

# THE GIRL AND THE FOX

AN INUIT TALE

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# A brief introduction:

*The Girl and the Fox* is an original Inuit tale, written for our Chameleon Drama group to perform for their Winter 2019 production. It is inspired by several Inuit folk tales and the class spent a term learning all about some of the characters, beliefs and stories that the Inuit culture had to offer.

This is a version of the story that the Chameleons told. Included are pictures of the performance to help visualise some of the things in the story.

Please enjoy the legend of *The Girl and the Fox*.

## InnuIt meanings:

Arnaq = Girl

Kova = Strength.

Ataninnuaq = One who counsels.

Amka = One with a friendly spirit.

Aput = Snow.

Alasie = One who is honest

Yura = Beautiful.

Siku = Ice

Once upon a time, in the frozen north, there was a village. In this village there was a Girl. The Girl spent her days with her friends; Amka, Aput and Alasia. They would play together, sew together and cook food together.

The Girl's father was named Kova. He was in charge of the Hunters and was also the best fisherman in the village. The tribe depended on him to go out to sea and catch fish for them to eat. Sometimes it would be easy, sometimes it would be hard. Kova was also good at telling stories; he would often sit around the fire at night and tell The Girl and the villagers stories. The Girl loved to listen to the stories.

In the middle of the village was a large totem, a statue of the Goddess Sedna, who watched over the tribe. They called her 'Guardian Sedna.' One day, however, The Girl awoke and found that the guardian had vanished.



(Above) The Girl plays with her friends .

(Below) The Girl and villagers listen to Kova tell a story.



The people looked everywhere for her, but they could not find the guardian. Soon after, a huge blizzard hit the village and covered everything in snow. Kova and the others could not go out and fish and the tribe began to go hungry. "The blizzard is not natural," Kova said, "without the guardian Sedna it will continue forever." The Girl decided that she would find the guardian and bring it back. The next morning, she left the village.

The Girl travelled into the snow-covered woods until she could walk no more and collapsed. Just then a fox appeared. It was pure white, like snow. The Fox took the Girl to its cave, where she met Ataninnuaq, a wise old owl. The owl explained that the guardian had been stolen, taken to the heart of the mountains. "Take this fox," she said, "it will guide you to the guardian Sedna." And so the Girl and the Fox began a grand adventure.



(Above) Ataninnuaq tells The Girl what she must do to save her village.

(Below) The Girl and the Fox are chased by Nanuk the bear.



First, they came to a large canyon, too big to jump across. Thankfully, the Girl had packed her rope and threw it across to the other side of the hole. They had to balance carefully all the way along, not wanting to fall. Before they could reach the other side, however, a bear appeared and began to chase them. The Girl and the Fox rushed to the other side and cut the rope. The bear fell down into the hole and they were safe.

Next, they had to cross a frozen lake. The Girl was careful but the ice broke and they fell into the water. The Girl and the Fox swam with the fish, but then they were spotted by a hungry whale. "A big mouth," the Girl cried, and it swallowed them whole. The Girl explained to the whale from inside his mouth that they were not food but had just been trapped under the ice. The whale apologised and spat them out again.



(Above) The Girl meets the Big Mouth, a humpback whale.

(Below) The Girl and the Fox meet Lady Brightbeak, Queen of the Featherpeople.





Third, they came to the top of a mountain and found themselves in a giant nest. There they met the Featherpeople, giant eagles who spoke like humans. Their leader was Lady Brightbeak, Queen of the Mountain. The queen gave the Girl food and explained that once, she had known her father. Kova had helped the Featherpeople and now they were helping his daughter. Lady Brightbeak sent two Featherpeople with the Girl and the Fox down the mountain, warning them that the forest was dangerous.

At the bottom of the mountain, the Girl and the Fox went into the forest and were attacked by Dark Spirits. The spirits could smell her good soul and wanted to steal it. The Girl was saved by the Fox, who used it's magic to scare away the spirits. Further into the woods and The Girl and the Fox met an old man. The stranger offers to give them food in their hut if the Girl can tell him about her story.



(Above) The Girl and the Fox are attacked by evil spirits in the forest.

(Below) The wicked sorcerer Siku captures the Girl.



They followed the stranger back and told of all the things that they had done. Afterwards the Girl went to leave, but the stranger didn't let her. The Girl realised that this stranger is the sorcerer, Siku, who uses magic to imprison her and the Fox.

“Years ago I lived at the village, but was banished for using dark magic. The guardian Sedna stopped me from returning, but now it is gone I can go back and destroy the village!”

The Girl was locked up in Siku's hut and could not escape. The Fox began to howl and a good spirit appeared before them. It was the spirit of the Girl's mother, who uses good magic to free the Girl and the Fox from their cage. “You must use Siku's magic to help you,” her Mother said. The spirit soon vanished and Siku returned. He tried to use his magic to freeze the Girl, but she had an idea. The Girl tricked Siku into being hit by the magic and the sorcerer was frozen. The Girl and the Fox quickly ran away.



(Above) The Girl steals Frostfoot's axe.

(Below) The Girl and the Fox return the totem home.



Finally, the Girl and the Fox reached the tundra at the end of the world. There they found a giant called Frostfoot, who was as tall as a mountain and who created storms by hitting the ground with his pickaxe. In his hand was the guardian Sedna. Frostfoot thought the totem was a toothpick, and so had taken it one night. The Girl asked for it back but he refuses, so she asks to see his axe instead. Frostfoot gives her the axe and she steals it, running away. The giant chases after her.

The Girl and the Fox run back past Siku's hut, past Lady Brightbeak's nest, past the Whale and to the massive hole in the earth. She tells Frostfoot that she will throw the axe away if he does not return her totem. The giant agrees and they swap. "I am sorry," he said, "I will not steal anything ever again."

The Girl returned to her village with the guardian Sedna and everyone cheered. As the village celebrated, the Fox started to leave. "Don't go," the Girl begged, but Ataninnuaq appeared

and said that it needs to be free. The Girl said goodbye to the Fox and it disappeared. She never saw the Fox again, but knew that it was always watching over her. Their story lived on and became a legend.

The legend of The Girl and the Fox.

