

## My first tale

**Once upon a time**, a **princess** called Arabella lived in a **splendid castle**. Arabella was very **sweet**<sup>1</sup> and very **pretty**, but she was very **sad**<sup>2</sup>: her father was **dead**<sup>3</sup>, and her stepmother<sup>4</sup>, Kruella was a **wicked witch**<sup>5</sup>. She was very **cruel** and very **horrid**, and she was also very jealous of Arabella because Arabella had a **generous** fiancé: **Prince** Andy.

**One** day, Kruella **locked**<sup>6</sup> her daughter in a **dangerous tower**<sup>7</sup>. Arabella **cried**<sup>8</sup> and **screamed**, and **banged** on the door, but Kruella refused to open it. Arabella **yelled**<sup>9</sup> for 7 days<sup>10</sup> and 7 nights. She was **sad**, **afraid** and **angry**.

**One** day, she decided to escape: she made a **rope**<sup>11</sup> and **left** the **tower**. The castle was in a **magical** and **dirty**<sup>12</sup> **forest**.

Arabella walked for 2 days, she was **tired**<sup>13</sup> and **breathless**<sup>14</sup>, but finally, she arrived at a **cottage**. She **knocked**<sup>15</sup> on the door, and an **intelligent fairy** opened the door and **invited** her.

**The** **fairy** offered Arabella cookies, fruit and chocolate. Arabella explained her story and the **fairy** decided to help her.

**They** walked back<sup>16</sup> to the **castle**, and the **fairy** turned Kruella into<sup>17</sup> a **mean** **wolf**.

**Two** months later, Arabella and Andy got married **and they lived happily ever after**.

THE END

### Key:

- princess**: characters (nouns)
- splendid**: characteristics (adjectives)
- castle**: places (nouns)
- locked**: actions (preterite verbs)

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- 1 Gentille, douce
  - 2 Triste
  - 3 Mort
  - 4 Une belle-mère
  - 5 Une méchante sorcière (wicked: malicieux/se)
  - 6 Lock (enfermer)
  - 7 Une tour
  - 8 **Cry**: PLEURER (scream: crier)
  - 9 Yell: hurler
  - 10 **For** 7 days: **pendant** 7 jours
  - 11 Une corde
  - 12 Sale
  - 13 Fatigué/e
  - 14 Éssoufflée, à bout de souffle...
  - 15 Knock: frapper (bang: tambouriner, frapper à coups de poings)
  - 16 Walk: marcher (walk **back**: retourner, revenir)
  - 17 Turn: tourner (turn **into**: TRANSFORMER)