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ABSTRACT

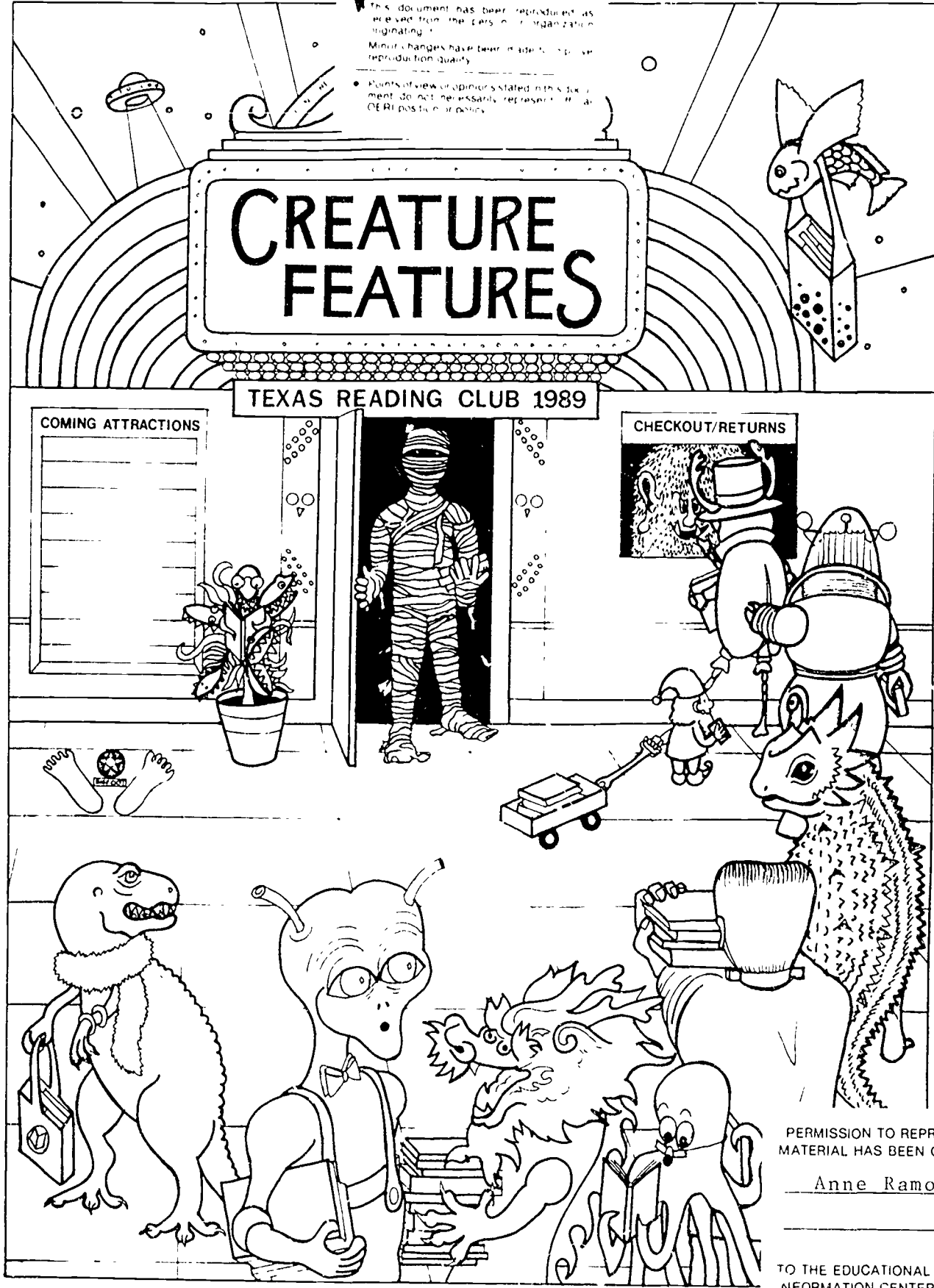
This guide is a collection of books, activities, art, creative dramatics, creative writing, games, and films intended for use with children from age three through grade seven. Eight weeks of activities that are fairly simple and inexpensive to put together and of varying degrees of effort and complexity are presented in eight chapters reflecting eight themes. Each chapter suggests a variety of projects, films, and books to accommodate the various size groups and budgets of the different libraries using them. The program themes are: Creature Features, Cr-EAT-ures, Creature Kids, Cosmic Creatures, Creature Concoctions, Colossal Creatures, Candid Creatures, and Cagey Creatures. It is noted that the activities provided in each chapter can be used as "attention getters" to relax the children and prepare them to go on to the main events of the program. In addition, the guide offers: (1) a section on additional resources which contains suggestions for agencies and community resources that might be of assistance (e.g., guest speakers, pamphlets, and freebies); (2) a description of eligibility for special services for the Texas State Library for disabled children; (3) 18 additional games that can be photocopied for use with children; (4) the Texas Reading Club 1989 bibliography of 486 items; (5) the Texas Reading Club 1989 filmography of 159 items; and (6) clip art for publicity. (CGD)

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PROGRAM GUIDE FOR THE TEXAS READING CLUB 1989

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CREATURE FEATURES

**PROGRAM GUIDE FOR
THE TEXAS READING CLUB 1989**

Written by
Susan Allison
and
Robin Switzer
of the Richardson Public Library

Illustrated by
Robin Switzer

Additional Clip Art by
Ellen Turner Scott

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Bibliography:

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Children's. I. Switzer, Robin. II. Texas State
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Austin, Texas
1989

Creature Features

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CREATURE FEATURES

Texas Reading Club 1989

INTRODUCTION

Creature Features is a collection of books, activities, art, creative dramatics, creative writing, games, and films - ideas and suggestions for your "limited engagement" - the 1989 Texas Reading Club.

This guide is designed for use with ages 3 through grade 7. (Although we say "K" in many places, most of these activities may be used with children as young as 3 year olds.) The activities may be used with weekly storytime groups and book talk groups; for one-time, special programs; or for activities that stretch across the entire summer.

We have included eight themes or weeks of activities - each will appear as a separate chapter in this guide. With each program suggestion comes a variety of activities, films and books. The activities chosen are fairly simple and inexpensive to put together and are of varying degrees of effort and complexity. It is hoped that by doing this the guide may accommodate the various sizes of groups and budgets in the different libraries using it. The programs are designed for flexibility--they can be short--or they can be stretched, depending upon the situation. Whenever possible, we have included some suggested books to use with each activity - after all, that's what it's all about! The books suggested with each program are of varying reading levels and interests. We have also included activities in each chapter that can be used as "warm-ups" or "ice-breakers" - short, attention-getting activities that can relax the child, get him/her into a group mode and ready to go on to the main events of your program. The suggested films are of varying lengths--it is not suggested that a librarian use them all but choose the film and length that best fits into your scheduled program.

At the end of the guide you will find a "Fun & Games" and "Clip & Use" section. These activities and games are ready to reproduce and use with your kids. On some you will find a suggestion for which chapter or theme to use it with, if you so choose. There is also an "Additional Resources" section in which you will find suggestions for agencies and community resources that might be of some help to you this summer (guest speakers, pamphlets, freebies, etc.). An annotated bibliography and filmography are also included for your convenience. Each chapter also includes a filmography and bibliography. Throughout the entire guide you will find patterns and artwork--feel free to enlarge these for displays or posters, handouts for kids to color, or use for name tag patterns and for decoration on your publicity. A page of button patterns, ready for duplication, is also included for your use. (We give every child who joins the reading club or read-aloud club a button.)

SOME TERMS DEFINED:

***Language Experience:** You will find this term used frequently throughout the guide. It is a part of what we feel children's programming should be--a total language experience. In this context, it refers to the librarian discussing something with the kids--their favorite

animals, what they did on their trip to the moon, etc.--and then writing down the kids' responses. The librarian can then read them back to the kids. It's a way of allowing pre-schoolers to create, to "write" a story. Pre-schoolers lack writing skills, but as we all know, they communicate orally very well!

Language experience activities not only provide a shared creative activity for you and the children, but it also shows the kids another connection between the spoken and written word--a way to communicate the interaction between children and books. It's a great motivator for getting kids to want to learn how to read and read more!

***Creative Dramatics** is another part of the total language experience in children's programming. Kids, especially younger ones, love to "pretend", give them an opportunity by using creative dramatics!

Hopefully we have given librarians a way to combine books, reading, creative writing, creative dramatics, art, games, and fingerplays into a total language experience for the child, revolving around cohesive themes. It is also hoped that these programs will be used as a starting place and that the creative and innovative librarian can personalize each to fit her/his own needs.

Most of all - HAVE FUN!

SPECIAL EVENTS

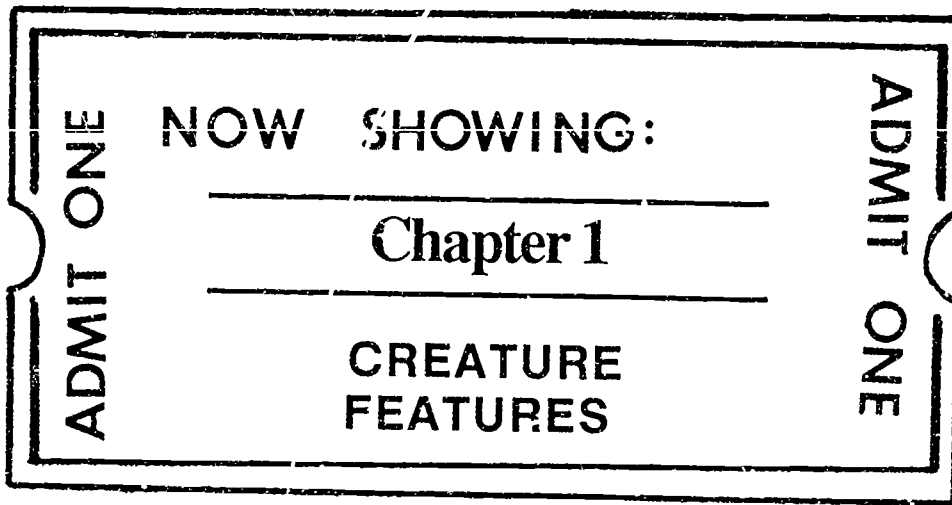
Throughout this guide are directions for various "one-time" programs - a program or contest that might be a featured part of your summer programming, or an "extra" that will enhance your efforts as well as bring extra publicity. They include: Create a Creature Contest, Invent a Robot Contest, Tongue Twister Contest, Perfect Pet Program, and a Name-That-Pet Contest.

Several activities mentioned may be used as summer-long programs - with finished products as their result. They are: Creature Features - a Library Newsletter, Kid's Cookbook, and a "For Reading" Campaign.

You may put together your own "one-shot" programs - as simple or as involved as you like. With each chapter are lists of books and films - have a film program - choose an hour's worth of movies and have a book display to accompany it. Or, show 30-45 minutes of films and do a simple craft or art activity - one that can easily be done with large groups. Adapt it to your needs - be flexible!

We would love to hear from you - if you have any questions, comments, or if we can help you in any way, write to us:

SUSAN ALLISON & ROBIN SWITZER
RICHARDSON PUBLIC LIBRARY
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*****Coming Attractions*****

Creatures from
the realm
of fantasy and fairytale
involving wonder,
imagination,
and magical
transformation!

CREATURE FEATURES

ACTIVITIES: PRESCHOOL-GRADE 2

ADD-A-CREATURE

(Based upon an idea from THIS WAY TO BOOKS by Caroline Feller Bauer.)

Divide children into small groups. Pass out a piece of 8 1/2" X 11" white paper to each child. Also pass out pencils, crayons or markers. Each child in each group has 2 minutes to draw a limb, feature or detail for a creature on his piece of paper. At the end of 2 minutes the papers are passed to the next child in the group. The pictures circulate around the group in 2 minute time periods until every child has added on to each picture.

Extension: This activity could be followed up by a language experience activity in which the librarian, on a piece of paper or chalkboard, writes a story about the created creature as the kids dictate it to her. Let each child have a chance to contribute to the "add-a-story" based on their creature. The librarian might begin by saying and writing "Once upon a time there was a creature who . . ." As a group, decide upon a name for the creature. You might want to record the finished story on tape so the children can hear the story as many times as they wish.

THE BRUSH

Tell or read the story BRUSH by Pere Calders. Have the children brainstorm and discuss what everyday object they would make a pet out of and why. Have some ordinary objects (e.g. popsicle sticks, cans, bottle caps, hangers, etc.) on hand for the kids to "adopt."

Make pet "rocks." Give each child a rock or pebble and a marker. Let him draw features on it, name it, and "adopt" it. Make a popsicle pet. Use a popsicle stick, plastic moving eyes and a small piece of yarn. Using white, nontoxic glue, attach one eye on each side of the stick and glue on the yarn for a tail.

LEOPOLD

After viewing the film LEOPOLD, THE SEE-THROUGH CRUMB PICKER, give the children their own "Leopold" to color into view! Although he's usually invisible, with a little help from their crayons he should magically appear--remember, he likes dots and stripes! (See the attached pattern.)

CARROT NOSE

Tell or read the story CARROT NOSE by Jan Wahl. Give the children carrot noses to wear. (See the attached pattern.) Discuss what one might do in a situation such as this. What else might make an amusing nose?

IMOGENE'S ANTLERS

Tell or read the story *IMOGENE'S ANTLERS* by David Small. Give the kids antlers to wear home. (See the attached pattern.) Discuss how having antlers could affect their lives. "What would you do if you woke up one day with antlers?"

BABY UGGS

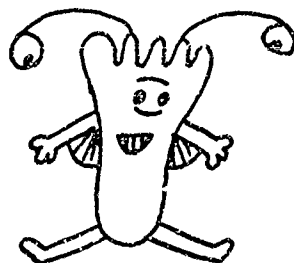
Read "The Baby Uggs are Hatching" from the poetry collection of the same name by Jack Prelutsky. Have the kids draw what they believe the Uggs will look like when they grow up. This may be done with other various poems in this collection or in the poetry collections *THE SNOPP ON THE SIDEWALK* and *HOW BEASTLY*. Read them a poem about an imaginary creature (without showing them the illustrations) and let them come up with their own illustrations. Compare them afterwards to the original, point out that everyone "sees" something different in poetry, all of which are acceptable. The end results might make a cute display for the children's area.

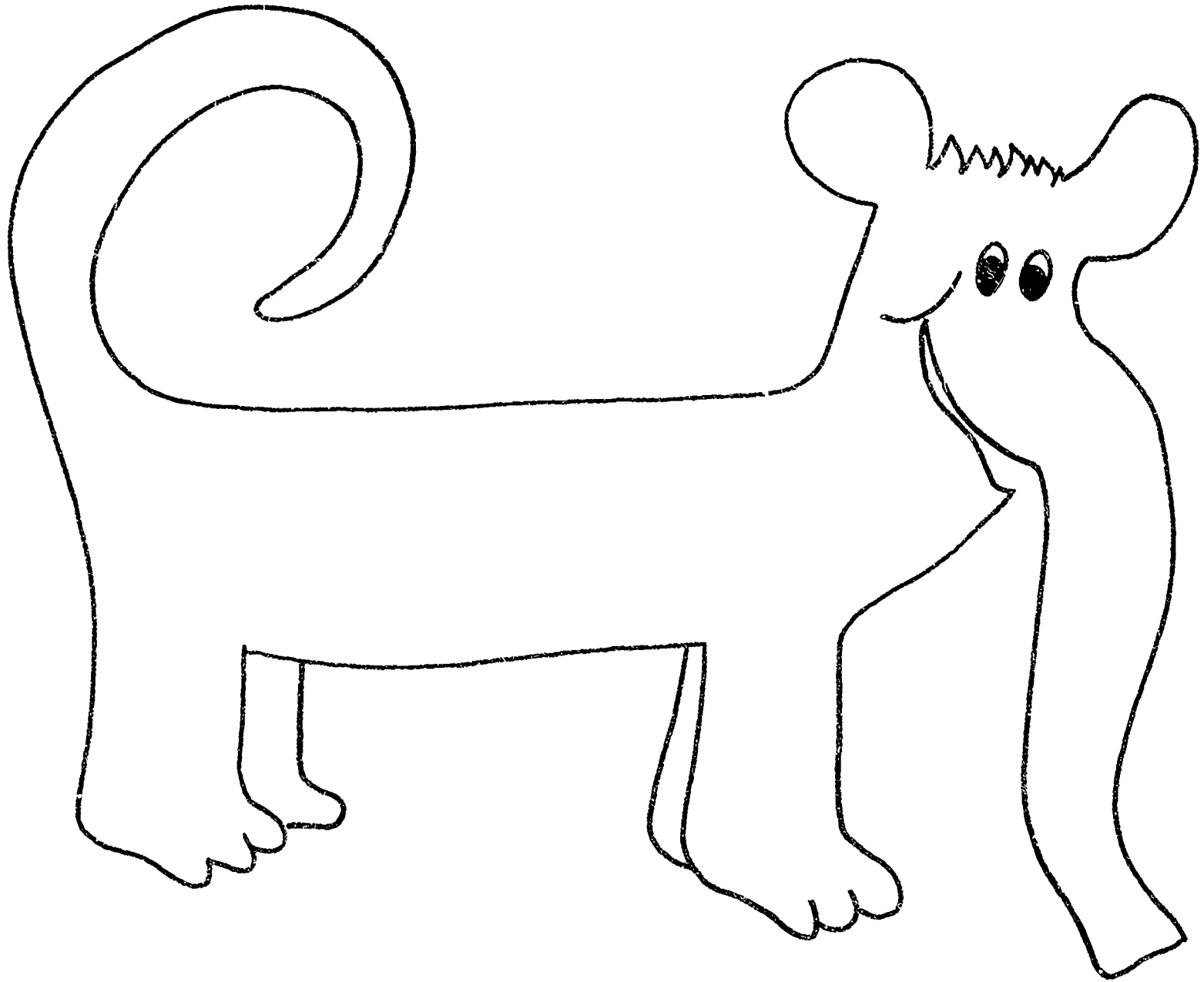
WILD THINGS

Read the story or show the film, *WHERE THE WILD THINGS ARE*. Engage in some delightful creative dramatics. Guide the children in putting on imaginary Wild Thing suits--"first step into the legs, pull it up, put in your arms, pull it around your necks, zip it up tight! Now roll your terrible eyes, gnash your terrible teeth, and show your terrible claws!" You might also pass out masks for the children to decorate and turn into wild things, e.g., paper bags with the eyes cut out, or paper plates on popsicle sticks with the eyes cut out.

FOOTY FANTASY CREATURE

Give each child a piece of paper and a crayon. Have them trace their foot. (Librarians may need to help the younger kids) From this, encourage each child to create a footy fantasy creature. The creatures or beasts can have wings, tails, feathers, fur, scales, antennae, etc. Urge them to liberally use their imaginations--adding as many features, colors, and shapes as they like. Put them on display!





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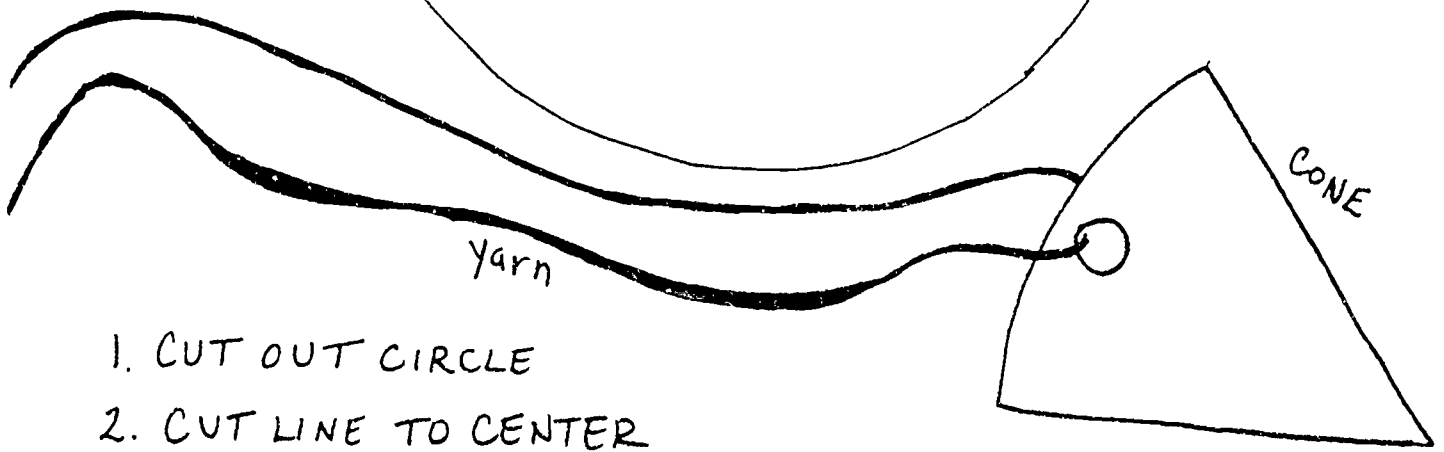
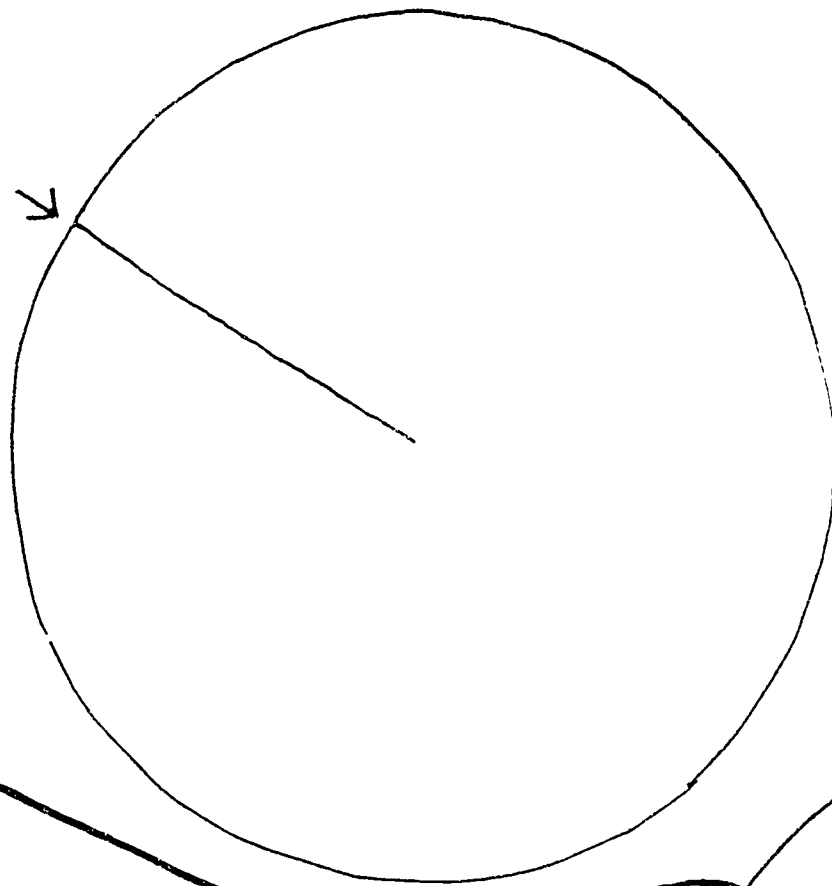
Leopold

Page 5

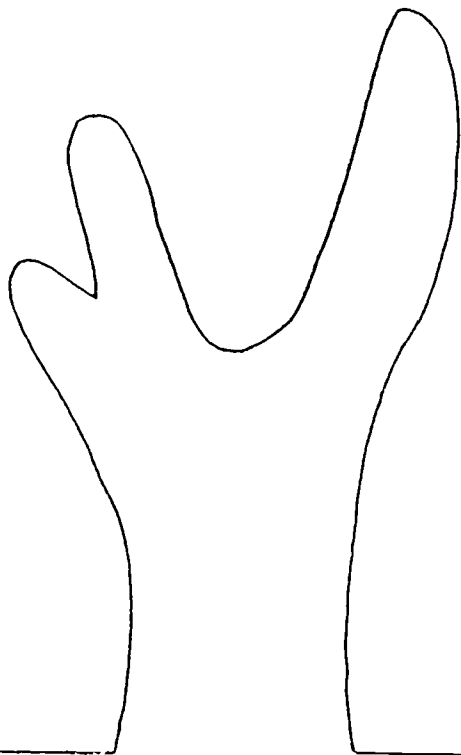
CARROT NOSE PATTERN

USE ORANGE PAPER

CUT TO
CENTER



1. CUT OUT CIRCLE
 2. CUT LINE TO CENTER
 3. SHAPE INTO A CONE
 4. PUNCH ONE HOLE ON EACH SIDE OF CONE
 5. STRING ENOUGH YARN THROUGH HOLES TO FIT AROUND CHILD'S HEAD.
- TIE ON!



1. FOLD A LARGE PIECE OF BLACK OR BROWN CONSTRUCTION PAPER IN HALF
2. TRACE AROUND THIS PATTERN AFTER CUTTING IT OUT OF THIS SHEET
3. BE SURE AND USE CONSTRUCTION PAPER THAT IS LARGE ENOUGH TO FIT AROUND THE CHILD'S HEAD.
4. TAPE OR STAPLE BAND OF ANTLERS TOGETHER SO AS TO FIT AROUND THE CHILD'S HEAD.
5. ESPECIALLY GOOD WHEN USED WITH IMOGENE'S ANTLERS by DAVID SMALL.

FOLD

ANTLER PATTERN

ZIGGER BEANS

Read the story ZIGGER BEANS by Diane Massie to the kids. Play around with the phrase "zig-zig ziggerring!" with them. Pass out jelly beans, telling them that these are indeed zigger beans! Do they feel like ziggerring?

RUSTY NAIL

Read or tell the story SOLOMON THE RUSTY NAIL by William Steig. Produce a large rusty nail at the end of the story and tell the kids that this is Solomon! They might try to get him to turn back into a bunny! Have them "scratch their nose and wiggle their toes" to see if they can also turn into a rusty nail. Ask them what adventures they might have if they did turn into a nail. If they were pounded into the side of their house, what might they see from their new perspective?

CREATIVE DRAMATICS

Through the "magic" of creative dramatics, transform your kids into various animals! Use the "Watch the Wizards" activity on pages 46-47 of BOUNDLESS IMAGINATION by Jan Thurman-Veith (see bibliography). The kids say a "magic chant" and pretend to be an animal they draw out of a hat. Use the chant the book gives you or use ours:

*Abacadabra! Abracazee!
Hocuc Pocus
We Will Be . . .!*

ACTIVITIES; GRADES 3-6

ADD-A-CREATURE

This may be done in small groups or with the group as a whole. Using a large piece of paper or chalkboard, have the kids take turns (2 minutes each) either drawing parts of a creature in order to create a creature as a group or writing a continuing story about a creature as a group.

Follow up the drawn creature by allowing individuals to write stories about it. Follow up a written group story by allowing individuals to illustrate it.

MYTHICAL ANIMALS

Discuss some well-known mythical animals with the kids, e.g., unicorns, dragons, etc. Suggest that they create their own. Remind them that many mythical beasts were composed of parts of a variety of animals (Pegasus, griffins, etc.). Tell them to think of their favorite animals and create a "composite" beast made up of all of them. Ask them to give their animal a name and draw a picture of it. They might also like to make up stories about it. Don't forget to share Bill Peet's marvelous mixed-up creatures.

INVENT A MONSTER

After discussing legendary monsters like the Loch Ness Monster or Bigfoot, or after seeing the film *THE JOHNSTOWN MONSTER*, have the kids invent a monster legend for their own community--something that might bring fame and fortune and tourists to your city. Ask them: "What will the monster look like?" "What will its name be?" "Who will see it?" "When will be the best time for it to be seen?" "Where will it be seen the most?" Have them write press releases or front-page headlines detailing this news-worthy event in your community! Display the end results or publish as a newspaper.

FANTASY MAPS

Kids love to create their own worlds. Have the kids create maps of their own fantasy kingdom or island--either individually or in groups. (Brown wrapping paper works well for this, especially with colored chalk or markers). There are many books with examples of imaginary maps--such as those by J.R.R. Tolkien, Patricia McKillip, Norton Juster, or Alberto Manguel's *IMAGINARY PLACES*. These may be used as examples to discuss or creative writing may follow. Encourage them to people their maps with creative, innovative, and imaginary creatures, beasts, etc. The film *MILO'S JOURNEY* based on *THE PHANTOM TOLLBOOTH* might be a good place to start.

CRUSHED TISSUE CREATURE

(Based on an idea from *EASY ART LESSONS* by Tyne Straaveit , K-6.)

Materials needed: small pieces of tissue, 8 1/2" by 11" white paper, scissors, glue. Make a basic line drawing of an imaginary or mythical creature. Tear the tissue into small pieces and crush them into balls. Cover a small area of your picture with glue and put the tissue balls on, placing them closely together. Tissue may be twisted or flattened for different parts of the picture. (The librarian might want to have pictures of mythological creatures to which the kids may refer).



BABY UGGS

See the activity of the same name in the K-2 activities. It may be used with older kids as well. They also enjoy KICKLE SNIFTERS AND OTHER FEARSOME CRITTERS by Alvin Schwartz. For example, read the entry "Squonk" to the kids and ask them to illustrate it. ("A squonk never sings. It is so upset by the way it looks, it cries all the time.") Compare the results and encourage the kids to make up their own.

THE WOZZIT

Indulge in some easy reader's theater (see *PRESENTING READER'S THEATER by Caroline Feller Bauer). The following involves 9 readers - if you have more kids than this, let them take turns or create some more, using poems from various collections listed in the bibliography.

THE WOZZIT by Jack Prelutsky

READER 5: "The Wozzit" by Jack Prelutsky

READER 1: There's a wozzit in the closet
and it's making quite a mess.

READER 2: It has eaten father's trousers,
it has eaten mother's dress.

READER 3: and it's making so much noise
as it gobbles down my toys,

READER 4: there's a wozzit in the closet --
oh I'm certain. . . yes, oh yes!

READER 5: There's a wozzit in the closet
and I don't know what to do.

READER 6: It has swallowed sister's slippers,
it has chewed upon my shoe,

READER 7: now it's having its dessert
for it's stuffing down my shirt,

READER 8: there's a wozzit in the closet --
yes, oh yes, I know it's true!

READER 9: And I also know I'll never never
open up that closet,

ALL: for I never never never
ever
want to meet that wozzit.

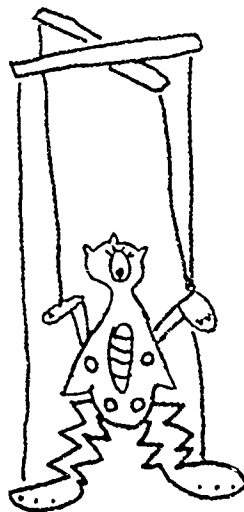
Extension: Plan a special program during which the kids present their reader's theater to their friends, families, and library patrons!

*Reprinted from *PRESENTING READER'S THEATER* by Caroline Feller Bauer. Bronx, NY: H.W. Wilson, 1987. All rights reserved.

CREEPING CREATURE PUPPET

(Adapted from an idea in MAKING SPACE PUPPETS by Dave Ross)

Materials needed. light cardboard, brads, string, popsicle sticks, and scissors. Using the pattern below, cut the cardboard into 5 pieces; 2 arms, 2 legs, and a body. "Zig-zag" fold the legs if you want them to be springy. Attach the arms and legs with the brads and wiggle them so they are loose enough to move. Cut the string into four 2 ft. pieces. Punch a hole at the end of each leg. Tape the two popsicle sticks together to form an X. Tape the ends of the leg strings to opposite ends of the X. Next, tape the ends of the arm strings to the other ends of the X. Be sure to make the arm strings shorter so the creature will stand up. (Pattern is attached). Due to the time involved in making this puppet, prepare the materials in advance and have the materials ready to distribute on the day of your program.



INVISIBLE BULLETIN BOARD

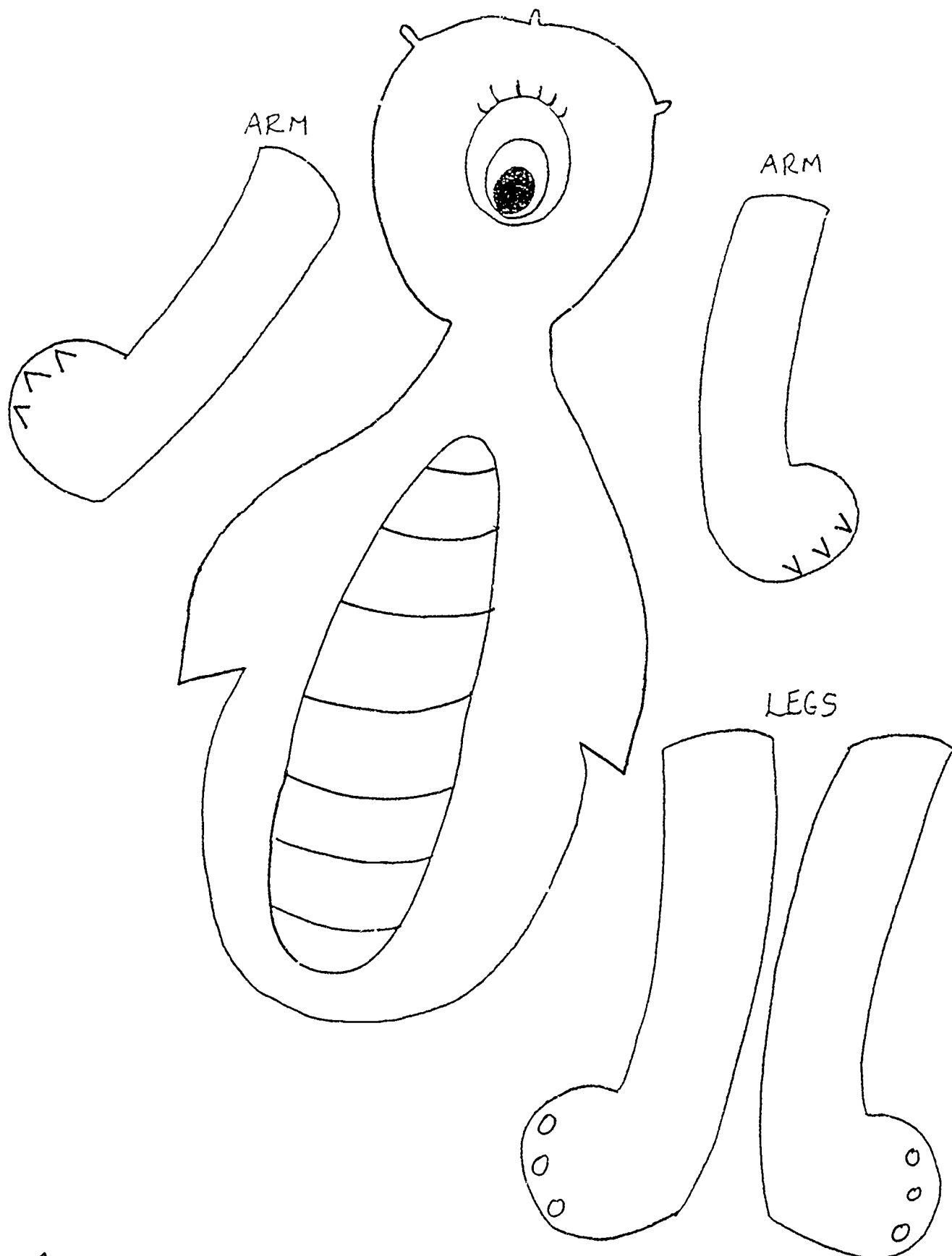
Put the following poem on your wall or bulletin board. Above it put a "blank" frame out of four strips of black construction paper (or hang an old picture frame--empty of course!). Invite the kids to make an invisible picture to display. Provide them with blank paper (typing paper is fine). Tell them to imagine something on their paper and then describe what it is at the bottom of the picture. Encourage them to use poetry to describe their invisible picture. Mount them on solid black construction paper.

This activity not only inspires imaginations, but it also attracts a few second looks from patrons!

INVISIBLE BOY

And here we see the invisible boy
In his lovely invisible house,
Feeding a piece of invisible cheese
To a little invisible mouse.
Oh, what a beautiful picture to see!
Will you draw an invisible picture for me?

*"Invisible Boy" from WHERE THE SIDEWALK ENDS by Shel Silverstein. Copyright ©1974 by Evil Eye Music, Inc. used by permission of Harper & Row Publishers, Inc.



CREEPING CREATURE

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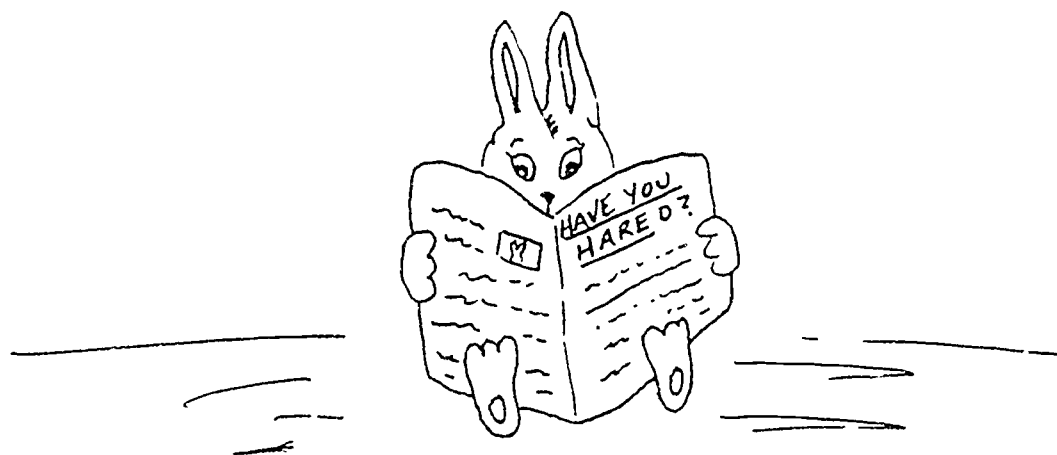
"CREATURE FEATURES"--A LIBRARY NEWSPAPER

An alternative activity that could serve as an on-going summer activity might be the production and "publication" of a library newspaper or newsletter - using your kids as the reporters. Encourage the kids to write articles about the activities in which they are participating as a part of the summer reading club; articles about the exploits of imaginary animals, animals out of books, or family pets; book reviews of books read for the club; and advertisements of books they really enjoy. You can also include samples of artwork done during your programs.

The end result may be printed or photocopied. You might choose to simply make a large "newspaper" for a wall, or smaller versions for distribution. Whatever you decide, this is a great chance to get a large number of kids of all ages involved in one project; provide an end product or goal to work for all summer; provide an open forum for displaying children's work; and finally, publicize your efforts, your library's programming, and of course, **READING!**

Some suggestions for the title of your newspaper: "Creature Features"; "Footprint Features"; "Furry Features"; "Feathered Features"; "Fishy Features"; "Fowl Features"; "Forest Features"; etc. Use your imagination, get your kids involved, get outrageous!

(Need help? Try the books **PRINTCRAFTS** by Sid Fleishman and **RUNNING A SCHOOL NEWSPAPER** by Vivian Dubrovin found in the annotated bibliography at the back of the manual).



CREATE-A-CREATURE CONTEST

For all ages! Have a contest that could continue throughout the summer. Display the creatures in the children's section--on top of shelves, the card catalog, etc. It can be great publicity for your programs.

Here's a sample entry form:

KIDS!

CREATE-A-CREATURE CONTEST!

A contest for all ages in the _____ Public Library
Children's Department and for the Texas Reading Club.

- * Use your imagination. Your idea must be original.
- * Use any materials you like, as long as the creature is three-dimensional. (It must be able to be viewed from all sides) Ideas: boxes, egg cartons, foil pans, wire, plastic, paper plates, cardboard tubes, clay, sacks, mobiles, puppets, sculpture, diorama, etc.
- * Entries must be received in the _____
_____ Public Library Children's
Department by (day) (date) by (time).
- * Ribbons will be awarded! Creatures will be displayed in the library throughout _____ (month). Fill out the form below and attach to your creation.

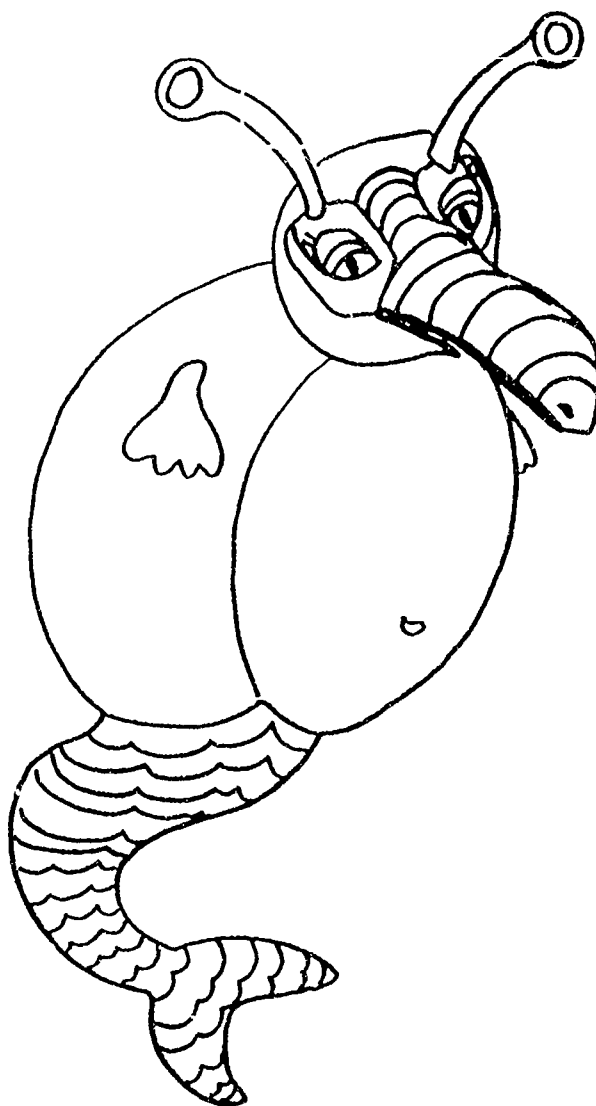
NAME _____

ADDRESS _____

PHONE _____

AGE _____

TITLE OF YOUR CREATURE _____



BUBBLEDEEHONK FISH

The Bubbledeehonk fish is an unusual animal. Notice its fish-like tail and short arms that look like fins. It has a large belly that can inflate with air to the size of a basketball. It has a scaly tail, but a furry upper body and head. The Bubbledeehonk fish has large eyes, a hard, beak-like snout, and ears on the ends of antennae.

Can you answer these questions about the Bubbledeehonk fish and give reasons for your answers?

1. What is the Bubbledeehonk's natural habitat?
2. Where else could it live?
3. What do you think a Bubbledeehonk eats?
4. Who or what is the Bubbledeehonk's enemy?
5. Can the Bubbledeehonk fish walk?
6. Can the Bubbledeehonk swim swiftly?
7. Do you think the Bubbledeehonk would make a good pet? Why?

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Daly, Niki. JOSEPH'S OTHER RED SOCK.
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Gardener, Beau. HAVE YOU EVER SEEN?
Heide, Florence F. A MONSTER IS COMING, A MONSTER IS COMING.
Hissey, Jane. LITTLE BEAR'S TROUSERS.
Howard, Jane R. WHEN I'M SLEEPY.
Kent, Jack. CLOTILDA.
Lear, Edward. THE POBBLE WHO HAS NO TOES.
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Steig, William. SOLOMON THE RUSTY NAIL.
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Wagner, Jenny. THE BUNYIP OF BERKELEY'S CREEK.
Wahl, Jan. CARROT NOSE.
Watson, Pauline. WRIGGLES THE LITTLE WISHING PIG.
Willis, Jeanne. THE MONSTER BED.
Winthrop, Elizabeth. MAGGIE AND THE MONSTER.
Yorinks, Arthur. HEY, AL!
Zemach, Harve. THE JUDGE.

3rd-7th

- Adoff, Arnold. THE CABBAGES ARE CHASING THE RABBITS.
Ahlberg, Allan. WOOF.
Ainsworth, Ruth. THE BEAR WHO LIKED HUGGING PEOPLE AND OTHER
STORIES.
Arkin, Alan. THE LEMMING CONDITION.

- Belder, Wilanne Schneider. FRANKIE!
- Bober, Natalie S. LET'S PRETEND: POEM OF FLIGHT AND FANCY.
- Bourgeois, Jacques. SIMPLE FILM ANIMATION WITH AND WITHOUT A CAMERA.
- Byars, Betsy. THE WINGED COLT OF CASA MIA.
- Cardozo, Peter. WHOLE KID'S CATALOG.
- Carroll, Lewis. ALICE IN WONDERLAND.
- Corbett, W.J. PENTECOST AND THE CHOSEN ONE.
- Dallas-Smith, Peter. TROUBLE FOR TRUMPETS.
- Durrel, Gerald Malcolm. THE TALKING PARCEL.
- Jansson, Tove. FINN FAMILY MOOMINTROLL.
- Johnson, Norma Tadlock. BATS ON THE BEDSTEAD.
- Judy, Susan. GIFTS OF WRITING.
- Juster, Norton. THE PHANTOM TOLLBOOTH.
- Keller, Charles. THE LITTLE WITCH PRESENTS: A MONSTER JOKE BOOK.
- King-Smith, Dick. PIGS MIGHT FLY.
- Lisle, Janet. THE DANCING CATS OF APPLESAP.
- Lewis, C.S. THE LION, THE WITCH, AND THE WARDROBE.
- McHargue, Georgess. BEASTS OF NEVER.
- McKillip, Patricia. THE FORGOTTEN BEASTS OF ELD.
- Mandell, Muriel. FANTASTIC LOGIC PUZZLES.
- Manguel, Alberto. THE DICTIONARY OF IMAGINARY PLACES.
- Potter, Beatrix. THE FAIRY CARAVAN.
- Prelutsky, Jack. THE BABY UGGS ARE HATCHING.
- Prelutsky, Jack. THE SNOPP ON THE SIDEWALK.
- Sarnoff, Jane. THE MONSTER RIDDLE BOOK.
- Schwartz, Alvin. KICKLESNIFTERS AND OTHER FEARSOME CRITTERS.
- Seidler, Tor. A RAT'S TALE.
- Silverstein, Shel. WHERE THE SIDEWALK ENDS.
- Tapp, Kathy Kennedy. FLIGHT OF THE MOTH-KIN.
- Tolkien, J.R.R. THE HOBBIT.
- Wrightson, Patricia. THE NARGUN AND THE STARS.
- Yolen, Jane. ACORN QUEST.

CREATURE FEATURES FILMOGRAPHY

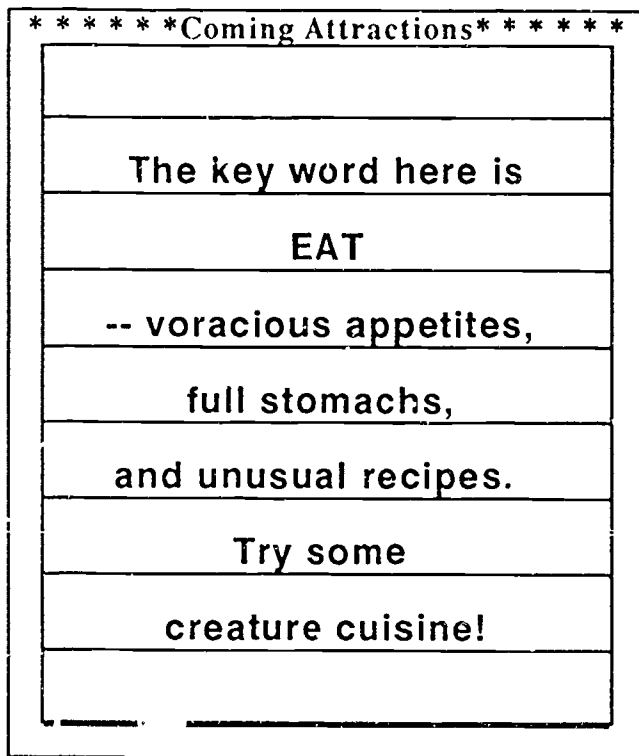
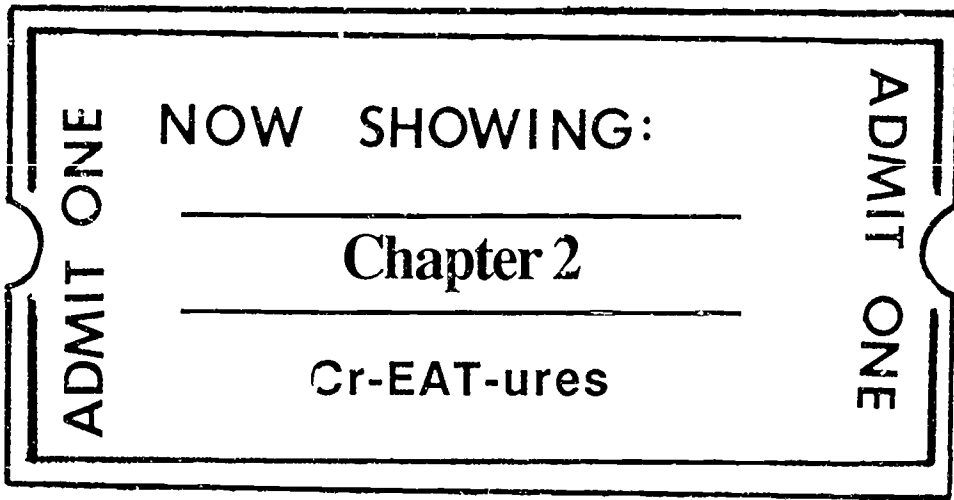
Check with your library system for information about each film.

K-2

THE AMAZING BONE
THE BEAST OF MONSIEUR RACINE
A DARK, DARK TALE
THE ISLAND OF THE SKOG
KING OF THE CATS
MORRIS THE MIDGET MOOSE
THRU THE MIRROR
WHERE THE WILD THINGS ARE
WIZARD

3-7

THE AMAZING COSMIC AWARENESS OF DUFFY MOON
THE BAGGS
A CHAIRY TALE
FAERIES
GNOMES
THE HOBBIT
THE INTRUDER
ISABELLA AND THE MAGIC BRUSH
THE ISLAND OF THE SKOG
LEOPOLD, THE SEE-THROUGH CRUMBPICKER
LITTLE PRINCE
MAN, MONSTERS, & MYSTERIES
MILO'S JOURNEY
MOONHIRD
PEOPLE SOUP
THE SAND CASTLE
SCHOOL EXCURSION
WIZARD



Cr-EAT-ures

ACTIVITIES: PRESCHOOL-GRADE 2

STORYTIME STEW

Cook up some interest in your stories for the day--put the books (or some small tokens that represent the book or story) into a large pot or kettle. Tell the kids it's "Storytime Stew" and it's been simmering for hours! Pretend to stir it, put a spoon in, inhale deeply and "taste it". Ask the children if they think it's ready and if they are ready to "taste" it! Then dive in! Pull a book out! Maybe you should have them tuck napkins under their chins or in their laps while you read the story. When it's over, ask them if it tasted good!

Try this fingerplay:

IN A STEW

I'll stir for me,	("stir" - make "bowl" with curved left arm and "stir" clockwise with right hand)
I'll stir for you!	(stir counterclockwise)
I'll stir up a pot	(mimic putting something in "bowl",
of _____ stew	let children supply an ingredient--!
	can be animal, vegetable, or mineral!)
YUM-M-M-M-M!	("taste" stew using right hand to dip an imaginary spoon into "bowl")

Do this as many times as you like, letting each child, who wishes to, participate by putting in an ingredient.

WOMBAT STEW

(3rd and 4th graders might like this one, too)

Read WOMBAT STEW by Marciak Vaughan to the kids (older kids might also like PORCUPINE STEW by Beverly Major) Let the kids concoct their own animal recipe--encourage the older ones to make up an alliterative descriptor to go along with it, like the one in WOMBAT STEW:

*"Wombat Stew,
Wombat Stew,
gooey, brewy,
yummy, chewy,
Wombat Stew!"*

They might like to try coyote stew or armadillo stew!

EGG-CITING

Tell **THE LITTLE HEN AND THE GIANT** by Maria Polushkin (or another favorite egg story). Give younger kids an "egg", cut out of construction paper or give them a "L'eggs" egg to take home. Give older kids (up to 4th grade) a real hard-boiled egg to take care of for one week, ask them to bring back their "egg child" the next week. They may decorate them with markers, too.

VERY HUNGRY CATERPILLER

Read **THE VERY HUNGRY CATERPILLER** by Eric Carle to the kids. Make butterflies to take home (see **CREATURE CONCOCTIONS** on page 94 for directions). Do the flannelboard of "What did you put in your pocket?" It can be found in **JUBA THIS AND JUBA THAT** by Virginia Tashjian. It will reinforce the days of the week, as well as fit into the food theme. Older kids might prefer **HECKEDY PEG** by Audrey Wood.

PEANUT BUTTER AND JELLY

Do a "P. B. and J." storytime. There are many stories involving jam, (**GIANT JAM SANDWICH** by John Lord, **JAM DAY**, **JAMBERRY** by Bruce Degen, **I WILL NOT GO TO MARKET TODAY** by Harry Allard, etc.) And don't forget the classic peanut butter and jelly song (see Westcott in the bibliography at the end of the manual) in which the kids mimic picking peanuts and berries, smashing them, spreading them on bread, and then eating them!

A TASTE OF GINGER

Tell stories with gingerbread in them (**WHAT'S IN FOX'S SACK** by Paul Galdone, **THE GINGERBREAD BOY** by Paul Galdone, **THE QUEEN WHO COULDN'T BAKE GINGERBREAD** by Dorothy Van Woerkom, etc.) or show the film **THE GINGERBREAD BOY**. Give each child a ginger cookie, then give them a gingerbread man cut out of construction paper or posterboard. Let them "decorate" the cut-out with crayons or markers. (The pattern follows, it can also be used as a name tag).

ELEPHANT BREAD

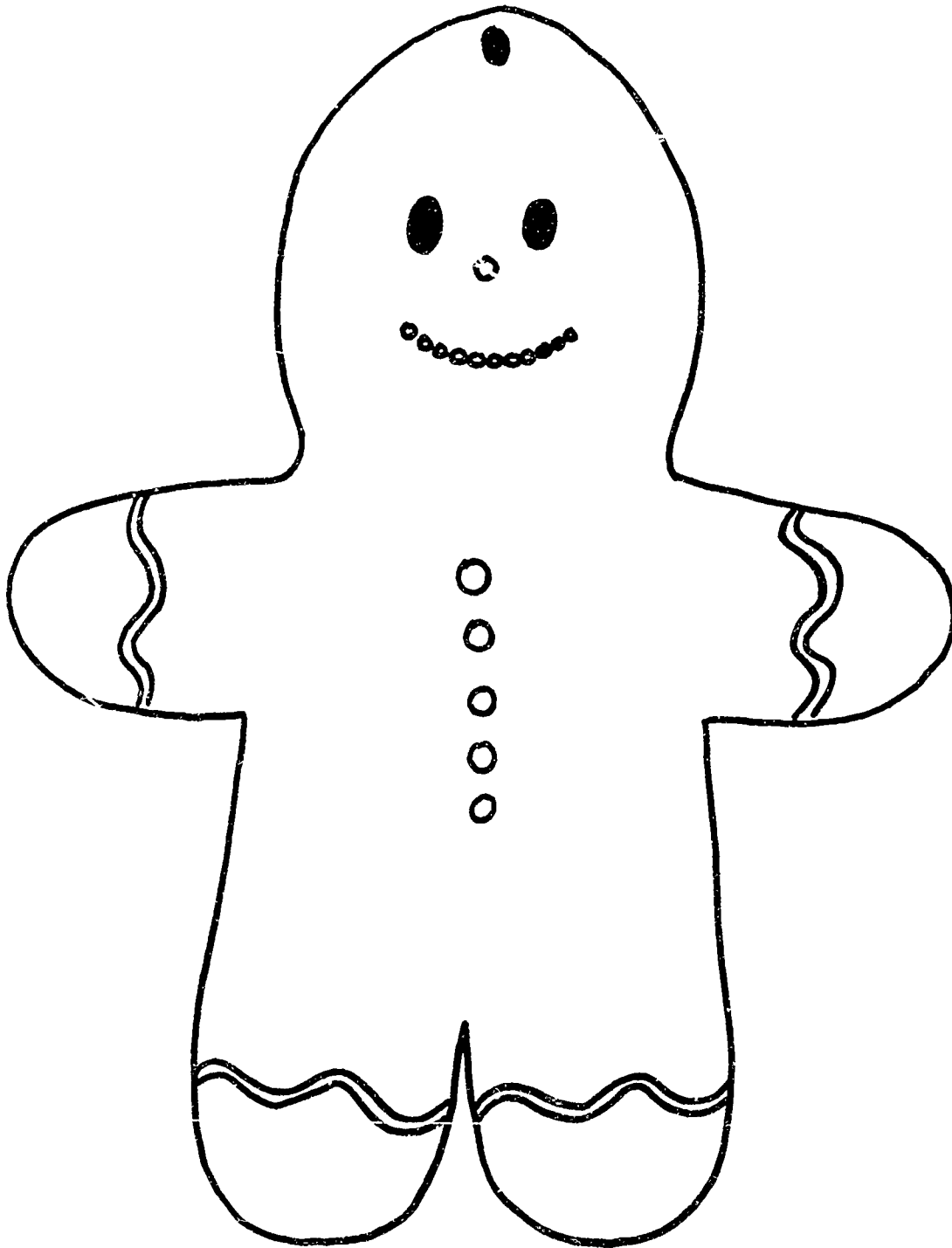
(for grades 1-3)

Use the book **HOW TO MAKE ELEPHANT BREAD** by Kathy Mandry to inspire the kids to write their own silly recipes using animals for ingredients. Let them illustrate their recipe or make a group cookbook!

I LOVE TO LAUGH

Read the story **WHAT MADE TIDDALIK LAUGH** by Joanne Troughton. Discuss with the kids various ways to get someone to laugh. Tell jokes! Let the kids try to get a puppet to laugh, make faces or sing a silly song!

Gingerbread Man



S-S-S-SNAKES

Read **THE SNAKE THAT SNEEZED** by Robert Leydenfrost to the kids (alas, out of print, but the story and the patterns are available in "Slithering Snakes and Other Creatures", KIDSTUFF, v.3 #11, pp. 13-20, 24. KIDSTUFF is a wonderful resource tool!) Make snakes to take home by stringing macaroni on string or yarn and making eyes with a marker. Be sure they don't bite off more than they can chew!

TEA TIME

Read or tell the story **THE TIGER WHO CAME TO TEA** by Judith Kerr (another delightful but out of print story, get it on I.L.L. if you don't own it). Invite favorite stuffed animals or dolls to storytime and have "tea"--cookies and lemonade - or imaginary tea. Discuss what a tiger would prefer for tea!

NICE OR NASTY

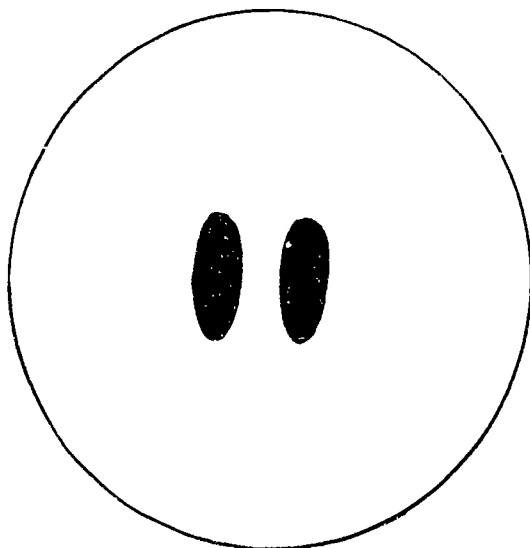
Read the book **NICE OR NASTY** by Nick Butterworth then discuss some more opposites. Let the kids illustrate their own opposites after doing a language experience activity as a group in which you come up with your own opposites.

PIG OUT!

Choose a pig story from the bibliography and give the kids a pig nose to wear while you read it--to get into the "mood!" (Instructions follow). Do some creative dramatics as well. How do pigs walk? Talk? Let the children pretend through creative dramatics--"pig out!". Or, read **THE SEVEN SLOPPY DAYS OF PHINEAS PIG** by Mitchell Sharmat and then see if the kids can come up with more ways to teach a pig how to be sloppy!

PIG NOSE

You need: pink paper, black markers, and tape. Do this: 1) Cut out 2 and 1/2" diameter circles from the pink paper, one for each child. 2) Draw two nostrils. 3) Place a small ring of tape on the back and attach to the child's nose. Kids and parents LOVE this!



Try this fingerplay:

PIGS CAN

A pig can snort (snort)
A pig can eat ("eat" out of cupped hands)
A pig digs mud! (mimic by scraping feet across floor)
With four strong feet!

End with a chorus of "YUK!" or "OOOOOO!"

Accompany this fingerplay with the more traditional: "This little pig went to market . . .," etc.

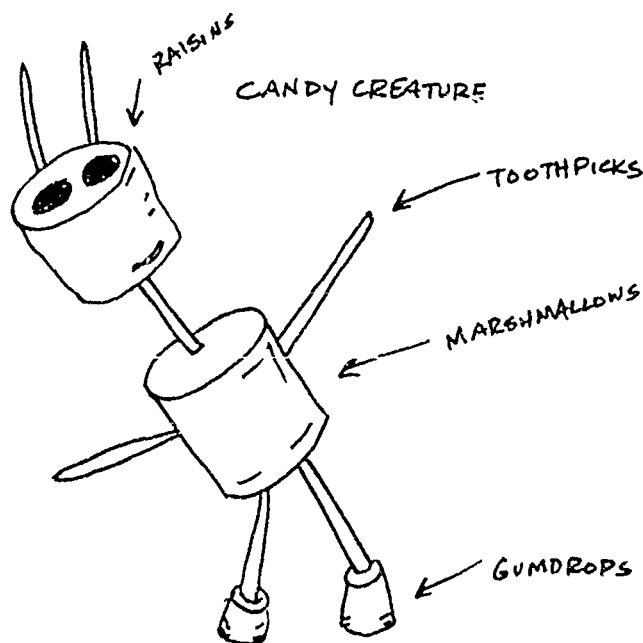
LET'S MAKE RABBITS

Read Leo Lionni's LET'S MAKE RABBITS then make "scissor rabbits." You may want to have the parts cut out already (the pattern follows--use wrapping paper, wallpaper scraps, ect.) Or, give the kids cut-out carrots to take home just in case they meet a hungry paper rabbit! This would be a good story to use a shadow play with also. Make shadow rabbits on the wall! (See SHADOWPLAY by George Mendoza in the bibliography).

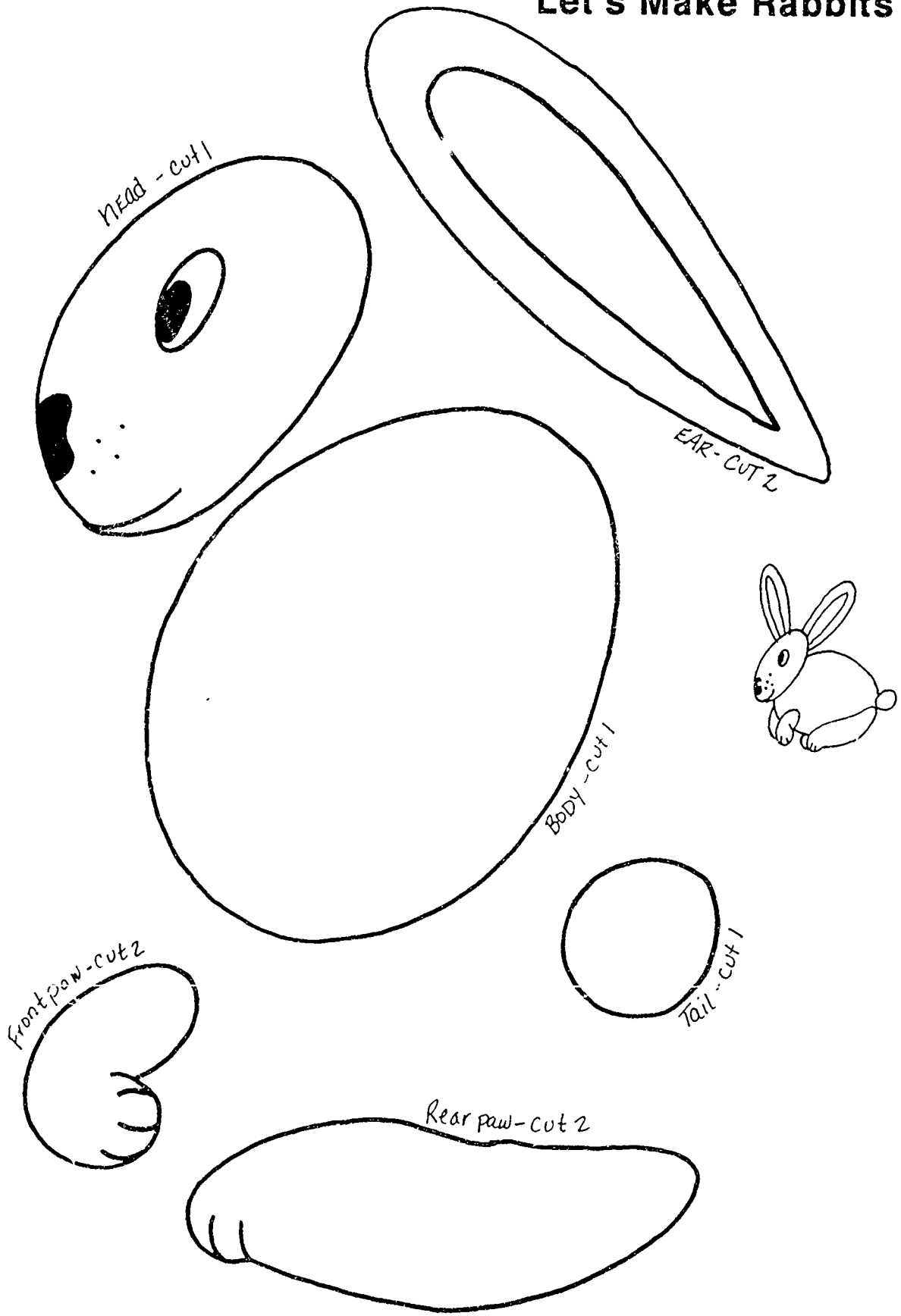
CANDY CREATURES

(from CONCOCTIONS by Susan Pinkerton)

Materials needed: gumdrops, marshmallows, raisins and other dried fruit, toothpicks, paper to cover tables. Do this: 1) Break toothpicks into short and long pieces. 2) Use the toothpicks to create creatures! Connect the food together to make all kinds of critters--a row of marshmallows is a caterpillar or a gumdrop with lots of toothpicks is a porcupine, etc.



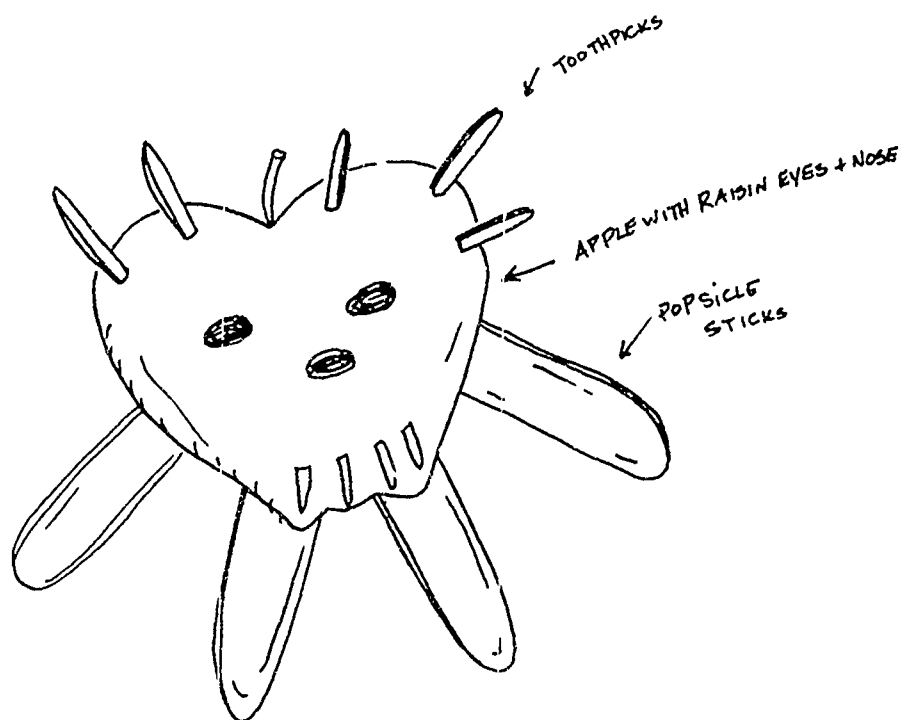
Let's Make Rabbits



APPLE HEADS

(Adapted from an idea in CONCOCTIONS by Susan Pinkerton).

Materials needed: apples, popsicle sticks, peanut butter, toothpicks, raisins. Do this: Create a face on your apple by "gluing" raisins for eyes and noses with peanut butter. Popsicle sticks become arms and legs, while toothpicks become hair.



NO COOK COOKIES

You need:

- 4 cups powdered sugar
- 1/2 cup peanut butter
- 1 cup cocoa
- dash of salt
- 4 tblsp milk
- 1/4 teasp vanilla

Do this:

- 1) Mix all ingredients in a large bowl.
- 2) Shape into logs or balls.
- 3) EAT!

THE OLD WOMAN WHO SWALLOWED A FLY

Materials needed:

1 sack
1 paperplate
scissors
stapler
glue
crayons
1 piece of acetate, e.g., a plastic report cover
posterboard

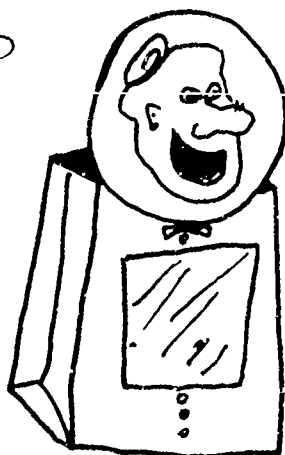
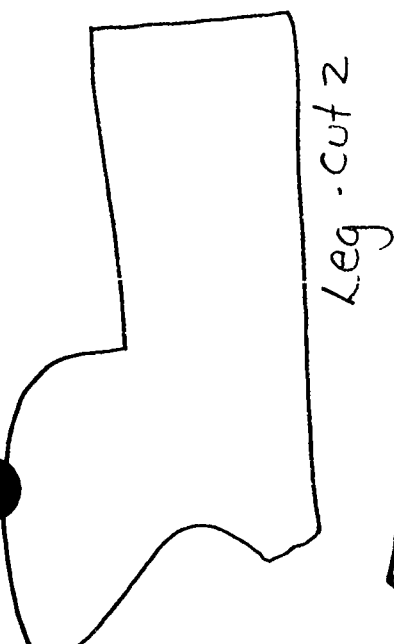
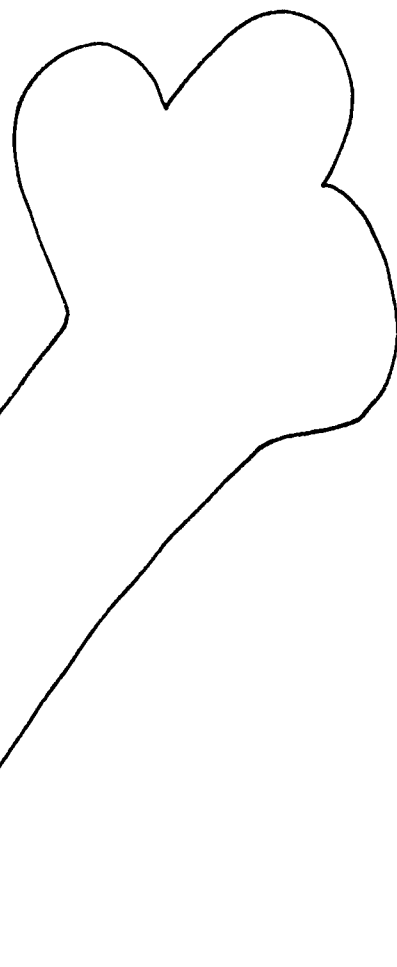
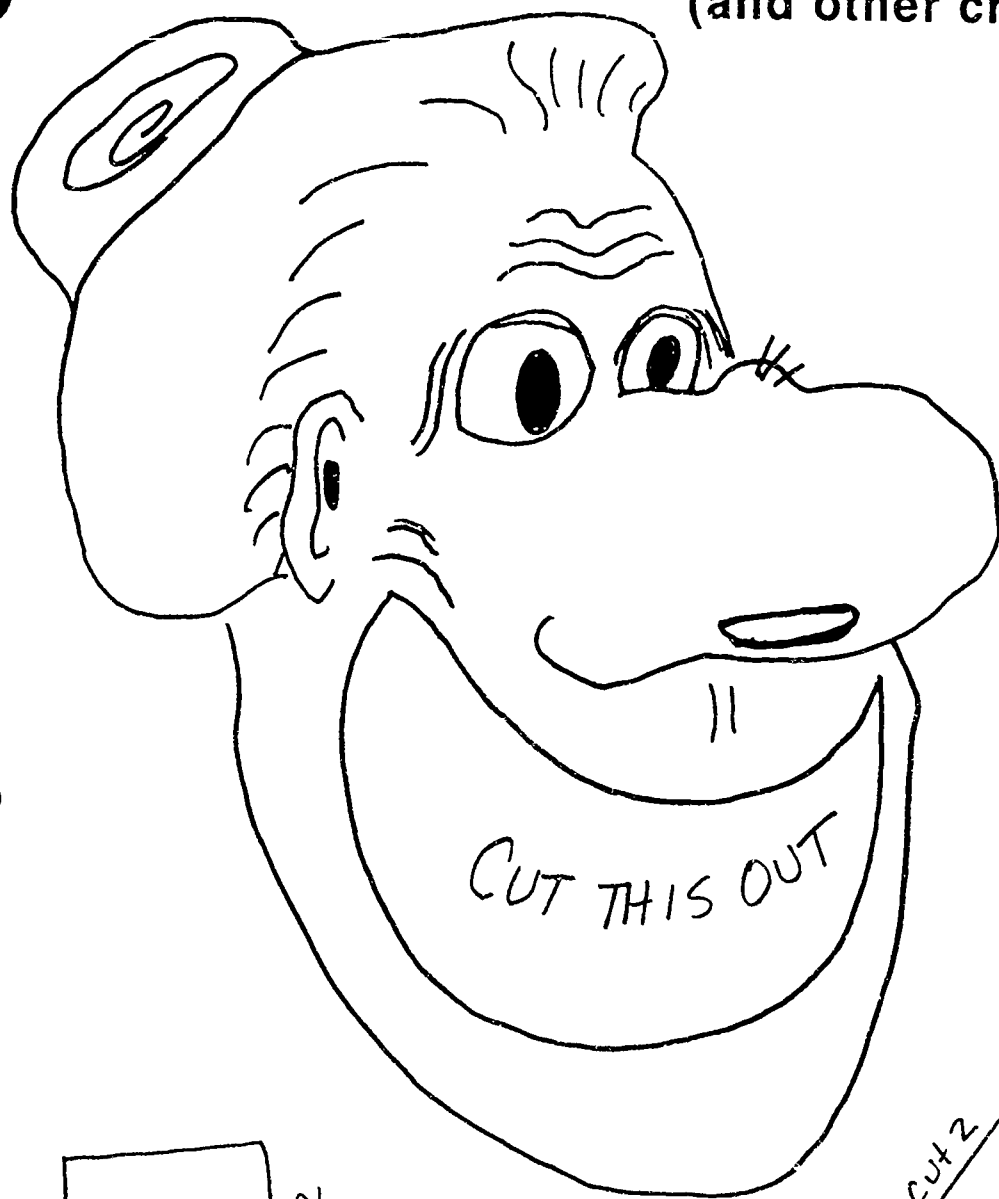
Do this:

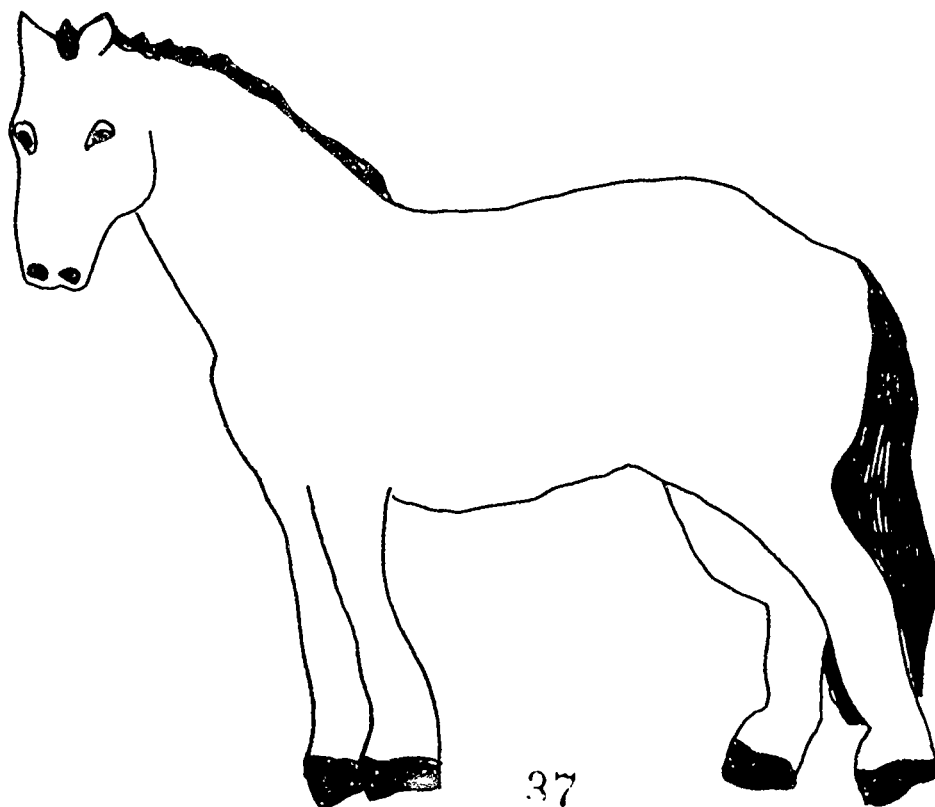
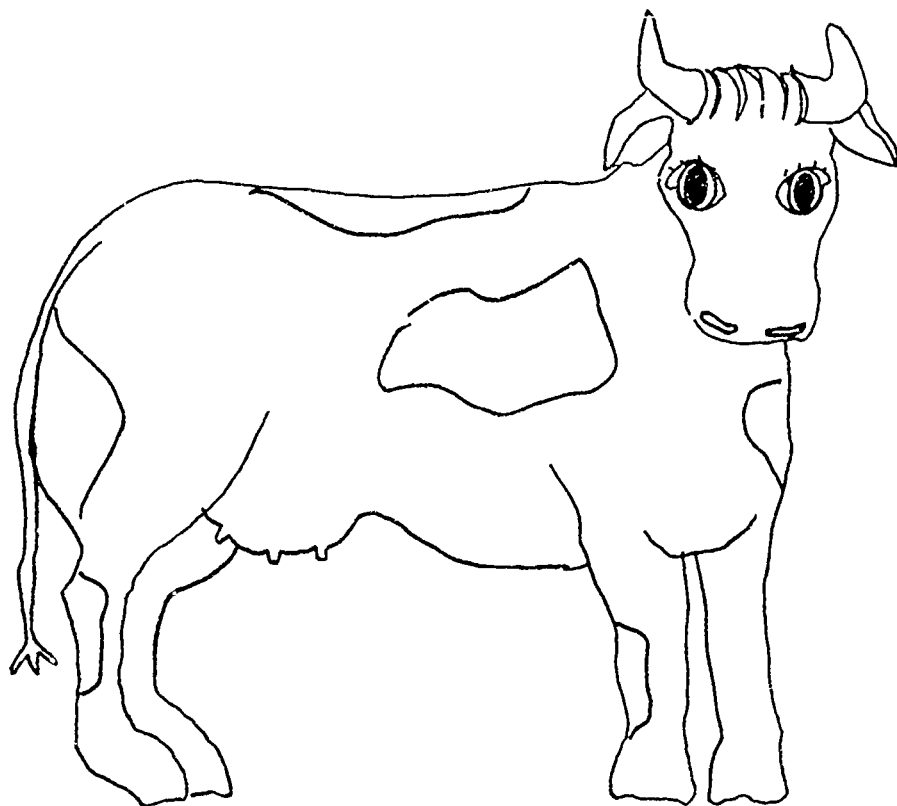
- 1) Draw an old woman's face on the paper plate. Her mouth must be open. Cut out her mouth.
- 2) Cut 2 holes in the sack: one to match the mouth opening and one for her "stomach." The stomach should be near the bottom of the sack.
- 3) Decorate the sack to look like an old woman who might swallow flies!
- 4) Cover the "stomach" hole with acetate or plastic wrap by taping it to the inside of the sack.
- 5) Glue her "head" (paper plate) on to the sack, matching up the mouth openings.
- 6) Now trace the creatures that she swallows onto the posterboard, color, and cut out.

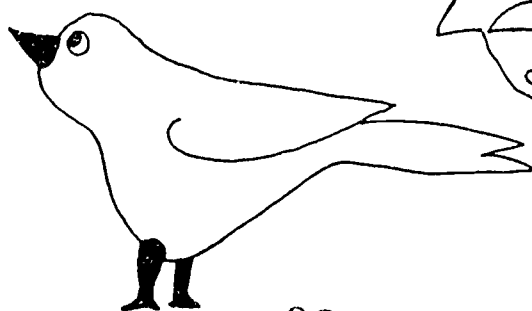
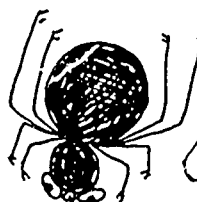
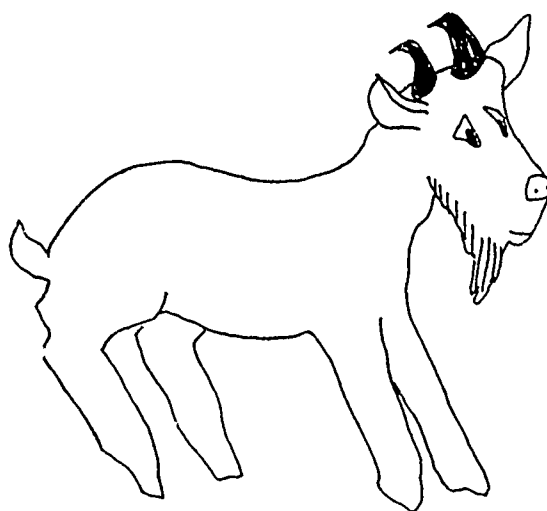
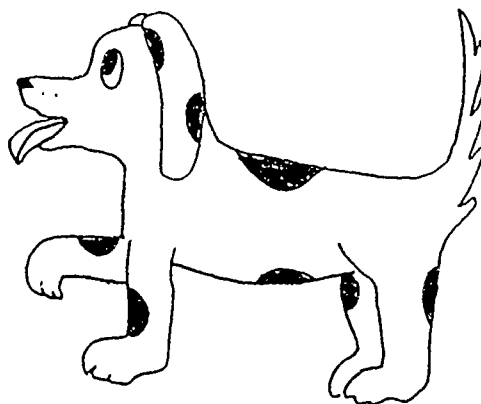
Now you are ready to recite the poem "I know an old lady who swallowed a fly" while dropping various animals into her stomach. (This poem can be found in JUBA THIS AND JUBA THAT by Virginia Tashjian) The children can see what she "swallows."

You can add to this activity by allowing the children to draw, color and cut out various creatures that she might also swallow. The older children will want to drop the creatures into her mouth while reciting a rhyming verse that they have written, such as: "I know an old lady who swallowed a fish - she felt that this was a tasty dish." The old woman can also swallow the alphabet or numbers, etc.

Old Woman Who Swallowed A Fly (and other creatures)







ACTIVITIES GRADES 3-7

POEM STEW

Encourage each child to write a poem perhaps about a favorite food, and especially disliked food, etc. Inspire them by reading poems from *A PACKET OF POEMS* by Jill Bennett, *MUNCHING* by Lee Bennett Hopkins, or *WHERE THE SIDEWALK ENDS* by Shel Silverstein. They might like to try one like this:

SPROUTS

Sprouty, pale
Perhaps a weed.
Root-like blades
Of rabbit feed.
Ugly, piled in a tangled mound so
That many of us say:
"Sprouts should stay in the ground!"

Or, have them cut out a picture of a food (out of donated or discarded magazines) and write a poem about it. Glue the poem on construction paper, or write it in the shape of that food!

HOW & WHY

(You could do this with K-1, also)

Read or tell *THE GREEDY ZEBRA* by Mwenye Hadithi revealing how the zebra got his coat. Let the kids make up some of their own "how & why" tales--how the porcupine got his prickles, how the giraffe got a long neck, why the kangaroo has a pocket, etc. Do one as a group with the younger kids and encourage the older kids to write and illustrate their own (individually or in small groups) There are some excellent "how & why" films, see the *CREATURE CONCOCTIONS* filmography.

BUNNICULA

Read an excerpt from *BUNNICULA* by Deborah and James Howe (chapters 2 and 3 if possible). Use a piece of raw potato as a prop, tell them Bunnica, the vampire rabbit, has struck and that this (potato) used to be a carrot!

GOURMET CRUNCHIES

Booktalk *HOW TO EAT FRIED WORMS* by Thomas Rockwell, *BEETLES LIGHTLY TOASTED* by Phyllis Naylor, *SLUGS* by David Greenberg, and/or *ANGLEWORMS ON TOAST* by McKinley Kantor. Have the kids come up with some more, similar "delicacies!" Serve them chocolate-covered malt balls (beetles) or chow mein noodles (fried worms) as a snack!

FOODCAST

(1st and 2nd graders would like this one, too)

Read **CLOUDY WITH A CHANCE OF MEATBALLS** by Judith Barrett. Have the kids come up with their own weather forecasts and news bulletins involving disastrous food falling from the sky! Draw illustrations.

CHOCOLATE!

Read the kids an excerpt from **THE CHOCOLATE TOUCH** by Patrick Catling (chapter 2, pages 22-30 and 33-38 would work well). Pass out chocolate "kisses" and discuss this variant of the "Midas touch." Ask them if they would want a magical gift like this, why or why not?

Or, give each kid a "golden ticket" to Willy Wonka's Chocolate Factory, maybe even taping it on to a chocolate bar. Read them pages 61-68 of **CHARLIE AND THE CHOCOLATE FACTORY** by Roald Dahl. Have them discuss what the factory might look like or draw pictures of "The Chocolate Room" or a Willy Wonka chocolate machine.

KIDS' COOKBOOK

Encourage the kids to write recipes for their favorite foods. Photocopy them and put them together into a Reading Club Cookbook. Let them illustrate it. Or, let the kids make up family cookbooks with family favorites in them.

CRITTER CAFE

Have the kids create a menu...for an animal restaurant! What would a mole want for an appetizer? Do eels like dessert? Or, create a menu for one particular animal! How about a "Calve-ateria?" or a "Dingo Deli?"

ZOORAMA

(based on an idea from **CONCOCTIONS** by Susan Pinkerton)

You need:

animal crackers
flat cookies (such as graham crackers)
stick pretzels
spoons
peanut butter.

Do this:

- 1) Using the peanut butter as glue, create a zoo scene on top of the paperplate with the animal crackers. Use the peanut butter to make the animals stand up.
- 2) Pretzels can be logs or bars of a cage, while graham crackers are roofs and walls.

Be imaginative! Zoos can be saved for a short time then eaten!

SNAKEY PUPPET

You need:

1 sock *
 2 buttons
 various colors of felt
 thin cardboard
 a needle and thread
 glue
 paper
 pencil
 thimble

*Most children can find an odd sock to bring to the library.

Do this:

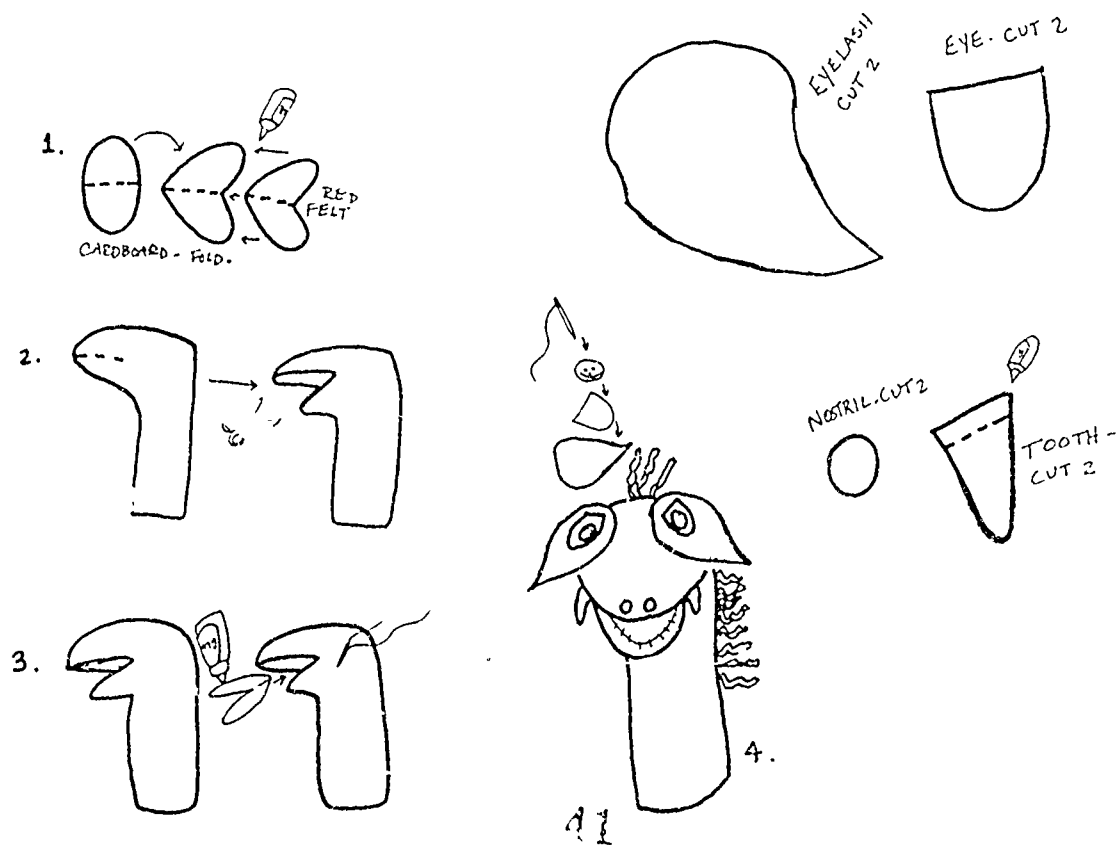
1) Cut an oval out of the cardboard that is the size of your hand. Glue it on one side to a piece of red felt and let it dry. Trim off excess felt and fold felt and cardboard in half.

2) Cut the foot of your sock open as shown. The opening should only be as long as your index finger.

3) Now put glue around the edge of the felt side of your cardboard oval. Insert the oval into the opening of the sock so the edges of the cut are on the edges of the cardboard. Let the glue dry. Now sew around the edge of the oval, attaching the sock to the cardboard. Be sure and use a thimble if it is hard to push the needle through. (If you want to avoid the needle, with younger children you can try just using glue).

4) Now cut out the eye, eyelash, nostril, and tooth shapes out of felt and sew (or glue) them, as well as the button eyes, on to your sock. Add yarn for hair if you like.

Encourage the kids to write puppet scripts for their snakes!



CRACKER CREATURES

(from an idea in **THIS WAY TO BOOKS** by Caroline Feller Bauer)

You need:

animal crackers
1 spray can of clear varnish or clear acrylic
pin backs (from a craft store)
glue

Do this:

- 1) Paint one side of the cracker with the spray can and let dry. Apply another coat and let dry.
- 2) Turn the cracker over and repeat step 1.
- 3) Affix pin with glue.

Your pin is ready to wear!

FEED ME! BULLETIN BOARD

(Use this with all ages reading and read-aloud clubs)

You need:

red, white, blue and brown construction paper
white butcher paper
string

Cut out the red construction paper to look like the open-mouthed book, as shown in the illustration (follows on next page). Use the blue to make "feet." The string becomes the body of your creature. Cut out lots of "cookies" and decorate them with crayon dots for raisins. Let the kids write their names on the cookies and tape them in the creature's "stomach" as they join the reading club. Use the butcher paper to make the thought bubble with the words "FEED ME!" in it.

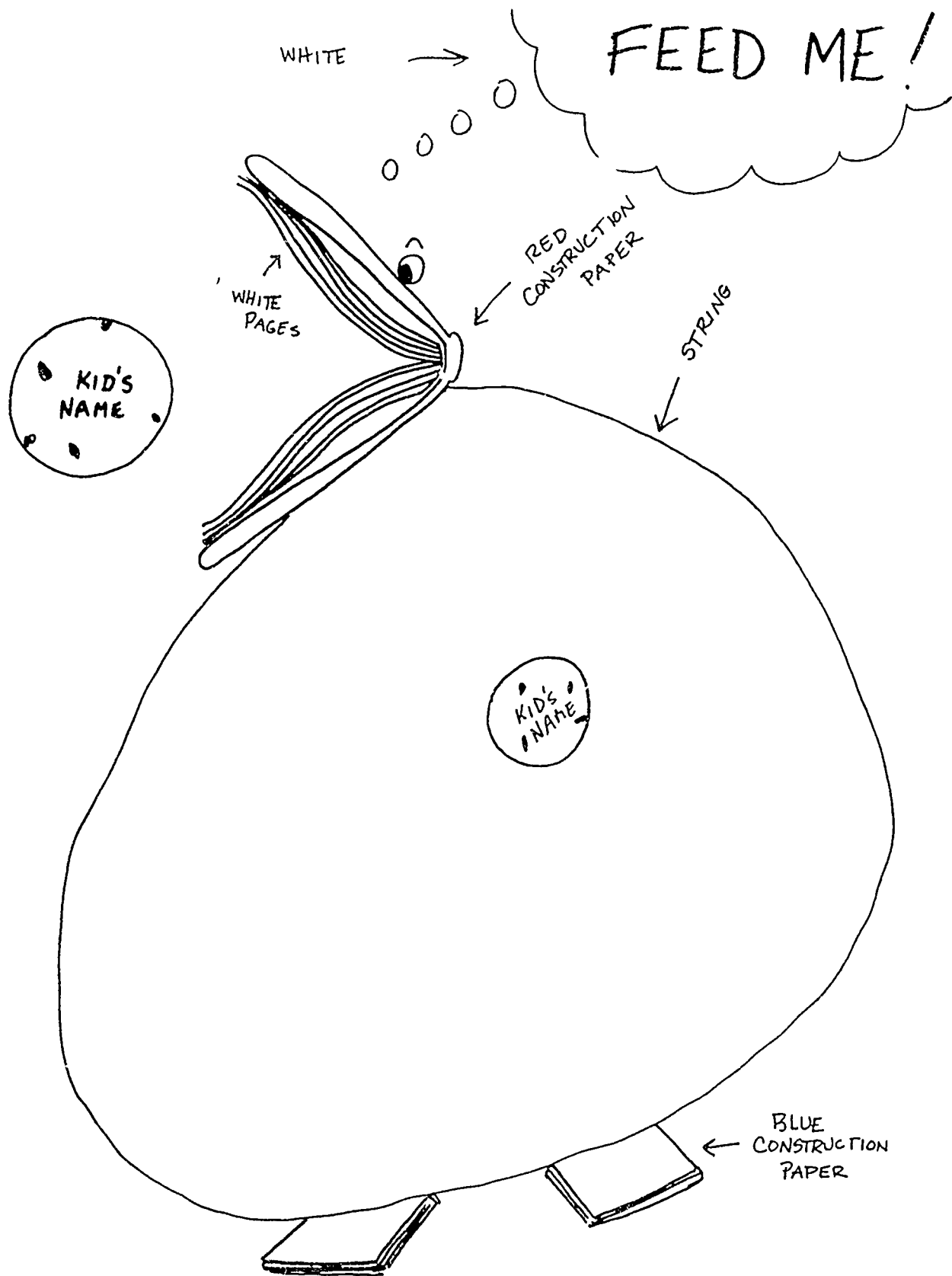
BOOK SANDWICH

(This can also be used with all ages)

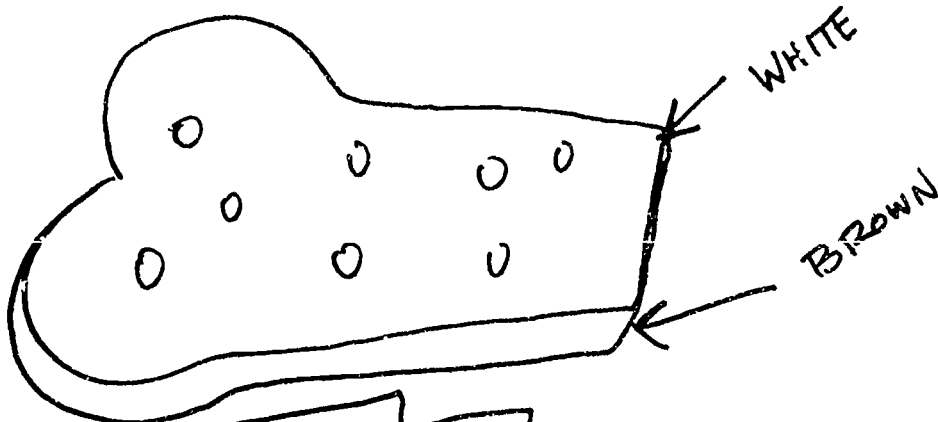
You need:

2 pieces of large white paper
various 2" x 14" strips of colored paper

Cut 2 large (12"x18") pieces of "bread" out of your white paper. Tack these on your bulletin board as shown and write the words "MAKE A BOOK SANDWICH" on your bulletin board also. The strips of paper are the "filling." Let the kids write their names and the titles of the books they may have read onto the strips and then, tape them up!



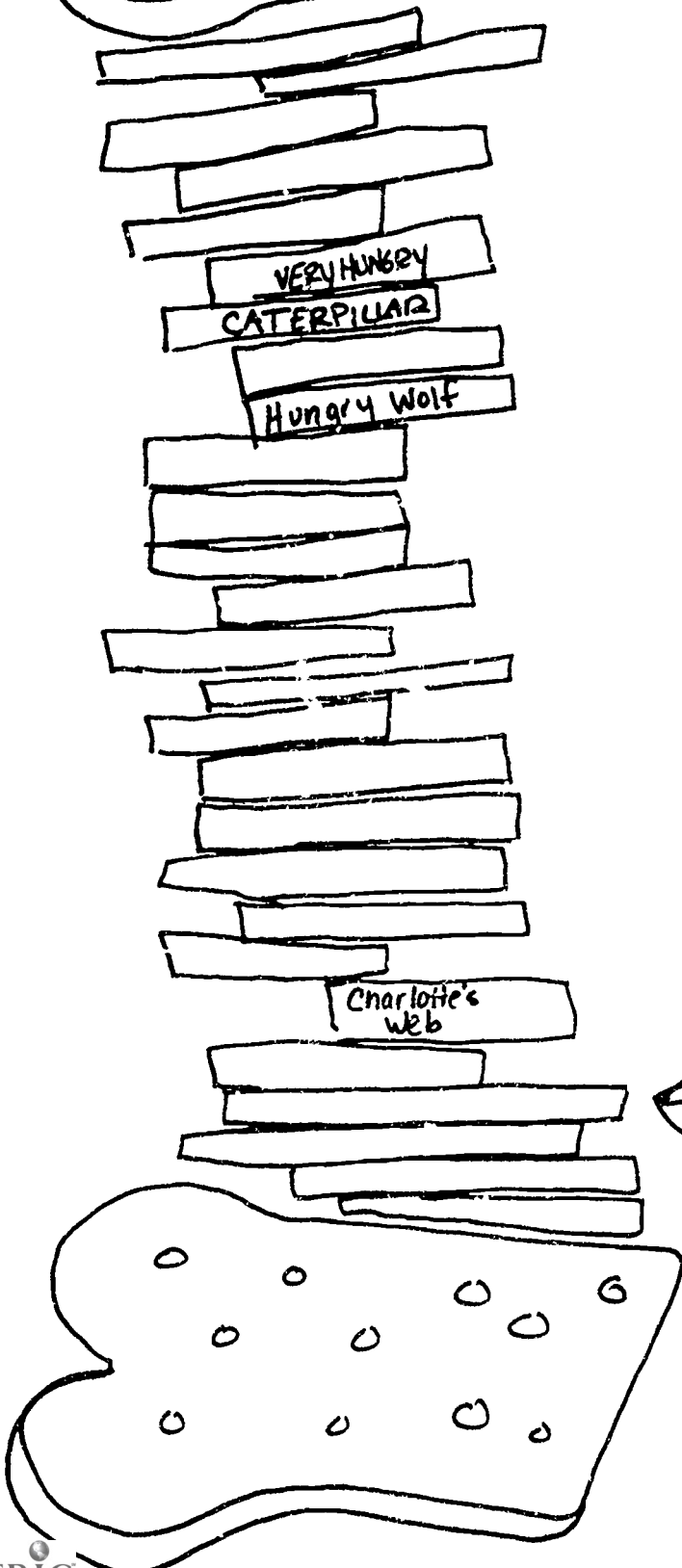
FEED THE BOOK CREATURE B.B.



MAKE

A

BOOK
SANDWICH!



NAMES OF BOOKS
KID'S HAVE READ
GO ON STRIPS
OF "FILLING" (PAPER)

Cr-EAT-ures Bibliography

K-2nd

- Alexander, Martha. EVEN THAT MOOSE WON'T LISTEN TO ME.
Barrett, Judith. CLOUDY WITH A CHANCE OF MEATBALLS.
Browne, Anthony. PIGGYBOOK.
Butterworth, Nick. NICE OR NASTY: A BOOK OF OPPOSITES.
Carle, Eric. THE VERY HUNGRY CATERPILLAR.
Gackenbach, Dick. HARVEY THE FOOLISH PIG.
Ginsburg, Mirra. FOUR BRAVE SAILORS.
Gretz, Susanna. ROGER TAKES CHARGE.
Hadithi, Mwenye. GREEDY ZEBRA.
Kantor, MacKinlay. ANGLEWORMS ON TOAST.
Kasza, Keiko. WOLF'S CHICKEN STEW.
Kent, Jack. ROUND ROBIN.
Kerr, Judith. THE TIGER WHO CAME TO TEA.
Leydenfrost, Robert. THE SNAKE THAT SNEEZED.
Lionni, Leo. LET'S MAKE RABBITS.
Lobel, Arnold. SMALL PIG.
Lord, John V. THE GIANT JAM SANDWICH.
Major, Beverly. PORCUPINE STEW.
Mandry, Kathy. HOW TO MAKE ELEPHANT BREAD.
Mayer, Mercer. THERE'S AN ALLIGATOR UNDER MY BED.
Mendoza, George. SHADOWPLAY.
Numeroff, Laura J. IF YOU GIVE A MOUSE A COOKIE.
Oppenheim, Joan. YOU CAN'T CATCH ME.
Parish, Peggy. NO MORE MONSTERS FOR ME.
Pinkerton, Susan. CONCOCTIONS.
Polushkin, Maria. THE LITTLE HEN AND THE GIANT.
Rayner, Mary. MRS. PIG'S BULK BUY.
Rockweil, Anne. THUMP! THUMP! THUMP!
Sharmat, Mitchell. THE SEVEN SLOPPY DAYS OF PHINEAS PIG.
Solotareff, Gregoine. THE OGRE AND THE FROG.
Tashjian, Virginia. JUBA THIS AND JUBA THAT.
Tejima. OWL LAKE.
Troughton, Joanna. WHAT MADE TIDDALIK LAUGH.
Van Laan, Nancy. THE BIG FAT WORM.
Vaughan, Marciak. WOMBAT STEW.
Westcott, Nadine. PEANUT BUTTER AND JELLY.
Wood, Audrey. HECKEDY PEG.
Yolen, Jane. PIGGINS.

3rd-7th

- Bauer, Caroline Feller. THIS WAY TO BOOKS.
Bennett, Jill. A PACKET OF POEMS.
Burns, Marilyn. GOOD FOR ME! ALL ABOUT FOOD IN 32 BITES!
Catling, Patrick S. THE CHOCOLATE TOUCH.
Dahl, Roald. JAMES AND THE GIANT PEACH.
duBois, William Pene. PORKO VON POPBUTTON.
Giblin, James Cross. FROM HAND TO MOUTH.
Greenberg, David. SLUGS.
Heide, Florence Parry. BANANA BLITZ.
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Hopkins, Lee Bennett. MUNCHING: POEMS ABOUT FOOD.
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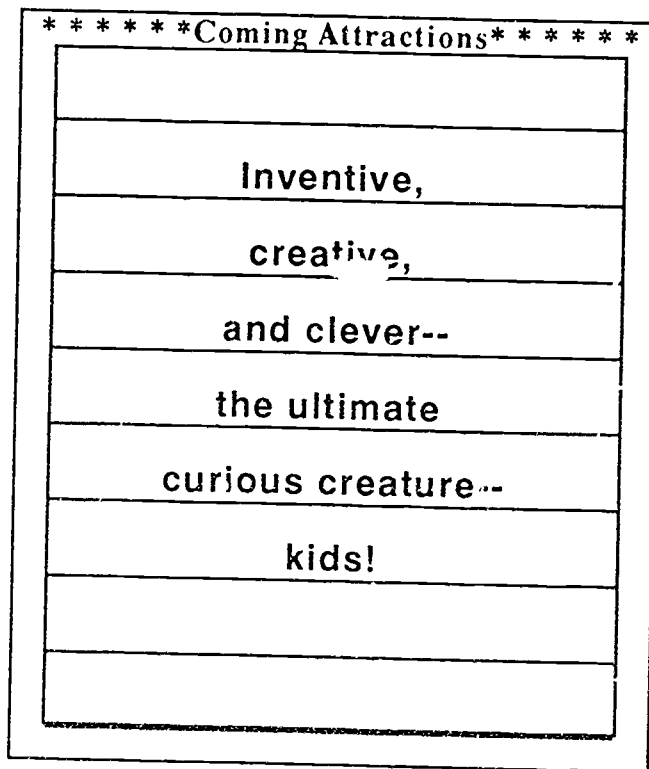
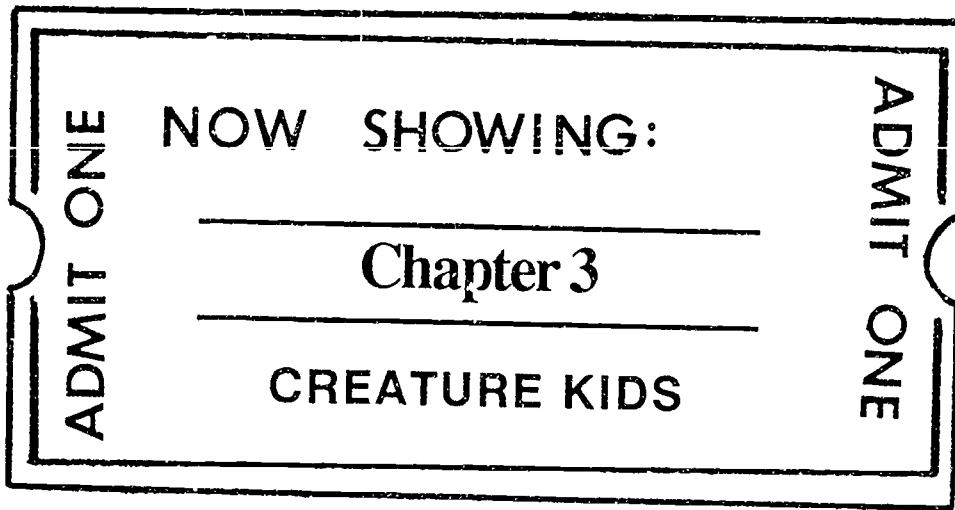
Check with your library system for information about each film.

K-2

THE AMAZING BONE
THE BEAST OF MONSIEUR RACINE
DR. DESOTO
FROG GOES TO DINNER
THE GINGERBREAD MAN
GRASSHOPPER AND THE ANTS
IT'S SO NICE TO HAVE A WOLF AROUND THE HOUSE
MOLE AND THE LOLLIPOP
PETER AND THE WOLF
THE WOLF AND THE SEVEN KIDS

3-7

THE BEAST OF MONSIEUR RACINE
DRAGON STEW
FROG GOES TO DINNER
IRENE MOVES IN
IT'S SO NICE TO HAVE A WOLF AROUND THE HOUSE
PEOPLE SOUP
PETER AND THE WOLF
PIGS
LE POULET (THE CHICKEN)
THE WACKY MACHINE



CREATURE KIDS

ACTIVITIES: PRESCHOOL-2ND

IMAGINATIONS

Read **MONROE'S ISLAND** by Gregory Brooks to the kids. Let the kids draw pictures of their "imagination" on a leash--do they look just like Monroe's imagination? Or is it different? Make leashes for the kids so they can take an "imagination" home with them. See the diagram and instructions in the "Cagey Creatures" chapter on page 166. Then encourage them to tell their own adventure with their "imagination!"

JUNGLEWALK

After reading **JUNGLEWALK** by Nancy Tafuri (or **ZABAJABA JUNGLE** by William Steig, or **HENRY EXPLORES THE JUNGLE** by Mark Taylor), lead the kids in some creative dramatics. Take an imaginary walk through a jungle after putting on imaginary backpacks, of course, and stop to "look" at various sights and animals. You might even provide some "mood music" by using a sound effects record or tape with jungle sounds on it (birds, lions, etc.)

Have the kids draw pictures when they "return" from their trip and postcards to take home!

MONDAY I WAS AN ALLIGATOR

Read the book **MONDAY I WAS AN ALLIGATOR** by Susan Pearson and let the kids decide what they would choose to be each day of the week. Or, ask them what they would want to be "tomorrow" and then have them draw pictures to illustrate their choices.

MY OCTOPUS

Read **MY VERY OWN OCTOPUS** by Bernard Most to the kids. Then have a language experience activity in which the kids tell you what uses they would have for a pet octopus. Write them on a chalkboard or tablet while they dictate to you. (The books **WHO WANTS A CHEAP RHINOCEROS?** by Shel Silverstein or **WHAT DO YOU DO WITH A KANGAROO?** by Mercer Mayer would work equally well.) The kids could then trace their hands on a piece of paper and use it to make an octopus to color and take home.

WILD BABY

Read the story **WILD BABY GETS A PUPPY** by Barbo Lindgren to the kids. Then ask them what toy would you most like to come alive and share an adventure with? Let them use their imaginations to come up with an adventure they would like to have.

DOG FOR A DAY

(use this one with 3rd graders, too)

After reading the book, *DOG FOR A DAY* by Dick Gackenbach, encourage the kids to discuss what a day in the life of a dog would be like or what would it feel like to be a dog? Write a language experience story with the younger kids, but encourage the older ones to write a diary as if they were a dog--"Dear Diary, today I was a dog . . ." Then encourage them to share their entries and illustrate them (what kind of a dog would they be?). Make leashes so the kids can take an "imagination" home with them. See the diagram and instructions in the "Cagey Creatures" chapter on page 166 or try the "dog ears" activity on page 167 in the *CAGEY CREATURES* chapter!

BUBBLE BUBBLE

Show the book *BUBBLE BUBBLE* by Mercer Mayer to the kids and then make bubbles! Either soap bubbles or bubblegum bubbles (with older kids). You may make your own bubble solution from scratch or buy some ready-made in the dime store or use the activity that follows. This would be a fun activity to do outside. A recipe for bubbles can be found in *SCIENCE WORKS* by the Ontario Science Center. For a wand use a thin pipe cleaner or florists' wire bent into a loop.

BUBBLOLOGY

You need:

- small paper cups
- straws
- old washcloth or terrycloth
- rubberbands
- hole punch, liquid soap, water.

Punch a hole in the cup about 1" from the top. Slide the straw into the hole. Put a piece of washcloth or terrycloth over the top of the cup with the rubberband. Wet the cloth with water and then smear a little soap on it. When you blow into the straw it will make foamy bubbles! For further bubble experiments, see *GEE, WHIZ!* by Linda Allison.



SEEDLING CHILD

After reading the story **THE SEEDLING CHILD** by Ruth Bornstein, give the kids some seeds to plant in styrofoam cups (marigold seeds are most reliable) and tell them it will be their very own "seedling child." Let them take the cups home or better yet, have them put their name on their cup and decorate the children's department with them. If you are really brave, take it a step further and let the kids plant a storytime garden outside the library!

PRETZELS

(for grades 1-3)

Tell or read the first story in **PRETZELS** by Arthur Dorros. Hand out real pretzels, telling the kids they were made by "I Fryem Fine" for you ("I Eatem All"). Discuss these amusing names and have the kids create their own while they eat, for example, "I Readem Fast".

LEAF CREATURES

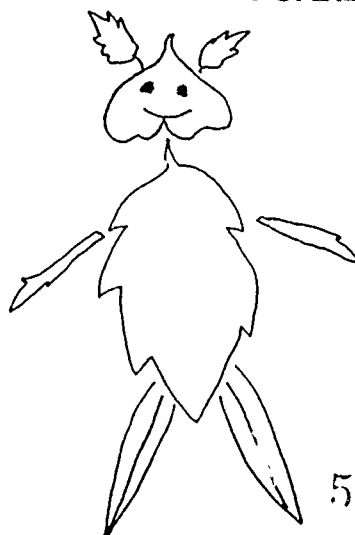
(based on an idea in **FREE AND INEXPENSIVE ARTS & CRAFTS** by Nancee McClure)

You need:

leaves
twigs
pebbles and other interesting nature-found objects
colored 8 and 1/2 x 11 paper
glue
crayons.

Do this:

- 1) Gather up a variety of twigs, leaves, pebbles, etc., or take your storytime group outside and let them gather materials for a few minutes around your library.
- 2) Ask your children to make arrangements with their objects and glue them to make creatures (imaginary or real).
- 3) Crayons can be used to complete the creatures. You might use these books to enhance the project: **AMANDA AND THE MAGIC GARDEN** by John Himmelman; **CARROT SEED** by Ruth Krauss; **MURGATROYD'S GARDEN** by Judy Zavos.



THE DAY THE TEACHER WENT BANANAS (for grades 1-3)

Read the book **THE DAY THE TEACHER WENT BANANAS** by James Howe to the kids and then discuss it. Ask them what they would do if they came to school and an ape was sitting in the teacher's chair--tell the principal? You might like to have them write a brief story (as a group) or a 2-minute story where each child adds on to the tale. Variation: "The Day the Librarian Went Bananas"

ACTIVITIES: GRADES 3-7

SOUTHPAW

On pages 71-75 of **FREE TO BE . . . YOU AND ME**, you will find a short story called "Southpaw." This makes an excellent "tandem" reading for a group of kids. You may do it with another librarian or a kid, or get two kids to do it.

Sit back-to-back on stools or in chairs and pretend to write as each of you reads the letters back and forth. ("Southpaw" is written as a series of letters between a boy and a girl.) Wear baseball caps or bring a bat and catcher's mitt for props. The kids might want to experiment with this method of telling a story by writing letters to each other or writing a letter to an imaginary friend relating a story or incident.

BRAINSTORM

Brainstorm with the kids about all the possible things they can do during the summer. Include all of the things available at their public library, recreation center, etc. If possible, invite people to speak on the various opportunities and activities available for kids their age. Encourage the kids to keep a list of these things so the next time they feel bored or are saying "I haven't got anything to do," they will have something to which they can refer. Show them books (like those in the bibliography) that are packed with boredom-fighting activities!

PATENTLY DIFFERENT! OR, CONSTRUCTIVE KIDS

Challenge the kids to construct or design crazy inventions to accomplish unusual tasks. Some excellent examples are in **STEVE CANEY'S INVENTION BOOK**, such as a "wristband nose wiper." Or, you might come up with a task for which the kids invent a machine or gadget to perform, for instance, a way to turn out the lights without getting out of bed. Don't forget Rube Goldberg! You might also use the film, **HOMER PRICE'S DOUGHNUT MACHINE**.

CLUE KIDS

Provide a box or "chest" filled with a variety of objects (gum wrappers, buttons, toothpicks, matchbooks, etc., anything that might spark some interest). Have each kid choose one object out of the box. Tell them that they have in their hands a **CLUE** from a crime or

mystery. Have them construct a mystery from this starting point. They might work individually or in groups. The results might be written or orally shared in a discussion. Display your mystery books!

CODE KIDS

Kids love to crack codes! Display a message in secret code, along with the key, and let them attempt to decipher it. *THE CAT'S ELBOW* by Alvin Schwartz contains a variety of codes to choose from. (See also: *A WORLD OF THINGS TO DO* by National Geographic). From there you might let them experiment with designing their own codes. Display mystery and detective books!

SWITCHEROO

If you could switch places with someone for a day, who would it be? What if you could trade places with any animal or plant? Would you? If so, which one? Ask the kids these questions and have them respond orally or in writing - "A Day in the Life of the New Me . . ." Use this activity along with the films *FREAKY FRIDAY* or *P.J. AND THE PRESIDENT'S SON*.

*UNDERWATERSCOPE!

(adapted from an idea in *WORLD OF THINGS TO DO* by National Geographic)

You need:

1/2 gallon milk carton
clear plastic wrap or clear acetate
tape
rubberband.

Do this:

- 1) Cut off the top and bottom of your milk carton after rinsing it VERY WELL and letting it dry.
- 2) Cover the bottom edge with tape so it won't tear the plastic.
- 3) Now cover the bottom and sides with your plastic wrap or acetate. Use a rubberband to hold the plastic while you tape it to the inside of the top end.
- 4) When you put the underwaterscope in water, tilt it sideways to keep air from being trapped between the water and plastic. Keep the open end above the level of the water.

*Note: If your library is near a shallow pond, stream, creek, or even a fountain, this is a fun activity for you! Let the kids observe creatures underwater. This also works well if your library owns an aquarium. You may also fill a large bowl with various objects and water and let the children view the things with their underwaterscope. Make sure you have plenty of paper towels and supervision!

POOR PULCIFER

Booktalk **THE PROBLEM WITH PULCIFER** by Florence Parry Heide. (While everyone else watches T.V., Pulcifer would rather read books) Discuss the truth behind the satire with the kids, ask: "How can you convince people to read instead of watching television?" Divide the kids into groups and ask them to come up with a T.V. commercial or an ad campaign for reading.

You might then videotape them for in-library viewing or, better yet, see if your local cable people would run them on the citizens information channel or community access television. Not only would it be a good experience for the kids and a worthwhile message for the community, but you would also get some great publicity for your library and children's programs! The local community college or cable station might be willing to come out and talk to the children about how commercials are made and what goes into making a commercial.

If you don't go the video route try an audiocassette taping and you've got a radio ad! Or, try an article for your local paper, flyers for the community, library bookmarks, or your end-of-summer newsletter. This activity could be short and one-time only or it could have long-reaching effects.

WHY?

Read or tell the story **JOHN PATRICK NORMAN MCHENNESSY--THE BOY WHO WAS ALWAYS LATE** by John Burningham. Encourage the kids to create more reasons to explain why they might be late to school or, better yet, "Why My Library Book is Lost (or late)". You might encourage them to write a list or a story and illustrate it. This might be a great opportunity to introduce or share tall tales.

GAMES PEOPLE PLAY

Divide the kids into small groups (3-5). After booktalking **THE WESTING GAME** by Ellen Raskin, **JUMANJI** by Chris Van Allsburg, or **THAT GAME FROM OUTER SPACE** by Stephan Manes (see **COSMIC** chapter), encourage the children to create their own game. They could create a game similar to **MONOPOLY**, using local street and business names or a boardgame from another planet, ancient Rome, Camelot, the 23rd century, etc. Give them cardboard, markers, and scraps of paper to use. Let them exchange, play, and evaluate each others' games.

They might prefer to create a gameshow such as a "Wheel of Reading" show to promote libraries and books!

A MAGNETIC PERSONALITY

Read the first chapter of **THE SECRET LIFE OF DILLY MCBEAN** by Dorothy Haas to the kids or booktalk it. Start a discussion about the potential problems of being magnetic, what would you do? What would a day in school be like? You might also then do some simple magnet experiments with the kids (see **SCIENCEWORKS** by the Ontario Science Center).

FLAT STANLEY BOOKMARKS

(adapted from an idea in CREATIVE ENCOUNTERS by Anne Polkington)

Use the book FLAT STANLEY by Jeff Brown along with this activity.

You need:

poster board or old manilla folders

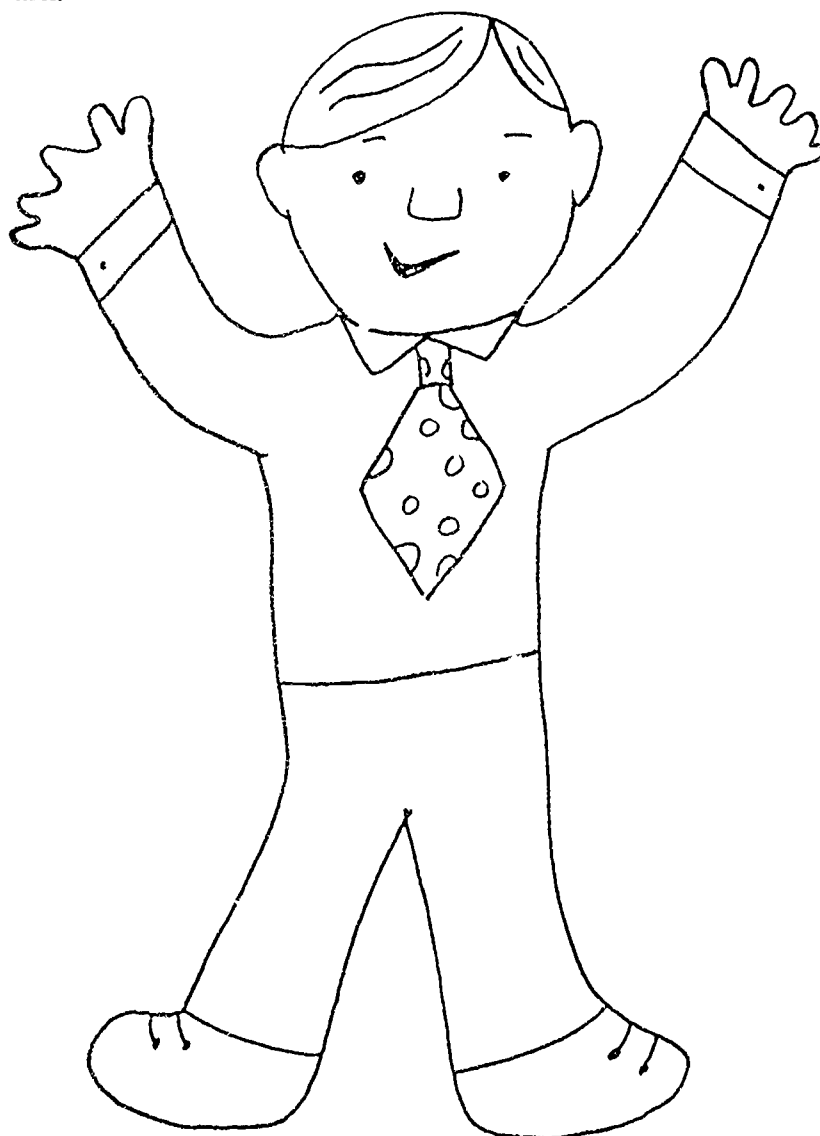
"Flat Stanley" pattern

scissors

crayons

Do this:

Trace around the "Flat Stanley" pattern on paper and color. Don't forget to color the back, too. Cut the pattern out! For younger children, have Flat Stanley already cut out, and let them color it only. The children may also want to do flat bookmarks of themselves. A good book for the older kids, using a similar activity is DOCTOR CHANGE by Joanna Cole. The children can draw themselves as a shape they would like to change into and use them as bookmark.



FOR ALL AGES:

ART IS LIFE!

Included in the bibliography are various books that deal with a child's art or drawing coming to life, e.g., **MAGICAL DRAWINGS OF MOONEY B. FINCH** by David McPhail, **SIMON'S BOOK** by Henrik Drescher, **TYE MAY AND THE MAGIC BRUSH** by Bang, **EYES OF THE DRAGON** by Munro Leaf, **THE CHALK BOX KID** by Clyde Bulla, **BAILEY'S WINDOW** by Anne Lindbergh, etc. or the films **HAROLD AND THE PURPLE CRAYON** or **ISABELLA AND THE MAGIC BRUSH**).

Choose those appropriate for the age child with whom you are working and read one or booktalk several. Let the younger children draw a picture of something they wish could come to life and then let them tell you about it. Encourage the older kids to do this, but to write a story to go along with it in which something they drew or made came to life. You might like to use a "story starter" with them:

"I couldn't believe it when the _____ I drew stepped right off the paper and into the room!"

This activity could be used with photographs as well. Read the story **PIG PIG AND THE MAGIC PHOTO ALBUM** by David McPhail - have the kids draw "photos" of some place to which they'd like to be magically transported. Give them paper marked off like a photo in an album for their drawings.

Share the pictures aloud or put them into a group "album."

FRACTURED FAIRY TALES

This activity would work well in combination with the puppet show that follows, *The Perils of Piggy Pearl.*

Introduce the kids to fractured fairy tales--familiar tales that have been turned around and mixed up into new and hilarious stories. A good example is found in "Little Goldie Red Cape" in **PICK A PECK OF TROUBLES** by Arnold Roth or you might use **PRINCE CINDERS** Babette Cole, **SIDNEY RELLA AND THE GLASS SNEAKER** by Bernice Myers, **SLEEPING UGLY** by Jane Yolen, **SNOW WHITE IN NEW YORK** by Fiona French, and others from the bibliography. Or, they might like to hear a fable with an unorthodox moral like those in Heide's **FABLES YOU SHOULDN'T PAY ATTENTION TO.**

From there the kids might like to make up their own fractured tale either individually or in groups. For instance, they might like to write "Snow White in Dallas" or Texas or "Jack and the Cactus" or something locally familiar and equally bizarre.

"Snow White in Dallas" (or Texas), or "Jack and the Cactus," or something locally familiar and equally bizarre.

THE PERILS OF PIGGY PEARL
Or the Adventures of a Pig with a Voracious Appetite*

*a fractured fairy tale

PUPPETS:

Piggy Pearl (pig puppet with bow, etc.)
 Wolf (dressed like grandma - nightgown)
 Troll
 Frog
 Pig Prince (pig puppet with crown)

PROPS:

basket of goodies (cardboard is fine)
 table with 3 bowls on it
 bridge
 mattress
 bowl or plate

ACT 1

Piggy skips in singing:

Over the river and thru the woods
 To granny's house I go!
 With a basket of cookies
 And lots of sweet treats
 'Cause Grandma likes to eat - oh!

PIGGY: (to audience) Hi! My name is Piggy Pearl and I like to eat, too! Cookies and cake and candy and pickles . . . YUM! I'm starving! These goodies are supposed to be for my Grandmother . . . maybe she wouldn't miss a few . . . (she munches away) Oh! Here's Granny's house. Granny! (shouting) Yoo-hoo! It's me - your little grandpiggy!

[WOLF pops up - dressed like Granny]

WOLF: Hello dear! (attempting to sound like granny - clears throat) So nice to eat-errrr...SEE you!

PIGGY: Hi Granny! My . . . what big eyes you have!

WOLF: The better to see you with my dear!

PIGGY: Why Granny . . . what a big nose you have!

WOLF: The better to smell you with my dear and [inhaling] I must say, you smell yummy yummy yummy!

PIGGY: And Granny . . . what big teeth you have!

WOLF: The better to . . .

PIGGY: (interrupting) That reminds me, I'm late for dinner and I'm starving! Bye!
[runs off stage]

WOLF: [turns and looks at audience] Well, maybe next time! I wonder if the 3 pigs are at home . . . [exits]

ACT 2 (PUT UP TABLE WITH BOWLS)

PIGGY: [offstage] Oh dear! It's suppertime and I'm lost - what will I do? . . . Hey - I see a little house - maybe I'll go in and see if anyone is home.
[enters]

I don't see anyone - do you? But here are 3 bowls of porridge - they look yummy! Maybe I'll just taste them . . .

[eats out of first bowl]

This is **TOO HOT!** But I'm hungry . . . so I'll eat it anyway!

[eats out of second bowl]

This is **TOO COLD!** But I'm starving . . . so I'll eat it anyway!

[eats out of third bowl]

This is **JUST RIGHT** . . . so I'll eat it too! That was good--now I'm tired.

Maybe I should spend the night--I saw 3 beds in another room--but no, I guess I better be going home--I don't want to miss dinner!

[exits]

ACT 3 (TAKE DOWN TABLE - PUT UP BRIDGE)

[TROLL pops up - laughs meanly - and goes down] [PIGGY enters]

PIGGY: I wonder if this is the right road home? [to audience] Should I go over this bridge? I don't know . . . it looks kind of scary. Hey wait a minute - [cranes neck up] I think I see some apple trees on the other side - I LOVE apples and I sure could use a snack!
[starts to go across bridge]

[TROLL pops up and growls]

PIGGY: Hello! Who are you?

TROLL: I'm the mean ol' nasty troll! And I'm going to eat you! [growls again]

PIGGY: Eat ME? You've got to be kidding! I am Piggy Pearl and I am in a hurry for a snack - so you can't eat me, you old troll!

TROLL: Oh yeah?

PIGGY: YEAH! [she raps him on the nose and exits]

TROLL: [crying like a baby] She hit me on the nose! [in amazement] That little piggy hit ME on the nose! First that big goat iast week, now this little pig - I think I'll move to another bridge!
[exits, going TRIP TRAP TRIP TRAP]



ACT 4 (TAKE DOWN BRIDGE - PUT UP MATTRESSES)

[PIGGY enters]

PIGGY: [to audience] Oh hello! Guess where I'm going to spend the night? In this castle - in **THIS** bed! [noticing bed for first time]
[in amazement] Look at this bed! Have you ever seen such a **HUGE** bed in your entire life? How am I going to get up there? Oh well, here goes.
[struggles and grunts and groans to top, trips and falls once - sighs loudly with exhaustion]
Whew! I can't believe I'm up here - boy, all that climbing has made me hungry.
[thrashes around] This sure is an uncomfortable bed [groans and moans some more - moving around]
It feels like I'm sleeping on bowling balls - or watermelons - or bricks! What is under this bed!!! I guess I'll have to climb down and look - you'd think castles could afford better mattresses!
[struggles down - falls with a thud]
Oooops! . . . Now, let's see what's under here - [looks under bed]
[makes sounds of delight - we hear chewing and munching]
Yum! Guess what was under this bed? A **PEA!** It was delicious - a perfect snack - too bad there was just one. I think I'll go outside to the garden and look for some more! yummy yummy yummy . . .
[exits]

ACT 5 (TAKE DOWN MATTRESSES - PUT UP BOWL)

[PIGGY enters]

PIGGY: Well here's the garden - where are the peas? [to audience] Do you see any peas? Maybe there are some in that bowl.
[inoves next to bowl] **YUM! PEAS!** [begins to munch loudly - knocks bowl off of stage]
Oh no! The bowl fell into the well! What am I going to do? [looking down]
I really wanted those for a snack.
[starts to cry]

[FROG jumps up]

FROG: Ribbit! Why are you crying, little piggy?

PIGGY: Oh my! You startled me! I'm crying because my bowl of peas fell into the well and I am so-o-o-o hungry! [begins to cry again]

FROG: Ribbit! Don't cry little piggy! I'll get your bowl if you give me something in return -

PIGGY: What?! I'll give you anything - just get my bowl of peas before I faint from hunger!

FROG: I'll - Ribbit - get your peas - if you give me - Ribbit -

PIGGY: WHAT? WHAT?

FROG: A KISS! Ribbit!

PIGGY: A KISS?!!!! YEK-YIK-YUK-YAK! KISS a frog? You're kidding?

FROG: No - I mean it - I'll get your peas if you - Ribbit - kiss me!

PIGGY: YUK! [to audience] Should I do it? Should I kiss him? Well, O.K. - but you
[audience] help me - On the count of 3 . . .

ONE! YUK TWO! YAK THREE! [kisses him]
YUK YU! YUK!

[while PIGGY says this - FROG disappears and up comes PRINCE PIG]

PIGGY: Where did you come from? Where's the frog? He promised to get my peas!

PRINCE: Ribbit! It's me! I am a piggy prince and an evil witch cast a spell over me
and turned me into a frog! You broke the spell by kissing me!

PIGGY: I did? Wow!

PRINCE: You know what this means?

PIGGY: What?

PRINCE: We can be married and live happily ever after - but first, let's get a bite to
eat -- I'm SO sick of flies!

PIGGY: Okay! YUMMY YUMMY YUMMY!

[to audience] BYE!

[both exit]

THE END

NOTE: When we do this puppet show, we play a tape of calliope music as introductory music to quiet the kids down and as finale music to signal the kids that the show is over. We also use a host puppet (a puppet that the kids are familiar with) to introduce the puppet show - tell them its title, etc.

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Langton, Jane. THE FLEDGLING.
Leaf, Margaret. EYES OF THE DRAGON.
Levitin, Sonia. THE MARK OF CONTE.
Lindbergh, Anne. BAILEY'S WINDOW.
Luenn, Nancy. UNICORN CROSSING.
NATIONAL GEOGRAPHIC'S A WORLD OF THINGS TO DO.
Ontario Science Center. SCIENCE WORKS.
Philpson, Joan. POLLY'S TIGER.
Raskin, Ellen. THE WESTING GAME.
Roth, Arnold. PICK A PECK OF PUZZLES.
Schwartz, Alvin. THE CAT'S ELBOW AND OTHER SECRET LANGUAGES.
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CREATURE KIDS FILMOGRAPHY

Check With Your Library System For Information About Each Film.

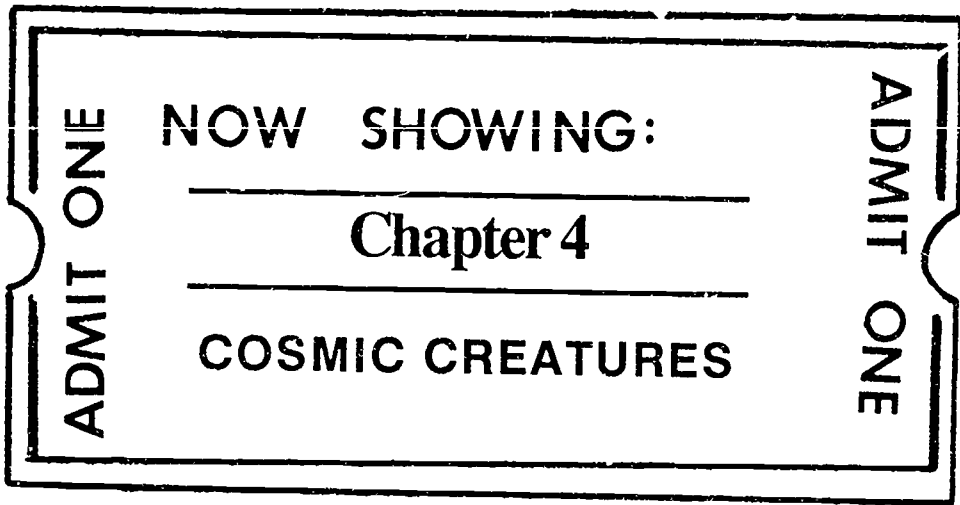
K-2

APT. 3
THE BEST OF MONSIEUR RACINE
BEN'S DREAM
CHARLIE NEEDS A CLOAK
GOGGLES
HAROLD AND THE PURPLE CRAYON
HAROLD'S FAIRY TALE
ISABELLA AND THE MAGIC BRUSH
LITTLE HIAWATHA
MADELINE
MISS NELSON IS MISSING
THE NAPPING HOUSE
PIERRE
THE PRACTICAL PRINCESS
REALLY ROSIE
THE REMARKABLE RIDERLESS RUNAWAY TRICYCLE
SAM, BANGS AND MOONSHINE
THE THREE ROBBERS
TOM THUMB
WHERE THE WILD THINGS ARE
WHISTLE FOR WILLIE
WYNKEN, BLYNKEN, & NOD

3-7

ARTHUR THE KID
BEN'S DREAM
BIG HENRY AND POLKA-DOT KID
CLEVER HIKO-ICHI
THE CONTEST KID
FREAKY FRIDAY
FROM THE MIXED-UP FILES OF MRS. BASIL E. FRANKWEILER
HANSEL AND GRETEL: AN APPALACHIAN VERSION
HOW TO BE A PERFECT PERSON IN JUST 3 DAYS
ISABELLA AND THE MAGIC BRUSH
LITTLE LULU
LOUIS JAMES HATES SCHOOL
MISS NELSON IS MISSING
THE MITT

NATE THE GREAT GOES UNDERCOVER
P.J. AND THE PRESIDENT'S SON
THE PINBALLS
THE PRACTICAL PRINCESS
PSSST! HAMMERMAN'S AFTER YOU
THE RANSOM OF RED CHIEF
REALLY ROSIE
SARA'S SUMMER OF THE SWANS
THE SCHOOL EXCURSION
THE SEVEN WISHES OF JOANNA PEABODY
THE SHOPPING-BAG LADY
SOUP AND ME
SOUP FOR PRESIDENT
TOM THUMB
THE WACKY MACHINE
WHO WANTS TO BE A HERO



*****Coming Attractions*****

Creatures from across
the cosmos!
Travel to the far reaches
of the galaxy
and the imagination!

COSMIC CREATURES

ACTIVITIES: PRESCHOOL - GRADE 2

MAN IN THE MOON

Read the story REGARDS TO THE MAN IN THE MOON by Ezra Jack Keats. Have a box of "junk"--scraps of paper, fabric, buttons, yarn, styrofoam, etc. Let the kids make spaceships out of junk by gluing the scraps onto construction paper into the shape of rockets. Ask: "What else could you make out of junk, perhaps robots?"

CABBAGE MOON

The book CABBAGE MOON by Jan Wahl is a delightful story to read to the kids, especially if you use a cabbage for a prop. Draw a face on the cabbage with a black marker like the one in the story. Put it on your lap or beside you where the kids can see it, they will be intrigued. Ask them if they think the moon looks like a cabbage--what do they think it looks like? Tastes like?

I WANT A MOON

Read the book PAPA PLEASE GET THE MOON FOR ME by Eric Carle to the kids. Ask: "Would you want the moon?" "What would you do with it?" Have yellow circles cut out and give one to each child so they have a "moon" to take home!

SPACE TRIP

(CREATIVE DRAMATICS)

Read the book MY FRIEND FROM OUTER SPACE by Caroline Arnold to the kids. Like the young girl in the story, have the kids pretend they blast off into space, take a long voyage, and then land and explore the planet "Tinbambam!" Start by saying, "Let's take a space trip to the planet "Tinbambam". Get on your launching pad. Ready to blast off? Let's begin our count down: 10, 9, 8, 7, 6, 5, 4, 3, 2, 1...Blast Off! We're off! Look out your "window", see the earth getting smaller and smaller? What else do you see? What does outer space look like?"

Continue this way through space. Have the children land on the planet and describe what they see. Let them explore it with their imaginations. Ask them about the plants, the animals, the atmosphere, the terrain or if they see any aliens! End the exercise by taking them back into their space ships, blast off again and land home on earth.

With the younger kids (especially 3 year olds), read the story WHAT NEXT BABY BEAR by Jill Murphy. You might give each child a cardboard box to "travel" in (if you don't have too large a group). It also makes a nice touch to wear a colander on your head (just like Baby Bear) as you tell the story! You might give each child a cookie as

"provisions" for their trip. Have a picnic on the "moon" as Baby Bear and Owl do. If there is time, write a language experience story about your trip with the kids. "We took a trip into space and . . ."

Don't forget this old favorite:

FINGERPLAY

Johnny looked at the moon	(raise arms in circle above head & look up)
Johnny looked at the stars	(wiggle fingers high above head like twinkling stars & look at them)
Johnny got in his rocketship	(squat down with arms in "cone" shape above head like a rocket nose)
And Johnny BLASTED OFF to Mars!	(spring up on legs like taking off)

Another variation: Crouch down like spaceships and count down together from 10 to 1 then... **BLAST OFF!**

MOON CAKE

Frank Asch's **MOON CAKE** is great with 3 year olds. Read it to the kids. Try the fingerplay above with them also. You might give them each a dixie-cup full of crushed ice-- a moon cake of their very own to taste!

TWINKLE TWINKLE

Kids love a silly puppet! Have your host puppet or one of the kids' favorites sing part of a mixed-up version of the old favorite "Twinkle Twinkle Little Star." How about "Twinkle twinkle little bat, how I wonder what you're at" or "Twinkle twinkle little moon, how I wish I were a goon." The kids will jump in to correct the puppet and be eager to sing the real song and "teach" the puppet the real words.

COMPANY'S COMING!

(3rd graders would like this one, too)

Read or tell the delightful story **COMPANY'S COMING!** by Al Yorinks to the kids. Ask the kids what they would do if they knew visitors from outer space were coming to dinner. "What preparations would you make?" "Clean your room?" "What would you show them in your house?" "Your yard?" "Your neighborhood?" "What would you serve them for dinner?"

With the kids helping, prepare a menu especially designed for extraterrestrial house guests!

SPACE CASE by James Marshall would work well, too!

Try this fingerplay:

TEN LITTLE MARTIANS

Ten little Martians standing in a row
When they see the captain they bow just so:
They march to the left and they march to the right

Then they take off and fly all night!

[hold up 10 fingers]
[bend fingers up and down]
[move both hands with a marching rhythm to the left and right]
[put palms together and move your hands up like a rocket taking off and flying back and forth]

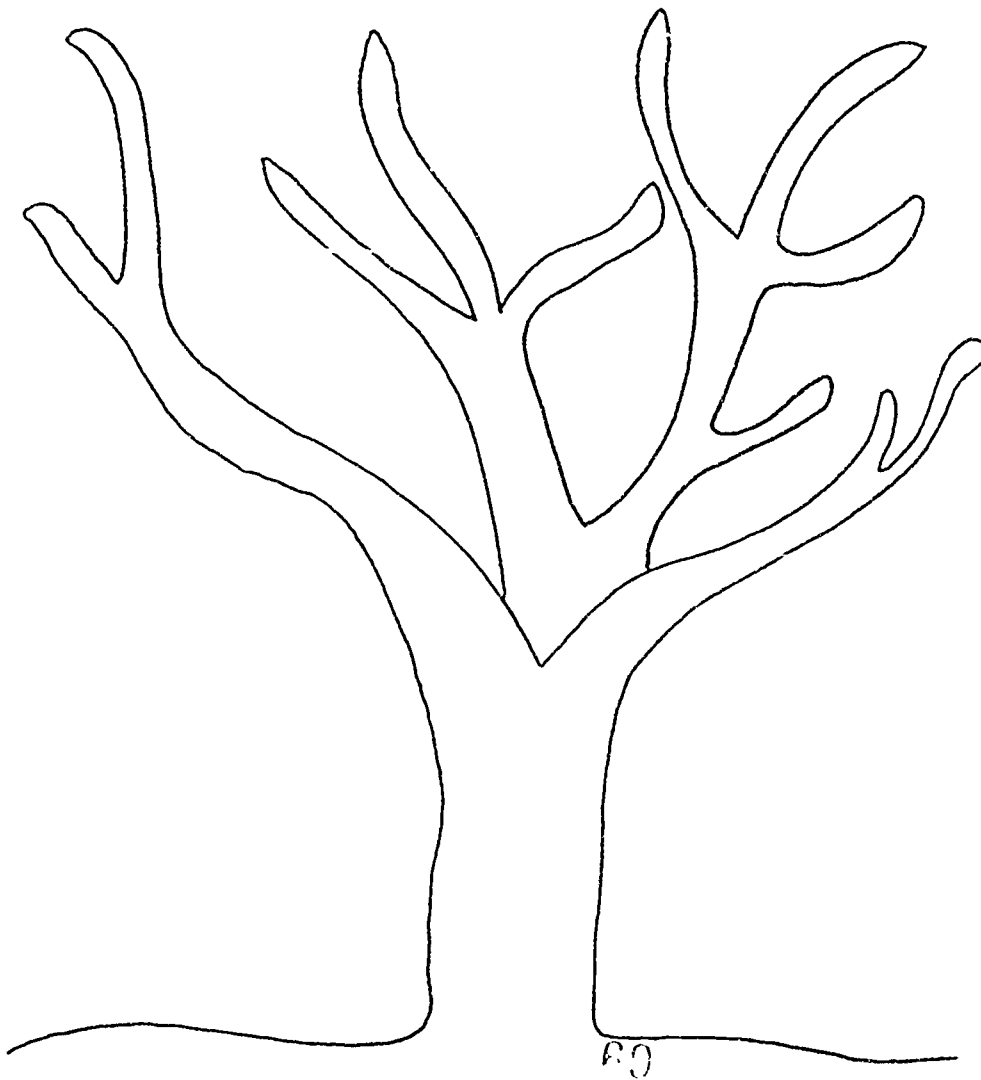
(Repeat with nine little, eight little, etc.)

THE PLANET OF LOST THINGS

(use with grades 1-4)

Read or tell the story **THE PLANET OF LOST THINGS** by Mark Strand. Ask: "If you took a trip to this planet, would you find something of yours there?" "What would it be?" "Tell about it." "What else might you see on this planet?"

Give the kids a tree like the ones in the story (see handout) and have them draw things they've lost or things other people might lose onto the tree.



I'M COMING TO GET YOU!

(for grades 1-3)

Read I'M COMING TO GET YOU! by Tony Ross to the kids. Have them draw their own miniature alien as in the story or sculpt one out of clay. They might like to tell you about the planet their alien comes from and why he's landed on earth!

CUP CREATURE FROM ANOTHER PLANET

(based on an idea from DO A ZOOM DO)

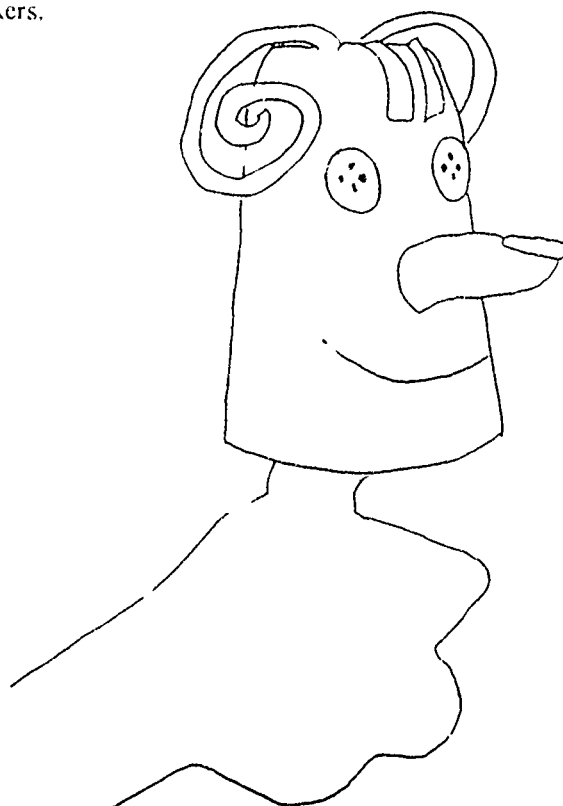
You need:

paper or styrofoam cups*
2 buttons per child
glue
markers
construction paper
scissors
glitter

Do this:

- 1) Make a hole in the side of the cup. This is the nose. Your finger should fit through the hole.
- 2) Glue buttons on the cup for eyes.
- 3) Cut strips and spirals out of construction paper and glue on to cup for hair. Decorate with markers, glitter and construction paper.
- 4) Put your index finger out the nose hole--this is your cup creature! Your other fingers are his arms.

*Note: For the younger children, the nose holes should be pre-cut, and just have them decorate the cup creatures with crayons or markers.



CONSTRUCTION PAPER CREATURE

(adapted from an idea in INTERPLANETARY TOY BOOK by Jay Williams)

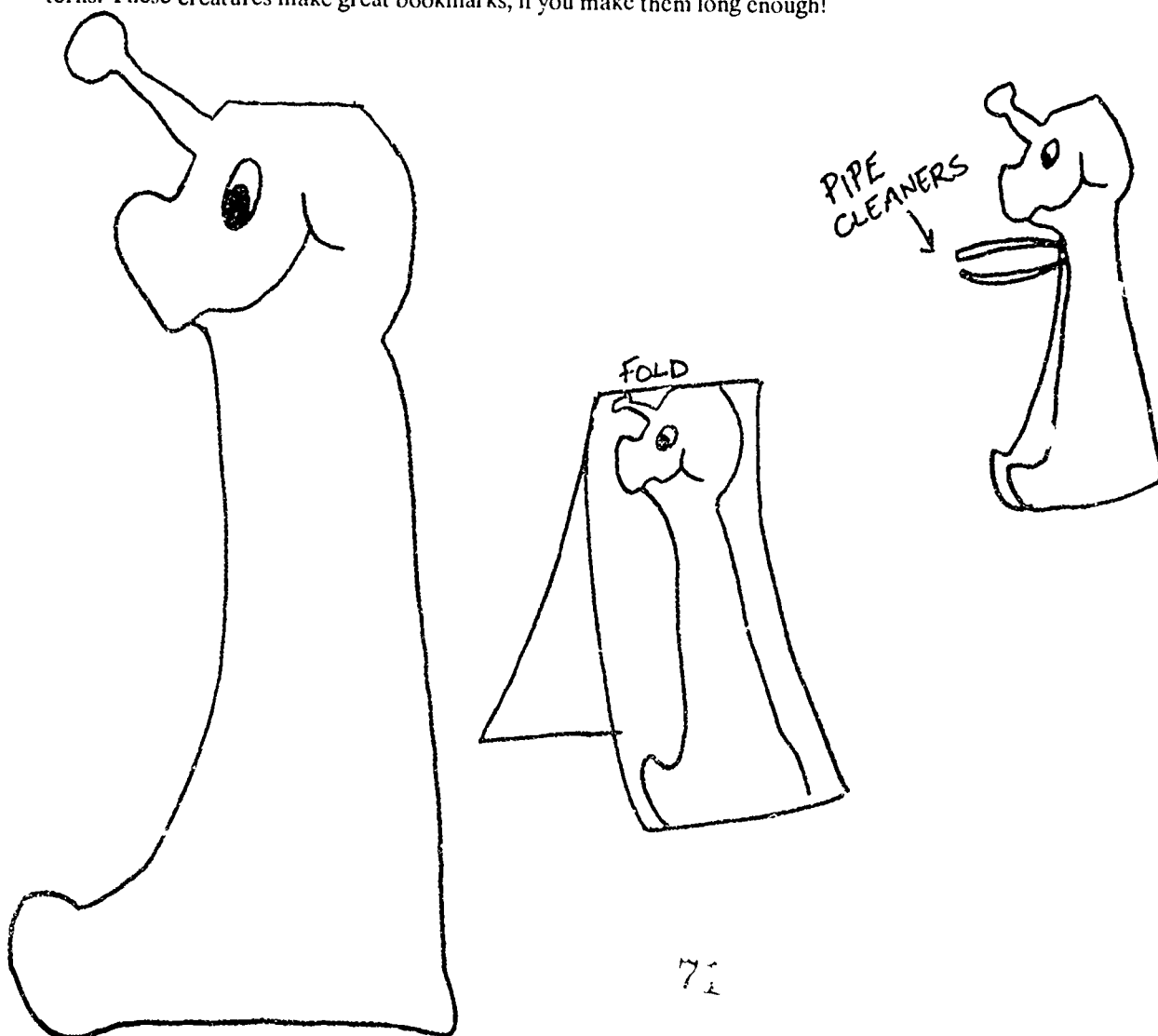
You need:

green construction paper
1 piece of cardboard for pattern
scissors
crayons
pipe cleaners
tape

Do this:

- 1) Trace the pattern onto cardboard and cut out*. (pattern follows). This is your template to trace around.
- 2) Fold construction paper in half and place the pattern on the paper with the top of the head on the fold. Cut out.
- 3) Draw facial features on both sides of the creature and tape pipe cleaners on the inside for arms.

*Note: For the younger kids these can be pre-cut or used as flat creatures. Feel free to create your own patterns! These creatures make great bookmarks, if you make them long enough!



ACTIVITIES: GRADES 3-7

RADIO TOOTH

Booktalk *FAT MEN FROM SPACE* by Daniel Pinkwater". Discuss the boy's problem-- a tooth that picks up radio signals--by asking: "How would you like to have a radio in your mouth?" " What problems might arise?" "What benefits?" " What channel would you want to pick up?" " Why?"

They might want to make up a story about something that could happen to them with a radio tooth.

Here is a booktalk for *FAT MEN FROM SPACE* by Daniel Pinkwater.

William gets more than he bargained for when he gets a new filling in his tooth. Much to his surprise and delight, he discovers that the filling is a radio and when he bites on something he can change channels!

At first, he just has fun with his new talent--listening to music in his head or increasing the volume of it in school to drive his teacher crazy. But things take a grim turn when William's tooth begins picking up radio messages from outer space. He is contacted by strange fat aliens who plan to invade the earth. Their goal, to plunder the world's junk food--potato pancakes, hamburgers, pizza, ice cream and more.

*Can William save the earth from this awful fate? Will this dental nightmare ever end? To find out, read *FAT MEN FROM SPACE* by Daniel Pinkwater.*

Or, booktalk *STINKER FROM SPACE* by Pamela Service.

When Tsyng Yr woke after his Sylon shuttle crashed into the planet earth, he realized two things: His ship was destroyed and his body was dying. His brain would die, too, if he didn't find a new host body to meld into. Tsyng Yr cast about and found the only suitable body available: a small four-footed mammal covered with black fur except for two distinct white stripes running down its bushy tail. Tsyng Yr set off on all fours and soon encountered another creature. Tsyng Yr used his telepathy to discover that this creature was an Earthling named Karen. For some reason one word kept coming into Karen's mind, something to do with the body he had taken. The word was SKUNK!

*To find out the adventures of Tsyng Yr and his friend Karen, read *STINKER FROM SPACE* by Pamela Service.*

TIME MACHINE!

Design a time machine. With a little imagination the kids should be able to "design" a time machine. Working individually or in groups, have them draw their very own time machine and be able to tell how it could be used. Some questions to ask: "What would it look like?" " Where would it go?" " What would you take with you on your journey?" Or ask them to complete this sentence (orally or in writing): "If I could go back in time I would go to _____ because _____."

Some stories to tell or booktalk: *WE'RE BACK!* by Hudson Talbot (see *COLOSSAL* chapter), *ALISTAIR'S TIME MACHINE* by Marilyn Sadler (for 2nd-4th), and *A TALE*

OF TIME CITY by Diana Wynne Jones (for 5th-7th). (Not on the list but check them out: MAX AND ME AND THE TIME MACHINE by Gery Greer, and THE GREEN FUTURES OF TYCHO by William Sleator.)

TIME CAPSULES

Boxes or folders may be turned into time capsules with a little imagination and decoration. Have the kids decorate a box or file folder with markers, crayons, paper, and glue. They can then draw pictures of meaningful things going on in their lives at the present time (or things in which they are currently interested, etc.) Place them in the box or folder and put it away to open at a later date (maybe one year). They might choose to take it home and put real mementoes in it. Another option: Make a collage out of magazines and newspapers for current topics and fads.

YOUR PLANET

Challenge the kids to design their own planet and its inhabitants. What will the planet look like? What will its inhabitants look like? What creatures might they encounter? Plants? Weather? Brainstorm orally, then write out planet descriptions.

They might have more fun doing their creating in groups. Ask them to draw pictures of their world and give it a name.

FUTURE FADS

Design something from the future! Discuss with the kids what they feel the future will be like say in 100 years in 2089. Booktalk some books that deal with this subject (THE WHITE MOUNTAINS by John Christopher, A TALE OF TIME CITY by Diana Wynne Jones, BUT WE ARE NOT OF EARTH by Jean Karl or CALLING B FOR BUTTERFLY by Louise Lawrence.

Encourage them to design and draw something from the future perhaps fashion, cars, food, entertainment, sports, cities, hobbies, etc. They might prefer brainstorming and designing in small groups.

Share them aloud and/or display them!

THE BOY FROM MARS

Read an excerpt from ALAN MENDELSON, THE BOY FROM MARS by Daniel Pinkwater, the description of Alan pages, 26-28, is a good one. Or booktalk it! Have the kids discuss ways in which they could convince their classmates that they were Martians. They might also want to write skits in which they tell their friends for the first time that they are from outer space!

CONE CREATURE

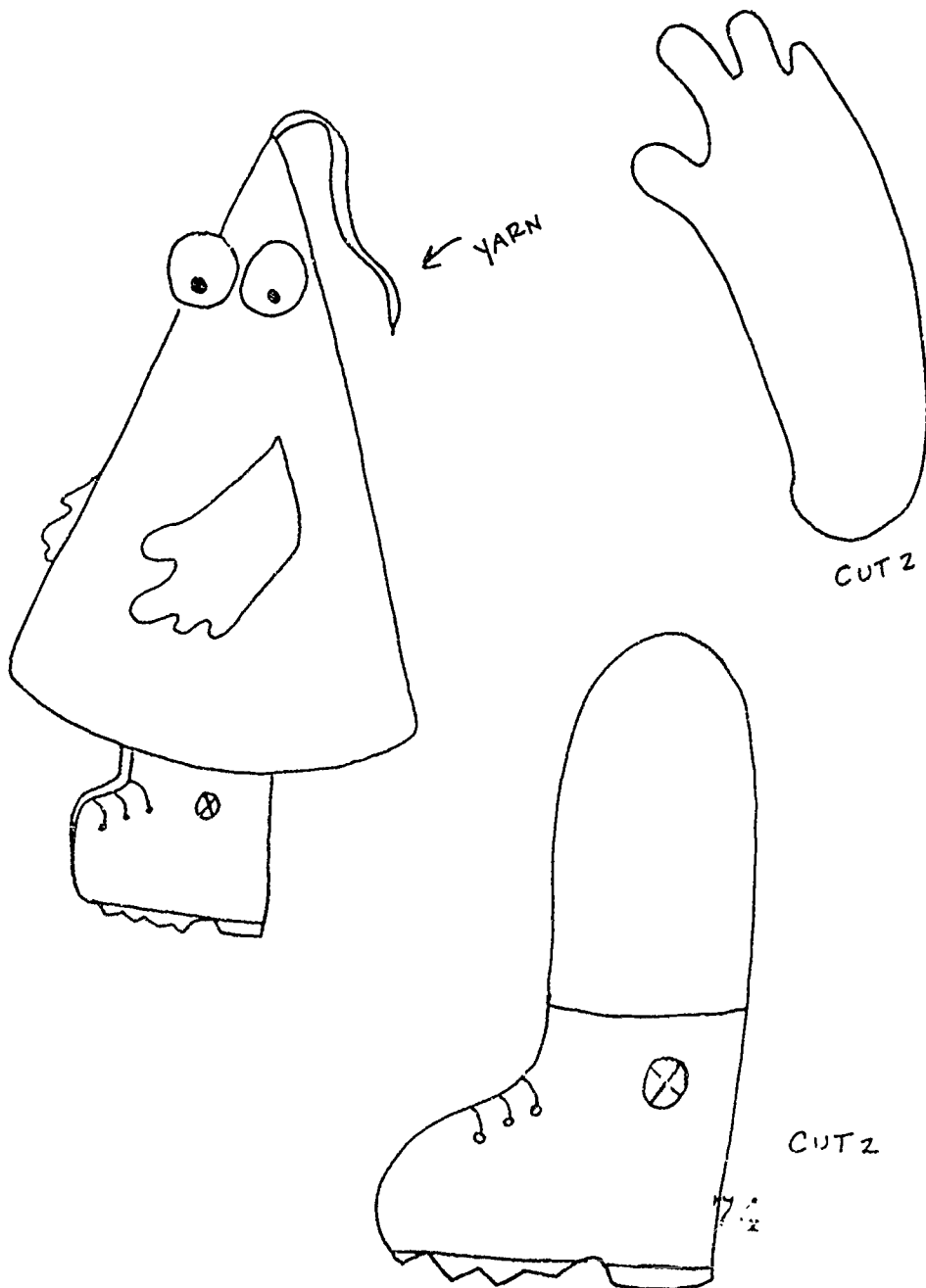
(adapted from an idea in MAKING SPACE PUPPETS by Dave Ross)

You need:

construction paper
thin cardboard
yarn
markers
glue

Do this:

- 1) Cut an 8" circle out of construction paper and roll it into a cone.
- 2) Cut arms and legs from thin cardboard using pattern below or make your own.
- 3) Glue arms and legs onto the body.
- 4) Glue yarn on the top for hair.
- 5) Decorate as desired.



CLAY CREATURE and HANDBOT

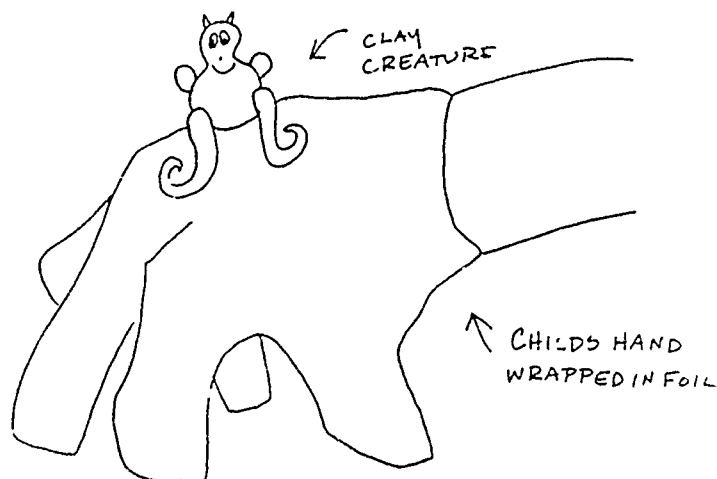
(adapted from an idea in MAKING SPACE PUPPETS by Dave Ross)

You need:

aluminum foil
Playdough or modeling clay

Do this:

- 1) Shape a small alien creature out of clay. Use your imagination!
- 2) Shape foil around your hand--it is now a "Handbot".
- 3) Place your alien on your hand robot and act out your favorite space story!

**CORRECTING CREATURE**

(adapted from an idea in MAKING ROBOTS by Dave Ross)

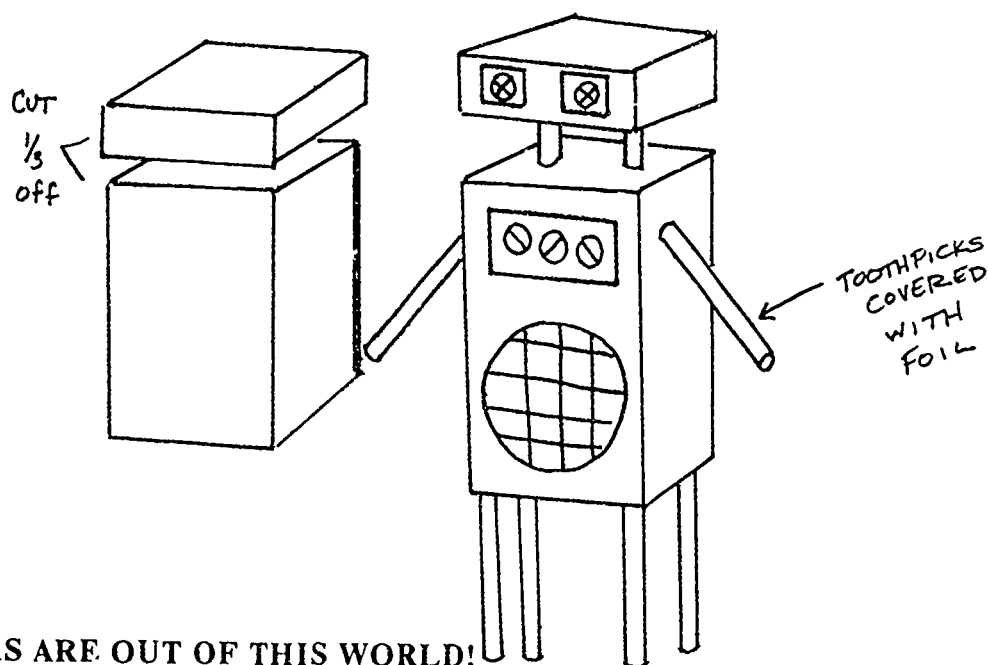
You need:

gum rubber erasers (rectangular shape)
7 toothpicks per child
foil
markers

Do this:

- 1) An adult should cut $\frac{1}{3}$ off the end of the eraser.
- 2) Break one toothpick in half and insert both halves into top of eraser.
- 3) Now stick the part that was cut off on to the other end of the toothpicks for the head.
- 4) Stick the other 6 toothpicks into the eraser as arms and legs.
- 5) Use the marker to decorate the robot's face and body.
- 6) Wrap the toothpick arms and legs with foil to complete your correcting creature.

*Note: A good eraser is Art Gum #211 Art Eraser/Cleanser by Faber Castell and can be obtained at craft stores.



LIMERICKS ARE OUT OF THIS WORLD!

Share some limericks with the kids so that they understand the rhythm of them. (A good collection is *A BOOK OF PIGERICKS* by Arnold Lobel).

Have the kids finish these:

There was a green creature from Mars . . .

An alien landed from space . . .

There once was a robot named Ben . . .

Encourage them to write and illustrate their own and then display them.

HAVING A WONDERFUL TIME . . .

You get to take a vacation in outer space! "Where would you go?" "What would you do?" Design a postcard that you would mail back to friends on earth!

LOST ON MARS!

Your spaceship has just crash-landed on Mars! Use the following handout as a springboard for discussion. Let the kids complete it individually first, then in groups or all together. Can you come to an agreement?

LOST ON MARS



You and your crew were on your way to meet the mother ship on Mars but you have crash-landed 150 miles away from it. Your ship no longer works and all of your equipment is destroyed, except for the items listed below. You must reach the mother ship--it is your only hope to get home!

You cannot take all of the items below, pick out which ones will be most important for your survival, rank them from 1 to 10, with 1 being the most important and 10 being the least important.

- _____ first-aid kit that contains aspirin
- _____ signal flares
- _____ a map of Mars
- _____ 35 feet of rope
- _____ 42 gallons of water
- _____ four 50-pound tanks of oxygen
- _____ food concentrate (sorry, no "Tang")
- _____ a magnetic compass
- _____ 2 waterproof boxes of matches
- _____ a small solar-powered heater

FOR ALL AGES:**CREATE A ROBOT**

Invent your own robot and tell about it. What does it look like? Draw it! What kinds of things can it do?

Read **THE TROUBLE WITH DAD** by Babette Cole to kids in K-3. Discuss the kinds of robots found in the stories, what other kinds might be useful?

Have the older kids tell or write about an adventure they might have with their robot or misadventure!

Have a **CREATE A ROBOT** contest, similar to the **CREATE A CREATURE CONTEST**. See the **CREATURE FEATURE** chapter for details and customize it for your own needs--be flexible!

COSMIC CAMP-OUT

Have a storytime under the "stars!" Put glitter on paper stars and hang them from the ceiling. (The pattern follows, use it for a nametag pattern, too). Drape a blanket, sheet, or quilt across a couple of easels (improvise!) to make a tent. Place your chair (or sit) in front of the "tent" with the kids in a semi-circle around you. Make a "fire" too (for atmosphere)--cross a couple of sticks or logs on the floor in a tipi shape, with red and orange tissue paper wadded up in between (put a flashlight underneath it all if you want to turn the lights off).

Using this setting, sing camp songs ("On top of spaghetti," etc.) Tell ghost stories! Eat marshmallows and/or raisins! Let them take turns "fishing". Drop a string with a magnet tied on it into a bowl or pail and "fish out" poems, riddles, jokes, etc. that are on pieces of paper with paper clips on them or use small pieces of magnetic tape.

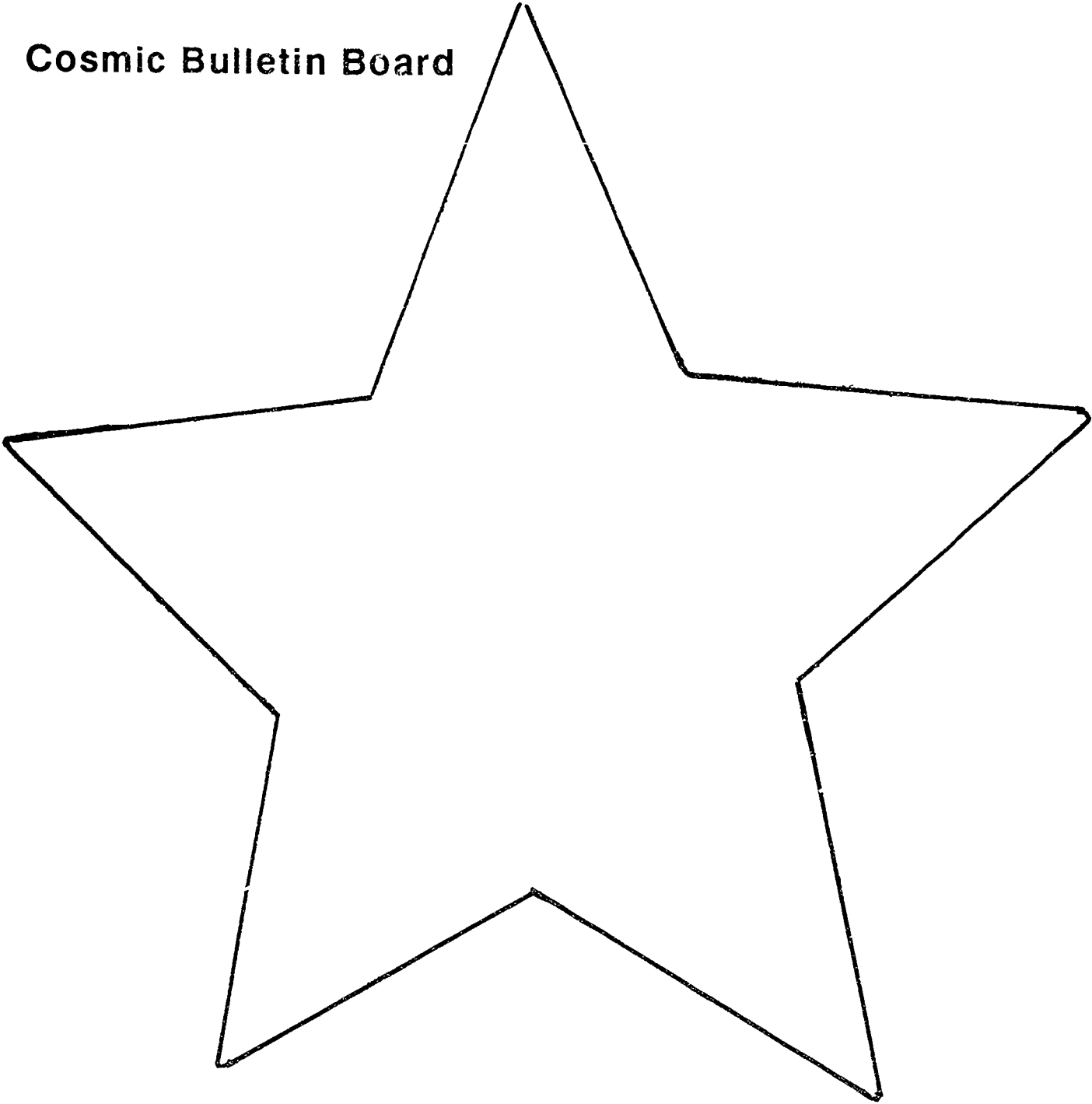
Don't forget to slap at mosquitoes, listen for owls, look at the "stars," etc. Try using these books: **SCARY STORIES TO TELL IN THE DARK** by Alvin Schwartz; **THE THING AT THE FOOT OF THE BED** by Maria Leach; **ON TOP OF SPAGHETTI** and **DO YOUR EARS HANG LOW** by Tom Glazer.

COSMIC BULLETIN BOARD

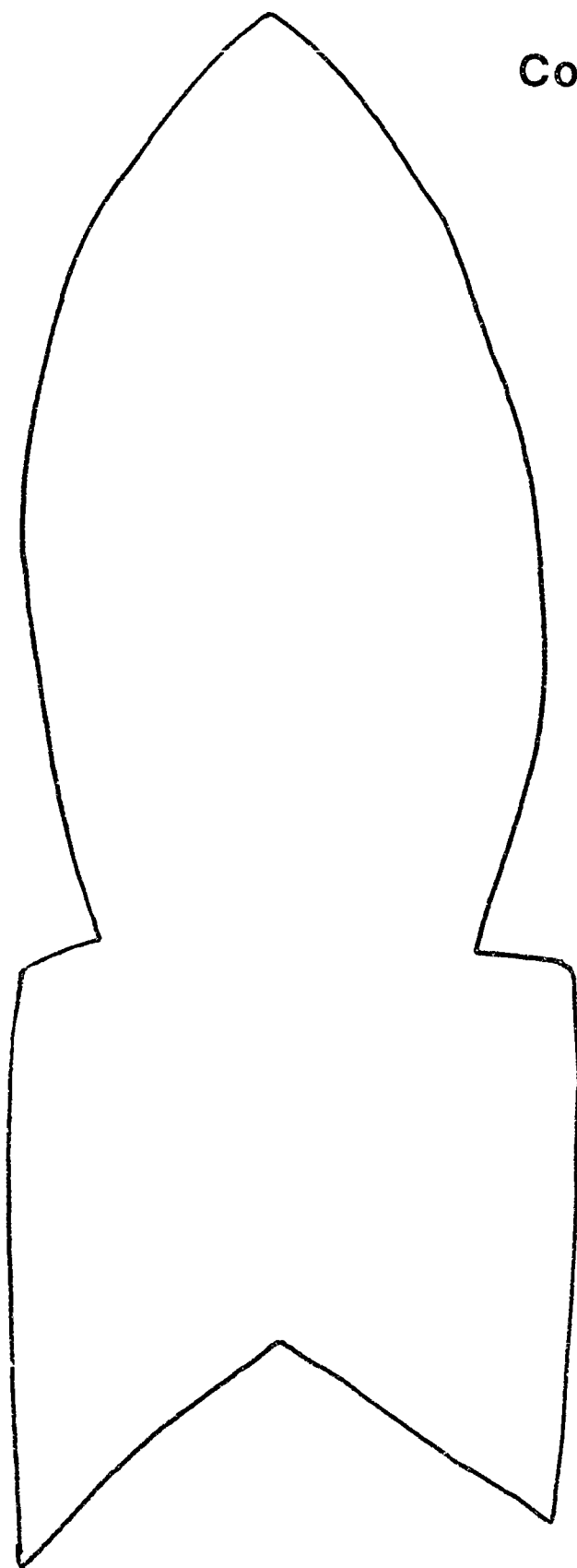
Make as large a circle as possible out of butcher paper or any large pieces of paper taped together. Make it as large as space or use allows. Cover the wall or bulletin board you will use with black or dark blue paper. Tape the "planet" on to the blue background. Make stars out of white or yellow paper or aluminum foil. Put the title **TAKE OFF WITH A BOOK** on your bulletin board.

Keep a supply of crayons at your desk. As each child signs up for the summer reading club, let him/her draw a cosmic creature on the planet. Creatures should be small enough so everyone has a chance to draw, but large enough to see! You could also use a large, half-circle for your planet--a horizon view--which might allow more space for creatures.

Cosmic Bulletin Board

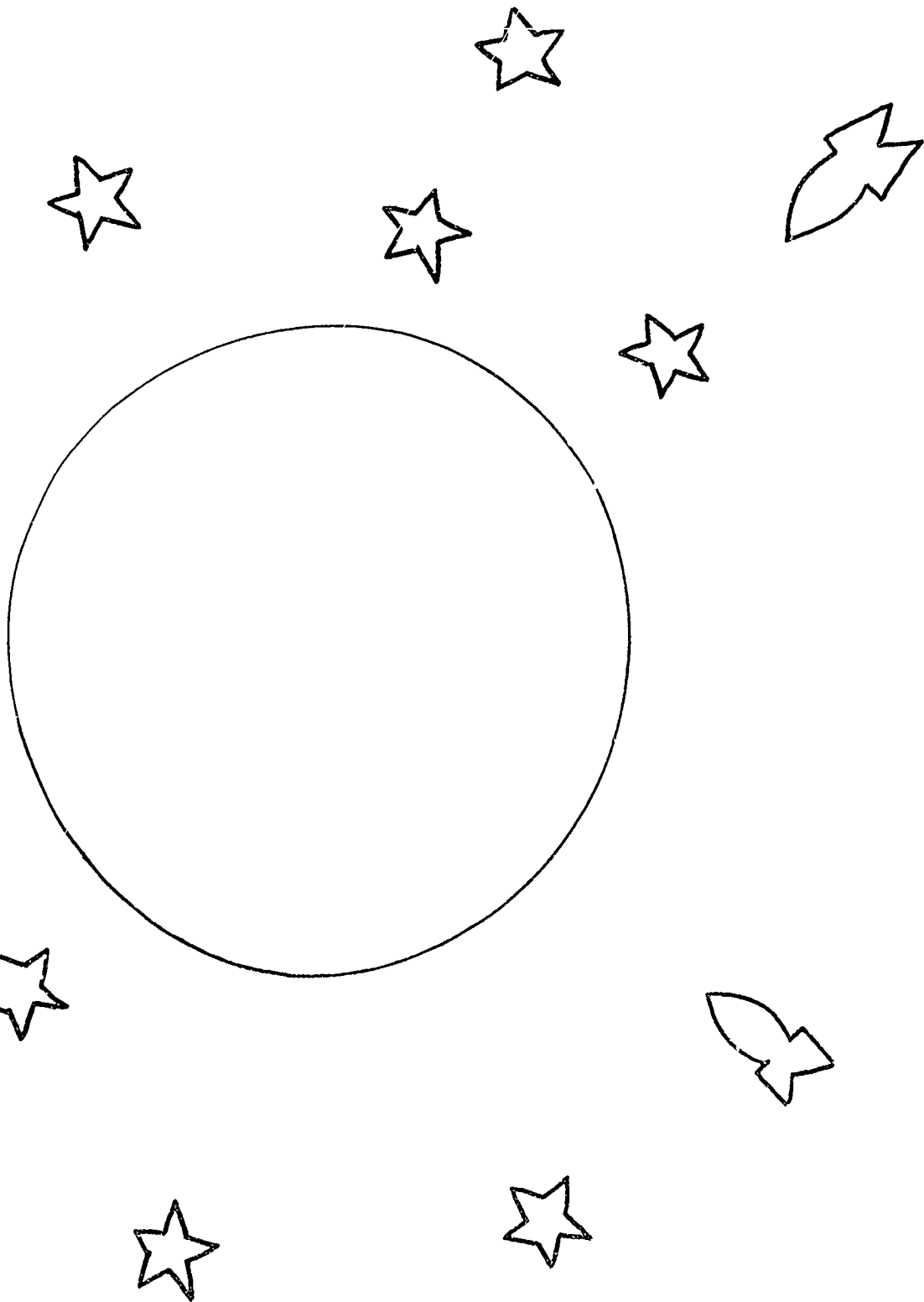


Cosmic Bulletin Board



ROCKET PATTERN

(3)



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 Glazer, Tom. DO YOUR EARS HANG LOW?
 Hoban, Lillian. READY-SET-ROBOT!
 Keats, Ezra Jack. REGARDS TO THE MAN IN THE MOON.
 Krahn, Fernando. ROBOT-BOT-BOT.
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 Lussert, Anneliese. THE FARMER AND THE MOON.
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 Marzollo, Jean. JED AND THE SPACE BANDITS.
 Murphy, Jill. WHAT NEXT BABY BEAR?
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 Sadler, Marilyn. ALISTAIR'S TIME MACHINE.
 Strand, Mark. THE PLANET OF LOST THINGS.
 Wildsmith, Brian. PROFESSOR NOAH'S SPACE SHIP.
 Willard, Nancy. THE NIGHTGOWN OF THE SULLEN MOON.
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 Christopher, John. FIREBALL.
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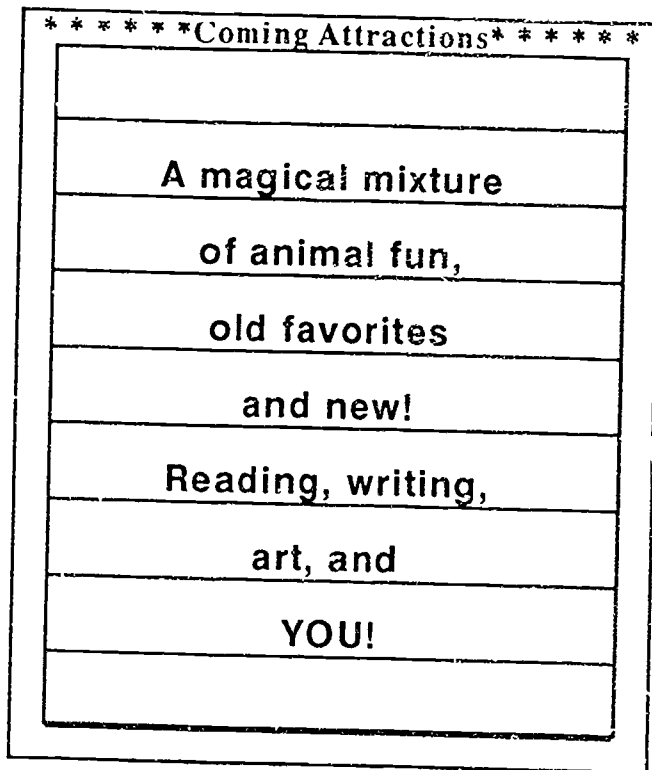
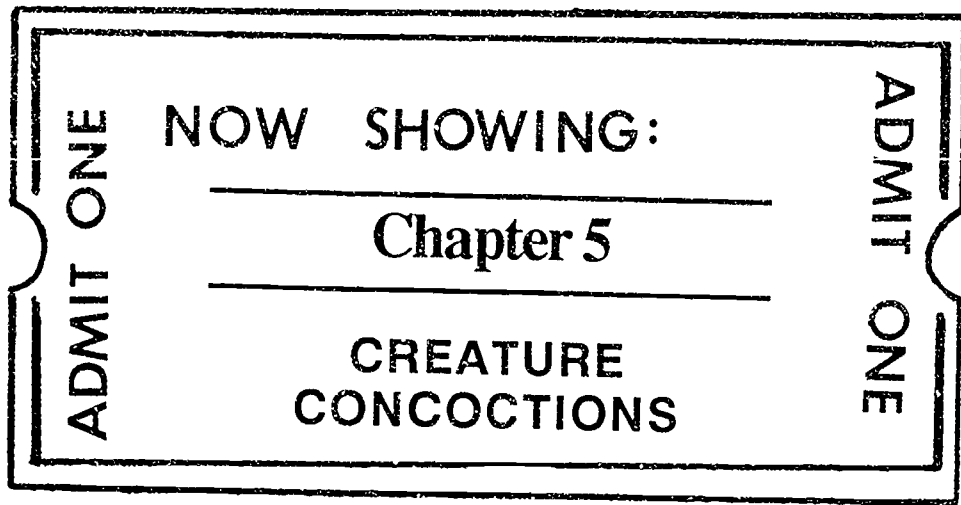
Check with your library system for information about each film.

K-2

COSMIC ZOOM
COW ON THE MOON
HAPPY BIRTHDAY MOON
MANY MOONS
MOLE AND THE FLYING CARPET
MOLE AND THE ROCKET
MOON MAN
NIGHT'S NICE

3-7

ALL SUMMER IN A DAY
THE AMAZING COSMIC AWARENESS OF DUFFY MOON
BALLET ROBOTIQUE
COW ON THE MOON
ELECTRIC GRANDM THER
HARDWARE WARS
HOOBER-BLOOB HIGHWAY
LITTLE PRINCE
MANY MOONS
MOON MAN
REVENGE OF THE NERD
THE UGLY LITTLE BOY



CREATURE CONCOCTIONS

ACTIVITIES: PRESCHOOL- GRADE 2

GO FISH

Read *THE BIGGEST FISH IN THE SEA* by Dahlov Ipcar to the kids. Make colorful fish wind socks to "catch" and take home. Draw the shape of a fish on paper or pellon and cut out two. Glue the two fish together around the edges, leaving the mouth open so you can look inside it. Punch holes in the mouth on each side and put string through. Hold it up in the air or tie it on a tree, etc., anywhere it can "catch" the wind.

Or, put a blue ribbon line on the wall for a make-shift water line. Tell the kids they are now underwater. Ask them to draw the fish they would most like to be on a large piece of construction paper. Color, cut out, and put them on the wall in the "water", you'll have an aquarium on the wall! (You can also attach a large piece of butcher block paper on the wall and then attach the fish).

To get even more into an aquatic mood, put a clear glass bowl of water on top of an overhead projector and drop food coloring into it. With the lights off and colored water shimmering on the wall, you really feel like you are under water--it's also a good lesson in primary colors and color combinations!

*Some good films to use: *THE FISH FROM JAPAN* and *SWIMMY*.

JIGGLE WIGGLE PRANCE

Use Sally Noil's colorful book *JIGGLE WIGGLE PRANCE* with the pre-schoolers. It is filled with colorful action words that are perfect for creative dramatics! Have the kids act them out as kids and as animals. How would a kid jiggle wiggle? How would an elephant?

ELEPHANTS

Read or tell a story with an elephant in it, (e.g., *THE ELEPHANT AND THE BAD BABY* by Elfrida Vipont, *THOSE TERRIBLE TOY BREAKERS* by David McPhail, etc.) Give the kids elephant noses to wear (directions follow) and lead them in this familiar fingerplay:

An elephant goes like this and that.	(tramp heavily with feet - left, right, etc. - slowly)
He's terribly big	(stretch arms up over head)
And terribly fat.	(move arms out wide at sides and puff out cheeks to indicate great width.)
He has no fingers -	(wiggle all fingers)

He has no toes -
But goodness, gracious -
WHAT A NOSE!

(point to feet)
(put right arm up
as an extension of nose -
swing it back and forth
like a trunk)

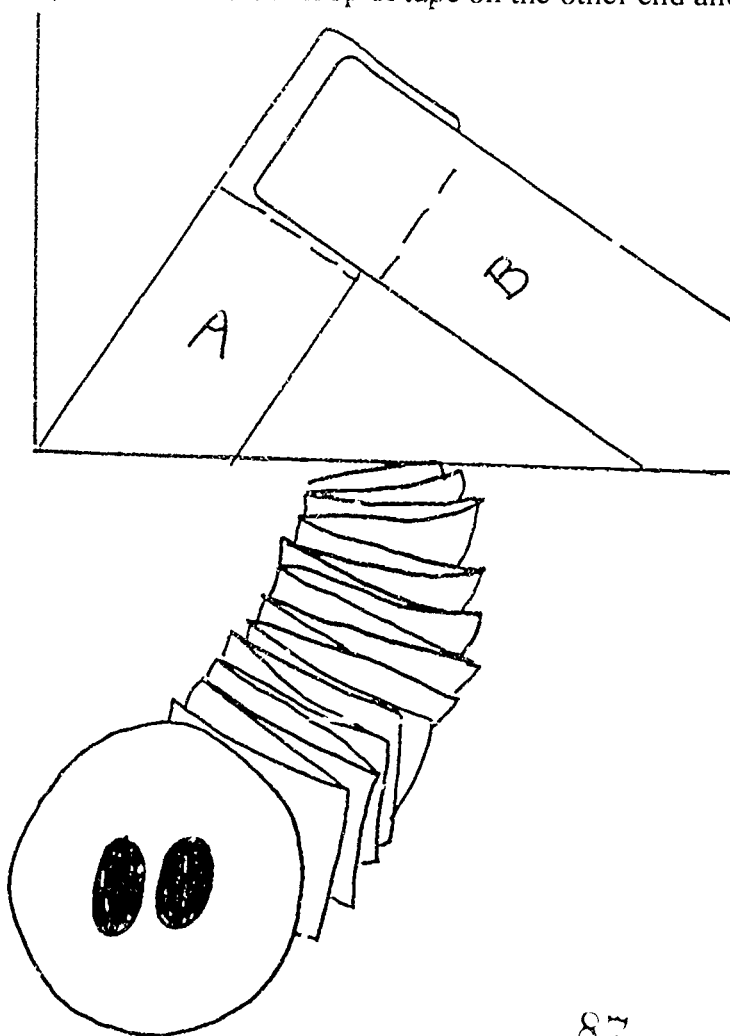
ELEPHANT NOSE

You need:

two 1x14" strips of gray, black, or white paper
tape
a 2 1/2" circle of gray paper
a marker

Do this:

- 1) Tape the two strips of paper together at right angles.
- 2) Fold strip "A" over strip "B" until you have used all of the paper.
- 3) Tape the other end together to hold it in place. Now tape or glue the gray circle onto one end of the "nose."
- 4) Draw 2 nostrils, and make a small loop of tape on the other end and tape to child's nose!



NOSE KNOWS

Use the book *WHOSE NOSE IS THIS?* by Richard Van Gelder as a group puzzle or activity. See who can figure out which animals go with the various noses. (Try the Pig Nose activity from *Cr-EAT-ures*).

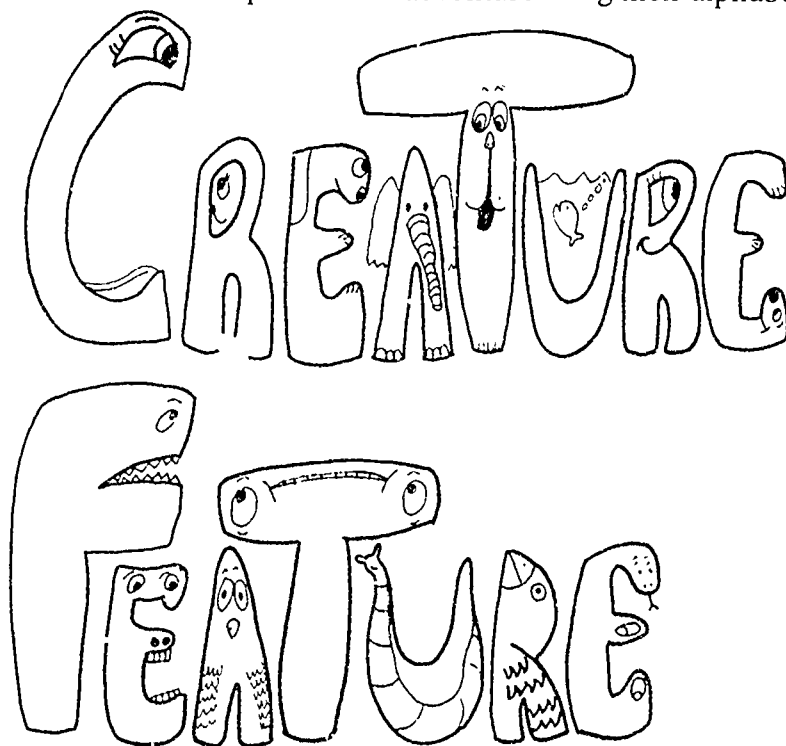
BATHTIME!

Read some bath stories, e.g., *MR. ARCHIMEDES BATH* by Pamela Allen, *ANDREW'S BATH* by David McPhail, *THE BEAST IN THE BATHTUB* by Kathleen Stevens, *KING BIDGOOD'S IN THE BATHTUB* by Audrey Wood. Do a simple science experiment, illustrating Archimedes' theory of water displacement. Place a jar in a shallow dish. Fill the jar with water and drop in plastic animals, one at a time, illustrating the displacement. Show them how the displacement stays the same each time by pouring the water back in and doing it again.

You might do "Bubble Bubble" from *CREATURE KIDS* now. Or give the kids little (hotel size) bars of soap to take home as a souvenir. Tell the stories with a shower cap on! Also you might demonstrate the properties of sponges to them using a regular sponge or one of those that looks like a capsule (from novelty stores) until it's dropped into water and expands into an animal shape.

ANIMAL ALPHABET

Turn the letters of the alphabet into animals! Have the kids write a large letter of the alphabet or their initial(s) on a piece of paper. Ask them to use their imaginations to create an animal out of it; an "A" becomes the beak of a bird, an "S" becomes a snake or a long tail of a creature, etc. Use Steven Kellogg's *ASTER AARDVARK'S ALPHABET ADVENTURE!* Have the kids make up their own adventure using their alphabet animal.



CLOTHESPIN BUTTERFLIES

You need:

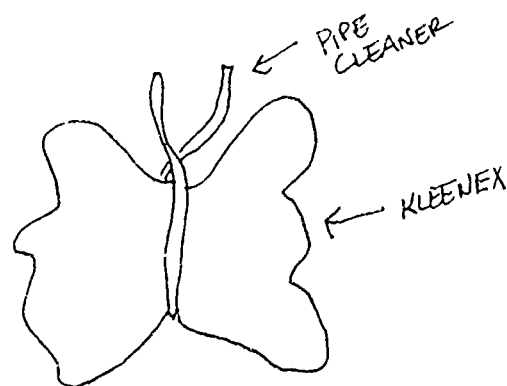
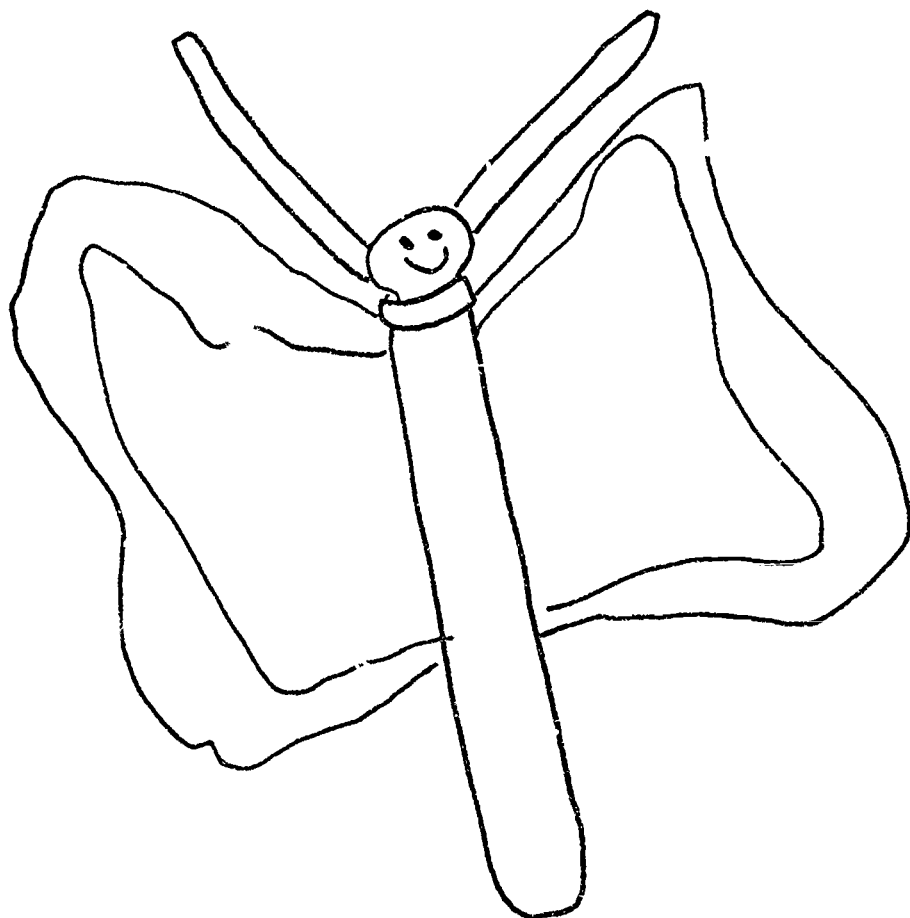
old-fashioned wooden clothespins
black marker
tissue paper
pipe cleaners

Do this:

- 1) Twist a pipe cleaner around the "neck" of the clothespins and stand each end up to look like 2 antennae.
- 2) Take two pieces of contrasting colored tissue paper and twist them together to form "wings." Insert them into the clip part of the clothespin.
- 3) Draw a face on the "head" of your butterfly.

For an easier version: simply use kleenex and twist the pipe cleaner around it using the ends as antennae.

Use the books *VERY HUNGRY CATERPILLER* by Eric Carle or *I WISH I WERE A BUTTERFLY* by James Howe along with this activity.



CREATURE QUILT

Give each child a square of cardboard. Have them draw a picture of their favorite animal on it (they may want to write their name on it, too). Assemble them together on the wall into a "quilt" by placing strips of solid construction paper in between as a border. It might be easier to tape them on a large sheet of butcher paper first, then hang it. (If you don't want to put construction paper strips between the squares, you might have the kids color a solid border around their pictures.) These books will enhance your program: **GERALDINE'S BLANKET** by Molly Keller; **THE QUILT** by Ann Jonas; **SNUGGLE PIGGY AND THE MAGIC BLANKET** by Michelle Stepto; **JOSEFINA STORY QUILT** by Eleanor Coerr; **MY MAGIC CLOTH** by Heide Beisert.

MINI KITE

(use with grades 1-4)

You need:

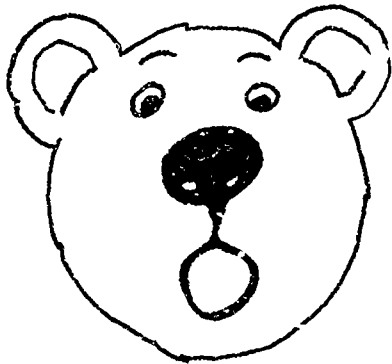
various colored construction paper
15" pieces of yarn
tape
popsicle sticks

Do this:

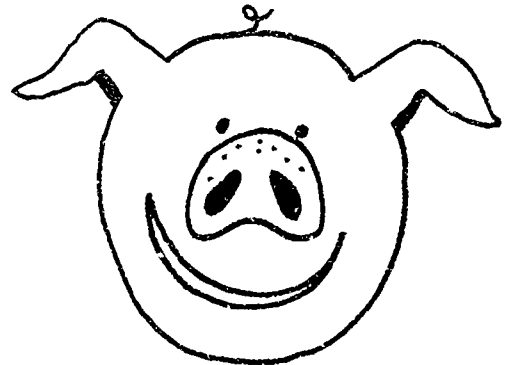
Copy and cut out the animal shapes on the next page on the construction paper. Tape the shapes to a piece of yarn, leaving about 1/2" between them. Use as many as you like, or create your own. Now tie the yarn to a popsicle stick.

Kids can go outside and hold up their "kites" if it is windy, or run and launch their's like larger kites.

*Note: Be sure and leave enough yarn about 5" between the stick and the last shape to enable the kite to "fly".



BEAR



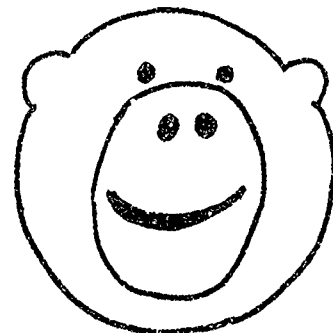
PIG



FROG



BIRD



91

MONKEY

ACTIVITIES: GRADES 3-7**WHY THE CHICKEN CROSSED THE ROAD**

Read the book **WHY THE CHICKEN CROSSED THE ROAD** by David Macaulay. Have the kids either discuss or write their own version of what might have happened when the chicken crossed over.

Let younger kids make road signs warning of "chicken crossing." Let older kids write newspaper articles telling the consequences of jaywalking! Or, have them make up their own story, using a different animal, for example, "Why the Armadillo Crossed the Highway".

MYSTERY PICTURES

Use the pictures in **THE MYSTERIES OF HARRIS BURDICK** by Chris Van Allsburg for creative writing or some intriguing oral discussion. The kids might like to draw their own mysterious picture with an enigmatic caption and have the others engage in oral speculation.

SPELL ME A POEM

Have the kids write poems using the letters in an animal's name as the beginning of each line:

CAT

Creeping
Always
There

Illustrate and display!

FACT OR FICTION

Using the book **ANIMAL FACT/ANIMAL FABLE** by Seymour Simon (or something similar), get the kids involved in friendly debate: Are bats really blind? Are owls really wise? They might think of some other common beliefs about animals and actually be motivated to "read more about it!"

PAPER PUNCH ANIMALS

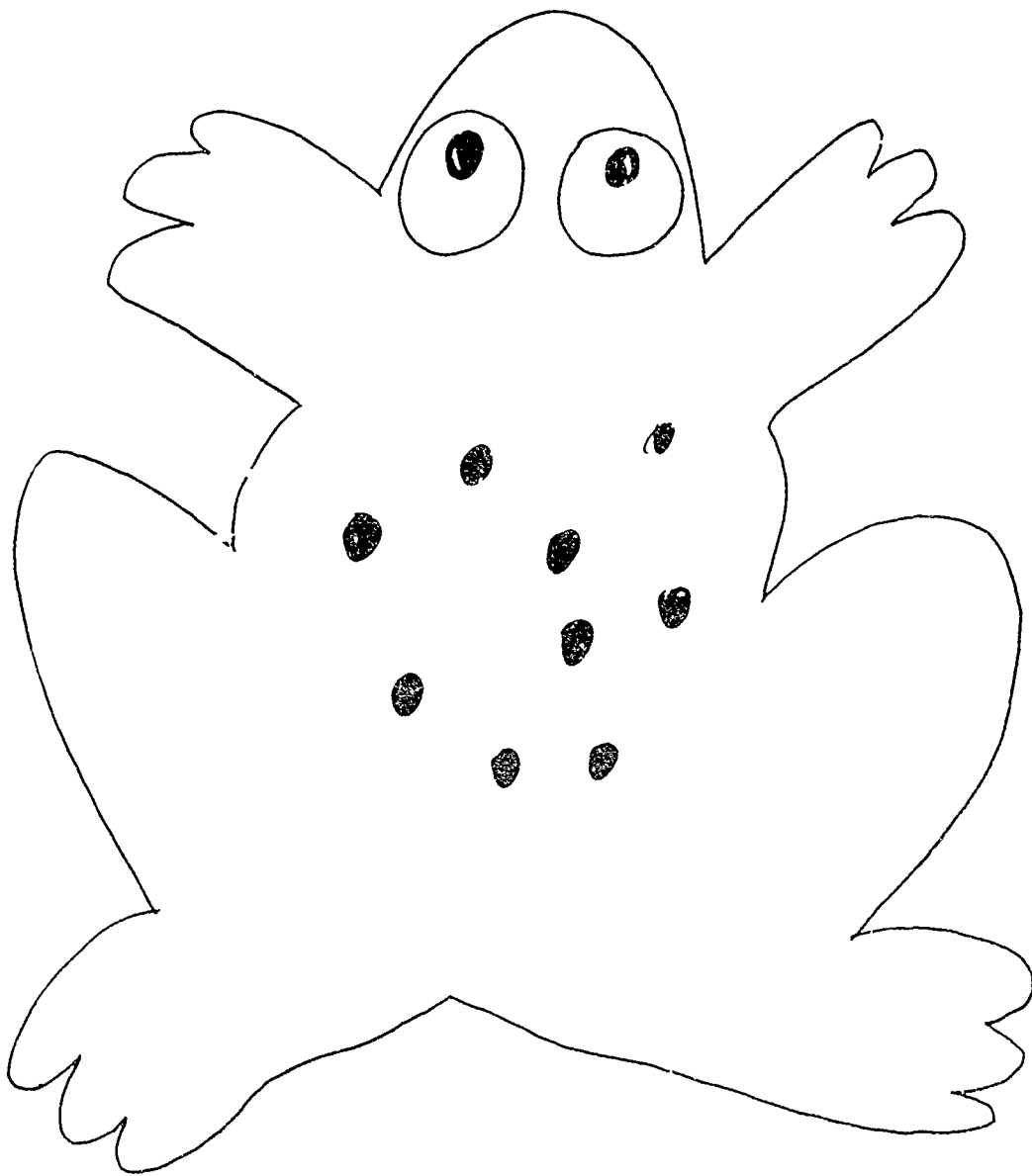
Use this activity with Rosamond Dauer's "Bullfrog" stories, or the films **THE ADVENTURES OF J. THADDEUS TOAD** or **FROG AND TOAD ARE FRIENDS** (See the final bibliography and filmography for more frog sources.)

You need:

- 2 sheets of construction paper of the same color (per child)
- yarn of contrasting color
- newspaper
- hole punches

Do this:

- 1) Use our pattern as a template or draw your own freehand on both sheets of construction paper.
- 2) Cut shapes out.
- 3) Punch a series of evenly-spaced holes around the edge of your cut-out animal. Each hole should be about 1/2" from the edge. Punch both sides at the same time.
- 4) Decorate one side of each animal. Make sure it will be the **OUTSIDE** of the animal.
- 5) Thread a piece of yarn through one of the holes in both animal cut-outs. Make sure it is the **SAME HOLE** on each one. You are "sewing" the two sides together.
- 6) When you are almost finished sewing it together, gently stuff some torn newspaper inside your animal to make it look fat. When you like the thickness, finish sewing it and tie off with a knot.



ORIGAMI

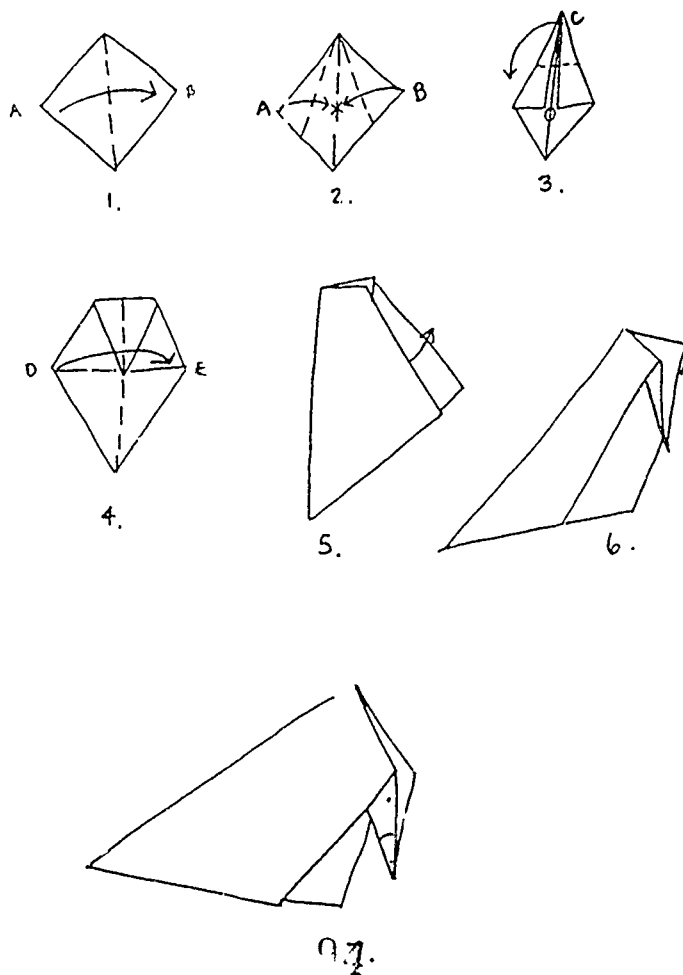
(use with 1st and 2nd graders, too)

Read or tell the story, *THE PAPER CRANE* by Molly Bang. Have an origami crane made for a prop. After the story, lead the kids in making origami animals. Instructions on making a crane follow. If the crane is too hard for the younger ones, use simpler ones, such as a dog face, a whale, etc. There are more examples in Claude Sarasas' book, *THE ABC'S OF ORIGAMI: PAPERFOLDING FOR CHILDREN*. You might even display simple directions on a posterboard showing each animal in the various steps of folding which reinforces what you show them. We have done this with a large group of kids, using 4 or 5 different animals, putting the directions in 5 different "stations" around the room, letting each kid pick one and then rotate around the room.

PAPER CRANE

You need: an 8" x 8" square of paper

- 1) Fold corner A to corner B. Unfold.
- 2) Fold corner A and corner B into the X.
- 3) Fold point C down to the O.
- 4) Fold corner D to corner E.
- 5) Pull out point C until it looks like the picture in #6.
- 6) See diagram #6.
- 7) Now decorate to look like a crane.



PAPER PLATE KITE

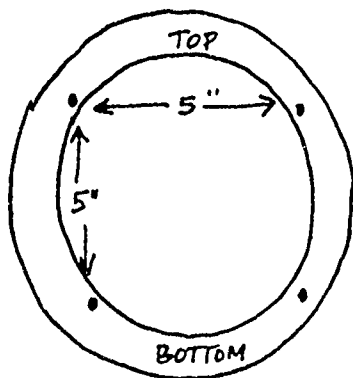
(Based on an idea found in COMPLETE WORLD OF KITES by Bill Thomas)

You need:

one 9" paper plate per child	string	pencil
styrofoam cups (four per child)	tape	ruler
2 plastic straws per child	scissors	

Do this:

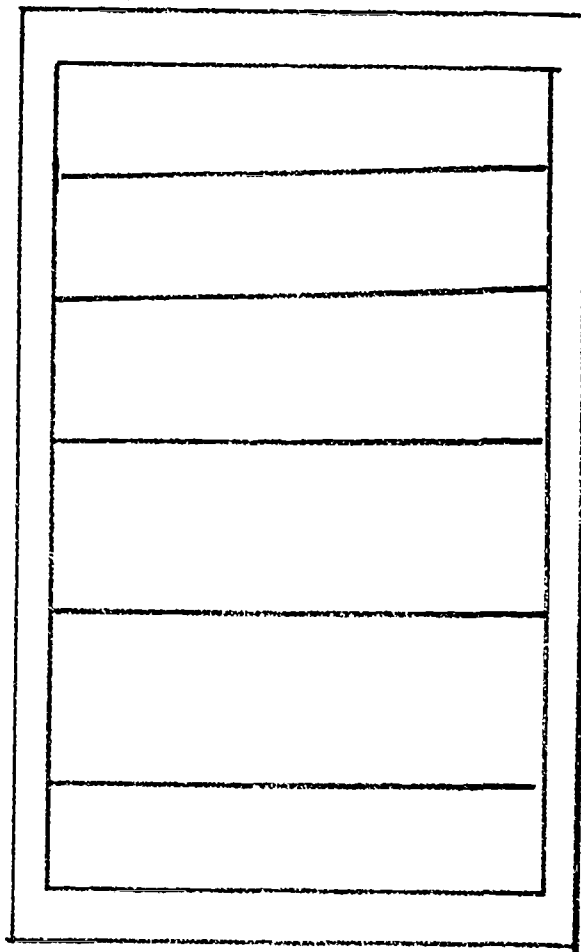
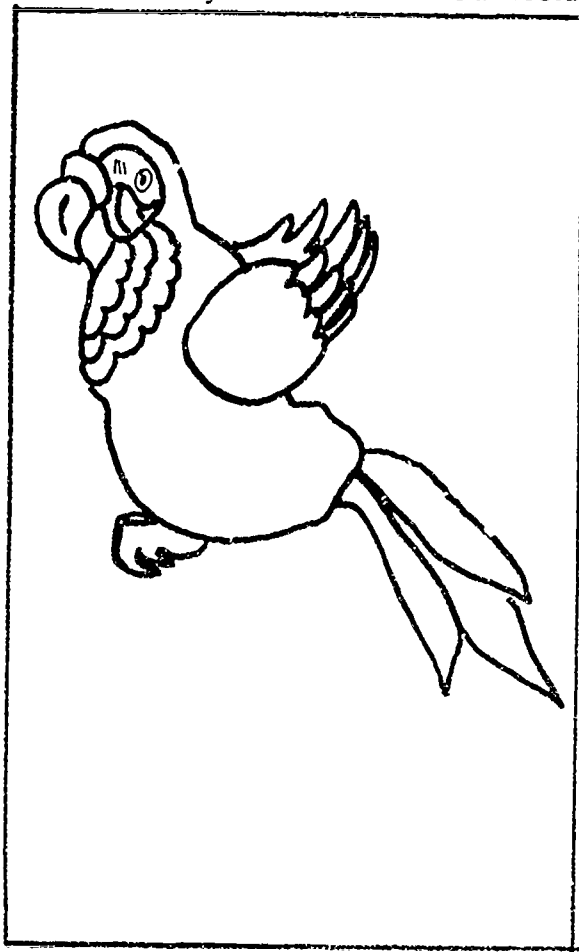
- 1) Decorate the inside (top) of your paper plate with your favorite creature face.
- 2) Write top and bottom lightly in pencil on opposite edges of the outside (bottom) of the plate.
- 3) Poke four holes in the plate, two at the top and two at the bottom. Each hole should be 1" from the edge of the plate, and all four holes should be about the same distance from each other --about 5".
- 4) Cut four pieces of string: two 12" long two 10" long.
- 5) Tie a 12" piece to one end of a straw and a 10" piece to the other end. Do the same for the other straw.
- 6) Turn over the plate. Thread the 12" strings through the top holes in the plate and the 10" strings through the bottom holes. The straws go on the outside (bottom) of the plate.
- 7) Tape the straws in place and tie the four ends of the string together.
- 8) Make a tail: poke a small hole with a pin in the bottom of each cup. Tie a fat knot in one end of a 4' piece of string. Thread a cup over the string, down to the knot. Now tie another fat knot 1' away from the other. String the second cup. Repeat for the remaining two cups. Punch a small hole on the bottom of your plate and tie the tail on.



TRICKS OF MIND AND EYE

Introduce the kids to optical illusions. Show them some examples from the books **TRICKS OF MIND AND EYE** by Larry Kettlekamp and **THE OPTICAL ILLUSION BOOK** by Seymour Simon. Duplicate the bird and cage that follows and let the kids see an illusion in action. On an index card they may glue the bird on one side, the cage on the other or have them draw their own--anything with consecutive action--an open eye & a shut eye, an animal & a cage, a bird with wings up & down, etc. The card can then be stapled on to a straw so that when it is rolled between your hands, the pictures appear to move as one. The illusion works best in black and white.

*Another easy illusion to make is a mobius strip, look it up!



GIVE ME SOME SKIN!

Let the kids experience the primitive feeling of writing or drawing on animal skins! Let them cut out an animal skin shape out of brown wrapping paper, they may then do some picture writing on it (like Indians) or drawings, or write poems. They might prefer to simply write a poem shaped like an animal. **INDIAN SIGNAL AND SIGN LANGUAGE** by George Fronval; **TIME OF THE BISON** by Ann Turner; **CAVE OF THE MOVING SHADOWS** by Thomas Milstead; and **WINTER OF THE WOLF** by G. Clifton Wisler are good books to use with this activity.

I WENT ON AN ADVENTURE . . .

(use with grades 1-5)

In a variation of the "A, my name is Alice" game, try an adventure memory game. Going around the group, say "I went on an adventure and I took a _____." Have each person repeat the sentence AND the responses of each kid before him! Pity the last kid! The responses don't need to be sensible, silly is great. "I went on an adventure and I took a compass, a watermelon, and a swimming pool . . ."

*Great for breaking the ice.

MY ADVENTURE

Plan an adventure! You might show them a globe, spin it and put your finger down at random! Or, show the children pictures of a desert, a jungle, mountains, glaciers, etc., to get their imaginations flowing. Ask the kids: "What kind of an adventure would you like to have?" "Where would you go?" "What would you take with you?" "Who would you take with you?"

This can be done orally in a discussion or in writing. The kids might like to illustrate their answers with drawings or with maps showing their "route" of adventure.

Show an adventure film and discuss the adventures of a favorite character out of a book! Use adventures books by G. Clifton Wisler, Scott O'Dell, Vivian Alcock, Astrid Lindgren, Patricia Beatty, etc. Read or display adventure books, animal adventures or people adventures.

WILD ISLAND

If you lived on an island where would you choose to live? Give the kids a copy of the "Wild Island" on page 103. Have them decide individually or in groups where on the island they would choose to live. Discuss the basic necessities: food, water, shelter, and protection. Share the results.

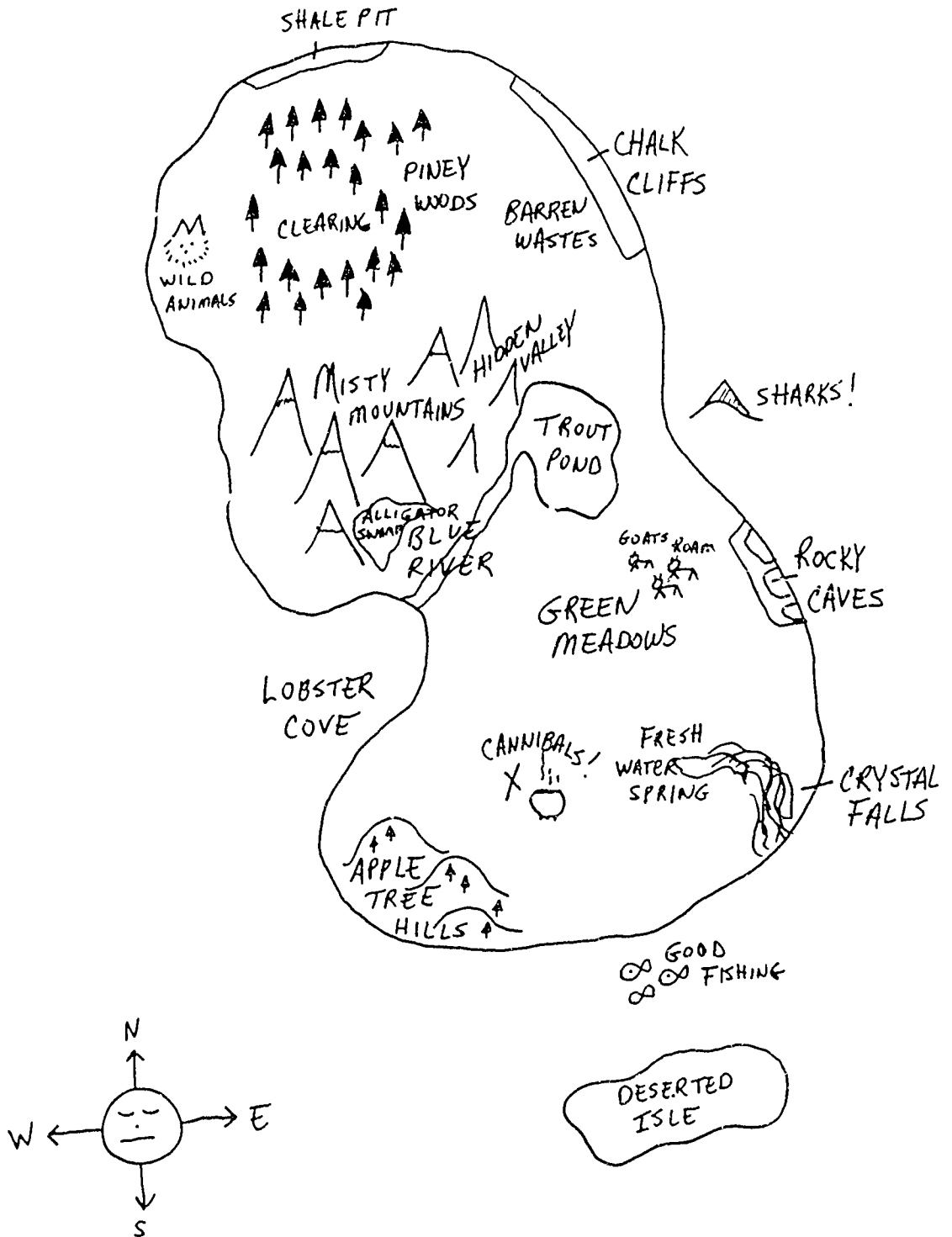
They might like to design their own wild island complete with wild creatures! Display some survival novels.

WHAT'S AFOOT?

Booktalk *SOME FEET HAVE NOSES* by Anita Gustafson and share some of the strange aspects of animal feet. Have the kids trace around their feet and then write a story inside of the outline, e.g., "A Day in the Life of My Shoe (or Foot)."

Or, have them draw the outline of an animal's foot (or hoof, claw, etc.) and encourage them to write a story from the perspective of that creature. This would be a good activity to use in conjunction with the "On Track" activity which follows the Paper Animals activity.

WILD ISLAND!



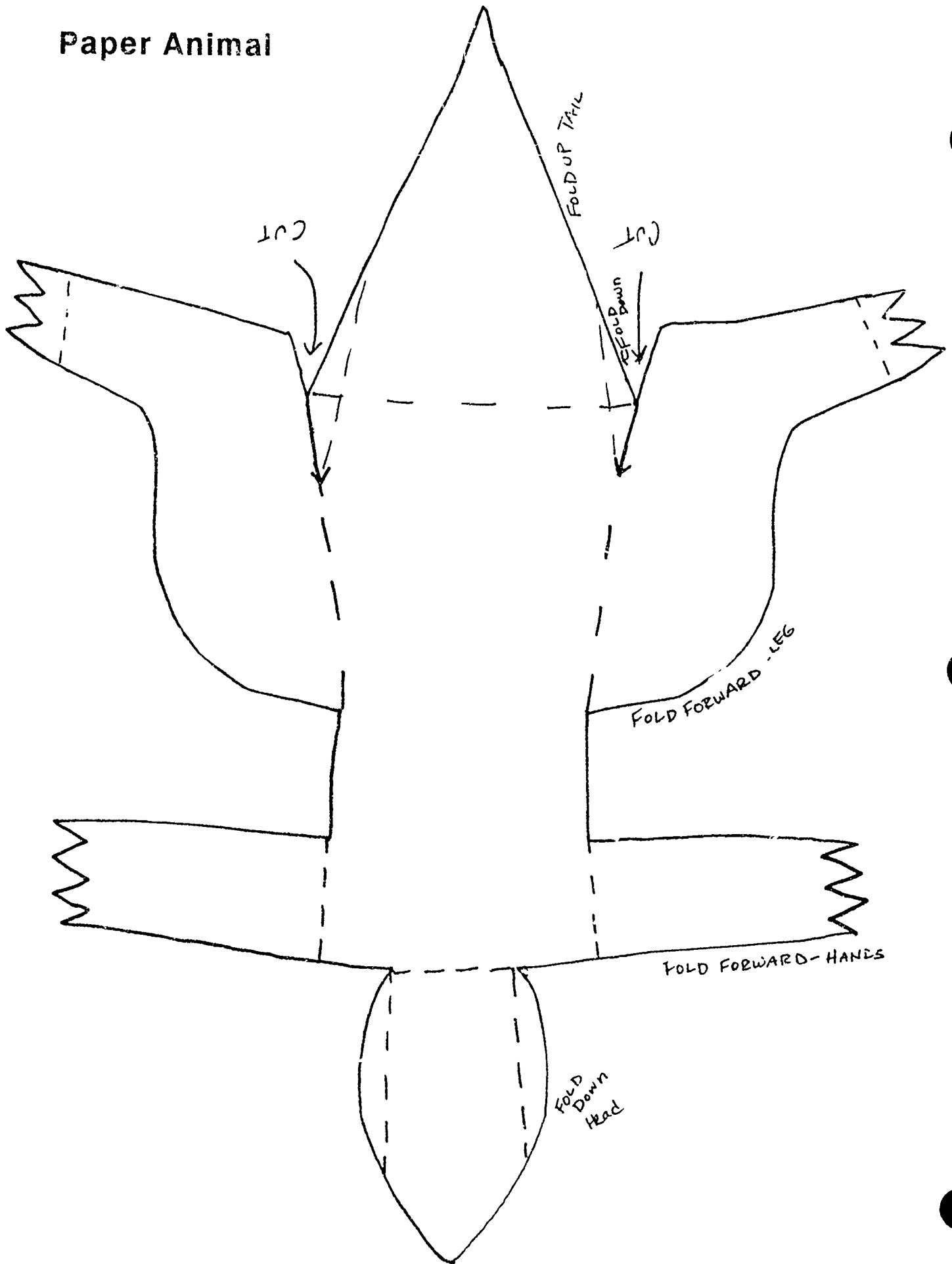
PAPER ANIMALS

You need:

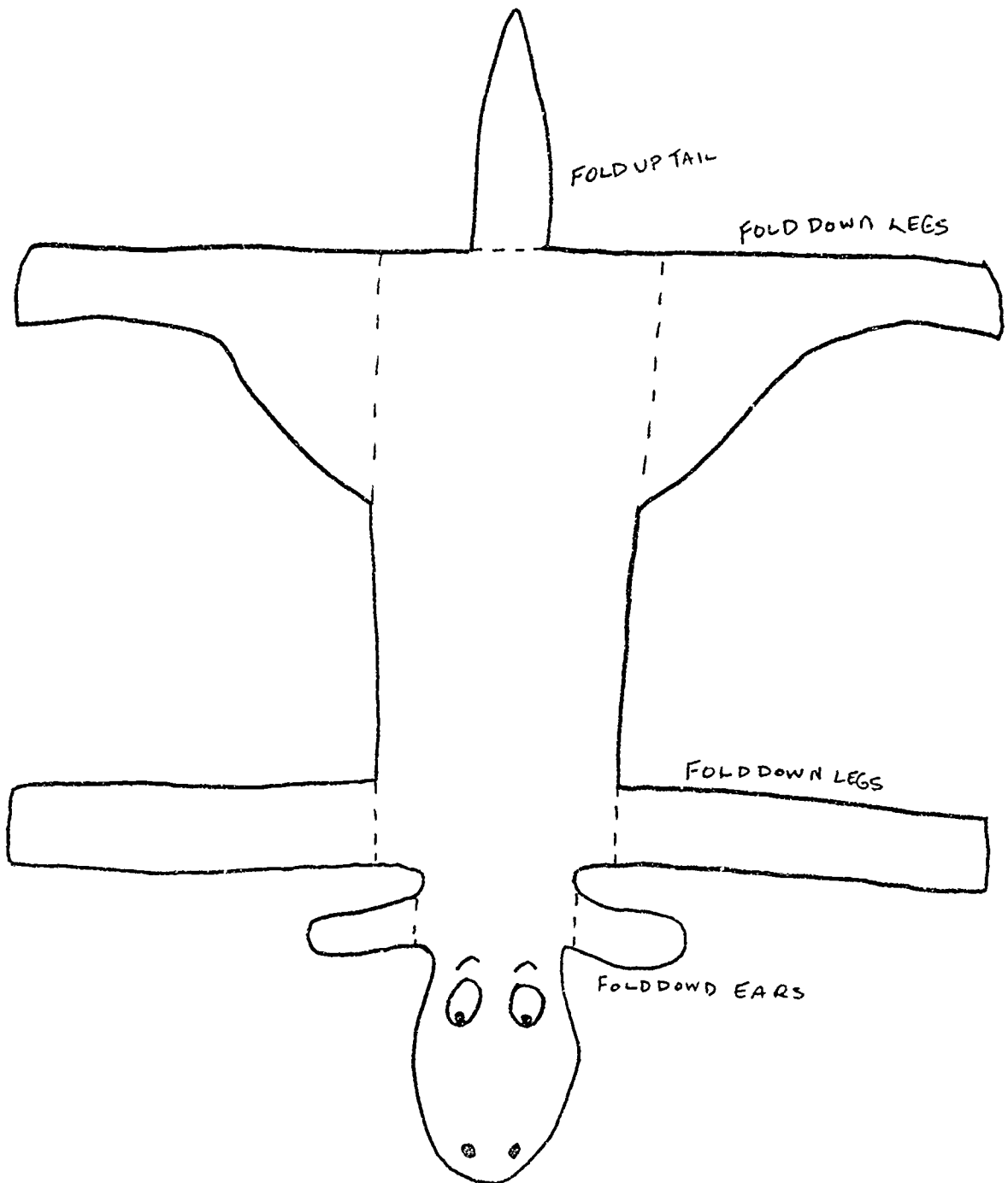
Copies of creature patterns
scissors
tape
light cardboard

Make as many copies of the creature patterns on the next three pages as you would like. Have the children cut them out. Then simply fold on the dotted lines in the directions indicated. Decorate as desired. Tape the feet of your creature to a piece of cardboard for a base.

Paper Animal

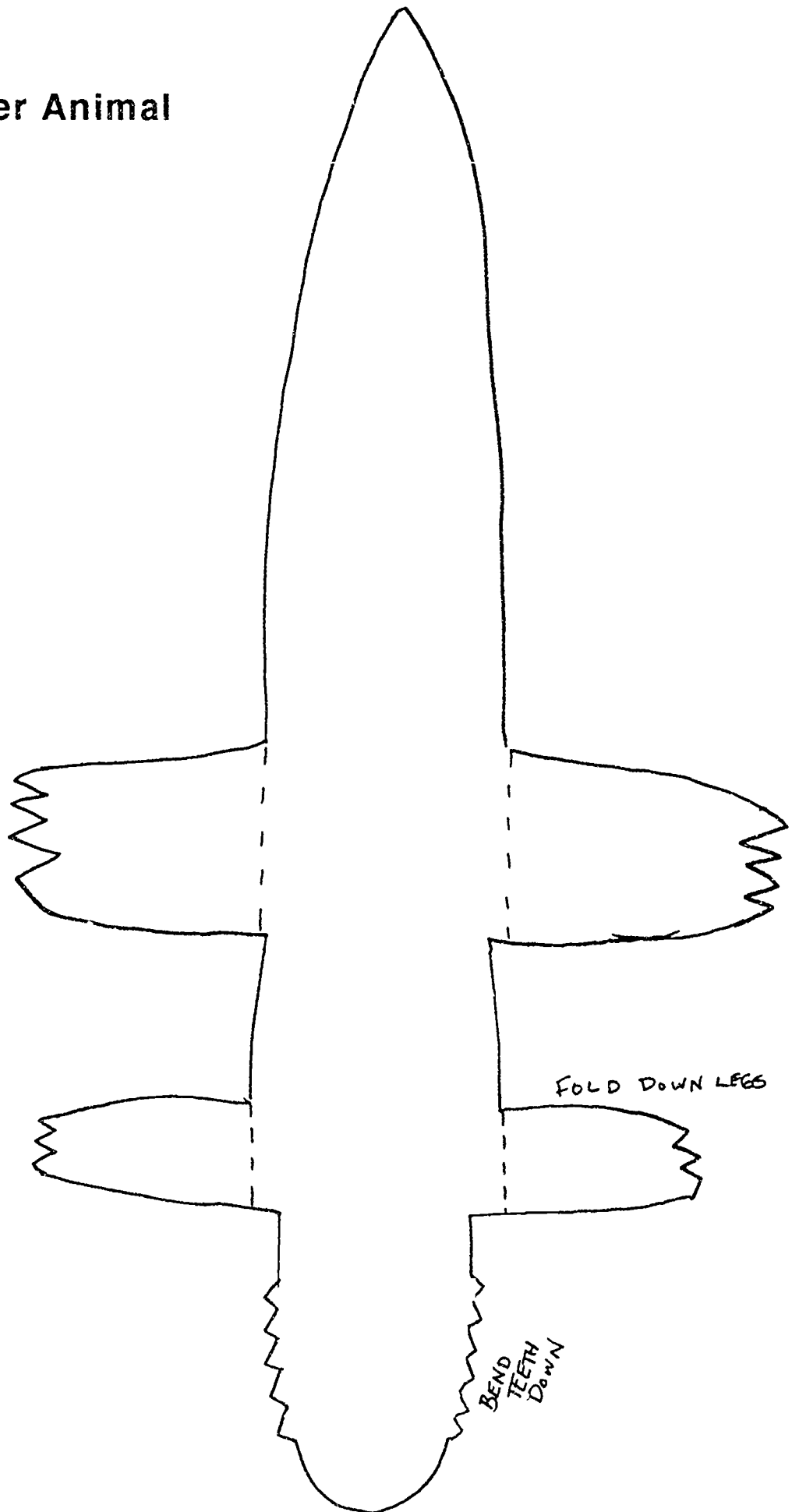


Paper Animal



Dog

Paper Animal



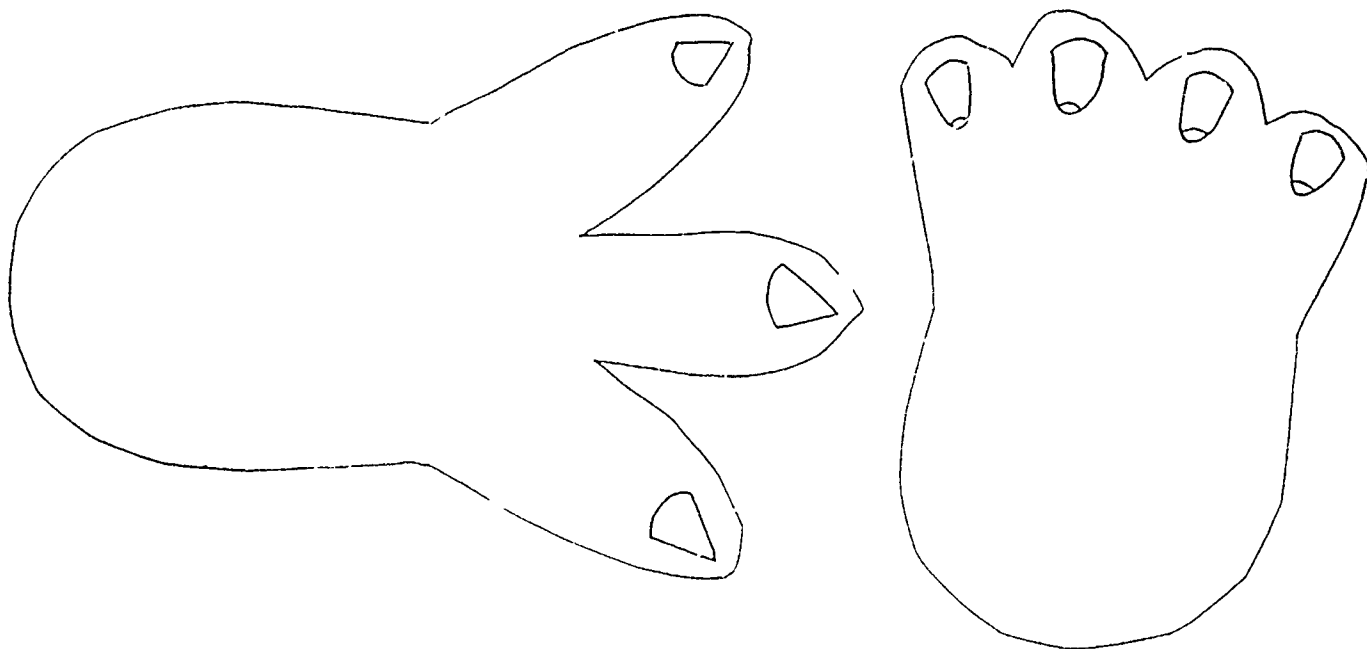
ALLIGATOR OR
CROCODILE

FOR ALL AGES:**ON TRACK**

Using the book by Mawayuki Yabuuchi with the younger kids, and the one by Jim Arnosky with the older ones, have some fun with footprints! You might tape some strange footprints to the floor leading into the children's area to inspire some interest! We've used bigfoot tracks and dinosaur tracks in this way.

With the young kids (K-2) roll out some butcher paper and let them track it up by putting tracks on it with paint or markers to show the paths of various real or imaginary! beasts. Display it on the wall.

Let the older kids design codes and secret messages using animal tracks or footprints. They might also like to design a footprint for an imaginary creature and have the other kids try to guess what the animal looks like, its habits, etc.

**TONGUE TWISTER CONTEST**

The news headlines might read: "CAREFUL KIDS CONCOCT CURIOUS CONTEST--TONGUES TWIST TO TRY."

Sponsor a tongue twister contest either community-wide or in your own reading club group. Introduce alliterative poetry and traditional tongue twisters. Limit the length of each entry to one sentence, not to exceed 15 words (for example). Judge for originality, alliteration, humor, difficulty, creativity, etc. Invite judges from all over the community--community leaders, radio D.J.s, speech teachers, local theater buffs, etc. Prizes might be serious, ribbons (either made by you or bought), a book of twisters or silly, e.g., face masks, mouthwash, etc.

Have fun!

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K-2ND

- Allen, Pamela. MR. ARCHIMEDES' BATH.
Bang, Molly. THE PAPER CRANE.
Barrett, Judith. ANIMALS SHOULD DEFINITELY NOT WEAR CLOTHING.
Beisert, Heide. MY MAGIC CLOTH.
Christian, Mary Blount. SWAMP MONSTERS.
Coerr, Eleanor. JOSEFINA STORY QUILT.
Curle, Jock. THE FOUR GOOD FRIENDS.
Dauer, Rosamond. BULLFROG GROWS UP.
Dauer, Rosamond. BULLFROG AND GERTRUDE GO CAMPING.
Demarest, Chris. CRYVILLE'S ODYSSEY.
Fronval, George. INDIAN SIGNALS AND SIGN LANGUAGE.
Gerinøer, Laura. MOLLY'S NEW WASHING MACHINE.
Graham, Amanda. WHO WANTS ARTHUR?
Hall, Katy. BUGGY RIDDLES.
Harper, Wilhelmina. THE GUNNIWOLF.
Holabird, Katharine. ANGELINA AND ALICE.
Howe, James. I WISH I WERE A BUTTERFLY.
Ipcar, Dahlov. THE BIGGEST FISH IN THE SEA.
Ivimey, John W. THREE BLIND MICE.
Jenkin-Pearce, Susie. BAD BORIS AND THE NEW KITTEN.
Johnston, Toni. WHALE SONG.
Jonas, Ann. THE QUILT.
Keller, Holly. GERALDINE'S BLANKET.
Kellog, Stephen. ASTER AARDVARK'S ALPHABET ADVENTURE.
Lester, Helen. TACKY THE PENGUIN.
Macauley, David. WHY THE CHICKEN CROSSED THE ROAD.
McCarthy, Bobette. BUFFALO GIRLS.
McPhail, David. ANDREW'S BATH.
McPhail, David. THOSE TERRIBLE TOY BREAKERS.
Maris, Ron. I WISH I COULD FLY.
Marshall, James. FOX ON THE JOB.
Noll, Sally. JIGGLE WIGGLE PRANCE.
Peek, Merle. THE BALANCING ACT: A COUNTING BOOK.
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Stehr, Frederic. QUACK-QUACK.
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Turner, Ann. TIME OF THE BISON.
VanGelder, Richard. WHOSE NOSE IS THIS?

Vipont, Elfrida. THE ELEPHANT AND THE BAD BABY.
 Warren, Cathy. THE TEN-ALARM CAMP-OUT.
 Weiss, Leatie. FUNNY FEET.
 West, Colin. HAVE YOU SEEN THE CROCODILE?
 Wilson, Lionel. THE MULE WHO REFUSED TO BUDGE.
 Wood, Audrey. KING BIDGOOD'S IN THE BATHTUB.
 Yabuuchi, Masayuki. WHOSE FOOTPRINTS?

3rd-7th

Arnosky, Jim. CRICKLEROOT'S BOOK OF ANIMAL TRACKS AND WILDLIFE SIGNS.
 Carris, Joan. PETS, VETS, AND MARTY HOWARD.
 Clifford, Eth. HARVEY'S HORRIBLE SNAKE DISASTER.
 Fowler, Virginia. PAPERWORKS.
 Gustafson, Anita. SOME FEET HAVE NOSES.
 Hall, Lynn. MRS. PORTREE'S PONY.
 Jacques, Brian. REDWALL.
 Keller, Beverly. NO BEASTS! NO CHILDREN!
 Kettlekamp, Larry. TRICKS OF MIND AND EYE.
 Kotzwinkle, William. TROUBLE IN BUGLAND.
 Landsman, Sandy. CASTAWAYS ON CHIMP ISLAND.
 Millstead, Thomas. CAVE OF THE MOVING SHADOWS.
 Nakano, Dokouhitei. EASY ORIGAMI.
 O'Dell, Scott. ISLAND OF THE BLUE DOLPHINS.
 Pevsner, Stella. ME, MY GOAT AND MY SISTER'S WEDDING.
 Pryor, Bonnie. RATS, SPIDERS, AND LOVE.
 Riskind, Mary. WILDCAT SUMMER.
 Selden, George. HARRY KITTEN AND TUCKER MOUSE.
 Simon, Seymour. ANIMAL FACT/ANIMAL FABLE.
 Simon, Seymour. THE OPTICAL ILLUSION BOOK.
 Singer, Marilyn. LIGHTEY CLUB.
 Supraner, Robyn. PLENTY OF PUPPETS TO MAKE.
 Van Allsburg, Chris. THE MYSTERIES OF HARRIS BURDICK.
 Wallace, Bill. FERRETS IN THE BEDROOM, LIZARDS IN THE FRIDGE.
 Weatherill, Stephen. THE VERY FIRST LUCY GOOSE BOOK.
 Wilson, Willie. UP MOUNTAIN ONE TIME.
 Wisler, G. Clifton. WINTER OF THE WOLF.
 Ziefert, Harriet. WORM DAY.

CEATURE CONCOCTIONS FILMOGRAPHY

Check with your library system for information about each film.

K-2

THE ADVENTURES OF J. THADDEUS TOAD
ANATOLE
ANDY AND THE LION
THE BEAR AND THE FLY
CANNONBALL
THE CASE OF THE ELEVATOR DUCK
A FIREFLY NAMED TORCHY
THE FISH FROM JAPAN
THE FOOLISH FROG
14 RATS AND A RATCATCHER
FREDERICK
FROG AND TOAD ARE FRIENDS
HOW THE ELEHANT GOT HIS TRUNK
HUG ME
THE MOLE AND THE UMBRELLA
THE MOUSE AND THE MOTORCYCLE
THE NAPPING HOUSE
NEW FRIENDS
NORMAN THE DOORMAN
A POCKET FOR CORDUROY
SWIMMY
SYLVESTOR, THE MOUSE WITH THE MUSICAL EAR
UGLY DUCKLING
WHY MOSQUITOES BUZZ IN PEOPLE'S EARS

3-7

THE ADVENTURES OF J. THADDEUS TOAD
BEST HORSE
THE BOY AND THE SNOW GOOSE
CANNONBALL
THE CASE OF THE ELEVATOR DUCK
THE FISH FROM JAPAN
FROG AND TOAD ARE FRIENDS
HOW THE ELEPHANT GOT HIS TRUNK
LAFADIO, THE LION WHO SHOT BACK
THE MOUSE AND THE MOTORCYCLE
MOWGLI'S BROTHERS
NEW FRIENDS
THE WHITE SEAL
YANKEE DOODLE CRICKET

ADMIT ONE	NOW SHOWING:	ADMIT ONE

	Chapter 6	
	COLOSSAL CREATURES	

*****Coming Attractions*****
The bigger the better!
Dinosaurs and dragons,
mysteries from ancient
and imaginary times!
Medieval magic and
fairytale fun!

COLOSSAL CREATURES

ACTIVITIES: PRESCHOOL-GRADE 2

COLOSSAL EGG

Make a large papier mache egg (wrapping the papier mache around a balloon is easiest). Show it to the kids and discuss what might be in it, what kind of a creature might hatch out of it? A dinosaur? A dragon?

Hold it up to your ear and listen! It sounds like it might be ready to hatch, maybe by the end of storytime today! Put it aside and continue with storytime pausing occasionally for an "egg check." At the end of storytime break it open, "voila!" I have something inside it for the kids, e.g., candy, poems, tiny plastic dinosaurs, etc. or maybe a finger puppet or small hand puppet that can say "goodbye, see you next time!"

Try this "colossal" favorite:

FINGERPLAY

Once there was a giant who
was tall, tall, tall (gruff voice)

(arms over head -
sway & stomp back & forth like a
huge giant)

He had a friend who was
small, small, small (squeaky voice)

(crouch down close to
floor - to look little)

And the friend who was small
would try to call to the
friend who was tall . . .
"HELLO up there!" (squeaky voice)

(still near floor-
look up- cup hands
around mouth as if
shouting up to a giant)

And the friend who was tall
would try to call to the
friend who was small . . .
"HELLO down there!" (gruff voice)

(stand back up- cup
hands around mouth &
look down towards the
floor as if shouting to a little person)

IF I . . .

Have the kids complete this: "If I rode a dinosaur I would . . ." Encourage responses and participation. You might then read a dinosaur story, e.g., *IF I RODE A DINOASAUR* by Miriam Young, *THE MYSTERIOUS TADPOLE* by Steven Kellogg, *DINOSAUR MY DARLING* by Edith Hurd or *BEWARE THE DRAGONS* by Sarah Wilson. Then write a language experience story with the kids about their ride. (Do the same thing with a dragon.)

WHERE DID THE DINOSAURS GO?

Have the kids try to answer the question that Patrick asked in **WHAT HAPPENED TO PATRICK'S DINOSAURS?** by Carol Carrick--where did all the dinosaurs go? Encourage them to come up with their own imaginary answers. Then read the book. Ask the kids if they've seen anything that looks like dinosaurs in nature, i.e., clouds, trees, stars, etc. or man-made, i.e., bridges, cranes, airplanes, etc. They might want to draw pictures of where the dinosaurs are today or what they might be doing!

TWIRLY SNAKE

Make a colossal-size snake!

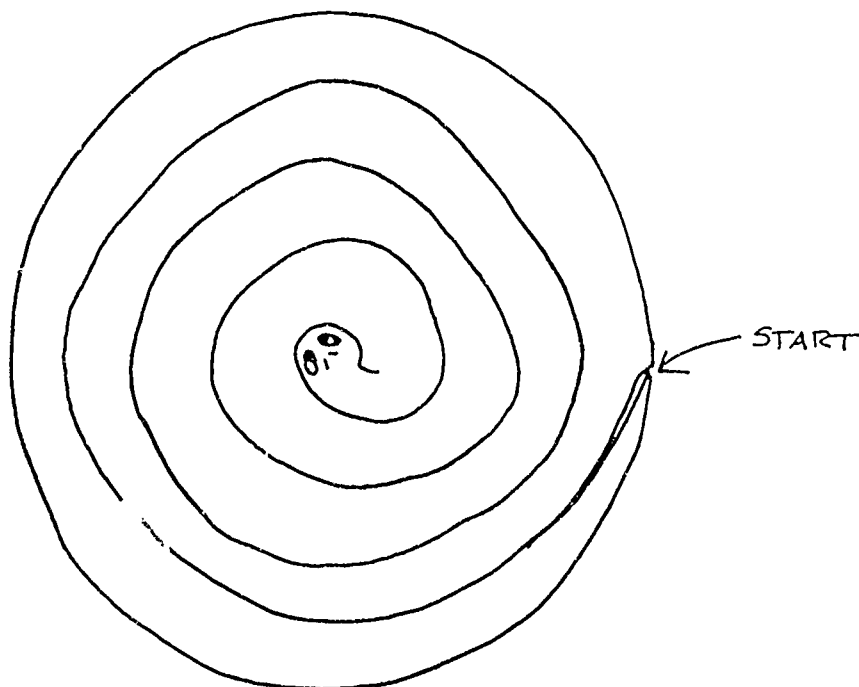
You need:

paper
scissors
crayons

Do this:

- 1) Cut a circle from construction paper.*
- 2) Cut out snake following the pattern provided below.
- 3) Let the kids decorate.

*Note: Have circles pre-cut for pre-schoolers. You must use a stiff paper such as construction paper, typing paper will not work well.



THUMBPRINT DINOSAURS & DRAGONS

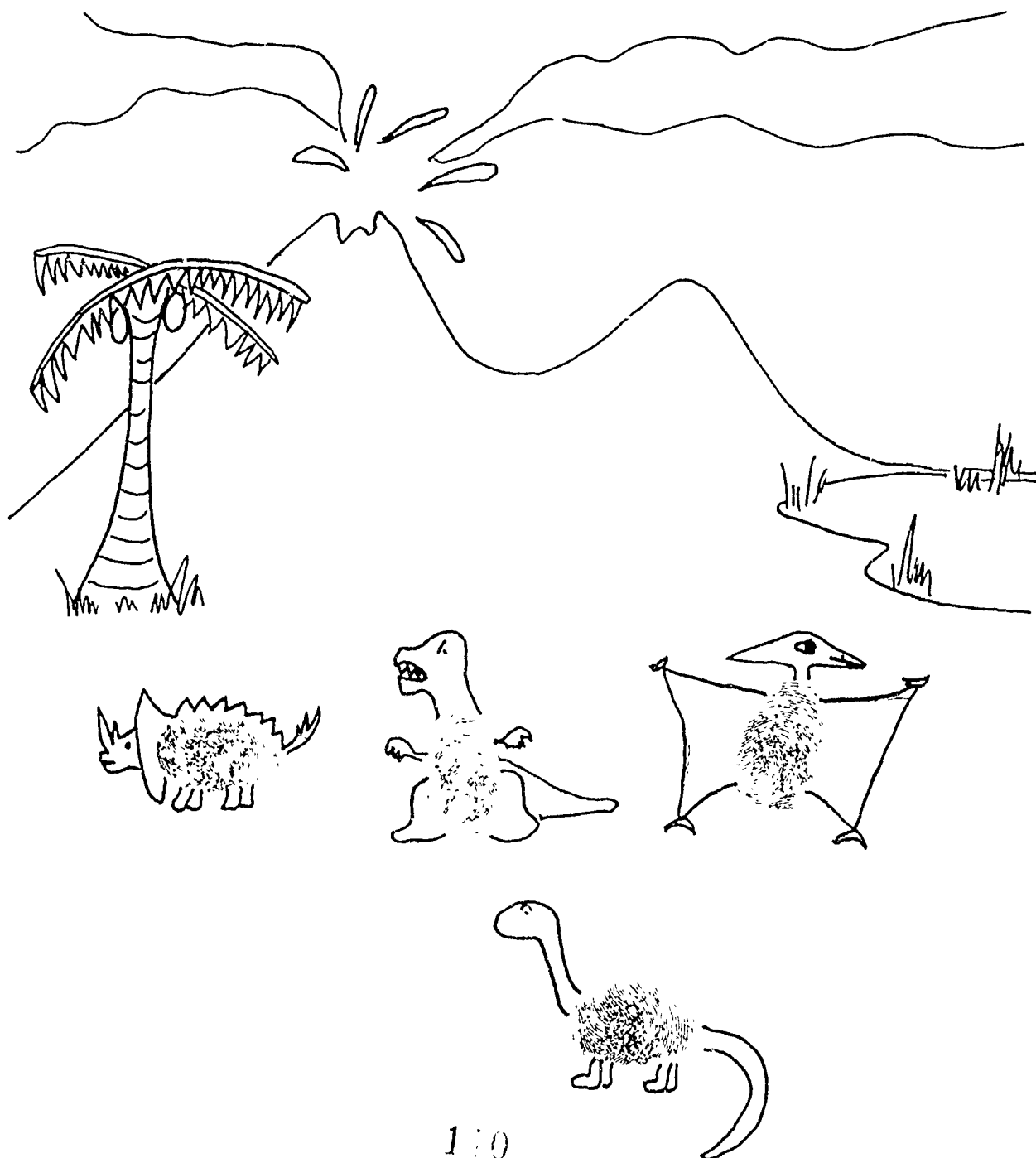
You need:

various colored stamp pads
paper towels

paper
crayons

Do this:

- 1) Make copies of the background provided so that each child will have one.
- 2) Tell each child to make 3-4 thumbprints on the background.
- 3) Tell them to then decorate each thumbprint as a dinosaur or dragon. Show them the examples provided, or let them look at copies of Ed Emberly's thumbprint drawing books.



PTERODACTYL

You need:

light cardboard (such as posterboard)
crayons
scissors
tape.

Do this:

Trace the pattern given on pages 119 and 120 on cardboard. Cut out. Slide slot A into slot B, attaching wings to body. Secure with tape.

These can be used as mobiles and hung from your ceiling with yarn. They make great decorations for your storytime room or children's area.

DINOSAUR PUPPET

You need:

envelopes
construction paper
tape
scissors
crayons

Do this:

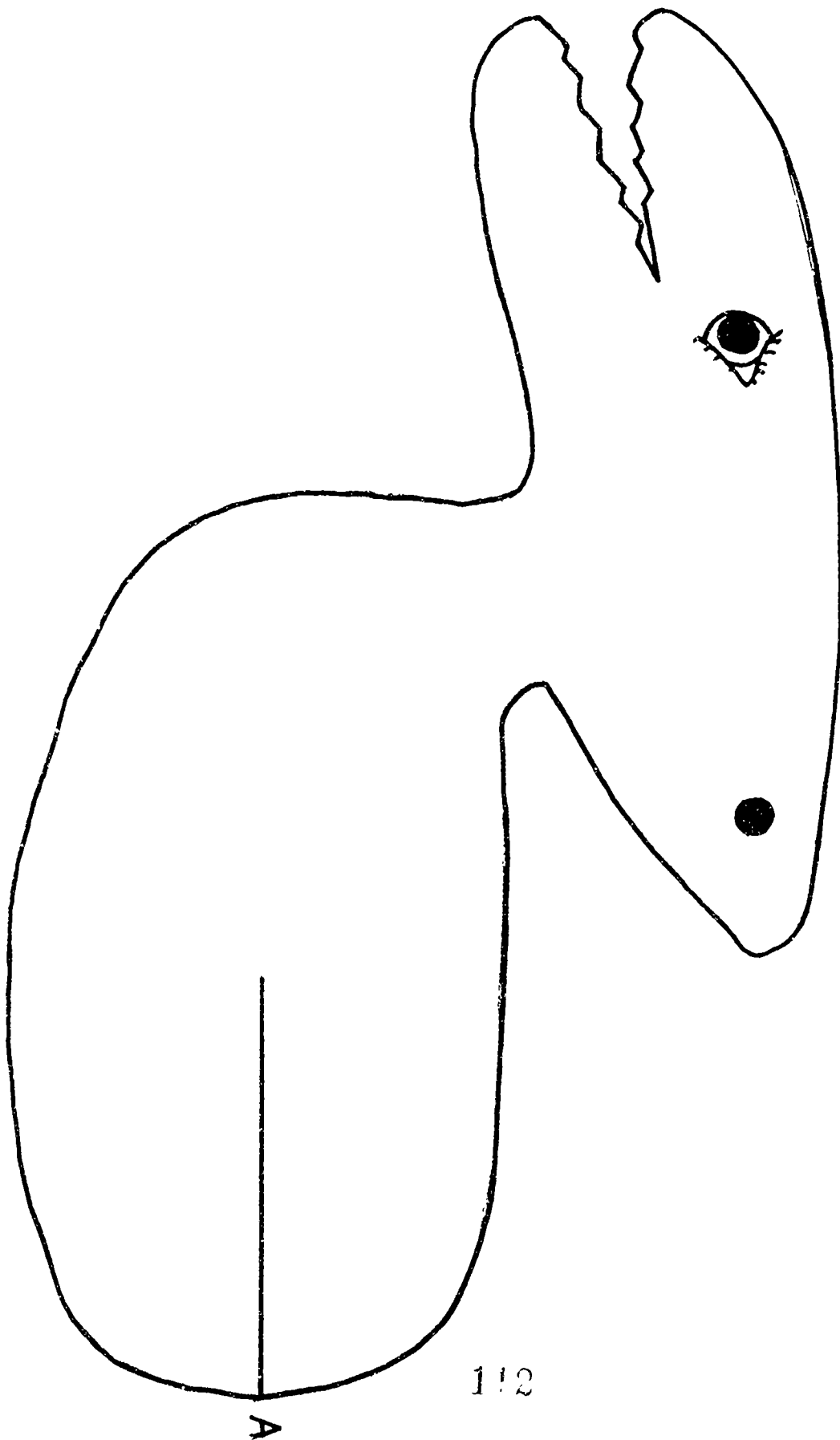
- 1) Seal the envelope. Fold the envelope in half and make a slit along the new fold.
- 2) Trace the pattern on page 121 on construction paper and cut out the body, feet, claws, and eyes.
- 3) Now attach the envelope to the eyes and body as shown.
- 4) Slide your hand into the slits on the envelope to move the mouth. Decorate to look scary!

CREATIVE DRAMATICS

Have the kids pretend they have their very own, personal, tiny, invisible dragon that lives in their pocket. Have them take him (or her) out, very slowly. Put him gently on the ground taking him on a brief "walk" around the room (in a circle). He might try to run off, so gently call and beckon him back. Take him back to where you started, pet him and let him crawl on your hand, up your arm, letting him rest on your shoulder. Then urge him back into your pocket, sing him a lullaby and pat your pocket gently...shh! He's asleep, sit down gently and quietly.

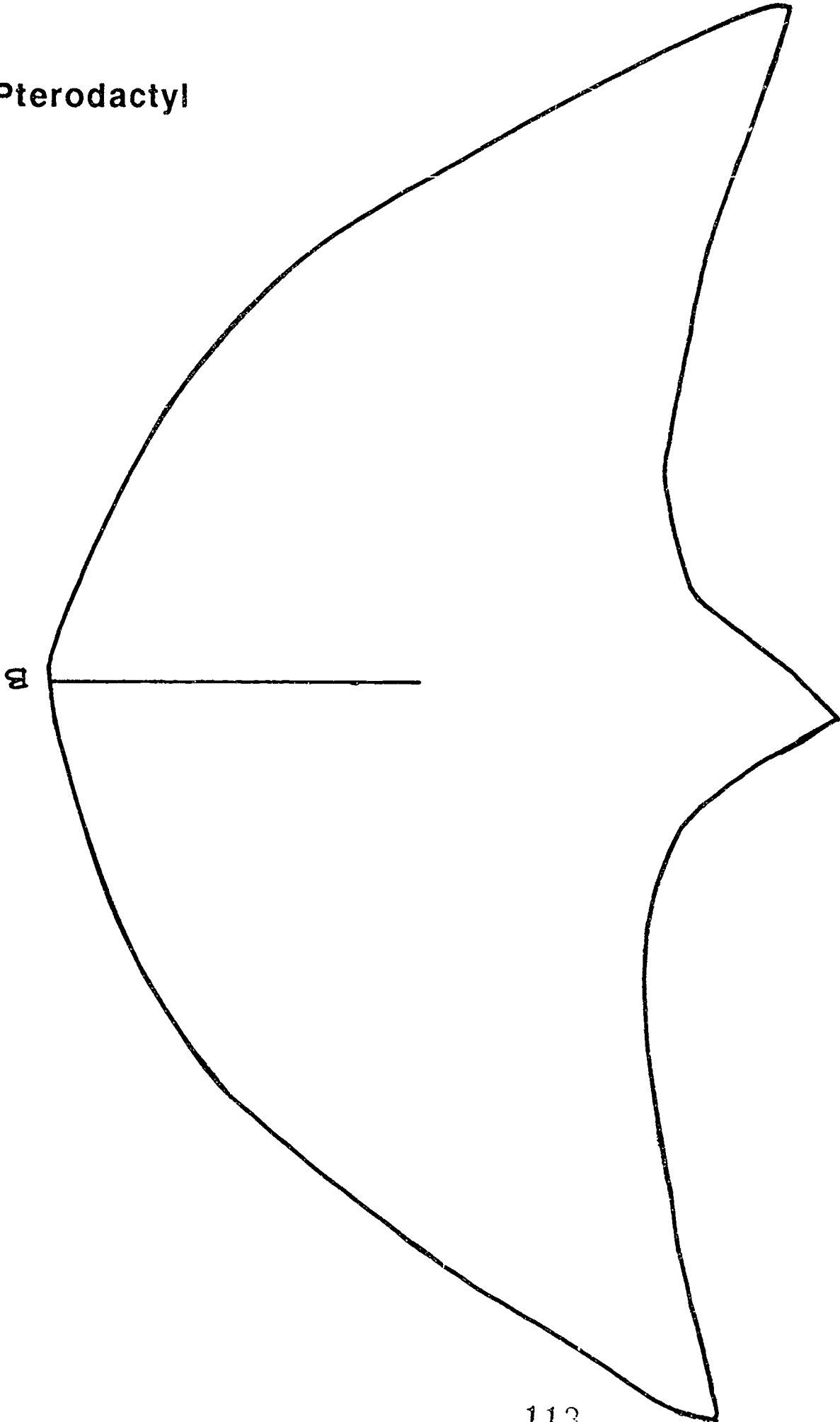
(Now you are ready to continue with storytime. Try using **THERE'S NO SUCH THING AS A DRAGON** by Jack Kent!)

Pterodactyl

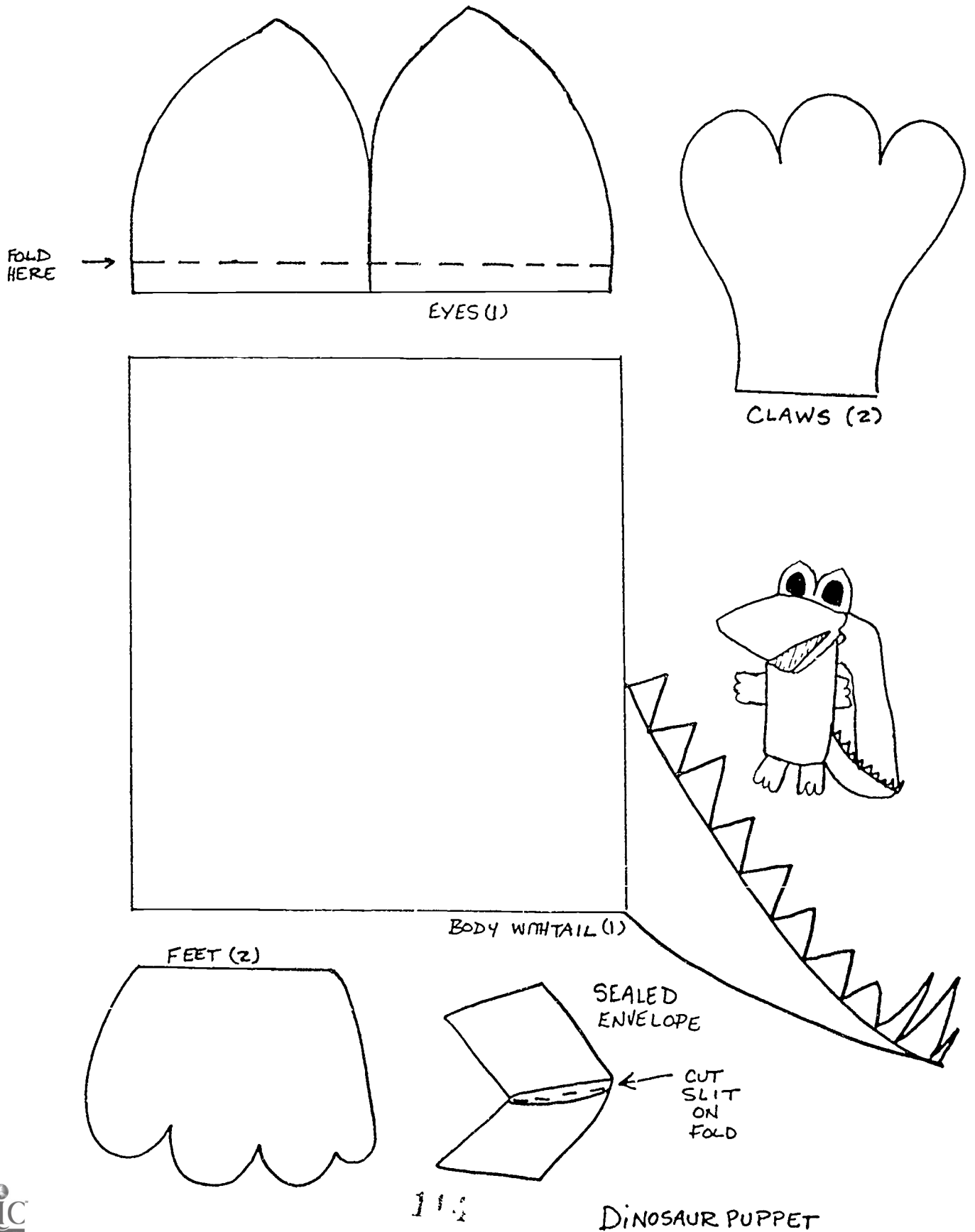


112

Pterodactyl



Dinosaur Envelope Puppet



Try this fingerplay:

MY LITTLE DRAGON

I have a little dragon who
always stays by me.
Sometimes I hold him close -
Sometimes I set him free!

But as soon as I say:

ONE . . .

TWO . . .

THREE . . .

My little dragon flies
right back to me!

(hold up cupped hands
as if there is a dragon in them)
(fold hands close to chest)
throw open hands into air as if
setting dragon free)
(hold up fingers -
1
2
3)
("catch" him & hold
up hands again
as if holding him)

DRAGON HUNT

Do the traditional participation game "Let's go on a lion hunt" only use "dragon hunt" or "dinosaur hunt" instead. Adapt it to your own needs or use the picture book by Maurice Jones entitled I'M GOING ON A DRAGON HUNT.

Instructions for the hand movements may be found in JUBA THIS AND JUBA THAT by Virginia Tashjian.

EVERYONE KNOWS WHAT A DRAGON LOOKS LIKE

Ask the kids if they know what a dragon looks like. Have them describe one to you. Then read them the story by Jay Williams entitled EVERYONE KNOWS WHAT A DRAGON LOOKS LIKE. Ask the question again, "Could one of you be a dragon in disguise?" "No?" "How can you tell?!" Ask them where dragons might be "hiding" in their town. PATRICK'S DINOSAURS by Carol Carrick might follow here nicely.

COLOSSAL CREATURES DRAGON

(Based on an idea in ACORN MAGAZINE, v.II, #2, Nov.-Dec., 1982.)

You need:

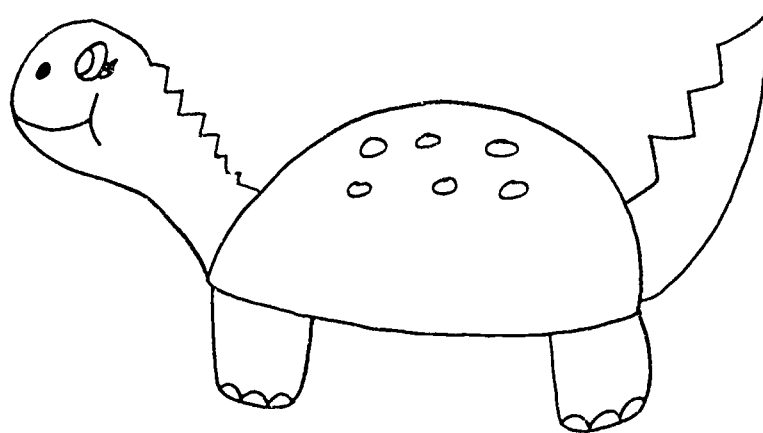
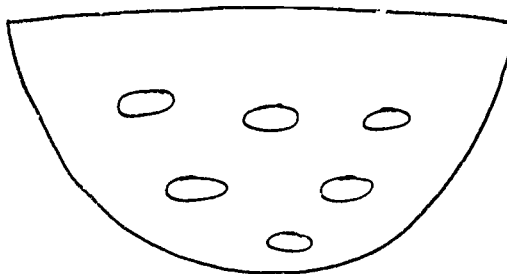
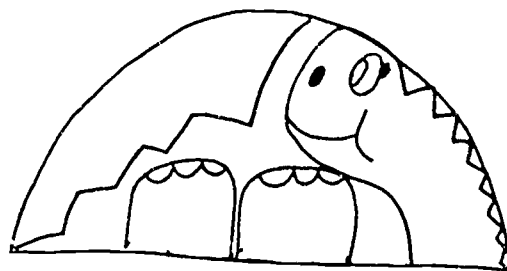
1 paper plate per child
glue
scissors
crayons.

Do this: 1

- 1) Cut a paper plate in half.
- 2) Use one half of the plate for the body.

- 3) Follow the pattern given below for cutting out the other body parts* (feet, tail and head) on the other half of the plate.
- 4) Glue them on to body half as shown.
- 5) Let children color faces and decorate their dragon.

*Note: for younger children these can be pre-assembled, with the children coloring them only.



ACTIVITIES: GRADES 3-6**EYES OF THE DRAGON**

(use with grades 1-4)

Read or tell the story *EYES OF THE DRAGON* by Margaret Leaf (see *CREATURE KIDS* bibliography). Have the kids draw a dragon or some other colossal creature, but don't draw the eyes until last. For a dramatic flair, have everyone wait and draw their eyes at the same time. Will the dragons come to life like the one in the story?!

Perhaps only in their imaginations, but it's fun to speculate!

DEAR DRAGON

(use with grades 2-4)

Encourage the kids to write letters to "Dear Dragon". What kinds of questions would they like to ask a dragon? Or, perhaps they would prefer to write to "Dear Dinosaur . . ." They might like to exchange letters and write an answer as if they were a dragon answering fan mail.

DRAGON TALE

Write a dragon fairy tale together--a 2-minute story. You might have to start it: "Once upon a time, over the land now known as Texas, a dragon flew . . ." Give each kid who wants to, a chance to add on to the story giving each 2 minutes to write. Let them illustrate it as you read aloud the completed tale.

DRAGON KITES

Vary the instructions for paper plate kites in the *CREATURE CONCOCTIONS* chapter 5. Have the kids draw dragons on them.

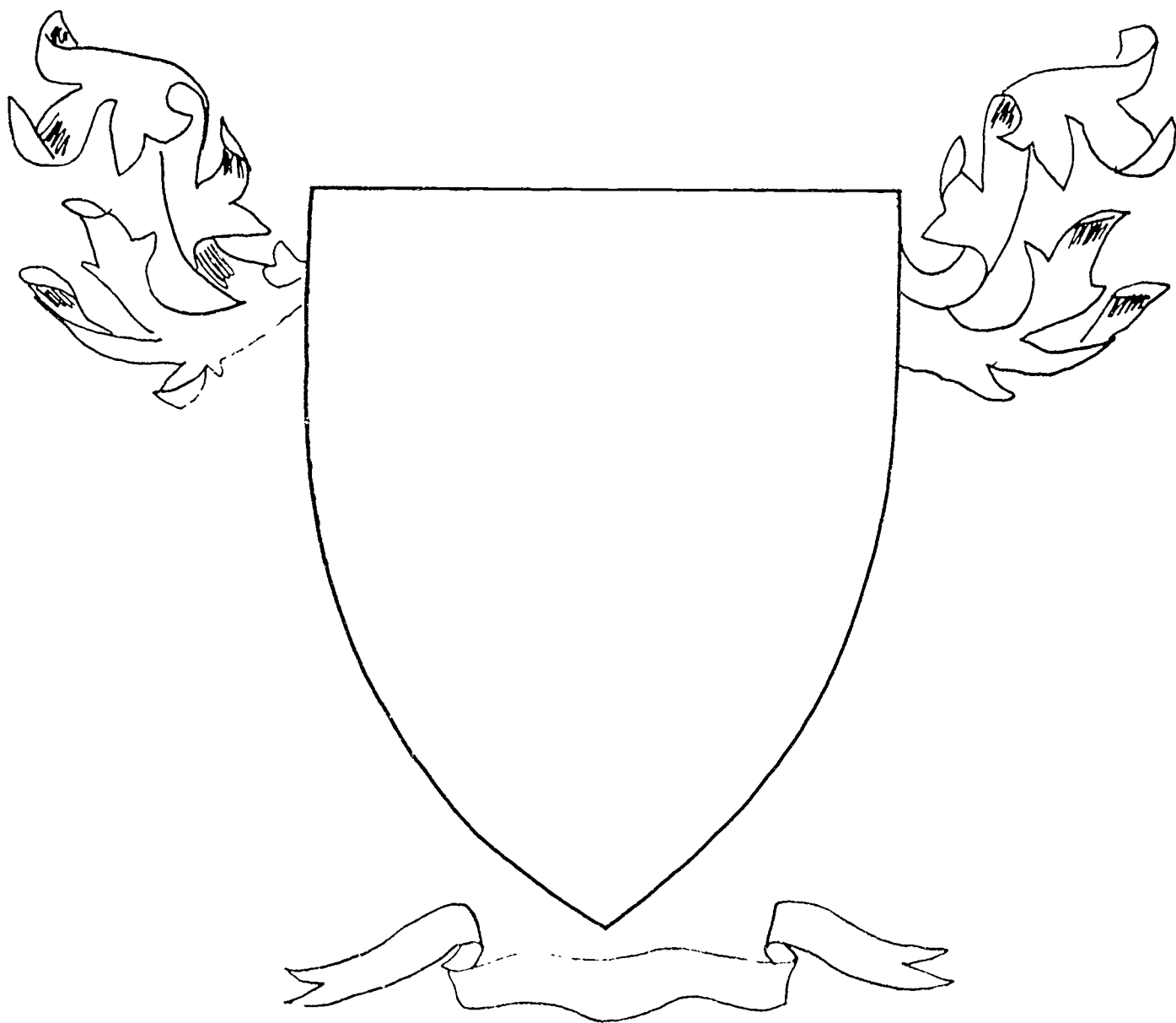
CASTLES

Construct a castle together! This can be done out of a variety of materials, such as boxes, cardboard, clay, etc., but we prefer jars. Assemble a large variety of shapes and sizes of jars (labels removed) and fill them with water. The kids can add food coloring to each, making them colorful. Now they can "stack" them into various castle structures such as towers and walls. "Superglue" is excellent (with supervision!) to affix the jars together (jars must have lids). Cardboard portcullis and drawbridges, doors, windows, etc. may be added later with tape.

The completed structure is large but beautiful, especially in a lighted area where the light may shine through the colored water. It might be displayed in the library on a table or, as we prefer, on the card catalog! Don't forget to add cardboard or clay dragons as well as miniature people to your castle. (And don't forget to tie in books in the bibliography, such as those by Tomie dePaola, Mercer Mayer, Bill Peet, Sue Scullard, Christopher Hope, E. Nesbit, and Paul Berman.

SHIELD DESIGNS

Continue your medieval theme by having the kids design shields like those carried by the knights of old. Posterboard can be cut into the appropriate shape and then decorated with colored markers or tempera paint. They can decorate them with dragons, things they are interested in, or better yet, something representing a favorite book or a shield for a favorite character out of a book (what might Encyclopedia Brown, Ramona, or Wilbur the pig put on their shields?) If you prefer smaller shields, use the pattern provided.



BOOK PLATES

Make book plates for the kids to place inside their own books!

You need:

any blank white sticky-back label and markers.

Do this:

- 1) Give each child a few labels
- 2) Let them design a dinosaur or dragon book plate.

*Note: a variation on this is using various colored stamp pads and pre-made rubber stamps. The kids really like to collect stamps and make their own. A great book to use for making your own rubber stamps out of art gum erasers is **THE STAMP PAD PRINTING BOOK** by Florence H. Pettit.

MY-SAURUS

Create your own dinosaur! Inspire your kids to new silly heights by encouraging them to draw a "Dictionarysaurus," "Footballsaurus," "Piggysaurus," "Catalogsaurus," or even "Terror-dactyl!" They might prefer to come up with their own names, draw and tell about their new species and share with the others and display!

GO ON A DIG

Let the kids experience what it's like to be an archeologist! In a box place various everyday objects or pieces of objects --let them pretend they are archeologists from the year 2089 --what could they deduct about kids from 1989 by looking at these objects? What misconceptions might arise? Some objects you might use: scratch & sniff stickers, a tennis shoe or shoestring, velcro, a library card, a light bulb, lunch box, etc. Display your books on archeology for interest. (Don't forget David Macauley's **MOTEL OF THE MYSTERIES**, Jan Mark's **UNDER THE AUTUMN GARDEN**, Harry Behn's **THE FARAWAY LURS**, and Velma Morrison's **GOING ON A DIG**.)

CREATE AN ARTIFACT

(for kids in grades 5-7)

Divide the kids into small groups (3-5) and have them "create" an ancient civilization with an alphabet, beliefs, government, etc. Give them clay flower pots (the cheap ones you can buy almost anywhere) and have them decorate it as if someone from their civilization would. Write a message on it using their alphabet, draw pictures of the civilization or its "gods," etc. (Tempera paint or markers work well.)

Next, place each pot in a plastic bag and break it (a hammer works nicely). It should break into fairly large pieces. Give each pot to a different group and let them re-assemble it (like an archeologist would) and glue it back together. Encourage them to try to decipher the message or deduct as much as possible about the civilization based upon its pottery or art very much as archeologists must do. Have them discuss their deductions and compare notes with the "original civilization". How closely did they come to understanding that civilization?

HIEROGLYPHIC FUN

Write a message in hieroglyphics, provide a key (like the one on the following page) or "rosetta stone" for the kids and see if they can decipher it. Let them write their own messages and try to stump each other. Or encourage them to make a cartouche, "papyrus scroll", or "clay tablet" to take home. Pull out books on ancient Egypt, King Tut, mummies, etc.

POP-UP DINOSAURS

You need:

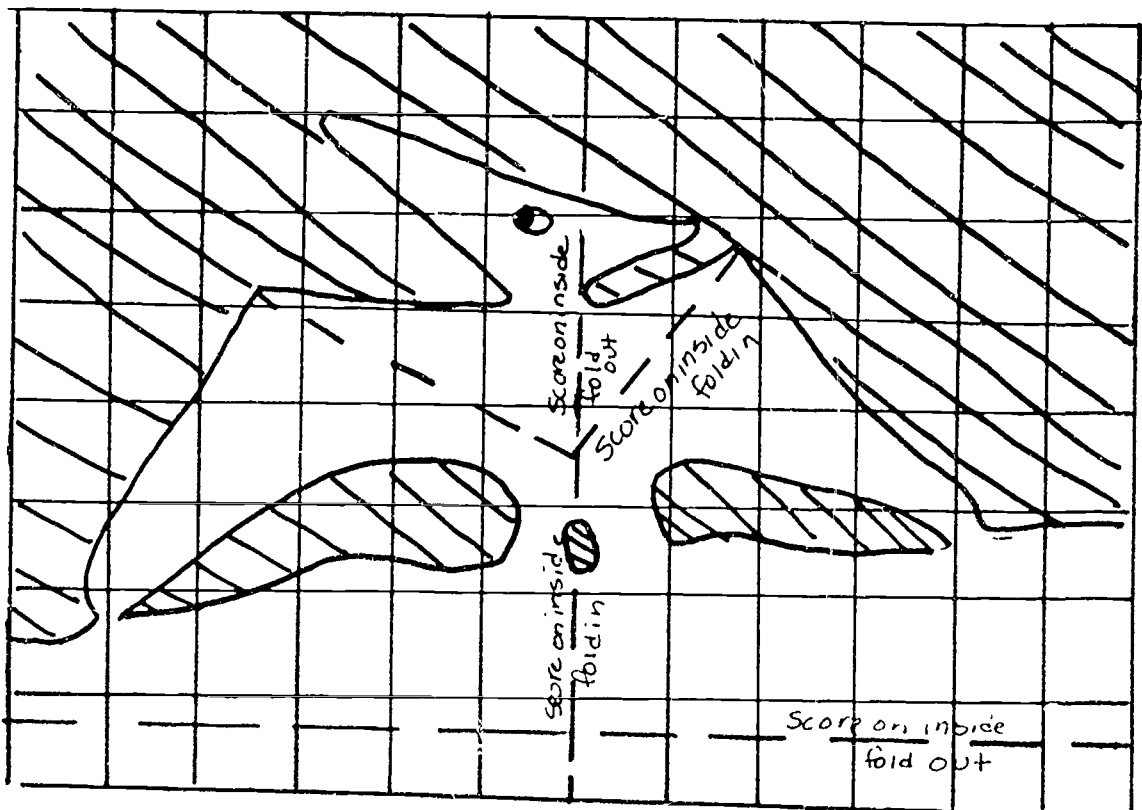
1 sheet of watercolor paper per child
 1 sheet of construction paper per child
 scissors

pattern
 white paper
 glue

Do this:

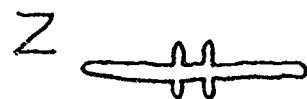
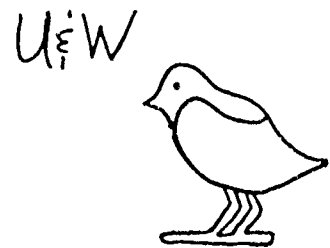
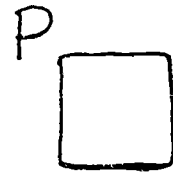
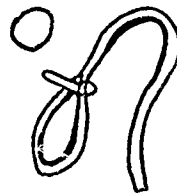
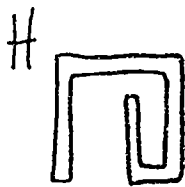
- 1) Transfer the design to white paper, making a pattern for marking the card. (See below.)
- 2) Use the pattern to mark design on the top half of a 16" x 12" rectangle of heavy white watercolor paper. Mark score lines.
- 3) Lightly score card along marked fold lines, scoring each one as shown on the pattern. Use the scissors to score. Erase pencil marks.
- 4) Carefully fold card along score lines then unfold.
- 5) Carefully cut out and remove the shaded areas.
- 6) Cut an 8" x 12" piece of contrasting paper for card lining and glue in place. Refold the card.

*Watercolor paper may be obtained at local arts and crafts stores.



EACH SQUARE = 1"
 120

HIEROGLYPHIC ALPHABET



EASY POP-UP

(adapted from an idea in HOW TO MAKE POP-UPS by Joan Irvine)

For an easier pop-up dinosaur, try this.

You need:

3 pieces of 8 and 1/2 x 11" white paper
scissors

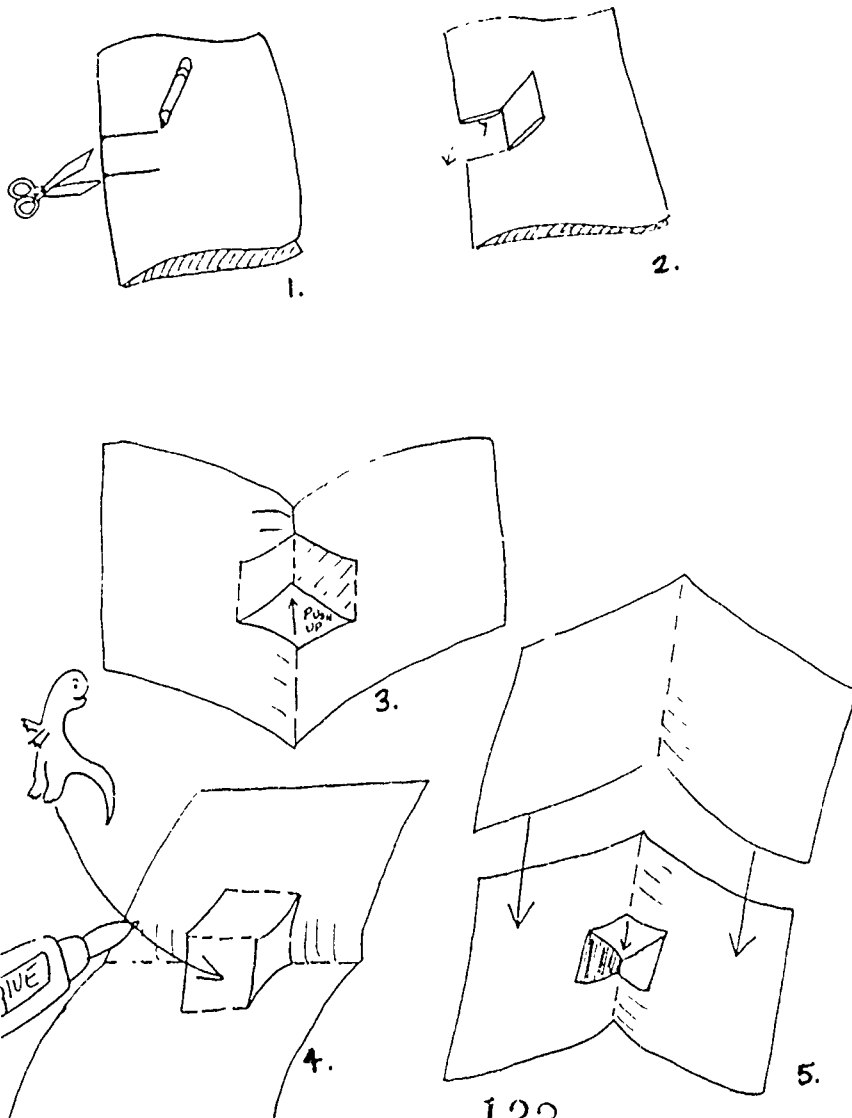
glue
crayons

Do this:

- 1) Fold one piece of paper in half like a card. On the middle of the folded edge mark 2 dots, 1/2" apart. Extend the dots 1" with a pencil and then cut on the lines as shown in step #1.
- 2) Now fold the cut strip back and make a crease. Return the strip to its original position.
- 3) Open up your paper like a card and push the cut strip through from the back. You will have the strip sticking up on the inside of your card. Now trace your dinosaur on another sheet of paper and decorate him with crayons. You can also make up your own dragon or dinosaur. Now cut the figure out.

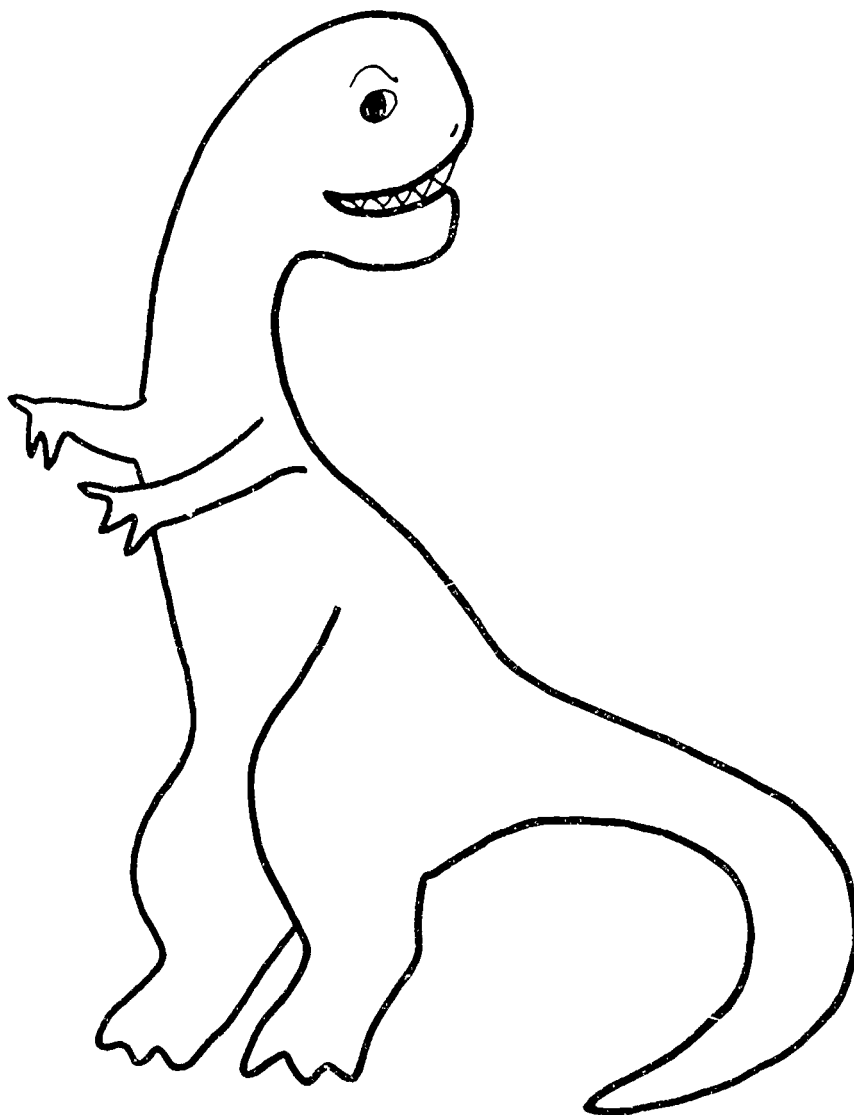
(Note: your figure should be about 3/4" wide x 1 and 1/4" tall.)

- 4) Put glue on one side of your cut-out strip and attach the dinosaur figure to it.
- 5) Now take your last piece of paper, fold it in half and glue it to the outside of your card. This becomes the cover which you can decorate. When you open up the card, your dinosaur will pop up!



THEY'RE BACK!

Read or tell the story **WE'RE BACK!** by Hudson Talbott. Ask: "What if the dinosaurs (or dragons) did come back?" What if the dinosaurs took "smart pills" and came back to live in modern-day Texas? Have the kids make a list of all of the helpful things they could do. Make another list of all of the problems there might be, too.



THE WEIRDOSAURUS

(Based on an idea from WORD WORKS by Cathryn Kaye.)

Introduce your kids to a new species of dinosaur--the weirdosaurus. Give them each a piece of paper divided into 6 squares (as shown below). Read the first description then pause as they draw in square 1 a picture of what they think the weirdosaurus looks like. When they are finished, read the second description, pause, let them draw in square 2, etc.

When they are finished with square 6, have them compare their drawings. If it is a large group, let them break into smaller groups of 4 or 5 to discuss their "findings." Ask them if they can reach a consensus and agree upon the definitive weirdosaurus!

Description:

1. The weirdosaurus is an extinct species of dinosaur that had 4 short legs, long ears, and a spiked tail.
2. The weirdosaurus preferred sandy desert regions and was colored so that he blended into the terrain. His nose was used to both blow sand off his food and to suck water out of hard-to-reach places.
3. The weirdosaurus was a solitary creature that preferred roaming the desert alone or in pairs. Since he avoided crowded areas, he was able to store water in his tail.
4. The weirdosaurus had skin covering that appeared plated or scaled. The male of the species had more of a red sheen to his scales than did the female. Their bellies were soft, however, and pale from a lack of sun.
5. The weirdosaurus appeared to have possessed a long prehensile (able-to-grasp) tongue that he used to pull fruit off of cacti.
6. They were also known to have broad, heavy feet that enabled them to easily maneuver over the sand.

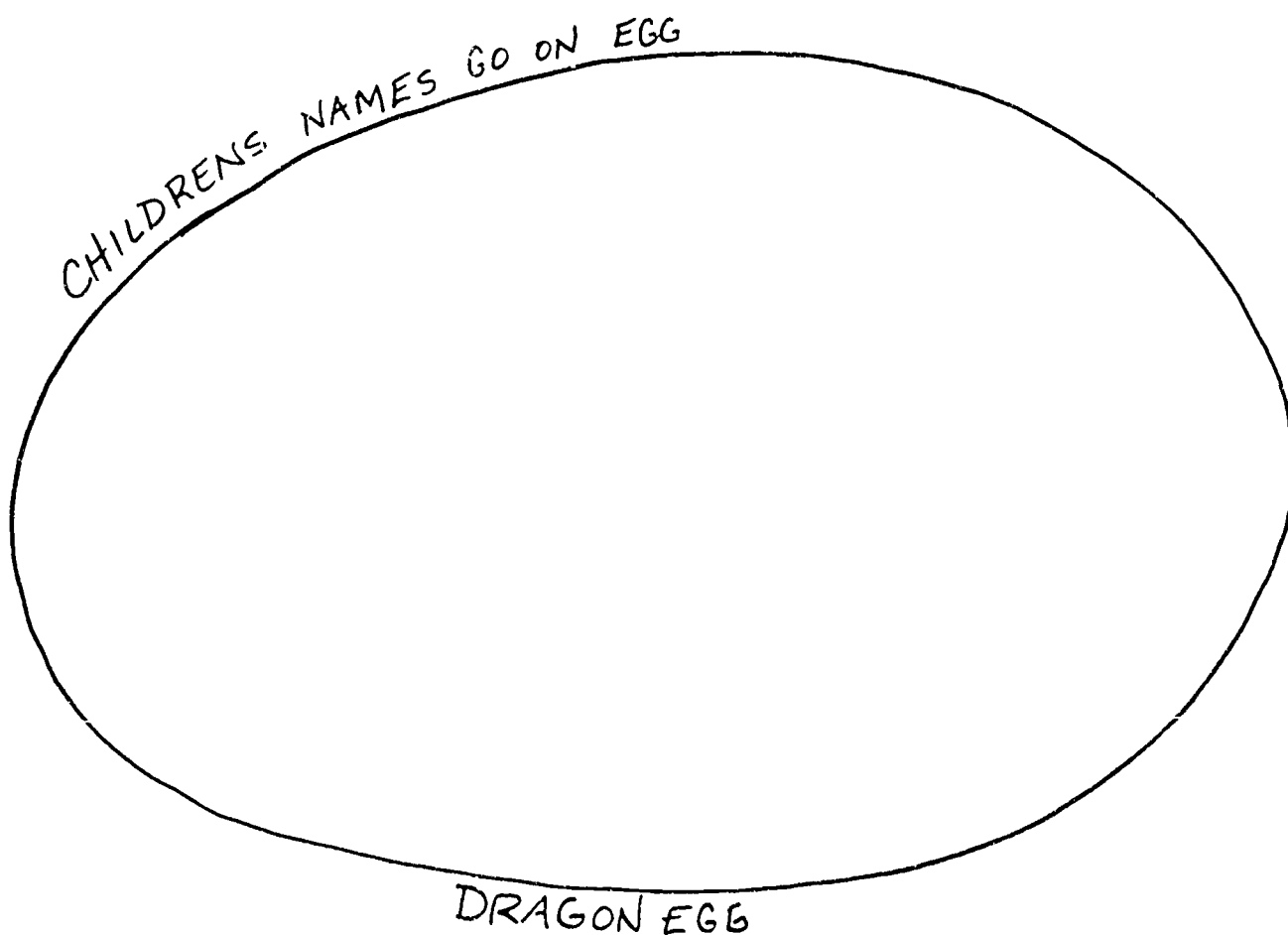
1	2	3
4	5	6

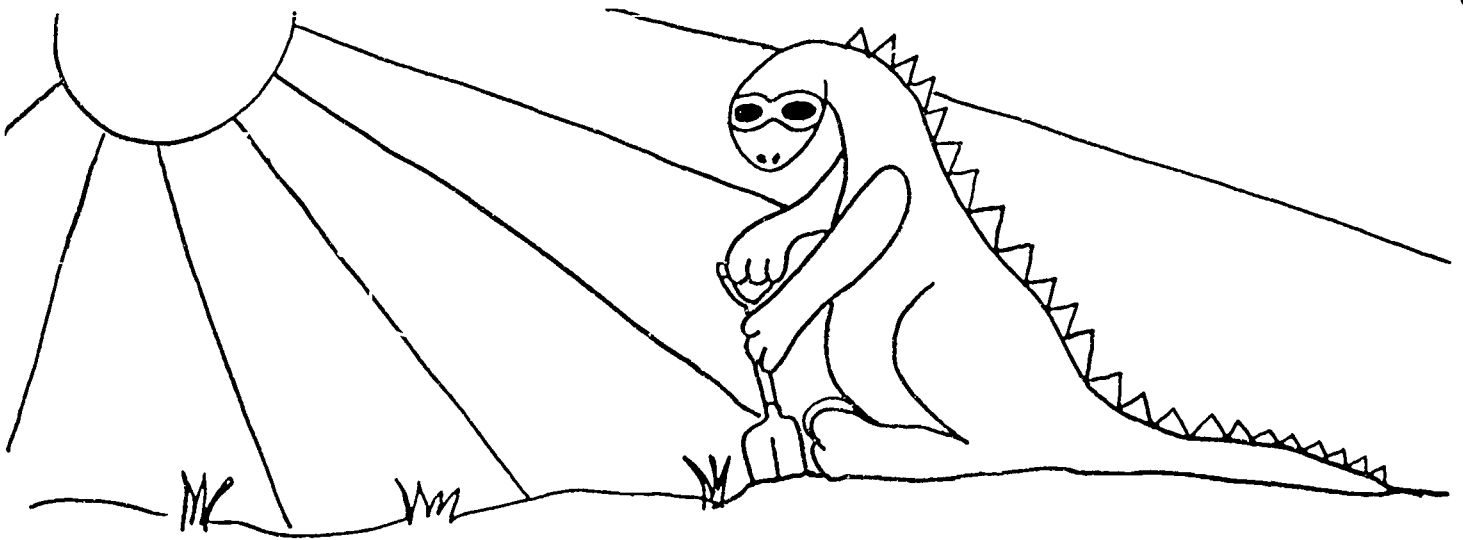
FOR ALL AGES:**BONES!**

Have a box of "bones" either real or cut out of cardboard or construction paper. Let the kids speculate about what kind of a "dinosaur" or creature (real or imaginary) the bones might have belonged to. Next, have them draw it and name it. If you have access to fossils, now might be a great time for "show & tell." The kids might be inspired to bring in their own. Have books available to identify the fossils.

COLOSSAL CREATURES BULLETIN BOARDS

Use the patterns given to draw or paint the design on a large piece of paper for your bulletin board or wall. These displays can stay up all summer. As the children join the reading club or complete 10 books, they can write their names on an egg or bone. Then they can tape their eggs or bones up for all to see! We have found that the kids really love to do this.



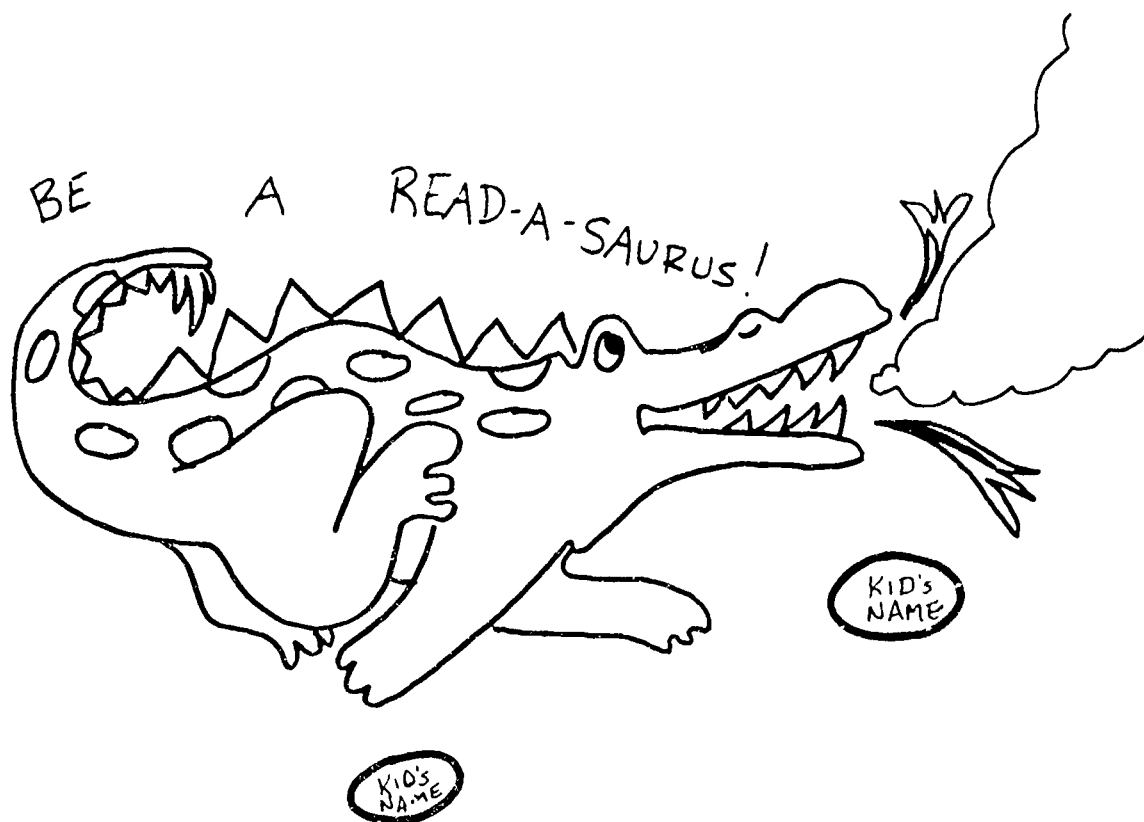


COLOSSAL CREATURES : CAN YOU DIG IT ?



NAMES OF BOOKS READ
OR CHILDRENS NAMES
GO ON DINOSAUR BONE.

Bulletin Board Idea



COLOSSAL CREATURES BIBLIOGRAPHY

K-2nd

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- Carrick, Carol. PATRICK'S DINOSAURS.
- Carrick, Carol. WHAT HAPPENED TO PATRICK'S DINOSAURS?
- DePaola, Tomie. THE KNIGHT AND THE DRAGON.
- Hurd, Edith. DINOSAUR, MY DARLING.
- Jones, Maurice. I'M GOING ON A DRAGON HUNT.
- Kellogg, Steven. THE MYSTERIOUS TADPOLE.
- Kellogg, Steven. PREHISTORIC PINKERTON.
- Kellogg, Steven. RALPH'S SECRET WEAPON.
- Kent, Jack. THERE'S NO SUCH THING AS A DRAGON.
- Mayer, Mercer. WHINNIE, THE LOVESICK DRAGON.
- Peet, Bill. CYRUS THE UNSINKABLE SEA SERPENT.
- Peet, Bill. HOW DROOFUS THE DRAGON LOST HIS HEAD.
- Sadler, Marilyn. ALISTAIR'S TIME MACHINE.
- Scullard, Sue. MISS FANSHAWE AND THE GREAT DRAGON ADVENTURE.
- Thayer, Jane. QUIET ON ACCOUNT OF DINOSAUR.
- Wegen, Ron. SKY DRAGON.
- Williams, Jay. EVERYONE KNOWS WHAT A DRAGON LOOKS LIKE.
- Wilson, Sarah. BEWARE THE DRAGONS!
- Young, Miriam. IF I RODE A DINOSAUR.

3rd-7th

- Butterworth, Oliver. THE ENORMOUS EGG.
- Cobb, Vicki. THE MONSTERS WHO DIED: A MYSTERY ABOUT DINOSAURS.
- Corbett, Scott. EVER RIDE A DINOSAUR?
- Corbett, Scott. THE FOOLISH DINOSAUR.
- Hoban, Russell. THE RAIN DOOR.
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- Irvine, Joan. HOW TO MAKE POP-UPS.
- Kaye, Cathryn Berger. WORD WORKS: WHY THE ALPHABET IS A KID'S BEST FRIEND.
- Keller, Charles. COLOSSAL FOSSILS: DINOSAUR RIDDLES.
- Klein, Robin. THINGNAPPED!
- Koziakin, Vladimir. DINOSAUR MAZES.

- Lampmann, Evelyn. THE SHY STEGOSAURUS OF CRICKET CREEK.
McCaffrey, Anne. DRAGONSONG.
Nesbit, E. THE DELIVERERS OF THEIR COUNTRY.
Nesbit, E. THE LAST OF THEE DRAGONS.
Richler, Mordecai. JACOB TWO-TWO AND THE DINOSAUR.
Sargent, Sarah. WEIRD HENRY BERG.
Siedler, Tor. THE TAR PIT.
Steiner, Barbara. OLIVER DIBBS AND THE DINOSAUR CAUSE
Talbot, Hudson. WE'RE BACK! A DINOSAUR'S STORY.
Wiesner, David. THE LOATHSOME DRAGON.
Yep, Laurence. DRAGON OF THE LOST SEA.
Yolen, Jane, ed. DRAGONS AND DREAMS.

COLOSSAL CREATURES FILMOGRAPHY

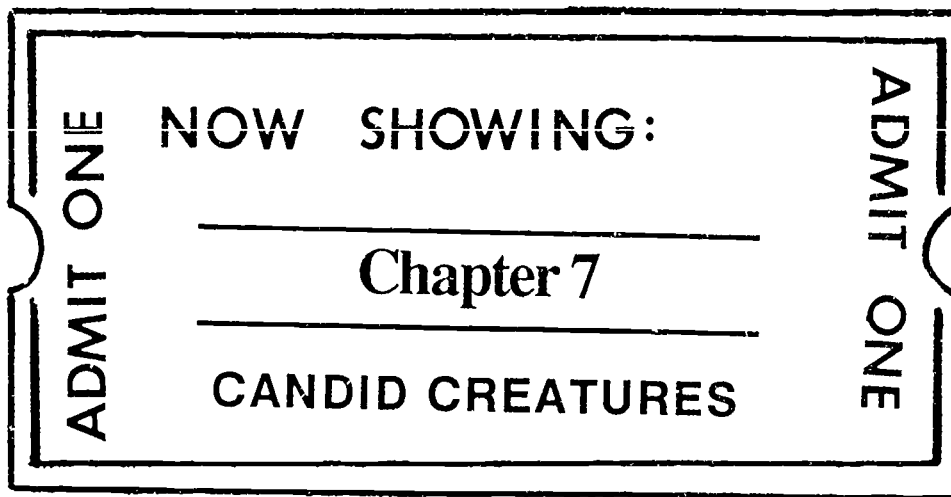
Check with your library system for information about each film.

K-2

THE DINOSAUR WHO WONDERED WHO HE WAS
DRAGON STEW
ONDRA AND THE SNOW DRAGON
PECOS BILL
THE RELUCTANT DRAGON
SEVEN WITH ONE BLOW

3-7

DINOSAUR
DINOSAURS: THE TERRIBLE LIZARDS
THE DRAGON OVER THE HILL
DRAGON STEW
THE DRAGON'S TEARS
THE JOHNSTOWN MONSTER
MAN, MONSTERS, 7 MYSTERIES
THE RELUCTANT DRAGON
SEVEN WITH ONE BLOW



*****Coming Attractions*****

Famous creatures!
Animals in the news
and familiar characters
out of books!
The film is in
and the camera
is rolling . . .

CANDID CREATURES

ACTIVITIES: PRESCHOOL-GRADE 2

CANDID CAMERA KIDS

Using an opaque projector, blow up a picture of a famous animal or character out of a book on a piece of cardboard about as tall as your kids. Leave a hole in the "face" for the kids to put their heads through.

Let them take turns "becoming" that person as they pose behind it. If you can, take Polaroid pictures of them to take home!

Variation: Make masks! Put the faces of famous animals or characters from books on circles of cardboard. Attach these circles to dowel sticks or wooden spoons for the kids to hold up in front of their faces. Cut out eye-holes. Try some creative dramatics!

PICTURE ME!

Take "pictures" of the kids. Have them lie down on a piece of butcher paper and have a volunteer or staff member trace around them. Have them color "themselves" just like they're dressed at that moment. Cut them out and put them on the wall or let the children take home and place on a door or wall.

ART IS LIFE

Try the "Art is Life" activity in the CREATURE KIDS chapter on page 56. This works well with PIG PIG AND THE MAGIC PHOTO ALBUM by David McPhail.

CURIOUSER AND CURIOUSER

Read a CURIOUS GEORGE story by H.A. Rey or use the film based on the book. But before you begin, place a wrapped-up box somewhere in view. Wait and see if they become "curious." Ask them to guess what's in it and then unwrap it. A banana! Now you are ready to read . . .

After the story or film, discuss curiosity. Ask: "How do you know that George is curious?" "Are you curious?" "Why?" "Do you ask your parents lots of questions?" "What are you most curious about?"

Now play this old favorite:

Say: *Remma, remma, remma, ree -*
 I see something you don't see . . .
 And the color is _____.

Let them guess! Take turns only using objects that are in the room.

Try this old favorite:

FINGERPLAY

5 little monkeys jumping
on the bed!
1 fell off & broke his head!

Took him to the doctor and
the doctor said:

"No more monkeys jumping
on the bed!"

repeat

4 little monkeys jumping on the bed . . .

Repeat until you get to 0 ("No little monkeys . . .")

(hold up 5 fingers,
bouncing hand up & down)
(put arms over head
as if holding it)
(cradle arms like
holding a baby & swing
back & forth)
(shake finger in air
like scolding)

SHEILA RAE, THE BRAVE

Read the story *SHEILA RAE, THE BRAVE* by Kevin Henkes to the kids. Discuss what it means to be brave and ask the kids if they think they are brave. Who do they know that is brave? Discuss some brave characters or heroes in books they've read or on television shows they watch.

Serve maraschino cherries as a treat! Read the story to discover why!

I QUIT!

(use with grades 1 and 2)

Read *CHRISTINA KATERINA AND THE TIME SHE QUIT THE FAMILY* by Patricia Lee Gauch to the kids. Ask them: "Would you want to ever quit your family?" "What would you do if you did?" (Eat anything you wanted to or stay up late like Christina?)

Discuss and then do a language experience activity with them, maybe list some more things Christina might have done when she quit the family.

CARTON CINEMA

(Based on an idea in *CONSTRUCTIONS* by Anna Suid.)

Begin a couple of months early by asking your staff to save boxes or cartons!

You need:

1/2 gallon milk carton
scissors
glue
white paper

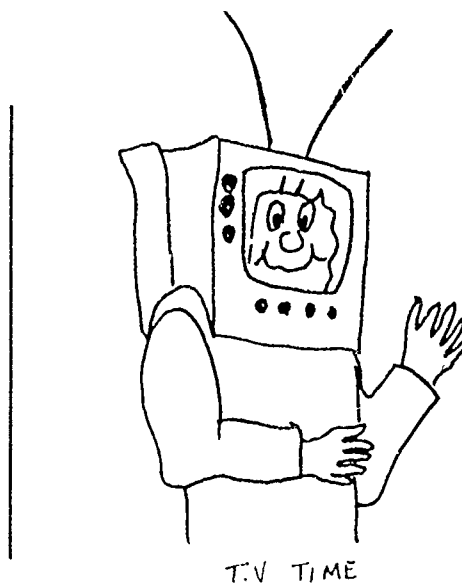
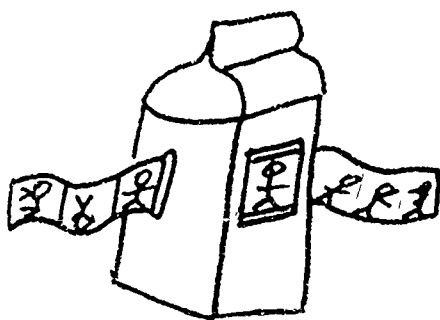
Do this:

- 1) Cut a "screen" out of the side of the milk carton. It should be about 4" square.
- 2) Cut a 4" vertical slit on each side of the carton.
- 3) Decorate the outside of the carton by covering it with paper and coloring, or gluing on designs out of construction paper.
- 4) Cut some 3 3/4" strips of paper. This will slide through the slits and be the "film."
- 5) Think of a story and then draw it, using about 10 pictures. Each picture should be about as wide as the "screen." If you run out of room, tape another strip to the first.
- 6) Run the strip through the "Cinema" and tell your story as you move it along.

*Note: This can be done with any box--oatmeal box, cereal box, shoe box, etc. If you use milk cartons, be sure they are completely clean so they will not have an odor.

This activity can be used with just about any book, so the stories the children think about could be based on the books used that day. For example, if *WE'RE BACK* by Hudson Talbott is used, it could be suggested to the children that their stories be about the consequences of intelligent dinosaurs in modern day America. The stories could also be traditional tales such as, *THE THREE LITTLE PIGS* or *HANSEL AND GRETEL*.

With the youngest children, this works well as a group activity: you make the cinema, the kids draw the movie strips and narrate.

**TV TIME**

(Adapted from an idea in *CONSTRUCTIONS* by Anna Suid.)

You need:

scissors
 large paper sacks
 crayons
 pipe cleaners.

Do this:

- 1) Cut a "screen" out of the sacks as well as two shoulder holes. Decorate around the screen like a television set.
- 2) Tape two pipe cleaners on the "top" of the "TV" for antenna.
- 3) Tell a child to put the sack over his head and act out a scene from his favorite book--he's a star!

*Note: For the younger kids you can make the screen in advance or make one and pass it around.

JIMMY JET

For fun, read the poem "Jimmy Jet and His TV Set" from *WHERE THE SIDEWALK ENDS* by Shel Silverstein. It's about a little boy who watches TV so much he finally turns into one! It might be fun to read the poem along with the preceding activity. Or, the kids might like to draw their own "TV Kids". Another book along the same lines is *A MONSTER IS COMING, A MONSTER IS COMING* by Florence Parry Heide. Enjoy!

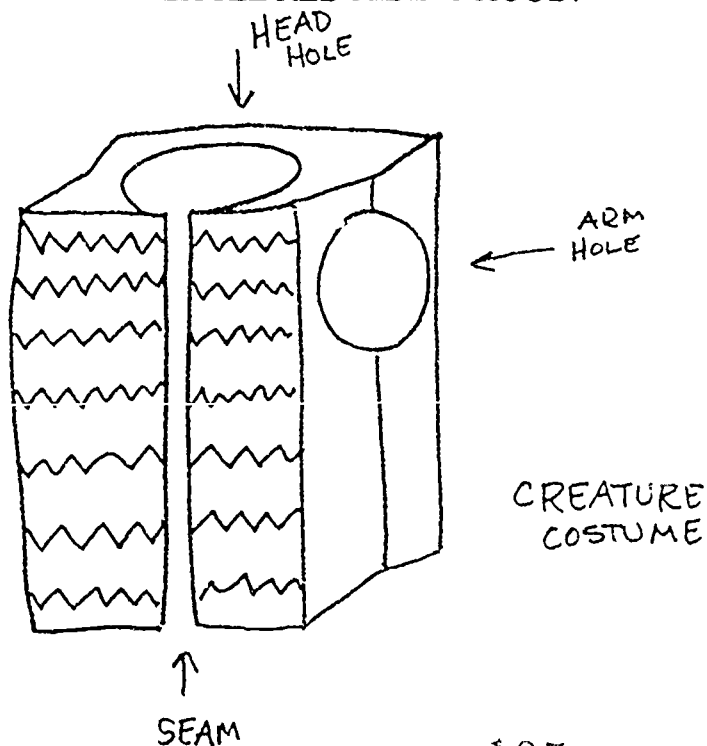
CREATURE COSTUMES

You need:

- grocery sacks
- crayons
- scissors

Do this:

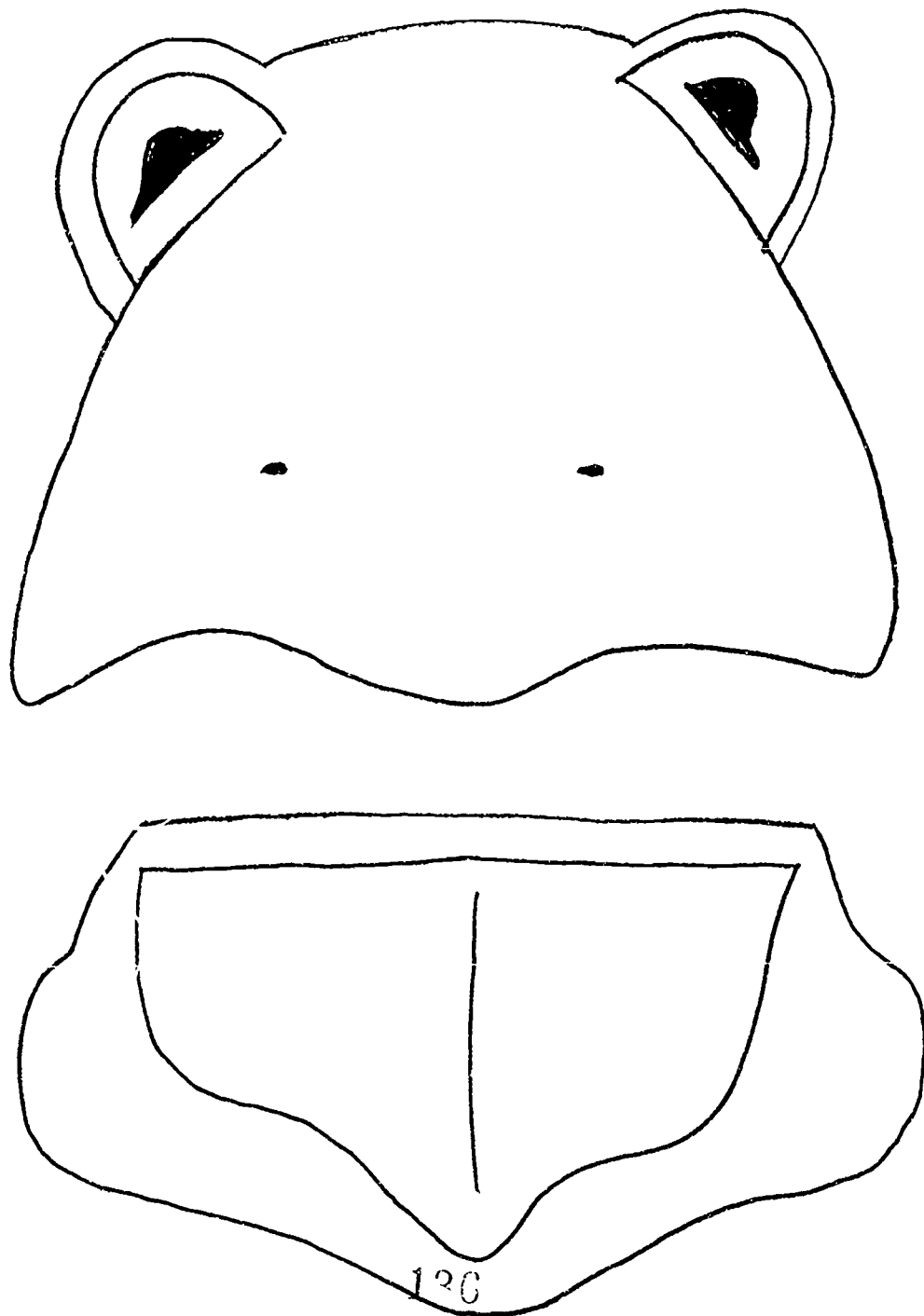
Cut a hole in the bottom of the sack, large enough for the child's head to fit through. Now cut from the neck hole down the front of the sack so the child can put the sack on like a coat. Cut a hole on each side for armholes. Now decorate the sack as a costume for acting out a book or story-- creative dramatics! You might want to use *POOKINS GETS HER WAY* by Helen Lester, *SHEILA RAE, THE BRAVE* by Kevin Henkes or a traditional folk tale such as *THE THREE BILLY GOATS GRUFF* or *LITTLE RED RIDING HOOD*.



FROG PUPPETS

After showing a selection of frog movies from the filmography, let the kids decorate frog puppets to take home. Duplicate the pattern given, cut out, and glue on to small lunch sacks. The head goes on the bottom of the sack, the tongue goes under the fold, so that when your hand is placed inside the sack you can move the "mouth" up and down. Have them glued together ahead of time, so all the kids need to do is color them with crayons.

It's easy to make your own pattern. Use other animals with your varying storytime themes!



ACTIVITIES: GRADES 3-7

ANIMAL CHARADES

Play some charades, using animals from books, book titles about animals, or TV shows and movies with animals in them. Have the kids make up their own or make some up yourself ahead of time. This makes a great "ice-breaker!"

ANIMAL HEROS

Discuss animal heroes, those in real life like seeing-eye dogs and those in favorite novels like *Black Beauty*, *Old Yeller*, etc. Booktalk some of the titles from the bibliography which are about brave animals with which the the kids might not be familiar.

Now you are ready for various activities:

Have the kids write and illustrate a poem about an animal hero real or imaginary.

Have them write a news article or headline about an animal hero from a work of fiction, e.g., "PIG AND SPIDER MAKE MILLIONS FOR LOCAL FARMER" about Wilbur and Charlotte from *CHARLOTTE'S WEB*.

Have them create their own animal hero such as Willy the Wimp, Mighty Mouse, etc. Write a brief story about how they became a hero and draw a picture of their hero.

Discuss with them their favorite animal heroes from their "childhood." What animal do they most remember hearing about as they grew up? Bugs Bunny? Curious George? Why is it their favorite animal hero? What makes a good hero to a kid?

CREATURE COMICS

You need:

white paper
pencils
crayons
stapler

Do this:

Have the children pick their favorite real-life animal hero, movie animal hero or book character. Let them make up an adventure for their hero and draw it "comic-book style." Also have them make a cover with a name for their comic book and staple the comics together.

TALL "TAIL" HERO

This might be considered an extension of the previous activity. Encourage the kids to create an animal hero similar to a famous tall tale hero from American folklore. Discuss Pecos Bill, Paul Bunyon, Johnny Appleseed, John Henry, etc. Now urge them to create a Tall "Tail" Hero, an animal hero who is larger than life! Remind them that everything should be exaggerated. What great feats will they perform? Also, remind them that tall tale heroes and tall tail heroes love to brag about their famous deeds! Have them draw a picture and tell about their hero.

Some examples are: Pecos Billygoat; Pecos Boaconstrictor; Paul Bunny and his big blue rat, Babe.

Engage in some playful debate over whose tall tail hero is the greatest! This might be a good time to display some folklore books: tall tales, African animal myths, even "Brer Rabbit" stories.

BEST FRIEND

Ask the kids to think of all those unforgettable characters that they have read about in their favorite books. Have them choose one they would want for a best friend. Who is it? What book are they from? Why would they want that person for a best friend? What makes them an unforgettable character? This may be done orally or in writing.

UNFORGETTABLE CHARACTERS

To continue the previous activity, have the kids create their own unforgettable character. What would your character be like? What would his/her name be? What would his/her hobbies be? Likes? Dislikes? What would they wear? Where would they live? Why would they be unforgettable?

Draw a picture of them. Write a chapter from their book - "A Day in the life of _____."

You might like to booktalk some books with unforgettable characters first: QUEENIE PEAVEY by Robert Burch, DR. DOOLITTLE by Hugh Lofting, or others such as Ramona, Soup, Tom Sawyer, Anastasia, or Encyclopedia Brown.

BUNNICULA

This would be an excellent opportunity to read an excerpt from Deborah and James Howe's BUNNICULA. After all, Bunnacula the vampire rabbit was found in a most "candid" situation: at the movie theater during a horror movie! Ask the kids what kind of an animal they might find at a science fiction movie? A fantasy film? An action-adventure? A comedy?

They might like to write their own "candid adventures" of an unexpected find at the movie theater.

MOVIE MOVIE

What will the movies be like in the year 2089? What about television in 2089? Ask this question and discuss the various answers with the kids. They might like to write a "TV Guide" for television viewing on Friday, June 28, 2089 from 7 to 9 p.m. What might the choices be? What will the stars be like?

Variation: Ask them to discuss "Caveman TV" or "Prehistoric Movies." If there was TV during prehistoric or ancient times, what might it have been like? Have them either speculate orally, or design a "TV Guide." Or, they could pick a period of history that interests them and speculate on what might be showing on TV or in the theaters. (Give them some places to begin: "Leave it to Caesar," "I Love Cleopatra," "Shield of Fortune," etc.)

Have fun!

CREATURE CINEMA - ANIMATION!

(Based on an idea from SIMPLE FILM ANIMATION WITH AND WITHOUT A CAMERA by Jacques Bourgeois.)

This activity can be as free and inexpensive, easy and uncomplicated as you wish!

You need:

16mm film
16mm projector
felt tip pens
paper to cover drawing area.

A note on film: You can get clear film leader from:

TEK Media Supply Co.
4700 W. Chase Ave.
Lincolnwood, ILL 60646-1689
1-800-323-7520
Catalog #300, page 26

A 1000 foot roll of 16mm non-emulsion film is approximately \$21.95. This will last forever. You could go in on one with a sister library and share a roll. You only need a few (2-3) feet per child. **OK, CHECK WITH YOUR MEDIA LIBRARIAN** for a roll of unused leader. **OR**, bleach an old film in a plastic tray, in a ventilated room. Fill the tray with bleach and set it outside, preferably for an hour. After that, rinse the film with clear water and leave it in the tray to dry in the sun. **BE SURE TO WEAR RUBBER GLOVES.**

Do this:

- 1) Put paper over the surface on which you will be working and tape it down this protects the surface. Roll the film out on the paper.
- 2) Allocate a 2-3 ft. area for each child and have them decorate the film with dots, squiggles, and lines. The older kids may want to draw out a simple movement by using several frames. You can do a variation on this by using black or green film leader and using scissors or needles to scratch out your design on the emulsion.
- 3) Pick out a record or tape and play music as you watch your "movie!"

CLAYMATION

If you are brave you may want to try claymation animation with the kids. A good example in the filmography is **DINOSAURS**. Show it to the kids so they can see the finished product.

Write a simple story with the kids either as a group or choose a familiar fairy tale such as "The 3 Little Pigs," or "The Gingerbread Man." Divide the story into episodes or scenes and divide the kids into groups, giving each group a scene. Have plenty of clay or "play-

dough", as well as cardboard, yarn, felt, etc. Have them make the characters for each scene, showing each distinct action as it occurs.

Get your media librarian or the local cable or t.v. station to help you film each scene with the clay figures. Hopefully, when you are finished, you will be able to show the kids their clay in "action" a rough example of claymation!

WONDERLAND

Experiment with nonsense! Introduce nonsense to the kids by reading a selection from ALICE'S ADVENTURES IN WONDERLAND by Lewis Carroll (perhaps "The Jabberwocky" or "The Walrus and the Carpenter"). Or, you might prefer some Edward Lear! Encourage the kids to make up their own nonsense, it doesn't necessarily have to rhyme. They might prefer to work together in groups, in order to become properly silly. Share the results aloud.

STUART LITTLE

Read chapter 1 from STUART LITTLE by E B. White to the kids or you might prefer to read a passage from THE BORROWERS by Mary Norton. Discuss with the kids the things a tiny person would need, things they might adapt from the "big" world to suit their purposes. Encourage the kids to design tiny objects for Stuart Little, things made out of ordinary materials. They may draw them (such as a bed out of a matchbox) or really design them from a box of junk or scraps that you provide--things such as furniture, tools, toys, etc.--anything a tiny "man" mouse might need. You might bring a few examples that you have made in order to get their creativity flowing!

SIGN LANGUAGE

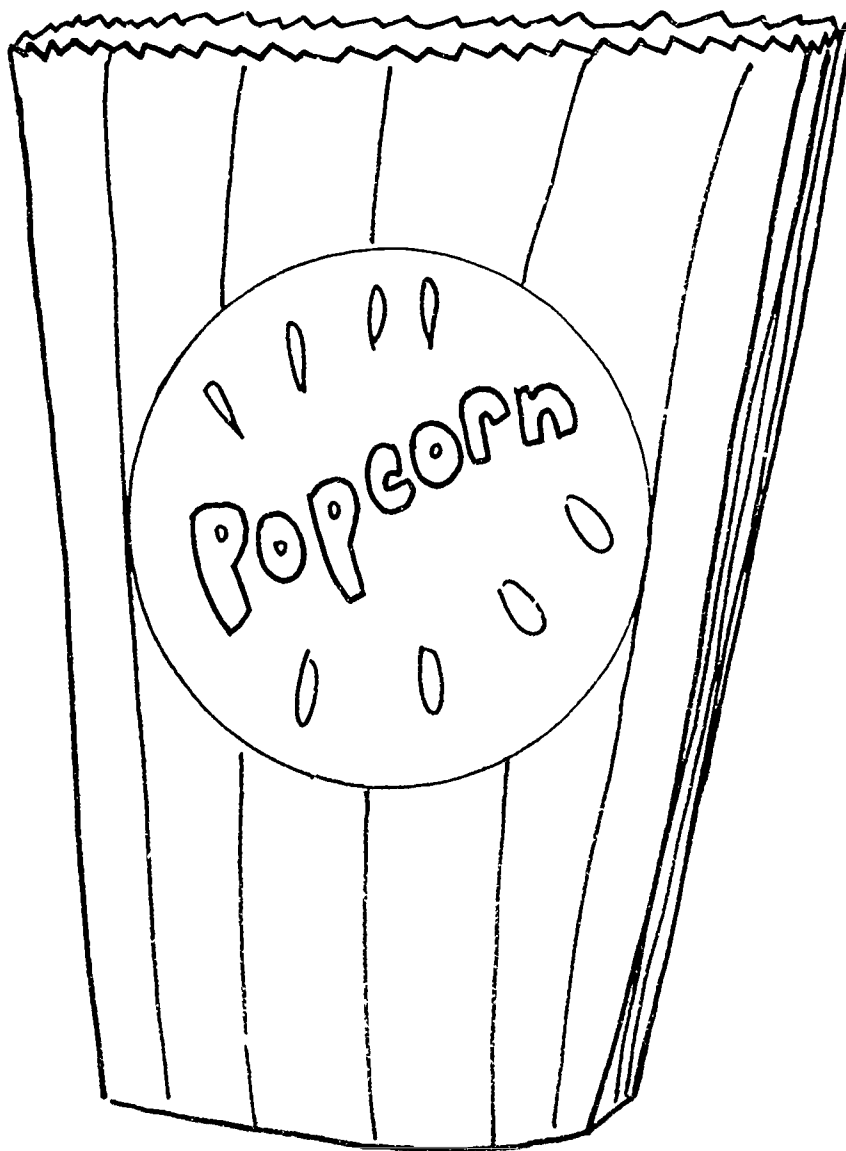
Booktalk KOKO'S KITTEN by Dr. Francine Patterson. Use a simple sign language book, such as, HANDMADE ABC: A MANUAL ALPHABET by Linda Bourke, to teach the kids the sign language alphabet. Or, if you prefer, invite someone from the community (like a deaf interpreter) to speak to the kids. Help them learn a simple phrase like "Hello," or "Good Morning," or "How are you?"

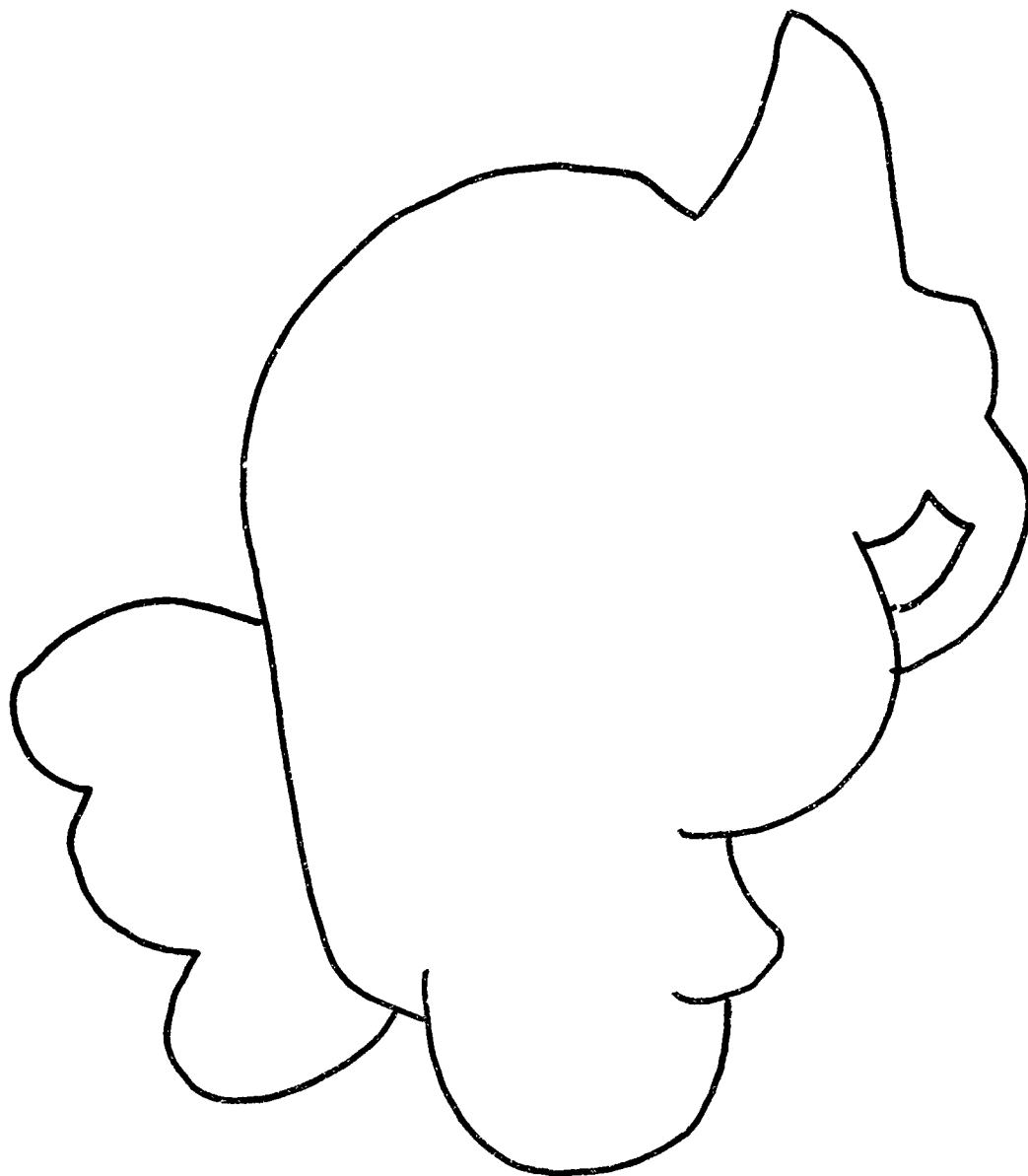
You might also like to show the film MOM AND DAD CAN'T HEAR ME. Another way to show them the world of the deaf is to put on a video or film and turn off the sound and let them see how difficult it is to read lips.

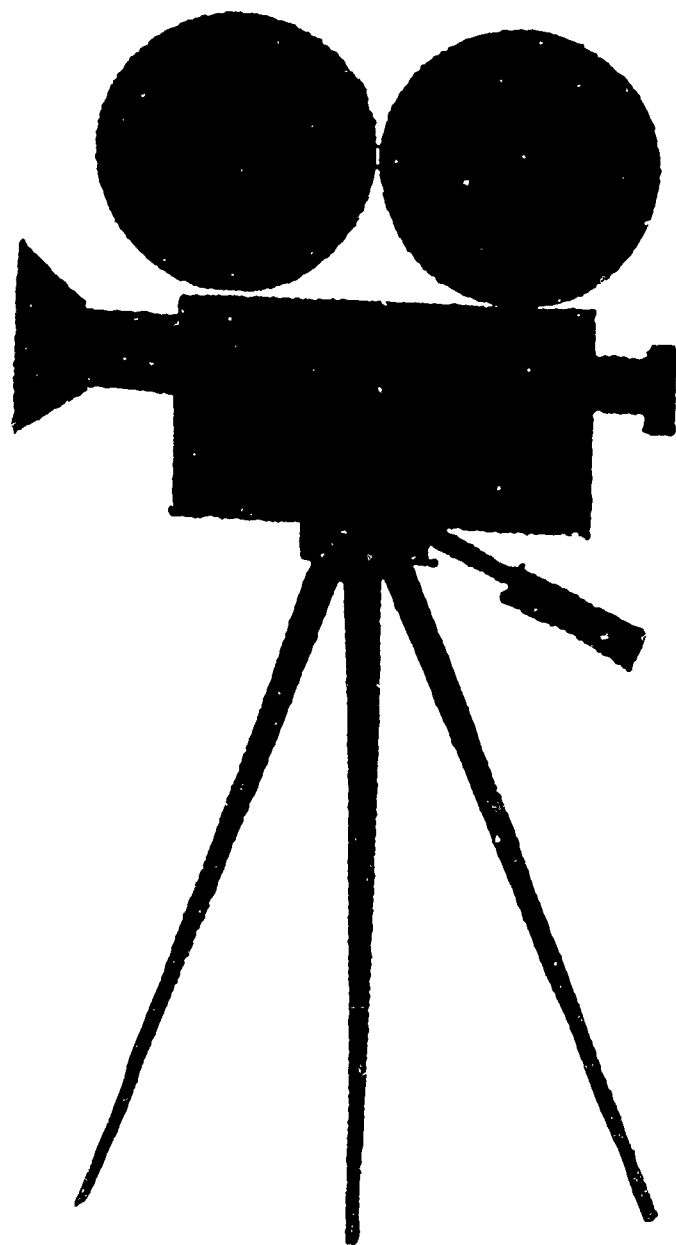
FOR ALL AGES:

POP'IN TO THE LIBRARY--A BULLETIN BOARD

Use the patterns that follow to create your own candid bulletin board! Enlarge the projector and popcorn box. Cut out many kernals of popped corn as the kids sign up for the reading club or when they read their 10 books give them a piece of popcorn on which to put they can write name. Then place the pieces on the wall or bulletin board. Make it look like the corn is coming out of the box! Use large letters to write: POP'IN TO THE LIBRARY THIS SUMMER! or NOW SHOWING: SUMMER READING CLUB, AT A LIBRARY NEAR YOU!







CANDID

143

ERIC "Cop In to the Library" bulletin board.

CANDID CREATURES BIBLIOGRAPHY

K-2nd

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 Choroa, Kay. IDA MAKES A MOVIE.
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 Hall, Malcolm. FORECAST!
 Hass, E. A. INCOGNITO MOSQUITO: PRIVATE INSECTIVE.
 Heilbroner, Joan. TOM THE T.V. CAT.
 Henkes, Kevin. SHEILA RAE, THE BRAVE.
 Herriott, James. MOSES THE KITTEN.
 Herriott, James. ONLY ONE WOOF.
 Hoban, Russell. "FRANCIS" SERIES.
 Hoban, Tania. TAKE ANOTHER LOOK.
 Komaiko, Leah. ANNIE BANANIE
 Lester, Helen. POOKINS GETS HER WAY.
 Lewin, Hugh. AN ELEPHANT CAME TO SWIM.
 Massie, Diane R. CHAMELEON WAS A SPY.
 Polkington, Anne. CREATIVE ENCOUNTERS: ACTIVITIES TO EXPAND CHILDREN'S RESPONSES TO LITERATURE.
 Rey, H.A. "CURIOUS GEORGE" SERIES.
 Seuss, Dr. All titles.
 Stadler, John. HOORAY FOR SNAIL.
 Suid, Anna. CONSTRUCTIONS.

3rd-7th

- Atwater, Richard. MR. POPPER'S PENGUINS.
 Baum, L. Frank. THE WONDERFUL WIZARD OF OZ.
 Berk, Barbara. THE FIRST BOOK OF STAGE COSTUME.
 Brooks, Walter R. FREDDY THE DETECTIVE.
 Burch, Robert. QUEENIE PEAVY.
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Goldner, Kathryn. HUMPHREY, THE WRONG WAY WHALE.
Graham, Kenneth. WIND IN THE WILLOWS.
Greene, Constance. STAR SHINE.
Hayes, Sheila. NO AUTOGRAPHS.
Helfman, Harry. MAKING PICTURES MOVE.
Kjeigaard, James. BIG RED.
Lawson, Robert. RABBIT HILL.
Leslie-Melville, Betty. DAISY ROTHSCHILD, THE GIRAFFE THAT LIVES
WITH ME.
Lofting, Hugh. DR. DOOLITTLE, A TREASURY.
McKinley, Robin. BLACK BEAUTY.
Mayer, Marianna. BEAUTY AND THE BEAST.
Mooser, Stephen. LIGHTS! CAMERA! SCREAM! HOW TO MAKE YOUR
OWN MONSTER MOVIES.
Patterson, Dr. Francine. KOKO'S KITTEN.
Patterson, Dr. Francine. KOKO'S STORY
Snyder, Carol. IKE & MAMA AND THE ONCE-IN-A-LIFETIME MOVIE.
Steig, William. ABEL'S ISLAND.
Stolz, Mary. CATWALK.
Wakefield, Pat A. A MOOSE FOR JESSICA.
White, E.B. CHARLOTTE'S WEB.
White, E.B. STUART LITTLE.

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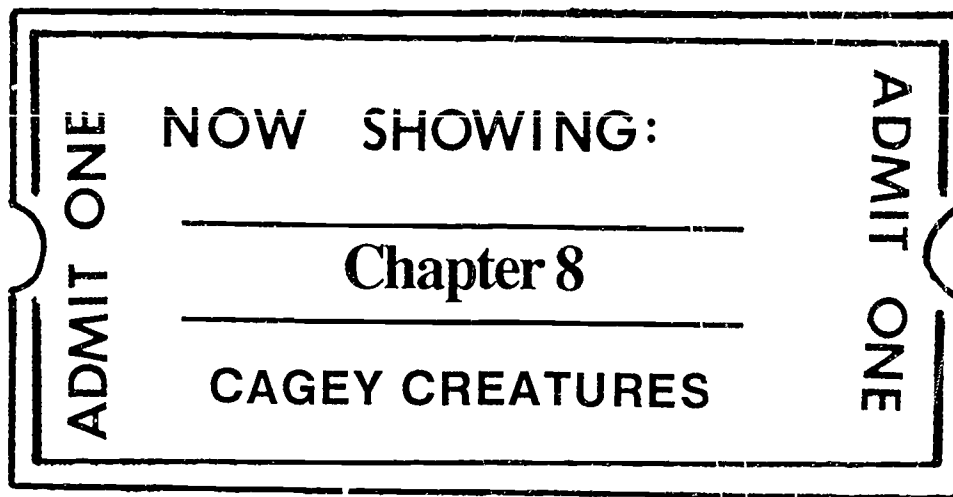
Check with your library system for information about each film.

K-2

THE ADVENTURES OF J. THADDEUS TOAD
THE BAND CONCERT
CURIOUS GEORGE
ELMER ELEPHANT
FROG AND TOAD ARE FRIENDS
LAMBERT THE SHEEPISH LION
MORRIS THE MIDGET MOOSE.
THE MOUSE AND THE MOTORCYCLE
PETUNIA
SWIMMY
THE TENDER TALE OF CINDERELLA PENGUIN
THE TORTOISE AND THE HARE

3-7

THE ADVENTURES OF J. THADDEUS TOAD
BEN AND ME
FROG AND TOAD ARE FRIENDS
THE MOUSE AND THE MOTORCYCLE
OLD YELLER
RIKKI TIKKI TAVI
RUNT OF THE LITTER
THE TENDER TALE OF CINDERELLA PENGUIN
WILBUR' STORY



*****Coming Attractions*****

Animals
in the zoo,
on earth
and other planets, too!
Dogs and cats,
birds and fish,
perfect pets,
just what you wish!

CAGEY CREATURES

ACTIVITIES: PRESCHOOL-GRADE 2

MIDNIGHT

Read the book MIDNIGHT FARM by Reeve Lindbergh. Ask the kids: "What creatures would you see outside your house at night?" "In your neighborhood at night?" "In your house at night?" (Suggest crickets, moths--don't get scary!) Let them draw pictures of their house at night or do a mural with the entire group. Place a large piece of butcher paper on the floor or table where all the kids can get to it, draw a house and a moon on it and let the kids supply the night creatures!

PARTICIPATION BOOKS

(Use with 3 year olds.)

Use the books by Mawayuki Yabuuchi as great ways to get the young ones to participate. The books ask simple questions, using animals, and give answers on the next page. Some of his titles are: WHOSE BABY?; ANIMAL MOTHERS; ANIMALS SLEEPING; and WHOSE FOOTPRINTS?

BEEBEEBOBBI

Have some creative dramatics fun! Read the story THE BABY BEEBEE BIRD by Diane Massie to the kids. Let the kids then pretend to be baby beebie birds in the zoo. Start out loudly making the beebie bird call "beebiebobbi bobbi beebiebobbi bobbi!" (as in the story), and slowly dwindle in volume until your "birds" fall . . . fast . . . asleep . . .zzzz! (The children are quiet and ready for another story now!)

DUCKY HATS

(Or, if you like, "beebie bird" hats!)

You need:

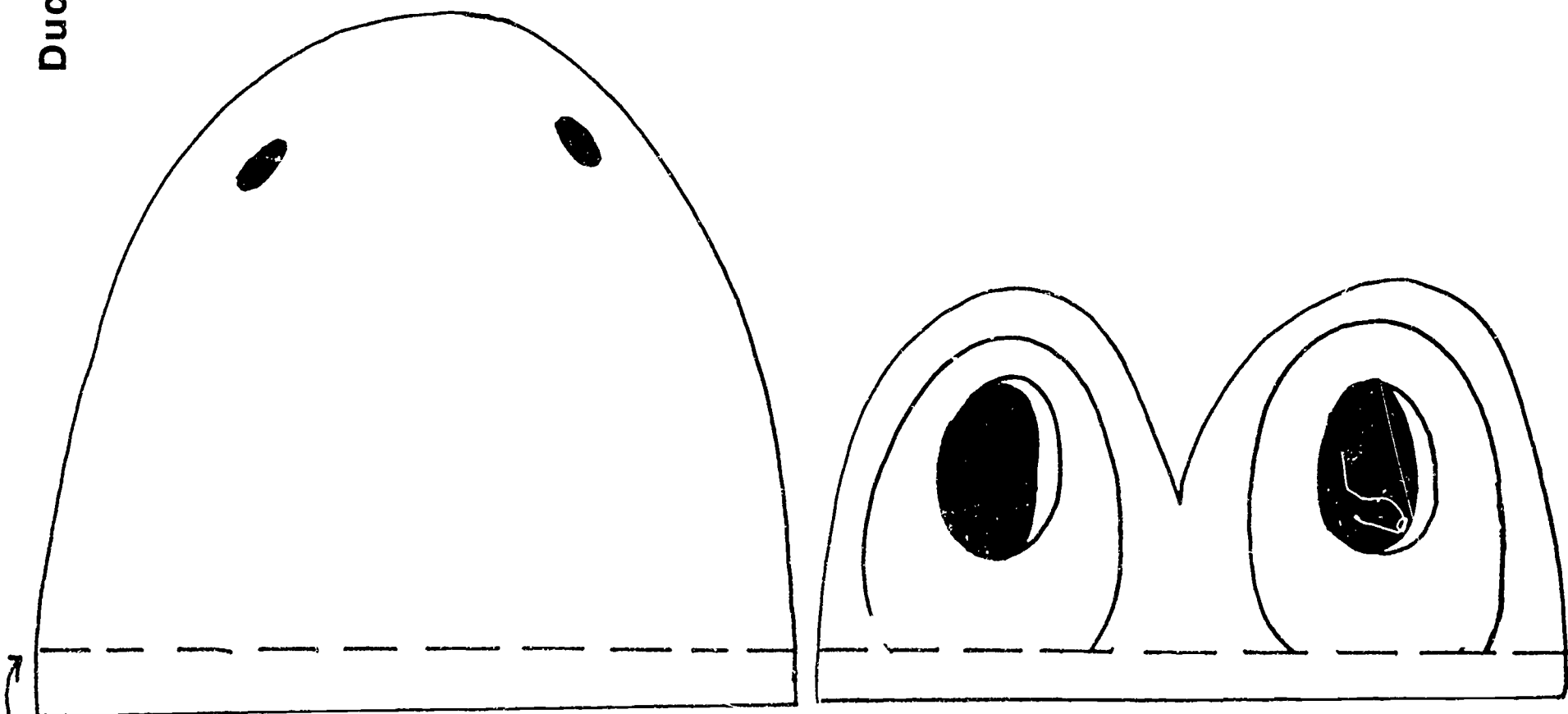
orange, yellow, and white construction paper
black crayons
scissors
tape

Do this:

The eyes go on white paper, the bill on orange, and the band on yellow. (The pattern follows.) Trace the patterns for the duck's eyes and bill, leaving a small 1/2" allowance on each. (See the dotted lines on the pattern.) Fold the allowance of the bill. Attach the eyes and bill to a 2" x 18" yellow band of paper, as shown. Color the center of the eyes.

Use the ducky hat with Frederic Stehr's QUACK-QUACK or with the film UGLY DUCKLING!

Ducky Hats



FOLD ON DOTTED LINES AND ATTACH TO STRIP WITH TAPE : DO NOT FOLD EYES.

DUCKY HATS

CREATIVE DRAMATICS

Have a zoo parade! Let each child pretend to be a different zoo animal (you might want to have masks for each, paper bag masks would be quick & easy and the kids could decorate them themselves). Have a parade around the room or through the library if you have tolerant patrons and staff!

BOA BOTHERS

Read the book TO BATHE A BOA by Imbior Kudrna and/or the poem "I'm Being Eaten By a Boa Constrictor" found in WHERE THE SIDEWALK ENDS by Shel Silverstein. Discuss other problems involved with owning a large snake.

We have used the poem with a puppet behind a puppet stage. The puppet recites the poem as if it is actually being "eaten" from below as it speaks. As each part of the child in the poem is eaten, the puppet sinks lower and lower behind the stage, until the last line (with only its head showing), it finally disappears! Of course, after a few minutes, the puppet reappears (giggling) in order to reassure the little ones.

*Invite someone to bring a live snake to your library to show the kids during storytime or in a special program. Check with local museums of natural history, zoos, wildlife preserves, colleges, pet stores, etc.

STICK PUPPETS

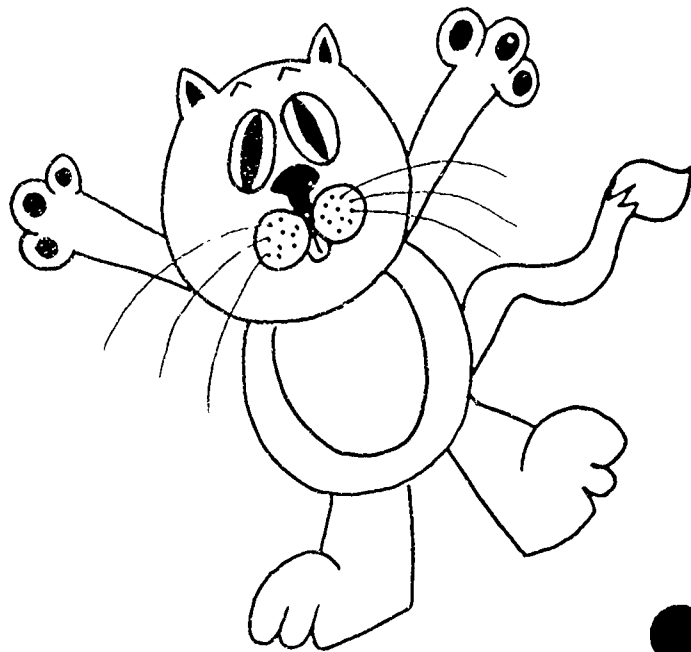
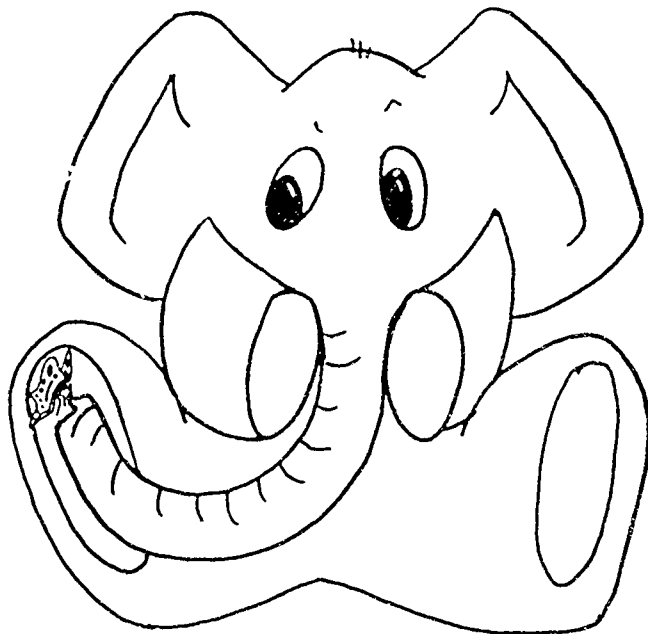
You need:

paper
crayons
popsicle sticks (or pencils or straws)
scissors
tape

Do this:

- 1) Trace our patterns of cagey creatures located on page 162 or draw your own. You may also want to tell your favorite story about cagey creatures to the children, then let them draw characters from it.
- 2) Color your creature.
- 3) Cut out your creature.
- 4) Tape your creature to a pencil, straw, or popsicle stick. Voila! You have a puppet

Let the children act out their favorite book or make up their own cagey creature play.



CAGEY CREATURES

(adapted from an idea in CAN I MAKE ANOTHER ONE by Dorothy Gilbert)

Hippo:

You need:

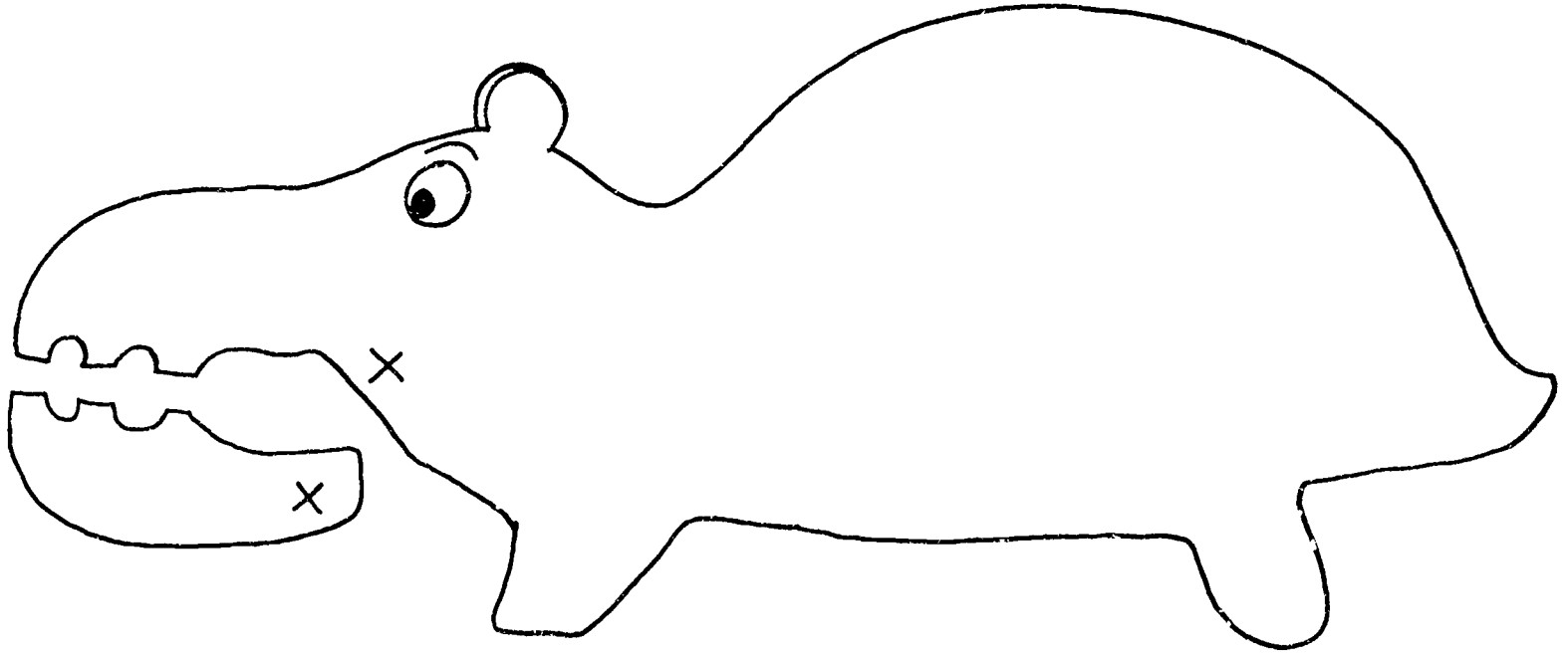
pattern
construction paper
brads
crayons
scissors

Do this:

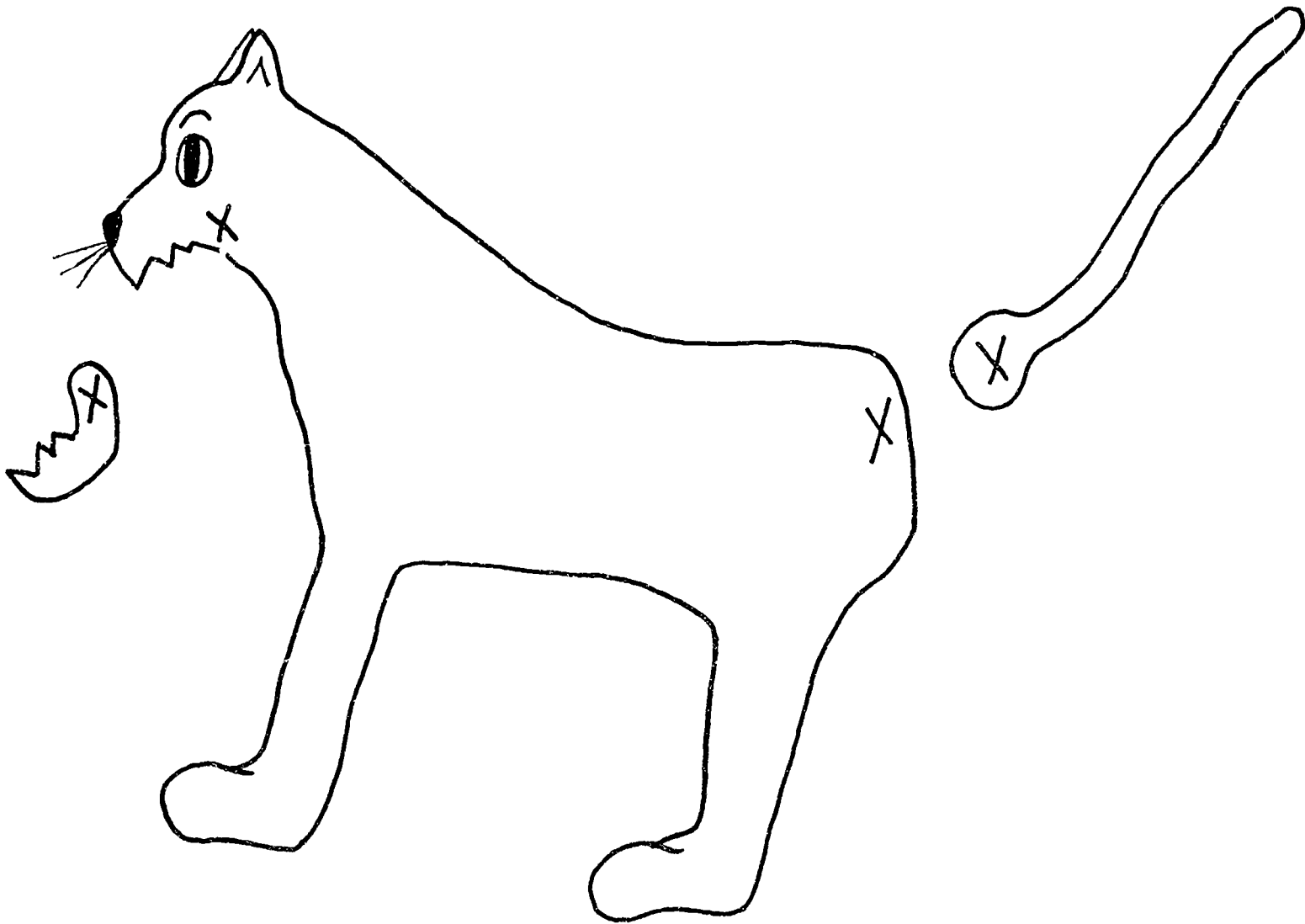
- 1) Cut out a hippo shape. Do your own or use our pattern as a template on the construction paper.
- 2) Cut out the jaw.
- 3) Fasten the jaw to the body at the X.
- 4) Color eyes and decorate.

*Note: A cat is also provided for variety. For the younger children, parts should be pre-cut.

Cagey Creatures Hippo



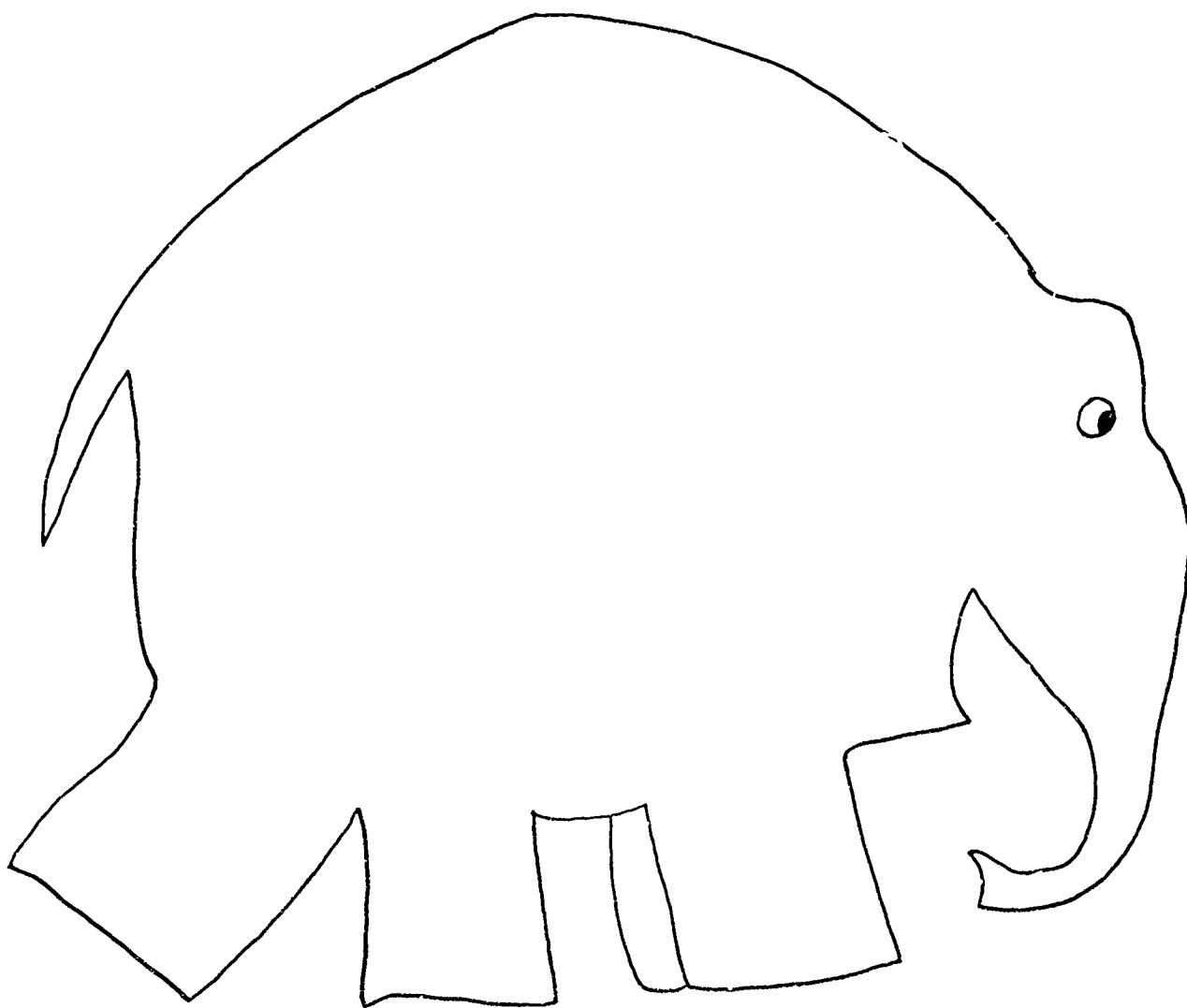
Cagey Creatures Cat



PATCHWORK ELEPHANT

Read the story *ELMER, THE STORY OF A PATCHWORK ELEPHANT* by David McKee (out of print, if you don't own, request it on I.L.L.!). Duplicate the pattern of Elmer that follows and give each child one to color so they may take home their very own patchwork elephant. Or, enlarge the pattern and have one large, blank Elmer on butcher paper. Mark off squares on him and let each child decorate one square their own way. Variation: Let the older children cut out patchwork squares from paper, wallpaper, wrapping paper, or actual cloth. Cut out a large Elmer shape, mount it on the wall, and place the cut squares on Elmer--a real patchwork elephant!

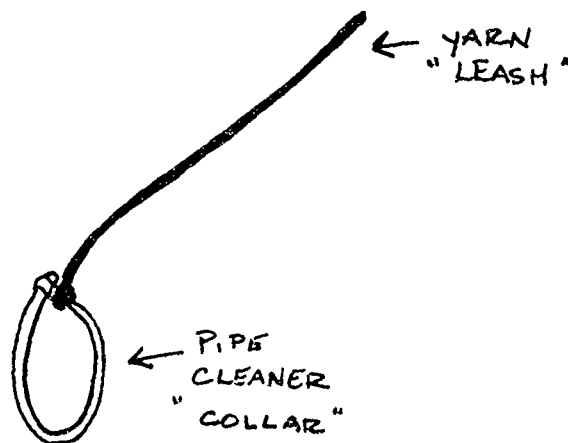
A nice wall display would be to arrange the little, individual Elmers that the children have decorated all lined up in an "elephant parade," with a larger gray elephant leading the way!



IMAGINARY PETS

You need:
pipe cleaners and yarn

Do this:
Form a small circle with the pipe cleaner about 2" in diameter and twist the ends together. This is the "collar". Add a length of yarn to make a "leash". Give one to each child. These are their leashes for some pretend pets. Lead the children in walking their pets, telling the pets to stay, sit, lie down and patting them on the "head". (We used this activity in our Story Time and it was an amazing success!)



V.A.C.A.T.I.O.N.!

(Use with 3 and 4 year olds.)

Read the book *OUR PUPPY'S VACATION* by Ruth Brown. Then discuss with the kids where a pet might like to go on a vacation or what it might like to do on vacation. Draw pictures or make up a story together about "My Pet's Vacation".

I WANT A DOG!

Read the book *I WANT A DOG* by Dayal Khalsa. Bring some objects for the kids to "adopt" and make pets of (like the little girl in the story did with a roller skate). Use objects such as spools, rulers, rocks, boxes, etc. Let them decorate their "pet" if they want and provide a "leash" made out of yarn! Let them tell you about their pet--its name, habits, where it sleeps, etc. or let them tell you about imaginary pets.

This activity would work well with the books *BRUSH* by Pere Calders and *MONROE'S ISLAND* by Gregory Brooks or, use the film *LEOPOLD THE SEE-THROUGH CRUMBPICKER*.

DOG EARS

If they can't have a dog, let them be dogs!

You need:

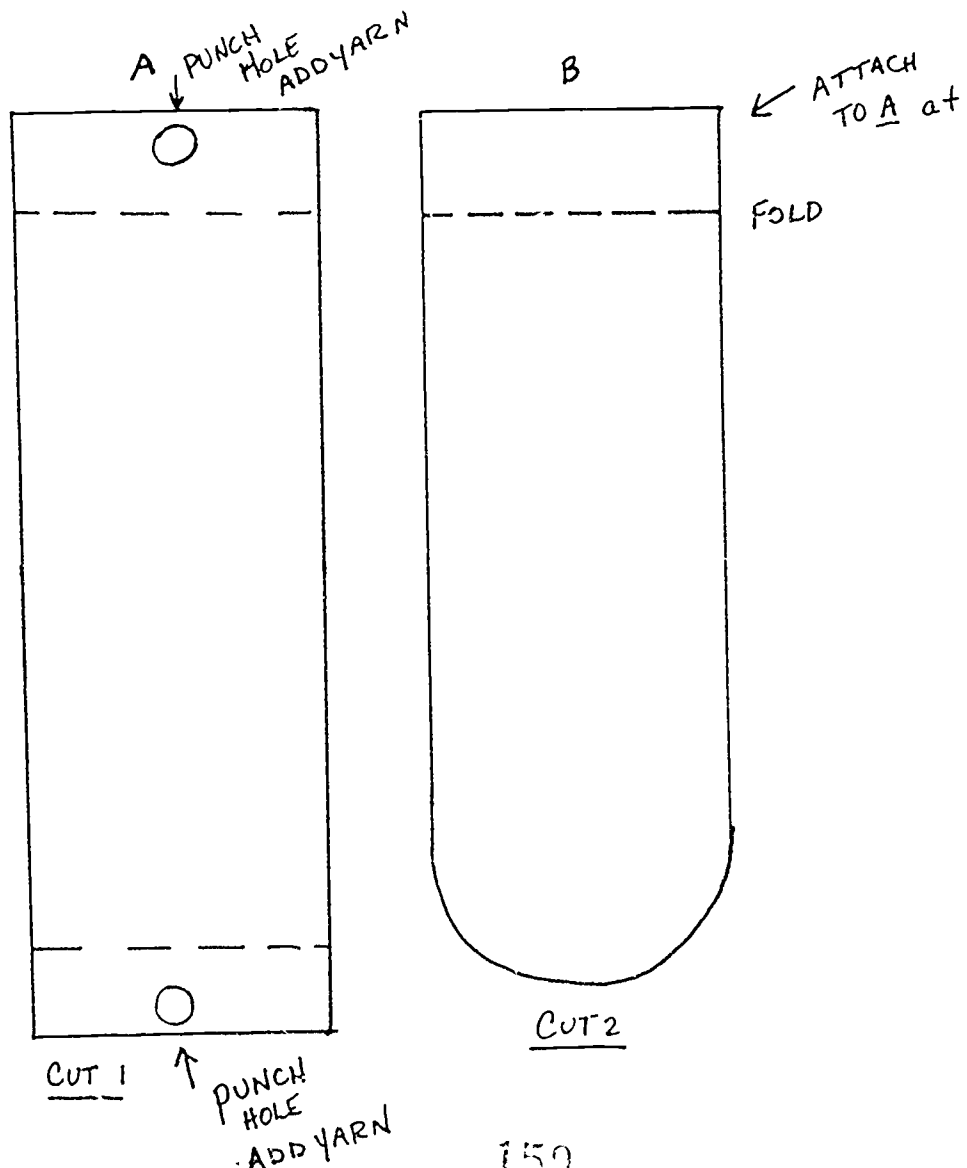
yarn
black or brown construction paper
scissors
hole punch
tape



Do this:

Cut a 2" x 6" rectangle of construction paper and punch a hole at each end. Use the pattern to cut out 2 ears and fold a 1/2" allowance on the flat end (see dotted lines). Tape the ears to the rectangle using the fold allowance as shown. Now put yarn through the holes and tie to child's head!

Use this activity with the books by Crosby Bonsall, Ruth Brown, Phyllis Green, Dayel Khalsa, Cynthia Rylant, and Cynthia Voight or any other favorite dog story! And don't forget to wear your own pair of dog ears when you tell or read the story!



IN SEARCH OF A PET

(for grades 1-4)

Read **A PET FOR MRS. ARBUCKLE** by Gwenda Smyth to the kids. Mrs. Arbuckle travels the globe looking for the perfect pet, continue her adventures to other countries with different animals. Play an **ABC** game. Each child gets a letter of the alphabet and must complete this sentence using words beginning with their letter:

A, my name is **Ann**, I went to **Africa** to get a pet **ape**.

B, my name is **B** _____, I went to **B** _____ to get a pet **b** _____.

Continue until you get through the alphabet or until every child gets a chance to play.

ALPHABET COLLECTION

(for grades 1-3)

Share **THE ARK IN THE ATTIC** by Starr Ockenga with the kids. It is a delightful alphabet book in which each letter is represented by a collection of various 3-dimensional objects: dolls, animals, plants, toys, etc. Challenge them to create their own representations all beginning with the same letter, either give the entire group the same letter (to see how many different objects they can come up with) or give each kid a different letter. Or, divide them into small groups of 3 to 5 and give each group a different letter.

Assign letters one week, have the kids bring their objects the next. Display them in open boxes (like a shadow box) in a display case, etc.

If you prefer not to work in "3-D," have the kids simply "collect" a list of objects or draw a collection of objects beginning with the same letter.

Variation: Using the book **ANIMALIA** by Graeme Base, have the kids draw an "alphabet zoo" and let each child or group be responsible for drawing animals for one, several, or all letters of the alphabet. Display them on the wall, having one "cage" per letter of the alphabet.

FOR SALE - CHEAP!

(for grades 1-4)

Share the book **WHO WANTS A CHEAP RHINOCEROS** by Shel Silverstein. Discuss with the kids other uses for a pet rhino. Encourage them to make up their own uses either by writing a list or drawing a picture. For example:

What interesting things could you do with a pet gorilla?

A pet anteater?

A pet yak?

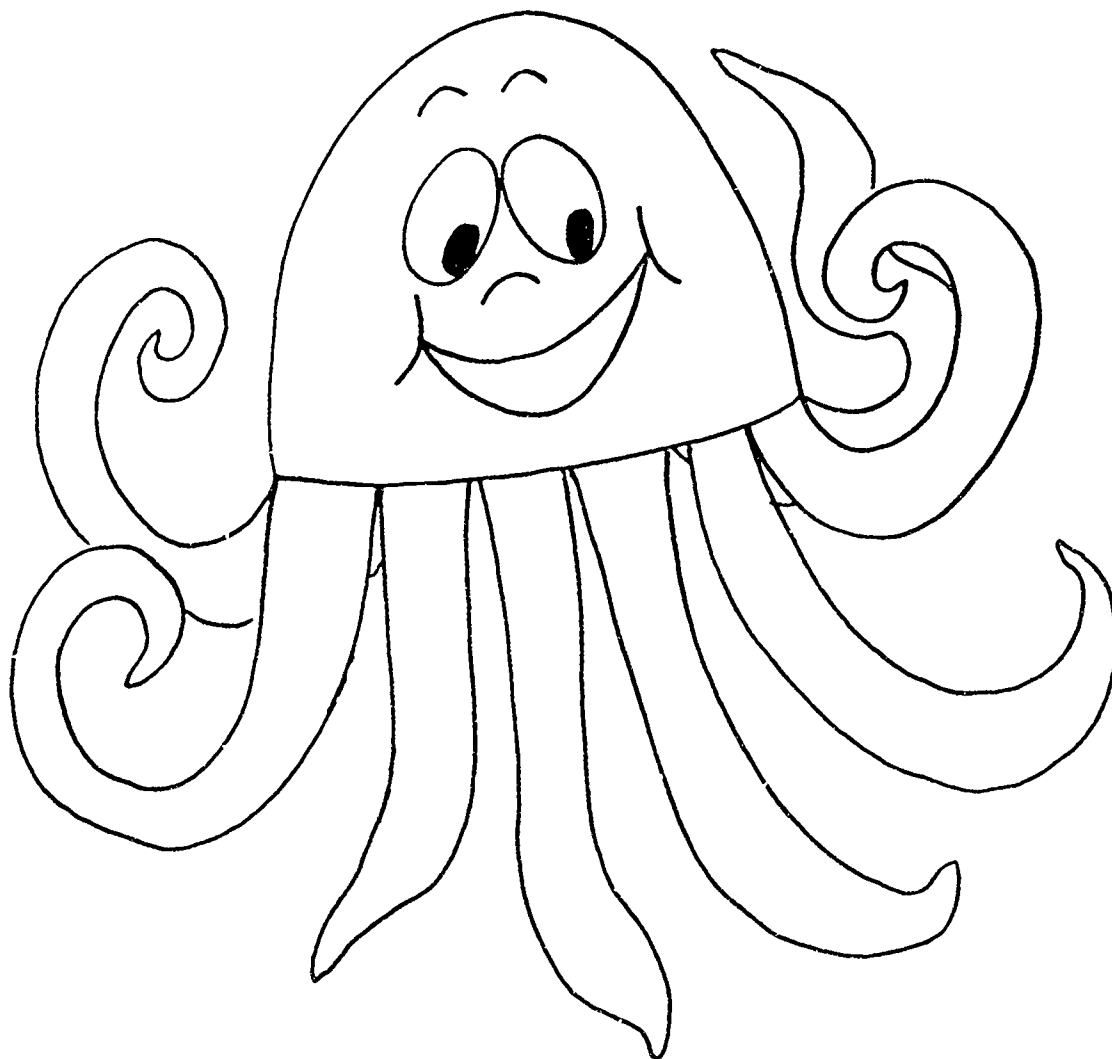
Who wants a cheap gorilla?

A cheap anteater?

A cheap yak?

Another good book to use: **WHAT DO YOU DO WITH A KANGAROO** by Mercer Mayer.

Or, if you would like to use this activity with preschoolers, use the activity found in the CREATURE KIDS section on page 49 using the book *MY VERY OWN OCTOPUS* by Bernard Most. Duplicate the "Octopet" below and give to each child to take home and color. Have them complete this sentence: My octopet would _____ for me.



NAME THAT PET

Have a "Name that Pet" contest either get a real pet for the children's department (bird, fish, hamster, etc.) or, adopt an inanimate one (stuffed animal, rock, plant, book, etc.). Display your "pet" with entry forms for the child's name, age, phone #, and the proposed name for the pet. After a certain amount of required time, you might have several library employees, friends of the library, etc. act as judges. Choose the winning name. The prize might be a book about pet care.

You can make this contest simple or a major event. It's up to you! (If you get 2 pets, like 2 fish, you might consider having kids K-2 name one and kids 3-7 name the other.)

ACTIVITIES: GRADES 3-7

ZOO DAY

Write a story or diary about a typical day in the zoo written from the perspective of a particular animal!

"A Day in the Life of a _____ in the Zoo."

Ask: If you could choose to be one animal in the zoo, which one would it be? Why?
If they need a story starter, try: "My day began very much like it always does . . ."

MAKE A SLOTTED ZOO

(Adapted from an idea in CREATIVE PARENTING by Maxine Sprague.)

You need:

posterboard of various colors
markers
scissors
yarn
glue
cloth scraps

Do this:

- 1) Use the patterns provided on page 172 or draw free hand animals based on the slotted pattern.
- 2) Cut the animals out of posterboard and color appropriately.
- 3) Add yarn for tails and manes, and any other decorations you like.
- 4) Insert the legs in the body slots.

*Note: These can be as large or as small as you like. The larger animals would make a very attractive arrangement on top of the children's card catalog. You can also make slotted trees and signs that say "Zoo" or "Cagey Creatures."

ESCAPE!

Write this on the chalkboard or on a large piece of paper: "I was on my way to school when I stopped by a newstand. The morning headlines read: "Dangerous _____ Escapes From Local Zoo. No sooner had I read those words when I heard a strange noise behind me . . ."

Finish the story together, a 2 minute story in which kids take turns adding on to it. If you prefer, you may tape the story and replay it when everyone has added to it.

Illustrate!

PAPER-BAG ANIMALS

(Based on an idea from EASY ART LESSONS K-6 by Tyyne Straatveit.)

You need:

lunch-size bags
 newspapers
 crayons
 construction paper scraps
 glue
 rubber bands

Do this:

(Diagrams on page 173.)

FOR BIRDS:

- 1) Lay bags flat and decorate with "V" shapes for feathers. Use a color that fits your favorite bird.
- 2) Stuff your sack with crumpled newspaper, twist it closed and bend the twist back to make a tail. Use a rubber band to keep it closed.
- 3) Cut a large triangle in an appropriate color for a beak and glue on.
- 4) Now decorate with eyes, wings, and feet.

FOR FISH:

- 1) Fold the bottom of the bag in half to form a mouth.
- 2) Color the sides of the bag with "U" shapes for scales.
- 3) Stuff your sack with newspaper and twist it closed to make a tail. Use a rubber band to keep it closed.
- 4) Decorate with fins and eyes as your favorite fish.

DESIGNER CAGE

If you had to live in the zoo, how would you like to live? Where would you like to live? Design your cage in the zoo, what would you need or want the most on a daily basis (radio, TV, pizza, telephone, etc.)? What would your ideal diet and habitat be?

Draw it!

A ZOO THAT'S OUT OF THIS WORLD!

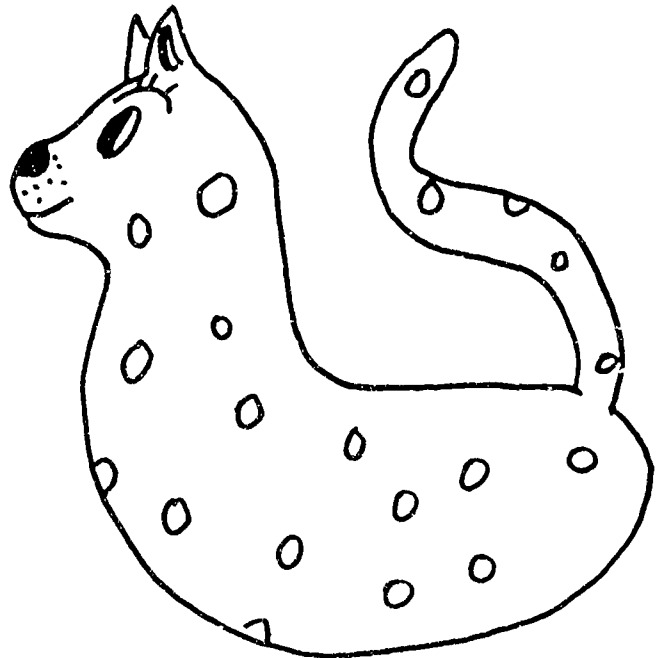
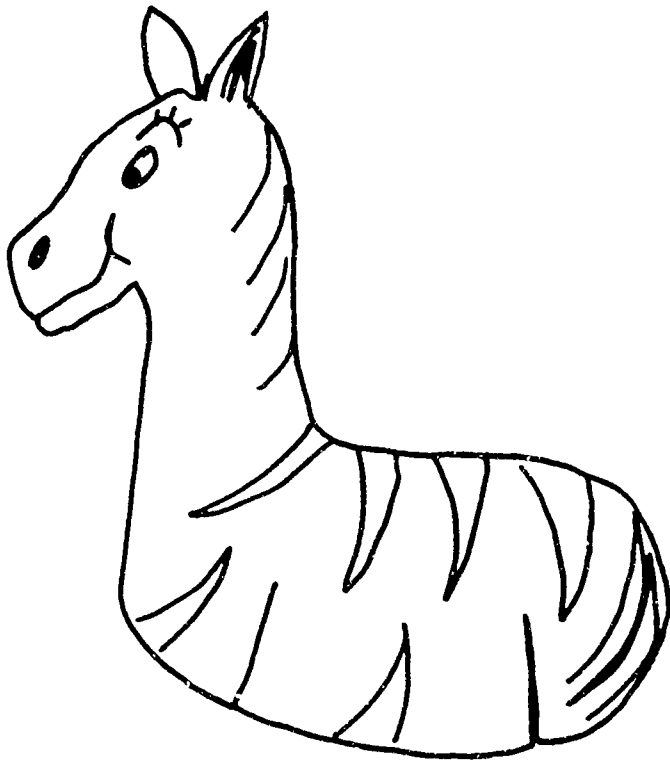
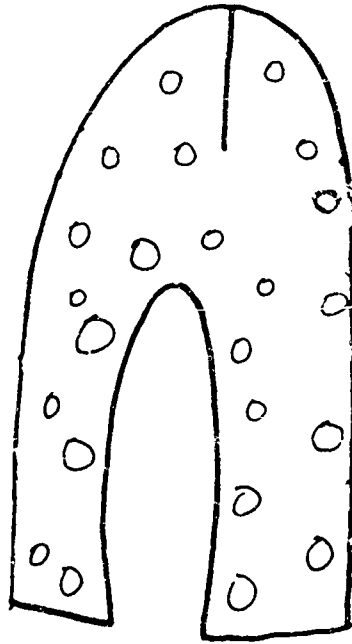
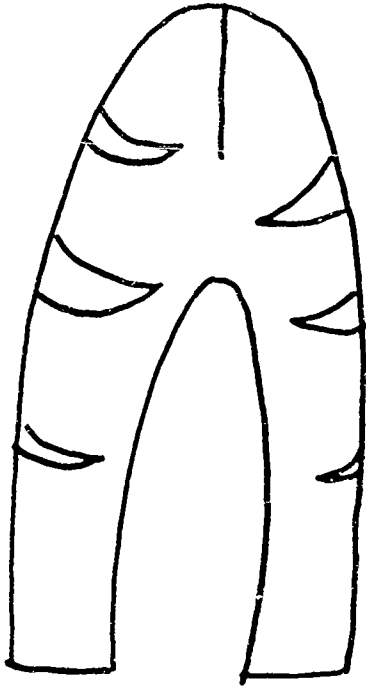
Design a Martian zoo. What would a zoo on Mars look like? What kinds of creatures would it have in it? What would they look like? What would the visitors to this zoo look like?

Draw and describe!

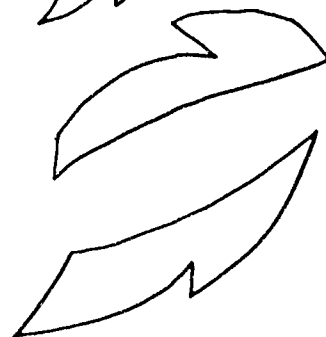
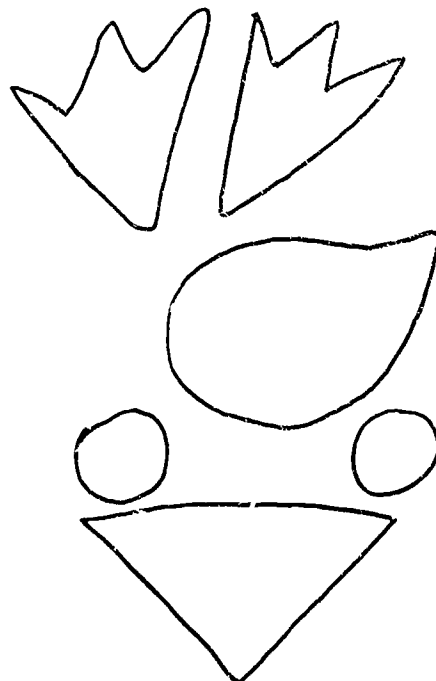
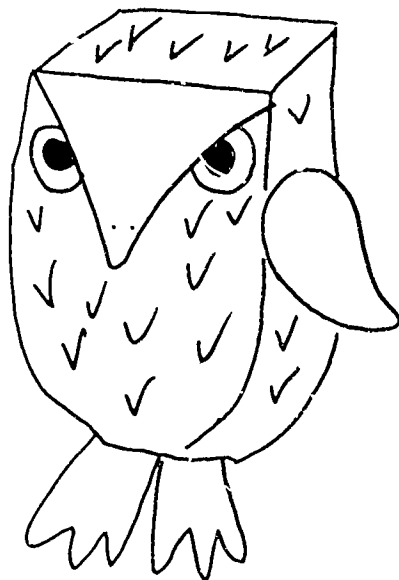
TRICKS OF MIND AND EYE

Do the "bird in the cage" optical illusion from the CREATURE CONCOCTIONS section on page 101!

Slotted Zoo



Paper Bag Animals



PERFECT PET

Encourage the kids to create a "perfect pet." Ask them what they would consider the ideal characteristics of a pet to be. They may draw this perfect pet or describe it orally or in writing. Or, they might like to design the perfect present for their pet or their "perfect pet." A bone that never wears down? A ball of string that never unwinds? Perhaps they might like to design a present for a favorite pet out of a book they have read, e.g., RIBSY by Beverly Cleary or Harry from HARRY'S MAD by Dick King-Smith, etc.

Be creative!

E.T.P. (EXTRATERRESTRIAL PET)

Ask the kids: If you were from the planet Zoldroc, what kind of a pet would you have? Describe and draw! You might also tell what tricks it knows, its name, diet, where it sleeps, etc. Does it need special care? If so, what? You might choose to booktalk STINKER FROM SPACE by Pamela Service; SPACEWAYS: ANTHOLOGY OF SPACE POETRY selected by John Foster; or SPACE CATS by Steven Kroll.

HAMSTER-EYE VIEW

Describe what it would be like to live in a hamster, guinea pig or gerbil cage. What would you do all day? How would it feel? What would you think about huge human faces peering at you through the bars?

Write a story or discuss aloud. GREAT IDEAS OF LILA FENWICK by Kate McMullin, THE 17 GERBILS OF CLASS 4A by William Hooks, or I, HOUDINI: THE AUTOBIOGRAPHY OF A SELF-EDUCATED HAMSTER by Lynne Reid are excellent to use in booktalks.

DRIBBLE!

Read pages 108-120 (chapter 10) of TALES OF A FOURTH GRADE NOTHING by Judy Blume to the kids, in which Peter's little brother, Fudge, swallows his pet turtle, Dribble. Or, better yet, tell the story without the book! (This would work well in the Cr-EAT-ures section, too!)

Ask the kids: What would you do in this situation?!

FOR ALL AGES:**PERFECT PET PROGRAM**

You can have a pet show without involving real animals in your library (although real is great if you can manage it!). A simpler way is to have the kids bring a drawing or picture of their pet! Have entry forms duplicated to attach to their picture.

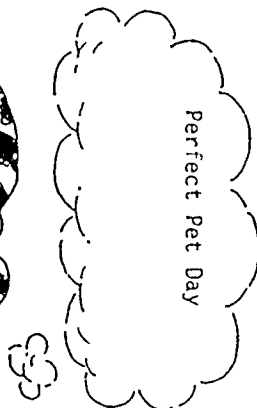
When we had our "Perfect Pet Program" we showed some films about pets (CANNONBALL and ANGUS LOST). The kids entered their pictures, then went in to watch the movies (serve animal crackers for refreshments!)

While they were watching the films, we awarded ribbons and judged for the big prizes--paperback books about pets and animals. Since the entry required age, it was easy to match up prize books to the proper-age child. Some of the winning categories were: Best-Loved, Hairiest, Greenest, Most Winning Personality, Biggest, Smallest, etc. You have enough time during the 45 minute film program to write in winning categories on the ribbon. This leaves you flexible to award "spur-of-the-moment," unusual awards like Biggest Mouth or Longest Tongue, or even Best-Dressed.

We made our own ribbons: cut out blue construction paper circles, place a stick-on gold medallion and glue a "Perfect Pet Day" emblem on top of that. Glue the blue circle onto two 6" ribbons, one red and one white. Buy the ribbon at a craft or fabric store. Needless to say, we made up a number of simple ribbons ahead of time so that every participant received one!

We announced the winners at the end of the film, awarded the prizes, and everyone left with something! You may even display the winning pictures in the library for a while. Don't forget to have a book display on hand with books about pets, pet care, and stories about animals!

REDUCE AND
GLUE TO BLUE
PAPER CIRCLES.



YOUR NAME _____

YOUR AGE _____

YOUR PET'S NAME _____

SOMETHING INTERESTING ABOUT YOUR PET:

YOUR NAME _____

YOUR AGE _____

YOUR PET'S NAME _____

SOMETHING INTERESTING ABOUT YOUR PET:

YOUR NAME _____

YOUR AGE _____

YOUR PET'S NAME _____

SOMETHING INTERESTING ABOUT YOUR PET:

YOUR NAME _____

YOUR AGE _____

YOUR PET'S NAME _____

SOMETHING INTERESTING ABOUT YOUR PET:

YOUR NAME _____

YOUR AGE _____

YOUR PET'S NAME _____

SOMETHING INTERESTING ABOUT YOUR PET:

YOUR NAME _____

YOUR AGE _____

YOUR PET'S NAME _____

SOMETHING INTERESTING ABOUT YOUR PET:

CAGEY CREATURES BIBLIOGRAPHY

K-2nd

- Ambrus, Victor. GRANDMA, FELIX AND MUSTAPHA BISCUIT.
Berson, Harold. A MOOSE IS NOT A MOUSE.
Bonsall, Crosby. THE AMAZING, THE INCREDIBLE SUPER DOG.
Bodsworth, Nan. MONKEY BUSINESS.
Brown, Ruth. OUR PUPPY'S VACATION.
Browne, Anthony. WILLY THE WIMP.
Calders, Pere. BRUSH.
Carter, Anne. RUFF LEAVES HOME.
Eliot, T.S. GROWI TIGER'S LAST STAND AND OTHER POEMS.
Ferguson, Alane. THAT NEW PET.
Gilbert, Dorothy. CAN I MAKE ANOTHER ONE?
Green, Phyllis. BAGDAD ATE IT.
Hooks, William. THE 17 GERBILS OF CLASS 4A.
Hurd, Thatcher. THE PEA PATCH JIG.
Kanao, Keiko. KITTEN UP A TREE.
Khalsa, Dayal. I WANT A DOG.
Korschunow, Irina. THE FOUNDLING FOX.
Kudrna, C. Imbior. TO BATHE A BOA.
Lindbergh, Reeve. THE MIDNIGHT FARM.
McKee, David. ELMER, THE STORY OF PATCHWORK ELEPHANT.
McMullan, Kate. THE GREAT IDEAS OF LILA FENWICK.
McPhail, David. EMMA'S PET.
Massie, Diane R. THE BABY BEEBEE BIRD.
Mayer, Mercer. LIVERWURST IS MISSING.
Most, Bernard. MY VERY OWN OCTOPUS.
Ockenga, Starr. THE ARK IN THE ATTIC.
Rockwell, Anne. COME TO TOWN.
Roy, Ron. THREE DUCKS WENT WANDERING.
Rylant, Cynthia. "HENRY AND MUDGE" series.
Samuels, Barbara. DUNCAN AND DOLORES.
Segal, Lore. THE STORY OF MRS. LOVEWRIGHT AND PURRLESS HER CAT.
Silverstein, Shel. WHO WANTS A CHEAP RHINOCEROS?
Smyth, Gwenda. A PET FOR MRS. ARBUCKLE.
Soule, Jean Conder. NEVER TEASE A WEASEL.
Stehr, Frederic. QUACK-QUACK.
Voight, Cynthia. STORIES ABOUT ROSIE.
Wolff, Ashley. A YEAR OF BEASTS.
Yabuuchi, Masayuki. WHOSE BABY?

3rd-7th

- Anderson, Madelyn. NEW ZOOS.
Arnosky, Jim. GRAY BOY.
Base, Graeme. ANIMALIA.
Bawden, Nina. HENRY.
Blevgad, Lenore. THE GREAT HAMSTER HUNT.
Blume, Judy. TALES OF A FOURTH GRADE NOTHING.
Calvert, Patricia. STONE PONY.
Carris, Joan. HEDGEHOGS IN THE CLOSET.
Chambers, John. FRITZI'S WINTER.
Corbin, William. A DOG WORTH STEALING.
Corcoran, Barbara. A HORSE CALLED SKY.
Dickinson, Peter. THE DANCING BEAR.
Hall, Lynn. MRS. PORTREE'S PONY.
Hamilton, Carol. THE DAWN SEEKERS.
Hess, Lilo. TIME FOR FERRETS.
Hoff, Syd. SYD HOFF'S ANIMAL JOKES.
King-Smith, Dick. HARRY'S MAD.
Livingston, Myra Cohn, ed. CAT POEMS.
Patent, Dorothy. ALL ABOUT WHALES.
Pope, Joyce. DO ANIMALS DREAM?
Preslan, Kristina. GROUP CRAFTS FOR TEACHERS AND LIBRARIANS ON LIMITED BUDGETS.
Rawls, Wilson. SUMMER OF THE MONKEYS.
Reid Banks, Lynne. I HOUDINI: THE AUTOBIOGRAPHY OF A SELF-EDUCATED HAMSTER.
Rinard, Judith. WHAT HAPPENS AT THE ZOO.
Roth, Harold. HAROLD ROTH'S BIG BOOK OF HORSES.
Seidler, Tor. A RAT'S TALE.
Seligson, Susan. AMOS, THE STORY OF AN OLD DOG AND HIS COUCH.
Silverstein, Alvin and Virginia. DOGS: ALL ABOUT THEM.
Simon, Seymour. STRANGE CREATURES.
Sprague, Maxine. CREATIVE PARENTING.
Straaveit, Tyyne. EASY ART LESSONS K-6.
Wallace, Bill. A DOG CALLED KITTY.

CAGEY CREATURES FILMOGRAPHY

Check with your library system for information about each film.

K-2

ANGUS LOST
A BOY, A DOG, AND A FROG
CANNONBALL
THE CASE OF THE ELEVATOR DUCK
CURIOUS GEORGE
FROG GOES TO DINNER
IT'S NICE TO HAVE A WOLF AROUND THE HOUSE
JOHN BROWN, ROSE, AND THE MIDNIGHT CAT
MADELINE'S RESCUE
MOLE IN THE ZOO
THE SMALLEST ELEPHANT IN THE WORLD
THE STOLEN NECKLACE
WHAT MARY JO WANTED
WHISTLE FOR WILLIE
Z IS FOR ZOO

3-7

ANGUS LOST
A BOY, A DOG, AND A FROG
CANNONBALL
THE CASE OF THE ELEVATOR DUCK
CHINO'S TALE
CURIOUS GEORGE
THE ESCAPE OF A ONE-TON PET
FROG GOES TO DINNER
IT'S SO NICE TO HAVE A WOLF AROUND THE HOUSE
J.T.
LAFCADIO, THE LION WHO SHOT BACK
ME AND YOU, KANGEROO
OF CATS AND MEN
THE SCHOOL EXCURSION
SOMETHING QUEER AT THE LIBRARY
THE STOLEN NECKLACE
WHAT MARY JO WANTED

*****Coming Attractions*****
Additional Resources
Special Services

ADDITIONAL RESOURCES

For Programs, Guest Speakers, and Information

***TEXAS COMMISSION ON THE ARTS**

- To find out about T.C.A. sponsored touring arts groups for special programs:

P.O. Box 13406
Austin, Texas 78711
1-800-252-9415

***TEXAS PARKS AND WILDLIFE DEPARTMENT**

4200 Smith School Road
Austin, Texas 78744
512-479-4800

***LYNDON B. JOHNSON SPACE CENTER**

NASA Road 1
Houston, Texas 77058
713-483-4241

***NATIONAL WILDLIFE FEDERATION**

142 Sixteenth Street, N.W.
Washington, D.C.
20036-2266

***TEJAS STORYTELLING GUILD**

Attn.: Finley Stewart
Box 441
Krum, TX 76249
(817) 565-1968

***NATIONAL ASSOCIATION FOR THE PRESERVATION AND PERPETUATION OF STORYTELLING**

- For a list of storytellers in your area:

NAPPS
P.O. Box 309
Jonesborough, TN 37659
(615)753-2171

ALSO CONTACT:

*LOCAL AQUARIUMS AND ZOOS

*UNIVERSITIES AND COMMUNITY COLLEGES - Contact the zoology, veterinary medicine, marine biology, paleontology, anthropology, archeology, etc. departments.

*LOCAL VETERINARIANS

*ANIMAL SHELTER PERSONNEL

*LOCAL S.P.C.A.

*MUSEUMS OF NATURAL HISTORY AND ART - for a listing of museums in your area, see the book: (it lists zoos, too) TEXAS MUSEUMS by Paula Eyrich Tyler and Ron Tyler. University of Texas Press, 1983.

*LOCAL ARTS COUNCILS AND/OR COMMISSIONS

*LOCAL STORYTELLING GUILDS OR CHILDREN'S THEATER GROUPS

*LOCAL PUPPET ASSOCIATIONS

*LOCAL CLOWN AND MAGICIAN GROUPS (usually amateur, but good & inexpensive)

*LOCAL NUTRITIONIST OR NURSE

*LOCAL T.V. AND/OR RADIO STATIONS, INCLUDING CABLE AND COMMUNITY ACCESS

*LOCAL VOLUNTEER ASSOCIATIONS

REACHING OUT TO ALL CHILDREN

There are many children living in Texas who are unable to read most of the books in our public libraries. It is not because they lack the stimulation to read, but simply due to the printed format available.

These children do have an option. The Texas State Library can provide these children with talking books and large print books via the Division for the Blind and Physically Handicapped. The service is free and the materials are sent through the mail. (No postage is required to borrow or return materials.) Barbara Herb, a children's book specialist, can assist with selection of materials.

A child is eligible if:

- * he/she is legally blind (i.e., vision in his/her better eye is 20/200 or less, or the widest diameter of visual field is no greater than 20 degrees)
- * his/her vision is corrected, yet he/she cannot see well enough to read standard print
- * he/she has a physical limitation that makes handling books or turning pages extremely difficult
- * he/she is certified by a medical doctor as having a reading disability due to an organic dysfunction

Books are available on disc, on cassette, in braille and in large print. Specialized equipment is needed to play the recorded books and is available for check out. The equipment includes: talking book machines, cassette players, and attachments (headphones, pillowspeakers, tone arm clips for record players, extension levers for cassette players). Catalogs with book descriptions are supplied upon request. Also, a publication is distributed every other month to keep you informed of new books available for loan.

The Division also offers a summer reading club using the statewide theme and adapting the materials to their users needs. For more information about the summer reading club contact Barbara Herb at 1-800-252-9605. For additional information or application forms refer your patrons to:

Texas State Library
Division for the Blind and Physically Handicapped
P.O. Box 12927
Austin, TX 78711

or

1-800-252-9605

*****Coming Attractions*****

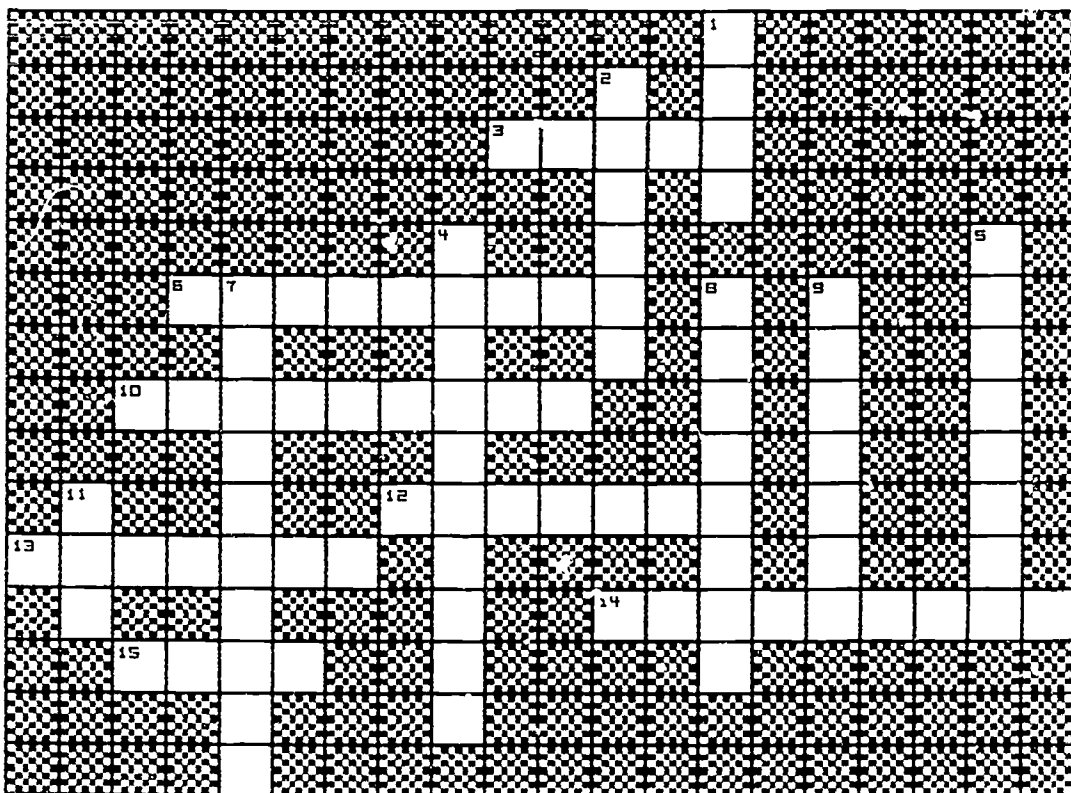
More
Fun and Games

FUN & GAMES

REPRODUCE AND USE!

CRITTER CROSSWORD

See if you can untangle this critter crossword, filled with all kinds of curious creatures!



ACROSS CLUES

3. A small, furry creature that tunnels under ground whose name rhymes with new.
6. An armored animal seen along Texas highways.
10. Changes color to blend into its surroundings.
12. Beware of this tiny man-eating fish in the Amazon.
13. This bird can't fly and is always dressed for a party.
14. This fish's name reflects what it looks like - a stone.
15. The _____ fish gets its name from its ability to hold its breath for so long (respiratory organ).

DOWN CLUES

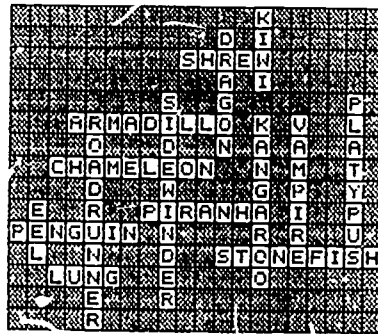
1. This New Zealand bird shares the same name as an exotic green fruit.
2. This lizard can "fly" but does not breathe fire as its name would suggest.
4. A snake that crawls sideways.
5. bizzare-looking animal with fur and a duck's bill who lives in Australia.
7. Coyote just can't seem to catch this bird.
8. An animal with its own pocket.
9. This type of bat is not Dracula but it does drink blood.
11. A shocking fish.

WORD LIST: CRITTER CROSSWORD

ARMADILLO KIWI ROADRUNNER
CHAMELEON LUNG SHREW
DRAGON
EEL PENGUIN SIDEWINDER
KANGAROO PLATYPUS VAMPIRE PIRANHA STONEFISH

*Note to librarian: use the word list with grades 3&4, thin' about not using it for grades 5-7 (unless they get stuck).

ANSWERS: CRITTER CROSSWORD



ANIMAL MILKSHAKE

These animals are a mess! They just came out of a blender. See if you can unscramble them! (Solve them by yourself or have a race with a friend!)

odg
tca
nugiaa
recoshinosor
hotscir
karsh

firegfa
tearnate
orkanoga
flow
ebraz

kaens
slibedewet
kay
healnetp
retref

(Now make up your own: _____)

WORD LIST:

anteater
cat
dog
elephant
ferret
giraffe
iguana
kangaroo

ostrich
rhinoceros
shark
snake
wildebeest
wolf
yak
zebra



COSMIC CONFUSION

Fix this mega-mess by unscrambling these mixed-up heavenly bodies:

demygane
voan
gib pidper
halpa tencaur
tursan
rams
fluop
latstonelinocs
sunev

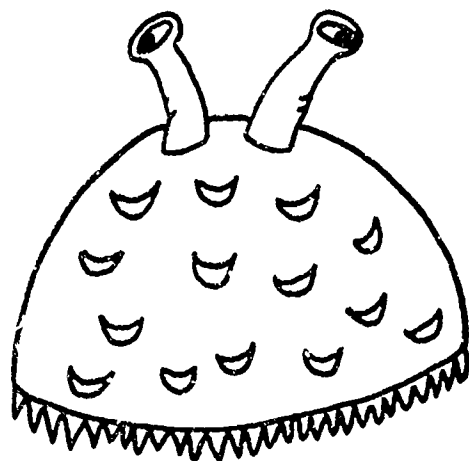
root dlouc
nutepen
reurymc
dreastiso
yagalax
lubena
clakb lohe
tomec
roteem

WORD LIST:

Alpha Centauri
meteor
black hole
nova
galaxy
Saturn

Mercury
Big Dipper
Neptune
constellations
Pluto
Mars

asteroids
nebula
comet
Oort Cloud
Ganymede
Venus



Solution to Animal Milkshake:

dog
cat
iguana
rhinoceros
ostrich
shark

giraffe
anteater
kangaroo
wolf
zebra

snake
wildebeest
yak
elephant
ferret

Solutions to Cosmic Confusion:

Ganymede
nova
Big Dipper
Alpha Centauri
Saturn
Mars
Pluto
constellations
Venus

Oort Cloud
Neptune
Mercury
asteroids
galaxy
nebula
black hole
comet
meteor

THE CURIOUS CASE OF THE KIDNAPPED COOKIES!
Or
A TERRIBLE TEA TIME TRAGEDY

Ellen and Alvin invited Alastair and Archibald (English cousins) to their house on Sunday for tea. Also invited was Cecelia, Ellen's best friend. Sunday afternoon, right before tea-time, a horrible discovery is made--the chocolate chip cookies have been stolen! Your job is to determine who the thief is by finding out who does not have an alibi. The alibis given were: in the garden, in the swimming pool, in the library, in the den. Here are some clues:

1. Ellen, who loves banana bread, and the one who picks flowers, takes tea with lemon.
2. The one who is allergic to bananas met Alastair in the library and then went into the den to read.
3. The one who loves banana bread went for a swim before tea.
4. Cecelia takes her tea with lemon.
5. Alvin fell asleep while reading about allergies.



	ELLEN	ALVIN	ALASTAIR	ARCHIBALD	CECELIA
garden					
pool					
library					
den					
none					

WHO DID IT? _____

(Put an X in each box as you eliminate choices and put a "check" in each box as you determine each person's alibi.)

answer: Archibald

CONCOCT A LIST

HOW MANY ANIMALS CAN YOU THINK OF THAT:

Start with an H?

- 1.
- 2.
- 3.
- 4.
- 5.

Have spots?

- 1.
- 2.
- 3.
- 4.
- 5.

Have horns?

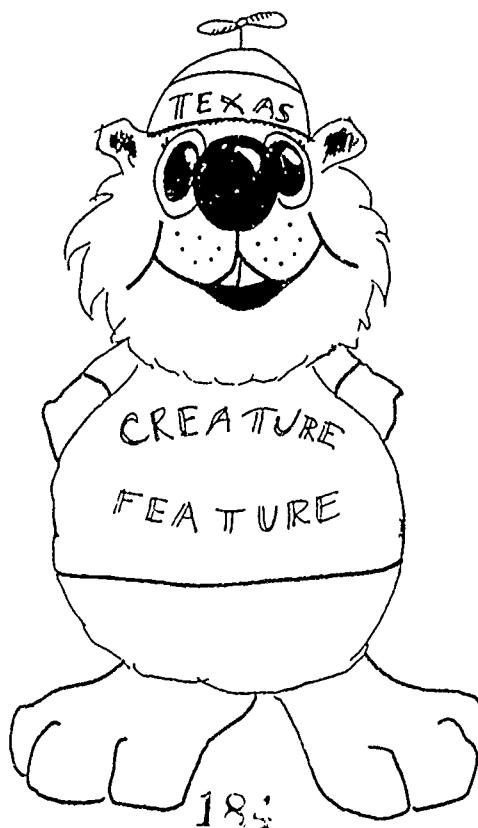
- 1.
- 2.
- 3.
- 4.
- 5.

Live underground?

- 1.
- 2.
- 3.
- 4.
- 5.

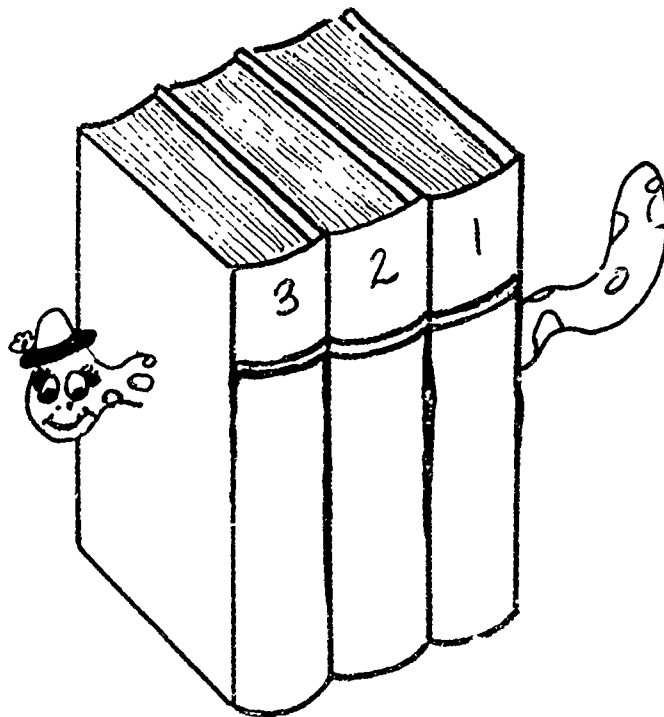
Make your own list: _____ ?

- 1.
- 2.
- 3.
- 4.
- 5.



BENNY BOOKWORM

Benny the Bookworm is starving! He crawls around the library until he finds a three-volume set of encyclopedias. With his mouth watering, he eats his way from the outside of the front cover of volume 1 to the outside of the back cover of volume 3. If each volume is one inch thick, how many inches does Benny move through?

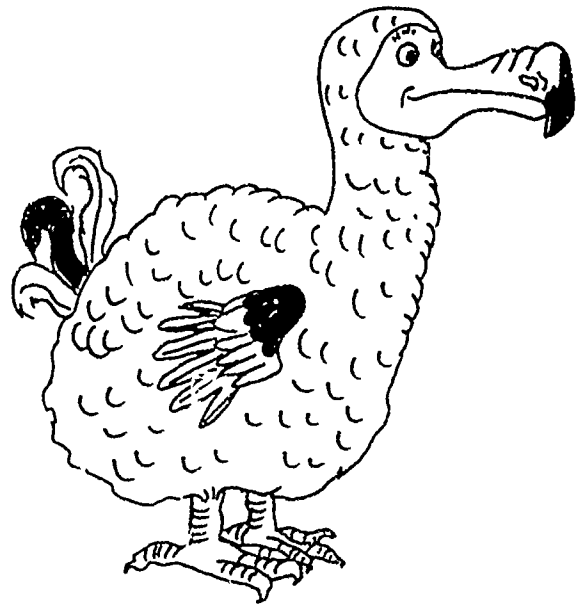


FIND THE EXTINCT ANIMALS & BIRDS

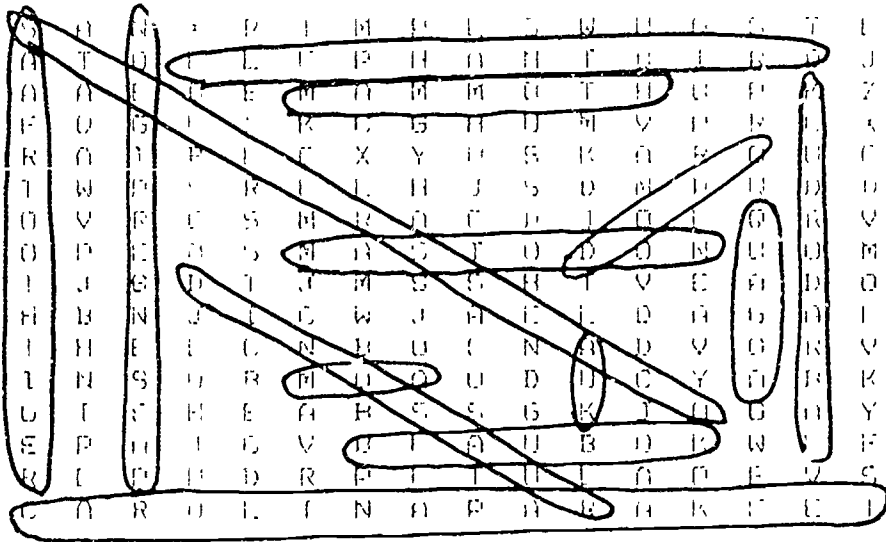
S	A	N	X	P	T	M	P	L	S	W	U	O	S	T	L
A	T	O	L	L	F	P	H	A	N	T	U	L	R	D	J
A	A	E	B	E	M	A	M	M	O	T	H	O	P	K	Z
E	O	G	I	X	K	C	G	H	U	M	V	P	R	C	X
R	A	J	P	I	C	X	Y	U	S	K	A	R	O	H	C
T	W	P	S	P	E	L	H	J	S	D	M	D	U	D	O
O	V	R	E	S	M	R	A	C	D	J	O	L	O	R	V
O	P	E	O	S	M	A	S	T	O	D	O	N	U	O	M
I	J	E	D	T	J	A	S	S	H	T	V	E	A	D	O
H	I	N	C	C	W	J	A	E	L	D	A	G	A	F	V
I	H	E	L	C	N	B	O	L	N	A	D	V	G	R	V
L	H	S	O	R	H	O	A	U	D	U	C	Y	A	B	K
O	I	S	H	S	A	B	S	S	G	K	J	O	O	A	Y
E	P	A	I	G	V	B	I	A	U	B	O	K	W	L	E
R	I	P	H	D	R	P	L	T	U	L	A	O	E	V	S
C	A	R	O	L	I	N	A	P	A	R	A	K	E	E	T

WORD LIST:

AUK
 BLAUBOK
 CAROLINA PARAKEET
 DINOSAUR
 DODO
 ELEPHANT BIRD
 LABRADOR DUCK
 MAMMOTH
 MASTODON
 MOA
 PASSENGER PIGEON
 QUAGGA
 SABER TOOTH TIGER
 STELLERS SEA COW



FIND THE EXTINCT ANIMALS & BIRDS KEY



CREATURES DOWN UNDER

AU__A IA_ A I A_ --- If you add consonants to this mess you have
 AUSTRALIAN ANIMALS!

These are all creatures found in Australia. Add consonants and discover what they are!

A A_ OO

OA A

A _U_

A I_ OO_

E_ U

O A_

OO A_ U_ A

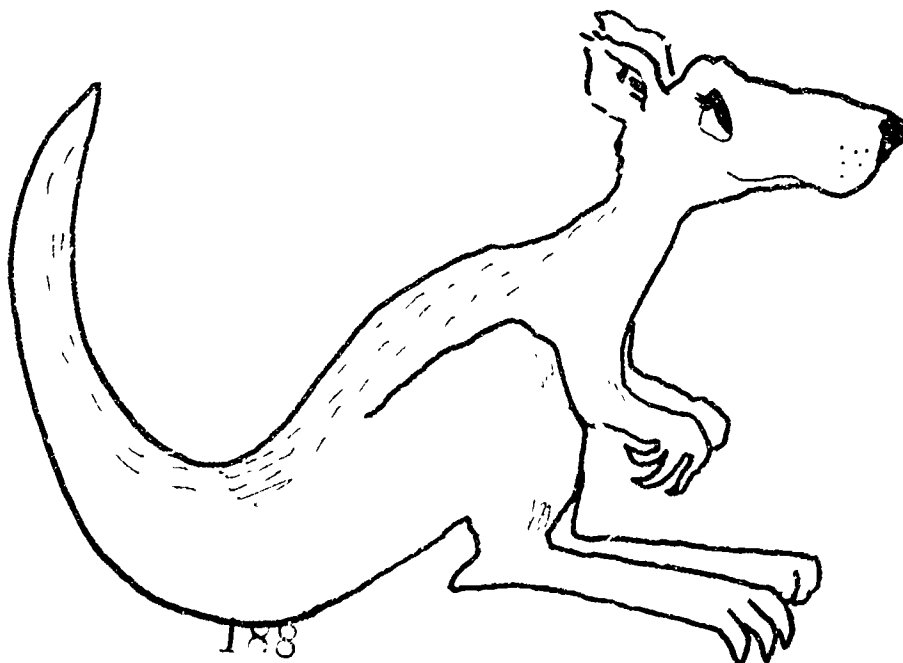
I O

A O_ A_

A A_ IA_ _E_ I_

E_ I_ A

O A_ OO



Solutions:

KANGAROO
KOALA
PLATYPUS
BANDICOOT
EMU
WOMBAT
KOOKABURRA
DINGO
CASSOWARY
TASMANIAN DEVIL
ECHIDNA
COCKATOO

ABRA CADABRA!

Can you change a CAT into a DOG?

Change one letter at a time (making real words) to perform these magical word transformations!

Example:

CAT
COT
COG
DOG



Try these:

SNAKE into SHARK?

SHARK

TOAD into FROG?

FISH into BIRD?

FUR into FIN?

FIN

FROG

BIRD

NOW CREATE YOUR OWN!

Solutions:

fur
fir
fin

snake
shake
share
shark

toad
road
roam
foam
flam
flag
flog
frog

fish
wish
wash
bash
bush
bust
burt
bart
bard
bird

COLOSSAL CREATIONS

How many words can you create using the letters in:

DRAGON

- 1.
- 2.
- 3.
- 4.
- 5.

DINOSAUR

- 1.
- 2.
- 3.
- 4.
- 5.

BIGFOOT

- 1.
- 2.
- 3.
- 4.
- 5.

LOCH NESS MONSTER

- 1.
- 2.
- 3.
- 4.
- 5.



JOKES AND RIDDLES

FILMORE THE MAGIC FLEA (traditional)

Pull this joke on your friends:

HOLD OUT YOUR HAND AS IF THERE WERE SOMETHING IN IT

SAY TO YOUR FRIEND: "*Do you believe in Filmore the magic flea?*"

[they should say no]

SAY: "*Let me show you!*"

PRETEND TO PUT FILMORE ON THE TABLE, THEN HOLD UP YOUR FINGER. TELL "FILMORE" TO JUMP OVER YOUR FINGER!

SAY: "*Oh, he didn't make it! Why don't you hold his coat for him while he tries again.*"

PRETEND TO HAND COAT TO YOUR FRIEND. TELL FILMORE TO TRY AGAIN!

SAY: "*Drat! He missed again! Why don't you hold his pants this time, he's going to try again.*"

PRETEND TO GIVE PANTS TO YOUR FRIEND. TELL FILMORE - JUST ONE MORE TRY!

SAY: "*Yay! He made it! Now do you believe in Filmore the magic flea?*"

[friend should say no]

SAY: "*Then why are you holding his coat and pants?*"

CLASSIC RIDDLE

Can you name the well-known animal which at first walks on four legs, later walks on two, and later still walks on three legs?

Answer: The human animal, which crawls on all fours as a baby, walks on two legs as an adult, and has to use the third "leg" of a walking stick when old.

CREATURE FEATURES RIDDLES

(from THE MONSTER RIDDLE BOOK by Jane Sarnoff)

What could a monster eat after it had its teeth pulled? *Its dentist.*

Who won the monster beauty contest? *Nobody.*

Which monsters wear the biggest shoes? *The ones with the biggest feet.*

What do you call a clean, neat, hard working, kind intelligent, and friendly monster?
A failure.

What do you call a monster who is ten feet tall, has five arms, and poisoned fingernails?
Sir.

What do you do with a blue monster? *Cheer it up.*

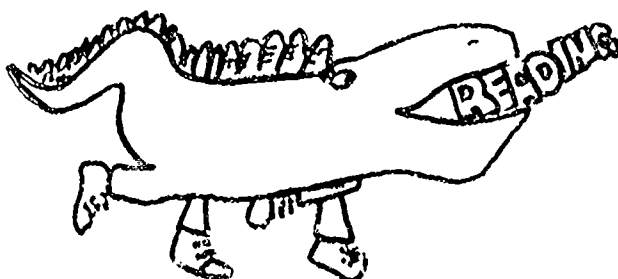
DINOSAUR DIG

You are an archeologist! Go on a "dig" and uncover the dinosaurs buried in the puzzle below.

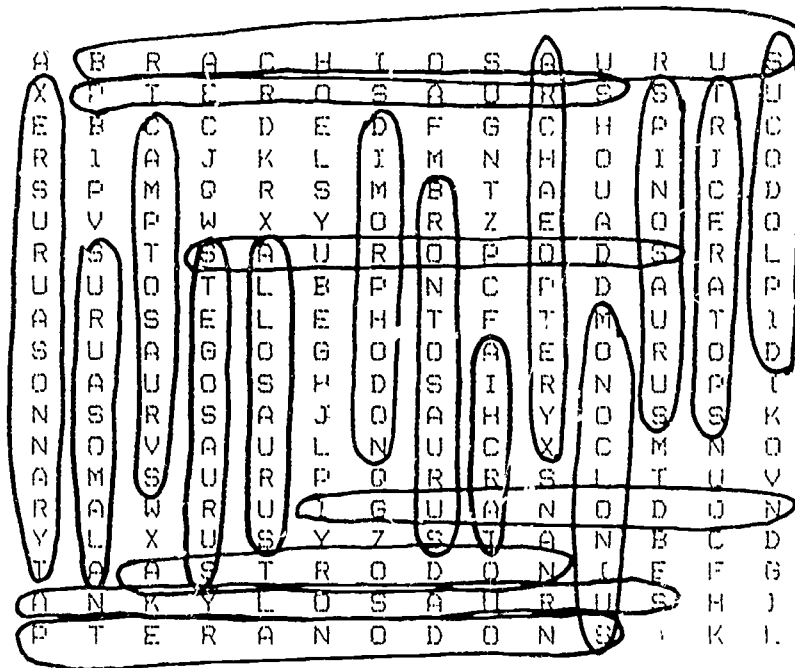
A	B	E			D	C	D	S	B	H	P	H	S	
X	P	E			C	J		H	U	R	S	S	E	U
E	B	E			E	E	E	D	U	U	H	P	N	
R	S	H			S	E		M	N	H	G	J	J	U
S	E	M			R	C	M	R	E	D	U	N	E	U
U	V	P			S	Y	U	R		E	A	G	E	U
R	C	E			S	U	D	R	U	P	U	P	S	
H	U	U			E	H	P	N	E	E	P	U	G	P
A	R	S			L	E	H	E	E	J	M	U	T	E
S	U	R			U	G	U	U	G	E	U	R	U	D
U	A	H			S	H	D	E	E	R	N	H	P	U
N	S	R			A	J	D	A	H	Y	U	S	S	R
N	D	V			A	U	L	N	U	L	N	L	M	U
G	M	C			R	P	D	R	E	S	L	E	U	V
R	U	N			H	E	U	H	N	U	G	U	M	
Y	L	X			H	S	Y	L	S	E	A	N	P	C
T	H	A			S	E	R	D	D	D	N	L	E	U
A	N	K			E	U	G	A	U	R	H	S	H	E
P	E	E			D	H	D	D	U	N	C	E	E	E

WORD LIST:

- | | |
|---------------|-------------------|
| ALAMOSAUROS | IGUANODON |
| ALLOSAURUS | MONOCLONIUS |
| ANKYLOSAURUS | PTERANODON |
| ARCHAEOPTERYX | PTEROSAURS |
| ASTRODON | SAUROPODS |
| BRACHIOSAUROS | TRICERATOPS |
| BRONTOSAURUS | TYRANNOSAURUS REX |
| CAMPTOSAURUS | |
| DIMORPHODON | |
| DIPLODOCUS | |



DINOSAUR DIG KEY



IT'S A MATCH!

These animals are all out of familiar books. Can you match each animal with its correct book title?

- | | |
|------------------|---|
| ___ Polynesia | 1. CHARLOTTE'S WEB |
| ___ Ribsy | 2. KING OF THE WIND |
| ___ Bunnacula | 3. WIND IN THE WILLOWS |
| ___ Sham | 4. THE LION, THE WITCH, AND THE WARDROB |
| ___ Aslan | 5. THE BOOK OF THREE |
| ___ White Rabbit | 6. WATERSHIP DOWN |
| ___ Hen Wen | 7. ALICE IN WONDERLAND |
| ___ Mr. Toad | 8. DR. DOOLITTLE |
| ___ Hazel | 9. CELERY STALKS AT MIDNIGHT |
| ___ Wilbur | 10. HENRY HUGGINS |



Solutions

- 8 Polynesia
- 10 Ribs
- 9 Bunnacula
- 2 Sham
- 4 Aslan
- 7 White Rabbit
- 5 Hen Wen
- 3 Mr. Toad
- 6 Hazel
- 1 Wilbur

IT'S PURR-FECTLY LOGICAL!

Five kids in Mr. Bice's science class have brought their pets to school for show and tell. Their names are Kathy, Beth, John, Sharon, and Alexander. While they were eating lunch someone opened up the classroom, letting the animals escape! The missing pets are a chameleon, dog, goldfish (his bowl was on wheels), kitten, and parakeet. It is your task to reunite the pets with their owners. Here are some clues:

1. Beth and the girl who owns the fish are best friends.
2. John is allergic to fur.
3. Alexander is older than the one who owns the bird.
4. The one who buys catnip is the youngest.
5. Sharon's pet sings.

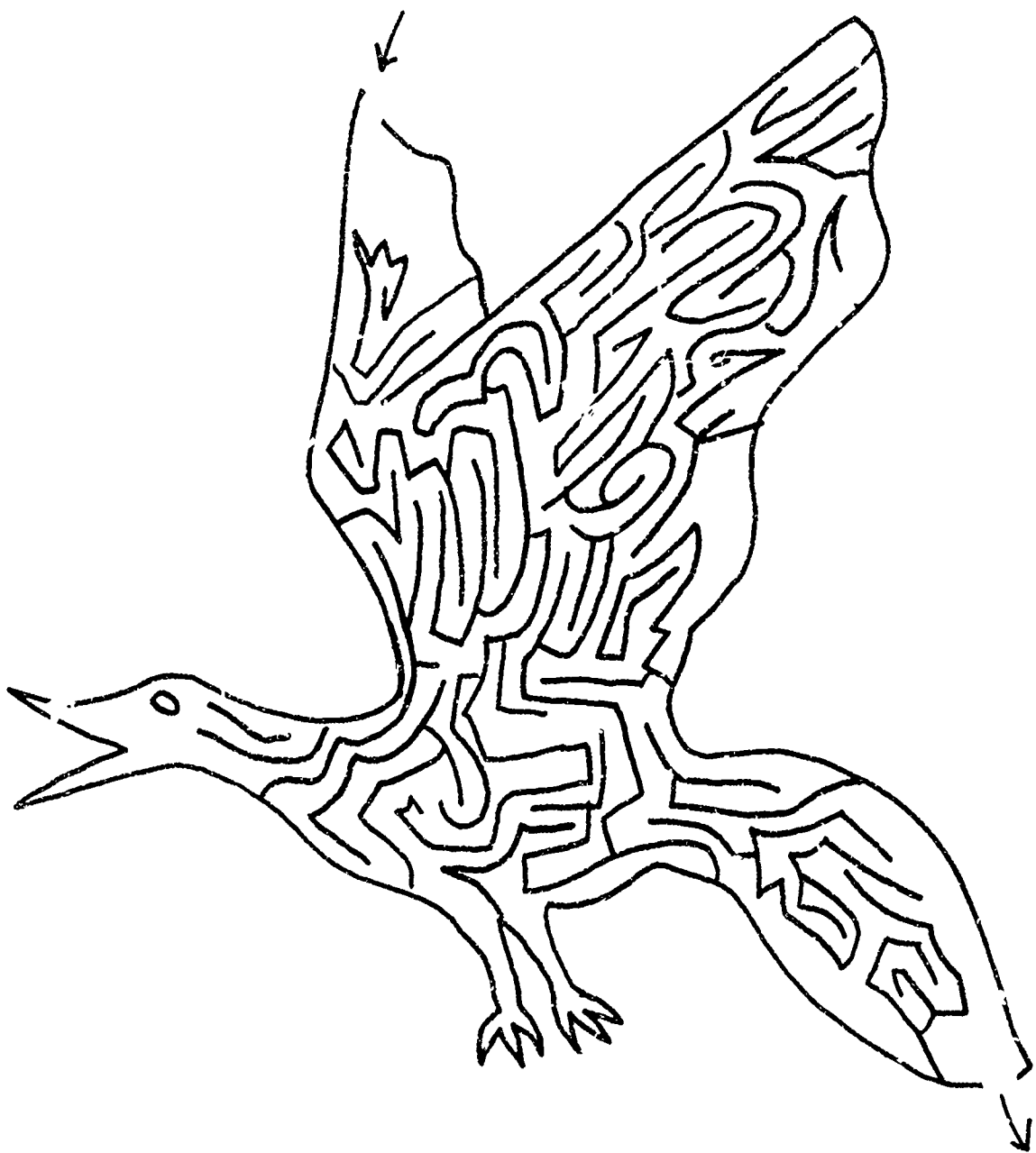
	Kathy	Beth	John	Sharon	Alexander
chameleon					
dog					
goldfish					
kitten					
parakeet					

This grid might help. As you eliminate choices, put an X in that box. Kathy
(For example: In the first clue, Beth must not own the fish, so put an X in the "Beth/fish" box.)



Solutions:

Kathy owns the goldfish.
Beth owns the kitten.
John owns the chameleon.
Sharon owns the parakeet.
Alexander owns the dog.



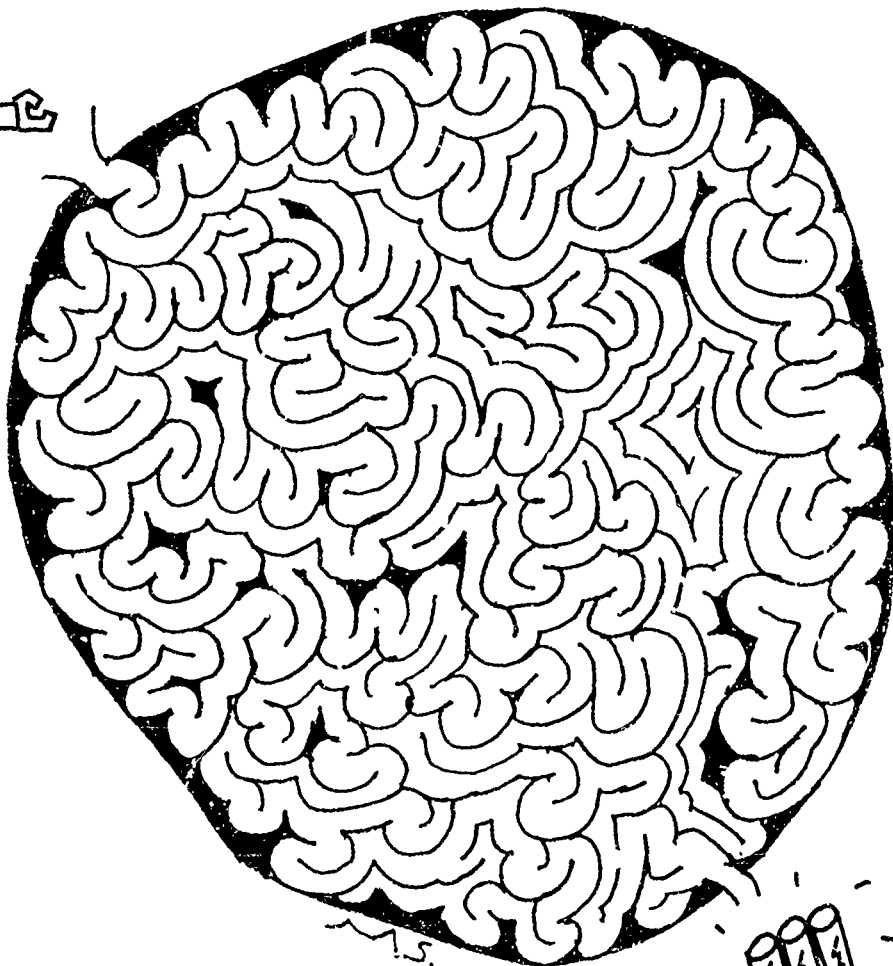
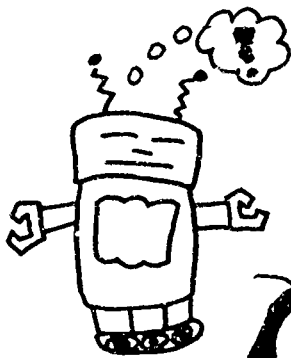
CAN YOU DISCOVER THE PATH
THROUGH THIS FLYING CREATURE ?

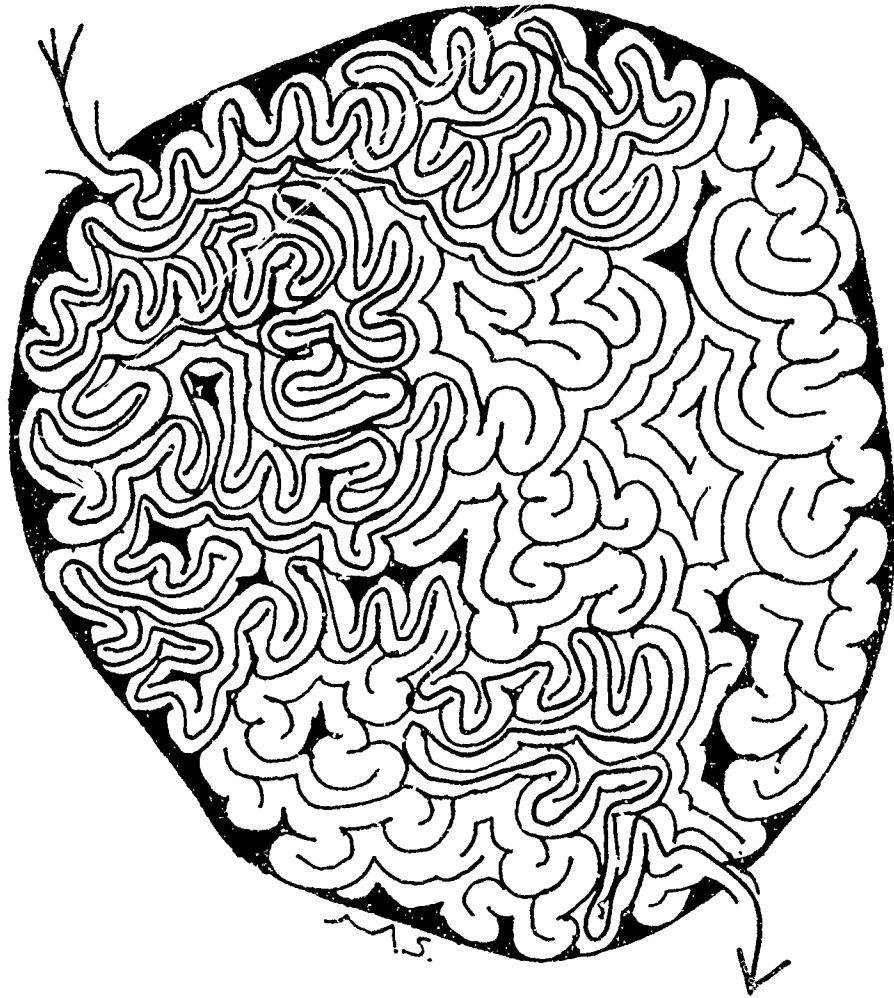


CAN YOU DISCOVER THE PATH
THROUGH THIS FLYING CREATURE ?

IM-IN-A-MEZ

Help 2T-Fru-T find his way through this spiral nebula in order to reach his power source.

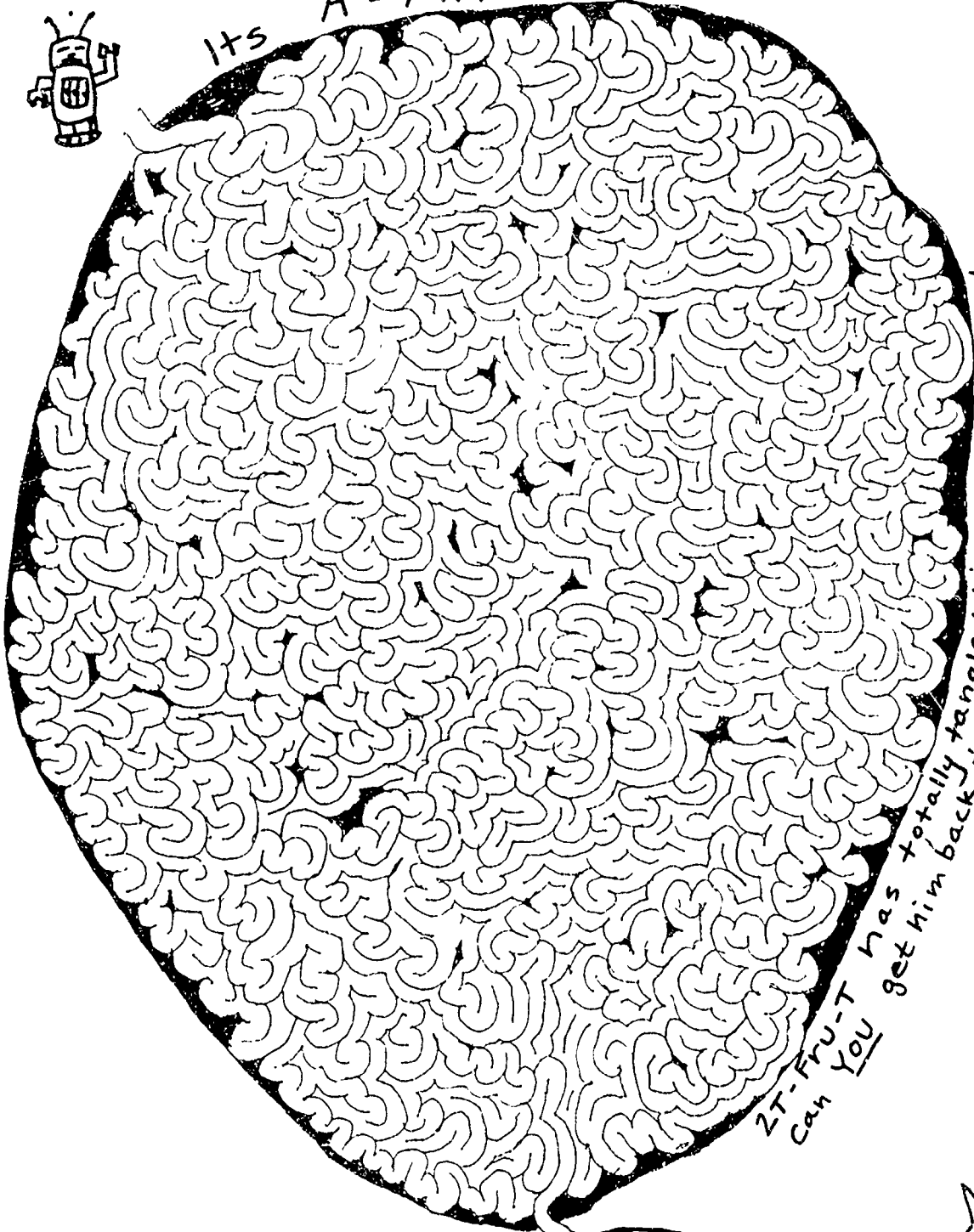




IM-IN-A-MEZ KEY



Its A-MAZING!

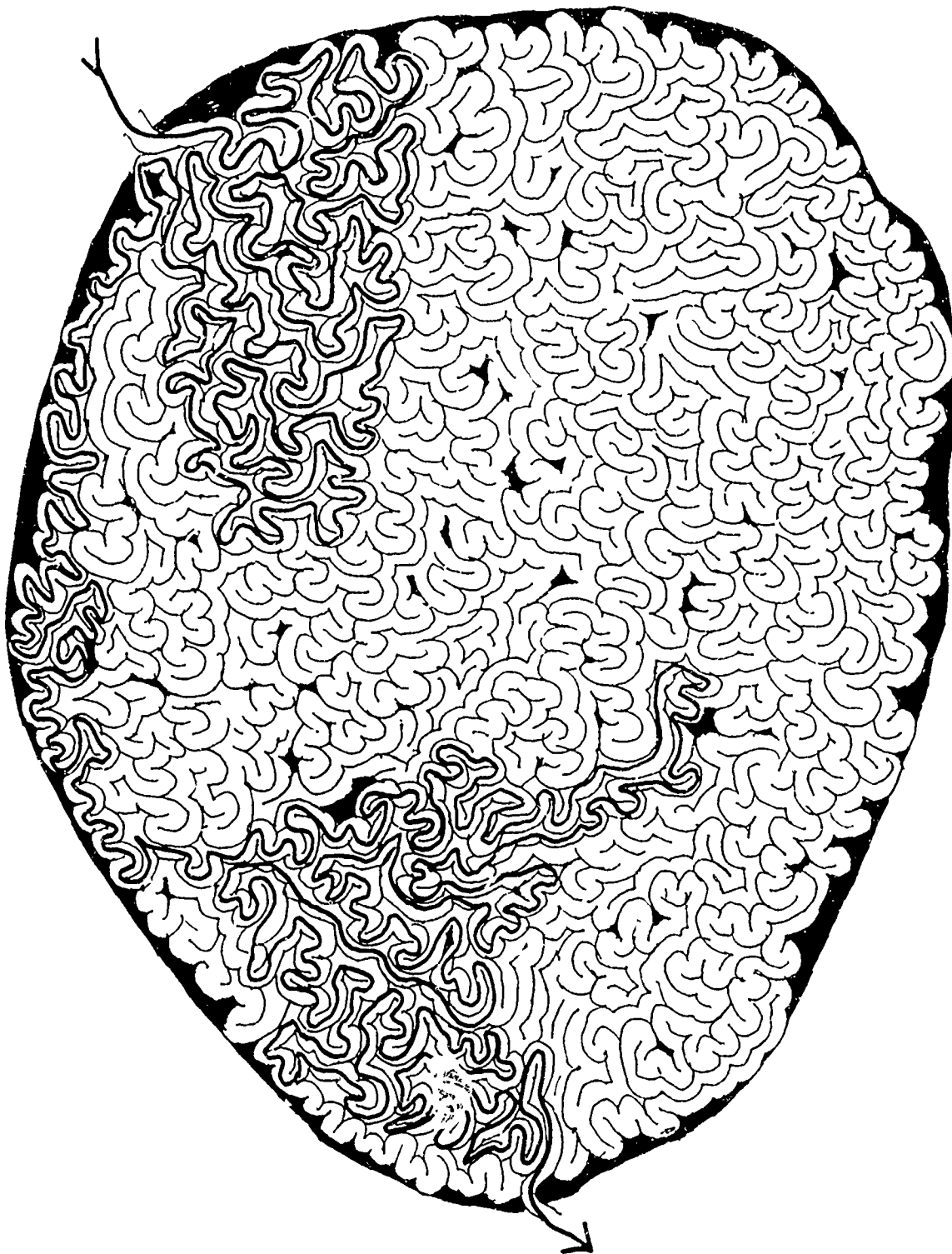


ZT-FRU-T has totally tangled his space walk cord.
Can you get him back to his spaceship?



204



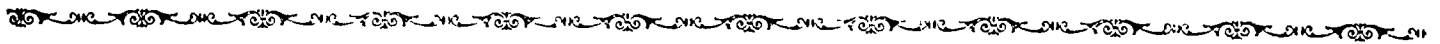


It's A-MAZING Key

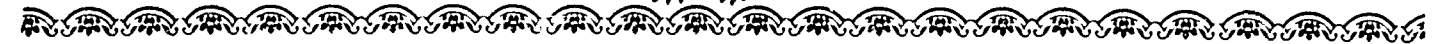
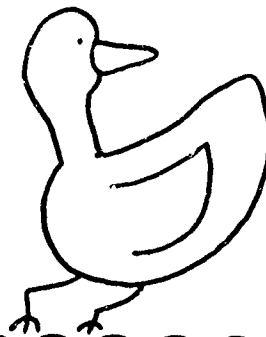
Draw an insect using the initials of your name:



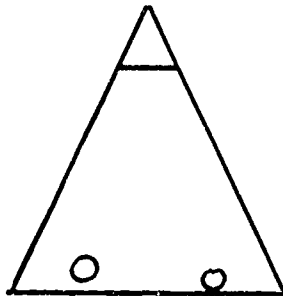
LIST TEN THINGS A FROG CAN DO WHILE BLIND FOLDED:



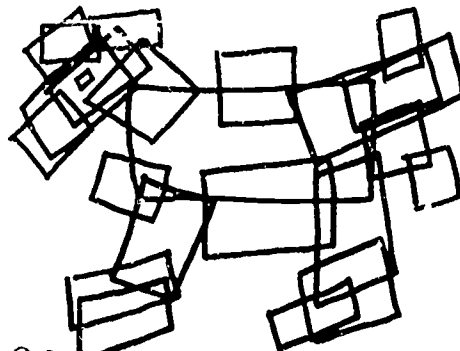
Decorate this bird:



What is it?



Create a creature - shade in any number of these squares:

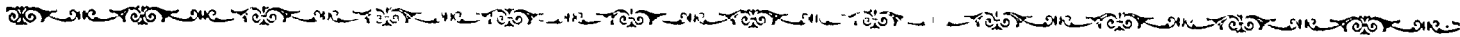


CLIP+USE

Draw an animal that is bigger than a mouse, smaller than a lion, has rounded ears, a hairy toe, BIG eyes and funny looking teeth.



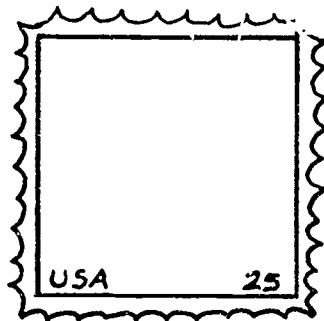
Draw a rolypolymouse.



Draw a jigglepigbug.



Design a stamp:

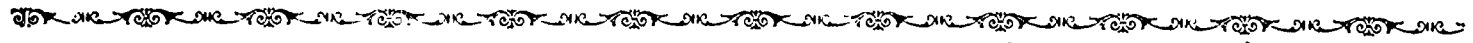


Some of the reasons I would like to own a _____ are:

List 10 uses for a cheese grater besides grating cheese:



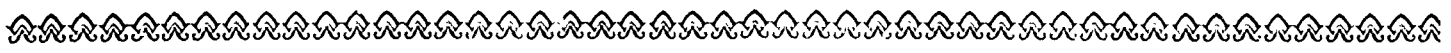
List 10 things to do with an old magazine or newspaper:



List 5 places you can go in your own town to watch animals in nature:



List a food for each letter of the alphabet:

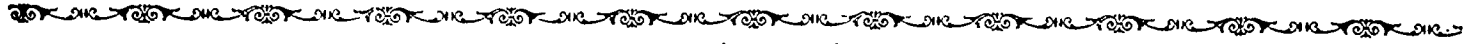


List 15 uses for a lime:

List 40 Kinds of Sandwiches:



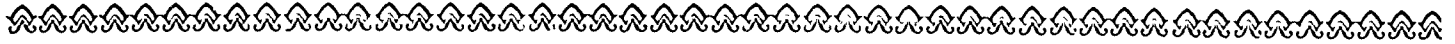
List 10 ways to use eggshells:



List 10 new ways to serve tomatoes:



List seven new uses for ice cubes:

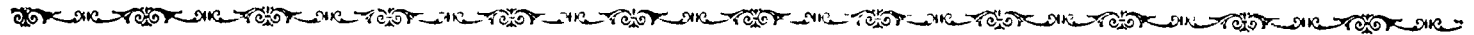


List 10 new titles for mystery novels:

List 8 new school holidays:



List 8 new kinds of toys:



List 8 uses for avocado pits



List 8 new ice cream flavors you would like to taste:



List 5 new superheroes:

What would you do?

What would you say?

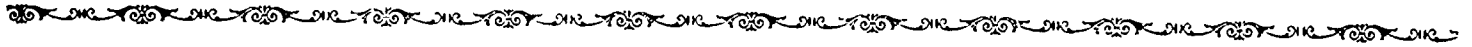
In such a situation that does not happen every day!

Do your best

In 20 words or less . . .



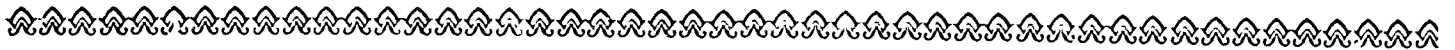
If a dragon landed on your front lawn.



You were given 4 free sno-cones and it is 102° in the shade.



You are stuck in a cabin in a snowstorm and the only thing you have to eat is 22 cans of beets.



Someone abandons a baby monkey on your doorstep.

You were fishing in the local pond and you hooked a crocodile.

The mail man delivers 100 boxes of strawberries to your house.

You have volunteered to design an activity program for six-year-olds who have to wait an hour after school for their bus.

Your teacher tells you that you have been promoted to the 11th grade.

You find \$100 in your locker.

*****Coming Attractions*****

Bibliography
and
Filmography

TEXAS READING CLUB 1989 BIBLIOGRAPHY

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(K-2)
Bimwili is kidnapped by an ugly Zimwi and forced to sing inside a drum.
- Adoff, Arnold. THE CABBAGES ARE CHASING THE RABBITS. Harcourt, 1985.
(K-6)
A delightful nonsense poem.
- Ahlberg, Allan. WOOF. Viking, 1986.
(3-6)
Follow the hilarious adventures of a boy who turns into a dog!
- Ahlberg, Janet & Allan. JEREMIAH IN THE DARK WOODS. Viking Kesterl, 1977.
(1-4)
A story about Jeeremiah Obadiah, Jackenory Jones, three bears, seven warfs, five gorillas, a frog prince, a wolf, a dinosaur, etc.
- Ainsworth, Ruth. THE BEAR WHO LIKED HUGGING PEOPLE AND OTHER STORIES. Crane Russak, 1976.
(3-6)
Thirteen charming stories written especially for reading aloud.
- Alexander, Martha. EVEN THAT MOOSE WON'T LISTEN TO ME. Dial, 1988.
(K-2)
As a moose eats her garden, no one will listen to Rebecca's pleas for help.
- Alien, Pamela. MR. ARCHIMEDES' BATH. Lothrop, 1980.
(K-2)
Mr. Archimedes cannot figure out why his bathwater overflows!
- Allison, Linda. GEE, WHIZ! Little Brown, 1983.
(K-7)
A science book with experiments that are also creative art activities.
- Ambros, Victor. GRANDMA, FELIX AND MUSTAPHA BISCUIT. William Morrow, 1982.
(K-2)
When Grandma brings home a hamster named Mustapha Biscuit, the greedy cat Felix does everything to try and eat him but gets himself in trouble instead
- Anderson, Madelyn. NEW ZOOS. Watts, 1987.
(3-6)
A look at what zoos are like today.
- Arkin, Alan. THE LEMMING CONDITION. Harper & Row, 1976.
(5-7)
Bubber is a simple Lemming going along with the family plan until Crow asks him some uncomfortable questions.
- Arnold, Caroline. MY FRIEND FROM OUTER SPACE. Watts, 1981.
(K-2)
A young girl convinces Sherry that she is from outer space.

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(2-6)
Learn how to recognize the signs of animals in the water, woods, and snow.
- Arnosky, Jim. **GRAY BOY.** Lothrop, 1988.
(4-6)
Ian's love for his dog is not enough to calm the wildness that threatens to end their closeness.
- Asch, Frank. **BREAD & HONEY.** Parents, 1981.
(K-2)
Ben's drawing of his mother changes as he meets a succession of animal friends on his way home from school.
- Asch, Frank. **MOONCAKE.** Prentice-Hall, 1983.
(K)
Bear builds a rocket so he can go to the moon and "taste" it.
- Atwater, Richard. **MR. POPPER'S PENGUINS.** Little Brown, 1938.
(4-6)
Enjoy the classic adventures of Mr. Popper and his pet penguins.
- Bang, Molly. **PAPER CRANE.** Greenwillow, 1985.
(K-3)
One day a stranger wanders into the restaurant and leaves a paper crane that dances when you clap your hands.
- Bang, Molly. **TYE MAY AND THE MAGIC BRUSH.** Greenwillow, 1981.
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A young girl is given a brush that brings drawings to life.
- Barrett, Judy. **ANIMALS SHOULD DEFINITELY NOT WEAR CLOTHING.** Atheneum, 1978.
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A humorous look at the consequences of clothed animals.
- Barrett, Judith. **CLOUDY WITH A CHANCE OF MEATBALLS.** Atheneum, 1978.
(K-3)
The weather is a bit bizarre in the town of Chew and swallow.
- Base, Graeme. **ANIMALIA.** Abrams, 1986.
(K-4)
A glorious animal alphabet book with hidden surprises.
- Bauer, Caroline Feller. **PRESENTING READER'S THEATER: PLAYS AND POEMS TO READ ALOUD.** H.W. Wilson, 1987.
(1 and up)
Full of good ideas for a shared reader's theater experience.
- Bauer, Caroline Feller. **THIS WAY TO BOOKS.** H. W. Wilson, 1983.
Crammed with ideas about storytelling, programs, booktalks, poetry games, crafts and exhibits.
- Baum, L. Frank. **THE WIZARD OF OZ.** Holt, 1982.
(4-7)
Enjoy the classic adventure of Dorothy, the cowardly lion, the tin man, and scarecrow to the magical world of Oz.
- Bawden, Nina. **HENRY.** Lothrop, 1988.
(4-6)
A baby squirrel is adopted by an English family during World War II.

- Beisert, Heide. MY MAGIC CLOTH, North-South Books, 1986.
(K-3)
With the help of his magic cloth, every night is a wonderful adventure for Tom, his teddy, and his cat, Puss.
- Belden, Wilanne Schneider. FRANKIE! Harcourt, 1987.
(4-7)
Bridgit is thrilled when her baby brother, Frankie, turns into a griffin
- Belloc, Hilaire. JIM, WHO RAN AWAY FROM HIS NURSE AND WAS EATEN BY A LION. Little, 1987.
(3-6)
A little boy, after disobeying his nanny, is eaten by a lion. (Not for the squeamish)
- Bennett, Jill. A PACKET OF POEMS. Oxford University Press, 1982.
(3-6)
A collection of poems about food, grouped under headings such as snacks, mealtimes, animal fare and leftovers.
- Berenstain, Stan and Jan. THE BERENSTAIN BEARS AND THE MISSING DINOSAUR BONE. Random House, 1980.
(1-3)
When a dinosaur bone disappears from the museum, the bears decide to investigate.
- Berk, Barbara. THE FIRST BOOK OF STAGE COSTUME. Watts, 1954.
Although various newer books have been written on stage costume, this is a classic easy book with the basics spelled out with lots of diagrams
- Berman, Paul. MAKE-BELIEVE EMPIRE: A HOW-TO BOOK. Atheneum, 1982.
A craft book for building a complete fantasy empire including everything from crops to a navy. Good for a summer-long project.
- Berson, Harold. A MOOSE IS NOT A MOUSE. Crown, 1975.
(K-3)
Victor the mouse is confused; he believes he is a moose.
- Blegvad, Lenore. ANNA BANANA AND ME. Margaret K. McElderry Book, 1985.
(PS-3)
Anna Banana is a fearless, care free child who teaches a boy how to overcome his fears with a special kind of magic
- Blegvad, Lenore. THE GREAT HAMSTER HUNT. Harcourt, 1969.
(2-4)
Nicholas loses Tony's pet hamster and the whole family joins in to search for him.
- Blume, Judy. TALES OF A FOURTH GRADE NOTHING. Dutton, 1972.
(3-6)
Peter finds his life humorously complicated by his little brother, Fudge
- Bober, Natalie S. LET'S PRETEND: POEMS OF FLIGHT AND FANCY. Viking Kestrel, 1986.
(3-7)
Fantasy poems about magical people, secrets, nature, wondering, animals and ourselves.
- Bograd, Larry. BERNIE ENTERTAINING. Delacorte, 1987.
(4-6)
Poor Bernie is convinced that he is a failure. Judge for yourself in this humorous account of his misadventures as he strives to become a space hero

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(4-6)
Dorothy has imaginative fun with the zoo animals despite her aunt's attempts at maintaining proper behavior.
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(K-2)
A cat outshines a Super Dog at doing tricks.
- Bonsall, Crosby. THE CASE OF THE CAT'S MEOW. Harper & Row, 1965.
(K-2)
Snitch's cat Mildred is missing and the private eyes Wizard, Skinny and Tubby must find her.
- Bornsstein, Ruth Lercher. THE SEEDLING CHILD. Harcourt Brace Jovanovich, 1987.
(K-3)
A little girl hears a song she has never heard before on a morning when her toys come to play with a small magic child
- Bourgeois, Jacques. SIMPLE FILM ANIMATION WITH AND WITHOUT A CAMERA. Sterling, 1979.
(4-7)
Explains some very simple methods of animation and filming, including flipbooks and cartoons.
- Bourke, Linda. HANDMADE ABC: A MANUAL ALPHABET. Addison, 1981.
(1-7)
A simple introduction to the manual alphabet
- Brewster, Patience. ELSWORTH & THE CATS FROM MARS. Houghton Mifflin, 1981.
(K-3)
One day Ellsworth has a dream about tall, curious, green cats from Mars...but is it a dream?.
- Briggs, Raymond. JIM AND THE BEANSTALK. Coward, 1970.
(K-3)
Jim becomes friends with a giant in this twist on the traditional tale
- Brooks, Gregory. MONROE'S ISLAND. Bradbury, 1979.
(K-2)
Monroe, with his "imagination" on a leash, explores a magical island.
- Brooks, Walter R. FREDDY THE DETECTIVE. Alfred A Knopf, 1932.
(2-4)
Freddy the Detective pig solves the cases of the Bean farm, Armored Train, Prinny's Dinner, and the Mystery of Eggbert.
- Brown, Jeff. FLAT STANLEY. Harper & Row, 1964.
(2-5)
One day the bulletin board falls on Stanley and makes him flat - only 1/2" thick
- Brown, Ruth. OUR PUPPY'S VACATION. Dutton, 1987.
(K)
A puppy experiences his first vacation with his owners.
- Browne, Anthony. PIGGYBOOK. Alfred A. Knopf, 1986.
(K-3)
Mr. Piggott and his sons, Simon and Patrick, are very demanding and messy until one day Mrs. Pigott unexpectedly leaves.

- Browne, Anthony. WILLY THE WIMP. Alfred A. Knopf, 1984.
(K-2)
Willy is tired of being a wimp so he answers a body building ad, but soon learn. that wimpiness is an attitude.
- Brunhoff, Jean de. "BABAR" books. Random House, 1933
(K-2)
The life, times, adventures and family of a charming elephant, Babar.
- Bulla, Clyde Robert. THE CHALK BOX KID. Random, 1987.
(2-5)
Gregory wants a garden more than anything else - so he creates one - with chalk and his imagination!
- Burch, Robert, QUEENIE PEAVY. Viking, 1966.
(4-6)
The unforgettable story of a young girl growing up in hard times during the 1930's.
- Burningham, John. JOHN PATRICK NORMAN McHENNESSY - THE BOY WHO WAS ALWAYS LATE.
Crown, 1988.
(K-6)
Various critters complicate John's attempts at arriving on time for school.
- Burns, Marilyn. GOOD FOR ME! ALL ABOUT FOOD IN 32 BITES. Little Brown, 1978.
(3-6)
Full of facts, experiments, recipes and games about food.
- Butterworth, Nick and Inkpen, Mick. NICE OR NASTY: A BOOK OF OPPOSITES. Little Brown & Co., 1987.
(PS-2)
A variety of animal and human characters introduce the concept of opposites.
- Butterworth, Oliver. THE ENORMOUS EGG. Little, 1956.
(4-6)
In this classic, Nate's hen lays a dinosaur egg.
- Byars, Betsy. THE TWO-THOUSAND-POUND GOLDFISH. Harper & Row, 1982.
(6-8)
Warren is writing a movie about a giant gold fish that lives in the city sewers.
- Byars, Betsy. THE WINGED COLT OF CASA MIA. Viking, 1973.
(4-7)
While spending the summer with his Uncle Coot, Charles finds a colt that has wings.
- Calders, Pere. BRUSH. Kane/Miller, 1986.
(K-4)
Little Sala must give away his dog Turco, so he forms a friendship with a discarded brush.
- Calvert, Patricia. THE STONE PONY. Scribner, 1982..
(5-7)
Jo Beth feels grief and guilt when her older sister dies, so she tries to overcome these feelings by losing herself in the study of an ancient stone horse.
- Caney, Steve. STEVE CANEY'S INVENTION BOOK. Workman, 1985.
(4-7)
For the child who loves contraptions: a book of projects, things that need "inventing," and information on existing inventions.

Bibliography

- Cardozo, Peter. *WHOLE KID'S CATALOG*. Bantam, 1975.
(4-7)
A catalog of crafts, games, ideas, freebies on everything from Art to Zoos.
- Carle, Eric. *THE MIXED-UP CHAMELEON*. Crowell, 1984.
(K-2)
A chameleon wishes to be like various other creatures, until his desire for a yummy fly changes his mind.
- Carle, Eric. *THE VERY HUNGRY CATERPILLAR*. Philomel, 1981.
(K)
A caterpillar eats all week and then goes to sleep in his cocoon.
- Carle, Eric. *PAPA, PLEASE GET THE MOON FOR ME*. Picture Book Studio, 1986.
(K-2)
Monica's father brings her the moon.
- Carrick, Carol. *PATRICK'S DINOSAURS*. Tackfield, 1983.
(K-2)
Patrick imagines dinosaurs in humorous situations.
- Carrick, Carol. *WHAT HAPPENED TO PATRICK'S DINOSAURS?* Clarion, 1986.
(K-2)
Patrick imagines why the dinosaurs became extinct.
- Carris, Joan. *HEDGEHOGS IN THE CLOSET*. Lippincott, 1988.
(4-7)
Nick moves with his family to England where he meets new friends, and a new pet, Spike the hedgehog.
- Carris, Joan. *PETS, VETS AND MARTY HOWARD*. J.B. Lippincott, 1984.
(4-7)
Marty gets a part-time job at the vet's office and learns the joys and pains of caring for animals.
- Carroll, Lewis. *ALICES'S ADVENTURES IN WONDERLAND & THROUGH THE LOOKING-GLASS*. Macmillan, 1963.
(5-7)
Follow Alice through the fantastical and nonsensical Wonderland.
- Carter, Anne. *RUFF LEAVES HOME*. Crown, 1986.
(K-2)
A fox cub explores his world.
- Catling, Patrick S. *THE CHOCOLATE TOUCH*. Morrow, 1979.
(3-6)
A boy receives a magical piece of chocolate that causes everything he touches with his lips to turn into chocolate.
- Chambers, John. *FRITZI'S WINTER*. Atheneum, 1979.
(4-6)
A Siamese cat must survive on her own through a long winter without her family.
- Chorao, Kay. *IDA MAKES A MOVIE*. Seabury Press, 1974.
(1-3)
Ida makes a movie about trash, but the judges of the children's film contest misinterpret it.
- Christian, Mary Blount. *SWAMP MONSTERS*. Dial, 1983.
(K-3)
Crag and Fenny are two monsters who want to see people up close and eat people food. Their wish comes true!

- Christian, Mary Blount. THE TOADY & DR. MIRACLE. Macmillan, 1985.
(1-3)
Dr. Miracie comes to town and tries to sell his cure-all, but his plot is foiled by a toady and a toad.
- Christopher, John. FIREBALL. Dutton, 1981.
(5-7)
Two boys are propelled through space and time by a ball of fire.
- Christopher, John. THE WHITE MOUNTAINS. Macmillan, 1967.
(3-7)
The time is the future and the Tripods have taken over earth and capped humans making them docile and helpless.
- Cleary, Beverly. RIBSY. William Morrow, 1964.
Ribsy, Henry Huggins' famous dog, loses his collar, and himself, in this story.
- Cleary, Beverly, SOCKS. Morrow, 1973.
(3-5)
Socks the cat is jealous of the new member of his family - a baby.
- Clifford, Eth. HARVEY'S HORRIBLE SNAKE DISASTER. Houghton, 1984.
(4-7)
Harvey is visited by his cousin Nora, who brings trouble with her.
- Cobb, Vicki. THE MONSTERS WHO DIED: A MYSTERY ABOUT DINOSAURS. Coward-McCann, 1983.
(4-6)
Learn how scientists use fossils to determine why dinosaurs are extinct.
- Coerr, Eleanor. JOSEFINA STORY QUILT. Harper & Row, 1986.
(1-2)
A young girl chronicles the experiences she has traveling in a covered wagon on a special story quilt. The quilt includes a patch for her pet hen, Josefinna.
- Cole, Babette. PRINCE CINDERS. Putnam, 1988.
(2-6)
In this fractured fairy tale, the Prince has an inept fairy-friend who turns him into a gorilla.
- Cole, Babette. THE TROUBLE WITH DAD. Putnam, 1986.
(K-3)
Dad invents some unusual robots.
- Cole, Joanna, DOCTOR CHANGE. William Morrow, 1986.
(2-6)
Tom, a poor boy who needs work, takes a job with a magician and soon discovers his master's secret ability to change shape with the help of a pretty maiden.
- Corbett, Scott. THE DEADLY HOAX. Dutton, 1981.
(5-7)
Sid and Morgan meet aliens from outer space and find themselves caught up in a dangerous game.
- Corbett, Scott. EVER RIDE A DINOSAUR? Holt, 1969.
(4-7)
Tad becomes friends with Bronson - a talking, super-intelligent brontosaurus whose one goal is to see the museum of Natural History in NYC.
- Corbett, Scott. THE FOOLISH DINOSAUR FIASCO. Little, 1978.
(2-4)
Through magic Nick and his dog are transported to dinosaur land.

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(5-7)
A young mouse travels to the city and learns how to be a leader.
- Corbin, William. A DOG WORTH STEALING. Watts, 1987.
(6-8)
Jud is tempted to steal a dog from a cruel master.
- Corcoran, Barbara. A HORSE NAMED SKY. Atheneum, 1986.
(5-7)
Georgia's neighbor promises to sell her a mustang.
- Curle, Jock. THE FOUR GOOD FRIENDS. North South Books, 1987.
(K-3)
Maria is kind and gentle, but her husband is rude until he learns the value of being friendly from four animals.
- Dahl, Roald. CHARLIE AND THE CHOCOLATE FACTORY. Alfred A Knopf, 1964.
(3-7)
The classic timeless tale of 5 children who meet Mr. Willy Wonka and see his famous candy plant.
- Dahl, Roald. JAMES AND THE GIANT PEACH. Knopf, 1961.
(3-6)
James has some wild adventures inside of a giant peach.
- Dallas-Smith, Peter. TROUBLE FOR TRUMPETS. Random House, 1984.
(3-6)
The Trumpets are peaceful creatures who love warmth. They are about to hibernate when the Grumpets, mean, cold-loving creatures try to take over their land.
- Daly, Niki. JOSEPH'S OTHER RED SOCK. Atheneum, 1982.
(K-2)
Joseph wakes up one day and looks for his red sock, but instead finds an imaginary sock and shoe eating creature.
- Dauer, Rosamond. BULLFROG AND GERTRUDE GO CAMPING. Greenwillow, 1980.
(1-3)
It's a Snake soon becomes a member of Bullfrog and Gertrude's family when she meets up with them while camping.
- Dauer, Rosamond. BULLFROG GROWS UP. Greenwillow, 1976.
(1-3)
Bullfrog is adopted by Chris and Matt mice when he is only a tadpole, but soon he becomes too big for the mouse house.
- Demarest, Chris L. MORTON & SIDNEY. Macmillan, 1987.
(K-2)
When Sidney the monster is thrown out of Morton's closet by the other monsters, Morton helps him to regain his place.
- Demarest, Chris. ORVILLES ODYSSEY. Prentice-Hall, 1986.
(1-4)
A wordless story about Orville, a boy who goes fishing in a puddle, falls in, and is chased by a large fish.
- deMejo, Oscar. JOURNEY TO BOC BOC: THE KIDNAPPING OF A ROCK STAR. Harper, 1987.
(4-7)
An alien girl falls in love with Jack and kidnaps him to her planet.

- Demi. LIANG AND THE MAGIC PAINTBRUSH. Holt, Rinehart & Winston, 1980.
(K-2)
Liang is a poor boy who loves to paint until he finds a magic paintbrush.
- Demuth, Patricia Brennan. MAC, THE BAD-TALKING PARROT. Dodd, 1986.
(K-2)
Max the parrot foils a robbery.
- De Paola, Tomie. THE KNIGHT AND THE DRAGON. Putnam, 1980.
(K-2)
An inept knight and a fledgling dragon prepare to do battle.
- Dickinson, Peter. THE DANCING BEAR. Little, 1972.
(4-6)
After a terrible Hun raid, the master is killed, and Silvester the slave takes the dancing bear and tries to rescue the master's daughter.
- DO A ZOOM DO. WGBH Educational Foundation, 1975.
Instructions from available materials for games, toys, and art, most of which were written by children.
- Dorros, Arthur. PRETZELS. Greenwillow, 1981.
(1-3)
Max was a mate on the ship "Bungle," where he had adventures with Piranha, alligators, storms and pretzels!
- Drescher, Henrik. SIMON'S BOOK. Lothrop, Lee & Shepard, 1983.
(4-7)
A young boy goes to sleep before finishing his drawing of Simon and a monster, resulting in an energetic chase across the drawing pad.
- duBois, William Penc. PORKO VON POPBUTTON. Harper & Row, 1968.
(3-5)
When Pat arrives at boarding school, he is 13 and weighs 274 pounds, so the other boys name him Porko Von Popbutton and make him a slave.
- Dubrovic, Vivian. RUNNING A SCHOOL NEWSPAPER. Watts, 1985.
(3-7)
A great basic primer for kids' newspapers.
- Duncan, Riana. IF YOU WERE A ... Barrons, 1987.
(K)
A boy imagines turning into different animals eventually deciding it's best to be himself.
- Durrell, Gerald Malcom. THE TALKING PARCEL. J. B. Lippincott, 1974.
(4-7)
One day Penelope, Peter and Simon find a parcel on the beach in Greece, and that parcel takes them on an adventure to a land where animals talk.
- Eliot, T. S. GROWLTIGER'S LAST STAND AND OTHER POEMS. Farrar, 1987.
(K-7)
An illustrated collection of Eliot's "Practical Cat" poems for children.
- Erickson, Russell E. WHARTON AND THE CASTAWAYS. Lothrop, Lee & Shepard, 1982.
(2-4)
Brothers Morton and Wharton Toad are adrift on a log in a flood with 2 eccentric tree toad cousins and a hungry raccoon.

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- Euvremer, Teryl. SUN'S UP. Crown, 1987.
(K)
A wordless book with lovely pictures of the sun as a person who engages in various activities.
- Farley, Walter. THE BLACK STALLION. Random House, 1941.
(4-6)
The story of the most heroic, most famous fictional horse in writing.
- Ferguson, Alane. THAT NEW PET. Lothrop, Lee & Shepard, 1986.
(K-2)
Crackers, Bones and Siam are happy with Joanie and Teddy, their owners, until they bring home a useless, messy, new pet--a baby!
- Fisk, Nicholas. A RAG, A BONE AND A HANK OF HAIR. Crown, 1980.
(4-7)
Brin, a highly intelligent child of the 23rd century, is sent to live in an "experimental" family.
- Fleishman, Seymour. PRINTCRAFTS. Whitman, 1977.
(3-7)
An excellent and simple how-to for printcrafts, including instructions for a newsletter.
- Foster, John. SPACEWAYS: AN ANTHOLOGY OF SPACE POEMS. Oxford University Press, 1986.
(3-7)
A collection of poems on space and spaceflight with marvelous illustrations.
- Fowler, Virginie. PAPERWORKS. Prentice-Hall, 1982.
Presents a variety of crafts from paper, such as books, toys, jewelry, using various techniques for older children.
- Fox, Mem. WILFRID GORDON McDONALD PARTRIDGE. Kane/Miller, 1985.
(K-3)
A small boy named Wilfrid Gordon tries to help his favorite person, Nancy Alison Delacourt, regain her memory.
- FREE TO BE...YOU AND ME. McGraw-Hill, 1974.
(All ages)
A collection of stories and poems for the liberated child.
- French, Fiona. SNOW WHITE IN NEW YORK. Oxford, 1986.
(K-6)
This traditional tale takes a modern twist as Snow White finds her prince in New York City during the 1930's.
- Fronval, George. INDIAN SIGNALS AND SIGN LANGUAGE. Crown, 1985.
(3-6)
Learn to talk and write like the Indians with this colorful book.
- Gackenbach, Dick. DOG FOR A DAY. Clarion, 1987.
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Sidney's invention causes him to change into his dog.
- Gackenbach, Dick. HARRY & THE TERRIBLE WHATZIT. Seabury, 1977.
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Harry confronts and beats the terrible "whatzit" in the basement.
- Gackenbach, Dick. HARVEY, THE FOOLISH PIG. Clarion, 1988.
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A pig seeks out the king of the animals in order to learn how to become rich.

- Gag, Wanda. THE FUNNY THING. Coward, McCann & Geoghegan, 1929.
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Bobo feeds the animals on the mountain until one day he meets an animal that eats dolls.
- Gallant, Roy A. THE MACMILLAN BOOK OF ASTRONOMY. Macmillan, 1986.
(3-7)
A beautiful and informative look at the solar system and beyond.
- Gardner, Beau. HAVE YOU EVER SEEN? Dodd, 1986.
(K-1)
A delightful alphabet book filled with bizarre combinations.
- Gauch, Patricia Lee. CHRISTINA KATERINA AND THE TIME SHE QUIT THE FAMILY. G. P. Putnam's Sons, 1987.
(K-3)
Christina Katerina always liked the family, until one day when things go wrong, so she quits.
- Gay, Michel. NIGHT RIDE. William Morrow, 1986.
(K-3)
When Gabriel's father decides to wait in a parking lot until traffic clears on the road, he lets them in for an unexpected adventure involving various animal friends.
- Geringer, Laura. MOLLY'S NEW WASHING MACHINE. Harper & Row, 1986.
(K-2)
Molly gets help from various animals with her new washing machine.
- Giblin, James Cross. FROM HAND TO MOUTH: OR HOW WE INVENTED KNIVES, FORKS, SPOONS AND CHOPSTICKS AND THE TABLE MANNERS TO GO WITH THEM. Crowell, 1987.
(3-6)
An interesting history of eating and utensils from the Stone Age to present times.
- Giff, Patricia Reilly. TODAY WAS A TERRIBLE DAY. Viking, 1980.
(1-3)
Ronald Morgan is a second grader whose day is filled with unfortunate mishaps, but these lead to a happy ending.
- Gilbert, Dorothy. CAN I MAKE ANOTHER ONE. Faber and Faber, 1973.
A book of very easy, low-cost crafts directed at the preschool child.
- Gilson, Jamie. HERBIE HANSON, YOU'RE WEIRD. Lothrop, 1987.
(3-6)
Follow the hilarious misadventures of Herbie during summer vacation.
- Ginsburg, Mirra. FOUR BRAVE SAILORS. Greenwillow, 1987.
(K)
The sailor mice fear nothing - except the cat!
- Glass, Andrew, CHICKPEA AND THE TALKING COW. Morrow, 1987.
(PS-2)
Chickpea is swallowed by his cow, which soon becomes famous as a talking cow!
- Glazer, Tom. DO YOUR EARS HANG LOW? Doubleday, 1980.
(K-4)
A delightful collection of favorite children's songs - including familiar "camp" songs.
- Goldner, Kathryn A. & Vogel, Carole. HUMPHREY THE WRONG WAY WHALE. Dillon, 1987.
(3-6)
Tells the true story of a humpback whale who wandered San Francisco in 1985.

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(K-3)
Arthur is a very ordinary dog who tries to like the other animals in the pet store because they get taken to homes.
- Graham, Kenneth., illus. by John Burningham. WIND IN THE WILLOWS. Viking, 1983. The exploits of the famous four: Mole, Water Rat, Badger and Toad.
- Green, Fnyllis. BAGDAD ATE IT. Watts, 1980.
(K-2)
Bagdad the dog finds it hard to go on a diet.
- Greenberg, David. SLUGS. Little, 1983.
(2-7)
An amusing collection of poems dealing with the benefits and hazards of slugs.
- Greene, Constance. STAR SHINE. Viking, 1985.
(5-7)
When a movie company arrives in town, Jenny auditions for a part.
- Greer, Gerry and Ruddick, Bob. THIS ISLAND ISN'T BIG ENOUGH FOR THE FOUR OF US. Thomas Y. Crowell, 1987.
(4-7)
When Scott Wilson and his best friend Pete go on a camping trip to Turtle Island, little do they know that girls and competition await them.
- Gretz, Susanna. ROGER TAKES CHARGE. Dial, 1987.
(K-2)
Roger is left in charge of Flo the pig and his brother Nelson, with unexpected results.
- Gustafson, Anita. SOME FEET HAVE NOSES. Lothrop, 1983.
(4-7)
An amusing and interesting look at feet in nature - those of insects, fish, mammals, etc.
- Haas, Carolyn. BACKYARD VACATION: OUTDOOR FUN IN YOUR OWN NEIGHBORHOOD. Little, 1980.
(2-7)
Tons of ideas for summer outdoor fun.
- Haas, Dorothy. THE SECRET LIFE OF DILLY McBEAN. Bradbury, 1986.
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Dilly is an orphan who was left a fortune by his deceased parents, along with a special power - magnetism.
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When the skins, tails, and furs are passed out to the animals, zebra is too busy eating.
- Hall, Katy. BUGGY RIDDLES. Dial Books, 1986.
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Addie finds 2 new friends in Mrs. Portree and her pony.
- Hall, Malcolm. FORECAST. Coward, McCann & Geoghegan, 1977.
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Caroline Porcupine must prove to Theodore Cat that she can predict the weather so she will keep her job at Claws and Paws Newspaper.

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Quentin, the desert rat, sets out on a quest to find the color green.
- Harper, Wilhelmina. THE GUNNIWOLF. Dutton, 1967.
(K-2)
A little girl, ignoring her mother's advice, ventures into the jungle and meets the Gunnwolf.
- Hass, E.A. INCOGNITO MOSQUITO PRIVATE INSECTIVE. Lothrop, Lee & Shepard, 1982.
(2-5)
Incognito Mosquito is a private detective who has many adventures with his friends.
- Hayes, Sheila. NO AUTOGRAPHS PLEASE. Dutton, 1984.
(5-7)
Cynthia is certain she is destined to be a movie star.
- Heide, Florence Parry. BANANA BLITZ. Holiday House, 1983.
(3-5)
Jonah loves candy and television, but his roommate Goober, at the Fairlee School, does not.
- Heide, Florence. FABLES YOU SHOULDN'T PAY ATTENTION TO. Lippincott, 1978.
(3-7)
Amusing tales in which bad behavior wins out!
- Heide, Florence P. A MONSTER IS COMING, A MONSTER IS COMING! Watts, 1980.
(K-2)
A monster slowly creeps up on a young girl who is too busy watching TV to heed her brother's warning.
- Heide, Florence Parry. THE PROBLEM WITH PULCIFER. Lippincott, 1982.
(3-6)
Pulcifer has a problem - he is an avid reader stuck in a TV addicted world.
- Heilbroner, Joan. TOM THE TV CAT. Random House, 1984.
(1-3)
Tom is a cat who watches too much TV and soon gets himself into trouble by trying to emulate TV heroes.
- Helfman, Harry. MAKING PICTURES MOVE. Morrow, 1969.
(3-6)
Nine projects that demonstrate the principles of animation.
- Henkes, Kevin. SHEILA RAE, THE BRAVE. Greenwillow, 1987.
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Sheila Rae is fearless until one day when she gets lost and her little sister Louise saves her.
- Herriott, James. MOSES THE KITTEN. St. Martin's, 1984.
(All ages)
A Yorkshire vet rescues a stray kitten.
- Herriott, James. ONLY ONE WOOF. St. Martin's, 1974.
(All ages)
Gyp, the sheepdog, is cheerful but totally silent until he is reunited with his brother Sweep.
- Hess, Lilo. TIME FOR FERRETS. Scribner, 1987.
(4-6)
Learn about how to care for ferrets as pets.

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(K-3)
Amanda the witch plants the seeds that Greenmoss, the troll, has given to her and they grow into giant, magic vegetables.
- Hissey, Jane. LITTLE BEAR'S TROUSERS. Philomel, 1987.
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When Little Bear loses his trousers, his search for them leads to some unusual uses of pants in this beautifully illustrated book.
- Hoban, Lillian and Phoebe. READY--SET--ROBOT! Harper & Row, 1982.
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Sol 1 and Sola are brother and sister robots who want to win the race at the Digi-Maze, but he gets the wrong power pack and has crazy results.
- Hoban, Russell. "FRANCES" Books. Harper & Row.
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The stories of Frances and Mother and Father Badger.
- Hoban, Russell. THE RAIN DOOR. Crowell, 1986.
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Harry goes through the rain door into another world where he builds a mechanical dinosaur to fight a lion.
- Hoban, Tana. TAKE ANOTHER LOOK. Greenwillow, 1981.
(K-2)
A book of nine subjects viewed from different perspectives.
- Hoff, Syd. SYD HOFF'S ANIMAL JOKES. Lippincott, 1985.
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A wacky collection of jokes, puns, etc. about animals.
- Holabird, Katharine. ANGELINA AND ALICE. Crown, 1987.
(K-2)
Alice mouse coaches her friend Angelina in gymnastics.
- Hooks, William. THE 17 GERBILS OF CLASS 4A. McCann, 1976.
(2-4)
Three friends must figure out a way to dispose of the seventeen gerbils that live in their classroom.
- Hoover, H.M. ORVIS. Viking, 1987.
(6-8)
Toby and Thaddeus depend upon their robot-friend, Orvis, to help them survive on the barren Earth of the future.
- Hope, Christopher. THE DRAGON WORE PINK. Atheneum, 1985.
(3-6)
Tarquin was an orphan dragon who didn't like being fierce or breathing fire, that is until the peace of the land depends upon him.
- Hopkins, Lee Bennett, ed. DINOSAURS. Harcourt, 1987.
(1-6)
A collection of poems about dinosaurs.
- Hopkins, Lee B., ed. MUNCHING: POEMS ABOUT EATING. Little, 1985.
(3-7)
A collection of poems by various English and American poets all about food and eating.

- Howard, Jane R. *WHEN I'M SLEEPY*. Dutton, 1985.
(K-2)
A beautiful mood book that illustrates where a young girl wishes she could sleep.
- Howe, Deborah. *BUNNICULA*. Atheneum, 1979.
(4-7)
Following the amusing exploits of a vampire rabbit and his unsuspecting family.
- Howe, James. *THE DAY THE TEACHER WENT BANANAS*. E.P. Dutton, 1984.
(K-3)
One day a new teacher arrives but doesn't say much, only grunts, eats bananas and swings from trees.
- Howe, James. *I WISH I WERE A BUTTERFLY*. Harcourt, 1987.
(K-3)
Cricket comes to realize that perhaps it is best to just be what he is - a cricket.
- Hurd, Edith. *DINOSAUR MY DARLING*. Harper, 1978.
(K-2)
Joe finds something unexpected as he digs a hole - a live dinosaur!
- Hurd, Thatcher. *THE PEA PATCH JIG*. Crown, 1986.
(K-2)
Baby Mouse has various adventures in Farmer Clem's garden.
- Hurwitz, Joanna. *MUCH ADO ABOUT ALDO*. Morrow, 1978.
(3-5)
Aldo becomes a vegetarian in order to protest the feeding of crickets to the school chameleons.
- Ipcar, Dalov. *THE BIGGEST FISH IN THE SEA*. Viking, 1972.
(K-2)
Tino fishes until he catches the biggest fish in the sea.
- Irvine, Joan. *HOW TO MAKE POP-UPS*. William Morrow, 1987.
Gives step by step instructions for making pop-ups, sculptures, cards, etc.
- Ivimey, John W. *THREE BLIND MICE*. Clarion, 1987.
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This retelling of the complete "true" story of the three famous mice is illustrated by Paul Galdone.
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In this fantasy, Matthias the mouse is determined to stop the onslaught of Cluny the evil rat by finding the legendary sword of Martin the Warrior.
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The forests of Finland are filled with Moomintrolls, benevolent trolls who love the sun. This is a chronicle of some of their whimsical adventures.
- Jenkin-Pearce, Susie. *BAD BORIS AND THE NEW KITTEN*. Macmillan, 1987.
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Boris is an elephant who is very happy living with Maisie until she brings home a stray kitten.
- Johnson, Norma Tadlock. *BATS ON THE BEDSTEAD*. Houghton Mifflin, 1987.
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When Ricky moves into the old house, the last thing he expects to see is a mean talking bat.

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Count from 1 to 10 with the whales.
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A little girl looks at her new quilt and remembers the things that the squares of cloth are from, and those memories become part of her dreams that night.
- Jones, Diana Wynne. A TALE OF TIME CITY. Greenwillow, 1987.
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A young girl from 1939 is brought through time to earth's future - to a time of great turmoil.
- Jones, Maurice. I'M GOING ON A DRAGON HUNT. Macmillan, 1987.
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A child sets out on a dragon hunt in this story based on the traditional participatory lion hunt.
- Joose, Barbara M. JAM DAY. Harper & Row, 1987.
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A family reunion turns into a berry-picking and jam-making day.
- Judy, Susan. GIFTS OF WRITING. Charles Scribner's Sons, 1980.
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A book full of ideas for activities about writing, such as poetry, calligraphy, stationery, minibooks, journals, and cards.
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A fantasy about a boy who is bored until the day he goes through the Phantom Tollbooth to the Lands Beyond.
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A curious kitten's exciting adventure away from his mother leaves him in trouble until Mama cat comes to the rescue.
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Thomas' finicky announcement that he prefers to eat creamed worms on toast backfires - when he receives his wish!
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Janie and her family must learn to survive on an Earth under attack from aliens.
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Wolf loves to eat more than anything in the world and he's hungry for chicken stew, but will he get his supper?
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Activities, games and fun using words.
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A collection of silly dinosaur riddles.
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Ghosts, vampires and monsters are featured in this book of jokes, riddles and puns.
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Lots of animals, wonderfully illustrated by Kellogg, venture through the alphabet in this alliterative text.
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Uncle McAllister lived in Scotland and always sent Louis something special for his birthday. On his fifth, Louis got a special tadpole.
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Pinkerton decides to chew on dinosaur bones in the museum and chaos erupts.
- Kellogg, Steven. RALPH'S SECRET WEAPON. Dial, 1983.
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Ralph tries out his snake-charming bassoon on a giant sea serpent.
- Kennedy, William. CHARLIE MALOKEY AND THE BELLY-BUTTON MACHINE. Atlantic Monthly, 1986.
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When Charlie loses his belly button, he uncovers a widespread plot to steal belly buttons
- Kent, Jack. CLOTILDA. Random House, 1969.
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Tommy doesn't believe in fairy godmothers, so he is rude and gets his just reward, while Betty is nice and gets the three wishes.
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Robin was so hungry he ate and ate until he was so round he had to walk south for the winter.
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Billy's mom will not believe that there are real dragons.
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A book about optical illusions, experiments with them and their uses in art.

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When a tiger drops in for tea, he ends up eating everything in Sophie's kitchen.
- Khalsa, Dayal Kaur. I WANT A DOG. Crown, 1987.
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Enjoy the zany adventures of a very vocal parrot - Harry.
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Mrs. Barleylove's runt pig becomes the world's only flying and swimming pig!
- Kjelgaard, James A. BIG RED. Holiday, 1946.
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Follow the classic adventure in the wilderness of a boy and his Irish setter.
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Emily's pet stegosaurus is kidnapped.
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Adam draws a little dragon that comes to life and keeps him company.
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A beautiful story in which Georgie's dream to fly comes true when she meets a goose.
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A poor farmer receives unexpected wealth from the moon.
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A delightfully illustrated version of the familiar song: "Buffalo Girls."
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Very simple activities from inexpensive materials.
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The history of a collection of mythical and magical beasts.
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Thomas has a dream where he and his cat, True Blue, attend the Perpetuannual Porcupine Parade and Picnic.
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Easy recipes for "animal" snacks!
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A book of maps and charts of geographical myths and imaginary lands from literature.
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A baby bird sings all night in the zoo, keeping the other animals awake.
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A pickle scientist steals the pleasant pickle formula so Chamelion must become a spy to recover it.

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John the mouse found some beans that made him, his mother and an owl go zig-zig-zigging.
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Whinnie the dragon falls in love with a knight - a most complicated and comical romance!
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Follow the classic adventures of a tiny family.
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The story of Karana, a courageous Indian girl, who must survive on an island alone after her brother is killed.
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A book of 65 easy science experiments that point out specific scientific principles.
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There was once a very pesky fly who bothered many animals until he met his match in the turtle.
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Mr. Adams is a well meaning but near-sighted truant officer who mistakenly brings a chimpanzee to school.
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An introduction to whales including information on where they live, what they and how they communicate.
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Leonard's life is changed when he meets Alan - an unusual kid who says he is from outer space.
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When a falling star disrupts the quiet country night, the action snowballs with magic in the rural community.

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Packed with interesting information, this book answers questions children ask about animals.
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The story of William and Alexander's traveling miniature circus of talking animals.
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The heirs of Samuel W. Westing participate in a game to see who will inherit the money!
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A young boy in Oklahoma discovers some monkeys who have escaped from the circus.
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(K-2)
The Pig children have rude manners and they love ketchup, but they soon reform after Mrs. Pig goes shopping.
- Reid Banks, Lynne. I HOUDINI: THE AUTOBIOGRAPHY OF A SELF-EDUCATED HAMSTER. Doubleday, 1978
(4-7)
A hamster related the various adventures he has on his "quest for the great outside."
- Rey, H.A. "CURIOUS GEORGE" Books. Houghton Mifflin, 1947.
(K-2)
Adventures of the popular and curious monkey, George.
- Richler, Mordecai. JACOB TWO-TWO AND THE DINOSAUR. Knopf, 1987.
(4-6)
Jacob's pet lizard keeps growing until it is apparent that it is not an ordinary reptile.

- Riddell, Chris. BIRD'S NEW SHOES. Holt, 1987.
(K-2)
The forest animals are hit with a fashion competition frenzy.
- Rinard, Judith. WHAT HAPPENS AT THE ZOO. National Geographic Society, 1984.
(1-5)
Describes what a zoo does for its animals and the interesting and diverse activities of the zookeeper.
- Riskind, Mary. WILDCAT SUMMER. Houghton Mifflin, 1985.
(4-8)
Vicky and Skip Seymour are determined to keep the young, abandoned bobcats they adopt.
- Roberts, Willo Davis. THE GIRL WITH THE SILVER EYES. Atheneum, 1983.
(5-8)
A young girl discovers the real reason for being different from others - she is not from earth.
- Rockwell, Anne. COME TO TOWN. Thomas Y. Crowell, 1987.
(K)
When baby bear wakes up, he knows his day will be filled with fun visits to the school, office, supermarket, and library.
- Rockwell, Anne. THUMP! THUMP! THUMP! E.P. Dutton, 1981.
(1-3)
An old woman finds a hairy toe in the garden so she puts it away until its owner comes to find it.
- Rockwell, Harlow. I DID IT. Macmillian, 1974.
(1-3)
This is an extremely easy book of various handicrafts for new readers.
- Rockwell, Thomas. HOW TO EAT FRIED WORMS. Franklin Watts, 1973.
(3-5)
Billy makes a \$50 bet with Alan and Joe that he can eat 15 worms.
- Rosner, Ruth. ARABBA GAHZEE MARISSA AND ME! Albert Whitman & Co., 1987
(K-3)
Marissa and Laura are best friends who play so many imaginative games that they don't want to stop.
- Ross, Dave. MAKING ROBOTS. Franklin Watts, 1980.
(K-4)
These instructions for making robots are clever and a little more challenging, but still easy for K-4.
- Ross, Dave. MAKING SPACE PUPPETS. Franklin Watts, 1980.
(K-4)
Directions for space creatures and puppets that are perfect for storytimes. Delightfully simple artwork.
- Ross, Tony. I'M COMING TO GET YOU! Dial, 1984.
(K-3)
A monster arrives from outer space, vowing to "get you!"
- Roth Arnold. PICK A PECK OF PUZZLES. Norton, 1966.
(3-7)
A great collection of puzzles, games, mind-benders, and amusing games.
- Roth, Harold. HAROLD ROTH'S BIG BOOK OF HORSES. Grosset, 1987.
(2-6)
A colorful look at various kinds of horses.
- Roy, Ron. THREE DUCKS WENT WANDERING. Clarion, 1979.
Three ducks go for a walk that is filled with almost accidents, but they make it home in time for a nap.

Bibliography

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(K)
A little girl turning six hears about her five previous birthdays from her parents.
- Rylant, Cynthia. "HENRY AND MUDGE" series. Bradbury, 198-.
(1-3)
In this delightful easy reader series, Henry and his dog Mudge enjoy various adventures together.
- Sadler, Marilyn. ALISTAIR'S TIME MACHINE. Prentice-Hall, 1986.
(K-3)
Alistair, a boy of science, enters his time machine in the Science Fair and it doesn't win a prize, but it does take him on an amusing adventure.
- Samuels, Barbara. DUNCAN & DOLORES. Bradbury, 1986.
(K-2)
Dolores learns how to get along with her new cat.
- Sargent, Sarah. WEIRD HENRY BERG. Crown, 1980.
(4-7)
Henry's grandparents leave him a pet lizard. His mother wants him to get rid of it and a strange old lady thinks it's a dinosaur.
- Sarnoff, Jane. THE MONSTER RIDDLE BOOK. Charles Scribner's Sons, 1975.
(1-6)
Full of monster poems and a list of mythical monsters at the end.
- Saunders, Susan. THE DARING RESCUE OF MARLON THE SWIMMING PIG. Random, 1987.
(3-6)
Hartley and Justin try to save the local celebrity pig from the slaughter house.
- Schwartz, Alvin. THE CAT'S ELBOW AND OTHER SECRET LANGUAGES. Farrar, 1982.
(3-7)
A book of creatures from American folklore such as the Snawfus.
- Schwartz, Alvin. SCARY STORIES TO TELL IN THE DARK. Lippincott, 1981.
(5-8)
A shivering collection of ghost stories.
- Schullard, Sue. MISS FANSHAWE AND THE GREAT DRAGON ADVENTURE. St. Martins, 1986.
(K-3)
Miss Fanshawe had always loved adventure and after she finds a dragon's egg she also finds much more adventure.
- Segal, Lore. THE STORY OF MRS. LOVEWRIGHT AND PURRLESS HER CAT. Knopf, 1985.
(K-3)
Mrs. Lovewright acquires a cat but things don't work out quite as she expected.
- Seidler, Tor. A RAT'S TALE. Farrar, 1985.
(5-8)
Edward's only friend is an imaginary allosaurus.
- Selden, George. HARRY KITTEN AND TUCKER MOUSE. Farrar Straus Giroux, 1985.
(3-6)
Tucker and Harry meet, share a bread crust, and become friends as they search for a place to call home.
- Seligson, Susan. AMOS, STORY OF AN OLD DOG AND HIS COUCH. Joy Street, 1987.
(K-4)
Amos' couch becomes mobile and takes him on an exciting trip through town.

- Sendak, Maurice. *WHERE THE WILD THINGS ARE*. Harper & Row, 1963.
(K-2)
Max's imagination takes him to an island where the wild things roam.
- Service, Pamela. *STINKER FROM SPACE*. Scribner, 1988.
(4-7)
An alien who crashes on earth and enters the body of a skunk, enlists the help of 2 kids to go home.
- Seuss, Dr. Any books by Dr. Seuss. Random House.
(K-4)
The famous and various creatures in Seuss' books are perfect for the Creature Feature theme.
- Sharmat, Mitchell. *THE SEVEN SLOPPY DAYS OF PINEAS PIG*. Harcourt, 1983.
(K-3)
Pineas is too neat for a pig so he visits his cousin to learn how to be sloppy.
- Sharmat, Marjorie. *WHAT ARE WE GOING TO DO ABOUT ANDREW?* Macmillan, 1980.
(K-2)
Andrew can fly and turn himself into a hippopotamus much to his family's despair.
- Silverstein, Alvin & Virginia. *DOGS: ALL ABOUT THEM*. Lothrop, 1986.
(4-7)
A definitive but interesting look at the dog.
- Silverstein, Shel. *WHO WANTS A CHEAP RHINOCEROS?* Macmillan, 1983.
(K-6)
A look at the various uses for a pet rhinoceros.
- Simon, Seymour. *ANIMAL FACT/ANIMAL FABLE*. Crown, 1979.
(2-6)
An interesting collection of common beliefs about animals, telling which are true or false.
- Simon, Seymour. *THE OPTICAL ILLUSION BOOK*. Four Winds, 1976.
(4-7)
All about optical illusions, why we see them, and how to create one.
- Simon, Seymour. *STRANGE CREATURES*. Four Winds, 1981.
(3-6)
Read about some very unusual but real creatures including a gecko, vampire bat, hoatzin and surinam toad.
- Singer, Marilyn. *THE LIGHTEY CLUB*. Four Winds, 1987.
(4-7)
Henny, Alex, and Celia are forced to spend a boring summer with their strict grandmother. Storytelling about Lightey the Lightning bug helps them pass the time.
- Sleator, William. *INTERSTELLAR PIG*. Dutton, 1984.
(6-8)
A young man becomes involved in an extra-terrestrial boardgame.
- Slote, Alfred. *THE TROUBLE ON JANUS*. Lippincott, 1985.
(4-6)
Jack and his robot friend, Danny One, journey together to another planet on a daring adventure.
- Small, David. *IMOGENE'S ANTLERS*. Crown, 1985.
(K-3)
Mrs. Arbuckle wants a pet so she takes the ginger cat from down the street and travels the world searching for one.

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- Snyder, Carol. **IKE & MAMA AND THE ONCE-IN-A-LIFETIME MOVIE.** Coward McCann & Geoghegan, 1981.
(2-5)
Ike lives in the Bronx and loves the movies, so when D.W. Griffith makes a film nearby, he plans to be in it..
- Sobol, Donald J. **AMAZING POWER OF ASHUR FINE.** Macmillan, 1986.
(5-8)
Ashur Fine falls asleep at the zoo and wakes up with the power to become anyone he wants just by imagining it.
- Solotareff, Gregoine. **THE OGRE AND THE FROG KING.** Greenwillow, 1988.
(K-2)
An ogre, frightened by a little frog, decides to become a vegetarian.
- Soule, Jean Conder. **NEVER TEASE A WEASEL.** Parents, 1964.
(K-2)
A humorous look in rhyme at why not to tease a weasel.
- Sprague, Maxine. **CREATIVE PARENTING.** Learning Center, 1987.
Filled with easy activities and crafts aimed at the parent, but some will work well in storytime.
- Stadler, John. **HOORAY FOR SNAIL.** Thomas Y. Crowell, 1984.
(1-3)
The team is losing until snail hits a homerun to the moon, but will he be able to run around the bases?
- Stein, Frederic. **QUACK-QUACK.** Farrar, Straus & Giroux, 1987.
(K-2)
A baby duck named Quack-Quack goes on an adventure and meets all kinds of animals while looking for his mother.
- Steig, William. **ABEL'S ISLAND.** Farrar, Staus & Giroux, 1976.
(3-6)
Abel becomes a castaway on an uninhabited island and must use his imagination and wits to survive.
- Steig, William. **BRAVE IRENE.** Farrar, 1986.
(K-3)
Irene braves a snowstorm to run an errand for her sick mother.
- Steig, William. **SOLOMON THE RUSTY NAIL.** Farrar, 1985.
(K-3)
Solomon rabbit discovers that he can turn himself into a nail.
- Steig, William. **ZABAJABA JUNGLE.** Farrar, 1987.
(K-3)
Leonard bravely treks through the perilous and bizarre Zabajaba Jungle!
- Steiner, Barbara. **OLIVER DIBBS AND THE DINOSAUR CAUSE.** Four Winds, 1986.
(4-6)
Oliver and his fifth grade class try to get the stegosaurus adopted as their state fossil.
- Stepo, Michele. **SNUGGLE PIGGY AND THE MAGIC BLANKET.** Dutton, 1987.
(K-3)
When Snuggle Piggy's aunt makes him a blanket, she doesn't realize that the creatures on it are magic and so she is not aware of the danger they face when the blanket is left out in a storm.
- Stevens, Kathleen. **THE BEAST IN THE BATHTUB.** Gareth Stevens, 1985.
(K-2)
There is a beast in Lewis' bathtub, but his parents don't believe him.

- Stinson, Kathy. **THOSE GREEN THINGS**. Annick Press, 1985.
(K-2)
The daughter wonders about those green things: are they lizards, frogs, bugs, or snakes?
- Stolz, Mary. **CAT WALK**. Harper, 1983.
A young cat goes in search for a name.
- Stolz, Mary. **QUENTIN CORN**. David R. Godine, 1985.
(3-6)
When Quentin Corn realizes that he may end up as someone's dinner because he is a pig, he disguises himself as a boy!
- Straatveit, Tyne. **EASY ART LESSONS**. Parker Publishing Co., 1971.
(K-6)
A book outlining some very well-known activities for the elementary grades. Written for the novice teacher or librarian.
- Strand, Mark. **THE PLANET OF LOST THINGS**. Clarkson N. Potter, 1982.
(K-4)
Luke dreams of a trip to the "planet of lost things."
- Suid, Anna and Lieberman, Tanya. **CONSTRUCTIONS**. Monday Morning Books, 1987.
Easy crafts on such themes as movies and music.
- Supraner, Robyn. **PLENTY OF PUPPETS TO MAKE**. Troll, 1981.
One of our favorite easy craft authors. Ms. Supraner presents delightfully easy puppet patterns from boxes, cards, paper plates, and many other things.
- Tafari, Nancy. **JUNGLEWALK**. Greenwillow, 1988.
(K-2)
In his dreams a young child is transported to a lush jungle filled with exotic animals.
- Talbott, Hudson. **WE'RE BACK! A DINOSAUR'S STORY**. Crown, 1987.
(1-4)
Dinosaurs arrive in New York City.
- Tapp, Kathy Kennedy. **FLIGHT OF THE MOTH-KIN**. Macmillan, 1987.
(4-7)
The Moth-Kin kids Ripple, Lissa and Crick go on a dangerous but exciting journey back to their colony after escaping the human's glass cage.
- Tashjian, Virginia. **JUBA THIS AND JUBA THAT**. Little, 1969.
(K)
A great collection of "story time stretchers" - fingerplays, songs and more.
- Tejima. **OWL LAKE**. Philomel, 1987.
(K-2)
Father Owl hunts for food in the darkness around a lake.
- Thayer, Jane. **QUIET ON ACCOUNT OF DINOSAUR**. Morrow, 1964.
(K-2)
A little girl discovers the last living dinosaur on earth.
- Thiele, Colin. **SHADOW SHARK**. Harper, 1988.
(4-6)
Meg and Joe join a shark hunt and end up fighting for their lives.

Bibliography

- Thomas, Bill. COMPLETE WORLD OF KITES. Harper & Row, 1977.
(3-6)
Lots of unusual and different kite patterns.
- Thurman-Veith, Jan. BOUNDLESS IMAGINATION. Monday Morning, 1986
A book of creative activities, games art, drama and storytelling for preschoolers.
- Tolkien, John R. R. THE HOBBIT. Houghton, 1966.
(5-7)
The classic tale of adventure in which a hobbit goes on an adventure with trolls, elves and dwarfs.
- Troughton, Joanna. WHAT MADE TIDDALIK LAUGH. Bedrick, 1986.
(K-3)
Tiddalik, the giant frog, drinks all the water in Australia, forcing the other animals to take action.
- Turkle, Brinton. DO NOT OPEN. Dutton, 1981.
(K-2)
An old woman finds a mysterious bottle on the seashore.
- Turner, Ann. TIME OF THE BISON. Macmillan, 1987.
(2-4)
A boy living in prehistoric times discovers that he has a talent for drawing pictures on cave walls.
- Van Allsburg, Chris. JUMANJ. Houghton, 1981.
(K-4)
Two children discover a magical boardgame.
- Van Allsburg, Chris. THE MYSTERIES OF HARRIS BURDICK. Houghton, 1984.
(2-7)
Mysterious drawings that dare the reader to make up his own story.
- Van Gelder, Richard. WHOSE NOSE IS THIS? Walker, 1974.
(K-2)
A factual puzzle book in which the child tries to guess what kind of animal goes with various noses.
- Van Laan, Nancy. THE BIG FAT WORM. Alfred A. Knopf, 1987.
A read-aloud chain of events centered around a big fat worm's running away.
- Van Woerkom, Dorothy. THE QUEEN WHO COULDN'T BAKE GINGERBREAD. Knopf, 1975.
(K-3)
A king learns that there can be better criteria for finding a queen other than just culinary skills.
- Vaughan, Marcia K. WOMBAT STEW. Silver Burdett, 1984.
(K-2)
An elephant takes a baby for a ride, giving him everything he wants to eat.
- Vipont, Elfrida. THE ELEPHANT AND THE BAD BABY. Coward, 1986.
(K-2)
An elephant takes a baby for a ride, giving him everything he wants to eat.
- Voigt, Cynthia. STORIES ABOUT ROSIE. Atheneum, 1986.
(2-4)
Four stories about the rambunctious dog, Rosie.
- Wagner, Jenny. THE BUNYIP OF BERKELEY'S CREEK. Bradbury, 1973.
(K-2)
One night something comes out of Berkeley's Creek and goes in search of what it is.

- Wahl, Jan. **CARROT NOSE**. Farrar, 1978.
(K-2)
When Bunny refuses to eat any more carrots the carrot fairy gives him a carrot nose.
- Wakefield, Pat. **A MOOSE FOR JESSICA**. Dutton, 1987.
(2-6)
The true story of a Hereford cow named Jessica and the moose that falls in love with her.
- Wallace, Bill. **A DOG CALLED KITTY**. Holiday House, 1980.
(4-6)
Despite his fear of dogs, Ricky slowly becomes attached to a stray dog.
- Wallace, Bill. **FERRET IN THE BEDROOM, LIZARDS IN THE FRIDGE**. Holiday House, 1986.
(4-7)
Liz wants to run for class president, but her zoologist father's pets are spoiling her plans.
- Warren, Cathy. **THE TEN-ALARM CAMP-OUT**. Lothrop, 1983.
(K-3)
The armadillo family goes on a camp-out and causes havoc in a nearby town.
- Weatherill, Stephen. **THE VERY FIRST LUCY GOOSE BOOK**. Prentice-Hall, 1987.
(1-6)
Lucy Goose is a charming cartoon-like character who adopts some frogs, has a secret admirer, and a dinner party.
- Watson, Pauline. **WRIGGLES, THE LITTLE WISHING PIG**. Seabury, 1978.
(K-2)
Wiggles wishes to be different - with amazing results!
- Wegen, Ron. **SKY DRAGON**. Greenwillow, 1982.
(K-3)
As the children watch the clouds change shape, they imagine they see different animals until the clouds get dark and it begins to snow.
- Weiss, Leatic. **FUNNY FEET**. Franklin Watts, 1978.
(1-3)
Priscilla is a pigeon-toed penguin who doesn't like her corrective shoes until the night of her ballet recital.
- West, Colin. **HAVE YOU SEEN THE CROCODILE?** J. B. Lippincott, 1986.
(K)
The parrot asks her friends dragonfly, bumblebee, butterfly, hummingbird and frog if they have seen the scary crocodile.
- West, Robin. **FAR OUT: HOW TO CREATE YOUR OWN STAR WORLD**. Carolrhoda Books, 1987.
(3-7)
Ideas and instructions for making an unusually creative alien city and alien creatures.
- Westcott, Nadine. **PEANUT BUTTER AND JELLY**. Dutton, 1987.
(K)
An illustrated version of that classic childhood sandwich - and song!
- White, E. B. **CHARLOTTE'S WEB**. Harper & Row, 1952.
(3-6)
The famous story of Fern, Wilber, and Charlotte A. Cavatica.
- White, E. B. **STUART LITTLE**. Harper & Row, 1945.
(3-6)
The adventures of Stuart, a mouse member of the Little family.

Bibliography

- Wiesner, David. THE LOATHSOME DRAGON. Putman, 1987.
(K-6)
A prince saves his sister after their wicked stepmother turns her into a dragon.
- Wildsmith, Brian. PROFESSOR NOAH'S SPACESHIP. Oxford, 1980.
(K-3)
Professor Noah builds a modern-day ark - a spaceship - in order to save earth's animals.
- Willard, Nancy. NIGHT GOWN AND THE SULLEN MOON. Harcourt Brace Jovanovich, 1983.
(K-3)
It's the moon's birthday and what she really wants is a nightgown.
- Williams, J. Alan. THE INTERPLANETARY TOY BOOK. Macmillan, 1985.
(5-7)
With the help of this book, your storytime group could create an entire space civilization. For older kids.
- Williams, Jay. EVERYONE KNOWS WHAT A DRAGON LOOKS LIKE. Four Winds, 1976.
(K-2)
Han befriends an old man who is a dragon in disguise.
- Williams, Robert, Rockwell, Robert, and Shewell, Elizabeth. MUDPIES TO MAGNETS: A PRESCHOOL SCIENCE CURRICULUM. Gryphon House, 1987.
This imaginative book includes not only easy experiments, but imagination games and crafts.
- Willis, Jeanne. THE MONSTER BED. Lothrop, 1986.
(K-2)
A monster child is afraid that humans will "get him" while he's sleeping.
- Wilson, Lionel. THE MULE WHO REFUSED TO BUDGE. Crown, 1975.
(K-2)
A singing mule who refuses to move brings four neighbors closer together.
- Wilson, Sarah. BEWARE THE DRAGONS. Harper & Row, 1985.
(K-2)
Tilde, a rambunctious young girl, accidentally rows into dragon territory, but much to her surprise the dragons are not mean at all.
- Wilson, Willie. UP MOUNTAIN ONE TIME. Richard Jackson Book, 1987.
(4-8)
Viggo is a mongoose who leaves his safe churchyard in the Carribean to find "the wild" in the mountains.
- Winthrop, Elizabeth. MAGGIE AND THE MONSTER. Holiday House, 1987.
(K-2)
A monster visits Maggie every night until she finally asks it what it wants.
- Wisler, G. Clifton. WINTER OF THE WOLF. Elsevier, 1981.
(4-6)
T. J. becomes friends with a Comanche boy and together they hunt a wolf. (set in Texas during the 1800's)
- Wisner, Donald. STARLUCK. Doubleday, 1982.
(5-8)
Paul hides out in an interstellar circus to save his life and to fight as a rebel against the evil Emperor.
- Wolff, Ashler. A YEAR OF BEASTS. Dutton, 1986.
(K-1)
Two children observe the wild animals around their house throughout the year.

- Wood, Audrey. **HECKEDY PECK**. Harcourt Brace Jovanovich, 1987.
(K-3)
Heckedy Peck, a witch, tricks seven children named for the days of the week and turns them into food.
- Wood, Audrey. **KING BIDGOOD'S IN THE BATHTUB**. Harcourt, 1985.
(K-3)
The royal court cannot get their king to leave his tub - until a clever page pulls the plug!
- Wrightson, Patricia. **THE MARGUIN AND THE STARS**. Atheneum, 1974.
(5-8)
After Simon is orphaned he must go to Australia to live with his cousins and it is there he meets the monstrous Nargun.
- Yabuuchi, Mawayuki. **WHOSE BABY?** Philomel, 1981.
(K)
This small book with large, lovely pictures introduces several animals and gives names for their babies.
- Yabuuchi, Mawayuki. **WHOSE FOOTPRINTS?** Philomel, 1985.
(K)
Footprints of a duck, cat, bear, horse, hippo and goat.
- Yep, Laurence. **DRAGON OF THE LOST SEA**. Harper, 1982.
(5-7)
In this delightful fantasy, Shimmer the dragon with the help of a young boy, tries to save the rest of her clan from the clutches of a witch.
- Yolen, Jane. **THE ACORN QUEST**. Crowell, 1981.
(3-5)
Four animals go in search of the golden acorn that will save their forest kingdom.
- Yolen, Jane. "COMMANDER TOAD" series. Coward, McCann & Geoghegan, 1980-1986.
(1-3)
This series of books features the adventures of Commander Toad, Mr. Hop and Lieutenant Lily on the spaceship, Starwart.
- Yolen, Jane. ed. **DRAGONS & DREAMS**. Harper, 1986.
(4-7)
A collection of short stories dealing with dragons.
- Yolen, Jane. **PIGGINS**. Harcourt Brace Jovanovich, 1987.
(K-3)
Did the butler do it? That's the question asked in this animal infested mystery starring Piggins the butlering pig.
- Yolen, Jane. **THE ROBOT AND REBECCA**. Knopf, 1980.
(2-4)
Rebecca uses her robot to solve a mystery.
- Yolen, Jane. ed. **SPACESHIPS AND SPELLS**. Harper, 1987.
(5-7)
A collection of science fiction and fantasy stories.
- Yolen, Jane. **SLEEPING UGLY**. Coward, 1981.
(K-4)
A delightful fractured fairy tale in which beauty does not win out!
- Yorinks, Arthur. **COMPANY'S COMING**. Crown, 1988.
(K-4)
Aliens land in Moe and Snirley's backyard and stay for dinner.

Bibliography

Yorinks, Arthur. HEY AL! Farrar, Straus & Giroux, 1986.

(K-3)

Al is a janitor who lives a quiet life with his dog Eddie until one day a bird makes him an interesting offer, a Caldecott medal book.

Young, Miriam. IF I RODE A DINOSAUR. Lothrop, 1974.

(K-3)

A young child speculates on various treks he would take on different kinds of dinosaurs.

Zavos, J. Jay. MURGATROYD'S GARDEN. St.Martin's, 1988.

(K-3)

Murgatroyd screams such a loud scream that he is forbidden to wash his hair and the result is a lush tropical garden growing in his head.

Zemach, Harve. JUDGE. Farrar, Straus and Giroux, 1969.

(K-6)

The prisoners all tell the same tale about a monster, but the judge will not believe him until he meets the creature face to face.

Ziefert, Harriet. WARM DAY. Little Brown, 1982.

(1-4)

It's a day filled with worms when Mr. Rose brings a cooler full of them to his class.

TEXAS READING CLUB 1989 FILMOGRAPHY

Check with your library system for information concerning the availability of the films listed.

THE ADVENTURES OF J. THADDEUS TOAD Walt Disney 1980 25 min.

K-6

From the book THE WIND IN THE WILLOWS by Kenneth Grahame - Mr. Toad and his friends defeat the weasels.

ALL SUMMER IN A DAY Learning Corporation 1983 25 min.

5-7

From a story by Ray Bradbury - on Margot's planet the sun shines for a few minutes only once every nine years.

THE AMAZING BONE Weston Woods 1985 11 min.

K-2

Based on the book by William Steig - Pearl the pig discovers an amazing talking bone that saves her from a hungry fox.

THE AMAZING COSMIC AWARENESS OF DUFFY MOON Time-Life 1975 32 min. 4-7

Duffy Moon develops some "cosmic" awareness that helps him solve problems.

ANATOLE Texture Films 1964 9 min.

K-2

From the book by Eve Titus - Anatole the mouse secretly works as a cheese grader in a cheese factory in Paris.

ANDY AND THE LION Weston Woods 1955 10 min.

K-2

From the book by James Daugherty - a young boy befriends a circus lion.

ANGUS LOST Phoenix 1982 11 min.

K-4

From the book by Marjorie Flack - Angus the Scottish Terrier runs into adventure when he gets lost.

APT 3 Weston Woods 1999 8 min.

K-2

From the book by Ezra Jack Keats - two brothers discover the source of harmonica music in their apartment building.

ARTHUR THE KID MTI 1982 24 min.

3-6

When a gang of thieves advertise for a new boss they get a 10 year-old boy.

THE BAGGS Filmfair 1973 12 min.

4-7

Two old burlap bags come to life and try to escape the clutches of a scavenger.

BALLET ROBOTIQUE Pyramid Films 1982 8 min.

4-7

Classical music combined with General Motors robots results in a high-tech "ballet".

Filmography

THE BAND CONCERT Walt Disney 1978 9 min.

K-2

Donald Duck tries to ruin the concert Mickey is directing.

THE BEAR AND THE FLY Weston Woods 1984 5 min.

K-3

From the book by Paula Winter - a hilarious look at a bear's attempts to swat a fly.

THE BEAST OF MOSIEUR RACINE Weston Woods 1979 9 min.

K-4

From the book by Tomi Ungerer - Monsieur discovers a strange beast stealing his pears.

BEN & ME Walt Disney 1962 21 min.

3-6

From the book by Robert Lawson - Amos the churchmouse aids Benjamin Franklin in his inventions.

BEN'S DREAM Made-to-Order Library Productions 1983 7 min.

K-4

From the book by Chris Van Allsburg - Ben travels around the world in his dream.

BEST HORSE Learning Corporation 1979 28 min.

5-7

From the book by Elizabeth Van Steenwyk - a girl races in a rodeo.

BIG HENRY AND THE POLKA-DOT KID Learning Corporation 1977 51 min.

3-6

A young boy tries to convince his uncle that an old blind dog is worth saving.

A BOY, A DOG, AND A FROG Phoenix 1981 9 min.

K-4

Based on the book by Mercer Mayer - a boy and his dog try to make friends with a frog.

THE BOY AND THE SNOW GOOSE Bullfrog Films 1985 11 min.

3-7

A boy cares for a wounded goose.

CANNONBALL Phoenix 1984 28 min.

K-6

Based on the book by John Burningham - Hugo the clown's circus act is saved by a little dog.

THE CASE OF THE ELEVATOR DUCK Learning Corporation 1974 17 min.

K-7

A young boy in an apartment building tries to solve the mystery of the duck in the elevator.

A CHAIRY TALE International Film Bureau 1957 10 min.

4-7

A chair refuses to be sat upon until it feels properly appreciated.

CHARLIE NEEDS A CLOAK Weston Woods 1977 8 min.

K-2

From the book by Tomie de Paola - a shepherd makes himself a new cloak.

CHINO'S TALE Churchill Films 1978 17 min.

5-7

From the book by Mary Stolz - an old lady has to deal with her cat's growing "old age."

CLEVER HIKO-ICHI Coronet 1974 12 min.

3-6

An animated tale that relates how a young Japanese boy solves three difficult problems.

THE CONTEST KID ABC n.d. 24 min.

3-6

Harvey enters a contest and wins a butler!

COSMIC ZOOM McGraw-Hill n.d. 8 min.

2-7

A camera "zoom" effect takes an animated look at both the universe and the "world" inside the human body.

COW ON THE MOON International Film Bureau 1977 10 min.

2-6

A little girl convinces a bully he has landed on the moon.

CURIOUS GEORGE Churchill Films 1984 14 min.

K-2

George, the curious monkey, is adopted from his jungle home by the Man in the Yellow Hat. From the book by H.A. Rey.

A DARK, DARK TALE Weston Woods 1983 4 min.

K-2

From the book by Ruth Brown - take a dark, dark trip to the center of a dark, dark house to discover a little mouse!

DINOSAUR Pyramid Films 1980 14 min.

3-6

A fifth grade class imagine the age of dinosaurs on their chalkboard.

THE DINOSAUR WHO WONDERED WHO HE WAS Coronet n.d. 12 min.

K-2

Diplodocus learns from the other dinosaurs just what kind of dinosaur he is.

DINOSAURS: THE TERRIBLE LIZARDS Aims Media 1986 10 min.

2-7

A realistic look at the age of dinosaurs.

DR. DeSOTO Weston Woods 1984 10 min.

K-2

From the book by William Steig - the mouse dentist takes his life in hand when he agrees to treat a fox.

THE DRAGON OVER THE HILL Aims Media 1976 8 min.

3-6

Two blacksmiths become friends with a nearby dragon.

DRAGON STEW BFA 1972 13 min.

K-6

A cook tries to please his king by serving him dragon stew.

THE DRAGON'S TEARS CRM-McGraw Hill 1962 6 min.

3-6

A little boy invites a dragon to his birthday party.

ELECTRIC GRANDMOTHER Learning Corporation 1982 34 min.

3-7

From a Ray Bradbury short story - a motherless family engages the service of a robot that looks and acts like a grandmother.

ELMER ELEPHANT Disney n.d. 8 min.

K-2

Elmer learns to be happy being himself.

Filmography

THE ESCAPE OF A ONE-TON PET Time-Life 1979 41 min.

5-9

A 14-year old girl raises bull and cannot bear to sell it.

FAERIES Pyramid Films 1981 25 min.

2-7

Oisín visits the fairy world in order to help the Fairy King.

A FIREFLY NAMED TORCHY Guidance Associates 1972 8 min.

K-2

From the book by Bernard Waber - a firefly with an unusually bright light finds that he fits in better in the big city.

THE FISH FROM JAPAN Phoenix Films 1985 18 min.

K-6

A young boy brags to his classmates about his rare, invisible fish from Japan.

THE FOOLISH FROG Weston Woods 1971 8 min.

K-2

An animated tale accompanied by Pete Seeger singing about a foolish frog that literally explodes with too much pride.

14 RATS AND A RATCATCHER Weston Woods 1982 10 min.

K-2

An old lady with a rat problem ends up marrying the rat-catcher.

FREAKY FRIDAY Disney 1979 24 min.

3-6

From the book by Mary Rodger - a girl and her mother unexpectedly "switch" bodies.

FREDERICK Distribution 16 1971 6 min.

K-2

Frederick the mouse saves up memories of summer for the cold winter months.

FROG AND TOAD ARE FRIENDS Churchill Films 1985 18 min.

2-6

From the book by Arnold Lobel - follow the friendship of frog and toad in this animated tale.

FROG GOES TO DINNER Phoenix 1985 12 min.

K-4

From the book by Mercer Mayer - a little boy takes his pet frog with him to a restaurant, with hilarious results.

FROM THE MIXED-UP FILES OF MRS. BASIL E. FRANKWEILER BFA 1978

30 min.

3-6

Based on the book by E.L. Konigsburg - Claudia and Jamie run away from home, live in a museum, and solve a mystery, too.

THE GINGERBREAD MAN Perspective Films 1979 10 min.

K-2

An animated version of the familiar tale of the runaway gingerbread man who tries without success not to be eaten.

GNOMES Pyramid Films 1980 48 min.

3-6

From the book by Will Huygen - it's the Gnomes vs. the Trolls in this animated classic.

GOGGLES Weston Woods 1974 6 min.

K-2

From the book by Ezra Jack Keats - two boys delight in their discovery of a pair of motorcycle goggles.

THE GRASSHOPPER AND THE ANTS Walt Disney n.d. 10 min.

K-2

The grasshopper plays all summer and is in trouble when winter comes.

HANSEL AND GRETEL: AN APPALACHIAN VERSION Davenport Films 1975 16 min.

3-6

A live-action version of the familiar tale, set in the back-woods of Virginia.

HAPPY BIRTHDAY MOON Weston Woods 1985 7 min.

K-2

From the book by Frank Asch - Bear wants to give his friend, the moon, a birthday present.

HARDWARE WARS Pyramid Films 1977 13 min.

5-7

A satire of Star Wars involving appliances from a hardware store as the space ships.

HAROLD AND THE PURPLE CRAYON Weston Woods 1969 8 min.

K-2

Based on the picture book by Crockett Johnson - Harold draws his own world using a magic crayon.

HAROLD'S FAIRY TALE Weston Woods 1974 8 min.

K-2

Based on the book by Crockett Johnson - using his crayon, Harold creates a fairy castle and his own magical tale.

THE HOBBIT Guidance Associates 1977 78 min.

4-7

An animated version of the Tolkien classic in which Bilbo Baggins ventures from his hobbit hole to battle dragons and goblins.

HOOBER-BLOOB HIGHWAY BFA 1975 24 min.

3-6

Based on the book by Dr. Seuss - a creature from outer space discovers what it is like to be human.

HOW THE ELEPHANT GOT HIS TRUNK Learning Corporation 1970 7 min.

2-6

From the story by Rudyard Kipling - a baby elephant's satiable curiosity results in a long trunk.

HOW TO BE A PERFECT PERSON IN JUST 3 DAYS Learning Corporation 1985 55 min.

3-6

A PBS Wonderworks presentation - Milo Crimbley strives to be perfect with the help of a dubious "perfection Specialist," Dr. K. Pinkerton Silverfish.

HUG ME Churchill Films 1981 7 min.

K-2

Elliot the porcupine doesn't understand why no one will hug him.

THE INTRUDEK Texture Films 1971 6 min.

5-7

Using clay animation, creatures shape themselves into weird concoctions.

Filmography

- IRENE MOVES IN Learning Corporation 1981 25 min.
4-7
Ida and her friends work quickly when they fear that Big Foot is on the prowl.
- ISABELLA AND THE MAGIC BRUSH Filmfair 1976 14 min.
1-6
Isabella is given a magic paintbrush and what she draws comes alive.
- THE ISLAND OF THE SKOG Weston Woods 1980 13 min.
K-6
From the book by Steven Kellogg - a group of mice sail to an island and encounter the "skog."
- IT'S SO NICE TO HAVE A WOLF AROUND THE HOUSE Learning Corporation 1979 12 min.
1-6
From the book by Harry Allard - an old man hires Cuthbert Q. Devine as a companion, not knowing that he is a wolf.
- J.T. Carousel Films 1970 51 min.
3-7
J.T.'s lonely life is made more bearable when he adopts a cat.
- JOHN BROWN, ROSE AND THE MIDNIGHT CAT Weston Woods 1982 7 min.
K-2
From the book by Jenny Wagner - Rose and her dog adopt a stray cat.
- THE JOHNSTOWN MONSTER Sterling Educational Films 1971 28 min.
3-6
By creating a "Loch Ness Monster" for their village in Ireland, a group of children hope to entice tourists and boost the local economy.
- KING OF THE CATS Weston Woods 1985 5 min.
K-3
From the book by Paul Galdone - an adaptation of an American folktale in which a gravedigger's cat becomes king of the cats.
- LAFCADIO, THE LION WHO SHOT BACK Learning Corporation 1979 24 min.
4-7
From the book by Shel Silverstein - Lafcadio shoots back at the hunters and gradually becomes a "civilized" lion.
- LAMBERT THE SHEEPISH LION Walt Disney 1971 8 min.
K-2
Lambert lion, is raised among a flock of sheep, and saves them from a wolf.
- LEOPOLD, THE SEE-THROUGH CRUMBPICKER Weston Woods 1971 9 min.
2-5
From the book by James Flora - a young girl has an invisible animal for a companion.
- LITTLE HIAWATHA Disney n.d. 8 min.
K-2
Hiawath's animal friends help save his life.
- LITTLE LULU ABC n.d. 8 min.
K-2
Join the fun at Camp Wackadoo where Lulu and her friends challenge the boys in a battle for camp supremacy!

LITTLE PRINCE Billy Budd 1979 27 min.

3-7

Based on the classic book by Antoine de Saint-Exupery - a little prince leaves his planet and meets a talking snake, fox, and a marooned pilot.

LOUIS JAMES HATES SCHOOL Learning Corporation 1980 11 min.

2-6

In this humorous film, Louis James discovers the value of school.

MADLINE Churchill Films 1952 7 min.

K-2

Based on the book by Ludwig Bemelmans - When Madeline has her appendix out, all the other little girls in her boarding school want their's out too.

MADLINE'S RESCUE Texture Films 1964 7 min.

K-3

Based on the book by Ludwig Bemelmans - Madeline is rescued by a stray dog.

MAN, MONSTERS, & MYSTERIES Walt Disney 1973 25 min.

3-6

A delightful, animated look at the legend of the Loch Ness Monster.

MANY MOONS CRM-McGraw Hill 1975 13 min.

2-6

Based on the book by James Thurber - a princess insists upon owning the moon.

ME AND YOU, KANGAROO Learning Corporation 1974 19 min.

3-7

An award-winning film about an Australian boy and his pet kangaroo.

MILO'S JOURNEY Films, Inc. 1976 15 min.

2-7

From the novel by Norton Juster, The Phantom Tollbooth, Milo journeys to the land of the Doldrums and meets all sorts of strange creatures.

MISS NELSON IS MISSING Learning Corporation 1979 14 min.

K-4

From the book by Harry Allard - Miss Nelson tricks her class by coming to school disguised as the dreaded substitute.

THE MITT Learning Corporation 1978 17 min.

3-6

After saving money to buy himself a baseball mitt, Robby chooses to use his money to buy something for his mother.

MOLE AND THE LOLLIPOP Phoenix 1982 9 min.

K-2

Mole discovers, for the first time, the mystery and joy of a lollipop.

MOLE AND THE ROCKET Phoenix 1973 10 min.

K-2

Mole rockets to a desert island.

THE MOLE AND THE UMBRELLA Phoenix 1972 9 min.

K-2

Mole discovers fun when he discovers an umbrella.

Filmography

- MOLE IN THE ZOO** Phoenix 1973 10 min.
K-2
Mole helps a lion with a toothache.
- MOON MAN** Weston Woods 1981 8 min.
K-4
From the book by Tomi Ungerer - the man in the moon comes to earth for some fun.
- MOONBIRD** Texture Films 1959 10 min.
2-6
Two boys set out at night to capture a "moonbird."
- MORRIS THE MIDGET MOOSE** Walt Disney 1973 8 min.
K-2
Despite his small size, Morris the Moose teams up with another misfit moose to challenge the "head" moose.
- THE MOUSE AND THE MOTORCYCLE** Pied Piper Programs 1977 12 min.
2-6
Based on the book by Beverly Cleary - a little boy loans his toy motorcycle to a mouse.
- MOWGLI'S BROTHERS** Guidance Associates 1977 26 min.
3-7
From the story by Rudyard Kipling - a young boy in India is raised by wolves.
- THE NAPPING HOUSE** Weston Woods 1985 5 min.
K-2
From the book by Audrey Wood - the increasing occupants of a bed cause it to fall apart by morning.
- NATE THE GREAT GOES UNDERCOVER** Churchill Films 1978 10 min.
3-6
Based on the book by Marjorie Sharmat - Nate tries to solve the mystery of the garbage snatcher.
- NEW FRIENDS** Made-to-Order Library Productions 1981 11 min.
K-5
From the book Howard by James Stevenson - a duck stuck in New York City for the winter meets some new friends.
- NIGHT'S NICE** Sterling 1971 10 min.
K-2
Discover the world of the night - stars, lights, cat's eyes and more.
- NORMAN THE DOORMAN** Weston Woods 1970 15 min.
K-2
From the book by Don Freeman - Norman the mouse not only acts as doorman at the art museum, but dabbles in his own art on the side.
- OF CATS AND MEN** Walt Disney n.d. 13 min.
2-7
A delightful and humorous look at the cat's place in history as a pet.
- OLD YELLER** Walt Disney n.d. 28 min.
3-6
An excerpt from the film based on the book by Frank Gipson about a boy and the dog he loves.
- ONDRA AND THE SNOW DRAGON** Arthur Mokin n.d. 7 min.
K-2
A dragon takes a little boy on a magical journey.

- P.J. AND THE PRESIDENT'S SON** Time-Life Films 1977 47 min.
3-6
In a modern-day version of *The Prince and the Pauper*, 15 year-old P.J. trades places with the look-alike son of the President of the United States.
- PECOS BILL** Disney n.d. 17 min.
K-3
Follow the legendary antics of the larger-than-life hero, Pecos Bill.
- PEOPLE SOUP** Learning Corporation 1970 14 min.
3-6
Two brothers concoct a magic brew in their kitchen and unusual transformations result.
- PETER AND THE WOLF** Walt Disney 1964 14 min.
K-6
Ignoring his grandfather's wishes, a young boy sets off to capture a wolf. From the Prokofiev orchestral fairy tale.
- PETUNIA** Weston Woods 1971 10 min.
K-2
From the book by Roger Duvoisin - Petunia the goose tries to become wise by carrying a book under her wing.
- PIERRE** Weston Woods 1971 10 min.
K-2
From the book by Maurice Sendak - Pierre "doesn't care" until he meets a lion.
- PIGS** Churchill Films 1967 11 min.
4-6
A delightful wordless film showing live pigs in action on a farm.
- THE PINBALLS** Walt Disney 1977 31 min.
3-6
From the book by Betsy Byars - three homeless kids are brought together in a foster home.
- A POCKET FOR CORDUROY** Phoenix Films 1986 20 min.
K-2
From the book by Don Freeman - Corduroy the stuffed bear gets lost in the laundromat.
- LE POULET (THE CHICKEN)** McGraw-Hill 1963 15 min
4-7
In this French film a young boy becomes attached to a chicken that is meant for dinner.
- THE PRACTICAL PRINCESS** Churchill Films 1980 10 min.
K-6
Based on the story by Jay Williams - a princess finds out that her best asset is her brain, which she uses to save herself a dragon and an evil lord.
- PSSST! HAMMERMAN'S AFTER YOU** Disney 1974 28 min.
3-6
Based on *The 18th Emergency* by Betsy Byars - a young boy must face a class bully.
- THE RANSOM OF RED CHIEF** Learning Corporation 1978 27 min.
3-6
From the O. Henry short story - a small boy is kidnapped and to his captor's chagrin, his father refuses to pay ransom, but lets them pay him to get the kid off their hands.

Filmography

REALLY ROSIE Weston Woods 1976 26 min.

1-5

From the book by Maurice Sendak - Rosie leads the neighborhood kids in a "pretend" movie.

THE RELUCTANT DRAGON Churchill Films 1981 12 min.

2-6

From the story by Kenneth Grahame - a shy dragon and a renowned knight put on a mock fight to appease the frightened local people.

THE REMARKABLE RIDERLESS RUNAWAY TRICYCLE Phoenix 1982 11 min.

K-4

Based on the book by Bruce McMillan - a tricycle finds his way back home in this delightful live-action film.

REVENGE OF THE NERD Learning Corporation 1983 31 min.

5-7

Bertram the nerd tries to fool his friends into thinking that extraterrestrials are invading the earth.

RIKKI TIKKI TAVI Guidance Associates 1974 26 min.

3-6

From the story by Rudyard Kipling - a mongoose is adopted by a family and saves them from a cobra.

RUNT OF THE LITTER Films, Inc. 1976 13 min.

3-6

From Charlotte's Web by E.B. White - Wilbur the pig meets a new friend, Charlotte the spider.

SAM BANGS & MOONSHINE BFA 1976 15 min.

K-2

From the book by Evaline Ness - Sam learns to control her imagination.

THE SAND CASTLE National Film Board of Canada 1977 13 min.

3-7

Sand creatures build a sand castle in this delightful fable.

SARA'S SUMMER OF THE SWANS Time-Life Films 1976 33 min.

3-6

Based on the Betsy Byars novel - a young girl learns more about herself when her young brother is lost.

THE SCHOOL EXCURSION Phoenix Films 1978 8 min.

3-6

Two children turn their dog into a boy so that he can accompany them on a school field trip.

THE SEVEN WISHES OF JOANNA PEABODY Learning Corporation 1978 27 min.

3-6

A fairy godmother appears on Joanna's T.V. screen and offers her seven wishes.

SEVEN WITH ONE BLOW Churchill Films 1978 10 min.

K-6

From the tale by the Brothers Grimm - a tailor who kills seven flies with one blow is mistakenly given credit for killing giants.

THE SHOPPING-BAG LADY Learning Corporation 1975 21 min.

3-6

A young girl comes to realize that an elderly bag lady used to be young too and is entitled to respect and care.

THE SMALLEST ELEPHANT IN THE WORLD Sterling 1964 6 min.

K-2

From the book by Alvin Tresselt - a tiny elephant sets out to find a home.

SOMETHING QUEER AT THE LIBRARY Churchill Films 1978 10 min.

2-7

Based on the book by Elizabeth Levy - two girls compete in a dog show and solve a mystery about missing pages in a library book.

SOUP AND ME MTI 1977 24 min.

3-6

From the book by Robert Peck - In trying to find the largest pumpkin in town for Halloween, Soup and Rob get into numerous scrapes.

SOUP FOR PRESIDENT MTI 1977 24 min.

3-6

Based on the book by Robert Peck - Soup runs for class president and falls in love with his opponent.

THE STOLEN NECKLACE PCI n.d. 9 min.

1-4

From an Indian folktale - a monkey steals a pearl necklace from a princess.

SWIMMY Conn Films 1969 6 min.

K-2

From the book by Leo Lionni - Swimmy the little black fish leads his family in outwitting a tuna.

SYLVESTOR, THE MOUSE WITH THE MUSICAL EAR MTI 1972 6 min.

K-2

A musical mouse finds a new home in a guitar in a music store.

TENDER TALE OF CINDERELLA PENGUIN National Film Board of Canada 1981 10 min.

K-6

A unique twist on the familiar tale as Cinderella Penguin loses her glass flipper at the prince's ball.

THE THREE ROBBERS Weston Woods 1973 6 min.

K-2

Based on the book by Tomi Ungerer - a little girl manages to reform three robbers.

THRU THE MIRROR Walt Disney 1936 9 min.

K-2

A take-off on Through the Looking Glass in which Mickey Mouse steps through the mirror into a strange world.

TOM THUMB Churchill Films 1978 10 min.

K-4

Based on the story by the Brothers Grimm - tiny Tom Thumb overcomes his size with his bravery.

TORTOISE AND THE HARE Walt Disney 1954 8 min.

K-2

From the Aesop fable, the tortoise defeats the hare in a race.

UGLY DUCKLING Walt Disney 1955 8 min.

K-2

From the story by Hans Christian Andersen - a baby duckling finds out that he is not ugly, but a swan.

THE UGLY LITTLE BOY Learning Corporation 1976 26 min.

5-7

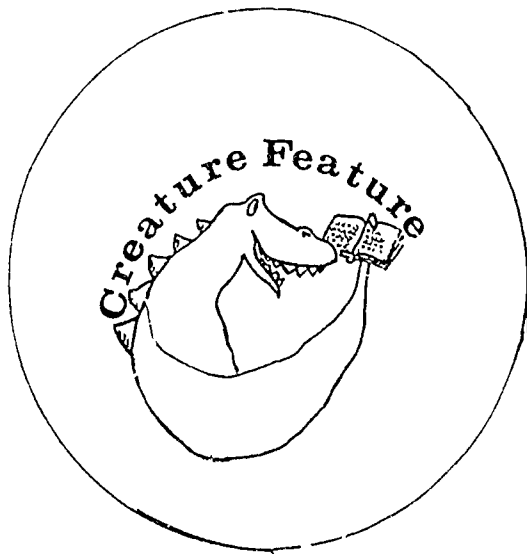
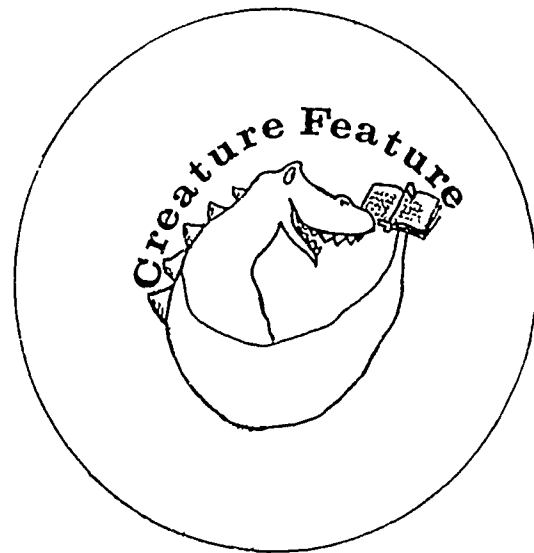
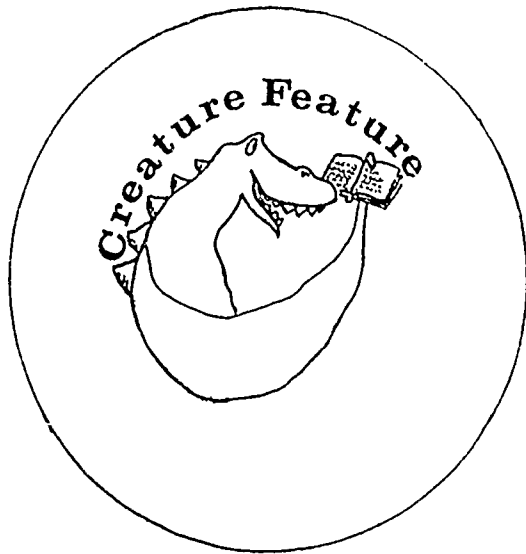
From the story by Isaac Asimov - a boy from pre-historic times is brought forward in time with a time machine.

Filmography








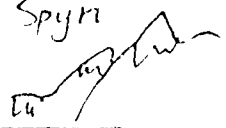






- THE WACKY MACHINE** ABC 1976 24 min.
2-6
From the book **HOMER PRICE** by Robert McCloskey - Homer builds a doughnut making machine with disastrous results.
- WHAT MARY JO WANTED** Barr n.d. 14 min.
K-4
From the book by Janice Udry - a little girl gets her first pet dog.
- WHERE THE WILD THINGS ARE** Weston Woods 1974 8 min.
K-2
Based on the book by Maurice Sendak - Max takes a trip to the land of the "Wild Things."
- WHISTLE FOR WILLIE** Weston Woods 1965 6 min.
K-2
From the book by Ezra Jack Keats - Peter tries to whistle for his dog.
- THE WHITE SEAL** Xerox 1977 26 min.
3-6
From a story by Rudyard Kipling - Kotick the seal learns to survive on his own.
- WHO WANTS TO BE A HERO** Learning Corporation 1981 28 min.
3-6
Jason witnesses a crime but is unsure whether or not he should come forward with his knowledge.
- WHY MOSQUITOES BUZZ IN PEOPLE'S EARS** Weston Woods 1985 10 min.
K-2
Based on the book by Verna Aardema - this African tale relates the "true" story of the mosquito.
- WILBUR'S STORY** Films Inc. 1976 15 min.
3-6
From the book **CHARLOTTE'S WEB** by E.B. White - Wilbur pig is saved from becoming sausage thanks to the ingenuity of his spider- friend, Charlotte.
- WIZARD** Weston Woods 1984 8 min.
K-6
From the book by Jack Kent - a little mouse who is "tired of being a mouse" goes to a wizard for help.
- THE WOLF AND THE SEVEN KIDS** Encyclopedia Britannica 1978 10 min.
K-2
Based on the Grimm folktale - Mother goat goes to great lengths to save her kids from the big bad wolf.
- WYNKEN, BLYNKEN & NOD** Weston Woods 1971 4 min.
K-2
Based on the poem by Eugene Field - Wynken, Blynken and Nod set sail in a shoe.
- YANKEE DOODLE CRICKET** Guidance Associates 1976 26 min.
2-6
A cricket, a mouse, and a cat play major roles in American history in this animated musical.
- Z IS FOR ZOO** Aims Media 1971 9 min.
K-2
A live-action film showing zoo scenes and introducing words such as cat, play, and tail.

*****Coming Attractions*****

Clip Art















June 1989

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
June is ... National Adopt-a-cat month	National Rose Month 	Zoo and Aquarium Month		Marilyn Monroe 1916		Anniversary of 'Casey at Bat' 1888
First Free Flight by a woman - Marie Thible 1784	World Environment Day	Eel Festival  Denmark	Paul Gauguin 1848 	National Carp Week 8-14 	Donald Duck  1934	Maurice Sendak 
Richard Strauss  1864	Johanna Spyri 		John Bartlett of 'Familiar Quotations'		John Howard Griffin 1920	Dragon Boat Festival 
	Garfield 1978 		Fathers Day 		Midsummer's - Eve 	Henry Ward Beecher 1813
George Orwell 1903 	Pearl S. Buck 1892	DUBLIN KIWANIS FROG JUMP 				



JULY 1980

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
July is ... National Anti-boredom Month	NATIONAL HOT  DOG MONTH	National Ice cream Month!				Tom Sawyer Days 1-5
 2 	Dog Days July 13- August 5	Independence Day 	Tour de France 	Beatrix potter 		Chesapeake ⁸ Turtle Derby 
Pictou Lobster Carnival "MAY" 	Marcel Proust 1871	E.B. White 	Henry David Thoreau 1817	Hemingway ¹³ Days 13-19	Bastille ¹⁴ Day	Hog Culling Contest
	Black eyed pea Jamboree 17-19 	All American ¹⁸ Teddy Bear Picnic 	Space Week 19-25 		Ernest Hemingway ²¹ 1899	Anniversary ²² of Red Piper of Hamelin 
267	Alexander Dumas 1812		Aldous Huxley 1894		Koola Koala Birthday Emily 30 Prante 1818	28

August 1989



SUNDAY

MONDAY





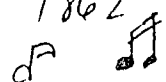


TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

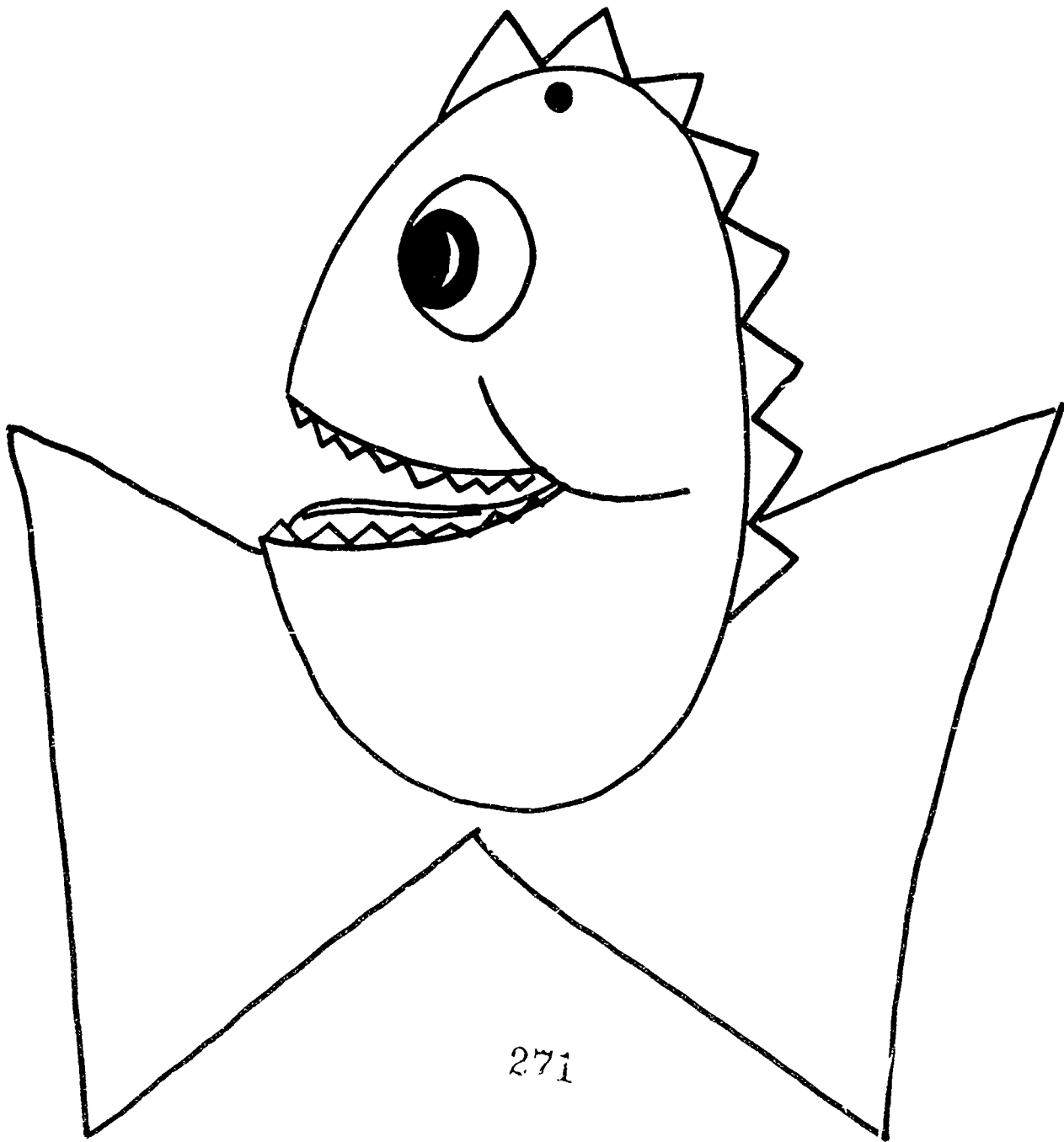
		1 Herman Melville 1819	2	3	4	5 Summer!
6 Alfred Tennyson 1809	7 Munchkins of OZ convention 7 th 7 th 9 th	8 Teddy Bear Rally 	9 Tove Jansson "Little Troll"	10 Herbert Hoover 1874	11	12
13 Annie Oakley 	14 Ernest Thayer 1863	15	16	17 David Crockett 1786 	18	19 Orville Wright 1871 
20 Ozma of OZ	21	22 Claude Debussy 1862 	23	24	25 Bret Harte 1836	26 Christopher Isherwood 1904
27 Lyndon Baines Johnson 	28	29 HO SHEEP!  DENMARK	30	31		

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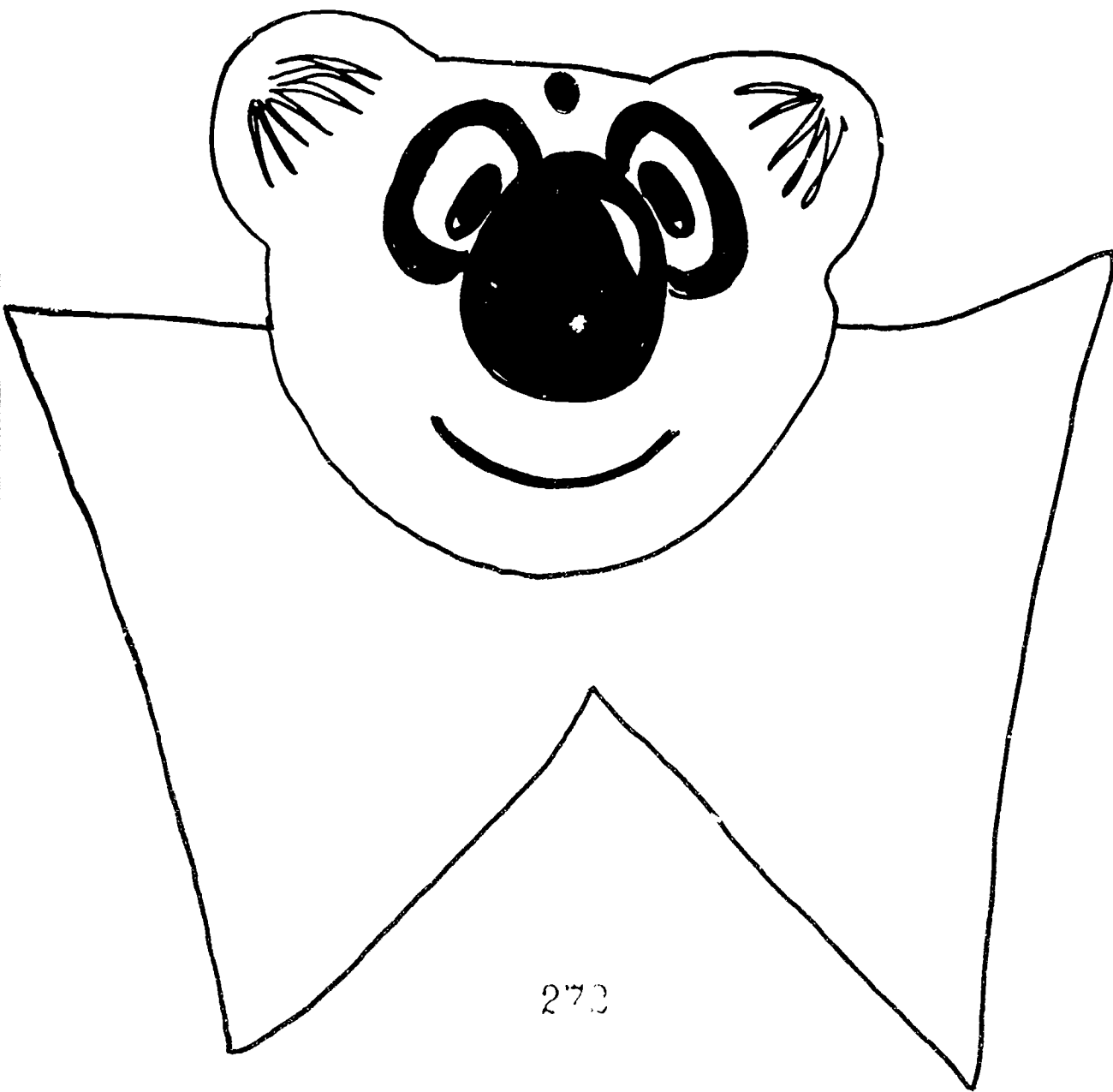
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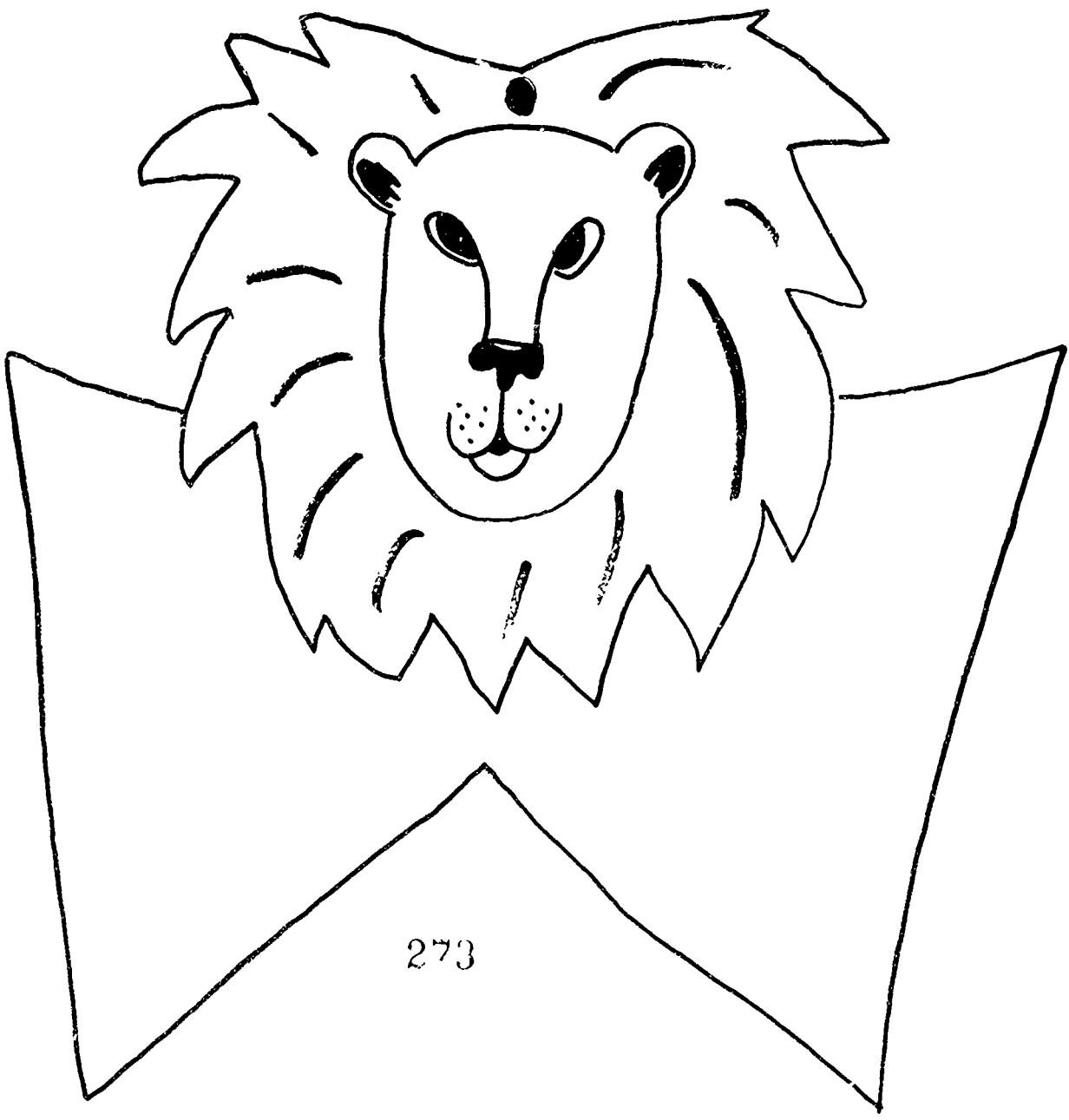


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Name Tag Pattern



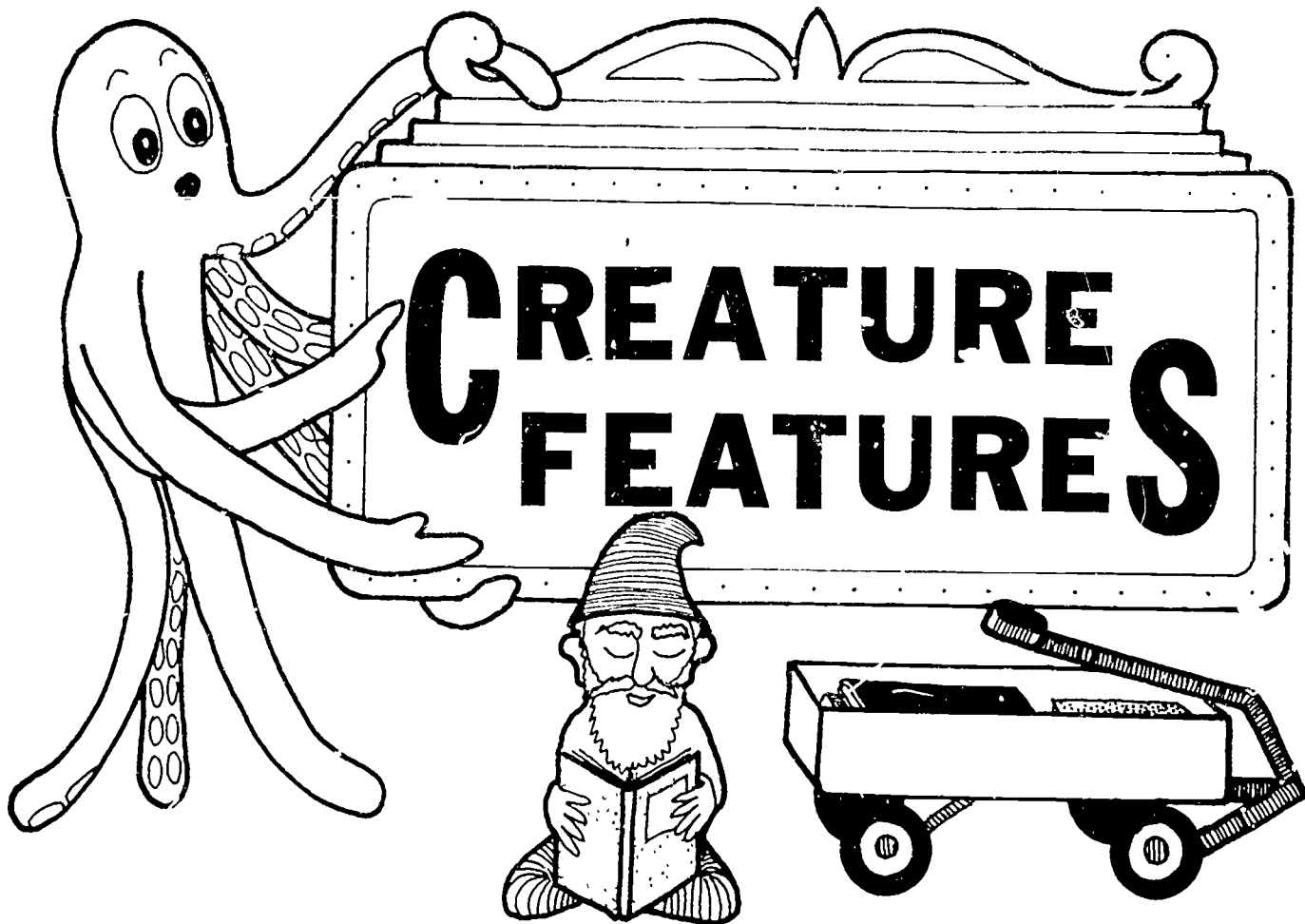
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Additional Clip Art


by

**Ellen Turner Scott
Austin, Texas**

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○
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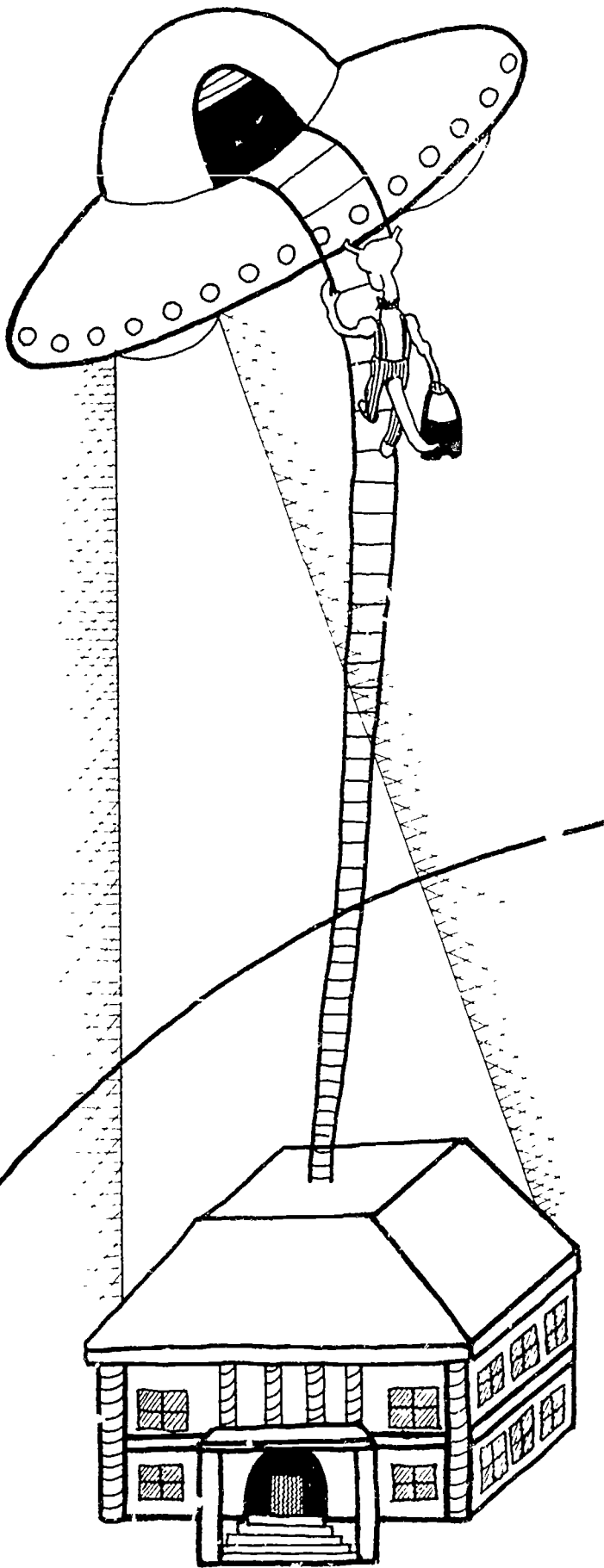


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Date _____



○ ○ COMING ATTRACTIONS ○ ○

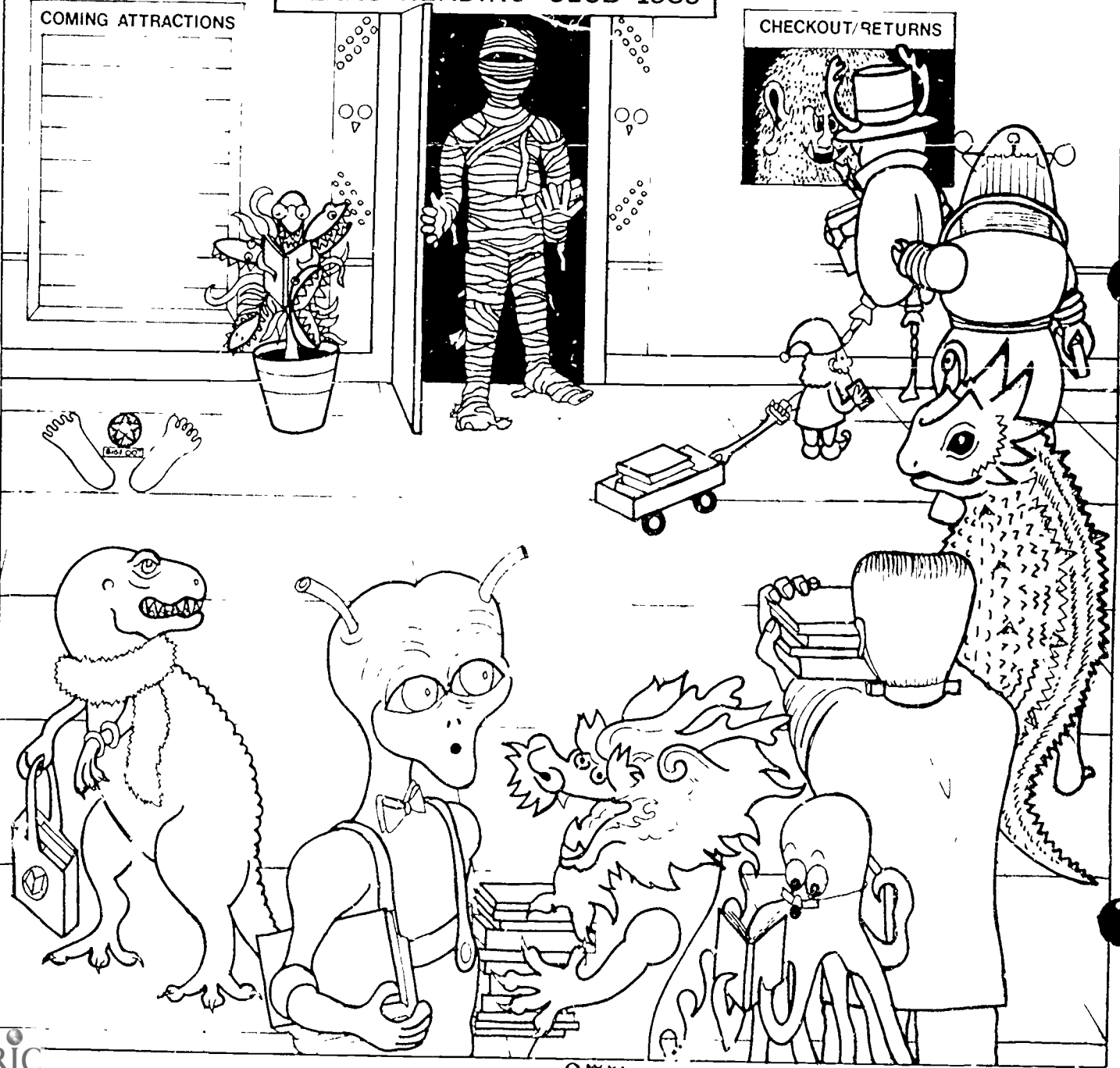
ANYONE

CREATURE FEATURES

TEXAS READING CLUB 1989

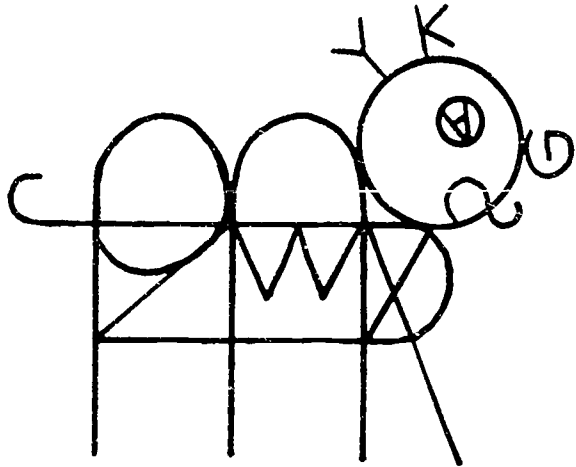
COMING ATTRACTIONS

CHECKOUT/RETURNS

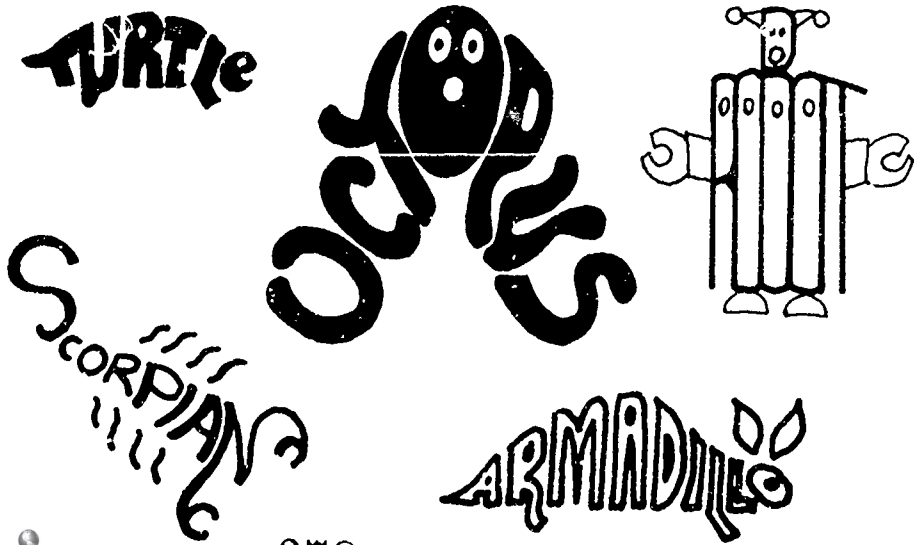


CRAZY CRITTERS

This strange creature is drawn using all the letters of the alphabet. Can you find the 26 letters? Good luck!

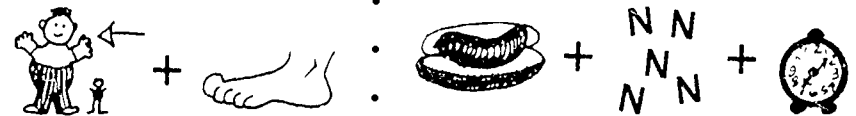
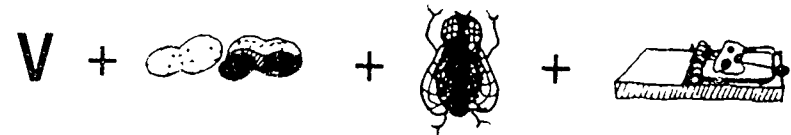


These creatures are drawn using the letters that spell the subject's name. Can you read them?



RHYMES, REBUSES, & RIDDLES

There once was a creature called Harry,
Whose hair made him look rather scary.
When he parted his bangs,
It showed off his fangs,
And nary a girl could he marry.

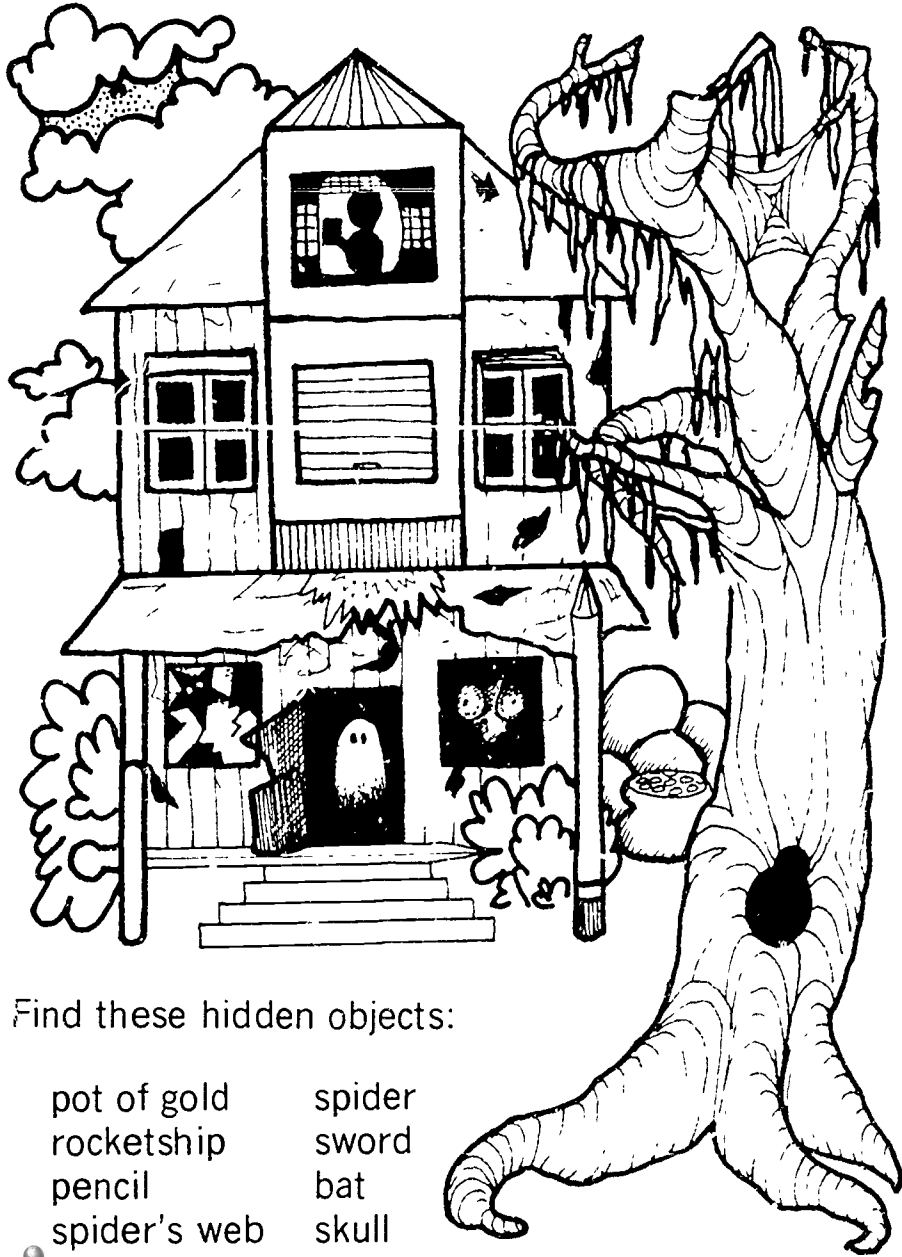


ANSWERS Venus Fly Trap, Gene, Firefly, Bigfoot, Frankenstein

1. Why do vampires brush their teeth?
2. What did the Martian say to the gas pump?
3. Why did the Werewolf marry the Zombie?
4. What sort of music do Mummies like best?
5. Where do Vampires keep their most valuable things?
6. What do you call a Werewolf in a Dacron suit?

ANS WERS 1 To prevent bat breath 2 Take your finger out of your ear and listen to me 3 It was love at first bite 4 Ragtime 5 In a blood bank 6 A wash and werewolf

HAUNTED HUNT



Find these hidden objects:

pot of gold
rocketship
pencil
spider's web

spider
sword
bat
skull
book

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TEXAS TEASERS

Unscramble these letters to identify some Texas creatures.

- darneurnr _____
- nocispra _____
- rehndo adot _____
- ladolmira _____
- rhkas _____
- atalutrna _____
- zudbazr _____
- ipriaer ogd _____
- carho _____
- stanketrale _____

ANSWERS roadrunner scorpion horned toad armadillo shark trantula buzzard
prairie dog, roach, rattlesnake

DOT-TO-DOT



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Texas Reading Club

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