

Chers collègues

Afin de vous aider à mettre un pied dans l'univers des contes et légendes de la Caraïbe, je vous propose une courte séquence, ou du moins quelques pistes de travail, avec une entrée par le jeu, celui des 7 familles.

SÉANCE 1 ==> Elle vise à permettre aux élèves de se familiariser avec les personnages choisis et leurs attributs au travers du jeu des 7 familles, réadapté pour l'occasion. Je vous propose ci-après des planches à imprimer en fonction de vos besoins. Elles contiennent des dos de cartes (que vous choisirez d'imprimer ou pas) + 6 éléments associés à chaque personnage. J'ai proposé une couleur par famille afin de faciliter le tri entre les différentes familles.

SÉANCE 2 ==> Séance de compréhension écrite. Après s'être familiarisés avec le vocabulaire, il s'agit de proposer à vos élèves de reconstituer, en groupe, un conte/une légende. Ou éventuellement de la compléter avec les 6 mots de la séance précédente, ou, si le niveau des élèves le permet, un peu des deux ! A la fin de cette séance vous pourriez leur proposer qu'un rapporteur lise ou résume devant la classe le document étudié dans son groupe, pendant que le reste de la classe prend des notes sur chaque personnage, ce qui permettra à chaque élève d'avoir travaillé sur un conte/ une légende en particulier, mais aussi d'en découvrir d'autres.

SÉANCE 3 ==> Cette séance est facultative. En fonction de vos besoins et du temps dont vous disposez vous pourriez organiser une séance où les élèves détermineraient les origines de chaque conte, mettraient en relation les contes et légendes d'ailleurs avec les contes/légendes de Guadeloupe. Cela peut donner l'occasion de revoir le « comparatif/superlatif (« The legend of the Jumbie is the scariest ! » ou « The Ol' Higue is scarier than Papa Bois ! » par exemple). Vous pouvez également en profiter pour revoir le Present Perfect (« Have you ever met/heard of La Diabliesse ? » ou même le conditionnel (What would you do if you met ... ? ») etc. A vous de choisir en fonction de vos besoins.

SÉANCE 4 ==> Il s'agira ici, si vous estimez vos élèves prêts, de passer à la tâche finale. Je vous en propose plusieurs :

1. Jouer une scène clé d'une légende/ un conte. Il faudra donc que vos élèves prennent un temps pour la rédaction et s'entraînent un peu.
2. Lire un conte ou un extrait de conte à la classe. Cela supposerait un peu d'entraînement pour chaque élève. Vous pouvez envisager ici de compiler ces extraits et d'en faire un mini livre audio si vous le souhaitez. Cela constituerait un merveilleux souvenir pour les élèves.
3. Vous avez forcément quelques artistes en herbe dans vos classes. Vous savez, ceux qui griffonnent constamment pendant vos cours malgré vos nombreux rappels...Eh bien c'est l'occasion de mettre ces élèves dans la lumière leur proposant d'illustrer un conte ou une légende. Ces illustrations pourraient également égayer le livre audio !
4. Vous pouvez proposer à vos élèves d'élaborer un quiz sur un conte/une légende. Encore une occasion de revoir la structure des questions !

Bien entendu vous pouvez imposer une tâche finale unique, ou alors leur laisser le choix parmi celles proposées, ou toute autre que vous auriez trouvée autour de ce thème et ces activités.

Voici donc les planches (format jeu de cartes classique : 9x6 cm) et autres éléments à imprimer.

Have fun !



SÉANCE 1

8 HAPPY

CARIBBEAN FAMILIES

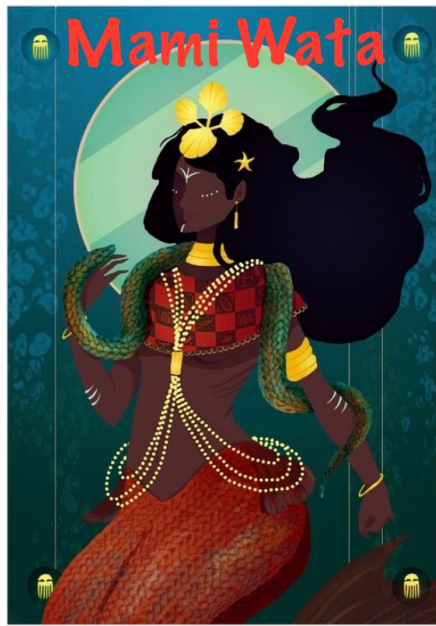
À IMPRIMER DE PRÉFÉRENCE SUR DU PAPIER CARTONNÉ ET À PLASTIFIER ÉVENTUELLEMENT.



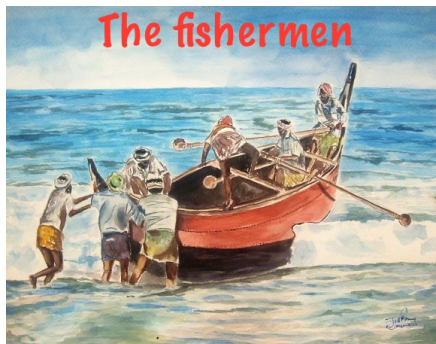
BACK OF THE CARD



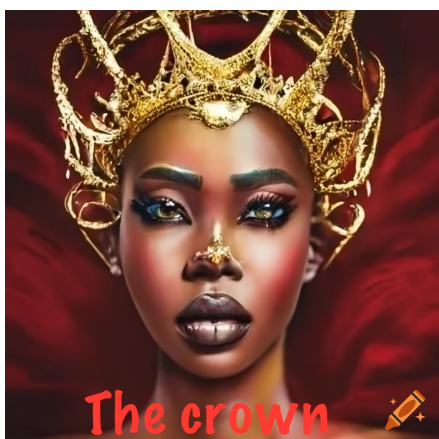
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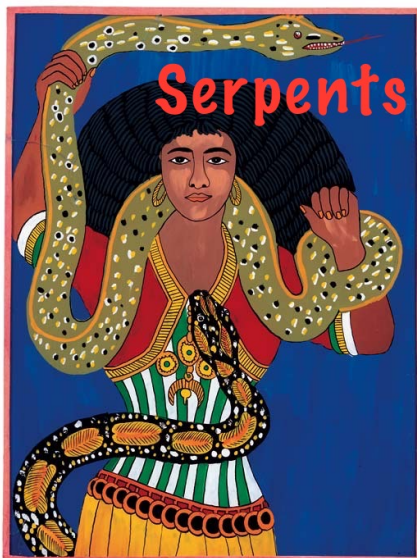
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FACE OF THE CARD



FACE OF THE CARD



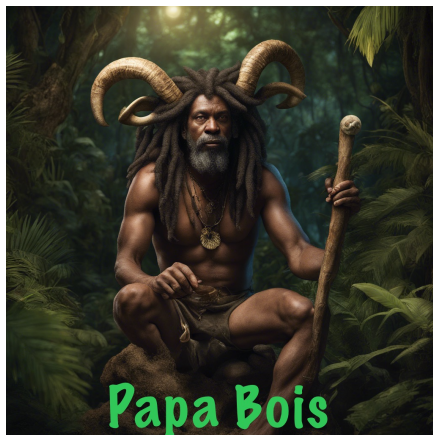
BACK OF THE CARD



BACK OF THE CARD



BACK OF THE CARD



BACK OF THE CARD



FACE OF THE CARD



FACE OF THE CARD



FACE OF THE CARD



BACK OF THE CARD



BACK OF THE CARD



BACK OF THE CARD



FACE OF THE CARD



The cushion

The falcon



FACE OF THE CARD



The road



The 6 spider sons

FACE OF THE CARD



BACK OF THE CARD



BACK OF THE CARD



BACK OF THE CARD



FACE OF THE CARD



BACK OF THE CARD

The rum bottle



FACE OF THE CARD

		<p>BACK OF THE CARD</p>
		<p>FACE OF THE CARD</p>



BACK OF THE CARD

The hot peppers



FACE OF THE CARD

The keyhole

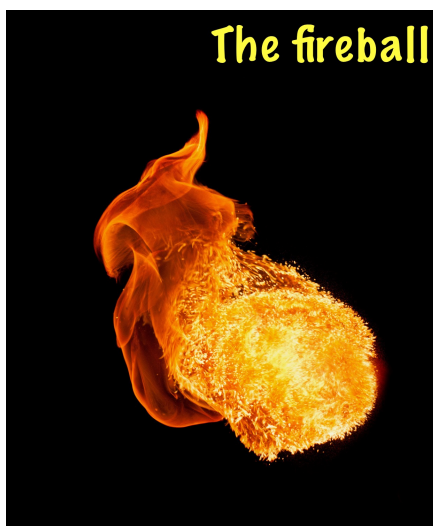


The calabash

BACK OF THE CARD

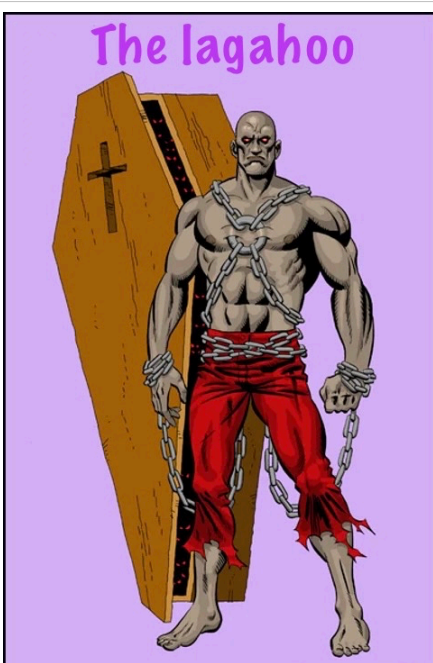
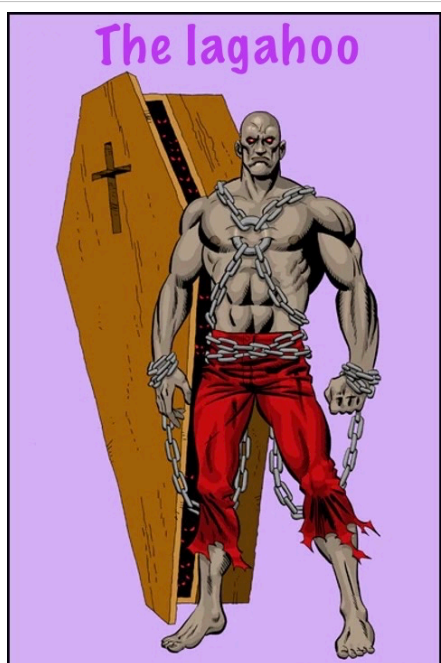


The skin

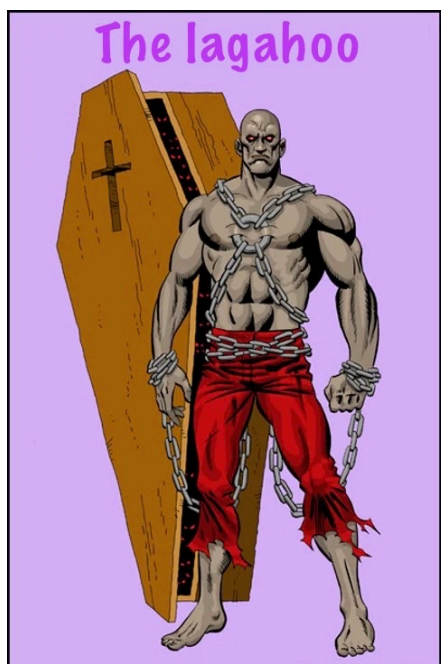


The fireball

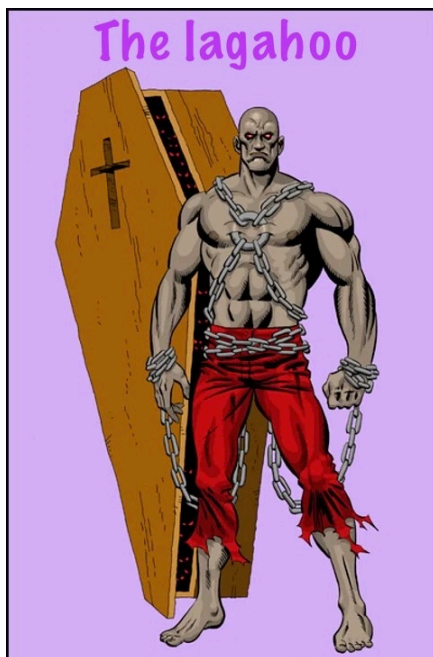
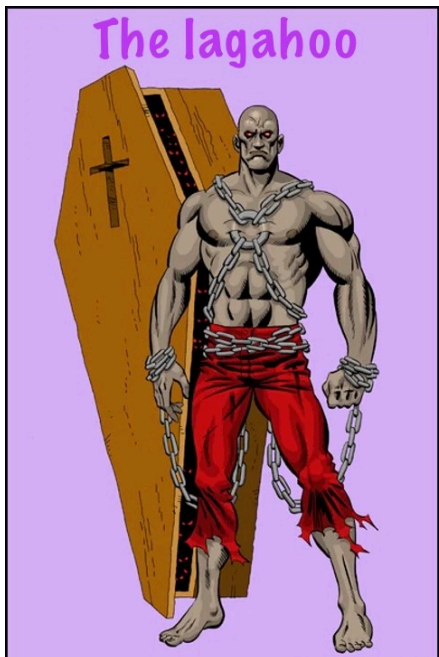
FACE OF THE CARD



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FACE OF THE CARD



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BACK OF THE CARD







FACE OF THE CARD

		<p>BACK OF THE CARD</p>
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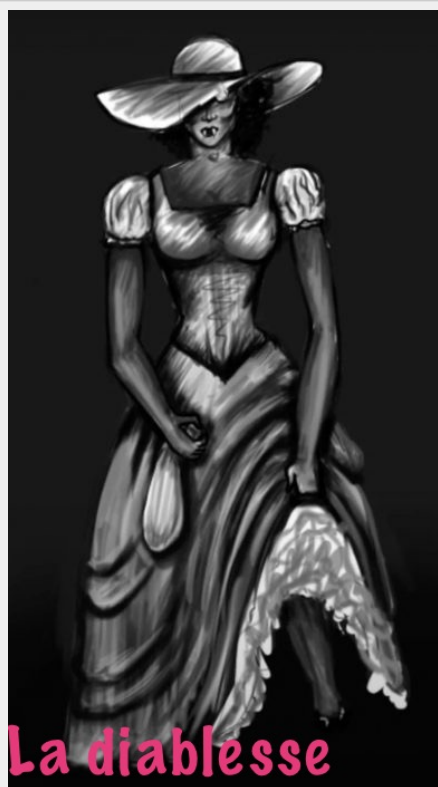
		<p>BACK OF THE CARD</p>
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Tableau 1-3-1-1-1-5-9-1

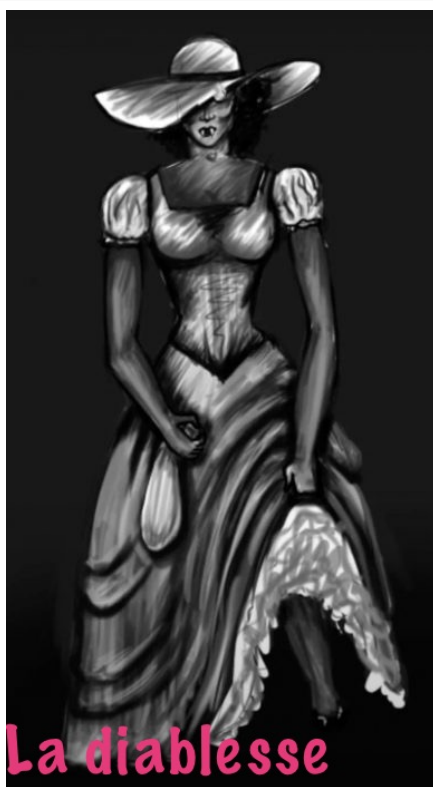
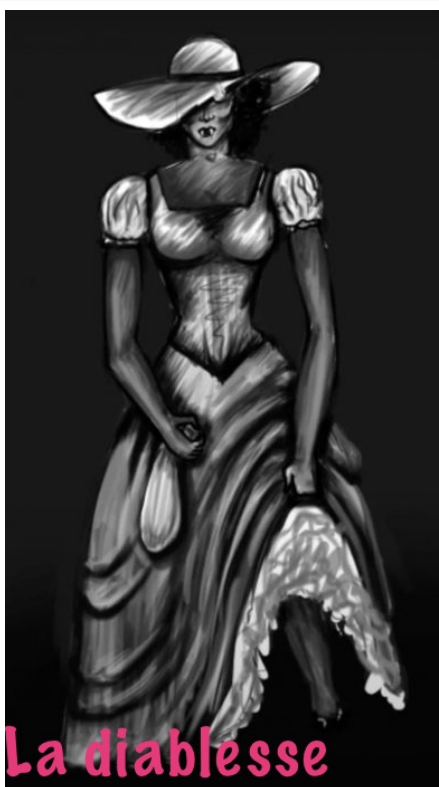
 <p>The oil lamp</p>	 <p>The knots</p>	<p>BACK OF THE CARD</p>
 <p>The white horse</p>	 <p>The cemetery</p>	<p>FACE OF THE CARD</p>



BACK OF THE CARD



FACE OF THE CARD



BACK OF THE CARD



FACE OF THE CARD



The bones



The petticoat



RULES CARDS

<p>AIM : collect as many families as possible. There are 8 families.</p> <p>Deal out 4 cards to each player. The rest goes in the deck. The dealer starts by asking another player for a card needed to complete a family. E.g : « David, from the MAMI WATA family, I would like THE SEA ».</p> <p>If the other player has the card they must give it to you. If he doesn't, you must pick a card from the deck.</p> <p>The game continues clockwise until the end.</p>	<p>AIM : collect as many families as possible. There are 8 families.</p> <p>Deal out 4 cards to each player. The rest goes in the deck. The dealer starts by asking another player for a card needed to complete a family. E.g : « David, from the MAMI WATA family, I would like THE SEA ».</p> <p>If the other player has the card they must give it to you. If he doesn't, you must pick a card from the deck.</p> <p>The game continues clockwise until the end.</p>	
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Les élèves ne connaissant pas encore les symboles, pensez à imprimer ces fiches afin que chacun ait la liste pour réclamer les cartes à ses camarades.

8 HAPPY CARRIBEAN FAMILIES	8 HAPPY CARRIBEAN FAMILIES	BACK OF THE CARD
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<p>8 HAPPY</p> <p>CARRIBEAN</p> <p>FAMILIES</p>	<p>8 HAPPY</p> <p>CARRIBEAN</p> <p>FAMILIES</p>	<p>BACK OF THE CARD</p>
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SÉANCE 2**COMPRÉHENSION ÉCRITE****NB :**

Le premier texte peut être utilisé comme un corrigé, ou être modifié pour être complété.

Le deuxième texte est destiné à être découpé puis mélangé afin que les élèves reconstituent l'histoire.



ANANSI

<https://www.thediversitystory.org/post/caribbean-folklore>

One day, Anansi went on a long journey far from his home, then got lost and found himself in deep trouble, as he fell into a lake and was swallowed by a fish. Back home, his son "See Trouble" had the ability to sense that his father was in great danger, so he passed this message along to his five brothers, and they all went to save him. One of the brothers, "Road Builder," made a **road** to help **the six spider sons** have a faster journey to rescue their father. Once they made it to the **river** that their father was deep within, "River Drinker" took big gulps of the body of water until only one fish was left. "Fishcutter" skinned this **fish** until it was nothing but bones, allowing his father to successfully escape. However, trouble still lay ahead. As soon as Anansi was back on his eight legs, a **falcon** came down from the sky, scooped him up and flew away. Anansi's son, "Stone Thrower" acted quickly and threw a stone high up into the sky, knocking his father out of the bird's beak. As Anansi was descending from the sky, "**Cushion**" used his soft body to ease his father's landing. Finally, as Anansi was on the ground, reunited with his loving sons, the spider family happily made their way home.

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Mami Wata

<https://www.thediversitystory.org/post/caribbean-folklore>

A group of **fishermen** were at the rough **sea**, when they spotted a woman, who was washed up and laying on a slab of wood. They rescued the woman and took her to their boat, where they comforted her with warmth. As she was on the boat, they were amazed by her **beauty** and took her back to their island. While on the island, the fisherman each prepared meals for her, in an attempt to impress her and make sure she was fed. That night, something strange began to happen to the woman. She began to transform into an unrecognizable being and went back into the depths of the water. That morning, as the men awoke, they saw a grand treasure chest before them, filled with money and **gold**. Confused as to how this chest had arrived on their land, they looked out into the ocean only to see the woman they had rescued, Mami Wata , with a **crown**, joyfully waving to them from the sea, in mermaid form, surrounded with **serpents**. Mami Wata had blessed the fisherman for saving her and treating her so kindly, then disappeared back into the water to guard the ocean once again.

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Papa Bois

<https://www.thediversitystory.org/post/caribbean-folklore>

*There once was a young boy named Kai, who lived by the **forest**. He was up to no good, to say the least, killing animals and destroying the nature around him. One day, he heard an eerie and mysterious voice call his name, until suddenly he was knocked unconscious by a strange figure. Kai woke up, laying in the middle of the forest, in the dead of the nighttime. Before he could move, he heard the sound of **hooves** in the distance and saw a strange figure running about. The figure came closer and closer until it blew a loud and alarming **cow horn**. Then, the figure stepped into the **moonlight**, revealing his half **deer** and half human body. It said to the petrified child before him, ‘there is no more hiding, you can not escape, you are a child of the forest’. From then on, the night transformed into daytime, the fall gave way into winter and years passed, yet Kai did not come home. He was now a being of the forest, no longer a mischievous child, but a **duenne**.*

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BACOO

Adapté du site : <https://therumration.wordpress.com/2020/09/be-careful-what-you-wish-for-the-legend-of-the-bacoo-and-rum/>

Bacoos originate from Guyana and Barbados. The word "Bacoo" means "little brother" or "short man," which pretty much describes these creatures. They are small, bearded men that can appear in houses and have the ability to grant **wishes** if treated well. They are said to be found in large **rum bottles** floating in the **Caribbean sea** and are most active at **night**. They also have the fascinating power to shapeshift into other forms to trick their owners. While they may seem like amusing companions to have, the legend of the Bacoos can take an extremely frightening turn. If they are treated with disrespect, they will no longer act as wish granting companions. Instead, they will torture you until you do whatever it asks, and they will continue to live in a home until the owner of that residence is dead. "So, how do you treat a Bacoo well?" you may ask. Well, you must feed them **bananas** and **milk** daily and prevent them from causing chaos. The legend of Bacoos teaches you to be careful for what you wish for and to always treat others in a respectful manner.

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OL' HIGUE

Adapté du site : https://aminoapps.com/c/urban-legends-cryptids/page/blog/the-ole-higue-jamaica/6aoX_wruzuGBgxD4zmZlewdW8jL2RINn2z

The ol' higue is always a woman. It is said that she sucks the blood of unsuspecting victims as they sleep. Her favourite victims are young children and babies.

The ol' higue's distinguishing feature is the fact that, during the day, she lives among other Guyanese as a somewhat introverted and quiet old lady. At night, this seemingly harmless old woman removes her **skin**, places it gently in a **calabash**, and travels across the sky as a **fireball** heading to the home of her intended victim.

To enter the home she shrinks herself and enters through the **keyhole**.

There are three ways to dispose of an ol' higue. The first is to turn the key while she is trying to get through the keyhole. Even today many people still lock their doors and then turn their key to a horizontal position to allow an ol' higue to make it partway into the hole. The rustling of the key should wake the tenant, who can then turn the key fully and crush the ol' higue. It is said that the next morning a pile of **bones** should be seen on the doorstep. The second way is to find its skin in the calabash where it is stored and put **hot peppers** in the skin. An ol' higue who tries to wear this skin will be burned by the pepper. The ol' higue is very miserly, and the last way to catch the ol' higue is to spill rice grains on the floor in front of the front door to the house. As the ol' higue enters your house, she will be forced to count every rice grain before she can pass. It is better to make sure there is a large helping of rice on the floor and no bags in sight !

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LA DIABLESSE

Adapté du site : caribbeanhistoryarchives.blogspot.com/2011/08/trinidad-folklore-and-legends.html?m=1

The La Diabliesse is sometimes personified as an old crone who steps forth with her cloven **hoof** from behind a tree on a lonely road, the sound of **chains** mingling with the rustle of her **petticoat**.

Sometimes she appears as a tall, handsome Creole woman who, with swinging gait and erect stature, passes through a **cane field** at noon and catches the eye of a man. He then proceeds to follow her, and, never being able to catch up with her —her feet hardly touch the ground— finds himself lost, bewildered, far from home and he is never himself again, having lost his shadow.

She may have a **bag of bones, graveyard dirt** and shells; she may cast a spell and be perceived as young and desirable, her rich perfume blending with the smell of damp and decaying things. Although she may appear young, she will be dressed in the ancient costume of these islands: a brilliant madras turban in which “zepingue tremblant” (trembling pins of gold) catch the dim moonlight, a low chemise with half sleeves and much embroidery and lace, and all the finery of the by-gone days.

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LAGAHOO

Adapté du site : <https://chloemaraj68104874.wordpress.com/home-3/page-1/men-in-folklore/lagahoo/>

Lagahoo, Ligahoo or Lugarhou, according to Caribbean folklore, is a mythical, shape shifting monster that is said to roam lonely areas at night while stalking their prey. The first sighting was at the *village of Layma in Icacos, Trinidad*. There have been many rumors that people would hear the Lagahoo dragging **chains** while they were on their way home. This creature can take many forms. He seems as just a normal human during the day but can take the form of a headless man that carries a **wooden coffin** on his back. He tends to carry his chains around his neck where it would rattle as it is dragging in his hand, which changes size and these chains are representations of slavery. He also has the ability to change or shape-shift into various animals such as **wolves**, pigs or even **goats**. In order to kill the Lagahoo, someone must beat this character with a **stick** that has been soaking in **holy water** or holy oil for several days. While the demon is being beaten, it is possible, it will change into other forms such as a snarling dog, a wild bull and thunderous waves of water and finally will disappear into a mist.

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JUMBEE

Adapté du site : <https://folkloristics.wordpress.com/guyanna/jumbee/>

In Guyana it is believed that people who are evil in life are destined to become a Jumbee in death to haunt the nights and minds of the believers. So walking past a **Cemetery** can be especially frightening ! For example the ghost of Grandfather Cloot, an old Dutch slave owner, was rumored to have existed at Demerara, over a hundred years after his death. Stories were told that at dusk, the “clip clop” sounds of the hooves of his **white horse** could be heard as he made his way home from his plantation. Some even saw this Dutchman as he rode in the twilight of the evening !

At night, people would tell those stories to scare others, especially children. And an **oil lamp** or torch light was not enough to illuminate their night ! The bloodcurdling sound of the tiny and faint voice of a Jumbee speaking would convince all non-believers to run like crazy !

Here are ways to prevent the jumbee from entering your home. Placing a pair of **shoes outside the front door** will keep the spirit away. The jumbee has no feet and will spend all night trying to put on the shoes ! You can also leave a pile of **salt** or sand on your doorstep to keep the demon from entering, because it will feel impelled to count all the grains before the sun rises. Jumbies are also fascinated by untying **knots**, so placing a rope with numerous knots outside your door will lead the creature to try and untie them. In doing so, the jumbee will hopefully forget about the occupants of the house.

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