**Interdisciplinary Ideas**

**LANGUAGE ARTS**

1. In small groups, write your own justice plays and present them with shadow puppets (see Art #1). Write about conflicts and how the characters resolve them fairly.

2. With a partner, read an online interview with the author, David Wisniewski. (Keyword: author interview Wisniewski) Write a brief report about the interview and include Heartwood attributes you think he possesses. Read your report to the class.


**SOCIAL STUDIES**

1. Investigate to learn about how our justice system works. (Keyword: Ben’s Guide government) In small groups choose topics, such as “How Laws are Made” or “Branches of Government.” Investigate, take notes, and report to your class.

2. Create a travel brochure for Japan. With a partner, investigate places you would like to visit in Japan. (Keyword: Japan fun kids) Choose a few places, write brief descriptions, and download photographs or draw pictures. Compile travel pages into a brochure, make a cover, and post a world map.

**ART**

1. Make silhouettes and shadow puppets. Draw a character on heavy 8x11 white paper or poster board. Carefully cut it out in one piece and save the outline. To make a shadow puppet, color the character and tape it to a straw or Popsicle stick. Copy (on a copier) or trace inside your outline to make a silhouette.

2. Create a maze showing elements the brothers encountered on their task. Make copies of your mazes and exchange with partners.

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**Warrior and the Wise Man**

David Wisniewski
1989
New York: Lothrop, Lee & Shephard

**JUSTICE**

Japan
Original Folktale
Reading Time: 10 minutes

**CONCEPTS**

Justice
Respect
Fairness

**SUMMARY**

This is the story of an emperor’s twin sons—Tozaemon, the greatest warrior in the land, and Toemon, the greatest wise man. As a trial to see who is more fit to rule, the Emperor sends them on a quest. The author’s paper-cut silhouettes convey the drama of this tale, in which thoughtfulness and gentleness win a battle and a throne.

**OBJECTIVES**

The student will be able to identify, define, and discuss justice, respect, and fairness as they apply to the story, and will explore fair ways to make decisions.
After the Story

Warrior and the Wise Man

DISCUSSION

1. Talk about the character traits of Toeman (Toe-ay-mon) and Tozaermon (Toe-zay-mon). Do you think a person can be both fierce and gentle? Explain.

2. How does Toeman show respect for the earth? How does he help his brother?

3. Explain the quote "The end justifies the means." Do you agree or disagree? What do you think the Emperor would say about it? What does the Emperor mean when he says, "Strength, though vital, must always be in the service of wisdom."

4. Why does the Emperor designate Toeman as the next emperor? Discuss the justice of the Emperor's decision. If you had been the Emperor, which son would you have chosen? Justify your decision.

ACTIVITIES

1. Locate Japan on the world map and identify the surrounding bodies of water and countries.

2. Together list situations during the school day that involve decision making, such as choosing team leaders or sharing. In small groups, choose a situation and brainstorm fair ways to make a decision. Share with the class.

3. Interview your principal about how he or she practices fairness. To prepare for the interview, develop a list of questions, such as "When is it most difficult to be just and fair?" Review "Interviewing Techniques" in the Teacher's Guide.

WRAP-UP

1. In My Heartwood Journal, summarize your interview with the principal (Activities #3).

2. Together make a Justice Time Line of events in the story. List 10-12 main actions in complete sentences, decide if they are fair, unfair, or neutral, and place them in chronological order on a copy of the Justice Time Line.*

EXTENSION

1. Interview a parent about fairness. Ask questions similar to those asked of the principal (see Activity #3). With permission, share with the class.

2. Ask a family member to tell about a difficult decision he or she has had to make.

VOCABULARY

demon
elements
quenches

gale
bulwark
haze

pavilion
battlements
integrity