



The Chair

From text to thought-

Let's Recall

Unique Qualities of a Chair	Similar Qualities	Unique Qualities of a Friend
Physical object: You can sit on it, it has legs and a seat.	Supportive: Both physically (chair) and emotionally (friend).	Emotional bond: Offers emotional support, shares feelings and thoughts.
Inanimate: Cannot move on its own or offer opinions.	Provide comfort: Offer a sense of ease and reliability.	Alive/Active: Can interact, talk, and share experiences.
Material: Made of wood, iron, etc.	Reliable: You can depend on both to be there when needed.	Reciprocal relationship: Requires mutual effort and communication.

Pick the best fit.

1. (b) False
2. (d) he was distracted
4. (d) All of the above
5. (a) Always stick together.

REFERENCE TO CONTEXT-

A. *“One day his grandfather said to him, “Mario, I bet you a fruit chaat. You don't have as many friends as you think you have. I'm sure many of them are nothing more than companions or partners.”*

1. What did grandfather want to teach Mario?

The grandfather wanted to teach Mario the difference between true friends (who are reliable and supportive) and mere companions or partners (who are only around for convenience or fun times). He wanted Mario to understand what genuine friendship entails.

2. Give the synonym of the word 'friend' from the extract.

Companions or Partners.

3. Infer one quality of Mario from the above lines.

Mario is likely trusting or perhaps a bit naive regarding human relationships, believing everyone he spends time with is a true friend.

4. State whether the statement is true or false.

False. The grandfather didn't dislike them; he simply wanted Mario to see their true nature.

5. Write a sentence using the phrase 'as many friends as' to compare two people.

Ria has just as many friends as her brother Leo does.

B. *“He kept trying to sit on the magic chair and kept falling to the ground until, suddenly, he tried*

again and didn't fall. This time he sat, hanging in mid-air."

1. Who kept trying to sit on the magic chair?

Mario and his friends (Guneet, Asma, and Deepa) kept trying to sit on the chair.

2. Was the chair really magical? If not, why did he believe it to be so?

No, the chair was not really magical. It was a normal wooden chair. Mario believed it was magical because only people with true friends could sit on it successfully; anyone sitting alone would fall off due to a clever mechanism (a hidden button).

3. What was special about the magical chair?

The special thing about the chair was its hidden mechanism that only allowed a person to sit stably when their hand was on the shoulder of a true friend who was also sitting on the armrest. If one tried to sit alone, the seat tilted and made them fall off.

4. Why did he not fall in the end?

He did not fall in the end because he was holding hands with or had his hand on the shoulder of his true friends (Guneet, Asma, and Deepa), which activated the chair's stabilization mechanism.

5. What did 'he' learn from this incident?

Mario learned the true meaning of friendship and who his real friends were—the ones who stayed close and supported him while the others laughed when he fell.

THINK AND ANSWER—

Answer the following questions briefly.

1. What was the bet about?

as many true friends as he thought he did, arguing that many were just companions. The "magic chair" was the test to prove this point.

2. Mario had one weakness. What was it? How did it affect him?

Mario's weakness was that he believed every person he associated with was a true friend. This affected him because he couldn't distinguish between genuine loyalty and casual companionship, leaving him vulnerable to misplacing his trust and overestimating his support system.

3. How did Mario find his true friends?

Mario found his true friends through the grandfather's test using the 'magical' chair. When Mario kept falling, many of his companions laughed and moved away. Only Guneet, Asma, and Deepa stayed close by his side, offered support, and eventually sat with him to make the chair stable.

4. What message does this story convey to young children?

The story conveys that true friendship is a valuable treasure that involves loyalty, support, and standing by someone in times of trouble. It teaches children to be discerning about their relationships and to value genuine friends over casual acquaintances.

Answer the following question in 100-120 words.

1. How did Mario's grandfather help him to understand the difference between friends and true friends?

Mario's grandfather used a practical, experiential method rather than just giving a lecture. He gave Mario a seemingly ordinary wooden chair with a "magical" twist—a hidden mechanism that caused the seat to tilt, making anyone sitting alone fall off. The grandfather used this chair as a test:

- **The Challenge:** He observed that whenever Mario tried to sit on the chair alone, he fell down, often to the laughter of his "many friends."
- **The Revelation:** The other children ran off or laughed when Mario fell, demonstrating they were only "fair-weather friends" or companions. They were not supportive when things got tough.
- **The Success:** Only Guneet, Asma, and Deepa remained close to Mario, offering help and comfort. When they all linked together, the chair became stable, and Mario could sit without falling.

This incident physically demonstrated to Mario that true friends are the ones who stay close, offer support, and help stabilize your life, while casual friends disappear or laugh during moments of difficulty. The chair served as an unforgettable visual metaphor for the strength and stability found in genuine friendship.

GRAMMAR-

Complete the following crossword based on Adjectives.

1. hungry: famish	2. Beautiful: breathtaking
3. fascinating: captivating	4. disgusting: gross
5. huge, gigantic: enormous	6. exhausted: knackered
7. very beautiful: stunning	8. ancient: archaic
9. cry: sob	10. very angry: enraged
11. terrible: atrocious	12. active: energetic
13 frightening: terrifying	14. hilarious: comical

Activity 1: Symbol Sketch;

To be completed independently by the students.

Activity 2: Think & Reflect Box

To be completed independently by the students.