Introduction

The story

Aladdin's father is dead and his mother is very poor but Aladdin is no help to his mother. He is lazy and spends his time playing with his friends. One day Abanazar, a wicked magician from Morocco, pretends to be Aladdin's uncle. Abanazar wants to gain the trust of Aladdin, so that he will help him find a magic lamp. He gives Aladdin and his mother presents of clothes and money to make them like and believe him.

Eventually Abanazar takes Aladdin far away from the city to a place in the hills. He gives Aladdin a magic ring to protect him and tells him to go into a cave and find an old lamp for him. Aladdin finds the lamp but does not know that it has magic powers. Abanazar gets impatient with Aladdin and Aladdin refuses to give him the lamp. Abanazar closes the cave leaving Aladdin trapped inside. Only when Aladdin rubs the magic ring and a jinnee appears does he manage to escape from the cave.

When he gets home his mother rubs the lamp by mistake and another jinnee appears – it brings them meat and rice on gold plates. They sell the plates for money and soon become very rich. Aladdin now has a shop in the market and three market-sellers to work for him.

One day Aladdin sees the Sultan's daughter, Princess Badr-al-Budur and falls in love with her. His mother goes to the palace and offers jewels to the Sultan to persuade him to let Aladdin marry his daughter. The Vizier, however, wants his son to marry the Princess. He persuades the Sultan to give his son three months to find more valuable jewels.

When Aladdin hears that the Vizier's son is going to marry the Princess, he makes the jinnee of the lamp bring her to him. Aladdin tells her that he loves her and the next day the Princess tells the Sultan that she wants to marry Aladdin. The Vizier asks Aladdin to prove how rich he is by bringing more jewels, gold, and forty slaves and slave-girls. Aladdin uses his magic lamp and the jinnee brings Aladdin all these things and Aladdin takes them to the Sultan.

The Princess and Aladdin marry. But Abanazar discovers that Aladdin is alive and using the lamp. The magician pretends to be a lamp seller who exchanges old lamps for new – the Princess unknowingly gives him Aladdin's old lamp. Abanazar tells the jinnee of the lamp to take her and the palace away to Morocco.

When the Sultan sees that the palace and his daughter have disappeared he gives Aladdin forty days to find her or be killed. Luckily Aladdin still has the magic ring. Although the jinnee of the ring cannot undo the jinnee of the lamp's magic, he can take Aladdin to Morocco and the Princess's palace. The Princess gives sleeping powder to the magician and Aladdin kills him.

Then the jinnee of the lamp takes Aladdin, the Princess, and their palace back to Arabia. From now on, Aladdin keeps the lamp safely in his pocket all the time.

Background to the story

'Aladdin and the Enchanted Lamp' is one of the most popular stories from the book A Thousand and One Nights, which reflects the lives and fantasies of people from the Arab world about a thousand years ago. The book is a collection of stories told by Sheherazade the beautiful wife of a mad Sultan – he believes all women to be unfaithful. Each night he takes a new wife, only to execute her the next day. Sheherazade, however, always breaks off her story before the morning by claiming that there is not enough time to finish. The Sultan spares her life in order to hear the end of the story and this pattern continues until he is cured of his madness.
Aladdin and the Enchanted Lamp

Pre-reading activity

Match the words with the pictures

a ‘New lamps for old,’ called the old man.
b ‘Let us drink from one cup, Abanazar,’ said Badr-al-Badur.
c Abanazar put some powder on the fire.
d Aladdin lived in a little house near the market.
e He put ten pieces of gold into Aladdin’s hands.
f One day Aladdin and his friends went hunting in the hills.
g The jinnee came back with the Princess in his arms.
h Out of the smoke came a big jinnee.

To the teacher

Aim: To introduce students to the story and its principal characters
Time: 25 minutes
Organization: Give one copy of the worksheet to each student or each group of students. Ask them to match the words with the appropriate picture. When the students have completed this task, check the answers with them. Then, ask them to put the pictures into the order they might appear in the story. It is not important for them to get the order correct. The important thing is to suggest an order that makes sense of the pictures.

Key: 3d, 7e, 8c, 2h, 4g, 5f, 6a, 1b.
Aladdin and the Enchanted Lamp

While reading activity

What will happen next?

Which of these things do you think will happen in Chapters 4 and 5?

<table>
<thead>
<tr>
<th>WILL HAPPEN</th>
<th>MAY HAPPEN</th>
<th>WON’T HAPPEN</th>
<th>YOUR OWN COMMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abanazar opens the cave to release Aladdin.</td>
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<tr>
<td>Aladdin’s mother finds him and helps him out.</td>
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<tr>
<td>Aladdin finds a secret way out.</td>
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<tr>
<td>Aladdin’s mother dies alone.</td>
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<tr>
<td>Aladdin and his mother become rich.</td>
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Which of these things do you think will happen in Chapter 6?

<table>
<thead>
<tr>
<th>WILL HAPPEN</th>
<th>MAY HAPPEN</th>
<th>WON’T HAPPEN</th>
<th>YOUR OWN COMMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Sultan kills Aladdin because his daughter has gone.</td>
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<tr>
<td>Aladdin runs away and lives alone.</td>
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<tr>
<td>Abanazar marries the Princess.</td>
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<tr>
<td>Aladdin uses his magic ring to find Abanazar.</td>
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<tr>
<td>Aladdin kills Abanazar.</td>
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<tr>
<td>The Sultan’s men find the Princess.</td>
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To the teacher

Where: At the end of Chapter 3 and at the end of Chapter 5
Aim: To encourage students to predict the development of the story
Time: Ten minutes
Organization: Give each student or group of students, a copy of the first part of the worksheet. Ask them to discuss and decide what will happen as the story unfolds. Students should not look beyond Chapter 2. It is not important whether their predictions are correct, although it may be interesting for students to keep their worksheets and see whether or not they were right. At the end of Chapter 6 students should do the same with the second part of the worksheet.
Aladdin and the Enchanted Lamp

After reading activity

Role-play

To the teacher

Aim: To reconstruct different parts of the story through invented dialogues
Time: 15–30 minutes
Organization: Give one of the pictures to each pair and ask them to role-play the dialogue which they imagine taking place between the two people: most of the dialogues need last only one or two minutes. Then ask each pair to perform in front of the class in the same sequence as the story. With a larger class, you can give the same picture to two or three pairs.