd 'n bestaan gemaak deur vis te vang en seekos te versamel. Die belangrikste seekos wat hulle ingebring het, is perlemoen. Perlemoen is skaars en kan vir baie meer geld verkoop word as die vis wat hulle vang.

Dit is baie werk om perlemoen te versamel. Die vissers vaar met hul klein, oop bootjies die see in en roei dan uit na die rotse toe. Een persoon bly in die boot terwyl die res die perlemoen uitduik. Die duikers gebruik 'n ysterstaaf om die perlemoen los te maak en van die rotse af te trek.



Hulle mag min perlemoene versamel. Die perlemoene moet ook 'n sekere grootte wees. Dit is 'n misdaad as hulle meer perlemoen uithaal as wat hulle mag of as dit te klein is. Die mariene polisie kontroleer hoe groot die perlemoen is en hoeveel perlemoen uitgehaal word. As daar te veel perlemoen is of as dit te klein is, konfiskeer die polisie die seekos, die boot en al die duiktoerusting. Dan arresteer hulle die misdadigers en stuur hulle tronk toe.

Toe Thando se oupa nog gewerk het, was daar altyd volop vis en seekos vir almal om 'n bestaan daaruit te maak. Maar nou is daar 'n groot probleem. Stropers sluip onwettig in en steel die vis en kosbare perlemoen uit die see. Die stropers dreig ook om enigiemand wat hulle probeer keer, seer te maak. Die inwoners van die dorpie is bang en kwaad.

Thando haat dit om te sien hoe sy familie en die dorpie daaronder ly. Die mense is bang om see toe te gaan en hulle word arm en honger. Thando besluit om iets te doen om die stropers en hul gemene dade stop te sit.

Thando weet die stropers is slim en daarom moet hy 'n slim plan beraam. Hy maak of hy by die bende stropers wil aansluit om so geld vir sy gesin te verdien. Omdat hy net 'n seun is, gebruik die stropers hom om wag te staan en op die uitkyk te wees vir die polisie. Terwyl die stropers see toe gaan, bly Thando op die strand en kyk uit vir die mariene polisie. As hy die polisie gewaar, stuur hy 'n teken vir die bote om hulle te waarsku. So leer hulle hom vertrou.

Een aand op die strand skraap Thando die moed bymekaar om met die leier van die stropers te praat. Thando haal diep asem en sê: "Ek weet waar die polisie al die perlemoen en bote en toerusting wat hulle by julle afgevat het, bêre. Ek kan julle na die pakhuis toe neem sodat ons dit kan terugvat."

Die stropers dink hieroor na. Hulle wil graag hul goed terugkry en luister na Thando se plan.

"Ek kan ons by die pakhuis inkry sonder dat enigiemand daarvan weet," belowe Thando glimlaggend. "My neef is 'n vragmotorbestuurder vir 'n wynplaas in die vallei. Môremiddag moet hy wynvate aflewer. Die vate langs die deur sal vol wyn wees, maar daar is ses leë wynvate agter hulle. Hy sal by die afdraai na die dorpie langs die pad stilhou. Julle moet daar wag, en wanneer hy wegloop, moet julle in die leë wynvate klim. Hy sal sê hy is gekaap. Wanneer die polisie die vragmotor vind, sal hulle dink die kapers het dit daar gelos. Hulle sal dit dan na die pakhuis toe neem, want dit is 'n bewysstuk. Hulle sal die vragmotor saam met die perlemoen, bote en toerusting wat hulle by julle afgeneem het, toesluit. Wanneer hulle weg is, kan julle uit die vate klim. Julle sal binne in die pakhuis wees sonder dat enigiemand daarvan weet."

Die stropers hou van die idee!

Die volgende dag verloop alles volgens plan. Toe die stropers agter in die vragmotor klim en daaraan dink dat hulle al hul toerusting gaan terugkry, lag hulle. Die wyn ruik lekker, en hulle besluit om van die wyn te drink voor hulle in die leë vate klim. Die wyn smaak so lekker dat hulle dit nie kan weerstaan nie, en hulle drink nog wyn. Teen die tyd dat die vragmotor in die pakhuis kom, is die stropers papdronk.

Thando kruip buite die pakhuis weg en kyk hoe die vragmotor in die pakhuis ingery word. Thando hoor hoe die stropers in die vate begin sing. Nou is dit tyd om die polisie te laat weet. Toe die polisie die vragmotor oopmaak, is die stropers te dronk om te probeer weghardloop. Thando se plan het gewerk, en die stropers word vir 'n baie lang tyd tronk toe gestuur.

Almal in die dorpie vier fees toe hulle die nuus hoor. Thando het 'n einde gemaak aan die stropers se bose planne, en binnekort sal die see weer vol vis en perlemoen wees sodat die dorpenaars 'n eerlike bestaan daaruit kan maak.



Raak doenig met stories!

- Van watter deel van die storie hou jy die meeste? Teken 'n prent daarvan.
- Hou jy van seekos? Maak 'n lys van die kos uit die see waarvan jy die meeste hou!

- Doen saam met 'n maat of familielid 'n rolspel waarin julle 'n onderhoud oor stropery voer. Een van julle kan die onderhoudvoerder wees en die ander een kan Thando of 'n polisiebeampte wees wat die kus patrolleer.



No match for Thando

By Jason van Rensburg ■ Illustrations by Clyde Beech



Story
corner

Once upon a time, a boy named Thando lived in a fishing village by the sea. Thando's family had always made a living by catching fish and harvesting seafood. The most important seafood that they collected was abalone. Abalone is rare and could be sold for much higher prices than the fish they caught.

It is a lot of work to collect abalone. The fishers launch their small open boats into the sea and then row out to the rocks. One person stays in the boat while the rest dive to harvest the abalone. The divers use an iron bar to force and pull the abalone off the rocks.



They are only allowed to take a small number of abalone. The abalone also has to be a certain size. Taking more abalone than allowed or collecting smaller abalone is a crime. The marine police check the size and number of abalone collected. If there is too much abalone or it is too small, the police take away the seafood, the boat and all the diving equipment. Then they arrest the criminals and send them to jail.

When Thando's grandfather was working, there was always plenty of fish and seafood for everyone to earn a living. But now there was a big problem. Poachers kept sneaking in and stealing the fish and precious abalone from the sea. The poachers also threatened to hurt anyone who tried to stop them. The villagers were afraid and angry.

Thando hated to see his family and village suffer. The people were afraid to go to sea so they became poor and hungry. Thando decided to do something to stop the poachers and their wicked ways.

Thando knew the poachers were clever, so he had to have a clever plan. He pretended that he wanted to join the gang of poachers to earn money for his family. He was just a boy so the poachers let him work as a lookout. While the poachers went out to sea, Thando stayed on the shore and watched for the marine police. If he saw the police, he signalled to the boats to warn them. In this way he earned their trust.

One night on the beach, Thando plucked up the courage to speak to the leader of the poachers. Thando took a deep breath and said, "I have found out where the police keep all the abalone and boats and equipment they have taken from you. I can take you to the warehouse so we can take these things back."

The poachers thought about it. They liked the idea of getting their things back, so they listened to Thando's plan.

"I can get us inside the warehouse without anyone knowing," Thando promised with a smile. "My cousin is a truck driver for a wine farm in the valley. He has to make a delivery of barrels of wine tomorrow afternoon. The barrels next to the door will be full of wine, but there will be six empty barrels behind them. He will stop next to the road at the turn-off to the village. You must be waiting there, and when he leaves, you must get into the empty barrels. He will say he was hijacked. When the police find the truck, they will think the hijackers abandoned it. They will take it to the warehouse because it is evidence. They will lock up the truck with the abalone, boats and equipment that they took from you. When they leave the warehouse, you can get out of the barrels. You will be inside the warehouse without anyone knowing."

The poachers liked the idea!

The next day, everything went according to plan. When the poachers got into the back of the truck they were laughing at the thought of getting their things back. The wine smelled very good and they decided to drink some before they climbed into the barrels. The wine tasted good, so they could not resist drinking more. By the time the truck was driven into the warehouse, the poachers were quite drunk.

Thando was hiding outside the warehouse and saw the truck being driven in. Thando heard the poachers start singing in the barrels. Now it was time to call the police. When the police opened the truck, the poachers were too drunk to try to run away. Thando's plan had worked, and the poachers were sent to prison for a very long time.

The village celebrated when they heard the news. Thando had put an end to the poachers' wicked ways and soon the sea would be full of fish and abalone for the villagers to make an honest living again.



Get story active!

- What is your favourite part of the story? Draw a picture to show it.
- Do you like seafood? Make a list of your favourite foods from the sea!

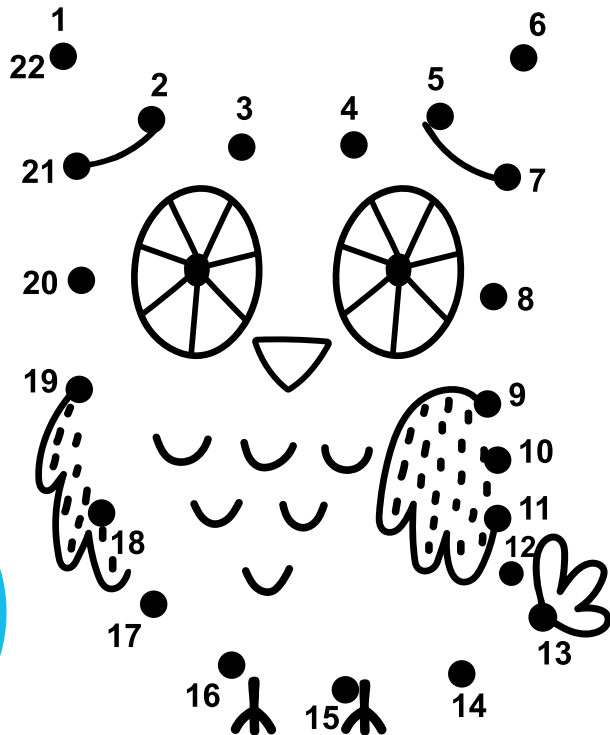
- With a friend or family member, why not role-play an interview about poaching? One of you can be the interviewer and the other can be Thando or a marine police officer.

Nal'ibali-pret

1.

Verbind die kolletjies om 'n oulike uil te teken. Kleur jou prent in.

Connect the dots to draw a cute owl. Colour in your picture.

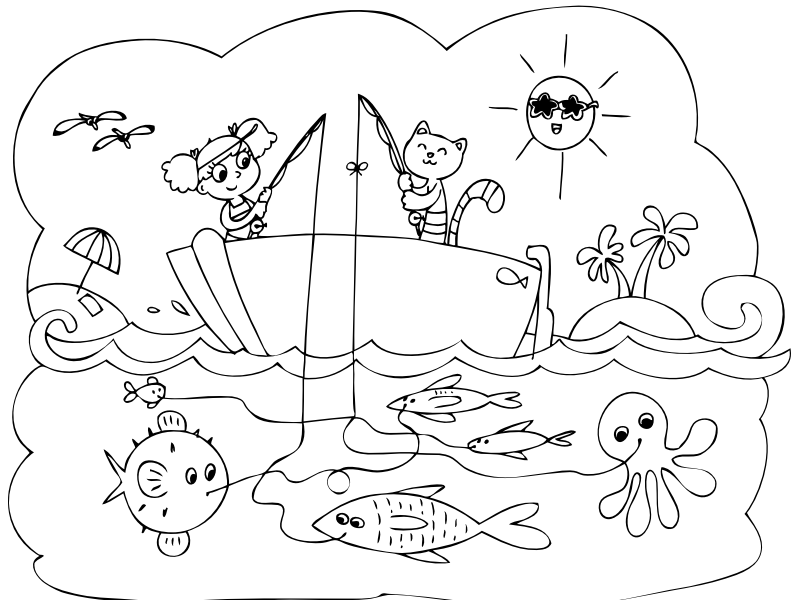


Nal'ibali fun

2.

Thumi en haar kat het gaan visvang.
Wat het Thumi gevang?
Wat het die kat gevang?
Kleur die prent in.

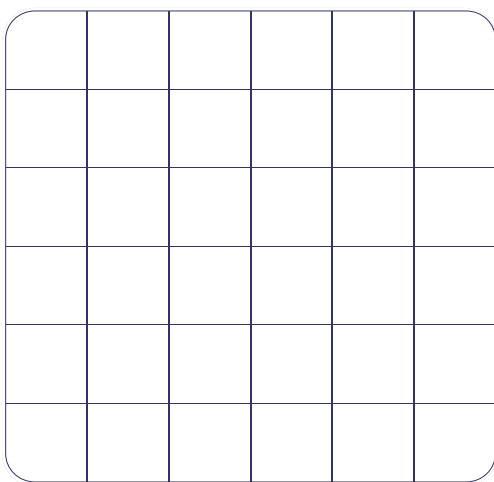
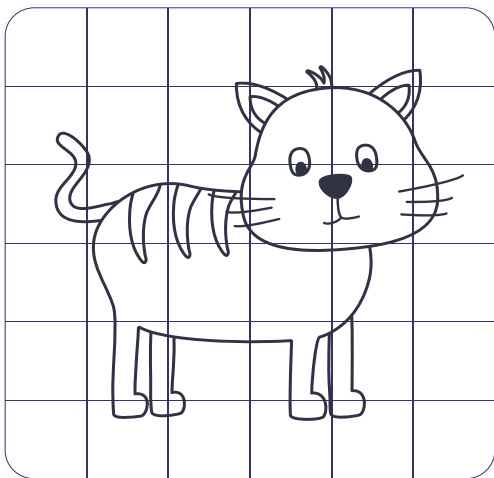
Thumi and her cat went fishing.
What did Thumi catch?
What did the cat catch?
Colour in the picture.



3.

Teken die kat oor. Gebruik die rooster om jou te help. Jy kan albei prente verskillende kleure inkleur.

Copy the cat.
Use the grid to help you. You can colour in both pictures using different colours.



4.

Watter lekkerny het Neo gekoop? Kleur die prent in.
What treat did Neo buy? Colour in the picture.



Nal'ibali is hier om jou te motiveer en te ondersteun. Kontak ons op een van die volgende maniere:

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



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