

## MAQ LIBS: A JESTER'S TALE

A jester's job was to use jokes, songs, and fantastical tales to entertain. Become a jester and choose some silly words to make the tale below epic!

### Instructions

Before reading the story, fill out the key with the first word that comes to your mind. Then, fill in each word in the blank with the corresponding number in the story. Read your story aloud for a friend for extra giggles!

### Remember

A **noun** is a person, place, thing, or idea.

A **pronoun** is a substitute for a noun. For example, the pronoun *he* can stand in for the name *Marco*.

A **verb** is an action. All verbs in this story are in the past tense and will have an -ed at the end.

An **adjective** describes a noun.

An **adverb** describes a verb, adjective, or another adverb.

### Key

1. Noun \_\_\_\_\_
2. Noun \_\_\_\_\_
3. Adjective \_\_\_\_\_
4. Verb \_\_\_\_\_
5. Adjective \_\_\_\_\_
6. Noun \_\_\_\_\_
7. Adjective \_\_\_\_\_
8. Noun \_\_\_\_\_
9. Noun \_\_\_\_\_

10. Noun \_\_\_\_\_
11. Verb \_\_\_\_\_
12. Noun \_\_\_\_\_
13. Adjective \_\_\_\_\_
14. Verb \_\_\_\_\_
15. Noun \_\_\_\_\_
16. Adjective \_\_\_\_\_
17. Adverb \_\_\_\_\_

Once upon a \_\_\_\_\_, in a faraway kingdom called \_\_\_\_\_, there lived a  
\_\_\_\_\_ king and queen. They ruled justly and were \_\_\_\_\_ by  
their subjects. One day, a \_\_\_\_\_ dragon attacked the village!  
The villagers ran to safety in the \_\_\_\_\_. Then, the \_\_\_\_\_ knight  
Sir \_\_\_\_\_ appeared on his \_\_\_\_\_ and chased away the dragon.  
That evening, the entire village enjoyed a \_\_\_\_\_ where they \_\_\_\_\_,  
ate \_\_\_\_\_, and watched as the \_\_\_\_\_ court jester \_\_\_\_\_  
for everyone. The king and queen rewarded the knight for his bravery by giving him a(n)  
\_\_\_\_\_. The \_\_\_\_\_ knight saved the day and they all lived  
\_\_\_\_\_ ever after!

## KNIGHT NAME GENERATOR

Follow the instructions below. Then, fill in in the blanks with the corresponding numbers to discover your knight name.

Do you have a nickname? Does a loved one call you something sweet, or does a friend call you something silly? If not, create a nickname for yourself.

1. \_\_\_\_\_

Choose the chivalrous trait next to the first letter of your last name.

A = Brave

J = Courteous

S = Bold

B = Gentle

K = Gallant

T = Crafty

C = Courageous

L = Pious

U = Blessed

D = Merciful

M = Generous

V = Young

E = Pious

N = Kind

W = Wise

F = Patient

O = Wonderful

X = Great

G = Champion

P = Fair

Y = Strong

H = Benevolent

Q = Beloved

Z = Invincible

I = Loyal

R = Lionhearted

2. \_\_\_\_\_

Write the name of your favorite place, real or imaginary—somewhere you have visited or dream to visit someday.

Your knight name is . . .

Sir/Dame/Knight \_\_\_\_\_ the \_\_\_\_\_ of \_\_\_\_\_  
1 2 3

