

Book Trek²



FLIGHT PLAN

For The 1982 State of Florida
Summer Library Program

WORKSHOP SCHEDULE: Manatee - Feb. 1, Panama City - Feb. 3,
Gainesville - Feb. 5, Titusville - Feb. 8, Ft. Lauderdale - Feb. 11.

(Part 1)





1982 State of Florida Summer Library Program


made possible through a grant from Library Services and Construction Act.



FLORIDA DEPARTMENT OF STATE

George Firestone
Secretary of State

Betty Davis Miller, Youth Services Consultant,
State Library of Florida



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EVALUATIONS, LOGO SHEETS AND HANDOUTS IN A
SPECIAL PACKET

EVALUATIONS

Please read the evaluation before your program starts -
it helps you collect the kind of information asked for.

Then, put it in a safe place until the end of the program.

Then REMEMBER to return it to:

Betty Davis Miller
Youth Services Consultant
State Library of Florida
R.A. Gray Building
Tallahassee, FL 32301

Due: September 13, 1982

REPORT

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REPORT OF THE COMMITTEE ON THE REVISION OF THE
BY-LAWS OF THE AMERICAN MEDICAL ASSOCIATION
ADOPTED AT THE ANNUAL MEETING, MAY 1, 1919

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THE JOURNAL OF THE AMERICAN MEDICAL ASSOCIATION
PUBLISHED WEEKLY
CHICAGO, ILL., MAY 1, 1919
Vol. 34, No. 18

LOGO SHEETS

You will notice that one of your logo sheets is simply a border. This may be reproduced as a small poster or flyer containing program information. You will probably think of other uses, too.

HANDOUTS

To facilitate reproduction, handouts are coming to you in a special envelope. You will notice that there are 12 this year (sometimes two to a page so that they may be cut in half). This provides you with handouts for each age group, and allows for at least one handout each week through the eight week summer program.

Handouts suitable for grades K-3 are marked with a small 1 in the lower left-hand corner. Those for grades 4-6 are marked with a 2 in the lower left-hand corner.

There is also a certificate for easy reproduction.

Special coloring posters (1 for each child) are coming with your materials from the printer.

PUBLIC SERVICE ANNOUNCEMENTS

Some of you may still have your 1977 Book Treck Cassette. If your radio station can use that format, it is as good today as it was then.

Use your past manuals for suggestions for wording for 10, 15 and 30 second spots.

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It is the children's librarians in Florida who give life and vigor to the Summer Library Program each year. So to each of you special thanks and congratulations. Your outstanding programs appear in a separate section, Part II of the 1982 manual.

The Advisory Committee to the State Consultant provided invaluable advice and guidelines for the SLP. Their names are listed on the following page.

The Florida State University Center for Professional Development and Public Service administers the LSCA grant which makes the program possible. Maggie Dunaway is the program coordinator.

Sherry Cotter and Carol Herman began work early in the fall to develop the five regional workshops which they will present in February. (See manual cover.)

Rob Blount designed the materials and Andi Blount, with the help of reading specialist Alice Harris, designed the handouts so that they would be appropriate for two different age groups, grades 1-3 and grades 4-6.

The State Library staff, particularly Charlotte Whitfield spent many hours during the fall on details concerning the program and days preparing the final draft of the manual for the printers.

All of these people and groups are an intergal part of the Summer Library Program.

In addition, we gratefully acknowledge the manual contribution of the following: Andi Blount, who runs a one-person library at Keystone Heights, shares with you some of her ideas about what you can do for Book Trek 2 if you are the only one in your library. Linda Boyles' library in Gainesville ran a preview of Book Trek 2 to promote the library and its activities for Children's Book Week in November, 1981. She and her staff have given us permission to reprint their game and other promotional materials. Linda O'Connor-Levy, of Tampa Public Library, has shared the worksheets and other materials they developed for conducting a story-telling festival. We have reprinted, with permission, examples of other reading motivational activities from New York, Maryland, Indiana and Illinois. Thanks to the School Library Journal, Scholastic Press and Library PR News. The bulk of the manual has been devoted to the excellent bibliographies and program ideas developed by Sherry Cotter and Carol Herman for the 1982 workshops. Finally, I wish to thank my daughter, Ann Miller Riccardi, herself a librarian, who devoted an afternoon and evening to arranging your successful programs into groups and compiling the table of contents.

SUMMER LIBRARY PROGRAM ADVISORY COUNCIL 1982

Susan Walker
Jacksonville Public Library System

Linda O'Connor-Levy
Tampa-Hillsborough County Public Library System

Althea Anderson
Clearwater Public Library

Anne Boegen
Miami-Dade Public Library System

Linda Boyles
Santa Fe Regional Library System

Suzanne Shaeffer
Volusia County Public Libraries

Cathy Schweinsberg
Brevard County Library System

Verdelle Walker
Broward County Division of Libraries

Sue Crum
Wakulla County Public Library

Carolyn Peterson
Orlando Public Library

Ann Fenton
Orlando Public Library

You will notice a few changes. Most of these were implemented at your suggestion. The Statewide Summer Program belongs to all of us, and I think this year, particularly, your evaluations indicated your involvement and participation. In an effort to increase that sense of involvement, we are setting up a rotating advisory committee. This year half of the committee will be new members, in succeeding years there will be three new members each time who will serve for two years each. Eventually, I hope everyone in the state who wishes to serve will have a chance to do so.

Registration figures for your Summer Library Program may be kept for your own information, if you wish, but since many of you do not have a formal registration, the figure we are requesting is for total attendance at all programs. This gives us some measure of library use as a result of the Summer Library Program.

Many of you have indicated problems in maintaining the reading records. Let the children keep their own records. Remember, the reading and activities suggested are for their own satisfaction and the sense of accomplishment which will come when they are completed. Don't force it. Sometimes we need to be free of requirements, of expectations. Remember, the Summer Library Program is for fun.

Certificates are given to you as camera-ready copy to save on expenses, and because this is an item which most of you do not use.

Activity sheet are not included in the manual this year, but are coming to you in an envelope. This again is an economy measure, while attempting to provide you with incentives for the children. Those sheets marked with 1 in the lower left-hand corner are suitable for grades K-3. Those marked with a 2, are for grades 4-6.

Some of you have mentioned problems of control for large groups. There are no sure-fire answers for your special situation, but some libraries have been successful in scheduling duplicate programs with tickets required for admission. Tickets are free and picked up from the library beforehand. It is better to limit attendance than have pandemonium. But of course the goal is to serve everyone who wishes to be served. So you need to assess your individual situation carefully. Try programming for different age groups on different days or try one or two programs which will cut across age groupings so that siblings can come together.

Many of you program now for Day Care Centers and other such large groups. Your techniques and publicity need to be different. The child in the large group tends to be overlooked as an individual. Maybe this is a chance to involve foster grandparents, so that every two or three children will have an adult who will discuss the program and help with material selection and reading folders.

Finally, the International Reading Association, 800 Barksdale Road, Post Office Box 8139, Newark, Delaware, 19711, has published a brochure mainly for parents (or any interested adult) called Summer Reading is Important. One copy may be obtained free by sending a #10 self-addressed, stamped envelope. Available in quantity for handouts @ \$3.00 per 100.

IF READING IS SO IMPORTANT WHY DO WE HAVE A SUMMER LIBRARY PROGRAM
INSTEAD OF A SUMMER READING PROGRAM?

The Florida Summer Library Program, funded under an LSCA grant, and administered through the State Library of Florida has as its primary aim the motivation of children to use the library and its resources. The LIBRARY is seen in its ideal state as the repository of ideas in many and various formats. But since most of the world's knowledge and wisdom is encoded and preserved by the written word, another purpose linked to the first is encouraging children to read. Children who cannot read are denied the keys which would unlock the storehouse found in books. By encouraging children to read for pleasure, the Summer Library Program is also encouraging them to improve skills which are necessary for their survival in a world of information explosion. So there is no question but that we place a high value on books and reading.

But often we stop at this point.

It is necessary for us as librarians to understand that it is not reading per se that is important, or books per se that are important. It is language that is the essential element. Without words, ideas cannot be clearly passed among us. We are locked in the prison of ourselves without any way to communicate. Fear, hate and greed rage within us without expression. Conversely, love, faith and hope have no way to expand and grow. Without analysis, we are at the mercy of inexpressable forces. But with words our understanding comes to life and we begin to cope.

Therefore, we must remember in our programs that whatever makes us more articulate, however we communicate, one to the other, whatever medium language uses, whether it is face to face verbal communication, or tapes, or records, or film, whether it is language that is everyday or language transformed into art, it is the WORD that is important. It is the word that lifts us out of our inchoate state, that elevates us level by level until we reach new planes of understanding and consciousness.

Reading Motivation Programs
from Other States

TWO NEW YORK SUMMER READING PROGRAMS THAT RATE HIGH WITH YOUNG ADULTS

Teenagers from the 7th-10th grade were asked to participate in an innovative and exciting summer reading program conducted by John Socha at the South Ozone Park Branch of the Queensborough Public Library.

Ten young people with reading tastes that ranged from J.R.R. Tolkien to Judy Blume, Lois Duncan to Richard Peck were videotaped delivering enthusiastic and cohesive booktalks.

At a special previewing at the end of the summer, the videotapes were presented to an interested and excited audience of friends and relatives.

The videotapes of the booktalks now form a part of the library's permanent collection of "peer" endorsed books and is shown to new audiences of young people who request "good" books from the librarians.

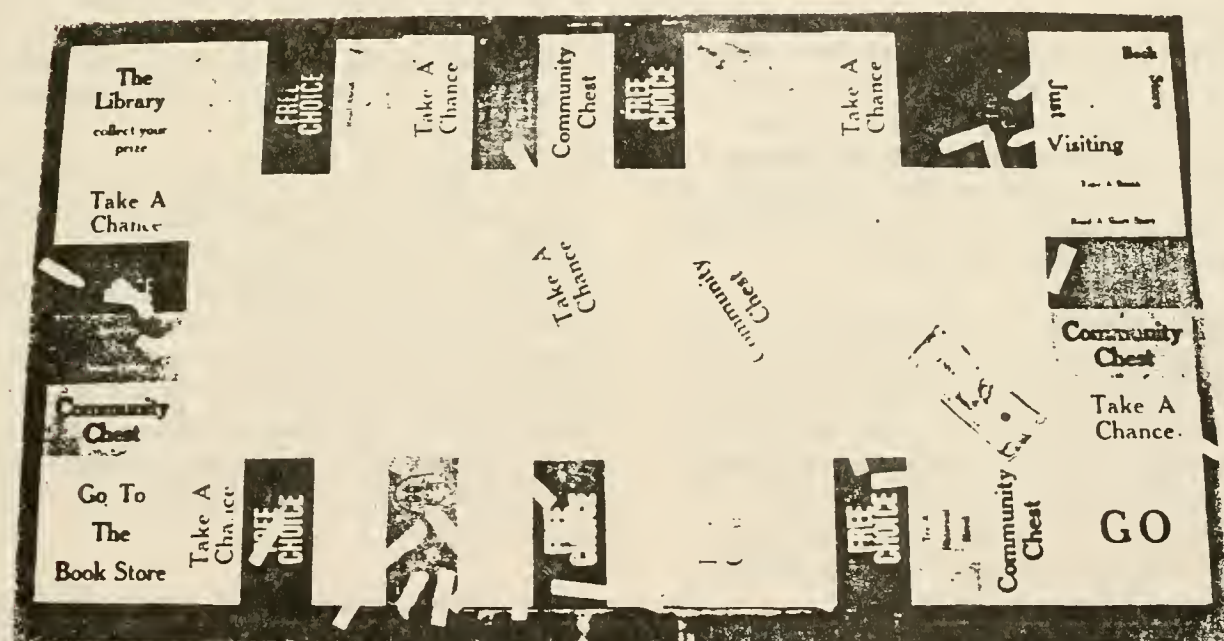
Virginia Cooper, YA librarian at the Henrietta Library, Monroe County Library System in Rochester, New York, turned non-believers into believers after formulating a unique and positive approach to booktalks for young adults.

Based on a similar program done for 5th-6th graders by Ann Gibson, Ms. Cooper arranged for a summer film series and booktalks.

After each film Ms. Cooper presented approximately 7-8 booktalks, relating them to the theme of the film whenever possible. The YA reviewers were then asked to select a title, (selections were not restricted to the titles presented) and to write a short review. Copies of the review were posted directly in the book, and a typed copy was made for the card file which is kept in the YA lounge.

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The Reading Game



A few summers ago, the Worcester County Library (MD) developed a vacation reading club entitled "The Reading Game." The idea was so successful that another version will be used this year, this time throughout Maryland's

Eastern Shore region. Librarian Claudya Muller reports:

I want to share a wonderful idea for a non-competitive vacation reading club. Over 200

children, grades 4 and up, have enthusiastically played our Summer Reading Game (more than double the usual participation).

The Reading Game consisted of a large (2'x4') game board patterned after Parker Brothers well-known "Monopoly." Instead of place names, each square included printed instructions defining a type of book the player was to read. The squares boasted such instructions as "Space out with Science Fiction" or "Take a Break and Read a Short Story." Other subjects covered by the game board were: historical fiction, modern fiction, animal stories, books about a family or a friendship, mysteries, non-fiction, biography or autobiography, fantasy, and many free choices.

The game's action was similar to Monopoly play. Upon signing the registration sheet each person received a player's piece with his/her name on it, and one "Book Buck." The player then rolled the die, moved the correct number of squares and followed the written instructions. No matter on what square players landed, they ended up with one or another book to read.

"TAKE A CHANCE" and "COMMUNITY CHEST" cards made the playing more interesting. The twenty "TAKE A CHANCE CARDS" directed the player to read one of a variety of books; or to perform an activity before rolling again. Some examples of "TAKE A CHANCE" cards are:

"You like TV but your Mom won't let you watch it anymore. Read a book that was a TV show or movie."

"Read a book that is part of a series, but is not Nancy Drew, Hardy Boys, or Alfred Hitchcock."

"Find a book of poetry and read at least five poems. Read more if you like them."

"How many people live in your town? Ask for help to find this. Take another turn."

The ten "COMMUNITY CHEST" cards gave directional instructions; e.g., "Move forward two spaces" or "Move to GO." When a player landed on "TAKE A CHANCE" or "COMMUNITY CHEST," the appropriate card was drawn and

the directions followed. Of course, library staff were always there to help the children find the required books.

It must be emphasized that the object of this game was not to force children to read books in which they were not interested. In each case, every effort was made to help find a book that the child would enjoy. This occasionally meant stretching the categories a little bit.

What would Monopoly be without "JAIL" or "FREE PARKING?" *The Reading Game* also had these areas, disguised as "THE BOOKSTORE" and "THE LIBRARY." When a player was sent to "THE BOOKSTORE" he/she had to do a 'library chore' in order to return to the game. The chores were determined by the branch librarian. The kids loved "helping out" by stamping date-due cards, shelving easy books, or performing other quick library jobs. When the chore was finished, the player rolled the die again.

The parallel to "FREE PARKING" was "THE LIBRARY" square. Any player that landed on this square won the contents of the "kitty" or "bank" (two 'Book Bucks'). The player then rolled again; the "kitty" was replenished. Two 'Book Bucks' were kept in the "kitty" at all times. Another way of earning 'Book Bucks' was by passing "GO." Each time a player passed or landed on "GO," he/she was awarded one 'Book Buck.'

At the end of the program the library provided a variety of things that the children could buy with their Bucks (funny buttons, old juvenile books and magazines, and in one branch, an interested patron crocheted 150 bookworm bookmarks).

The game is not as complicated as it may sound. The kids flocked to the game. In a library where summer reading programs were generally considered ho-hum, over 200 participants was outstanding. Some children wanted to play the game while IN the library. Staff helped them select shorter juvenile books that could be read in the library during a morning or afternoon. For the most part, the children enthusiastically searched for the right book, and in many cases

were delighted to discover that they really enjoyed a wide variety of books.

The 1981 *Reading Game* will be based on folklore, superstitions, fairy tales, etc., and will feature trolls, Jack & the Beanstalk, Rapunzel, and a variety of other fictional characters.

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Box 219 New Albany, Pa. 18833.

Kits Are Summer Reading Motivators

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Many librarians feel uncomfortable holding summer reading clubs each year. The competition among children to see who reads the most puts the librarian in the position of arbitrating rules about reading materials. While there are many "winners" in a summer reading-club competition, there are also "losers." Many children see summer reading clubs as contests, and the less able readers tend not to join.

Like many libraries, the Monroe County Public Library has held other activities as alternatives to a summer reading club. These have included book-related craft and discovery programs, film and video programs, writer's workshops, magazine publication, a favorite book contest, and maintaining records of the books reviewed by children. But these programs, while successful in many ways, did not draw children to the book collection nor did they motivate the non-readers. There still existed the need for a bona fide reading program to attract good readers and interest nonreaders.

When we began to design a reading program that would fulfill these goals, we thought of first graders as a priority group since teachers tell us that the summer following the first grade-school year is a crucial time in reading development. Newly acquired reading skills can be lost if not practiced over the summer. First-grade teachers, who are concerned with parental involvement in encouraging summer reading, could be counted on to support and help promote a library activity in this area. And, the pride and enthusiasm of first-grade children in their reading ability would carry over into their participation in a summer reading program.

Our 1977 program evolved around a First Grade Summer Reading Kit that was given to children who had just completed first grade. It was only available to children who came in person after the last day of school. This ensured that at least one library visit would be part of the child's summer and it gave us a chance to speak to each child and to many parents about the importance of reading through the summer months. Inside the kit were materials to encourage reading skills and excite the child about looking for books in the library; a library card application ensured that

each child could borrow books immediately, and a gold seal affixed to the back of the library card made it special. We included a "Library Treasure Hunt" activity and a "Library Coloring Book" to provide reading experiences while acquainting the child with the library. A reading diary, *My Best Books*, gave children opportunities to practice writing skills while keeping track of their reading. A list of good books and an easy-reader crossword puzzle acquainted them with appropriate titles. A *Word for Parents* note informed parents of the purpose of the kit and made suggestions for their involvement. A free ticket to a "Summer Reader Surprise Special" (an end-of-summer puppet show) was given to each child. Jigsaw puzzles made from the cover of an easy reading book were contributed by a local book binder. And, just for fun, we added a balloon to the kit. The estimated cost was 25¢ per kit. Our biggest expense was for plastic book bags, but much of this was covered by donations.

This pilot program received enthusiastic support from parents and teachers. The children's response was overwhelming. Not only were the first graders pleased and excited about their very special reading kit, but older children, observing the fun, came in to ask if there were kits for them too. The kits had the impact on the collection we had hoped for—our easy readers literally disappeared, and heavy circulation of easy readers continued through the summer and well into the following school year.

The following summer, we created kits for children in the second through fifth grades. Based on requests for recreational reading as recorded at our reference desk, three kits were made up: Mystery, Science Fiction, and Pets. Following the model of the First Grade Kit, we included material directly related to the collection. Each kit included a library card application, a picture seal for the back of the library card, a balloon, and appropriate bookmark. To attract older children reading on a lower level, the kit booklists for older children included easy readers as well as high-interest titles for advanced readers. In addition to this booklist, a page or two of activities—quotes, puns, jokes, riddles, recipes, puzzles,

quizzes, and information about related subjects in the collection—were included.

We thought that 500 readers would be a good response for our community, and we made up 100 kits of each topic for older children and 200 kits for first graders. However, we underestimated the appeal of our promotion, and the demand far exceeded our expectations.

In promoting the kits, we informed the teachers through personal contact with the school librarians and through an article in the school system's staff newsletter in which we offered to visit classrooms. Responding to an overwhelming number of invitations, we spent the last two weeks in May promoting Summer Reading Kits in the schools.

The first day after schools closed for summer vacation, the children lined up in front of the children's reference desk. The line extended out of the children's department and into the library's fine arts lounge.

We took the time to go through the kit with each child, enthusiastically disclosing surprise secrets and making suggestions for ways to use materials. To make access to titles mentioned in the kits almost instant, displays and copies of the books were placed nearby. A total of 830 children came into the library and received kits.

Parents expressed their pleasure with the kits, often with comments on their children's increased interest in reading. One mother, who is also a reading teacher, said that her son had never read for pleasure until he spent the summer reading the books on the science-fiction list. We saw many readers go from reading *Star Wars Pop-up Books* to tackling more demanding science-fiction titles.

In the summer of 1979, we produced 1000 kits, adding a Witchcraft/Fantasy kit to the selection available to second to fifth graders.

Last summer, we introduced a new kit for which we have had considerable demand—a sports kit.

We'll continue to explore other alternatives to traditional summer reading clubs. Meanwhile, the summer reading kits, which reached a wider audience than other library programs, have been a successful venture.

Gainesville Public Library

gives PRIZES

to acquaint kids with

how the library works

LINDA BOYLES and her staff do many interesting motivational reading activities with children. It is a medium-sized library with giant-sized emphasis on children's services.

HEY KIDS!

Join

"BOOK TREK"



(by Mercer Mayer)

"BOOK TREK"

at the
Public Library

HAVE FUN

*READ SOME GREAT
BOOKS**WIN LOTS OF PRIZES
and*CELEBRATE....
CHILDREN'S
BOOK
WEEK

November 16-22

Your name _____

Your school _____

Your grade _____

YOUR MAP TO FUN

*Visit the PUBLIC LIBRARY. Show the librarian your library card. If you don't have a card--GET ONE. PICK UP PRIZE #1.

Beginning November 1st, schoolage kids who participate in the activities listed on the back of this sheet, can *WIN PRIZES* while they have fun finding out about the library.

To get started, just bring this flyer by the Gainesville, Hawthorne, Micanopy Public Libraries, or pick up a flyer in the Children's Room. Become a

SPECIAL LIBRARY TREKKIE!!

SPECIAL BONUS ATTRACTION

"Treasure Island"

Nov. 21st at 10am and 2pm

Admission by ticket only. Pick up your free ticket in the Children's Room, Nov. 14-20.

*READ A BOOK you like (no comic books please!) and make a mobile illustrating your favorite scene or characters from the book. Bring your mobile to the library to be displayed and pick up Prize #2.

*PICK UP A BOOK TREK TREASURE HUNT at the public library. Follow the path to fun and information and pick up Prize #3.

CONGRATULATIONS! YOU ARE NOW A VERY SPECIAL LIBRARY TREKKIE!!

This is the promotional bookmark which announced Book Week activities. Prizes were #1 - book jacket, #2 - plastic book bag, #3 - a paperback book, one of the "Choose your own Adventure" series.

(CROPPED)
Flyer for Prize # 2

MAKE A MOBILE AND WIN A PRIZE!!!!

A mobile is a group of shapes or objects suspended in the air and balanced so that they move gracefully in the breeze.

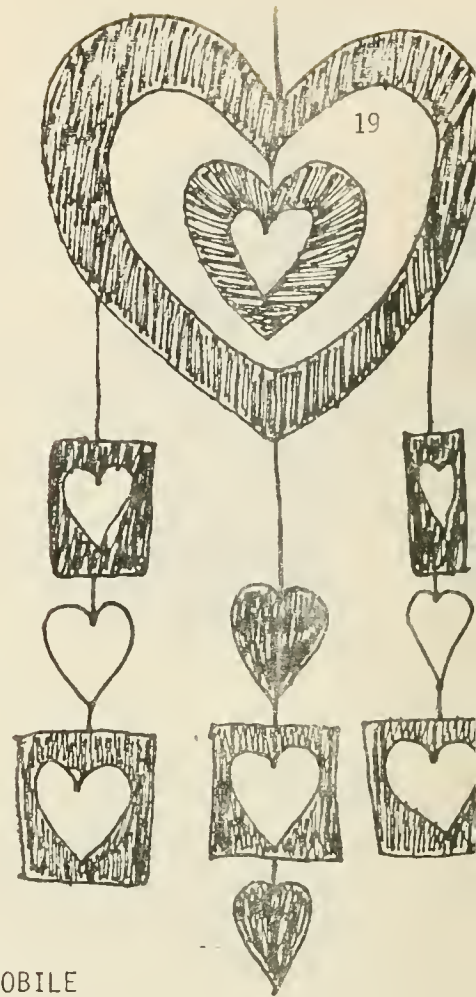
All parts of the mobile should be sturdy but light-weight, and all parts of the mobile should be attractive since they can be seen from all directions.

AFTER YOU READ A BOOK, DECIDE WHAT YOU WANT TO SHOW ABOUT THE BOOK ON YOUR MOBILE.

- * You might write and color the words to the title.
- * You might draw and color pictures of the characters in the book.
- * You might draw scenes of what happens in the story.

You can draw the pictures yourself or cut them out of magazines. Use a large center picture, coat hanger, or drinking straws to hang the objects of your mobile from.

Use string, thread, or fine wire to hang the parts of your mobile together.

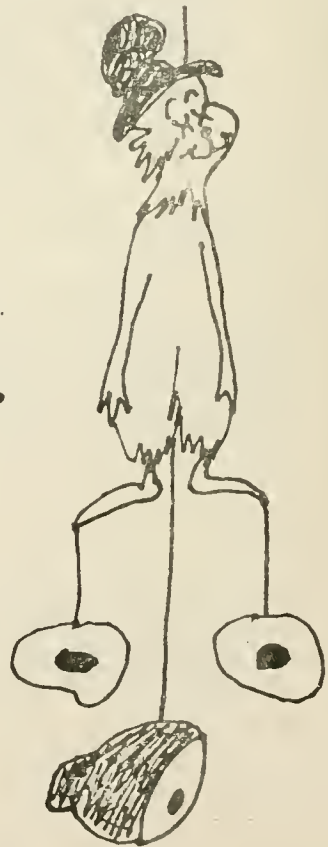


HERE ARE SOME IDEAS FOR WAYS TO MAKE A MOBILE

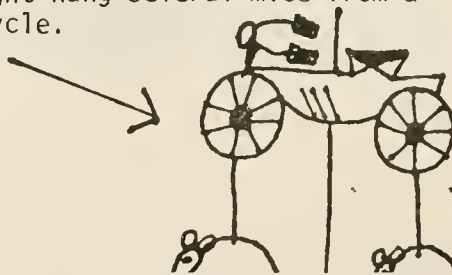


- * If you read a story about the jungle, you might make a jungle animal like this lion.

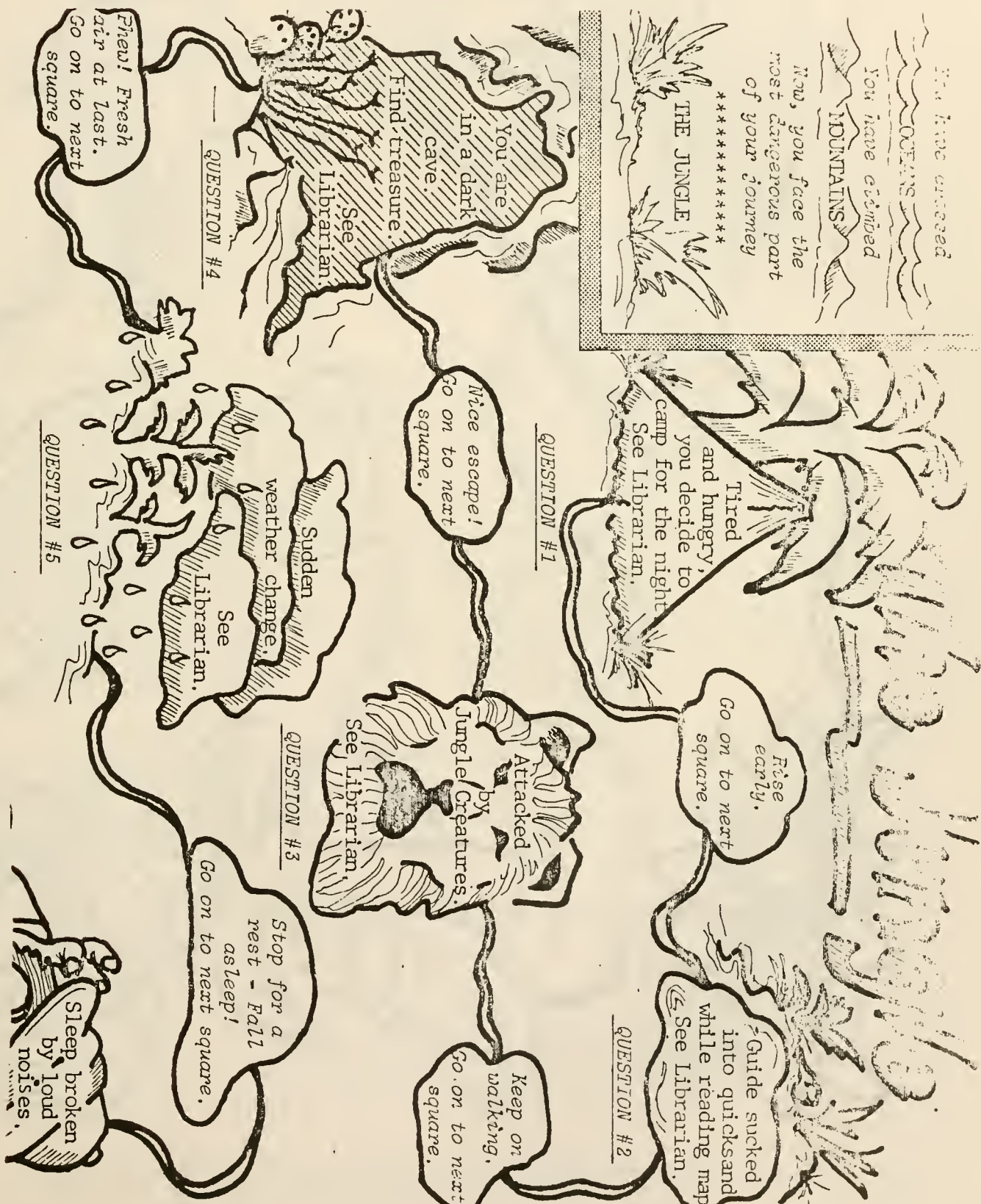
- * If you read Green Eggs and Ham by Dr. Seuss, you might make a mobile of "Sam-I-Am" and ham & eggs.

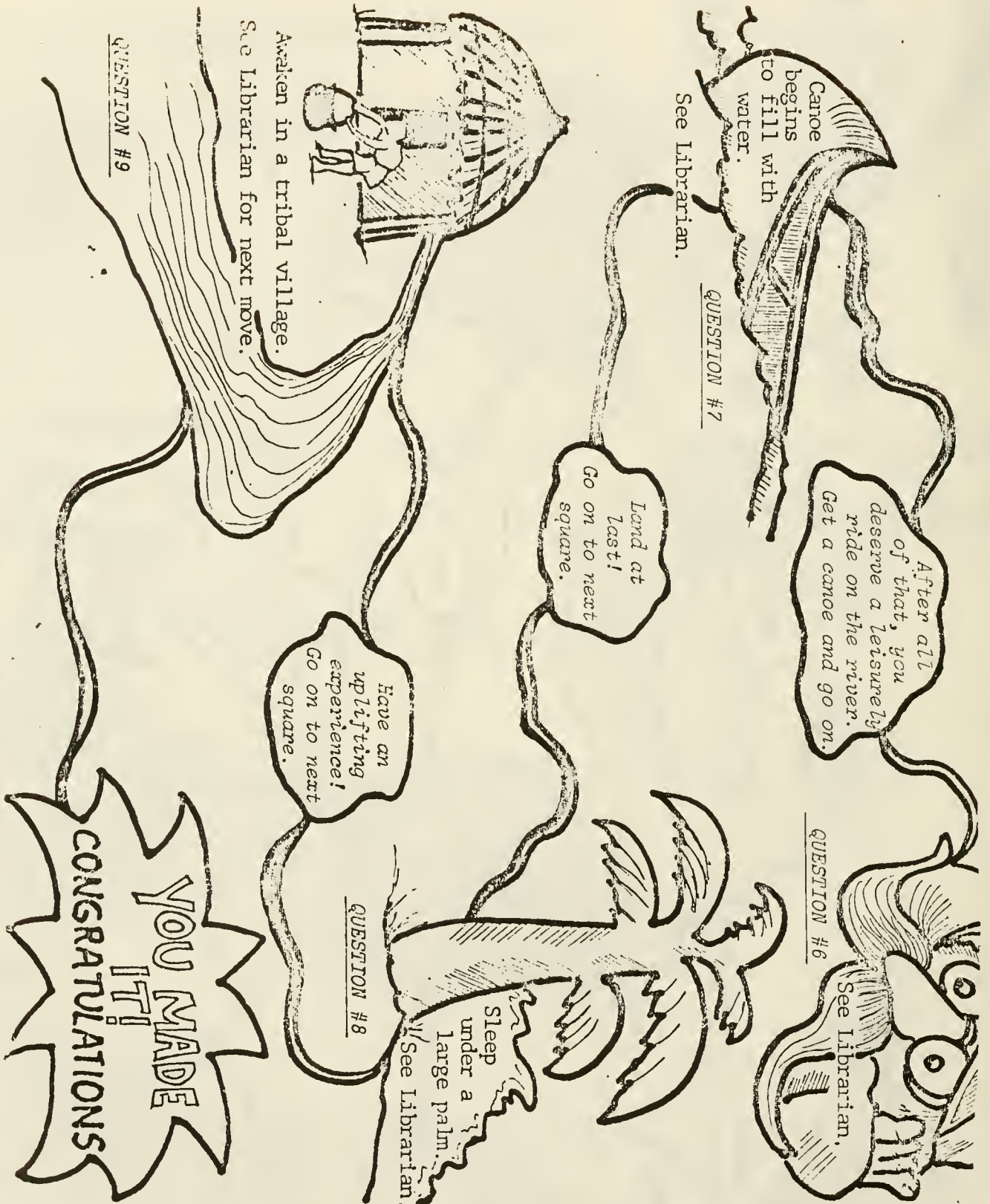


- * If you read Runaway Ralph by Cleary, you might hang several mice from a motorcycle.



This is the top half of the Book Treasure Hunt. The bottom half is on the next page. The questions are on the following page. This handout and the one preceeding were on legal-sized paper.





Book Treasure Hunt Questions

These questions should be reproduced, cut apart and handed out one at a time as each individual child progresses through the game.

Grades one and two

1. WHILE SITTING AROUND THE FIRE, YOU DECIDE TO READ A BOOK.

GIVE THE NAME OF A BOOK BY PATTY WOLCOTT. _____

2. YOU ARE A QUICK THINKER!! YOUR VINE ROPE REALLY DID COME IN HANDY!!

GO ON TO NEXT SPACE.

3. YOU ARE ATTACKED BY DINOSAURS!!

QUICKLY, WHO WROTE DINOSAUR TIME? _____

4. YOUR TREASURE IS 17 TRAINED CROWS!!

SPEAKING OF BIRDS, IN THE BOOK KING ROOSTER AND QUEEN HEN, WHAT WAS USED FOR A CARRIAGE? _____

5. IT BEGAN TO RAIN, BUT YOUR CROWS PROVIDED THE NECESSARY SHELTER.

GO ON TO NEXT SPACE.

6. THE NOISE OF YOUR STOMACH GROWLING WORKE YOU UP!! YOU FIX YOURSELF SOME EGGS AND HAM.

IN GREEN EGGS AND HAM, DID THE FRIEND OF SAM-I-AM LIKE GREEN EGGS AND HAM? _____

7. YOUR CANOE SUNK, BUT, LUCKILY, YOU BROUGHT YOUR INNER TUBE, YOU DRIFTED SAFELY TO SHORE.

GO ON TO NEXT SQUARE.

8. BEFORE FALLING ASLEEP YOU DECIDED TO READ LITTLE BEAR'S VISIT.

WHO WAS LITTLE BEAR VISITING? _____

9. THE TRIBE IS VERY FRIENDLY, YOU GIVE THEM YOUR TALENTED CROWS. THEY GIVE YOU THEIR MOST VALUED TREASURE. PICK UP TREASURE AT DESK.

Book Treasure Hunt Questions (continued)

Grades three and four

1. YOU HAVE SPENT SO MANY DAYS IN THE MOUNTAINS AND CROSSING OCEANS THAT YOU HAVE FORGOTTEN HOW TO CAMP IN THE JUNGLE.

WHAT IS THE CALL (CARD CATALOG) NUMBER FOR BOOKS ABOUT CAMPING? _____

2. YOU REACH OUT YOUR HAND TO YOUR GUIDE, BUT HE SLIPS THROUGH YOUR FINGERS. LUCKILY, YOU GRABBED THE MAP!!!

WHO WROTE THE BOOK ENTITLED GLUE FINGERS? _____

3. YOU ARE ATTACKED BY THE FIERCEST BAND OF CANNIBAL RATS KNOWN TO MANKIND!! YOU ESCAPE(!) AND DECIDE TO TURN THIS ADVENTURE INTO A BOOK, ONLY TO FIND THAT THE BOOK, THE ROQUEFORT GANG, HAS ALREADY BEEN WRITTEN!

IN WHAT YEAR WAS THE ROQUEFORT GANG PUBLISHED? _____

4. YOU TWISTED YOUR ANKLE WHEN YOU RAN FROM THE RATS. YOU SEEK SHELTER IN A DARK CAVE. ONCE YOUR EYES FOCUS, YOU SEE THAT THE WALLS ARE LINED WITH "NIKE" TENNIS SHOES--HIGH-TOPS!!

TAKE A FEW SHOES WITH YOU AND GO ON TO NEXT SQUARE.

5. IT HAS BEGUN TO RAIN HEAVILY. THE RIVER HAS REACHED FLOOD LEVEL. YOU HOIST THE TENNIS SHOES OVER YOUR HEAD, THROW A LINE AROUND YOUR PET SHARK, ELMO, AND WATERSKI AT TOP SPEED--BAREFOOT!!

WHO WAS THE FIRST PERSON EVER REPORTED TO WATERSKI BAREFOOT? _____

6. YOU LOOK OUT AND FIND THAT TERMITES ARE EATING THEIR WAY THROUGH YOUR CAMP! YOU PULL UP THE ONE WOODEN PEG LEFT HOLDING YOUR TENT UP, GRAB YOUR PRIZE TENNIES, AND MAKE A RUN FOR IT.

QUICKLY, WHO WROTE A BOOK ABOUT TERMITES? _____

Grades three and four

7. YES, YOUR CANOE IS SINKING. YOU SUDDENLY WISH THAT YOU WERE NOT ALONE. YOU PILE YOUR SHOES ON TOP OF YOUR HEAD AND FLOAT TO SHORE THINKING ABOUT YOUR FAVORITE STORY.

NAME TWO (2) CHARACTERS IN BEVERLY CLEARY'S BOOKS. _____

8. YOU DESERVE A SNOOZE.

GO ON TO NEXT SQUARE,

9. SPEAKING OF AWAKENING IN A STRANGE PLACE-

OF WHAT PLACE DID L. FRANK BAUM WRITE? _____

ONCE YOU HAVE FOUND THE ANSWER, YOU GIVE YOUR TREASURED "NIKES" TO THE NATIVES. THEY, IN TURN, GIVE YOU THEIR MOST VALUED TREASURE. PICK UP TREASURE AT THE DESK.

Grades five and six

1. YOU HAVE A LONG, HARD JOURNEY AHEAD OF YOU. YOU WILL, OF COURSE, FIND IT NECESSARY TO KEEP UP YOUR STRENGTH. YOU REACH INTO YOUR PACK AND PULL OUT YOUR HANDBOOK OF ANATOMY AND PHYSIOLOGY. YOU LOOK UP VITAMINS TO SEE WHAT YOU WILL NEED TO EAT IN ORDER TO PROVIDE YOUR BODY WITH VITAMIN A.

WHAT ARE THESE FOODS? _____

2. YOUR GUIDE FRANTICALLY GRABS YOUR LEG AS HE SINKS, CAUSING YOU TO BE PULLED TOWARD THAT HIDEOUS DEATH. HIS SCREAMS ARE ABRUPTLY SILENCED AND YOU ARE NOW WAIST-DEEP, TRYING TO FIND SOMETHING-- ANYTHING--TO GRAB. THE QUICKSAND IS NOW PAST YOUR CHIN, AND YOUR FINGERS ARE DESPERATELY SEARCHING FOR ONE LAST HOLD. SUDDENLY, YOU FEEL A SMALL ROOT ON THE EDGE OF THE POOL. THAT ROOT IS YOUR ONLY HOPE!! WITH YOUR DYING STRENGTH, YOU PULL YOURSELF UP...AND OUT OF THE OOZE. AS YOU TAKE ONE LAST LOOK AT THE MUDDY POOL AND MOURN THE DEATH OF YOUR GUIDE, A BLACK BIRD HOPS ON A BRANCH NEXT TO YOU, GAZES AT THE QUICKSAND, AND SAYS, "NEVERMORE". THIS IMMEDIATELY BRINGS TO MIND EDGAR ALLAN POE.

BY THE WAY, WHAT WAS THE MAIDEN NAME OF EDGAR ALLAN POE'S MOTHER?

3. IT IS DARKEST NIGHT AND YOU ARE HAVING A QUIET MEAL BY YOUR CAMPFIRE. SUDDENLY, YOU HEAR A RUSTLING OF LEAVES FROM THE JUNGLE GROWTH AROUND YOU. YOU FREEZE--NOT KNOWING WHERE THE SOUNDS ARE COMING FROM. YOU LOOK SLOWLY AROUND, BUT YOU CAN SEE NOTHING IN THE BLACK JUNGLE NIGHT THAT SURROUNDS YOU. UNEASILY, YOU LOOK UP AT THE NIGHT SKY--ONLY TO FIND THE STARS ARE TOTALLY BLOTTED OUT BY A HORDE OF VAMPIRE BATS! YOU SCREAM IN TERROR AS THEY START ATTACKING, AND ACCIDENTALLY STUMBLE OVER A ROCK THAT IS LYING HALF IN YOUR CAMPFIRE. YOU NOTICE THAT IT IS GLOWING A BRILLIANT YELLOW-GREEN, AND WITHOUT THINKING, YOU PICK IT UP AND START WAVING IT AT THE BATS. THEY DO NOT LIKE THE LIGHT COMING FROM THE ROCK AND FLY OFF TO ATTACK SOMEONE ELSE.

WHAT IS THE NAME OF THE MINERAL IN THE ROCK THAT MAKES IT GLOW A BRILLIANT FLOURESCENT AND PHOSPHORESCENT YELLOW-GREEN AFTER ROASTING?

Book Treasure Hunt Questions (continued)

Grades five and six

4. YOUR EYES BEGIN TO ACCUSTOM THEMSELVES TO THE DARK. AS YOU FEEL YOUR WAY AROUND THE WALLS OF THE CAVE, YOU TOUCH SOMETHING COOL AND SMOOTH. IT MOVES AROUND IN THE DARK AND YOU ARE SURE THAT IT IS WATCHING YOU!! YOUR EYES ADJUST TO THE DARK AND YOU CAN SEE THAT YOU HAVE BEEN SHARING THE CAVE WITH AN INDIAN PYTHON!!

WHAT IS THE BODY TEMPERATURE OF THE PYTHON? _____

HOW DOES THAT COMPARE WITH THE MOZAMBIQUE RAIN FROG? _____

P.S. YOUR TREASURE IS A JAR OF KOSHER DILL PICKLES. GUARD THEM SAFELY, THEY MAY SAVE YOUR LIFE!!

5. IT HAS BECOME QUITE SMOGGY. YOU CLIMB TO A MOUNTAIN TOP AND LOOK AROUND. YOU FIND THAT THERE IS A BAMBOO PLACEMAT FACTORY, APPROXIMATELY 20 MILES AWAY, SPEWING BLACK SOOT INTO THE AIR. YOU KNOW THAT YOU SHOULD WRITE TO THE GOVERNMENT AND INFORM THEM OF THIS SITUATION, BUT YOU DO NOT YET KNOW ENOUGH ABOUT POLLUTION.

WHERE WOULD YOU WRITE FOR FREE INFORMATION ABOUT POLLUTION IN GENERAL?

6. THE NOISE IS MADE BY THE DEAFENING ROAR OF VICTORIA FALLS AS IT TUMBLES DOWN SHEER ROCK WALLS AS HIGH AS A 35-STORY BUILDING.

ON WHAT AFRICAN RIVER IS VICTORIA FALLS? _____

7. YOUR CANOE BEGINS TO FILL WITH WATER. WHILE YOU ARE BAILING OUT THE WATER, YOU REMEMBER A CHORAL PIECE WRITTEN BY FELIX MENDELSSOHN IN 1832.

WHAT IS THE NAME OF THIS CHORAL WORK BY MENDELSSOHN? _____

Grades five and six

8. YOU ARE AWAKENED BY A DEFINITE MUNCHING SOUND WHICH SEEMS TO BE COMING FROM ABOVE YOU. YOU LOOK UP, AND THERE YOU FIND A GIRAFFA CAMELOPARDALIS. YOU ARE A BIT FRIGHTENED, BUT YOU REMEMBER A DESCRIPTION YOU ONCE READ BY ZAKARIYA AL-QASWINI.

WHAT IS THE DESCRIPTION OF GIRAFFA CAMELOPARDALIS GIVEN BY ZAKARIYA AL-QASWINI? _____

9. WHEN YOU AWAKEN YOU ARE SOMEWHAT SURPRISED TO FIND YOURSELF STARING INTO SOMEONES EYES!! HE REMINDS YOU OF SOMEONE YOU ONCE KNEW--SOMEONE NAMED EMIL ZATOPEK.

IN WHAT SPORT WAS EMIL ZATOPEK FAMOUS? AT WHAT AGE DID HE RETIRE?

AFTER YOU HAVE FOUND THE ANSWER TO THIS QUESTION, YOU RETURN TO LOOK AT THE NATIVE ONCE MORE. HE IS STANDING OVER YOU WITH HIS ARM RAISED, SPEAR POISED. YOU DECIDE TO GIVE HIM YOUR KOSHER PICKLES AS A GESTURE OF FRIENDSHIP. HE IS AT ONCE EXCITED AND DECIDES TO OPEN A DELICATESSEN. HE THEN GIVES YOU THE TRIBE'S MOST PRECIOUS TREASURE. PICK UP TREASURE AT DESK.

Tampa Public Library
Tells
How To Have a Storytelling Festival
and
incorporate it in your
Summer Program

LINDA O'CONNOR LEVY has headed Tampa-Hillsborough Library System's successful participation with the schools and recreation departments in the Annual Storytelling Festival in Tampa. We asked her to share her materials with all of you. Storytelling is something that can happen magically no matter how large or small your library or community.

HOW TO PLAN AND PROMOTE A STORYTELLING FESTIVAL

The Tampa-Hillsborough County Storytelling Festival is a co-operative event of a number of groups and agencies. The program is a year-round celebration and training in the art of storytelling. It begins with training adults who are working with children how to tell stories and teach children to tell stories; then they work with the children; the children are judged during the summer at recreation centers and libraries; we celebrate with a culminating festival; and the process begins again with our storytellers learning new stories, and new storytellers joining the ranks.

I. Form a Committee

In order for a Festival of this size to be successful and accomplish the objectives you've set, a community committee needs to be formed that will work as a cooperative effort.

Possible membership:

1. Public Librarians
2. School Librarians - Public & Private
(supervisor if possible)
3. Recreation Department People
4. Story League Groups
5. Local Reading Association Chapter Contact
(ESEA Title I Reading)
6. University Professors - (Education, Library Science,
English, Folklore)
7. Curriculum Specialists for Schools
8. Parents Whose Children Participate
9. Local Arts Council
10. Museum Representative
11. Junior League
12. Toastmistress

II. Set Objectives

Set the objectives that you are trying to achieve. Is your program going to be year-round? Are you going to reach both adults and children?

We have set objectives for the ongoing program and have developed some specific objectives to cover the culminating

festival. We see our program year-round as being the cake and the actual festival day being the frosting in terms of what we're trying to do.

III. In-Service Training

If this program is new to your community probably almost everyone will need training on what storytelling is, how to tell stories, and how to teach children to tell stories. Prepare simple materials that will help you teach these skills, the worksheet and lesson plans and stories included in this manual can be used for this training. All adults working with the children need to be able to tell stories first before they can expect the children to tell them. Provide someone to demonstrate at least some storytelling.

IV. Work With The Children

The children, in addition to an introduction to storytelling, will need individual help selecting a story, learning the story, and someone to listen to them tell the story and make suggestions.

Judging of the children's stories is done at mini-festivals at recreation centers and libraries during the summer. The children are judged for the overall quality of their story according to the criteria. All can be chosen as winners.

After the judging the children are selected as Festival Quality Storytellers, they will need more help. Workshops need to be held with both parents and their children to tell them all where you are with the event. Provide them with an opportunity to share their story breaking up into small groups. Then critique the telling. Remember this is a working workshop.

Provide other opportunities for the children to tell their stories before festival day i.e., teachers meetings, classrooms, programs at the public library, television, radio programs at service club meetings, programs at recreation centers. Remember the reward for learning to tell a good story should be the chance to tell it again.

V. Bibliography*

Provide a bibliography of stories that are good to tell and divide them by simple, inbetween, and complex to learn. These

books should be available at the public library and some of the school libraries.

VI. Location

Find a place to hold your culminating festival. It should provide for several small groups telling at the same time and one larger area for a bigger crowd and your guest storyteller.

You will want to set some kind of atmosphere with cardboard screens, banners, plants, etc. to add to a festive atmosphere. Your choice of location will best determine what decor.

VII. Program

Our program for the culminating festival is made up of storytelling in a variety of forms:

1. Festival Quality Storytellers from the summer, our children
2. Local adult storytelling talent
3. Storytelling with puppets
4. Storytelling with ballad music
5. Storytelling in Spanish
6. Storytelling in sign language
7. Our featured professional guest storyteller

A swapping corner is set up and organized for anyone who attends to share a story. It helps to have someone in charge of this and people prepared to tell to keep things rolling.

VIII. Adult Storytellers

Our community is full of adults who do storytelling: School and public libraries, the Aladdin Story League, and interesting community members. Involve these people in your final program. We schedule 1 adult for every 5 children.

IX. Publicity

Posters, flyers, and programs are our printed publicity for the final festival, but word of mouth contact and correspondence educating your community about storytelling and the festival is how the idea spreads.

We use the PR department of the library to send out PSA's and press releases and to schedule appearances on radio and television.

X. Financial

The funding for our program is done as a regular part of the job for public librarians, recreation leaders and school librarians until it comes to the final festival. We collect donations from community agencies and businesses in order to put on the final festival.

*Tampa has provided some bibliographies of simple, inbetween and complex stories for telling. These can be provided upon request from this office.

HOW TO TEACH CHILDREN TO TELL STORIES

Storytelling is an oral art. The storyteller uses only him/herself to relate a tale. Everyone knows some stories. The old nursery tales like The Three Bears, The Three Billy Goats Gruff, The Little Red Hen, Henny Penny, and The Gingerbread Boy are just a few. When teaching children to tell stories, approach the lesson by using nursery tales as examples.

Begin the lesson by telling the children what storytelling is: it is a speaker telling a tale. No books or props are used in formal storytelling. Explain a little of the history of storytelling and why it is considered an oral tradition. The encyclopedias have short discussions that will give that information. Tell the children that they already know some stories to tell; use nursery tales as examples. Then begin to explain how to tell other stories.

I. The Beginning

This is an explanation of why the story exists. It could be called a presentation of the problem.

The Three Billy Goats Gruff - The grass was gone on their side of the bridge and they were hungry.

The Gingerbread Boy - The little old woman and the little old man didn't have any children and they were lonely.

II. The Middle

This is the telling of the sequence of events. Emphasize to the children the importance of maintaining the order. (If the billy goat had crossed the bridge first the story would have been different.)

III. The Climax

This is the exciting part. (The fight with the troll. The gingerbread boy riding with the fox.)

IV. The End

The winding up of the story. (So the Billy Goats Gruff crossed the bridge and ate until they got fat.)

Lesson Plan
TEACHING STORYTELLING TO CHILDREN

1st Session

Tell a story. It should be short and simple.

2nd Session

This meeting with the class see how much of the story they have remembered. Use cutouts or flannelboard pieces and reconstruct the story. This will help teach sequence of events. Discuss the story with the children and work out the problem or beginning of the story. This helps them determine how to start a story.

3rd Session

Have 1 or more volunteers tell the story you told them from memory. Begin to help the children select stories for telling.

4th Session

Use this session to help the children choose stories for telling. If there is time have them do the worksheet for their story. Otherwise ask that it be done at home or in the classroom. The children should begin learning their stories practicing at home or in the classroom.

5th Session

Ask for cooperation from classroom teachers. Suggest that 1 child each day tell their story at reading time, right after lunch, or some other convenient time. Each week 1 child from the 5 can be chosen to share their story at library time. For children that excel you may want to provide other times for sharing with other classes, PTA's, etc. Tell the children about the Storytelling Contests at City Recreation Centers and Public Libraries this summer. Encourage their participation.

Tell them a story and then try to analyze the parts. Then explain how to begin learning a story.

1. Read lots of stories
2. Pick one to learn that really appeals to you
3. Read it over 4 or 5 times and see if you can remember the sequence of events.
4. Read it again
5. Tell it aloud
6. Practice aloud until you have it
7. Memorize key phrases that give it the appropriate flavor
"Trip, Trap, Trip, Trap." went the bridge. "Who's That Tripping Over My Bridge?" roared the Troll.
8. Tell it as often as you can.

Stories tend to change some as you tell them and become part of you. Provide opportunities for children to share their stories a number of times i.e., other classes, PTA, etc.

The actual telling of the story may require coaching on your part. Listen to the story as often as possible while the child is learning it. Encourage clear speech and proper enunciation. Have children practice projection, so that they can be heard by a group. Pauses in the right place add suspense to a story; help children determine where these should be, so that the personality of the story is enhanced.

All types of stories are appropriate for telling. Use picture books, folk and fairy tales, myths, hero tales, short stories etc. Help children choose stories they like. Reading stories aloud to children may help them find stories they wouldn't find on their own. Hearing it read aloud to children may help them find stories they wouldn't find on their own. Hearing it read gives some idea how the story will sound when told.

TEACHING CHILDREN TO TELL STORIES

Worksheet

- I. Read the enclosed story.
- II. What is the beginning?
Determine the Problem.
- III. What is the middle?
List appropriate sequence of events.

List Phrases that should be memorized?
- IV. What is the climax or most exciting part?
- V. What is the end?
What are the phrases that resolve the problem?

The Small Library Launches

Book Trek 2

ANDI BLOUNT, who wrote the next section, runs the Keystone Heights Branch Library in the Clay County Public Library System. She wrote to me after her successful experience with 1981's Summer Library Express and stated the wish, that many of you have voiced before her, to have more ideas for the library who must do everything as well as run a Summer Library Program for children. She offered her help. We hope the following pages will give you aid and comfort for 1982.

The first part of the paper discusses the importance of the study of the history of the United States. It is argued that a knowledge of the past is essential for a full understanding of the present. The author then goes on to discuss the various factors which have shaped the development of the United States, including the influence of the British, the Spanish, and the French. The paper concludes by emphasizing the need for a more comprehensive study of the history of the United States.

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The Small Library Launches Book Trek 2

Since most small libraries are not large enough and do not have sufficient staff to construct a life-size rocket ship inside the children's section, this additional division of the manual is full of ideas designed to carry out the exciting Book Trek 2 theme on a small budget, and with a small staff.

The most essential aid for a successful Summer Library Program is pre-planning! This is critical for the small library.

Start NOW to line up programs, volunteers, materials for craft sessions and displays. Keep a notebook of ideas, titles you are considering adding to the collection, display possibilities, names and phones of volunteers, and addresses of potential sources.

Write to the sources the manual staff lists in the 1982 manual. NASA has excellent booklets, fact sheets, posters and project books available (some are free, some a nominal cost).

Start a clip file which will also serve as a valuable orientation for the space theme. You may be surprised at the number of space oriented articles and cartoons you will discover.

Start looking in book, stationery and toy stores for new titles, ideas and props. There are many dynamic new books on space technology. The space age is the theme of a variety of coloring books (great for posters), 3-D punch outs, posters and games. If you've missed the "choose your own adventure" books by Edward Packard,

The Third Planet from Altair (1979 Lippincott) might be a versatile addition.

Check hobby shops and school supply stores (All Florida School Supply or Newton School Supply) for name-the-parts balsa wood rockets, and other inexpensive educational materials.

Most museums and planetariums offer astronomy posters, postcards and gift items. Some offer catalogs to shop by mail.

Check record stores and catalogs for science fiction tapes if you have a cassette player. If your local radio station hosts an "old time" radio broadcast, perhaps you could tape some of the stories. Our station has played Ray Bradbury's "Martian Chronicles" and the famous "War of the Worlds," narrated by Orson Wells. Tapes could be used in a variety of ways, from a "listening corner" to the background for an art program.

Check with your area schools. Science and "gifted" teachers often could save you hours of research by loaning some of their materials.

Library traffic picks up as the school year comes to a close, and often I cannot complete the typing of a simple letter in one sitting. Sound familiar? That's why I'm reminding you to START EARLY!

PUBLICITY depends upon your area and needs. I have never made trips to the schools to advertise the SLP, since I am usually a one-woman operation. I have found that the principals and teachers are a big help in publicizing the activities.

Even if you do not have specific program dates assigned, be sure to announce the time period and theme before the last few hectic days of school are over.

Adapt one or two versions of a sample press release prepared for you in the manual, and ask the principal to read it over the public address system. Or, type a simple notice several times, xerox and cut into strips to be placed in the teacher mailboxes.

Posters made by school-age children and posted around the school always seems to drum up interest. Or, sponsor a poster contest!

If you want to attract more children than you have in the past, ask the school to send home a fact-sheet with the children. Pass them out in the library, too.

Don't forget to meet the deadlines of your local newspapers.

MANPOWER is always a dilemma for a small library. Check with the schools to see if teachers, members of a science club, teacher aids or library helpers would be interested in volunteering in your library during the Book Trek sessions.

Don't be afraid to ask! Most people are flattered that you need their services.

Contact other special sources in your community. There may be many sources of creative manpower that you have never considered. Often service clubs will provide volunteers and/or materials. If there is a military base nearby, perhaps they would loan some maps or models. Try senior scouts who could use the experience to work towards merit badges. Scout leaders, retired teachers, library patrons all may be willing to help or suggest someone else. Post a notation in the library about model airplane collections being needed for displays.

People often seem surprised that small libraries manage on a minimal staff and a dwindling budget. If they realize that many art supplies are paid for out of your pocket, perhaps they will remember you when they discover a broken package of paper, etc. The banks will often supply pencils or pens.

STRETCH THAT DOLLAR by making your own puzzles from NASA posters and magazine pictures. Glue the illustration to a medium-weight cardboard, then cut into pieces (place tracing paper over to plan ahead). Check with a local school to see if they would let you use a laminating machine to coat the pieces.

A simple puzzle for younger children could be made by cutting the picture into even strips. Add an alphabetizing skill by writing "AB," "CD," etc. at the bottem of the strips. If they place the letters correctly, the puzzle will work itself.

Plan and construct some bulletin board displays ahead of time. Start playing up the theme early by letting some of the regular library visitors draw rockets. Or, cut out the simple shape of a rocket from butcher paper and ask the kids to decorate the outside of the ship, or to depict the inside mechanics of the rocket. You will then have some publicity props to decorate your outside window, counter or walls. Add some cut-out letters and a message like "Blast Off on a Book Trek This Summer."

Check library skills activity books for adaptable ideas to use for displays.

JUNIOR HELPERS could register children into the summer program, make some of the props for art programs, design posters for specific programs, help find books mentioned on the reading record, read stories before a program begins, and much more. Last summer I discovered several seventh graders who liked to spend time in the library, but were "too old" to participate in the events. They turned out to be dedicated helpers. Without the junior and adult volunteers, we could not have accomodated the 60-100 children who jammed into our tiny library!

Junior helpers could also make a wall-size constellation chart of gold stars, cording and trim. The "shapes" could be drawn, painted or applied in glitter first, and the stars applied accordingly. This could also become an art activity program. Type legends and information about the constellations on cards underneath. Perhaps someone could display and explain a telescope, and talk about planetariums.

Tin-can constellations could be made ahead of time and used during a program. I would not recommend this as an in-library activity because of the age variables. Constellations should be drawn onto the outside of an empty can, and the holes punched out with an ice pick. Come show time, dim the lights and shine a flashlight through the can onto a screen, sheet or ceiling.

We registered children at a "ticket booth" last summer, which was a terrific success! My husband constructed a colorful booth from a refrigerator box, paint, scrap molding and a lot of imagination. It served as a reminder to "talk up" the library programs, and the kids automatically went up to it to find out what was going on. One of us would then make a mad dash into the back of it, don a cap, and hand out a schedule and program information.

Acknowledgements

Alice Harris, a reading specialist, gave invaluable assistance in the preparation of the "Handouts" of games and activity sheets.

This section of manual ideas came from NASA educational materials, teaching aids from Gayle Bone and Sandy Lester, six games adapted from 500 Games for the Whole Family (compiled by Peter L. Cave), and many books from the library collections. I added my imagination. Now, add yours and LAUNCH THE BOOK TREK 2 your way!

Andi Blount, Library Assistant
Keystone Heights Branch Library
Clay County Public Library System

★ART ACTIVITIES/PROGRAMS

Start collecting oatmeal boxes, mailing tubes, egg cartons, orange juice cans, Velveta, salt boxes, etc. Post a notice in the library, or send home a request slip early in the summer. Do not attempt an art project in a small library without some brave volunteers. The children seem to work fast and furiously, and need some inventive people to keep things rolling along.

I am fortunate enough to be able to call on Gayle Bone, an elementary school art instructor who understands the limitations of a small library, the even smaller budget, and the lack of staff. ASK people to recommend someone, if you can't convince the teachers in your community to come face the kids a bit early. Often scout leaders are artistic, or will at least help supervise and maintain a semblance of order!

A very popular project last summer was a railroad construction table where the children created engines and boxcars. This idea could be easily adapted to the construction of space shuttles, UFOs, rockets, satellites, etc.

MAKE A MARTIAN! Along the same idea, a group project could be a giant box sculpture of a space creature. (See following page) If you decide to tackle this project, there are several specific problems to solve, with storage and display space being a significant consideration.

The easiest approach is to let each child make a creature, then select the basic shape to build on a grander scale. You will most definitely need help from someone knowledgeable in the mechanics of box sculpture, the mysteries of glue, and the hazzards of staples!

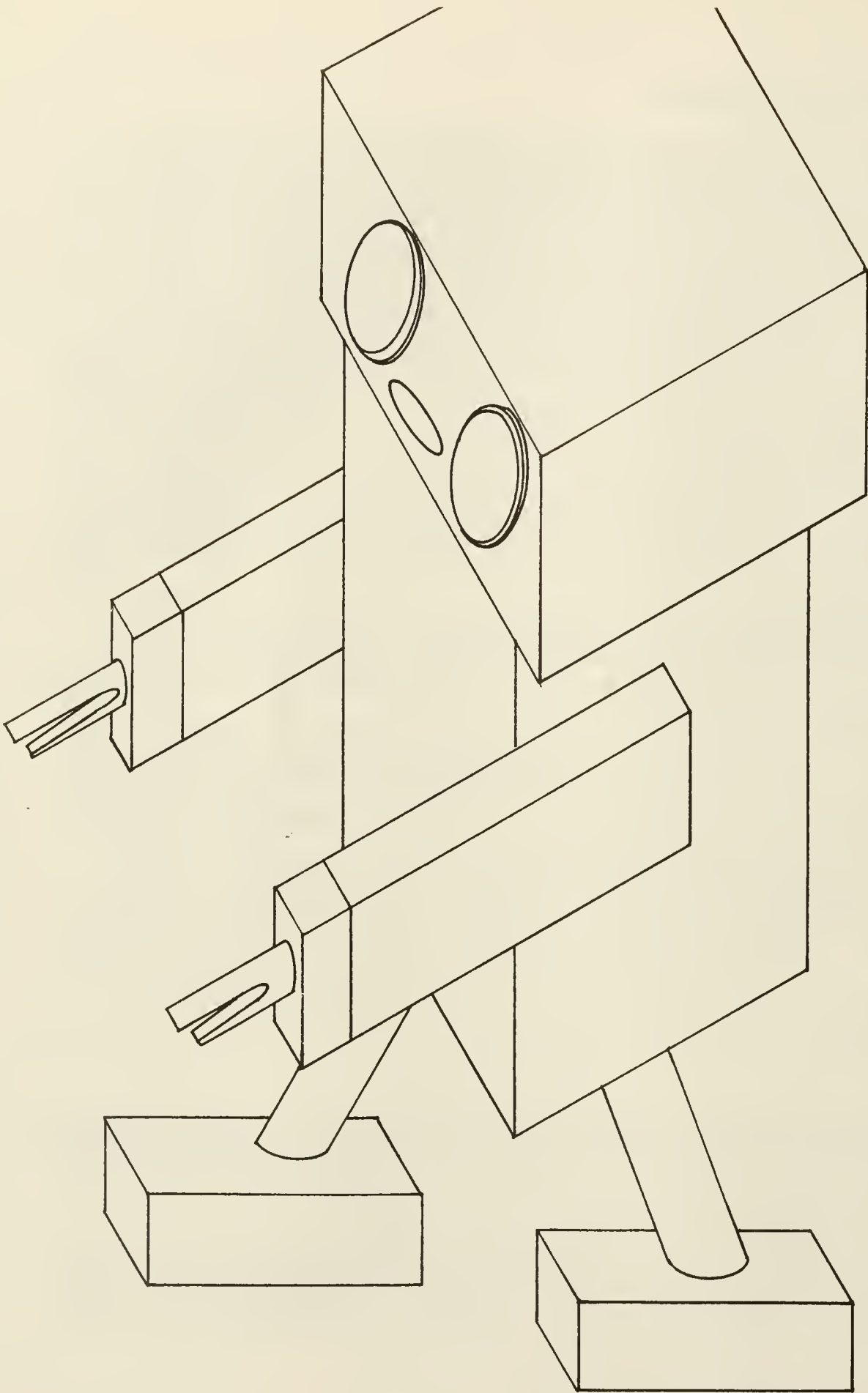
*Tips on construction:

Secure boxes together with glue or contact cement. Staple or use string or large rubber bands for extra support, or until the glue dries. If the boxes have a slick surface, use masking tape. If all else fails, the heavy-duty gray duck tape works!

Appendages or joiners made from mailing tubes require some attention. The hole cut for the tube should be slightly smaller than where it is to be inserted.

Textural possiblilites solve the dilemma of the printed box.... glue egg cartons (cardboard flats are best), corrugated cardboard, or layers of straws. This is not as important if you have an area to paint the creation after it is finished. Tin foil is a simple solution to the printed box, also.

If the glossy finish of some boxes resists tempera paint, liquid soap could be added to make it adhere. Or, paint with a rubber based paint and add stencils, drawings, or construction details.



*Purchase a roll of butcher paper! The brown paper will serve many functions, not the least of which is covering table tops if a messy project is planned.

*PAINT A LUNARSCAPE. Roll out a long length of butcher paper and let a small number of children stand around the table and draw part of the lunarscape (what they think that the moon looks like).

*DRAW CONSTELLATIONS with the same idea. Or, create dot-to-dot constellations for the younger children, and have them name each.

*DESIGN A SPACE PORT or a city of the future on the long paper. Keep letting different children work as you pull the paper from the roll. Let the others be cutting things out to paste onto the paper in a collage effect.

*The city of the future is ideal for those who are not as interested in rocket technology. Possibilities are endless---- the children could draw stores, schools, transportation systems, etc. *Let individuals draw "zoom-in closeups" of the individual members of the space teams, or ordinary space people in fashions of the day. Someone else could design an insignia for the space folk to wear as an ID badge. While the group is drawing at the table, the others could make matching arm bands with the space insignia.

*BUILD A SPACE CITY. Pre-planning is essential here, as you must have enough supplies to fill the demand.

*Start with a paper maché base built into a shallow box. If this is not feasible in your library, build it ahead of time. Or, use a coarse material or crumpled tin foil.

*Let the children construct buildings and a spaceport out of bits of plastic, boxes, foam cups, margarine containers, etc. If you have enough supervision, cut into the containers and glue pieces of acetate for windows inside the "domes."

This could be adapted to use models, erector sets, balsa wood rockets, etc. However, the children are just as happy to create from scraps, especially if painting is involved.

*BUY A BOOK ON PAPER AIRPLANES! Make and fly them for a program.

*MAKE KITES or pinwheels for younger children. There are many books on kite construction. This project requires several helpers, so you may have to limit the number with a sign-up sheet.

*Cub Scouts sometimes make kites as part of badge requirements. Check with area leaders for helpers, patterns and ideas.

*CREATE LUNAR MODULES and other spacecraft by making three dimensional "stabiles" of thin molding or tongue depressors, applicator sticks or toothpicks. Cover with the glued edges of tissue or construction paper. (An art teacher can explain how!)

*These abstract shapes could be made into a mobile, or just suspended from the ceiling with fishing line or thread.

*The CURRENT Co. offers an inexpensive booklet of six cut-outs called "High Flying Fun" (order number 2962). If you have a very limited number of children, the cost would not be prohibitive. The alternative would be to use the patterns and trace onto a good quality paper. The history of flying is covered, with patterns from the hot air balloon to the space shuttle!

*ASTRONAUT HATS and other space gear can be constructed from almost anything! If a local ice cream parlor would save the large containers ice cream is packed in, neat hats can be created by cutting away the face-plate area and taping in clear acetate or heavy cellophane.

*Paper bags, plastic garbage bags, etc. could be used to make space suits. If your community seems enthusiastic about the space theme, use one program to design and/or start construction of space-oriented costumes and helmets....then have a space costume party!

*PRINT SPACE SCAPES. This is an inexpensive art project, but it does require some artistic skill as far as preparations. It's messy!

*Using firm vegetables like potatoes (OR apples, cardboard, or the foam meat containers, found objects or clay stamps) make abstract cuts and holes. Carve rockets, planets and other celestial shapes. Keep in mind that you must create a positive-negative design. Test a few out so that you will have a display poster.

*Methods for inking include direct brush application with tempera or watercolors, or a saturated ink pad using water-base printing inks, or dipping.

*Offer a selection of papers, but the old standard brown butcher paper is suitable, as well as newspaper or newsprint, construction paper and poster board.

*If you have the time and money, the art form could be augmented with Craypas, chalk, magic markers or paint to fill in the negative spaces between the printed areas.

*If you have access to a laminating machine, small designs could be made into bookmarks or book covers. Thin plastics are available for home "ironing" also, if there are just a few to do.

★ PREPARE A SPACE TRIVIA QUIZ!

Be sure to include questions varying from easy/tricky/must research.

Don't forget to prepare a list of sources so that you know where each answer could be found.

This is also the time to review your collection! Check the publishing dates in the science and astronomy sections, particularly the 500's and 600's.

Some of the older books on the history of space flight will be fine, and newer books covering the space shuttle and aeronautics in the '80's will round out your collection. Most of the astronomy books will be current enough, but plan to add a couple pocket guides or Golden Nature guides if you do not have them. The difference in technology from the '60's, '70's and '80's is mind boggling, and you must anticipate the need to have a few more up to date rocket technology books.

A display table of books, magazine articles and informational fact sheets could be set up along with your stack of space trivia sheets and quizzes. If you do not have the space, post a list of suggested titles.

The HISTORY OF SPACE TRAVEL is fascinating! If you feel a bit out of touch with the new era in space travel, perhaps you could orient some of your efforts to displays and drawings of hot air balloons, old-time airplanes, etc. One inexpensive display is a punch-out activity booklet from the mail-order stationery center called "Current" ("High Flying Fun, a History of Flight for Children," code number 2962; Current, Inc. Colorado Springs, Co. 80941).

An example of True/False space history questions:

Rockets were used before Francis Scott Key saw them. (T)

The Wright Brother's first flight in 1903 was widely publicized. (F)

Or, show a more international scope with:

No women have traveled in space. (F)

The first animal to travel in space was a monkey. (F)

Astronomy questions could include:

Sunspots change location on the sun's surface. (T)

If all the planets in our solar system were pushed together into a ball, it would still be smaller than Jupiter. (T)

★ SPACE SHEETS ARE SCHEDULE SAVERS!

By preparing some activity "SPACE SHEETS" ahead of time, you will have a safeguard for delayed programs, a substitute program if a guest speaker cancels out, or something for the kids to work on in the library.

The "Handouts" are designed so that the materials could become program-activities in your library or take-home projects. The "Space Sheets" could expand the possibilities.

Use the "Book Trek 2" rocket and "logo" sheet to create your individualized sheets. Cut the appropriate design and move around on your paper from left, middle, off-center, right. After you have selected your lay-out, apply design with a commercial spray mount or rubber cement.

Type or print in any additional information. Borders may be added with rub-ons available at an art supply store, or by carefully using a felt tip marker.

Use a liquid correction fluid to correct mistakes, and to cover the edges around the design. Otherwise, a shadow will appear when the forms are duplicated.

If your library does not have a xerox machine, ask your Headquarters to make copies ahead of time for you. When possible, use one-half sheet of paper per activity, to cut costs.

Develop activity sheets based around the type of programs that worked well before. If your young patrons are very competitive, plan a point system for the "Space Race" (see next page). Topics like "Explain how a rocket works" would be much higher than "Draw a picture of one of the planets in our solar system."

The "Space Race" sheet could be adapted to become an ongoing project for individuals, or even a team competition during a program hour.

Use the sheets with a list of names from the history of flight. "Pretend you are: _____" or "Book Trek Log" could inspire some imaginative stories.

Or, you might hold a "Design a Space Suit" fashion contest!

*SPACE RACE (point system to be developed after determining if the children are competing in age categories, as teams or as individuals, etc.)

*Find a myth about flying.

*Write a paragraph about some of the people who contributed to the development of aviation. Add more names to the list: Charles Lindberg, Amelia Earhart, Leonardo daVinci, Joseph and Etienne Montgolfier, Samuel P. Langley, Wilber and Orville Wright, Louis Bleriot, Harriet Quimby, Eddie Rickenbacker, Johannes Kepler, ETC. Why were Robert Goddard and Hermann Oberth named the "fathers of space flight?"

*Draw a time-line picture of the development of rocket aircraft.

*Research aircraft in world wars.

*Develop a picture-dictionary of aerospace terms.

*Make a bar-graph showing the approximate heights of the layers of the atmosphere.

*Write a list of sayings about the weather. Are some of them true?

*Find information about women in aeronautics.

*Trace airplane routes on maps. Using a time-schedule from a travel agency, figure out the advantages of the circular air routes.

*Plan a vacation using world maps and travel books. First plan on traveling by plane. Figure: your point of departure, destination, number of miles, traveling time, number of meals and approximate costs, cost of ticket and trip, number of days in a vacation spot.

*Then compare this trip if no flights are available. Could you still go where you had planned? Figure your traveling time, the costs, the number of days in the vacation spot. Would you be taking the same number of clothes and luggage? Compare the advantages and disadvantages.

*Who works at an airport? Tell what these people do: pilot, co-pilot, stewardess, ticket agent, navigator, flight engineer, traffic controller, mechanic, weather scientist, airport manager.

*Name some of the jobs that scientists, technicians, mechanics, and engineers do at the John F. Kennedy Space Center at Cape Canaveral?

*Name some of the areas of the space center. Draw a picture of some of the areas of the launch complex: control center, tower, launch pad, etc.

*Pretend you are one of the news media allowed press passes to view the launching of the Columbia. Write a first-person "You Are There" account of the space shuttle launch.

*Plan a space trip to the moon or a distant planet. Figure out how long scientists compute that your travel will take. What type of spacecraft will you use? Which astronaut will accompany you? Name some of the tasks of the crew, if you choose to take them.

*Describe what you see out the windows of the spacecraft. Draw pictures.

★ ASTRONAUT ANATOMY, or "What Makes an Astronaut?"

"Astronaut Anatomy" could become the subject for a take-home sheet, an addition of the "Space Race" activities, or could even be a program-activity in the library.

Using current NASA materials, ask the kids to make a list of some of the qualifications for the first astronauts. Have some of these changed over the years? Look up information on women in aeronautics.

NASA states that astronauts are selected for their backgrounds in engineering and flying, or for their scientific background and training.

What are some of the duties they must perform, based upon this specialized knowledge?

What are some of the more abstract personal qualities that they should possess? Discuss physical standards.

Older children may enjoy looking up interesting facts about one or several astronauts. They could share the information at the end of the session. Or, each could write a biography.

The World Book shows a photograph of a space suit, with the parts identified. Make a copy of it for a discussion on why space suits must be worn. Xerox copies could be handed out.

Have the children design specialized space suits. These should not necessarily be scientific!

Draw a picture of an astronaut preparing for flight.

Write an imaginary conversation between a newspaper reporter and an astronaut. Or, have children take turns acting out the parts. Describe the lift-off.

Astronauts must be very observant. Discuss observation techniques. Post "Hocus-Focus" cartoons that show minor differences, and set a time limit for the guesses.

Ask them to draw something from memory (or the front of the building, etc.). Compare it at that session if possible, or let them leave their copy and draw it again and bring back to compare.

Which astronaut would you select to accompany you on a space flight? Where would you go? Write a letter and tell about your proposed tri

★BOOK TREK ROCKET LAUNCH DELAYED!

When a program is delayed, and your rocket readers are restless, try using some of the ideas on the "Space Race" page for diversion for the older children. Use some of these ideas for the younger ones.

A fast-moving word game is great for delays. Print a long, space oriented word like astronaut, telescope, meteorite, etc. onto two pieces of poster board.

Line two teams up so that they face their paper and cannot see the other team's paper, which is back-to-back.

Each team is to send one member at a time to the paper or board to write another word from the base word. Coaching is allowed, but remind them that too much enthusiasm will give word hints to the others. The team with the most words in five minutes wins the game.

If there are just a few children participating, the game may be adapted to individual pieces of paper. Or, each letter in the base word could be used to write another "space" word which starts with the same letter.

Another fast-moving game without a lot of props or pre-planning, is SPACE BALL, a combination of several old-time favorites.

Play Space Ball with cut-out letters on a flannel board, printed letters on paper or use a blackboard.

Use any three letters and the word "home." To make a home run, each child must make up a word beginning with each of the three letters. If the children are old enough, limit the words to space terms and astronomy vocabulary.

Ball Field	a
m	r
home	

Another version could begin with the first child using the "m" by saying, "I am traveling to planet Mars."

The next would have to include the first statement, and add what he is taking. "I'm going to planet Mars and I'm taking a magnet," would be a good reply. The game could go on around the circle with just the "m" or a new letter could be used each turn. Adapt the game with rhyming words or many other variables.

WRONG LETTER is a quick word game for older children that does not require any equipment except a dictionary.

Select a word that you would like the players to spell. Each player must call out a letter as his turn comes around. If a letter is skipped or a wrong letter given, the person must drop out. The last person left, or the person who completes a word, wins that round.

Play a version of WHO ARE THEY with characters from space history.

Players are divided into two teams, and each player adopts the name of a famous astronaut, explorer, etc. Then two of one team conduct a conversation (in character) without mentioning the name of their identity. The other team must guess who they are from the hints about their vocation, age, successes, etc. If they guess correctly they score a point and take a turn.

SPACE ASSIGNMENT could be made from each player being given a list of six unlikely words. The first to write down a readable sentence using all six words wins the game.

Youngsters who enjoy making noises could adapt a space story to a game called SOUND BROADCAST.

A leader begins telling a story with lots of sounds and noises. As he mentions each noise, he points to a player to give an impression of the sound. Pre-planning a crazy story would assure success, but the game has many possibilities.

AROUND THE WORLD is a game for quick scramblers. Limited players will keep it from being too wild.

Chairs are needed for each player, except one, who stands in the middle. The seated players are given a piece of paper with the name of a city. When the center player calls out that he is traveling from "Paris to Moscow" the two players who hold those cities must exchange chairs quickly. The center player will try to beat them back to one of the seats. From time to time, the center may call "I'm traveling around the world" and all the players must exchange seats, and he will make a run for one.

TRAVELS can be played by calling out the name of a town you wish to travel to. The next person must name a real place that begins with the last letter of the town the previous player named. Try other variables like the first letter of the word, etc.

1982 SUMMER LIBRARY PROGRAM WORKSHOP

The following section, page 53 through page 176, was created and written by SHERRY COTTER and CAROL HERMAN for the 1982 Summer Library Program Workshops. They are included in the manual to give those who are unable to attend some idea of what happened and to give those who do attend written notes. As you can see, the ideas evolve around a party theme, and the activities are directly related to the extensive bibliographies provided.

Workshops held:

- Feb. 1 Manatee County Central Library
 1301 Barcarrota Blvd. West
 Bradenton, FL 33305
- Feb. 3 Bay County Public Library
 15 West Government Street
 Panama City, FL 32401
- Feb. 5 Thomas Center
 302 N.E. Sixth Avenue
 Gainesville, FL
- Feb. 8 North Brevard Library
 2121 S. Hopkins Avenue
 Titusville, FL 32780
- Feb. 11 East Regional Library
 1300 E. Sunrise Blvd.
 - Ft. Lauderdale, FL 33304

Ms. Herman and Ms. Cotter are presently children's librarians in the North Dade Regional Library of the Miami-Dade Library System.

BOOK TREK II

8:30-9:00: COUNTDOWN

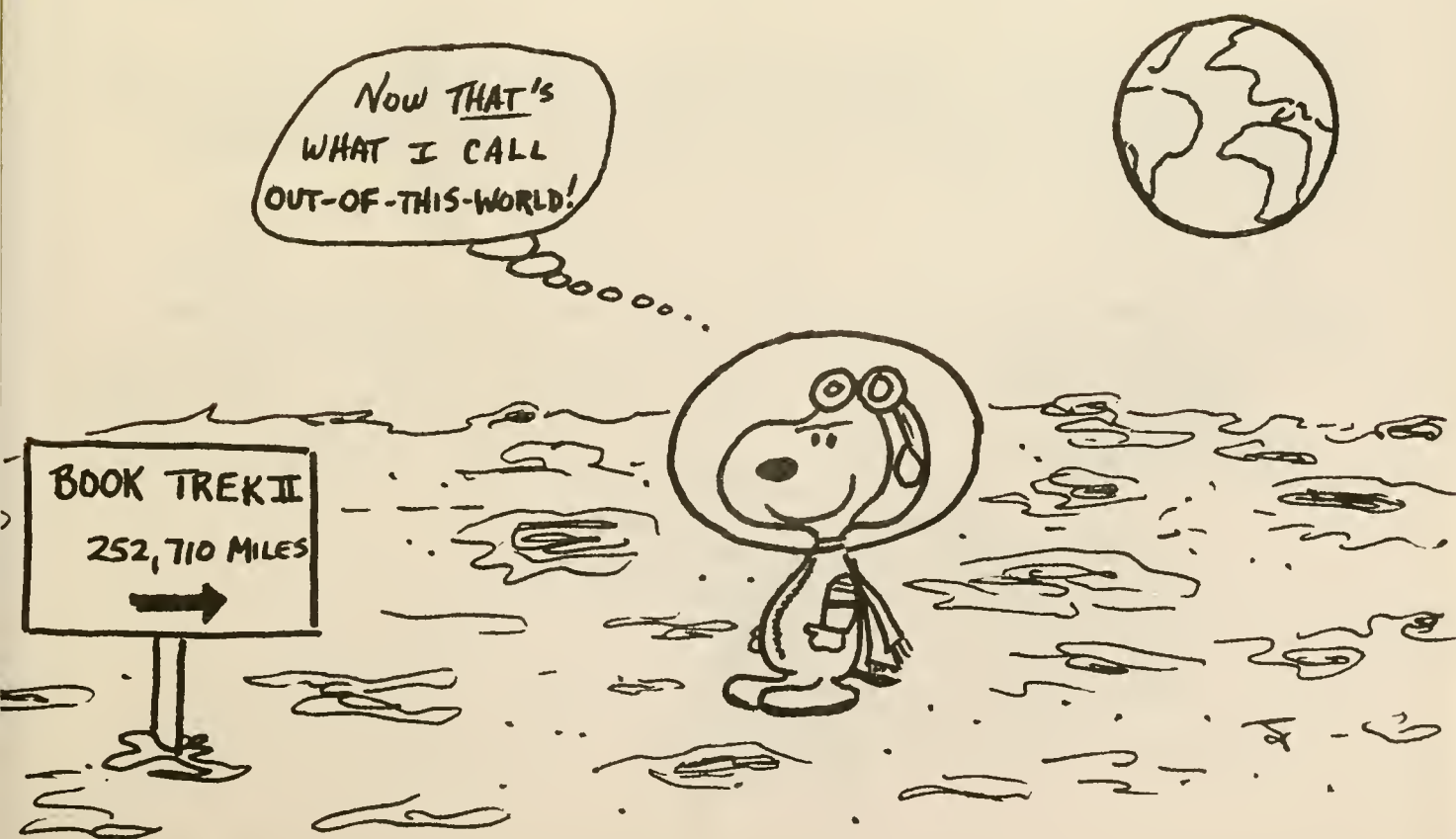
9:00-11:30: LIFT-OFF

11:30-1:00: LUNCH PAD

1:00-2:45: INTO ORBIT

2:45-3:00: DOCK AT SPACE BASE

3:00-5:00: REENTRY: COMING DOWN TO EARTH!



ALERT! ALERT! ALERT! ALERT! ALERT! ALERT! ALERT! ALERT!

SPACE PARTY APPROACHING!

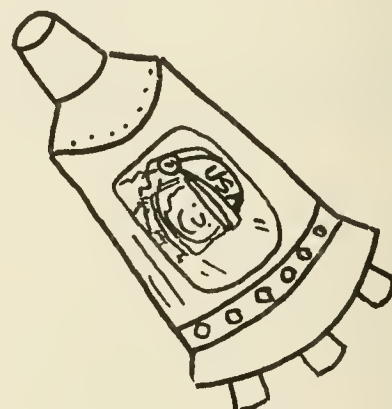
DATE: FEBRUARY, 1982

TIME: 9:00-5:00

PLACES: BRADENTON, PANAMA CITY, GAINESVILLE, TITUSVILLE,
FORT LAUDERDALE

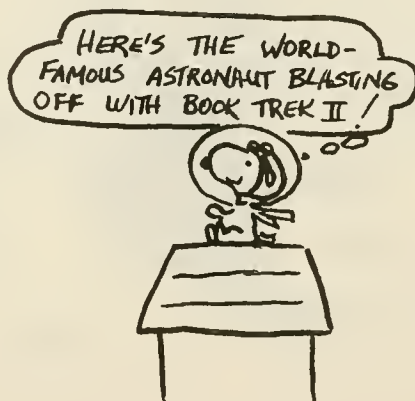
OCCASION: BOOK TREK II

GIVEN BY: CAROL HERMAN AND SHERRY COTTER



What better way to blast-off Book Trek II festivities than with a space party? To organize such a fete at your library this summer we have provided a complete SPACE PARTY guide, including costumes, decorations, amusements, games, activities, songs, recipes, puppets, films, prizes...all the ingredients for a successful party! So--read on and BLAST-OFF!

NOTE: If you have never given a large-scale party for children and have reservations about hosting such an affair, consult James Marshall's Portly McSwine (Boston: Houghton Mifflin, 1979) for sage advice to all prospective party-givers!



HOW TO GIVE A PARTY

...Portly was planning a huge party. "Oh dear," he said.
 "I've never given a party before."

(Portly McSwine)

Planning, preparing and programming are three essential aspects of successful parties. Once you have decided when to hold your party, where it will take place and approximately how many guests there will be you are ready for the preparations. These details include such important components as decorations and food.

DECORATIONS: A SELECTED BIBLIOGRAPHY

Brock, Virginia. Pinatas. Nashville, Tennessee: Abingdon Press, 1966.

Follow the directions on pages 98-100 to make a beautiful "satellite" pinata to decorate your library; recommended only for those with a talent for papier-mache.

Centerpieces and Favors From Pack-o-Fun. 1960.

The "Centerpiece of the Future" is made from a box and aluminum foil and then embellished to construct an attractive theme display for the service desk during Book Trek II. Clothespin aliens are a craft possibility for the children to make themselves.

Coplan, Kate. Poster Ideas and Bulletin Board Techniques For Libraries and Schools. Dobbs Ferry, New York: Oceana Publications, Inc., 1963.

"Adventure books" (page 7) uses blackboard, chalk, poster paints and acetate to create a simple but effective space display. The technique and materials are the real focal points here--use them to create your own space fantasy!

*Fiarotta, Phyllis; and Noel Fiarotta. Pin It, Tack It, Hang It: The Big Book of Bulletin Boards. New York: Workman Publishing Company, 1975.

If you have a three-dimensional bulletin board/display area the "Universe at My Fingertips" (pages 90-95) is a great find for you! As the title indicates, there is a whole universe of planets, galaxies, spacecrafts, shooting stars, robots and moons! This activity lends itself to participation from the children too! If you're looking for a display a little closer to earth

try the "Jet-Set Airport and Gas Station" (pages 177-179). This is also a three-dimensional idea and the basic concept can be pushed into the space age with just a bit of thought. Think about it!

*Instructor, Vol. 90, No. 2, page 64, September, 1980.

No display area in your library? This idea is for you! Use an art easel to create a robot display and bulletin board; versatile and inexpensive.

-----, Vol. 91, No. 1, page 21, August, 1981.

Stars come in all shapes and sizes! Here's an idea for making your children "stars" and creating an attractive display at the same time!

*Jobb, Jamie. The Night Sky Book: An Everyday Guide to Every Night. Boston: Little, Brown and Company, 1977.

Make a patchwork world (page 39)! Using a basketball as a model and a globe for patterns, create your own patchwork world to "hang around."

Lane, Jane; and John Lane. How to Make Play Places and Secret Hidy Holes. Garden City, New York: Doubleday and Company, 1979.

If you weren't involved in Book Trek I or your old rocket has since departed for the junkyard here is a simple outline for making a rocket from a cardboard box (pages 20-22).

*Norvell, Flo Ann Healey. The Great Big Box Book. New York: Thomas Y. Crowell, 1979.

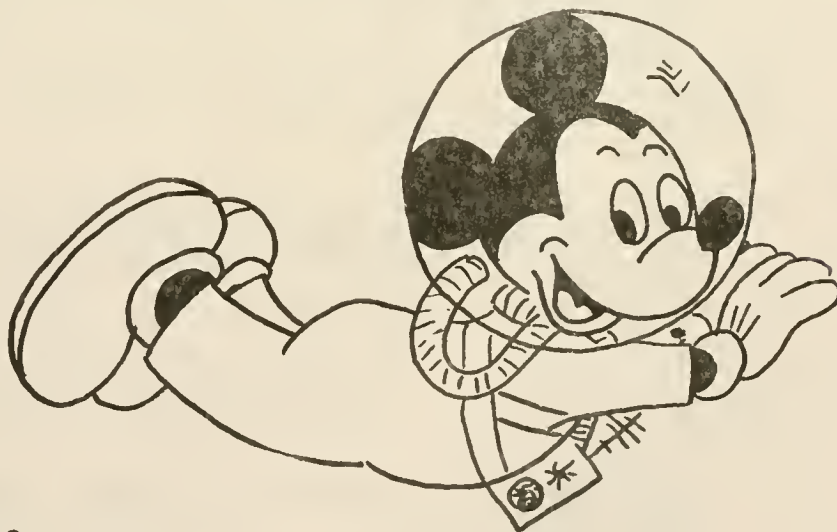
Those librarians who enjoy working with life-size crafts might try making a "Flying Saucer Spaceship" (pages 32-33) from a refrigerator box to adorn the children's library during Book Trek II. This is an inexpensive way to produce a focal point for the room.

Schegger, Theresia Maria. Make Your Own Mobiles. New York: Sterling Publishing Company, 1973.

This book contains three usable projects for you to make to decorate your library--"Revolving Rings" (page 11); "Metal Foil Stars" (pages 92-93); and "Saturn's Rings" (pages 72-73). All are made from simple materials but are too difficult to have the children make.

*Simplicity Kid Crafts. 200 Madison Avenue, New York, New York. 10016. \$2.00.

The Card Table Spaceship is designed to fit over a card table with a slit opening for quick escapes as well as a secret snap-on flap in back. Mesh-covered windows provide early warning for approaching aliens! Stitch this one up and have a blast. The fabrics listed are quite costly but can be adapted to your library's budget. You might try enlisting the aid of a local fabric store: ask them to make a sample and donate it to the library!



* indicates our favorites.

"Will there be refreshments at the party?" asked Emily.
 "Certainly," replied Portly.

(Portly McSwine)

FAR-OUT FOOD: A SELECTED BIBLIOGRAPHY

*Bauer, Caroline Feller. Handbook For Storytellers. Chicago: American Library Association, 1977.

What would be the moon taste like if it were made of peanut butter and honey? Yummy! The recipe for "Moon Cookies" on page 334 requires no stove and no refrigeration just measuring, mixing and making! Try making these special treats with your children after a moon story program as Bauer thoughtfully outlines.

*Betty Crocker's Cookbook. New York: Golden Press, 1969.

From one of America 's favorite kitchens come wonderful ideas for theme-related edibles like "Galaxy Cookies," sugar cookies as varied as the stars (page 146); "Salt Water Taffy" or Neptune taffy (page 164); "Chewey-O's" otherwise called Rings of Saturn (page 169), delicious and crunchy!

Bryant, Bernice. Party ABC's. New York: Bobbs-Merrill, 1963.

"Astronauts keep fit by eating nourishing food." Bryant recommends a menu for a space party called "Astronaut's Cook-Out" (page 128). If your library has outdoor facilities use Bryant's suggestions as a blast-off point!

Christian, Glynn. Glynn Christian's No-Cook Cookbook. London: Jupiter Books Limited, 1974.

Accompany the poetry in Of Quarks, Quasars and Other Quirks with this recipe for a delicious shake called "Quack Quark" (page 94).

Cole, Ann; Carolyn Haas; Faith Bushnell; and Betty Weinberger. I Saw a Purple Cow and One Hundred Other Recipes For Learning. Boston: Little, Brown and Company, 1972.

"Perky People" (page 92) are constructed from various foods.

Make a "Moon Man" from a pear, marshmallows, raisins and toothpicks. Fun with food for ages 4 to 10.

Freeman, Lois M. Betty Crocker's Parties For Children. New York: Golden Press, 1972.

"Sputnik cheeseburgers!" "Satellite tomatoes!" "Rocket cake" and "Saturn sodas!" This sourcebook is a treasure trove of spacey foods that will spark up any party! The fun begins on page 157.

*Gretz, Susanna; and Alison Sage. Teddybear's Cookbook. Garden City, New York: Doubleday, 1978.

The Teddybears present a recipe for "Mooncake" (page 26) that's really out of this world! Serve this treat after telling the story of Moon Bear for a winning combination.

Kusche, Larry. Larry Kusche's Popcorn Cookery. Tuscon, Arizona: H. P. Books, 1977.

"Decorative syrup-coated popcorn for shapes and sculptures" offers possibilities for craft and eating fun. Using inexpensive and edible ingredients you can make a rocket or imaginary space figure. The "Xorox Family" is illustrated on page 132; you might want to use this group as a blasting off point!

Paul, Aileen. Kids Cooking Without a Stove: A Cookbook For Young Children. Garden City, New York: Doubleday, 1975.

"Sandwich Circles" (page 52) is a simple idea that can turn ordinary sandwiches into moons, planets and satellites with a little ingenuity on your part.

*Razzi, James. Star Wars: Chewbacca Activity Book. New York: Random House, 1979.

This slim volume contains a little-known recipe for a concoction called "Chewbacca's Chewies," which are really shortbread cookies with caramel topping. Try making these with your children in the library if you have an oven available.

----- . Star Wars: Darth Vader Activity Book. New York: Random House, 1979.

Darth Vader also has his own special recipe for cookies. This one is more difficult than Chewbacca's because of the special design you press into the dough (page 26). Note that there are activity books available in paperback for each of the Star Wars characters and each includes a distinctive recipe.

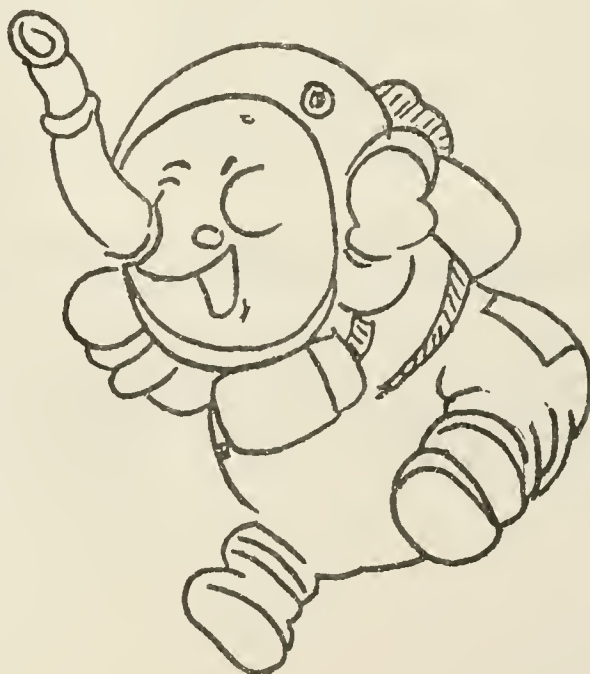
*Saltzman, Mark. DC Super Heroes Super Healthy Cookbook. New York: Warner, 1981.

Not to be outdone by the Star Wars gang the Super Heroes also possess culinary talents and family recipes. Some of our favorites for a space party are: "Wonder Woman's Rocket Pops" and "Green Lantern Meteor Eats." The recipes in the Super Heroes Cookbook are somewhat more nutritious since they contain less sugar and more whole wheat and natural ingredients. You don't want to miss the idea for making "Vegetable Robots" either!

Tornborg, Pat. Sesame Street Cookbook. New York: Platt & Munk, 1978.

"Sun Jelly Sundae" and "Full-Moon Salad" are two fun-filled gelatin salad ideas to share with your children at a space party.

* indicates our favorites.



If your library's budget does not allow for special events like parties, you can still plan a Space Party by eliciting support from other groups. Encourage staff or volunteers to provide refreshments and make your own decorations. As part of your preparations you'll want to write away for:

FREE AND INEXPENSIVE SPACE MATERIALS: A SELECTED
BIBLIOGRAPHY

Burger King and MacDonald's have been distributing space-related giveaways in recent months, including tiny plastic robots that really "walk!" Burger King kindly donated a few hundred for our library. Talk to the manager of your local stores or write to the corporate offices for free premiums.

Cardozo, Peter. The Second Whole Kids Catalog. New York: Bantam Books, 1977.

Check out all the free and inexpensive stuff in this catalog but keep in mind that the catalog we consulted was five years old so expect some price changes and cancellations. There are "Star Explorer" charts, planetarium coloring books, posters, and lots of Star Trek paraphernalia to choose from!

"Hip, Hip, Hooray, U. S. A." is a great big poster/coloring book/map featuring Winnie-the-Pooh! The theme of this package is actually American history but it includes a fabulous coloring panel of Pooh in his spacesuit ready to blast off from the Kennedy Space Center. To get these booklets for your children write to:

Carol A. Simantz
Sears, Roebuck and Company
D/703, BSC 40-15
Sears Tower
Chicago, Illinois 60684

Instructor, Vol. 90, No.3, page 92, October, 1980.

Use the "miniposter" for your walls or duplicate it for coloring!

-----, Vol. 90, No. 7, page 56, February, 1981.

This issue has lots of information on the space shuttle as well as a free poster!

-----, Vol. 91, No. 3, page 121, October, 1981.

Send for "Star Warriors" stick-ons, rings, etc. at very reasonable rates.

Learn all about model rockets from The Alpha Book of Modern Rocketry. It costs 50¢ and is available from:

Estes Industries
P.O. Box 227, Dept. 94
Penrose, Colorado 81240

Library Journal, Vol. 106, No. 11, page 1195, June 1, 1981.

One dollar will buy you Space Shuttle--1981: a Bibliographic Guide. Lots of information at a small price.

Lums Restaurant chain recently began a new promotion entitled, "Lums Space Shuttle Series." The company is giving away four cardboard collectibles designed for children to punch out and fold. Ask for some for your children at your local Lums or write to:

Lums Restaurant Corporation
8410 N.W. 53rd Terrace
Miami, Florida 33166

The National Aeronautics and Space Administration produces "NASA Facts," a series of factual photo-posters which are informative and attractive. We acquired ours by writing to:

NASA
John F. Kennedy Space Center
Kennedy Space Center, Florida 32899

Today's Education, Vol. 70, No. 3, page 75, September-October, 1981.
Free book! Get Update of Space: Volume I--it tells all about Apollo, Skylab and the Space Shuttle.

Walt Disney Productions responded to our request for display materials by sending two colorful posters from The Black Hole. We feel that they weren't overly generous but the posters are attractive and usable. Write to:

Walt Disney Productions
500 South Buena Vista Street
Burbank, California 91521

What to wear to a Space Party? Out of this world costumes for you to prepare well in advance! You might want to have the children construct their own costumes prior to the Blast Off date!

SPACE COSTUMES: A SELECTED BIBLIOGRAPHY

Barwell, Eve. Disguises You Can Make. New York: Lothrop, Lee & Shephard Company, 1977.

The "Martian" disguise (page 56) is made by using silver eye shadow over the entire face (yuck!) and attaching aluminum foil strips to the hair. This one is too weird for our taste but a talented make-up artist could probably develop this concept in a less drastic manner than silver eye shadow. The "Robot" (pages 93-95) is made from a cardboard carton and assorted junk much like Chernoff's idea. (Ages 5 to 10).

*Butterworth, Nancy Towner; and Laura Peabody Broad. Kits For Kids...Projects to Do, Gifts to Give, Experiences to Share With Children Ages 3 and Up. New York: St. Martin's Press, 1980.

The "Robot Costume Kit" is comprised of a cylindrical cardboard box with the top and bottom removed, a large plastic flower pot, and dryer hosing and assorted hardware. This is the most attractive of the robot costumes we surveyed but the cost would be too high to have the children make their own. One alternative would be to distribute kits to groups of children (maybe six to a group) and have a build-a-robot contest! (Ages 6 to 12).

Chernoff, Goldie Taub. Easy Costumes You Don't Have to Sew. New York: Four Winds Press, 1975.

A "Robot" costume can be constructed from two cardboard cartons and various scrap materials. This is one costume that is suitable for each child to make to keep. (Ages 5 to 10).

Cox. Marcia Lynn. Creature Costumes. New York: Grosset & Dunlap, 1977.

There are two costumes of relevance here: the "Moon Maiden" (pages 74-83) and the "Space Man" (pages 84-95). Both are

attractive and although they are made from basically inexpensive materials, they are still too costly to mass produce for each child. For example the "Moon Maiden" costume requires four full sheets of colored poster board! A good compromise is to make a sample costume of each for children to enjoy dress-up fun while visiting the library.

*Green, Michael Clifford; and B. R. H. Targett. Space Age Puppets and Masks. Boston: Plays, Inc., 1969.

Directions are given for making cardboard box masks and balloon masks of weird space habitues. Try having the children make their own masks and produce their own space plays! (Ages 6 to 12).

Lewis, Shari. Toy Store in a Book. New York: Holt, Rinehart and Winston, 1979.

"Featuring the Robot" made by pasting robot features onto a large paper bag (pages 73-75). There are patterns for the features so you could prepare this craft-costume activity in advance and have the children assemble their costumes after a robot story program. Easy craft-costume for children and librarians. (Ages 6 to 12).

*Purdy, Susan. Costumes For You To Make. Philadelphia: J.B. Lippincott Company, 1971.

An "astronaut's helmet" can be made from a jumbo balloon, aluminum foil and tape (pages 106-107). This is a cheap way to costume an astronaut for a creative dramatics activity. The concept can also be used to make a costume for a puppet.

*Razzi, James. Easy Does It! Things to Make and Do. New York: Parents' Magazine Press, 1969.

"Buzz! Ping! Clang! Zonk!" turns a paper bag into a robot costume. Good simple fun for ages 5 to 12.

Schnurnberger, Lynn Edelman. Star Trek: The Motion Picture-- Make Your Own Costume Book. New York: Simon and Schuster, 1979.

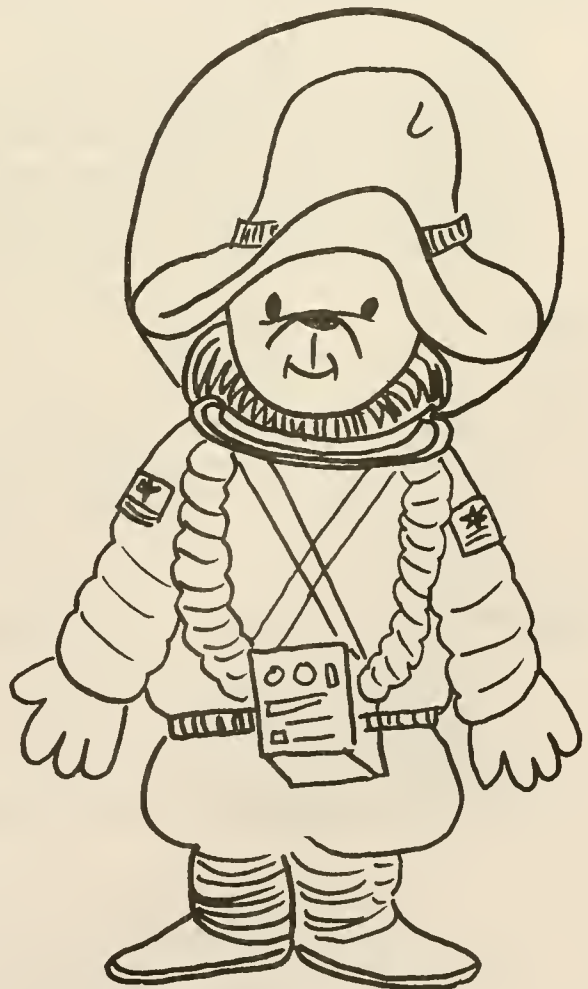
Envision how we would dress in the twenty-third century

with these Star Trek costumes. They are expensive to make and will require some adult assistance. Try making some of these famous outfits and keep them in your space center for young Spocks and Kirks to wear on their imaginary voyages.

*Simplicity Kid Crafts. 1981. Simplicity Pattern Company, 200 Madison Avenue, New York, New York 10016. ISBN 0-918178-23-1.

Patterns for making a "Space Kid" costume and a "Rocket Ship" costume for children (pages 36-43). These are extremely attractive costumes that are ideal for a Space Party or a Futuristic Fashion Show. The cost could be reduced by using metallic spray paint over corrugated cardboard instead of metallic fabric. These costumes are intended to be worn over leotards and tights so tell the children to come dressed for space-age exercises and surprise them with these fantastic costumes. Also useful for creative dramatics.

* indicates our favorites.



The SPACE PARTY continues all summer long with program and entertainment ideas and activities guaranteed to take you

UP, UP AND AWAAAAAAAAAAAAAAAAAAAAAAAAAAAAAY!

PROJECT PUPPETS: A SELECTED BIBLIOGRAPHY

Cochrane, Louise. Shadow Puppets in Color. Boston: Plays, Inc., 1972.

Patterns and script for a classic Chinese legend of the "Moon Dragon" (pages 18-25). This puppet play is one you will have to produce for the children in advance although the children ages 9 to 12 should be able to manipulate the puppets with practice.

*Green, Michael; and B. R. H. Targett. Space Age Puppets and Masks. Boston: Plays, Inc., 1969.

An entire book devoted to making puppets of martians, spacemen, robots and assorted outer-space dwellers. Create hand puppets, stick puppets, marionettes, masks and balloon puppets from simple materials (for the most part). Highly recommended endearing weird crafts for ages 6 to 12. Make some for your own puppet collection too!

Lewis, Shari. Toy Store in a Book. New York: Holt, Rinehart and Winston, 1979.

"The Moon Walker Puppet" (page 31) is made from the outline given and propelled by your fingers hidden behind the legs. We recommend mounting the puppet on oaktag to provide durability. (Ages 7 to 12).

*Paludan, Lis. Playing With Puppets. London: Mills & Boon, 1974.

Instructions and patterns for creating a fluorescent theatre featuring "The Moon Comedy" are given on pages 120-123 and 141-142. This is not a craft for children but rather a beautiful production for you to make to light up your summer library program!

*Renfro, Nancy; and Beverly Armstrong. Make Amazing Puppets. Santa Barbara, California: Learning Works, 1979.

Ingenuous recipes for making charming puppets of everyday scrap materials--paper cups, cardboard tubes, toothpicks, yarn, paper, etc. The paper cup Martian puppet (page 8) is a definite must for children to make. (Ages 5 to 10).

----- . A Puppet Corner in Every Library. Austin, Texas: Renfro, 1978.

Tell the story of Why the Sun and the Moon Live in the Sky with large rod puppets and get your whole audience to participate. Instructions are on pages 86-88.

*----- . Puppetry and the Art of Story Creation. Austin, Texas: Nancy Renfro Studios, 1979.

Nancy Renfro has an absolute genius for concocting delightful puppets to make with children. Relevant puppets for Book Trek II include: "Science Fiction Creature box puppet" (page 70); "King of Planet X paper cup puppet" (page 74); "Outer-Space Pilot stuffed-paper-bag puppet" (page 85); "Man--Year 2000 stuffed-paper-bag string puppet" (page 92); and a suggested activity for a puppet play about a family called the "orbits" (pages 126-127). We whole-heartedly endorse trying a space puppet party wherein the children assemble their own puppets and work in groups to produce a short skit for presentation. (Ages 6 to 12).

Ross, Laura. Hand Puppets: How to Make and Use Them. New York: Lothrop, Lee and Shepard Company, 1969.

"A Visit From Outer Space" (pages 184-187) is a short puppet play concerning an unfortunate encounter between two space creatures and two astronauts. Little action and a terribly abrupt ending make this play very unappealing. Ross advises that we use our own imaginations to make the puppets; while we're at it, we would create our own script too because this one is meaningless.

----- . Scrap Puppets: How to Make and Move Them. New York: Holt, Rinehart and Winston, 1978.

Ross creates a "Robot Rod Puppet" (pages 61-69) that appears quite realistic but requires a goodly amount of scrap materials per puppet, for example, four toothpaste cartons for one robot! Our advice is to make this one for your library's puppet corner and have the children create simpler robot puppets to keep from Renfro's or

Green's books.

* Science and Children, Vol. 17, No. 2, pages 44-45, October, 1979.

You might want to make and have the children make the "Planetary Puppets" whether or not you decide to use the play, "Gathering of the Planets."

Wilt, Joy; Glen Hurn; and John Hurn. Puppet Stages and Props With Pizaaz: Fifty-three Puppet Accessories Children Can Make and Use. Waco, Texas: Creative Resources, 1977.

The idea for the oatmeal-carton puppet stage (pages 18-19) can be adapted to make an oatmeal-carton rocket stage for a space puppet to emerge from during school visits or in a library's puppet corner.



ABOUT THE BOOK TREK PUPPETS:

The puppet patterns on the following pages are simply suggestions for your convenience. Quark and Helix can be made to look any way you choose - you may wish to glance through the Puppet Bibliography in this manual for other ideas for making "Alien" puppets.

There are an abundance of dog puppets on the market, and you may already have one that will be suitable for use in this show. The little boy may also be from a commercial collection, or one that you already have for another show.

Bookworm can be made a variety of ways - we have included this pattern because it is the easiest one we found. You may want to try using a sock, pompoms, or a stuffed "worm" in place of our pattern.

We did not include a pattern for a car because it can be done in so many ways. We suggest using a small plastic car or making a silhouette in cardboard.

We had lots of fun putting this show together, and we hope that you will, too! Use your imagination, and we're sure that your show will be OUT OF THIS WORLD!

SUGGESTED PUPPETS

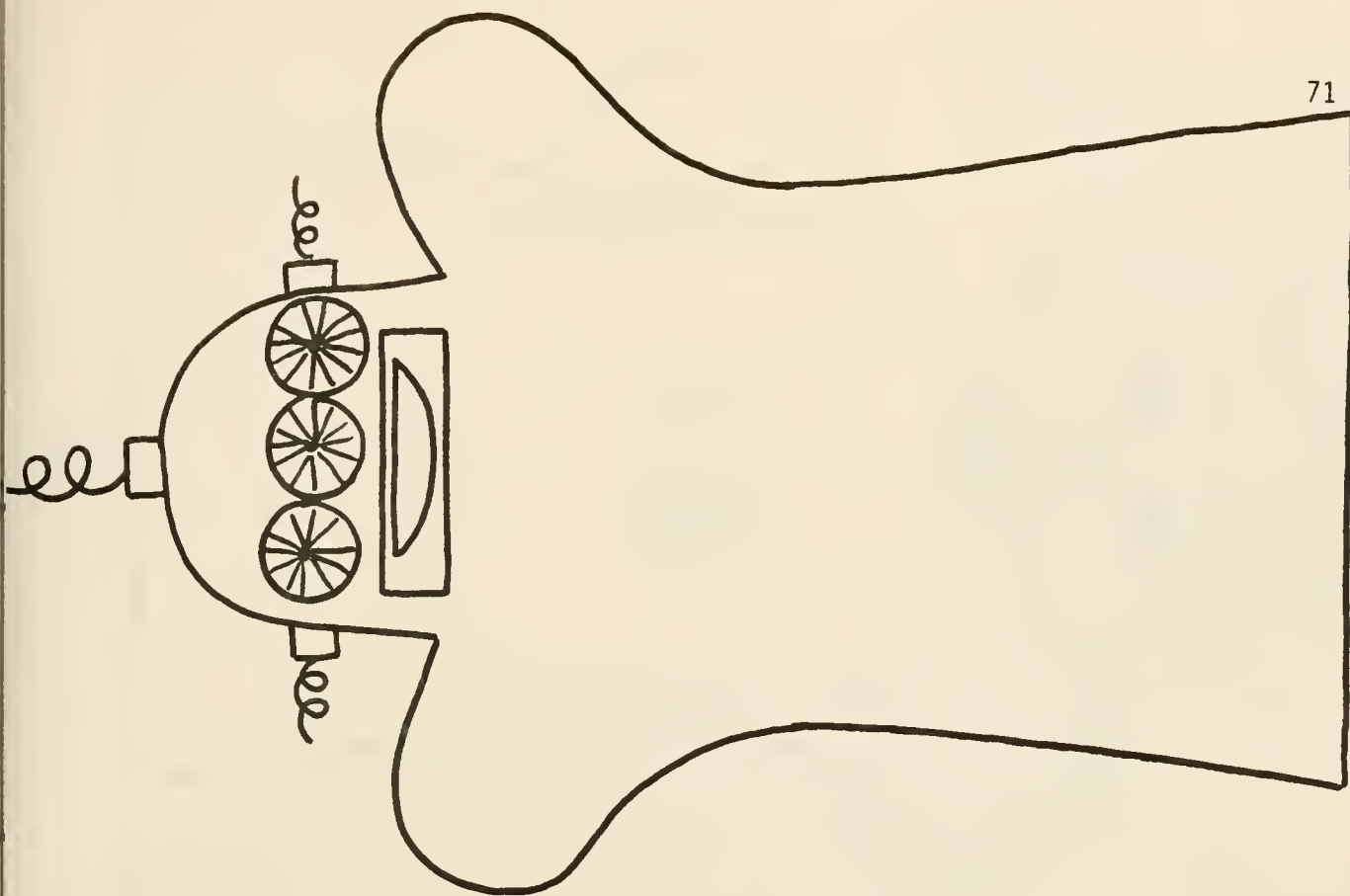
BASIC PATTERN:

70

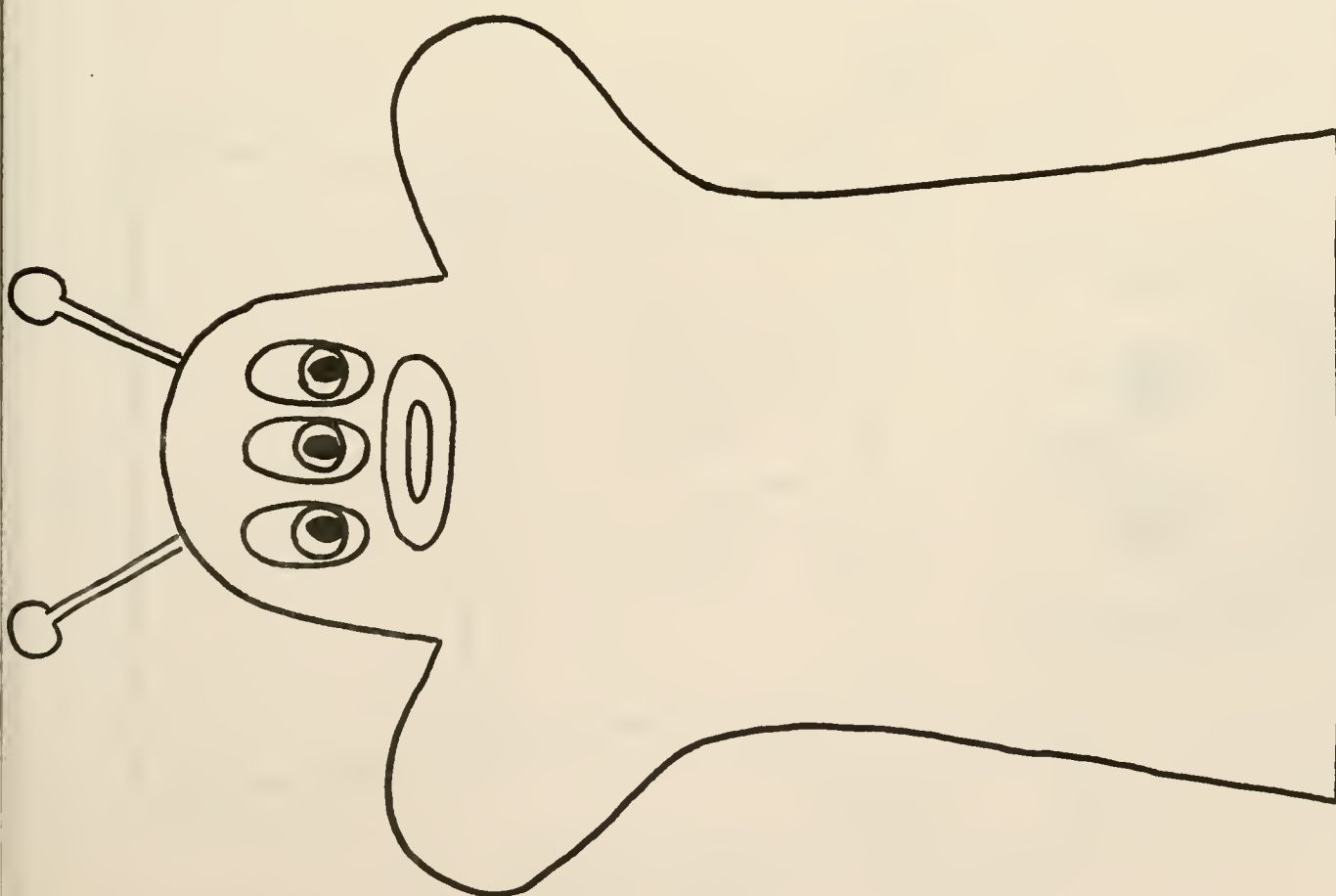
1. Cut 2 pieces for each puppet.
Puppets can be corduroy, felt or other fairly stiff fabric. The face and body are one continuous piece.
2. Suggested colors:
HELIX: PURPLE
QUARK: GREEN
BOY: FLESHTONE
DOG: BROWN
BOOKWORM: ORANGE
3. Make features of felt, small pompoms, or other trims. Glue or stitch features to body.
4. Place body pieces together, wrong side out. Push antennae, ears, or hair between them and sew together. Cut notches in seams under arms, oversew seams and turn.
5. Insert middle fingers in head and thumb and little finger in arms. Bookworm's head may be lightly stuffed to give it body, then insert a rod to manipulate.

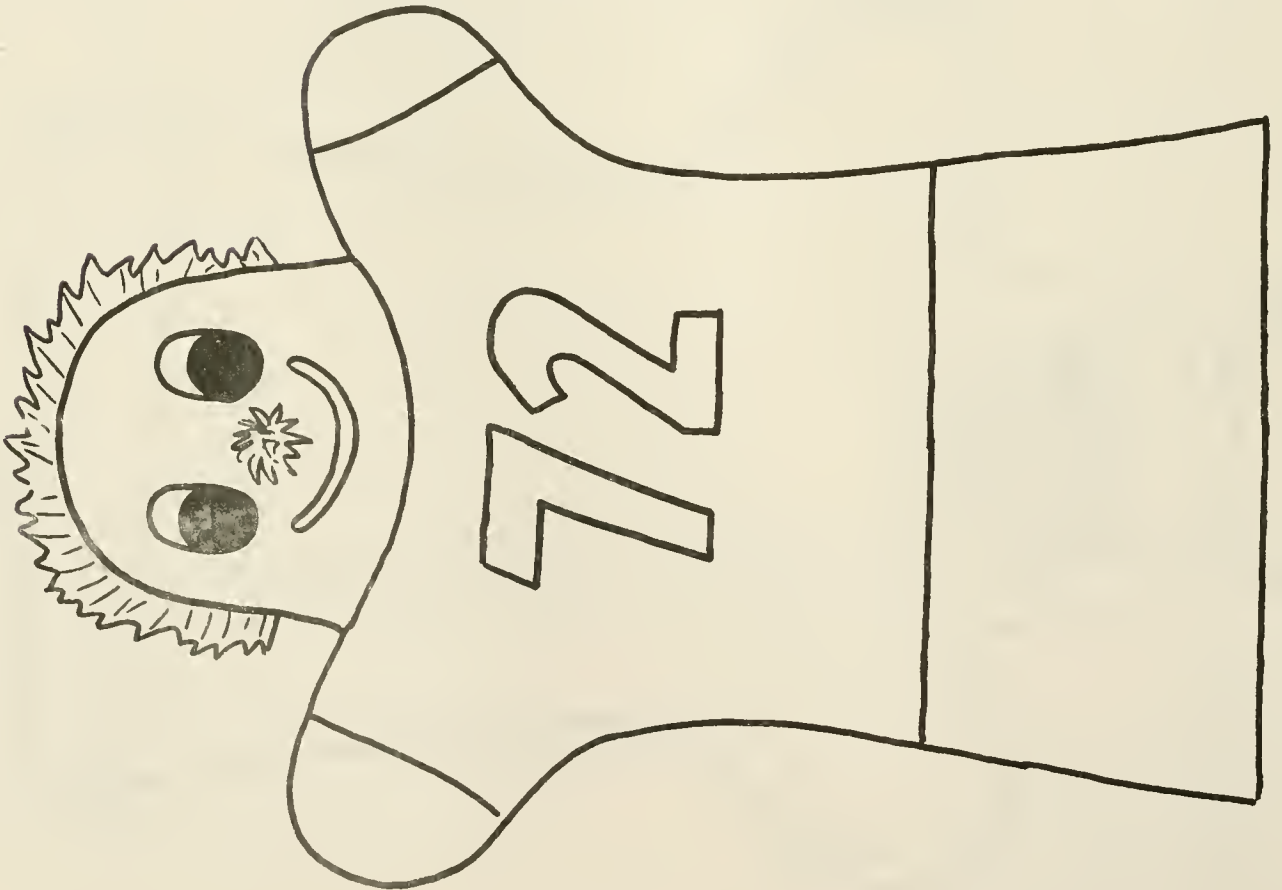
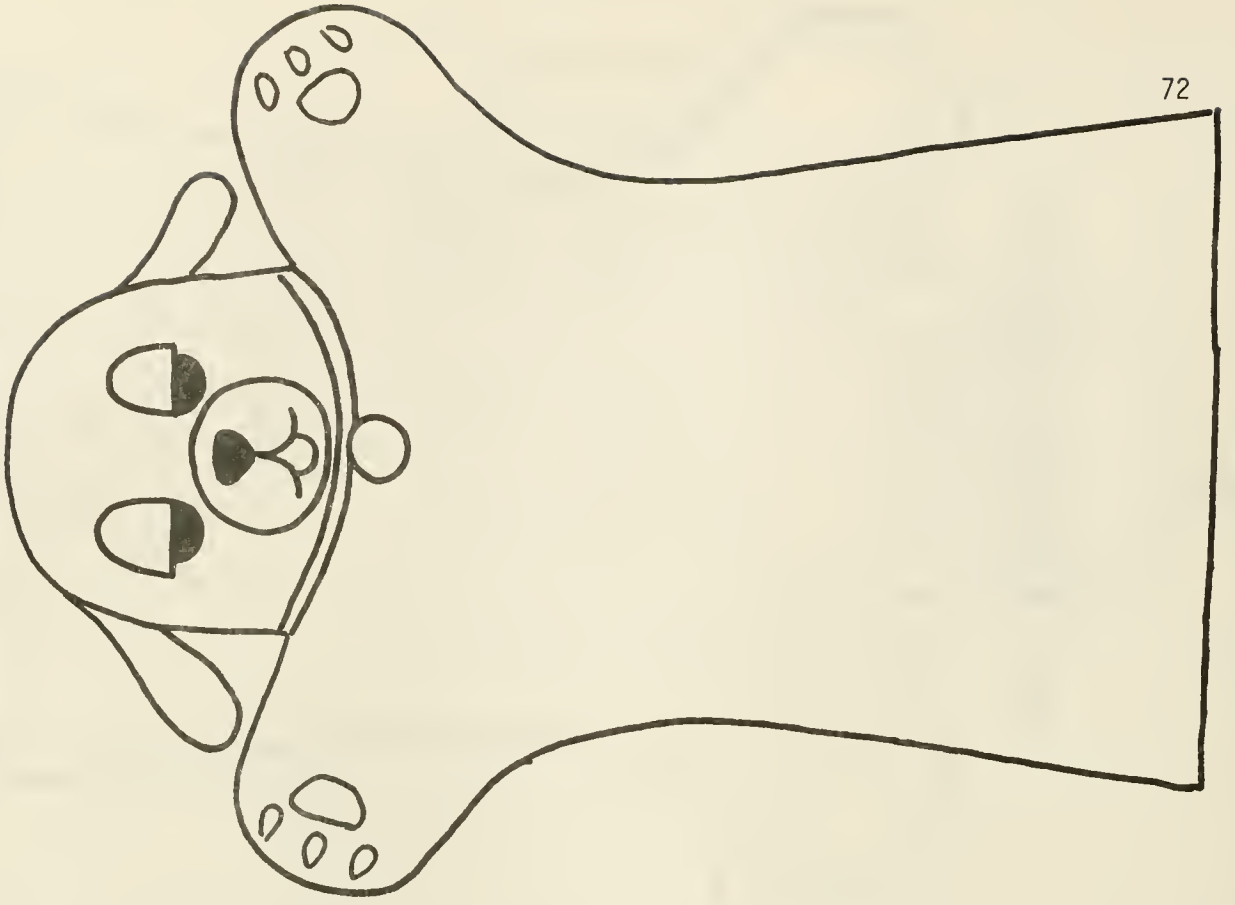
USE THIS OUTLINE AS A FULL-SIZE PATTERN FOR
HELIX, QUARK, BOY.

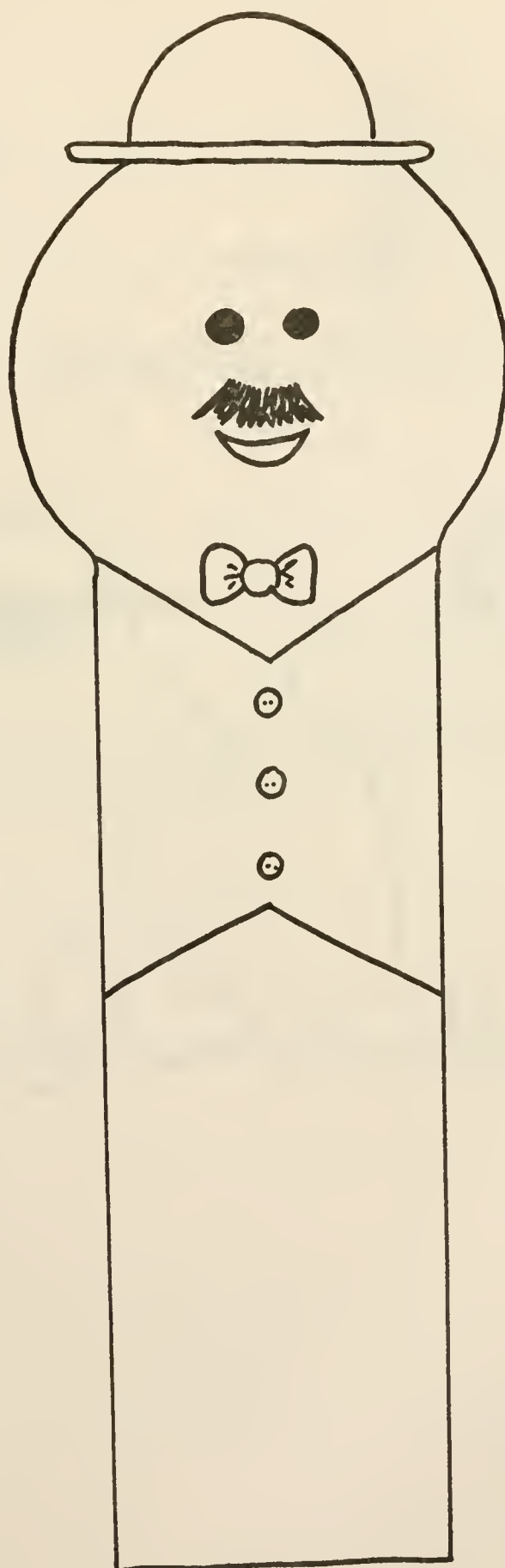
HELIX



QUARK





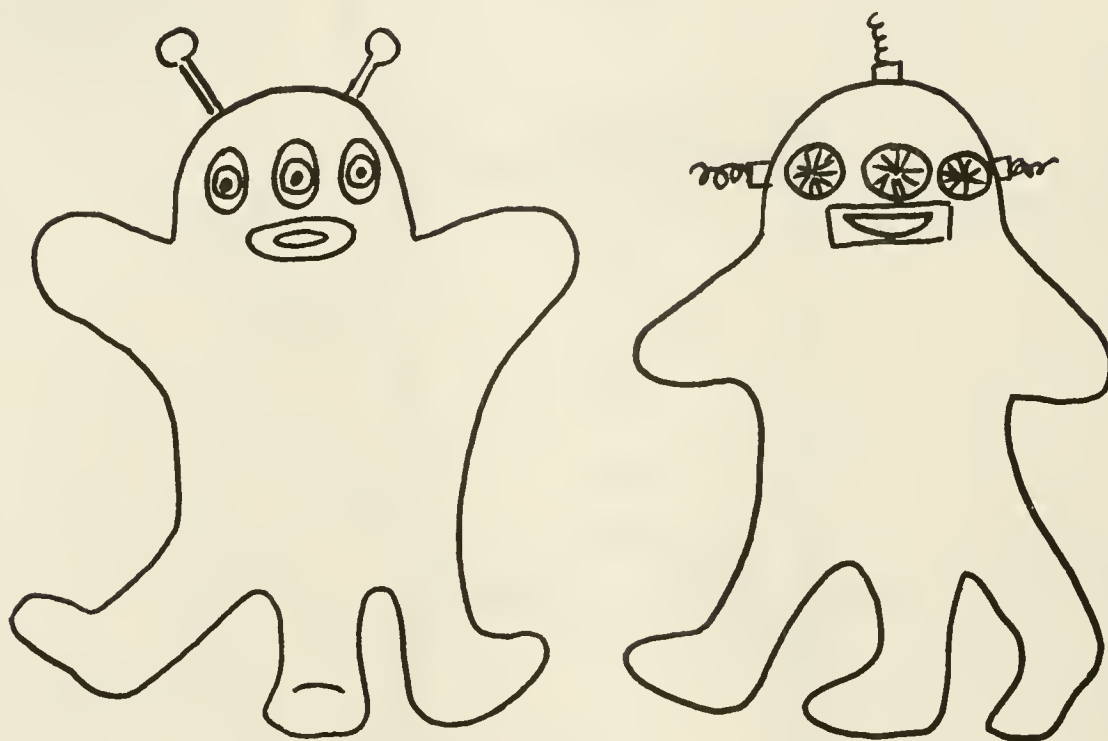


BOOKWORM is
shown full-size.
Use this outline
as a pattern.

BOOKWORM

BOOK TREK*

An original puppet show by Sherry Cotter and Carol Herman to
blast off BOOK TREK II!



*copyright pending.

CHARACTERS:

QUARK
HELIX
CAR
DOG
BOY
BOOKWORM

PROPS:

Spaceship
Time Capsule
flag
clock
money
book

SCENERY:

This puppet show is intended to be used as a tabletop show; if you prefer to use a traditional puppet stage you can design your own backdrop or use "space" material.

MUSIC:

Any type of electronic music will be appropriate.

(As show begins TIME CAPSULE is onstage; SPACESHIP enters and lands nearby--QUARK and HELIX emerge).

HELIX: What is that strange object blocking our spaceport?

QUARK: Oooooooooo! I bet it's a present! A present for me!
I love presents! Presents are fun! I like presents a lot!
May I go open it now?

HELIX: We must proceed with caution. The object in question
has alien markings. Could be UFO. Could be dangerous.
Approach with care.

QUARK: Aw, Helix, you're always afraid of everything.
Why would anyone send me a dangerous present? Everyone
likes me! I was voted most popular Moron on the planet,
Moro. This must be my prize!

HELIX: Please, Quark, listen to me. We will check said
object for possible detonation device and then open it.

QUARK: Is that the card? I don't care about the card.
I just want my present!

HELIX (checking CAPSULE): No indication of danger. All
signals negative. We may proceed.

QUARK: You mean I get to open it?

HELIX: Affirmative.

QUARK: I'm real good at this part. I love to open presents!
Look! There's a little door back here! I can walk
right in and get my present. (QUARK goes behind CAPSULE).

HELIX: Quark! Are you safe? Is there a problem?

QUARK (emerges with FLAG): Yeah, there's a problem. I'll say there's a problem. What kinda present is this? (QUARK holds up FLAG).

HELIX: I have examined the markings of this strange package. I believe this is what is known as a "Time Capsule" from a planet with multicellular life.

QUARK: And this is the best thing they could send? Whadaya think I'm supposed to do with it?

HELIX: You do not understand, Quark. This package is from another planet. The objects inside represent life on that planet. We can learn much from these artifacts.

QUARK (dubious): Yeah? Like what? I still wanna know what this thing is anyway. (Studies FLAG).

HELIX: It is a clue to alien life, Quark. It appears to be a giant toothpick.

QUARK (frightened): Argh! They must be awful big! I don't want to meet one! (Hides behind CAPSULE).

HELIX: Do not be ridiculous, Quark. Please come out here.

(QUARK comes out from behind CAPSULE).

HELIX: There are other possibilities to consider, Quark. Perhaps it is a plant or a flower. It is colorful.

QUARK: Ya know what? I think it's a weapon! I'll show ya how it works. (QUARK hits HELIX on the head with FLAG).

HELIX: Ouch! You are correct in your theory. It is a good weapon. Let me demonstrate its effectiveness. (HELIX takes FLAG and hits QUARK over the head).

QUARK: Yipes! Ouch! It is a weapon! It's a weapon!
Enough already!

HELIX: Let us consider the other contents in the Capsule.
Please bring them out, Quark.

(QUARK goes behind CAPSULE and emerges with CLOCK).

QUARK: Look at this little creature! Isn't it cute?
They sure have funny faces on their planet. Silly-looking,
isn't it?

HELIX: That is no way to meet an alien, Quark. We must show
it that we are friendly. (To CLOCK). Greetings from
Moro, Sir. We are morons.

QUARK: Yeah, you're lucky to meet me. I'm the best moron
we have. Hi there! (No response from CLOCK). Not very
friendly, is it? I'll just give it a shake to wake it up.

(QUARK strikes CLOCK and it begins to tick).

HELIX: Listen, it is "tocking!" We must imitate this
strange language, Quark, and initiate communication.
Quark--you say "tick." I say "tock." Let us begin.

QUARK: TICK.

HELIX: TOCK.

QUARK: TICK.

HELIX: TOCK. This is getting us nowhere. Perhaps the
creature needs rest.

QUARK: I'll just take it inside. (QUARK picks up CLOCK
and drops it. Alarm goes off. QUARK screams and hides
behind HELIX).

HELIX: You must have startled it, Quark. We will leave it
for now. Please bring out the next item, Quark.

(QUARK goes behind CAPSULE and emerges with MONEY).

QUARK: Look! It must be food! There's enough for both of us. Want some?

HELIX: Definitely. It is of scientific interest to sample alien cuisine. (They gobble up MONEY). That was very nutritious.

QUARK: Yeah. And tasty too!

HELIX: Let us continue our inspection. The next object please, Quark.

(QUARK goes behind CAPSULE and emerges with BOOK).

QUARK: Zippitty-zax! This is the heaviest. What is it, Helix?

HELIX: It is a rectangular object of unknown purpose.

QUARK: Yeah? Maybe it's some kind of a chair. (Sits on it). Naw! Much too hard.

HELIX: Perhaps it possesses flying capabilities. Its inner components are lightweight and respond to movement.

QUARK: Naw! It doesn't have a steering wheel. I bet you eat it. (Takes bite). Yuck! (Sniffs it). Thhhhhhhhhhh! I don't think it's edible.

HELIX: Look! It contains alien markings similar to those on the Capsule. Perhaps those markings are a communication mode.

QUARK: Maybe they're magic! Don't go near them! Don't touch 'em! I don't mess with that stuff!

HELIX: We will test its properties with our supersonic sensor. Let us take it aboard our spaceship.

(QUARK helps HELIX take the BOOK aboard the SPACESHIP: strange sounds are heard. QUARK and HELIX emerge).

QUARK: Aw, gee, all the tests were negative. The suspense is getting awful. How can we find out what it is?

HELIX: Our only course of action is to trace the rectangular object to its parent planet.

QUARK: Yeah? How are we gonna do that?

HELIX: Through interplanetary travel, Quark. We will inquire of any intelligent life as to the function of this object.

QUARK: Sounds good to me. I like travel. Let's go!

(QUARK and HELIX board their SPACESHIP and blast off!).

(Sign appears that says, EARTH).

QUARK: Zippitty-zax! I'm getting tired. We've been through
the whole galaxy and nobody knows what this thing is.
(Glares at BOOK he is carrying).

HELIX: I thought you were the inquisitive type, Quark,
hungry for knowledge. You could certainly use some.

QUARK: Look! There's somebody now!

(CAR races across table and screeches to a stop).

HELIX (approaches CAR): Greetings from the planet, Moro!

QUARK: Hi there! We are Morons. We are just visiting.

HELIX: We are seeking the identity of this foreign object.
(Points to BOOK). Can you help us?

(CAR blows horn, accelerates and knocks over HELIX and QUARK).

QUARK: If only I had my ray gun with me! That native
wasn't very friendly.

HELIX: We must continue our quest for information despite
uncooperative factors. Look! I perceive another species
approaching.

(DOG enters, sniffing around).

QUARK: Hi! I'm a Moron. In fact I was voted most popular
back home in Moro 'cause I'm real friendly and a lot of
fun. Do you know anything about this strange present
that somebody sent me? (Holds up BOOK).

(DOG looks up and starts howling; he runs off).

QUARK: Come back! Let's talk awhile! Don't be hasty!

HELIX: Let it go, Quark. We cannot detain aliens against their will.

QUARK: Look! There's another form of life coming toward us!

HELIX: Let me handle this interview, Quark.

(BOY enters and begins walking).

HELIX: Greetings. We are from the planet, Moro. We are in search of knowledge. Could you please tell us what the function of this object is? (Points to BOOK).

BOY: Hey! Where'd ya get the nifty costume? I have a Darth Vader one almost like it! Where did you get yours?

QUARK: Yay! Helix, this one talks! Quick--ask it again.

HELIX: I repeat: could you identify this foreign object? (Gestures to BOOK).

BOY: What are you, some kinda nut? You guys look weird! Besides, my Mom told me not to talk to strangers. I'm leaving. (He exits).

QUARK: I've had my fill. I'm not used to rejection. I'm ready to go home, Helix.

HELIX: No, Quark. We must persevere in our quest for truth. Look! There is another life form emerging from the planet's surface.

(BOOKWORM crawls out).

BOOKWORM: I bid you a good day, sirs. May I be so bold as to inquire what book you have in your possession?

QUARK: What WHAT?

BOOKWORM: What say? I say, young man, what is the title
 of that book?

HELIX: Greetings. We are from the planet, Moro. We seek
 information as to the function of this rectangular object
 of unknown origin.

BOOKWORM: I say, chaps, that is a book.

HELIX: BOOK? Book is not a moronic concept. What is its
 function?

BOOKWORM: You've come to the right fellow, my friends.
 I am a Bookworm, a most honored profession among worms.

QUARK: Yeah? That's nice. But what's a BOOK?

HELIX: We have come a long way to obtain this information.
 Please elaborate.

BOOKWORM: Books are to read. And reread. Books give infor-
 mation. Books are fun. Books tell stories.

QUARK: What's a story?

HELIX: What is "read?"

BOOKWORM: Hnnnnnnnn. I say, I do believe the best definition
 is through action. I will read you this book that tells
 this story. (BOOKWORM crawls over to BOOK and begins
 to read). "Once upon a time in a galaxy far, far away..."

CURTAIN (if you use a stage)

QUARK and HELIX: And they lived happily ever after!

BOOKWORM: THE END!

SHADOW PUPPETS

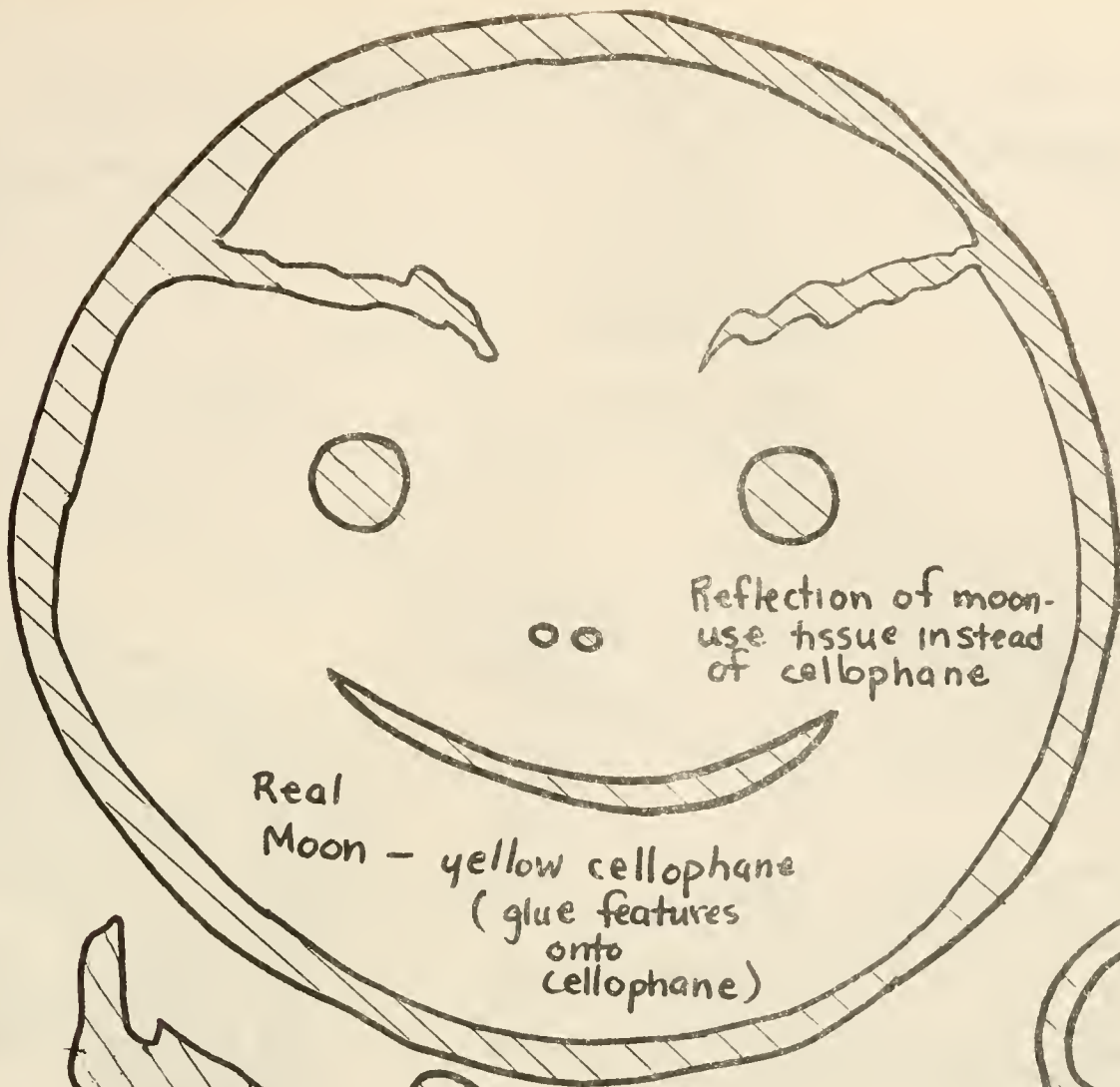
Shadow puppets are a fine alternative or addition to traditional hand-puppet presentations. For Book Trek II we chose Ib Spang Olsen's The Boy in the Moon (New York: Parents' Magazine Press, 1962).

Patterns are given for the figures needed to tell the story. Using posterboard, cut these patterns with a good mat-knife. The shaded-in portions are solid; cut out the rest. Glue or tape colored cellophane to framework for colorful effects. Further instructions for constructing and using shadow puppets are found in the following sources:

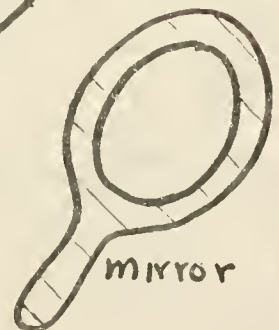
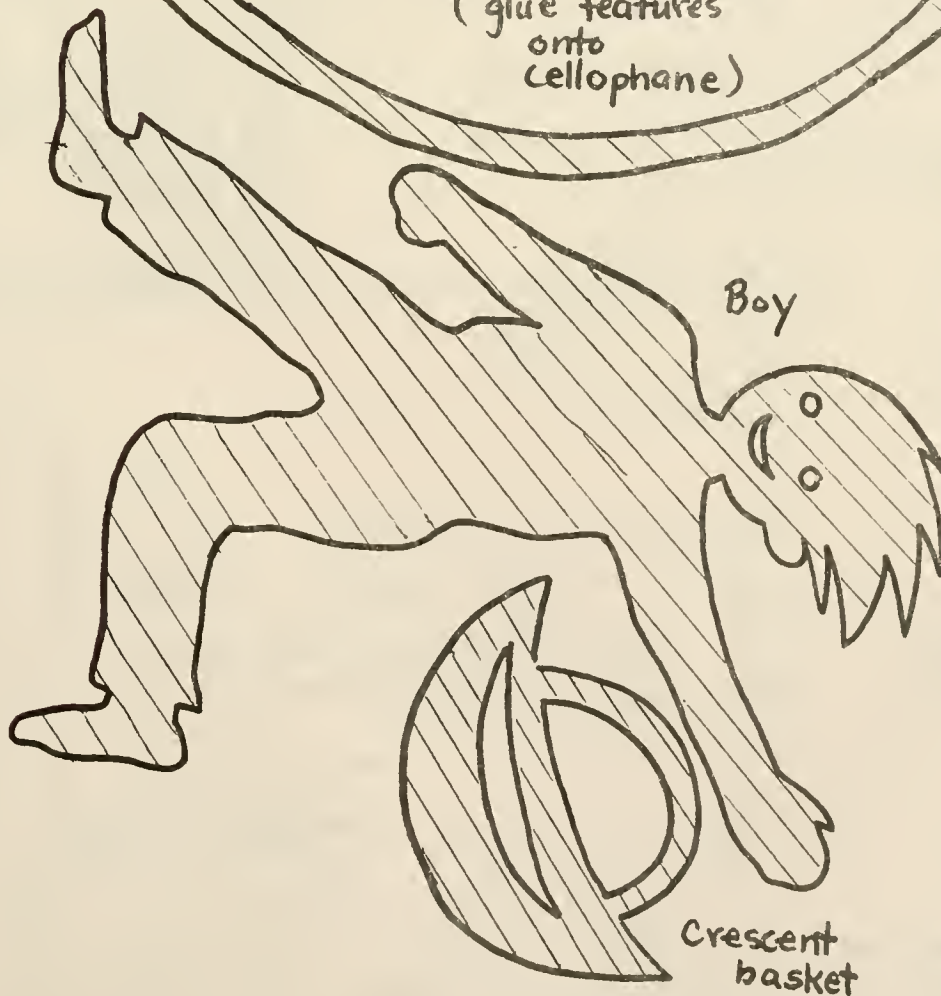
Cochrane, Louise. Shadow Puppets in Color. Boston: Plays, Inc., 1972.

Lynch-Watson, Janet. The Shadow Puppet Book. New York: Sterling, 1980.

Sims, Judy. Puppets For Dreaming and Scheming. Walnut Creek, California: Early Stages, 1978.

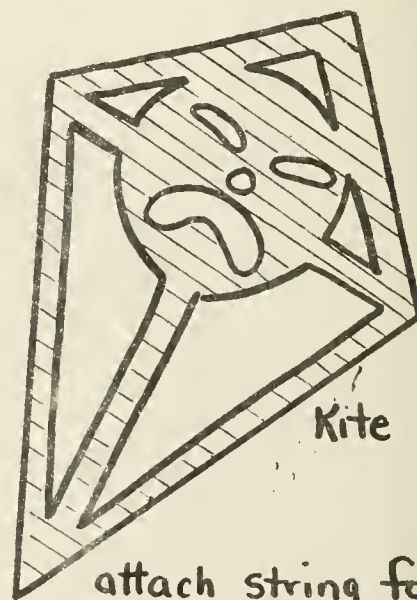


Moon



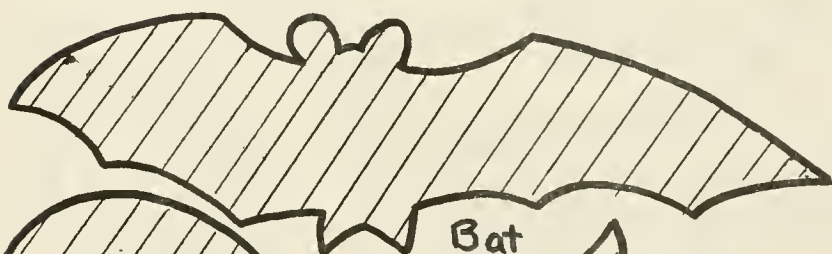
glue cotton to edges
to create "fuzzy" effect

cloud

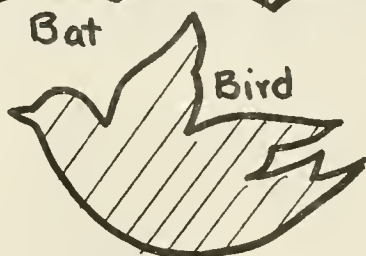


Kite

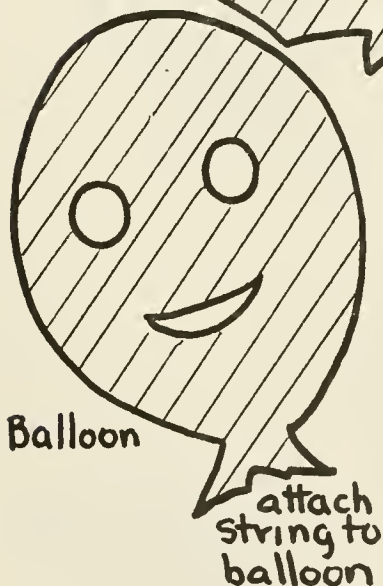
attach string for



Bat



Bird

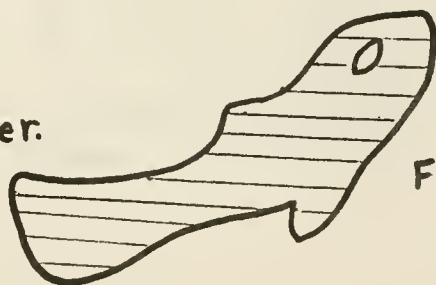


Balloon

attach
string to
balloon

Bat, bird and balloon
appear almost simultaneously.
For best management, wire
them all to the same stick.

Fish appear together.
Wire on one
stick.



Fish

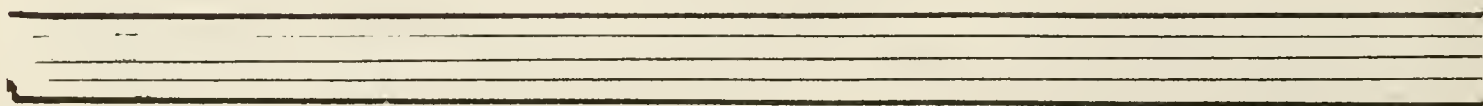
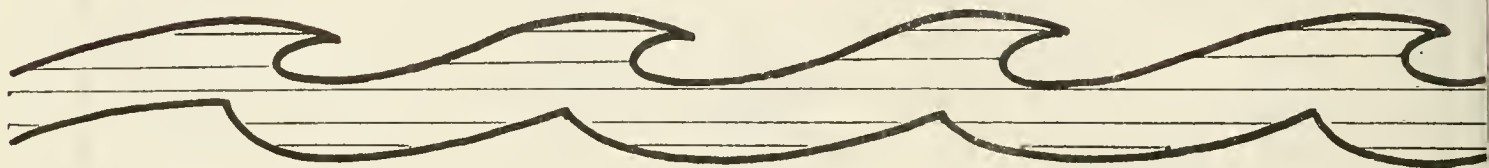




Children at
window



Water should extend the entire length of your shadow-puppet stage. Use blue cellophane to indicate water. This pattern is simply to suggest a shape and depth.





Airplane

People on the street couldn't help noticing that Portly was talking to himself. He was rehearsing his most amusing stories to tell at the party.

(Portly McSwine)

SPLASHDOWN!: A SELECTED BIBLIOGRAPHY OF STELLAR STORIES, EXTRA-TERRESTRIAL EPICS AND TRAJECTORY TALES

- *Alexander, Martha. Marty McGee's Space Lab, No Girls Allowed. New York: Dial Press, 1981.

Amusing non-sexist story of an aspiring astronaut who is out-flown by his baby sister. Charming illustrations make this story a must to share with small groups. (Grades K to 4).

- *Asch, Frank. Moon Bear. New York: Charles Scribner's Sons, 1978.

Bear is worried about the diminishing moon and concocts a plan to help the moon grow. Delightful story to tell in a box or with the book since it has bright colorful pictures. (Grades K to 3).

- Starbaby. New York: Charles Scribner's Sons, 1980.

Starbaby zooms too close to the earth but ends up in a loving home; simple story with large, uncomplicated pictures. (Grades Preschool to 2).

- Baylor, Byrd. The Way to Start a Day. New York: Charles Scribner's Sons, 1977.

A beautifully-illustrated poetic celebration of the sunrise that can be used to set a mood of reverence or as a beginning to a program on the sun. (Grades K to 6).

- *Belting, Natalia. The Moon is a Crystal Ball: Unfamiliar Legends of the Stars. Indianapolis: Bobbs-Merrill, 1952.

A collection of legends from all corners of the earth which deal with the stars, the moon and the sun. Good for story-telling. (Grades 3 to 6).

Bernstein, Margery; and Janet Kobrin. The First Morning: An African Myth. New York: Charles Scribner's Sons, 1976.

Lion calls for a volunteer to go above the sky and bring light to earth and Mouse, Spider and Fly all take the challenge. Boldly illustrated in black and white for picture-book telling. (Grades K to 6).

Brewster, Patience. Ellsworth and the Cats From Mars. New York: Houghton Mifflin, 1980.

A close relationship develops between Ellsworth, an earth-cat, and a Cat-Martian. Cartoon-type pictures are too small for an audience but you'll find a way to adapt the story for telling; perhaps on the flannelboard. (Grades K to 3).

Bridwell, Norman. The Witch's Christmas. New York: Scholastic Book Services, 1970.

Santa and his reindeer suffer a mishap with a spaceship and are rescued by a creative witch. Try adapting this one for shadow puppets or hand puppets and then tell it with Space Witch for a be-witching story hour! (Grade K to 3).

Brown, Margaret Wise. Good-night Moon. New York: Harper & Row, 1947.

Little rabbit prolongs bedtime by bidding each and every article in his world a "Goodnight!" Try telling this as an "object" story as described on page 188 in Bauer's Handbook For Storytellers (Chicago: American Library Association, 1977). (Grades Preschool to K).

------. Wait Till the Moon Is Full. New York: Harper & Row, 1948.

Little racoon's mother tells him to "Wait till the moon is full" before learning about the mysteries of the night. A quiet, delicate story. (Grades Preschool to K).

Carew, Jan. Children of the Sun. Boston: Little, Brown and Company, 1976.

The twin sons of the Sun are sent by their father on a quest to identify their values; personalities clash violently, resulting in the death and subsequent resurrection of one son. A difficult but rewarding story to learn. (Grades 3 to 8).

Carlson, Bernice Wells. Listen! And Help Tell the Story. New York: Abingdon Press, 1965.

"The Spaceman in the Rocket Ship" (page 67) is a short action story that will get all the wiggles out of your audience during a lengthy story hour. (Grades Preschool to 2).

Coatsworth, Elizabeth. Good Night. New York: Macmillan, 1972.

A star observes the familiar events of every night. (Grades Preschool to 1).

Crews, Donald. Light. New York: Greenwillow Books, 1981.

A graphic presentation of the lights that brighten our world, including the moon, stars and sun. (Grades Preschool to 1).

Dayrell, Elphinstone. Why the Sun and the Moon Live in the Sky. Boston: Houghton Mifflin, 1968.

The Sun and the Moon build a house in which to entertain their friend, the Water, but when he visits with his retinue the house is overrun and the Sun and the Moon are forced into the sky. Tell the story or use rod puppets as described on page 86 of Renfro's A Puppet Corner in Every Library (Austin, Texas: Renfro, 1978). (Grades K to 4).

De Brunhoff, Laurent. Babar Visits Another Planet. New York: Random House, 1972.

The Babar family journeys by rocket to a strange planet where they charm the locals and invite them for a return visit to Celesteville. Use the book (the illustrations are lovely) or if you're ambitious try hand puppets. (Grades K to 4).

De Paola, Tomie. The Prince of the Dolomites: an Old Italian Tale. New York: Harcourt, Brace, Jovanovich, 1980.

A young prince's fascination with the moon leads him to seek the help of the "Salvani" who send him on a magical journey. Tell this one with De Paola's fanciful illustration (Grades 3 to 6).

*Freeman, Don. Space Witch. New York: Viking Press, 1959.

Tilly Ipswitch designs a spaceship, christens it the "Zoom Broom" and she and her cat, Kit, blast off! Illustrations are scratchy and dull but it makes a great box story! It's purrrrrr-fect for Book Trek II! (Grades K to 3).

Fuchs, Erich. Journey to the Moon. New York: Delacorte Press, 1969.

Double-paged full-color spreads depict the flight of Apollo II and Armstrong's historic moonwalk. Text is only on the first two pages. An opaque projector will help you share the illustrations with a group while listening to futuristic music. (Grades K to 6).

Garellick, May. Look at the Moon. New York: Young Scott Books, 1969.

Is the moon the same for everyone? This questions is posed and answered in verse, accompanied by blue-and-black woodcut illustrations that se a mood for quiet listening. (Grades Preschool to 2).

Garrison, Christian. Flim and Flam and the Big Cheese. New York: Bradbury, 1976.

Flam thinks he has devoured the moon after he consumes a big cheese in this amusing picture book story. (Grades K to 3).

Ginsburg, Mirra. Where Does the Sun Go at Night? New York: Greenwillow Books, 1981.

Imaginative and satisfying answer to a puzzling question, enhanced by exuberant double-paged illustrations. (Preschool).

*Grimm, Jakob Ludwig Karl. How the Moon Began. London: Abelard-Schuman Limited, 1971.

Four brothers, living in the dark land of Exe, steal the moon from the land of Wye. The story goes on, of course, and so do the laughs! A good companion story to Let's Steal the Moon, appropriate for story-telling or with a flannelboard. (Grades 3 to 6).

Gruenberg, Sidonie Matsner. Favorite Stories Old and New.
Garden City, New York: Doubleday, 1942.

Includes E. C. Reichert's story, "Space Ship to the Moon," wherein a classroom of children go to space on a rocket fired only by their imaginations. This story is intended to be a read-a-loud but the story is really not compelling enough to entice most children. (Grades 2 to 4).

Hoban, Russell. Flat Cat. New York: Philomel Books, 1980.

Colorful cartoons tell the story of a party that is interrupted by some mice from outer space. Share this one with small groups. (Grades K to 3).

*------. They Came From Aargh! New York: Philomel Books, 1981.

Two boys and a baby "travel" from space to earth and perceive their everyday surroundings as alien explorers. Adorable illustrations sustain the humor in this very funny adventure. (Grades K to 6).

*Holl, Adelaide. Moon Mouse. New York: Random House, 1969.

Arthur, a young mouse, thinks the moon is made of cheese and embarks on a journey to confirm his theory. Fetching illustrations make this story suitable for young audiences. (Grades K to 3).

Hubley, Faith. Skydance. New York: Harper & Row, 1981.

Rhythmical, lyrical tribute to life on other planets. Join the sky creatures as they dance through the heavens in a joyous celestial celebration! The words lift the children out of their seats to participate with creative dance and movement. (Grades K to 3).

*Jablow, Alta. The Man in the Moon: Sky Tales From Many Lands. New York: Holt, Rinehart and Winston, 1969.

A treasure trove of stories about the moon, sun and stars collected from all over the world. Many legends are quite brief making them perfect fillers for story programs. (Grades 1 to 8).

*Jacobs, Joseph. More English Fairy Tales. New York: Schocken Books, 1968.

"The Buried Moon" tells of a time when the moon was buried in the marshes. Good dramatic story for telling. "The Stars in the Sky" is exactly the same as the picture book version. (Grades 3 to 6).

*------. The Stars in the Sky. New York: Farrar, Straus, Giroux, 1979.

Scottish tale of a tiny lassie whose only wish is to play with the stars in the sky. Her efforts to obtain her wish lead her to the Good Folk whose instructions she must follow. Sprightly, amusing tellable tale! (Grades 3 to 6).

Jucker, Sita. Squaps, the Moonling. New York: Atheneum, 1969.

A trite story about a moonling who is intrigued by earthly delights, especially water. Large colorful pictures make it appropriate as a picture book but the text needs some editing. (Grades K to 3).

*Keats, Ezra Jack. Regards to the Man in the Moon. New York: Four Winds Press, 1981.

Louie, son of the local junkdealer, transforms junk into a spaceship by using his imagination and takes his friend, Susie, on a fabulous journey. Appealing story with outstanding artistry make this an exceptional picture book! (Grades K to 5).

Kent, Jack. Mrs. Mooley. New York: Golden Press, 1973.

Mrs. Mooley, the cow, discovers Mother Goose and is determined to out-jump the storybook cow over the moon. Her antics make for hilarious picture book fun. (Grades K to 4).

Krahn, Fernando. A Flying Saucer Full of Spaghetti. New York: E. P. Dutton and Company, 1970.

Clever story-without-words depicts a group of impish beings who commandeer a saucer full of spaghetti from a wealthy little girl and fly it to the home of a poor little girl for her dinner! Be inventive and think of a way to share this one. (Grades K to 4).

----- . Robot-bot-bot. New York: E. P. Dutton, 1979.

A story-without-words about a robot who is driven crazy and creates havoc until he is subdued and taught to play pingpong. The book lends itself to a slide-tape format if you want to chance copyright violation. (You didn't hear it from us!). (Grades K to 3).

*Leach, Maria. How the People Sang the Mountains Up: How and Why Stories. New York: Viking Press, 1967.

Throughout time people of all cultures have pondered the mysteries of the universe and answered them imaginatively and often humorously in their legends. Collected here are fine legends explaining the moon, sun, stars and constellations. Don't miss this one! (Grades K to 6).

----- . Noodles, Nitwits and Numskulls. New York: World, 1961.

Several very brief tales about the moon are included in this anthology. Our favorite is "Rescuing the Moon" in which a man attempts to save the moon from "drowning" in a pond. (Grades K to 4).

*Leisk, David Johnson. Harold's Trip to the Sky. New York: Harper & Row, 1957.

Harold's purple crayon whisks him off to Mars where he encounters a martian and saves the earth from an alien invasion. Use this one as a tell-and-draw with a purple crayon of course! (Grades K to 4).

Le Tord, Bijou. Merry Christmas, Hooper Dooper. New York: Random House, 1979.

Hooper, the robot, impersonates a Christmas tree in this offbeat Yuletide tale. May the season be with you! (Grades K to 4).

Levitan, Sonia. Who Owns the Moon? Berkeley, California: Parnassus Press, 1973.

Three men quarrel excessively over who owns the moon until a wise teacher solves the problem to everyone's satisfaction. Tell this one with How the Moon Began and Let's Steal the Moon. (Grades 2 to 6)

Lin, Adet. The Milky Way and Other Chinese Folk Tales. New York: Harcourt, Brace and World, 1961.

The title legend concerns the origin of the Milky Way and the surrounding stars. (Grades 3 to 6).

*Lurie, Alison. The Heavenly Zoo: Legends and Tales of the Stars. New York: Farrar, Straus, Giroux, 1979.

A collection of tales that attempt to explain the "pictures in the sky." Includes many selections about the constellations perfect for the "Star Trek" Program Series. (Grades 3 to 6).

McDermott, Gerald. Anansi the Spider: A Tale From the Ashanti. New York: Holt, Rinehart and Winston, 1972.

Graphically-illustrated story of how Anansi's six sons saved his life and were offered a beautiful globe of light as a reward but could not decide who should keep it. Nyame, the Sky-god, decides that everyone should have the moon. Tell this story with the book or use string puppets for emphasis. (Grades K to 6).

----- . Sunflight. New York: Four Winds Press, 1980.

Colorful graphics illustrate the classic myth of Icarus and Daedalus as they attempt to escape from King Minos. (Grades 3 to 6).

*Marshall, Edward. Space Case. New York: Dial Press, 1980.

A child in a realistic space costume is spotted on Halloween night but when young Buddy McGee takes him to school the next day he turns out to be a Thing from outer space! Bright, boisterous pictures can be seen from the back of the room. Don't miss this one! (Grades K to 4).

Mobley, Jane. The Star Husband. Garden City, New York: Doubleday, 1979.

Ancient Indian legend of a maiden who wished to have a star for her husband. Good companion story to the Prince of the Dolomites and The Stars in the Sky. (Grades 3 to 6).

Moeri, Louise. How the Rabbit Stole the Moon. Boston: Houghton Mifflin Company, 1977.

When all the large animals in the forest fail in their attempts to convince the Sun to spare some light to illuminate the night, the small rabbit volunteers to help--the moon and the stars are the results of his Promethean gesture. Full-page earthtone illustrations will help you share this story with a room full of children. (Grades K to 6).

*Olsen, Ib Spang. The Boy in the Moon. New York: Parents' Magazine Press, 1962.

The Man in the Moon sees his reflection in the water and sends the Boy in the Moon to fetch it. Fine story to tell with the book or try it as a shadow puppet show (patterns included in manual). (Grades K to 6).

Palmer, William R. Why the North Star Stands Still and Other Indian Legends. Englewood Cliffs, New Jersey: Prentice-Hall, 1946.

Among the Pahute legends in this collection are many how-and-why stories of the moon, stars and sun. (Grades K to 4).

*Pienkowski, Jan. Robot. New York: Delacorte Press, 1981.

Fantastic graphics and cleverly-engineered pop-ups illustrate a letter home from a space-sick robot. A novelty book to enhance any space or robot story program. (Grades K to 6).

Pinkwater, Daniel. Tooth-Gnasher Superflash. New York: Four Winds Press, 1981.

Is it a bird? Is it a plane? No! It's the Tooth-Gnasher Superflash--a space-age car that will take you on a ride you'll never forget! Picturebook-perfect fun! (Grades K to 3).

*Preston, Edna Mitchell. Squawk to the Moon, Little Goose. New York: Viking, 1974.

Little Goose squawks loud and long when she perceives that the moon is in danger, thus irritating the farmer and threatening her own safety. Happily, however, Little Goose's imagination--and the moon--come to the rescue.

A delightful picture book that goes well with "Rescuing the Moon" in Leach's Noodles, Nitwits and Numskulls. (Grades K to 3).

*Radley, Gail. The Night Stella Hid the Stars. New York: Crown Publishers, 1978.

Dissatisfied with her position as star-duster, Stella decides to hide the stars and follow the sun on its journey across the sky. The stars are missed, however, and finally a solution is reached. Large, colorful illustrations are just right for sharing with an audience. (Grades K to 6).

*Rey, H. A. Curious George Gets a Medal. Boston: Houghton Mifflin Company, 1957.

Curious George's curiosity leads to hijinx and lands him in a rocket headed for outer space. Why not make a rocket and tell the story with a hand puppet? (Grades Preschool to 5).

Roche, P. K. Webster and Arnold and the Giant Box. New York: Dial Press, 1980.

Two mice brothers find a giant box and use it as the basis for imaginary adventures. In "What Is That Funny Noise?" the box becomes a rocket and trouble develops during the countdown. Use it as a box story, naturally! (Grades K to 3).

Rockwell, Anne. The Dancing Stars: an Iroquois Legend. New York: Thomas Y. Crowell Company, 1972.

Once upon a time there were seven brothers who danced so well that the moon tricked them into dancing with her, forever in the sky. Clear, simple illustrations accompany this interesting legend. (Grades 2 to 6).

*Sandburg, Carl. Rootabaga Stories. New York: Harcourt, Brace & World, 1923.

For some upbeat moon stories to contrast with somber legends try these tall tales: "The Toboggan-to-the-Moon Dream of the Potato Face Blind Man;" "The Skyscraper to

the Moon...;" "How Pink Peony Sent Spuds, the Ballplayer, Up to Pick Four Moons;" "The Haystack Cricket and How Things Are Different Up in the Moon Towns;" and our very favorite, "Never Kick a Slipper at the Moon." These are not easy stories to learn because the pace is fast and the wording is essential to the tale but they are a delight to tell to audiences. (Grades 3 to 8).

*Serwer, Blanche Luria. Let's Steal the Moon: Jewish Tales Ancient and Recent. Boston: Little, Brown and Company, 1970.

In the title story, the fools of Chelem decide that the moon should illuminate their streets every night of the month and conceive a foolproof plan to achieve this end. A hilarious story for telling! (Grades 3 to 6).

Sleator, William. The Angry Moon. Boston: Little, Brown and Company, 1970.

When Lapowinsa dares to laugh at the Moon she is kidnapped and made a prisoner. Her friend, Lupan, with the aid of old grandmother, finds a way to free her and together they flee across the sky. Beautiful pictures and an exciting plot combine to make a wonderful story to tell. (Grades 3 to 6).

Steig, William. Gorky Rises. New York: Farrar, Straus, Giroux, 1980.

Gorky (a frog) finds himself in orbit after concocting a magic potion. His flight is not without incident but the most magical event occurs at the journey's end. Share the big, bright pictures with a group. (Grades 2 to 6).

*Stevenson, James. Walker, the Witch and the Striped Flying Saucer. Boston: Little, Brown and Company, 1969.

One night a witch tells Walker about a striped flying saucer and upon investigation he meets an alien being and tries a lot of "groovy stuff." At least that's the story Walker tells his friend, Jane! Try this one as a monologue. (Grades K to 3).

------. The Wish Card Ran Out! New York: Greenwillow Books, 1981.

When a wish card lands on Charlie's bed, life suddenly becomes chaotic. His dog learns to talk, his brother disappears and Charlie's pursued by a bunch of computers! The cartoon-type illustrations are not suitable for sharing with an audience but the story lends itself to riotous telling! (Grades K to 4).

*Thaler, Mike. Moonkey. New York: Harper & Row, 1977.

Moonkey pines for a visit to the moon and his jungle friends help expedite the journey. Delightful picture book to tell or to turn into a flannelboard story. (Grades K to 3).

*Thayer, Jane. The Applebaums Have a Robot! New York: William Morrow and Company, 1980.

So-On, the robot, has trouble finding his career niche until he goes to work for the Applebaums in their bakery. A lovable story with terrific illustrations! (Grades K to 6).

*Thurber, James. Many Moons. New York: Harcourt, Brace & World, Inc., 1943.

Princess Lenore is ailing and only the moon can aid her recovery. The efforts of the King and his counselors are in vain but the Court Jester finds a clever solution. A lovely story with understated humor. Try it as a one-person puppet show! (Grades K to 6).

Turska, Krystyna. The Magician of Cracow. New York: Greenwillow Books, 1975.

A famous magician-astronomer yearns to be the first man to visit the moon but in order to obtain his goal he strikes a bargain with the devil. Rich illustrations lend mood and humor to this Polish folk tale. (Grades 3 to 6).

Udry, Janice May. The Moon Jumpers. New York: Harper & Row, 1959.

Children play in the moonlight, prolonging their bedtime with songs and games. Delicate story with evocative illustrations. (Grades Preschool to 2).

*Ungerer, Tomi. Moon Man. New York: Harper & Row, 1967.

After years of observation the Moon Man finally succumbs to his envy of earthlings and takes a trip to earth only to be ostracized for his differences. Lunar magic prevails, however, and after dancing, revelling and otherwise frolicking the Moon Man returns to his home in the sky. Large, bright pictures make this story ideal for sharing; try using an electronic music background for a special touch! (Grades K to 4).

Walker, Barbara K. Stargazer to the Sultan. New York: Parents' Magazine Press, 1967.

Turkish folktale involving a poor woodcutter who aspires to be Stargazer to the Sultan. A long story, but perfect for storytelling; especially appropriate with astrology programs and fortune-telling. (Grades 3 to 6).

Watson, Clyde. Midnight Moon. New York: William Collins, 1978.

A poetic jaunt into a moon-dream world where the Man in the Moon entertains his guests with magical tales and a dog who performs card tricks! Small, jewel-tone illustrations are clear enough to share with intimate groups. (Grades Preschool to 2).

Wilde, Oscar. The Star Child. New York: Four Winds Press, 1979.

Fairy tale of a vain young man who believes that he is the child of a star and learns humility only through suffering. Has storytelling possibilities but this version needs condensing. (Grades 3 to 6).

Wildsmith, Brian. Professor Noah's Spaceship. Oxford, Great Britain: Oxford University Press, 1980.

Noah is updated and given an ecological twist in this beautifully illustrated version of the biblical story. (Grades Preschool to 2).

*----- . What the Moon Saw. Oxford, Great Britain: Oxford University Press, 1978.

The moon laments that she has never really seen the world so her friend, the sun, shares daylight vision with her. "I believe there's nothing I haven't seen!" boasts the sun; but the moon knows better! A beautiful picture book. (Grades Preschool to 2).

Withers, Carl. Painting the Moon. New York: E. P. Dutton and Company, 1970.

Estonian folktale of how the devil endeavored to dim the light of the moon so that he could use the darkness to conceal his evil doings. Good story for telling. (Grades 3 to 6).

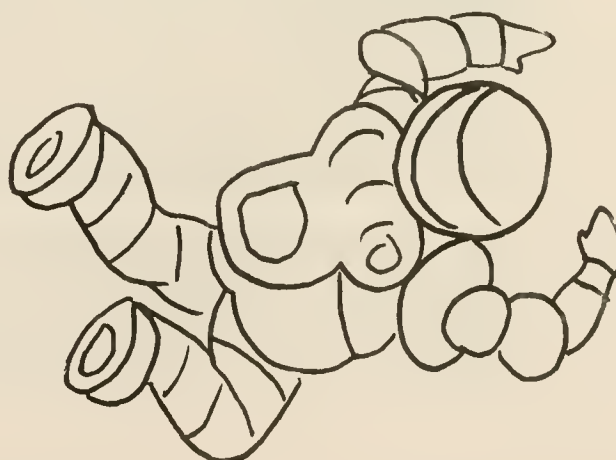
*Yolen, Jane. Commander Toad in Space. New York: Coward, McCann and Geoghegan, Inc., 1980.

A clever spoof of Star Wars in which brave Commander Toad and the crew of the spaceship, Star Warts, encounter the monster, Deep Wader, in outer space! Adapt this story for a popular table-top puppet show. (Grades K to 6).

----- . The Moon Ribbon and Other Tales. New York: Thomas Y. Crowell Company, 1976.

The title story and "The Moon Child" are quiet but compelling stories to tell for a moon story program. (Grades 3 to 6).

* indicates our favorites.



Every party guest likes a party favor to remember the party by; why not have your guests make their own SPACE-CRAFT at your SPACE PARTY?

SPACECRAFT(S): A SELECTED BIBLIOGRAPHY

Ames, Lee J. Draw Fifty Vehicles: Selections From Draw Fifty Boats, Ships, Trucks and Trains and Draw Fifty Airplanes, Aircraft and Spacecraft. Garden City, New York: Doubleday and Company, 1977.

Step-by-step diagrams for drawing an Apollo command module and a Gemini capsule. Much more realistic than the Emberley drawings. (Ages 8 to 12).

Arnold, Wesley Frank; and Wayne C. Cardy. Fun With Next to Nothing: Handicraft Projects For Boys and Girls. New York: Harper and Row, 1962.

Pages 61-78 describe how to build your own space ships and moon base. The children will enjoy turning simple materials into fairly life-like replicas of outer-space vehicles. (Ages 7 to 12).

Burns, Marilyn; Martha Weston; and Linda Allison. Good Times: Every Kid's Book of Things to Do. New York: Bantam Books, 1979.

Page 38 explains "How to Cut a Star from a Square" (piece of paper) with just one snip of the scissors. Good for room decorations, name tags or accompaniment to star stories. Helpful hint: be sure to practice till you understand the process because the directions are somewhat confusing. (Ages 7 to 12).

*Butterworth, Nancy Towne, and Laura Peabody Broad. Kits For Kids: How to Turn Ordinary Objects, Projects and Events into Activities and Gifts For Kids. New York: St. Martin's Press, 1980.

This book is a children's librarian's dream since it has recipes for recycling all handy materials. The "Miniature Scene Kit" (pages 140-141) explains how to make a diorama of a space ship landing. (Ages 5 to 12).

The "Flashlight Planetarium Kit" (page 151) is made from a coffee can with a plastic cover, a hole punch, paint, chalk and a flashlight. The children would have to provide their own flashlights unless you have a philanthropic hardware store in your neighborhood. (Ages 8 to 12).

Caney, Steven. Steven Caney's Playbook. New York: Workman Publishing Company, 1975.

Of interest here are the "Balloon Rocket" (page 71) and the "Salt Garden" (pages 99-100), both inexpensive projects that will fascinate children. (Ages 6 to 12).

Chernoff, Goldie Taub. Just a Box? New York: Walker and Company, 1973.

Directions are given for making a jet from a long box, like a toothpaste carton. With some minor alterations the pattern can be transformed to make a rocket. (Ages 5 to 10).

*Emberley, Ed. Ed Emberley's Big Green Drawing Book. Boston: Little, Brown and Company, 1979.

Ed Emberley, master illustrator, shows even those of us who can't draw a straight line foolproof steps for drawing a host of creatures including many with a space theme. The process of creating "Zorts" and their Zortian universe is clearly delineated for potential artists (pages 82-87). (Ages 8 to 12).

*----- . Ed Emberley's Big Orange Drawing Book. Boston: Little, Brown and Company, 1980.

Pages 84-91 outline the making a "Neebort," UFO's, and "Erts," all found in space. Pages 26-27 show how to draw a true space witch, an appropriate companion to Freeman's Space Witch story. (Ages 8 to 12).

*----- . Ed Emberley's Big Purple Drawing Book. Boston: Little, Brown and Company, 1981.

Emberley shares with us the construction of a robot, a flying machine and other space denizens. Try having the children practice with you step-by-step on scrap paper before completing their final pictures. (Ages 8 to 12).

*----- . Ed Emberley's Drawing Book of Faces. Boston: Little, Brown and Company, 1975.

Learn how to draw "Martian Martin" on page 16 and then teach the children to make their own. (Ages 8 to 12).

Fleming, Gary. Scrap Craft For Youth Groups. New York: John Day Company, 1969.

If your children are satisfied with the simple life you can help them construct a "Flying Saucer" (page 102) from a wire coat hanger and an aluminum pie plate. A more complicated and attractive project is the "Spool Space Ship and Launch Pad" which makes an effective model. (Ages 5 to 10).

Holz, Loretta. Mobiles You Can Make. New York: Lothrop, Lee and Shepard Company, 1975.

Pages 79-81 describe how to assemble a "Scary Witch" from construction paper. By adapting the pattern and having the witch ride a rocket instead of a broom, you have a "Space Witch" to accompany Freeman's story of the same title. (Ages 7 to 12). Another mobile you might try is the "Shower of Stars" (pages 82-85), more complicated mobile because it requires more pieces and more costly because you need metallic paper to make realistic stars. (Ages 7 to 12).

*Instructor, Vol. 91, No. 1, page 44, August, 1981.

"Quick Constellations" is a star-studded way to recycle slides which didn't develop properly. This activity is a great go-together with the "Star Trek" Program Series. (Ages 6 to 12).

*Jobb, Jamie. The Night Sky Book: An Everyday Guide to Every Night. Boston: Little, Brown and Company, 1977.

"The Tin Can Planetarium" (page 18) is a simple star projector that's made from a tin can and a few nails. Older children will enjoy seeing their favorite constellation shining in their room at night. They will have to provide their own flashlights! (Ages 8 to 12). A good craft for the junior high set is "Make Your Own Astrolabe" (page 48) from a drinking straw, cardboard and a short piece of square doweling. The results are star-studded! (Ages 10 to 14).

Lewis, Shari. Toy Store in a Book. New York: Holt, Rinehart and Winston, 1979.

Children can make their own "3-D Star Cruiser" if you use the pattern and directions on pages 95-101. All you need are paper, scissors, glue and patience. (Ages 7 to 12).

*Lopshire, Robert. How to Make Snop Snappers and Other Fine Things. New York: Greenwillow Books, 1977.

Two simple craft ideas for the inept and the poor: "How to Make a Slow Rocket" (pages 24-25) from a balloon and a straw; and "How to Make a Box Rocket" (Pages 26-27) from a balloon and an oatmeal box. These ideas will guarantee play fun and satisfaction to young doers and their librarian. (Ages 5 to 10).

McCoy, Elin. The Incredible Year-Round Playbook. New York: Random House, 1979.

Page 68 describes how to make a "Super Space Shuttle" from an 8½ x 11-inch sheet of paper and a 1-inch section of paper towel tube; tres inexpensive! (Ages 7 to 12).

Norvell, Flo Ann Healey. The Great Big Box Book. New York: Thomas Y. Crowell, 1979.

"Walkie Talkie Space Helmets" constructed from cartons and six topless tin cans are described on pages 36-37. This activity has definite potential but you might want to substitute another cylindrical object for the tin cans if you plan to have children make their own. (Ages 8 to 12).

Odyssey, Vol. 1, No. 12, pages 16-19, December, 1979.

Ulysses is the robot-mascot of Odyssey magazine and this issue gives us a pattern and directions for making a "Jumping Jack" Ulysses. (Ages 8 to 12).

*-----, Vol. 2, No. 2, pages 16-19, February, 1980.

Original idea for making an origami rocket! If your children can follow directions carefully this is a highly recommended activity. These model rockets can be used for decorative purposes too expecially if you use multi-colored origami paper. (Ages 8 to 12).

-----, Vol. 2, No. 6, pages 16-19, June, 1980.

"Ulysses the Gymnast" is an idea for making a robot toy from cardboard; includes a pattern. (Ages 7 to 12).

* -----, Vol. 2, No. 9, pages 8-13, September, 1980.

"Take Your Own Star Pictures" after you make your own astro-camera. Directions are given for accomplishing this entertaining and edifying project. The cost is high (about \$10 for twenty-five children) but the activity might be a good incentive for involving children in an active summer reading club. Try "Star Pictures" after a visit to or from the Planetarium. (Ages 9 to 12).

-----, Vol. 2, No. 10, pages 15-19, October, 1980.

"Hang Out With Ulysses" is an easy idea for making a robot mobile since a pattern is given. (Ages 7 to 12).

-----, Vol. 2, No. 11, pages 22-23, November, 1980.

"Make Your Own Telescope" from a cardboard tube, lightweight cardboard, tape, aluminum foil, wax paper, a needle and make a viewing scope that illustrates the principles of a telescope. (Ages 9 to 12).

Pack-O-Fun, Vol. 24, No. 12, page 21, January, 1975.

You were probably wondering how to recycle all those plastic produce baskets you were saving. "Plastic Basket Jamboree" describes how to make a robot from three such baskets. Excellent use of discarded materials we all have access to. (Ages 6 to 12).

Ploquin, Genevieve. Cork Toys You Can Make. New York: Sterling Publishing Company, 1974.

Construct a robot out of cork (pages 22-23); the basic idea can be adapted for use with any cylindrical objects if obtaining the corks is a problem. (Ages 7 to 12).

Pountney, Kate. Make a Mobile. New York: S. G. Phillips, 1974.

Directions are given for making a space mobile (pages 44-45). The materials are basic and the finished product is appealing. (Ages 8 to 12).

*Razzi, James. Bag of Tricks: Fun Things to Make and Do With the Groceries. New York: Parents' Magazine Press, 1971.

James Razzi certainly possesses talent for transforming ordinary materials into impressive craft projects for children. Fortunately for children's librarians there are quite a few that connect to Book Trek II. In Bag of Tricks Razzi shows us how to "Make a Spaceship" from a cardboard carton and bottle caps (pages 44-45). He explains how to make an "Emergency Space Kit" from a soda pop carton and aluminum foil (page 46). Finally he reveals the secret for making "Eggheads From Mars" from cardboard egg cartons and crayons (page 13). These very simple crafts are delightful accompaniments to some fine space stories. Try them with They Came From Augh, Regards to the Man in the Moon and The First Travel Guide to the Moon. (Ages 5 to 12).

*----- . Easy Does It! Things to Make and Do. New York: Parents' Magazine Press, 1969.

"3, 2, 1, Blast Off" makes a miniature space capsule from paper and string (pages 10-11). (Ages 5 to 10).

*----- . Simply Fun Things to Make and Do. New York: Parents' Magazine Press, 1968.

You'll certainly want to "Make a Thing From Mars" this summer since all you need are cotton balls, glue and paper (page 9). (Ages 5 to 10).

*----- . Star Spangled Fun: Things to Make, Do and See From American History. New York: Parents' Magazine Press, 1976.

A good way to celebrate the Fourth of July is to "Make a U.S. Astronauts' Moon Buggy" (pages 55-57) from egg cartons, straws and spools. (Ages 5 to 12).

* Ross, David. Making Robots. New York: Franklin Watts, 1980.

* -----. Making UFO's. New York: Franklin Watts, 1980.

Successful space-related crafts are guaranteed with these instructions for simple, cheap robots and UFO's. Recommended for clumsy fingers and tight budgets since almost all the projects can be made with everyday scraps and materials. Moreover these books offer a plethora of robot and UFO ideas to choose from. (Ages 5 to 12).

Sattler, Helen Roney. Kitchen Carton Crafts. New York: Lothrop, Lee and Shepard Company, 1970.

"An Egg Carton Martian" (pages 18-19) from egg cartons and pipe cleaners is an extremely simple, inexpensive craft idea that will please the most unhandy among us. (Ages 5 to 10).

Schegger, Theresia Maria. Make Your Own Mobiles. New York: Sterling Publishing, 1973.

The "Celestial Bodies" mobile (page 33) is made from ordinary materials and is quite attractive. (Ages 8 to 12).

Temko, Florence. Felt Craft. Garden City, New York: Doubleday and Company, 1973.

Make a "space picture" from felt (pages 40-41), good idea for a wall hanging that can be as simple or as complex as time and money allow. (Ages 5 to 12).

*Thomson, Ruth. Exciting Things to Make With Paper. Philadelphia: J. B. Lippincott Company, 1977.

Pop-up cards are a more unusual craft and children will enjoy making their own. Pages 6-7 illustrate how to make an airplane card. Substitute a rocket for the airplane and you're ready for the launch! (Ages 8 to 12).

Working With Paper. New York: Franklin Watts, 1969.

Make a rocket from paper (pages 116-117) and customize it with crayons; makes an attractive facsimile for the primary set. (Ages 5 to 9).

* indicates our favorites.

...Portly stopped short. "Oh golly," he said. "What if my party isn't amusing enough?"

(Portly McSwine)

GAMES AND AMUSEMENTS: A SELECTED BIBLIOGRAPHY

Bond, Michael. Fun and Games With Paddington. New York: Collins Publishing Company, 1978.

Paddington learns about the telescope and the constellations from Mr. Gruber (pages 36-37) and is quite startled to find that there is a bear in the sky! On page 45 Paddington poses as "The Astrobear" on a special mission to the moon. These aspects of Paddington provide a relevant tie-in to the summer theme thus allowing use of the Paddington puppets or films you may have from last summer. (Ages 6 to 12).

Bryant, Bernice Morgan. Party ABC's. New York: Bobbs-Merrill, 1963.

Turn to pages 131-133 for directions for playing "Flying Saucers" and "Man From Mars." Ignore the dated, sexist tone of the book and enjoy the games! (Ages 6 to 12).

Cave, Peter L., comp. Five Hundred Games. New York: Grosset & Dunlap, 1973.

A "Rocket Race" is a pleasant recreation for a Space Party. Page 117 gives you all the how-to's for organizing this activity. (Ages 5 to 12).

*Cricket, Vol. 8, No. 12, page 27, August, 1981.

"Ugly Bird's Out of This World Crossbird Puzzle" is an excellent crossword puzzle with a space theme, using space terminology. Try xeroxing it and allowing the children to work on it before or after a program. (Ages 8 to 12).

*Electric Company Magazine, No. 58, page 10, September, 1979.

Detailed instructions for an easy game called "Rocket Race" played with balloons. It's the same game described in Cave's Five Hundred Games so choose whichever version you have access to. (Ages 5 to 12).

Fixx, James F. Solve It! A Perplexing Profusion of Puzzles.
Garden City, New York: Doubleday, 1978.

Chapter 3, "Journey Into Space," discusses the type of logic scientists use to visualize space and has fourteen challenging problems to illustrate the use of spatial senses. Although the solutions are given in the back of the book for those lacking patience and/or spatial senses, these puzzles are only for creative thinkers who enjoy stretching their minds to the outer limits! (Ages 9 to 14).

Forte, Imogene; Mary Ann Pangle; and Robbie Tupa. Center Stuff For Nooks, Crannies and Corners: Complete Learning Center For the Elementary Classroom. Nashville, Tennessee: Incentive Publications, 1973.

Includes a series of "Blast Off" activities such as a spaceword puzzle and the ever-popular design a spacesuit game. (Ages 8 to 12).

*Freeman, Lois M. Betty Crocker's Parties For Children. New York: Golden Press, 1974.

Don't be put off by the incredibly sexist tone of the book--the ideas are good and of course you will be playing the games with male and female children despite the author's quaint notion that a Space Party is only for boys. Pastimes include: "Stars and Straws Race" (page 83); "Tracing Stars" (page 100); "Map-Making" (page 101); "Magic Circles" (page 128); and "Crazy Space Auction" (page 131). (Ages 6 to 12).

Gardner, Martin. Perplexing Puzzles and Tantalizing Teasers. New York: Simon and Schuster, 1969.

"The Fish and the Robot" is definitely perplexing true to the title of the book. The object is to draw each figure without lifting the pencil point off the paper. This activity will keep curious children occupied with a minimum of materials since all you need are a pencil and paper. The solution is given in the book so you need not despair of an answer. Recommended for puzzle fans ages 8 to 14.

*Jobb, Jamie. The Night Sky Book: An Everyday Guide to Every Night. Boston: Little, Brown and Company, 1977.

This book is filled with games and activities that you can adapt for use in your library. Among our favorites are: "Find That Constellation," a fill-in-the-dots game that you could duplicate to go with the "Star Trek" Program Series; and "Running Rat in Space," drawing the constellations and learning their lore an easy way (pages 17-18). (Ages 7 to 12).

Lewis, Shari. The Kids-Only Club Book. New York: Hawthorne Books, 1976.

Details for playing "Flying Saucer," a game created from paper plates and a wire coat hanger, are given on page 67. Inexpensive entertainment for ages 5 to 10.

Nelson, Esther L. Movement Games For Children of All Ages. New York: Sterling Publishing Company, 1975.

Using creative movement the group leader takes children on a trip to the moon and to a Robot Repair Factory (page 57). Recommended only for those with a strong sense of theatre. (Ages 5 to 12).

*Razzi, James. Star Wars DARTH Vader's Activity Book. New York: Random House, 1979.

*----- . Star Wars Chewbacca's Activity Book. New York: Random House, 1979.

To give any space party pizaaz, here are games and fun galore from our favorite (?) Star Wars characters. Each book provides card games, mazes, word scrambles, recipes, connect-the-dots and more! Use any one book or the entire series for sure crowd-pleasers all summer long. (Ages 7 to 12).

Science and Children, Vol. 17, No. 5, page 20, February, 1980.

"Orbit" is a board and game for two to four players designed to teach facts about the solar system. You could make the game board and pieces in advance and have the children play the game after a visit to or from a Planetarium or after viewing a film on the subject. (Ages 8 to 12).

Weber, M. C. Solar Safari and Seventy Other Simple Science Games For Children. Nashville, Tennessee: Incentive Publications, 1978.

How-to's for playing "Solar Safari," a board game for up to six players, and "Spiffy Space Suits," a design-your-own spacesuit contest. (Ages 8 to 12).



* indicates our favorites.

POETRY: A SELECTED BIBLIOGRAPHY

Bogan, Louise; and William Jay Smith, comps. The Golden Treasury: Poems For Young People. Chicago: Reilly & Lee Company, 1965.

Graves, Robert. "Star-Talk."

The constellations are given personalities as they carry on a typical human conversation on a cold winter night. Suggested for poetry fan grades 6 to 9.

Yeats, William Butler. "The Cat and the Moon."

Minnalousse, the cat, communes with the moon in this fine poem for a dramatic recitation. (Grades 4 to 8).

Brewton, John E.; and Lorraine A. Blackburn, comps. They've Discovered a Head in the Box For the Bread and Other Loony Limericks. New York: Thomas Y. Crowell, 1978.

This anthology is a real treasure trove of silliness for almost every occasion. On the subject of outer space don't miss:

*Smith, William Jay. "Crockett."

Wonderful, wacky tale of an aspiring astronaut. (Grades 1 to 4).

*Brewton, Sara; John E. Brewton; and John Brewton Blackburn, eds. Of Quarks, Quasars and Other Quirks: Quizzical Poems For the Supersonic Age. New York: Thomas Y. Crowell, 1977.

The definitive anthology for use with Book Trek II! A veritable cornucopia of space-age lyrics; almost every selection is usable. Our special favorites include:

Graham, Al "Interplanetary Limericks."

Winsor, Frederick. "The Space Child's Mother Goose" and "The Hydrogen Dog and the Cobalt Cat."

Livingston, Myra Cohn. "Only a Little Litter."

Merriam, Eve. "Think Tank." (reprinted in manual).

These are marvelous for telling, reading and sharing. Use them all summer long with grades 3 to 8.

Ciardi, John. You Know Who. Philadelphia: J. B. Lippincott Company, 1964.

"Is This Someone You Know," a humorous tale of a high jumper who progresses from tree jumping to sky jumping, is an appropriate companion piece for Kent's Mrs. Mooley. (Grades K to 4).

Dunning, Stephen; Edward Lueders; and Hugh Smith, comps. Reflections On a Gift Of Watermelon Pickle...and Other Modern Verse. New York: Lothrop, Lee & Shepard Company, 1967.

Hans, Marcie. "Fueled."

Swenson, May. "Southbound on the Freeway."

These "riddle" poems are indictments of our love of technology, a reminder that earth is our only spaceship, a sentiment that will appeal to many junior highs.

Wheelock, John Hall. "Earth."

Herford, Oliver. "Earth."

Dual speculations on the possibilities for the demise of our planet; recommended for junior highs interested in catastrophe.

Dehn, Pual. "Hey Diddle Diddle" and "Little Miss Muffet." Mother Goose, anti-nuke style; for junior highs only.

*Hannum, Sara; and Gwendolyn E. Reed, comps. Lean Out of the Window: An Anthology of Modern Poetry. New York: Atheneum, 1965.

Of interest in this collection are:

cummings, e.e. "who knows if the moon's"

Enchanting vision of the moon to be savored with all audiences. (Grades 1 to 8).

Sandburg, Carl. "Summer Stars."

Glorious alliteration makes for a superlative choral reading. (Grades 3 to 8).

Williams, William Carlos. "Peace On Earth."

Rhapsody on the activity of the constellations while the earth is asleep; only for children who are already familiar with the references. Good choice after a visit to or from the Planetarium. (Grades 4 to 8).

*Hopkins, Lee Bennett, comp. Go To Bed: A Book of Bedtime Poems.
New York: Alfred a Knopf, 1979.

Excellent anthology of bedtime poems, including numerous selections about the moon and the stars. Our favorites are:

De Regniers, Beatrice Schenk. "Night Comes..."
Evocative, child-like look at the night perfect for choral reading. (Grades 1 to 5).

Katz, Bobbi. "Things to Do If You Are a Star."
Delightful nonsense suitable as counterpoint to serious "star" legends; easy to learn too! (Grades K to 6).

Hughes, Ted. Moon-Whales and Other Moon Poems. New York: Viking Press, 1976.

Poet's vision of the type of life found on the moon.
Try setting "Music on the Moon" and "Singing on the Moon" to electronic music to really create the mood.
(Grades 4 to 8).

Instructor, Vol. XC, No. 6, pages 70-71, January, 1981.

The "Poetry Place" segment features moon and star poems by such famous poets as Langston Hughes and Gwendolyn Brooks. There is a suggested creative writing activity too.
(Grades 2 to 6).

Livingston, Myra Cohn, comp. A Tune Beyond Us: A Collection of Poetry. New York: Harcourt, Brace and World, 1968.

This collection includes:

McCord, David. "Go Fly a Saucer."
Rumination on whether alien life ever landed on our planet. Incorporate into program on UFO's for intermediate and older children. (Grades 4 to 8).

Lueders, Edward; and Primus St. John, comps. Zero Makes Me Hungry: A Collection of Poems For Today. New York: Lothrop, Lee & Shepard, 1976.

Of relevance to Book Trek II are:

Cole, William. "Back Yard, July Night."
Excellent parody on "Twinkle, Twinkle, Little Star" that goes well with the song, "Scintillate." (Grades 1 to 8).

Pitches, D. O. "Man in Orbit."
Sight poem that is also cosmic parable; good for junior high poetry fans.

St. John, Primus. "Constellations."
For the storyteller, a stylized monologue from a child's point of view on Grandma and the heavens. (Grades 3 to 8).

McCord, David Thompson Watson. All Day Long: Fifty Rhymes of the Never Was and Always Is. Boston: Little, Brown and Company, 1966.

"Orion" offers a sensitive meditation on the constellation and man's own humility in the face of grandeur. (Grades 5 to 8).

----- Far and Few: Rhymes of the Never Was and Always Is. Boston: Little, Brown and Company, 1952.

Includes "The Star in the Pail," a cheerful thought on the ubiquitous stars. (Grades 1 to 6).

----- Take Sky: More Rhymes of the Never Was and Always Is. Boston: Little, Brown and Company, 1962.

The "Man From Mars" returns from his imaginary voyages to pick apples in his own backyard; good companion piece for Keats's Regards to the Man in the Moon. (Grades 1 to 6).

McGovern, Ann, ed. Squeals and Squiggles and Ghostly Giggles. New York: Four Winds Press, 1973.

Includes a dandy limer--eek about a goblin who lives on the moon. Supernatural silliness for grades K to 6.

Mizumura, Kazue. Flower, Moon, Snow: A Book of Haiku. New York: Thomas Y. Crowell, 1977.

For those dubious librarians among us who fear that children lack the attention span for actual POETRY here are ten simple haiku about the moon gathered in one slim volume. (Grades 2 to 6).

*Moore, Lillian, ed. Go With the Poem. New York: McGraw-Hill, 1979.

Two beautifully simple complementary poems can be found in this volume--Emily Dickinson's "Moon" and Valerie Worth's "Sun." Use them in tandem for the best effect. (Grades 3 to 6).

Morrison, Lillian. Overheard in a Bubble Chamber and Other Sciencepoems. New York: Lothrop, Lee & Shepard, 1981.

Somber, clever lyrics using scientific terminology; only for sophisticated audiences. (Grades 6 to 10).

*Rosenbloom, Joseph. Silly Verse (and Even Worse). New York: Sterling Publishing Company, 1979.

"Oh Nuts!" and "The Man in the Moon" are nonsense versions of famous moon and star poems that will delight all audiences. (Grades 1 to 6).

*Schweninger, Ann, ed. The Man in the Moon as He Sails the Sky and Other Moon Verse. New York: Dodd, Mead and Company, 1979.

Charming moon poems by such diverse authors as Blake and Mother Goose enhanced by Schweninger's delicate illustrations. Be sure to use Vachel Lindsay's "The Moon's the North Wind's Cooky" when you bake moon cookies! (Grades K to 6).

Silverstein, Shel. Where the Sidewalk Ends. New York: Harper & Row, 1974.

Silverstein has three space-sky poems to share with elementary school audiences: "Sky Seasoning" (a delicious recipe for a super soup); "The Planet of Mars" (silly speculation on the appearance of Martians); and "Invention" (a good idea for "sun-light" that has a slight flaw). Highly recommended for grades 2 to 6.

*Smith, William Jay. Laughing Time: Nonsense Poems. New York: Delacorte Press, 1980.

"Moon" is a white cat who share an affinity with the moon much like Yeats's "The Cat and the Moon." Try them together to illustrate different interpretations of the same subject. (Grades 3 to 6).

Teasdale, Sara. Stars To-Night: Verses New and Old For Boys and Girls. New York: Macmillan, 1930.

Gossamer lyrics on the stars good for recitation in more subdued moments. (Grades 1 to 6).

Untermeyer, Louis, ed. The Golden Treasury of Poetry. New York: Golden Press, 1959.

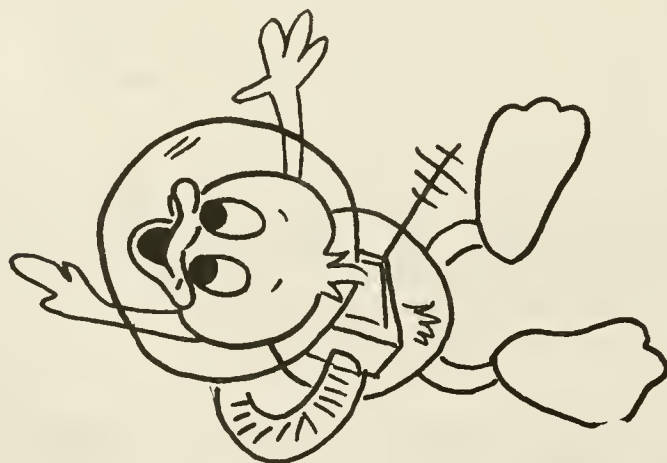
Wordsworth, William. "Among the Stars."
The poet takes a fanciful flight through space and back to earth in a "crescent moon" boat in this charming fantasy.
(Grades 4 to 8).

Withers, Carl, comp. A Rocket in My Pocket: The Rhymes and Chants of Young Americans. New York: Holt, Rinehart and Winston, 1948.

The title chant is perfect for July 4th especially with sound effects through rhythm band instrument participation.
(Grades K to 6).

Worth, Valerie. Still More Small Poems. New York: Farrar, Straus and Giroux, 1978.

"Stars" is a quite little poem perfect for any sky program.
(Grades k to 6).



* indicates our favorites.

PLAYS: A SELECTED BIBLIOGRAPHY

Bradley, Virginia. Is There An Actor in the House? Dramatic Materials From Pantomime To Play. New York: Dodd, Mead and Company, 1975.

"What Took You So Long?" is a good vignette about some thwarted astronauts. The text includes extensive production notes and activities to practice before attempting a pantomime. You'll definitely want the children to rehearse this one before presentation. (Grades 4 to 8).

Carlson, Bernice Wells. Play a Part. New York: Abingdon Press, 1970.

"Operation Satellite" concerns witches and wizards who discover a new mode of travel--by satellite! The play depends entirely on dialogue for exposition so actors must be familiar with their lines. (Grades 4 to 8).

Fontaine, Robert Louis. Humorous Skits For Young People: A Collection of Royalty-Free Short Plays and Easy-to-Perform Comedy Sketches. Boston: Plays, Inc., 1970.

"To the Moon" is a short satire on what could happen to the first man to live on the moon (plagued by a persistent insurance agent). The humor is sophisticated and depends entirely on the dialogue so choose actors who enunciate clearly and are old enough to understand the joke. (Grades 4 to 8).

Henderson, Nancy. Celebrate America: A Baker's Dozen of Plays. New York: Julian Messner, 1978.

"Moonlife 2069" is a story of earth children who take a school field trip to visit the moon children on the first centennial of the moon landing. Little action and dull dialogue make this play a questionable choice but perhaps editing could enliven it. (Grades 4 to 8).

Instructor, Vol. XCI, No. 2, page 118, September, 1981.

"Close Encounters of the Food Kind" is "a deliciously entertaining nutrition play set in outer space." It sounds weird but it is a creative presentation of the basic food groups, perfect for our suggested "Fantastic Voyage" program series. (Grades 3 to 6).

*Korty, Carol. Silly Soup: Ten Zany Plays With Songs and Ideas For Making Them Your Own. New York: Charles Scribner's Sons, 1977.

"Moonshot" is a slapstick comedy about the misunderstandings that result when a reluctant astronaut mistakenly believes she has landed on another planet. The play requires five characters and a minimum of props. It should work with the right actors and runs about fifteen minutes. This is our choice for older children. (Grades 4 to 8).

*Little Plays For Little People. New York: Parents' Magazine Press, 1965.

"The Sun and the Wind" is a funny test of power between the title characters. Good short vehicle for young children to develop their dramatic skills. (Grades K to 3).

Science and Children, Vol. 17, No. 2, pages 44-45, October, 1979.

"Gathering of the Planets" is a humorous short play about the disgruntled planets who blame the Sun for their problems. Directions for making "Planetary Puppets" are included so it's an ideal summer activity to have the children make and produce the play. (Grades 3 to 8).

* indicates our favorites.



Portly jumped out of bed and turned on his gramophone.
 (Portly McSwine)

RECORDS: A SELECTED BIBLIOGRAPHY

*The Count Counts. Sesame Street Records. One Lincoln Plaza,
New York, New York. CTW 22069.

"Martian Beauty" is a delightful ditty that children will enjoy learning and singing; create visuals to illustrate the song for a special activity.

Fifteen Walt Disney Favorites. Mr. Pickwick. Woodbury, New York
 11797. # SPC-5119.

Includes "When You Wish Upon a Star," practically the Disney theme song, good for singing with star stories.

*Holst: The Planets. Performed by Eugene Ormandy and the
Philadelphia Orchestra. RCA Records. New York, New York.
 ARL1-1797.

The perfect classic for Book Trek II! Be sure your library has a recording to use this summer.

*Holst: The Planets. Electronically Performed by Isro Tomita.
RCA Records, New York, New York. ARL1-1919.

The very essence of the other-worldly mood of The Planets is captured in this electronic version.

The Jetsons: First Family on the Moon. Hanna Barbera Productions.
CBS Records. 51 West 52 Street, New York, New York.
 P-13903.

Monotonous saga of the Jetsons's move to the moon, complete with forgettable songs. Only for those libraries with listening booths for the children.

The New Sound Orchestra Presents Music From Close Encounters
of the Third Kind, Star Wars, and 2001: A Space Odyssey.
Peter Pan Records. Newark, New Jersey. 07105.
 #8205.

Theme music from favorite science fiction films that provides good background for puppet shows, slide-tape shows, etc.

Space Holiday: Theme Music From Star Wars, Star Trek, 20001.
Pickwick Records. #MP-60.

For 69¢ this record is a steal; space music to accompany
all your summer productions at a bargain price.

Star Wars Original Soundtrack. Twentieth Century Records.
8544 Sunset Boulevard, Los Angeles, California 90069.
2T-541.

Even very young children will recognize the famous theme
from the movie. Use for musical accompaniment as needed.

*Switched-On Bach by Walter Carlos. Columbia Records. 51 West
52 Street, New York, New York. #MS-7194.

Well-known Bach selections performed on the moog synthesizer
make exceptional theme music for space stories.

Theme From Star Trek/Theme From Planet of the Apes. Wonderland
Records. 250 West 57 Street, New York, New York 10019.
WLP-301.

Good recording of Star Trek theme; other selections of
dubious quality.

Theme From Star Wars. Wonderland Records. 250 West 57 Street,
New York, New York 10019. # WLP-313.

Also includes 20001: A Space Odyssey, Beyond the Outer
Limits, Space Race and more.

Zubin Mehta's Greatest Hits. London Records. 539 West 25 Street,
New York, New York 10001. # CS-6823.

Includes Strauss's "Also Sprach Zarathustra" and Holst's
"Jupiter" from The Planets, excellent orchestral works
to accompany stories, puppet shows, poems, etc.

* indicates our favorites.

SONGS: A SELECTED BIBLIOGRAPHY

- *Burke, Johnny; and Jimmy Van Heusen. "Swinging On a Star" in One Hundred Top Pop Songs.

Use this song with masks for creative and hilarious dramatics. (Ages 7 to 12).

- Kapp, Paul. Cock-a-Doodle-Do! Cock-a-Doodle-Dandy! A New Songbook For the Newest Singers. New York: Harper & Row, 1966.

*"Jackson Scott, the Astronaut" (page 56) takes an eventful trip through the solar system, with a "whack fol diddle and a do-see-do!" A great theme song for the "Solar Safari" Program Series. (Ages 5 to 12).

"The Man in the Moon" (page 48) is a light-hearted little verse that spans the galaxy! Since it refers to Ursa Major and Ursa Minor, you may want to include it on your program on the Great Bear! (Ages 5 to 10).

- Langstaff, Nancy; and John Langstaff. Jim Along Josie: A Collection of Folk Songs and Singing Games For Young Children. New York: Harcourt, Brace Jovanovich, Inc., 1970.

"Sally Go Round the Moon" (page 73) is a simple dancing game for preschool to third grade. Use it as an activity with stories about the moon and the stars.

- Metz, Lois Lunt. Action Songs and Rhythms For Children. Minneapolis: T. S. Denison & Co., 1962.

"We'll Land on the Moon" (pages 68-69) is an action song with lots of get-up-and-go and a futuristic but difficult melody. Only for those who can read music and have access to a piano. (Ages 5 to 10).

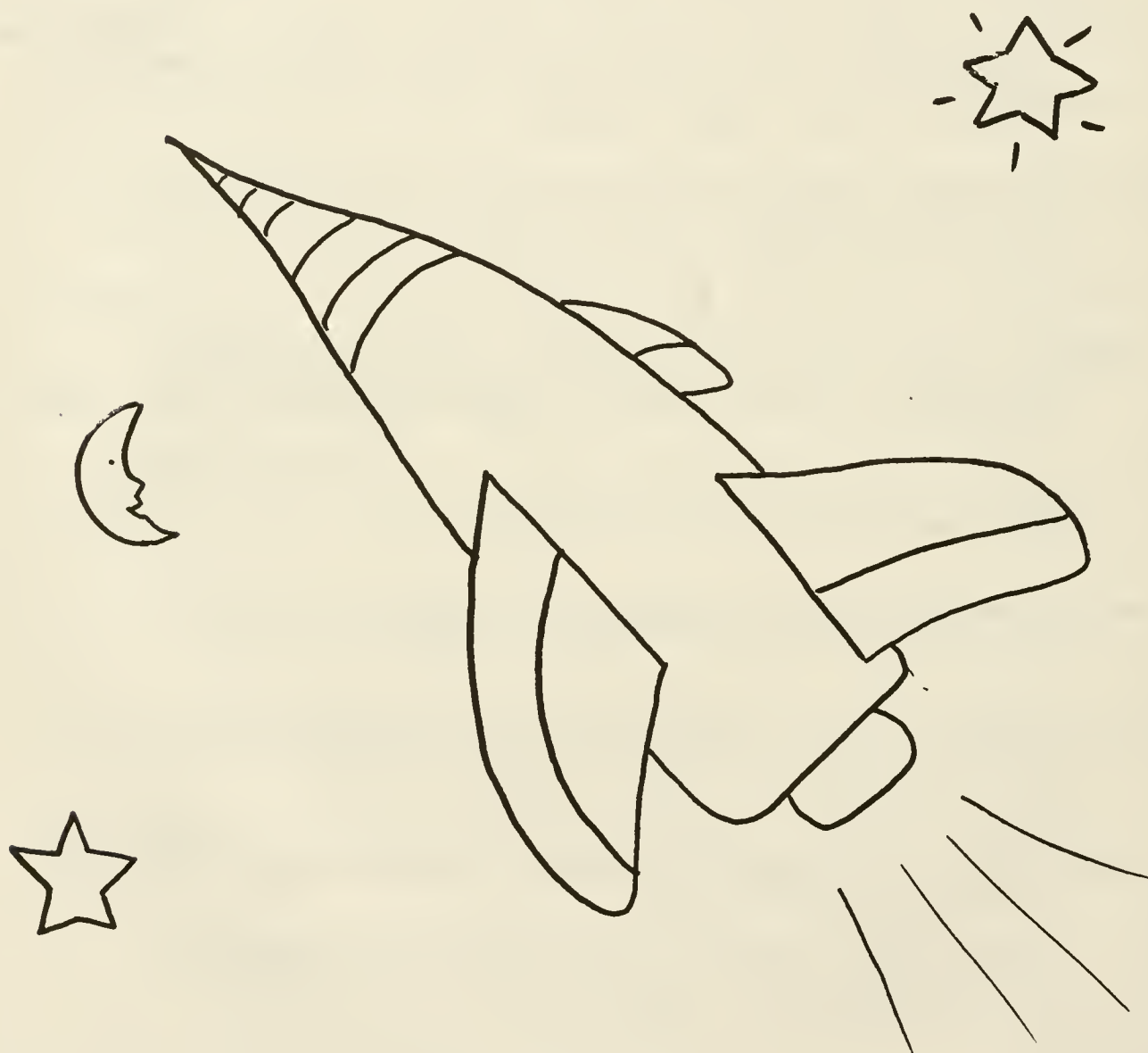
- Winn, Marie. The Fireside Book of Fun and Game Songs. New York: Simon and Schuster, 1974.

"Scintillate" (page 122) is a sophisticated parody of "Twinkle, Twinkle, Little Star" that will delight the elementary set. (Ages 7 to 12).

*Zisfein, Melvin; and Robert W. Wolfe. "The Family of the Sun--in Song " from the National Air and Space Museum's Education Services Division "Exploring the Planets" Gallery.

Couple this song with Planetary Puppets for a participation activity. (Ages 5 to 10).

* indicates lyrics included in workbook and our favorites.



THE FAMILY OF THE SUN--IN SONG

Words by Melvin Zisfein and Robert W. Wolfe, National Air and
Space Museum
(Sung to the tune of "The Farmer in the Dell")

The family of the Sun,
The family of the Sun,
Here are nine planets in
The family of the Sun.

Mercury is hot
And Mercury is small.
Mercury has no atmosphere;
It's just a rocky ball.

(Refrain to repeat as indicated).

The family of the Sun,
The family of the Sun,
Here's another planet in
The family of the Sun.

Venus has thick clouds
That hide what is below.
The air is foul, the ground is hot,
It rotates very "slow."

(Repeat Refrain).

We love the Earth, our home,
Its oceans and its trees.
We eat its food, we breathe its air,
So no pollution please.

(Repeat Refrain).

Mars is very red.
It's also dry and cold.
Some day you might visit Mars
If you are really bold.

(Repeat Refrain).

Great Jupiter is big,
We've studied it a lot,
We found that it has sixteen moons
And a big red spot.

(Repeat Refrain).

Saturn has great rings,
We wondered what they were,
Now we know they're icy rocks
Which we saw as a blur.

The family of the Sun,
The family of the Sun,
Here are two more planets in
The family of the Sun.

Uranus and Neptune
We don't know much about,
Maybe you will study them,
And then we'll all find out.

(Repeat Refrain).

Pluto's last in line,
It's farthest from the Sun,
It's small and cold and icy too,
To land there won't be fun.

The family of the Sun,
The family of the Sun,
There are nine planets and
Now our journey's done!

That night Portly had difficulty sleeping. "Oh, Oh," he said. "What if my dancing isn't up to snuff?" He could imagine his guests all screaming with laughter.

(Portly McSwine)

To guarantee that the young guests at your Space Party are laughing with you try these riddles and jokes with a space motif!

RIDDLES AND JOKES: A SELECTED BIBLIOGRAPHY

Berger, Melvin. The Funny Side of Science. New York: Thomas Y. Crowell, 1973.

Browse through this collection of jokes and riddles all connected to science; most are quite sophisticated so choose carefully for your audience. (Ages 8 to 14).

Brandreth, Gyles. The Biggest Tongue Twister Book in the World. New York: Sterling, 1978.

If you like tongue-twisters try the one on page 90 with young audiences: "Mr. Spock spoke softly of specific space specifications." (Ages 8 to 12).

*Dynamite, Vol. 14, No. 12, pages 26-27, June, 1981.

The "Robot Rib Ticklers" are perfect riddles to use during a robot story program. Try them with audiences ages 6 to 12.

Gilbreath, Alice Thompson. Beginning-To-Read Riddles and Jokes. Chicago: Follett, 1967.

"When is your mouth like the sky? When a tooth comes out, because there's SPACE!" Get it? That's the only appropriate space riddle in this collection but children ages 5 to 9 will find it amusing.

Hample, Stoo. Yet Another Big Fat Funny Silly Book. New York: Delacorte Press, 1961.

"Another Silly Song" about a "moon goon." You make up the tune and perhaps an actual moon goon to illustrate the rhyme. (Ages 5 to 10).

Mad, No. 220, pages 4-11, January, 1981.

May the Farce be with you! "The Empire Strikes Out" is Mad's sequel to "Star Bores." Be sure to hand this issue in your library for Mad aficionados. (Ages 8 to 12).

McKie, Roy. The Joke Book. New York: Random House, 1979.

"If an athlete gets athlete's foot, what does an astronaut get?" Give up? "Missile toe!" Ha, ha, ha! Only one space riddle in this collection but you'll definitely want it in your repertoire. (Ages 5 to 12).

*Sarnoff, Jane; and Reynold Ruffins. I Know! A Riddle Book. New York, Charles Scribner's Sons, 1976.

Pages 92-93 collect relevant riddles under the title, "Sky High." A sample: "What keeps the moon in place? Its beams." Have fun with ages 6 to 12 with these riddles.

*-----Space: A Fact and Riddle Book.
New York: Charles Scribner's Sons, 1978.

The ultimate riddle book to use and enjoy for Book Trek II! Every single word on every other page reveals terrific riddles about space, such as this one--"When was beef the highest ever? When the cow jumped over the moon." Avail yourself of this one for the summer!

*-----What? A Riddle Book.
New York: Charles Scribner's Sons, 1974.

Pages 18-19 depict a rocket full of riddles, suitable for reproducing on a bulletin board. "Why did the moon go to the bank? To change quarters." Riddles like these will appeal to children ages 6 to 12. Good preview of what was to develop into Space: A Fact and Riddle Book.

* indicates our favorites.



When the Space Party quiets down, encourage children to select a space-related title that might be of interest and have them withdraw to their own capsules for some silent communication. There is an impressive array of fiction and nonfiction on the subject of space in children's literature. We recommend booktalking some of your favorite titles for the summer. Be sure to consult:

Bodart, Joni. Booktalk! : Booktalking and School Visiting For Young Adult Audiences. New York: H. W. Wilson Company, 1980.

A helpful source on organizing a booktalk. Although the author deals with young adult audiences the basic concepts extend to children's booktalks as well.

LOST IN SPACE: A SELECTED BIBLIOGRAPHY OF FICTION AND NONFICTION

*Asimov, Isaac. ABC's of Space. New York: Walker and Company, 1969.

A simple dictionary of space travel and related terms. Photographs and diagrams accompany the text. (Grades 3 to 5).

*Baker, Betty. Worthington Botts and the Steam Machine. New York: Macmillan, 1981.

Young Worthington Botts, living in the 1890's, invents a "steam machine" robot to simplify his daily chores. Humorous illustrations capture the whimsical mood of the tale. (Grades 2 to 3).

Baker, David. Space Shuttle. New York: Crown, 1979.

All about the space shuttle from conception to blast-off, complete with over one hundred full-color illustrations and diagrams. (Grades 4 to 6).

Berger, Melvin. Robots in Fact and Fiction. New York: Franklin Watts, 1980.

Ways in which robots are used in today's world are discussed along with the possibilities for the future. Includes fantasies from the realm of science fiction. (Grades 4 to 6).

Bischoff, David, ed. Quest. Milwaukee: Raintree Editions, 1977.

A collection of science fiction stories featuring time travel into the "mysterious land of tomorrow."
Also functions as a good high-low title. (Grades 4 to 6).

----- Strange Encounters. Milwaukee: Raintree Editions, 1977.

UFO's and alien creatures are featured in this collection of science fiction stories. Another good high-low.
(Grades 4 to 6).

The Black Hole. New York: Random House, 1979.

Easy-reader condensed from the Disney film, perfect for reluctant readers. (Grades 1 to 4).

The Black Hole Storybook. New York: Random House, 1979.

Definitive storybook version of the Disney film with photographs from the film. (Grades 3 to 5).

*Blumberg, Rhoda. The First Travel Guide to the Moon: What to Pack, How to Go, and What to See When You Get There. New York: Four Winds Press, 1980.

A tongue-in-cheek tourist's guide with helpful hints on travel reservations, accommodations (rated by the Lunar Tourist Bureau) and attractions. Try booktalking this one after making James Razzi's "Emergency Space Kit" (see Crafts). (Grades 3 to 6).

Bova, Ben. Through Eyes of Wonder: Science Fiction and Science. Reading, Massachusetts: Addison-Wesley, 1975.

The relationship between science fiction and science fact is explored using examples from the literature to illustrate specific points. Recommended for science fiction fans only. (Grades 6 to 8).

*Caldwell, Steven. Galactic Encounters Series. New York: Crescent Editions, 1979.

For the serious fan of science fiction an attractive series of new titles for grades 5 to 8 that include:

Aliens in Space. A guide to the inhabited galaxy.

The Fantastic Planet. A description of the most mysterious world yet discovered.

Settlers in Space. Colonization and the struggle for survival in distant worlds.

Space Patrol. A profile of law enforcement in the Federation.

Star Quest. The account of the first epic voyage beyond the Perimeter.

Worlds at War. The many aspects of warfare in outer space.

*Charlie Brown's Second Super Book of Questions and Answers About the Earth and Space...From Plants to Planets. New York: Random House, 1977.

The Peanuts Gang gives us a guided tour of planets, space, the weather, geology and plants; good scientific facts harmlessly interspersed with cartoon comments. (Grades 3 to 6).

Charlie Brown's Third Super Book of Questions and Answers... About All Kinds of Boats and Planes, Cars and Trains and Other Things That Move! New York: Random House, 1978.

Information about rockets past, present and future from surprisingly knowledgeable members of the Peanuts Gang. (Grades 3 to 6).

Cohen, Daniel. A Close Look at Close Encounters. New York: Dodd, Mead and Company, 1981.

Are there beings from other worlds exploring our planet? Cohen investigates reports of alien encounters, documenting cases with photographs, diagrams and sketches to provide full coverage. (Grades 5 to 8).

*Deutsch, Keith. Space Travel in Fact and Fiction. New York: Franklin Watts, 1980.

Author connects science fiction to science fact, emphasizing the ways in which science fiction "prophecies" have been fulfilled. (Grades 5 to 8).

Ford, Adam. Spaceship Earth. New York: Lothrop, Lee & Shepard, 1980.

Well-organized, nicely-illustrated introduction to the mysteries of the universe; includes index and helpful outline to star-gazing. (Grades 4 to 6).

*Gemme, Leila Boyle. The True Book of Spin-Offs From Space. Chicago: Children's Press, 1976.

As in Gifts From Space, this book deals with the by-products of space technology. The material is presented here in a more attractive format--full-color photographs, bigger type, easier vocabulary and more easily recognizable "spin-offs." Makes a good high-low title too. (Grades 3 to 6).

*Haney, Lynn. The Flash Gordon Book. New York: G. P. Putnam's Sons, 1980.

Flash Gordon, aided by his friends, Dale Arden and Dr. Hans Zarkov, attempts to prevent Ming the Merciless of Mongo from destroying the earth. Illustrated with stills from the movie. (Grades 4 to 8).

*Hapgood, Fred. Space Shots. New York: Time Books, 1979.

This album of the universe features spectacular photographs of the planets, stars, and other galactic phenomena. Minimal text serves as captions for the photos. (Grades 4 to 6).

Harris, Susan. UFO's. New York: Watts, 1980.

An easy-to-read fact book about UFO sightings and alien creatures. (Grades 3 to 4).

Hillert, Margaret. Up, Up and Away. Chicago: Follett, 1982.

A mission into space for the just beginning-to-read set. (Grades 1 to 2).

*Jobb, Jamie. The Night Sky Book: An Everyday Guide to Every Night. Boston: Little, Brown and Company, 1977.

"This book will keep you up at night," promises the cover--and it will! It's a happy blend of projects, factual information, stories from long ago and activities about

astronomy that you will use for programs and recommend to young star-gazers. (Grades 4 to 8).

*Kerrod, Robin. See Inside a Space Station. New York: Warwick Press, 1978.

Lavishly illustrated, filled with diagrams and photographs this book is an attractive and informative journey into the future. (Grades 4 to 8).

*Kroll, Steven. Space Cats. New York: Avon, 1979.

Perry is followed home by a stray cat who turns out to be the King of Tarvish on the planet of Floralderon. The displaced King is on a mission to enlist Perry's aid in saving Tarvish from destruction. Offbeat adventure for young readers. (Grades 4 to 6).

*Milton, Jacqueline. The Prentice-Hall Concise Book of Astronomy: An Up-To-the-Minute Introduction to Our Knowledge of the Universe. Englewood Cliffs, New Jersey: Prentice-Hall, 1978.

A beautifully illustrated introduction to the science of astronomy and the study of the universe. Includes simple projects for star-gazers. (Grades 6 to 8).

*Milton, Joyce. Here Come the Robots. New York: Hastings House, 1981.

Excellent review of robots, including history, complete with prints, photographs, illustrations, bibliography and a list of "Robot Records!" (Grades 3 to 6).

Moche, Dinah. The Star Wars Question and Answer Book About Space. New York: Random House, 1979.

Those doyens of space, R2-D2 and C-3PO, provide very basic information about the universe in this colorful book. (Grades 3 to 5).

Oakley, Graham. The Church Mice and the Moon. New York: Atheneum, 1974.

Two church mice inadvertently get involved in the moon race until they are rescued by Sampson, the cat. The story is entertaining but the setting and humor are

very British so recommend cautiously. (Grades 3 to 6).

*Pinkwater, Daniel Manus. Fat Men From Space. New York: Dell Publications, 1977.

Huge aliens from outerspace plot a sinister junk-food takeover in this fantastic adventure. (Grades 4 to 7)

Rand McNally's Things That Go: Word Book. Chicago: Rand McNally & Company, 1977.

Cartoon-like, labelled illustrations of a space-laboratory, a vertical take-off and landing craft and a moon-landing site will delight the very young. These illustrations can also be adapted for library displays. (Grades K to 2).

Reigot, Betty Polisar. A Book About Planets. New York: Scholastic Book Services, 1981.

Concise information on each of the planets illustrated with photographs from orbiting spacecraft. (Grades 3 to 6).

Robison, Nancy. Space Hijack! New York: Lothrop, Lee & Shepard, 1979.

Corny but enjoyable space adventure of two boys whose spaceship is hijacked on their way to their school science fair. (Grades 2 to 3).

*Ross, David. Space Monster. New York: Walker & Company, 1981.

A lonely space creature is persecuted by the inhabitants of Braino until they discover his many talents. Cartoon type illustrations enhance the boisterous tone of the story. (Grades 3 to 4).

*Sarnoff, Jane; and Reynold Ruffins. Space: A Fact and Riddle Book. New York: Charles Scribner's Sons, 1978.

Compendium of information about the universe delightfully juxtaposed with space riddles and fanciful illustrations. Palatable presentation makes this book appealing to younger children or slower readers. (Grades 3 to 6).

Simon, Seymour. Look at the Night Sky: An Introduction to Star Watching. New York: Penguin Books, 1977.

Introductory information on astronomy--what to look for, when to look, how to choose a telescope, "special events" in star-gazing--are all covered in this source. (Grades 3 to 5).

*Slote, Alfred. The Moon in Fact and Fancy. New York: World, 1967.

A unique presentation that combines legends about the moon with scientific theories and facts. For example the scientific explanation of lunar eclipses is accompanied by the Burmese folk tale, "The Dog Who Eats the Moon," an early attempt to explain the eclipses of the moon. An extremely usable book for booktalking and programming. (Grades 4 to 8).

*Talbot, Toby. A Bucketful of Moon. New York: Lothrop, Lee and Shepard, 1976.

A merry chase ensues when a plucky old woman drops her bucket and spills its contents--the moon! (Grades 2 to 5).

Taylor, L. B. Gifts From Space: How Space Technology Is Improving Life on Earth. New York: John Day Company, 1977.

Innovations and discoveries of the space industry which have been integrated into our daily lives are explored in this informative book. More detailed than Gemme's Spin-Offs From Space so recommend this one to older children. (Grades 5 to 8).

*Teague, Bob. Super-Spy K-13 in Outer Space. Garden City, New York: Doubleday, 1980.

Funny, fast-paced science fiction adventure continues the saga of Agent K-13, a twenty-first century James Bond/Clark Kent figure whose courage and imagination are matched only by his amazing collection of lifesaving gadgets. (Grades 3 to 6).

Weinberg, Larry. Star Wars: The Making of the Movie.
New York: Random House, 1980.

High-interest, low-vocabulary book about the filming of Star Wars. Photographs from the movie accompany the text which concerns the special effects which made the film possible. (Grades 3 to 8).

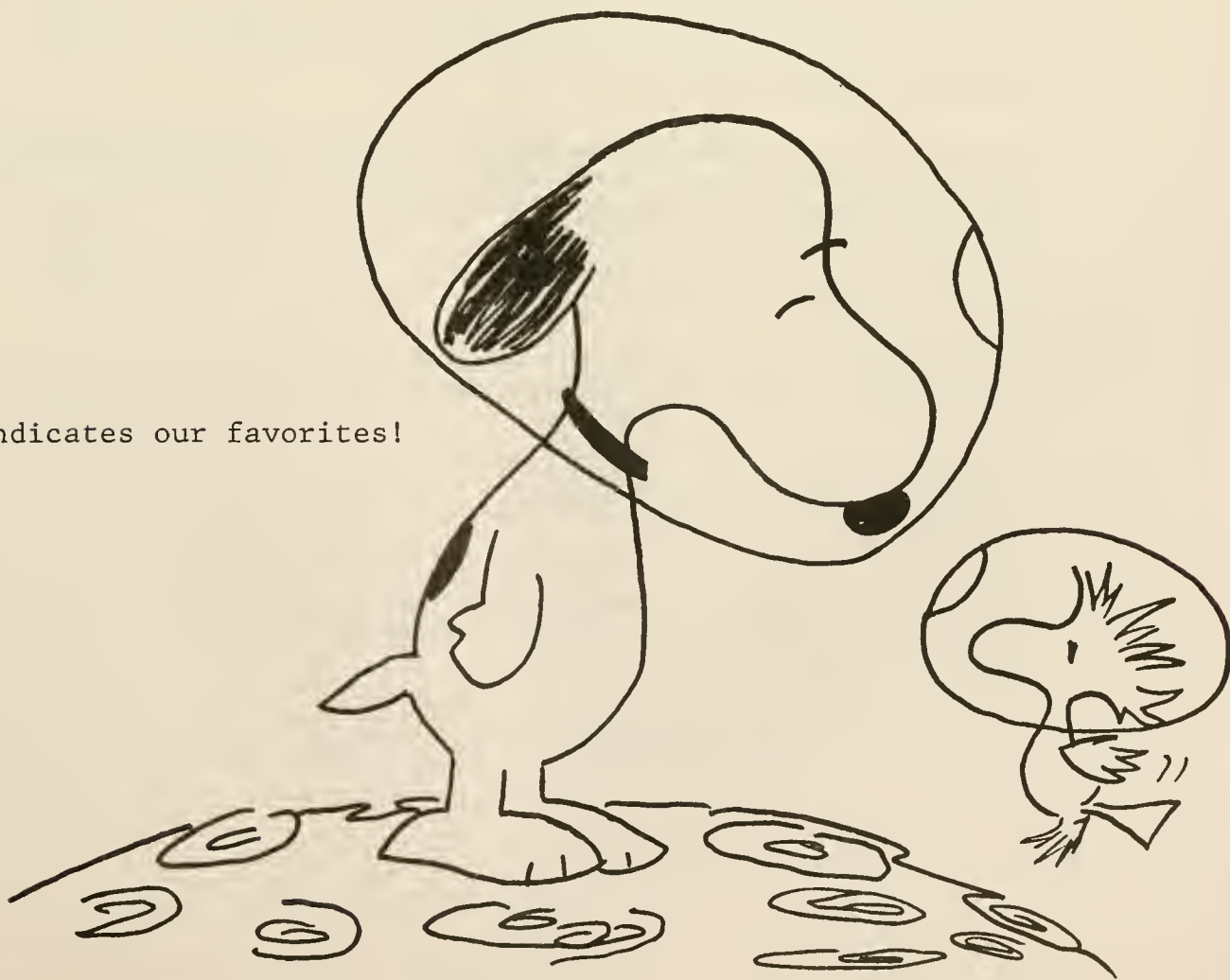
The Wookiee Storybook. New York: Random House, 1979.

While Chewbacca is off on a daring exploit, his young son, Lumpy, attempts to live up to his father's reputation. Good high-low for Star Wars fans or recreational summer reading for grades 2 to 3.

Yolen, Jane. The Robot and Rebecca: The Mystery of the Code-Carrying Kids. New York: Knopf, 1980.

Rebecca gets her birthday wish--a robot detective! They seek adventure in the year 2121 in the apartment-city of Bosyork and they succeed in finding a worthy mission. (Grades 3 to 6).

* indicates our favorites!



FUTURISTIC FILMFARE: A SELECTED BIBLIOGRAPHY

Anansi the Spider Man. Texture, 1969. (16 mm.).

Animator Gerald McDermott depicts the story of Anansi's tumble into trouble and subsequent rescue by his six multi-talented sons. Ashanti parable on the origin of the moon is as effective in film format. (Ages 8 to 12).

Arrow to the Sun. Texture, 1973. (16 mm.).

Gerald McDermott's animated interpretation of an American Indian legend about a young boy's search for his father which leads him on a dazzling voyage on an arrow to the sun. (Ages 8 to 12).

*Beyond the Stars: A Space Story. Learning Corporation of America, 1980. (16 mm.).

High in the sky above Sam's bedroom window...are the planets. Attractive introduction to the universe. (Ages 7 to 12).

Curious George Gets a Medal. Charles W. Clark Company. (Filmstrip with cassette).

Curious George winds up in space, testing out a spaceship that's monkey-sized. Great companion for Moonkey or film, The Planet of the Apes. (Ages 5 to 10).

*Dorothy and the Star. Phoenix, 1976. (16 mm.).

A mischievous star falls to earth and causes problems for Dorothy and her pet parrot until they discover a way to return her to the sky. (Ages 5 to 12).

*Glitterball. Lucern, 1979. (16 mm.).

A alien spaceship piloted by a small silver ball, the Glitterball, lands on earth, craving human food. After a supermarket adventure Glitterball becomes a hero! (Ages 6 to 12).

*Hardware Wars. Pyramid, 1978. (16 mm.).

Humorous spoof of Star Wars featuring "Artie Deco" and "Ham Salad." Steam irons fly through space and a vacuum cleaner does duty as a robot! A must for Star Wars fans ages 5 and up!

In Search of Ancient Astronauts. Xerox, 1973. (16 mm.).

Informative look at man's early attempts to explore the universe. (Ages 9 to 14).

In Search of Martians. Pyramid, 1976. (16 mm.).

In Search of UFO's. Pyramid, 1976. (16 mm.).

Man's efforts to explore various space phenomena by means of scientific experimentation, observation and educated guesses. (Ages 8 to 14).

*Interplanet Janet. Communications Park Video, 1978. (16 mm.).

A futuristic Ms. rocks around the galaxy in this very brief introduction to the planets from the "Science Rock" series. (Ages 5 to 10).

Kosmodrome, 1999. Macmillan, 1969. (16 mm.).

Animation shows a family in the year, 1999, taking the family spaceship to visit grandmother only to find that the spaceship is no more reliable than today's automobile. (Ages 5 to 12).

The Little Prince. Billy Budd, 1979. (16 mm.).

"Claymation" brings to life the classic story of a boy from another planet in what is perhaps the best medium for presenting this surrealistic story to children. (Ages 9 to 12).

*Many Moons. Macmillan. (16 mm.).

The court jester finds a clever way to fulfill Princess Lenore's desire for the moon in this film of James Thurber's delightful story. (Ages 6 to 12).

*Mole and the Rocket. Phoenix, 1980. (16 mm.).

Mole's rocket crash-lands on a tiny island where the sea creatures help him reassemble his spaceship in this very amusing, animated film (Ages 5 to 12).

*Moon Man. Weston Woods, 1981. (Filmstrip with cassette).

When the Man in the Moon comes to earth to dance and play he is thrown in jail and must use his special lunar powers to extricate himself. (Ages 5 to 12).

Moon Mouse. Random House. (Filmstrip with cassette).

Is the moon really made of cheese? Fieldmouse Arthur thinks it is and sets out one night to prove his theory. (Ages 5 to 10).

Moonbeam Princess. Coronet, 1965. (16 mm.).

Animated puppets enact the Japanese tale of a baby princess sent to earth on a moonbeam and the kindly woodcutter who finds her in a bamboo grove. When the princess is recalled to the moon, she leaves a magical gift for her loved ones on earth. (Ages 6 to 12).

Place of Dreams: The National Air and Space Museum. Learning Corporation of America, 1980. (16 mm.).

Guided tour by Cliff Robertson of the National Air and Space Museum in Washington, D.C. Recommended only for devoted aeronautics fans. (Ages 10 and up).

Powers of Ten. Pyramid, 1968. (16 mm.).

The viewer is taken on an arm-chair journey through the universe with special effects that simulate the actual trip. (Ages 9 and up).

*The Robot. Macmillan. (16 mm.).

A toy robot with delusions of being King Kong breaks out of his package under the Christmas tree and wreaks havoc! (Ages 5 to 12).

Star Monsters. Charles W. Clark Company. (Filmstrips with cassettes).

This series explores the possibilities of alien beings, UFO's and space creatures. (Ages 5 to 12).

Star Trek. National Film and AV Center, Finksburg, Maryland, 1966-1968. (16 mm.).

The voyages of the Starship Enterprise are always fun and this series includes a selection of favorites from the TV series. (Ages 8 and up).

The Stonecutter. International Film Foundation, 1966. (16 mm.).

Japanese folktale of a stonecutter who is jealous of the various forces in nature because they are more powerful than he. (Ages 6 to 12).

Sunflight. International Film Foundation, 1966. (16 mm.).

Gerald McDermott's stunning graphics relate the myth of Daedalus and Icarus and their attempt to escape from the labyrinth of King Minos. (Ages 6 to 12).

A Wrinkle in Time. Charles W. Clark Company. (Filmstrips with cassettes).

The award-winning story of time-travel through the universe. Use it with the "Wrinkles in Time" Program Series! (Ages 7 to 14).

Why the Sun and the Moon Live in the Sky. Paramount Communications Inc., 1971. (16 mm.).

An animated version of the Nigerian folktale that tells the story of how the Sun and Moon were crowded out of their home into the sky. (Ages 6 to 12).

* indicates our favorites.

For additional films please consult:

National Aeronautics and Space Administration Film Catalog,
John F. Kennedy Space Center, 1980.

Statewide Film Service, Catalog 2, November, 1979.

Programming a film means more than turning on the projector and turning off the lights. Ideally children's films should be carefully chosen and integrated into theme-related activities for a full learning-entertainment experience. An excellent sourcebook on coordinating children's films with activities is:

Gaffney, Maureen. What to Do When the Lights Go On. Phoenix, Arizona: Oryx Press, 1980.

Gaffney has a marvelous usable subject index and she includes some titles that we haven't seen but that sound fantastic. Perhaps you could rent, borrow or buy some of these films for the summer.

Cosmic Zoom. McGraw-Hill, 1969.

Very similar to The Powers of Ten but more suitable for younger children.

Fun on Mars. Serious Films, 1973.

Home-movie travelogue about tourists on Mars; especially good with a booktalk on The First Travel Guide to the Moon.

K-9000: A Space Oddity. CFS, 1969.

A friendly take-off on 2001: A Space Odyssey in which the RCA Victor mascot is abducted and taken to a planet of one-eyed cats!

Starcycle. Morse Films, 1978.

A stream-of-consciousness treatment of the life cycle of a star. Words are used to create mood rather than convey information and metaphoric images include almost everything a star could be.

A Visit From Space. Charles Samu Productions, 1961.

A young girl helps some spaceship-flying visitors find their way home in this pleasant fantasy.

What on Earth. McGraw-Hill, 1966.

A Martian newsreel reports about life on planet earth, but visiting Martians mistakenly identify cars as the dominant lifeform!

Does your library have a film rental budget? If so you may be interested in renting these Disney features.

The Black Hole. 97 minutes. \$150 rental.

Join the crew of the U.S.S. Cygnus as they journey into a black hole, a place where time and space end.

The Cat From Outer Space. 103 minutes. \$80 rental.

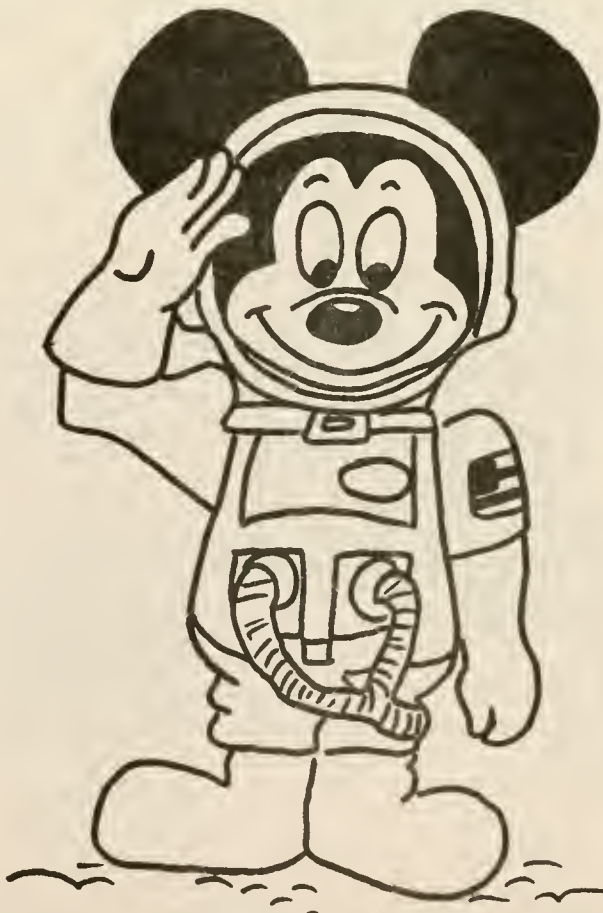
A down-to-earth comedy about an extraterrestrial tomcat who crash lands on earth and befriends an offbeat physicist.

Unidentified Flying Oddball. 93 minutes. \$80 rental.

When lightning strikes their spacecraft a twentieth-century space engineer and his clone are accidentally propelled back through time to sixth-century England and the reign of King Arthur.

For catalog and order information write to:

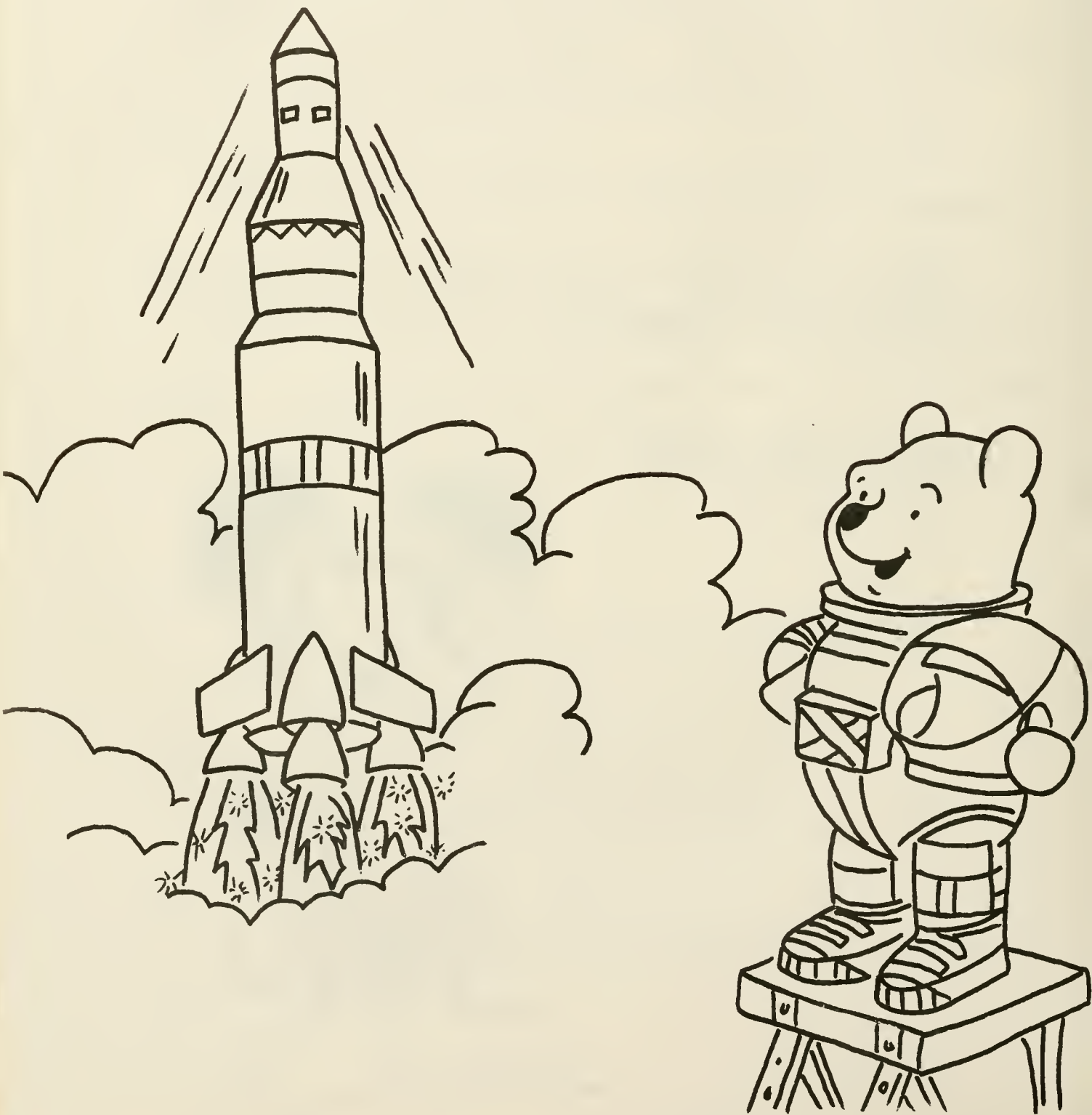
Brigham Young University
Audio Visual Services
290 HRCB
Provo, Utah 84602



SPACE TRAVEL!

A whole galaxy of out-of-this-world program ideas to accompany

BOOK TREK II!



SOLAR SAFARI: Book Trek II visits planets of interest in our Solar System and points beyond!

SUN--Use all the sun stories in the Bibliography PLUS try making sundaes; show Butch Cassidy and the Sundance Kid; focus on the Sunshine State; sundials; sunflower seeds; sun tea; make eggs Sunny-Side-Up of course!

MERCURY--The god of handicrafts, wit and thievery; lots of inspiration here! Think of helium balloons, tiny things (make miniature scenes); heat; speed; messengers and the metal itself.

VENUS--Stories of beautiful and clever women; clouds; hothouse (try planting tiny terrariums); love and light.

EARTH--Spaceship Earth means ecology time! Tell The Lorax and then have a scrap metal drive or an ecology walk (picking up garbage and litter on the way). Try scrap crafts too!

MARS--Make little green men! Try costumes or paperbag puppets. Tell stories about the color red; make martians according to craft ideas in the Bibliography; use the Shel Silverstein poem, "Planet of Mars."

JUPITER--Strong men and giants! Supreme beings (like gods, kings, queens, and emperors)! Make BIG crafts or bake those giant cookies that serve a whole crowd!

SATURN--According to the Zodiac, Saturn is an evil influence, but the Greeks looked to Saturn as the god of agriculture and the harvest. With these contrasting views it may be difficult to fit in all the material on rings--but TRY! You can make jewelry rings, play "Ring-Around-the-Rosie," invite bell-ringers, or tell stories about fairy rings and magic circles!

URANUS--Nobody knows much about this planet; it's a mystery! So emphasize that aspect--tell mystery stories, stories of the unknown, and stories of discovery too! Uranus is also the Greek god of the Heavens and the Sky which connects to all the sky stories in the Bibliography. Finally Uranus is the seventh planet and "sevens" figure in lots of stories!

NEPTUNE--Get wet! It's time for water crafts, sand crafts, seashell crafts, stories about sea creatures and visits from local attractions such as Planet Ocean and Ocean World!

*PLUTO--See details that follow.

MOON--Make green cheese from Velveeta and food coloring; tell the moon stories listed in the Bibliography; have a blast!

STARS--The stars come out tonight! It's a talent show! Make every child a star and make everybody happy! Or save your star programs for the Fourth of July and have a Star-Spangled Spectacular!

MILKY WAY--Serve Milky Way candy bars or make milk chocolate; tell cow stories (don't forget Mrs. Mooley!); make milk shakes or butter! Tasty fun for all!

COMETS--There are lots of stories about tails; tell them on Tail Day and dress everyone on your staff in tails (animal, not tuxedos); make tails as a craft; or explain that the literal meaning of "Comet" is "hair" and tell Rapunzel.

BLACK HOLES--Tell stories of disappearances and magic! Make invisible ink; tell stories of invisibility; serve "Black Holes"--chocolate-covered doughnut holes!



STAR TREK: A heavenly tour of the constellations!

CANCER: THE CRAB-- Time for crab races; Kermit the Hermit; a visit from the pet store; stories about crabby people and animals such as Mean Maxine and The Grouchy Ladybug.

TAURUS: THE BULL--Ferdinand the Bull; The Story of Pancho; stories about bull-headedness such as Bulla's The Stubborn Old Woman.

*GEMINI: THE TWINS--See program details that follow.

UNACEROS: THE UNICORN--Try Sarah's Unicorn; tell "The Unicorn" by Silverstein; show Thurber's Unicorn in the Garden.

CANIS MAJOR: THE GREAT DOG--Call the SPCA and ask them to bring their pet-mobile to the library; tell dog stories, new and old; make paperbag puppets of doggie friends, maybe one of Snoopy!

LEPUS: THE HARE--Sing "Little Rabbit Foo Foo;" show Rabbit Hill; tell Brer Rabbit stories; use Who's in Rabbit's House as a puppet show or creative dramatics.

URSA MAJOR: THE GREAT BEAR--Snow White and Rose Red makes a fine puppet show; tell Goldilocks and the Three Bears maybe as a chant; tell bear stories like Sody Sallyratus (in Grandfather Tales) and Galdone's Little Girl and the Big Bear. Use Carle's The Honeybee and the Robber and tell "How the Bear Lost His Tail."

DRACO: THE DRAGON--Check out the stories and fun in the details of the Middle Ages Program. Other suggestions were given in 1981's workbook under the title "Dragon Depot."

LEO: THE LION--Lots of lion stories to choose from--some of our favorites are The Lion, The Lion and the Bird's Nest (with puppets), and The Lion and the Rat. Don't forget the Cowardly Lion in The Wizard of Oz!

SPACE SHUFFLE: Ranging through the universe Book Trek discovers hitherto unheard-of worlds!

GALAXY OF GHOSTS--Make a ghost tree; tell ghost stories in the dark, make "Goblin' Ghosts" from Shari Lewis's Spooky Stuff; having a howling good time!

WORLD OF THE WORMS--How To Eat Fried Worms is available as a play for good creative dramatics; sing "Nobody Likes Me" and "The Worm Song" in The Fireside Book of Fun and Game Songs; make and eat spaghetti--cold!

PLANET OF THE APES--Lots of good monkey stories like Curious George, Monkeyface, A Wise Monkey's Tale and Caps For Sale (try this one with real caps and audience participation); get out the rhythm band instruments and try a sound collage with Hand, Hand, Fingers, Thumb.

SPACE STATION ZEBRA--Anything black and white will do--try newspaper crafts; stories of night and day; make chocolate chip cookies; or find a skunk to visit the library (contact your local zoo)!

EGG-SHAPED PLANET--Eggshell crafts; Horton Hatches the Egg; Green Eggs and Ham (cook this dish for your children and watch their faces); try a puppet show of Gackebach's Hattie, Tom and the Chicken Witch; don't forget Hoban's Frances and her Egg Thoughts!

PORTAL TO THE FUTURE--A great time to get out your gypsy-fortune-telling suit and gaze into the crystal ball; or visit the world of the future with robots--stories and crafts listed in the Bibliographies.

*NING NANG NONG--See complete details on following pages.



FANTASTIC VOYAGES: Voyage inward through the hidden world of the human body!

BRAIN--Do brain teasers and puzzles; thinking games; stories about tricks and "out-smarting" adversaries; stories about clever people.

EYES--Arthur's Eyes; Spectacles; optical illusions; magic tricks (the hand is quicker than the eye)!

EARS--See the NING NANG NONG Program from the SPACE SHUFFLE Series for ideas on noisy programs. Try listening experiments; give your ears a treat with the sound of music; invite a band to perform or make your own instruments. Sing songs, tell stories about music.

*NOSE--See complete details on following pages.

HAIR--Story literature is full of "hairy" people--Rapunzel, Goldilocks. Try Wiley and the Hairy Man as a puppet show!

BODY--Kroll's Fat Magic; Alice in Wonderland; Much Bigger Than Martin; stories about growing such as Titch. Dance the "Hokey-Pokey," sing songs like "I'm a Person" and "Head, Shoulders, Knees and Toes."

HANDS--Do lots of handicrafts; play games with textures and feel; play clapping games; use the book, Hand, Hand, Fingers, Thumb.

FEET--The Tale of Meshka the Kvetch; The Foot Book; The Dancing Granny; relay races; dancing and stories about dancing.

STOMACH--Stories about hungry creatures such as Fat Cat; Bagdad Ate It; Keep Your Mouth Closed, Dear; Sody Sallyratus; I Know an Old Lady Who Swallowed a Fly; or stories about skinny people such as The Man Who Was Too Thin or Humphrey the Dancing Pig.

FLIGHTS OF FANCY: Travel to the lands of fantasy and fairy tales!

WITCH MOUNTAIN--Lots of puppet show material here--Hansel and Gretel, Little Witch and the Riddle, Witch's Magic Circle, Rapunzel, Sarah's Unicorn. Lots of crafts too--make witches from ice cream cones or try sand-witches in Shari Lewis's Spooky Stuff. Dress up like a witch and tell witch stories for a thrilling good time!

DRAGON'S LAIR--See details in MIDDLE AGES Program or in last year's workbook under "Dragon Depot."

*TROLL MOUNTAIN--See complete details on following pages.

DWARF KINGDOM--Rumplestiltskin, Rip Van Winkle, Snow White and company.

GIANT'S CASTLE--Jack and the Beanstalk (as creative dramatics or puppet show): "Mollie Whuppie" (in Haviland's Favorite Fairy Tales Told in England); Giant John; make giant cookies.

OGRE'S CASTLE--Use Puss in Boots as a puppet show; tell Zeralda's Ogre; teach your children to draw an Orange Ogre in Ed Emberley's Big Orange Drawing Book.

FAIRYLAND--Bring out the fairy godmothers with a Cinderella puppet show and the movies, Seven Wishes of Joanna Peabody and Seven Wishes of a Rich Kid; make "sugar plum fairies" with gum drops.

UNICORN GARDEN--See UNACEROS THE UNICORN in STAR TREK Program Series.

DEVIL'S DEN--Make deviled eggs or devil's food cake; tell Wicked John and the Devil; make "devil's horns" in Make a Witch, Make a Goblin; tell stories from Babbit's The Devil's Storybook.

WIZARD'S WORKSHOP--Wizard of Oz film and creative dramatics; Magic in the Mist; Wizard of Wallaby Wallow; The Wizard's Tears; try some tricks from Don Herbert's Mr. Wizard's Supermarket Science!

WRINKLES IN TIME: Book Trek on a Time Machine!

IN THE BEGINNING--Myths of creation; Just So Stories; all those wonderful how-and-why stories from every culture!

NEANDERTHAL TIMES--Cavemen; the Flintstones; Stone Age man (and stone crafts); wall-paintings and sidewalk paintings; dinosaurs and bones (make "bone" jewelry with macaroni!).

ANCIENT CIVILIZATIONS--Pyramids, tombs, King Tut; Chinese culture and crafts; Greek myths; Roman mythology.

*MIDDLE AGES--See complete details on following pages.

RENAISSANCE--A time of resurging interest in crafts, music, science, magic, explorations. Contact a local Renaissance guild or madrigal choir. Plan your own Renaissance festival!

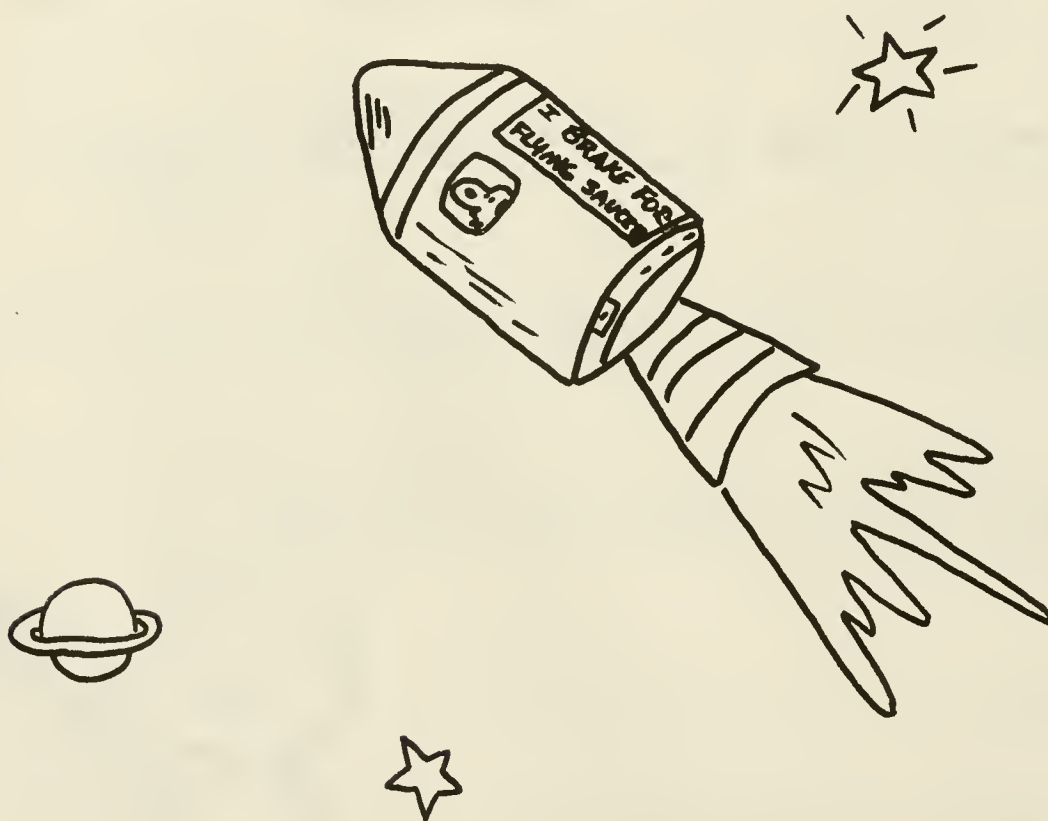
INDUSTRIAL REVOLUTION--Invention and discovery; flying machines; record players, television, radio, tape recorders, video games, home computers, telephones--a good time to have guests visit with special technology.

THE FUTURE--The world of the future will certainly include robots--lots of stories and crafts in the Bibliographies! Or talk about the world of space travel and design rocket ships and spacesuits!



PROGRAM DETAILS

Please note: Stories, films, crafts, poems, activities, etc. that are listed in these programs are not arranged according to age or interest level. These materials are intended for use with grades 1 to 6 since that is the group the summer library program is primarily intended for. We have tried to include some preschool and junior high materials but our target group is the elementary-school grades 1 to 6. Only you know what materials are suited for the children in your community. Have fun selecting!



PLUTO

Also known as "Hades," the god of darkness and night, Pluto rules the Underworld and all its demons!

STORIES:

Aardema, Verna. Why Mosquitoes Buzz in People's Ears. New York: Dial Press, 1975. (Makes a good flannelboard, picturebook, or filmstrip).

Babbit, Natalie. The Devil's Storybook. New York: Farrar, Straus, Giroux, 1974. (Contains many stories for devilish telling).

Belpre, Pura. Ote. New York: Pantheon, 1969. (Try it as a puppet show).

Berson, Harold. How the Devil Got His Due. New York: Crown, 1972.

"The Ferryman" in Tashjian, Virginia A. With a Deep Sea Smile. Boston: Little, Brown and Company, 1974. (Participation story for older children).

Johnston, Tony. Night Noises and Other Mole and Troll Stories. New York: Putnam, 1977. (Try Night Noises as a one-person puppet show).

Lobel, Arnold. How the Rooster Saved the Day. New York: Greenwillow Books, 1977. (Try it as a participation story).

Radley, Gail. The Night Stella Hid the Stars. New York: Crown, 1978.

Ryan, Chei Duran. Hildilid's Night. New York: Macmillan, 1971.

Sendak, Maurice. In the Night Kitchen. New York: Harper & Row, 1970.

Sharmat, Marjorie Weinman. Little Devil Gets Sick. Garden City, New York: Doubleday, 1980.

"Wicked John and the Devil" in Chase, Richard. Grandfather Tales. Boston: Houghton Mifflin, 1948. (Makes a good puppet show too).

Zemach, Harve. Duffy and the Devil. New York: Farrar, Straus, Giroux, 1973. (Also available as a filmstrip).

FILMS:

Night in a Pet Shop. McGraw-Hill, 1959.

Night's Nice. Sterling, 1971.

POETRY:

"Afraid of the Dark" and "It's Dark in Here" in Silverstein, Shel.
Where the Sidewalk Ends. New York: Harper & Row, 1974.

"It's a Dark, Dark World" in Rosenbloom, Joseph. Silly Verse
(And Even Worse). New York: Sterling, 1979.

ACTIVITIES:

Make "Dare Devil Dan" in Razzi, James. Bag of Tricks: Fun Things
to Make and Do With the Groceries. New York: Parents'
Magazine Press, 1971.

Make deviled eggs or serve devil's food cake.



GEMINI: THE TWINS

Pair up "twin" stories--tell the more obscure one first and let your audience guess its twin. Use puppets, creative dramatics, chants, filmstrips to add variety. Some examples:

STORIES:

Grimm, Jakob Ludwig Karl. Little Red Riding Hood.

Harper, Wilhelmena. The Gunniwolf. New York: Harper & Row, 1967.

Brown, Marcia. The Bun: A Tale From Russia. New York: Harcourt, Brace, Jovanovich, 1972.

Galdone, Paul. Gingerbread Boy. New York: Seabury Press, 1975.

Lobel, Anita. The Pancake. New York: Greenwillow Books, 1974.

Sawyer, Ruth. Journey Cake Ho! New York: Viking Press, 1953.

Gag, Wanda. Jorinda and Joringel. New York: Coward, McCann & Geoghegan, 1978.

Grimm, Jakob Ludwig Karl. Hansel and Gretel.

Galdone, Paul. Little Tuppen. New York: Seabury Press, 1967.

----- Old Woman and Her Pig. New York: McGraw-Hill, 1961

Hogrogrian, Nonny. One Fine Day. New York: Macmillan, 1974.

"Little Blue Engine" in Silverstein, Shel. Where the Sidewalk Ends. New York: Harper & Row, 1974.

Piper, Watty. The Little Engine That Could. New York: Platt and Munk, 1961.

POETRY:

Mother Goose poetry has its "twins" in song form:

"Scintillate, scintillate" in Winn, Marie. The Fireside Book of Fun and Game Songs. New York: Simon and Schuster, 1978.
(This book includes several Mother Goose parodies).

Mother Goose is also parodied in book form:

Kent, Jack. Mrs. Mooley. New York: Golden Press, 1973.

And in verse form:

Kessler, Leonard. Mixed-Up Mother Goose. Westport, Connecticut: Garrard, 1980.

Many American folksongs are "twinned" in Keller, Charles. Glory, Glory, How Peculiar. Englewood Cliffs, New Jersey: Prentice-Hall, 1976.

ACTIVITIES:

Accompany The Gingerbread Boy by making gingerbread or felt gingerbread boy puppets. Accompany Journey Cake Ho! by baking a journey cake as described in Perl, Lila. Slumps, Grunts and Snickerdoodles: What Colonial America Ate and Why. New York: Clarion, 1975.



NING NANG NONG

Visit the Ning Nang Nong--it's a noisy place to belong!

STORIES:

Aylesworth, Jim. Hush Up! New York: Holt, Rinehart and Winston, 1980.

Grimm, Jakob Ludwig Karl. Bremetown Musicians. (Makes a good tabletop puppet show or creative dramatics).

Hutchins, Pat. Good-Night, Owl! New York: Macmillan, 1972.

Johnston, Tony. Night Noises and Other Mole and Troll Stories. New York: Putnam, 1976. (Good with hand puppets).

Lobel, Arnold. How the Rooster Saved the Day. New York: Greenwillow Books, 1977.

McGovern, Ann. Too Much Noise. Boston: Houghton Mifflin, 1967.

Perkins, Al. Hand, Hand, Fingers, Thumb. New York: Random House, 1969. (Try this one as a "sound collage").

Rockwell, Anne. Honk Honk! New York: E. P. Dutton, 1980.

POEM:

Spike Milligan's "On the Ning Nang Nong" in Cole, William. Oh! What Nonsense! New York: Viking Press, 1966.

FILMSTRIPS:

Harry and the Lady Next Door. Miller Brody, 1967.

Mr. Brown Can Moo, Can You? Random House, 1975.

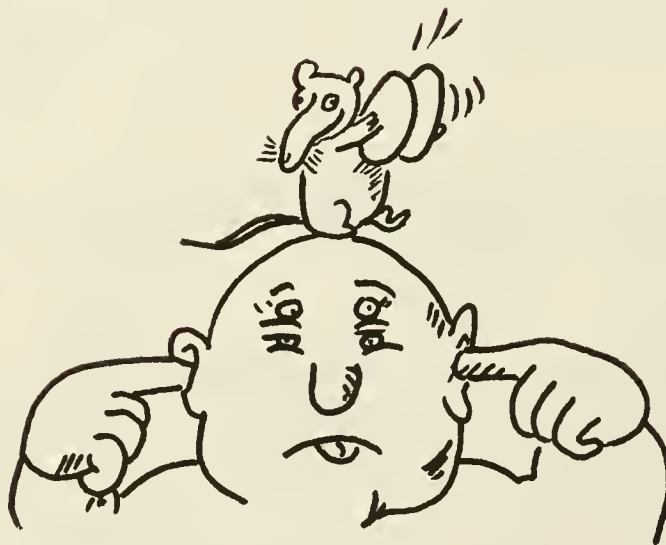
ACTIVITIES:

Make a rhythm band as described in Hawkinson, John. Rhythms, Music and Instruments to Make. Chicago: Albert Whitman and Company, 1970.

Use your instruments to accompany "Ning Nang Nong" or any other noisy poem.

SONG:

"Rabbit Ain't Got" in Yolen, Jane. The Fireside Book of Birds and Beasts. New York: Simon and Schuster, 1972.



NOSES

Noses are curious, itchy, sneezy, and indicators of lies!

STORIES:

Allen, Marjorie. One, Two, Three, Ah-Choo! New York: Coward, McCann & Geoghegan, 1980.

Cullodi, Carlo. Pinocchio. (Try it as a puppet show using the version in Mählmann, Lewis. Puppet Plays For Young Players. Boston: Plays, Inc., 1974.

"Ebenezer -Never-Could-Sneezer" in Tashjian, Virginia A. With a Deep Sea Smile. Boston: Little, Brown and Company, 1974. (Good participation story).

Flack, Marjorie. Angus and the Cat. (and other titles). Garden City, New York: Doubleday, 1931.

Galdone, Paul. The Three Wishes. New York: McGraw-Hill, 1961.

Morrison, Bill. Squeeze a Sneeze. Boston: Houghton Mifflin, 1977.

Perkins, Al. The Nose Book. New York: Random House, 1970. (Also available as a filmstrip).

Rey, H. A. Curious George. (and other titles). Boston: Houghton Mifflin, 1941. (Also available in film and filmstrip form).

Rockwell, Anne. Henry the Cat and the Big Sneeze. New York: Greenwillow Books, 1980.

Wahl, Jan. Carrot Nose. New York: Farrar, Straus, Giroux, 1978.

Weisner, William. Green Noses. New York: Four Winds Press, 1969.

Zallen, Jane B. A Perfect Nose For Ralph. New York: Philomel Books, 1980. (This one works beautifully with props as an "object" story).

POEMS:

"He Sneezed So Hard" and "My Nose" in Rosenbloom, Joseph. Silly Verse (and Even Worse). New York: Sterling, 1979.

"The Longest Nose" and "Ourchestra" in Silverstein, Shel. Where the Sidewalk Ends. New York: Harper & Row, 1974.

ACTIVITIES:

Make "disguise noses" in Purdy, Susan. Costumes For You to Make. Philadelphia: J. B. Lippincott, 1971.

"Mystery Smelling Jars" in Butterworth, Nancy. Kits For Kids. New York: St. Martin's Press, 1980.

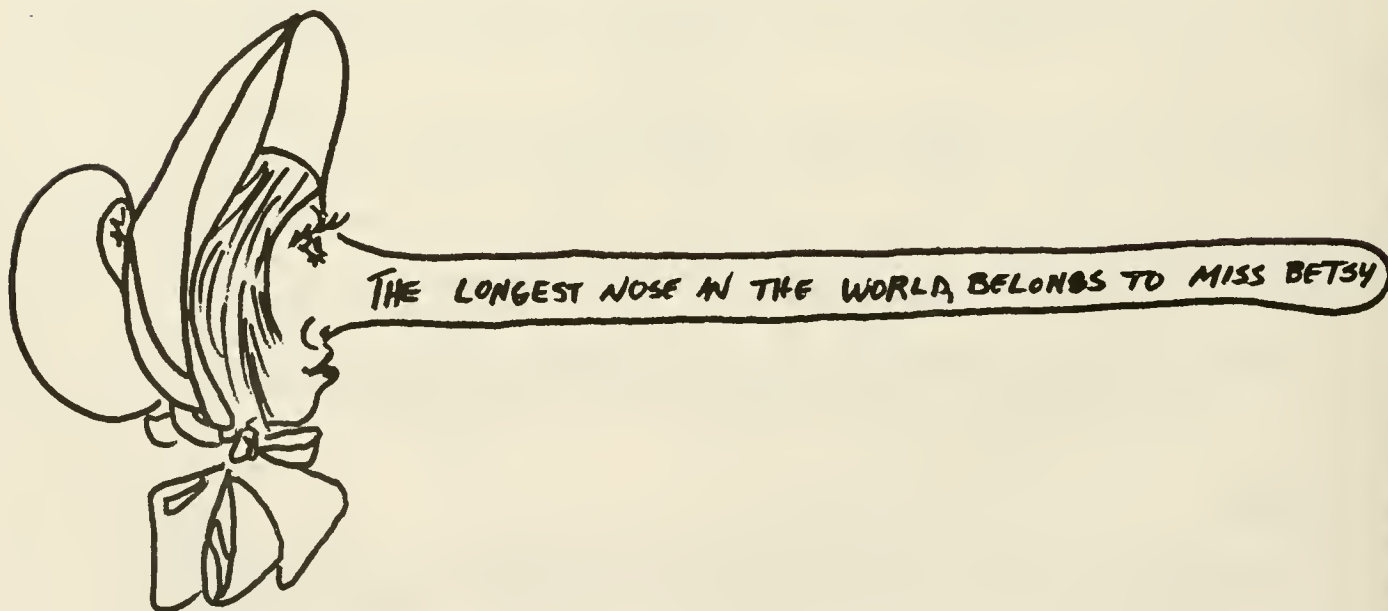
"Pokey Puppets" in Chernoff, Goldie. Puppet Party. New York: Walker and Company, 1976.

SONGS:

"My Nose is Blue" in Winn, Marie. The Fireside Book of Fun and Game Songs. New York: Simon and Schuster, 1974.

FILM:

Nose (Le Nez). McGraw-Hill, 1963.



TROLLS

In the old days in Norway the mountains belonged to the trolls who were as old and moss-grown as the mountains themselves...

STORIES:

Berenstain, Michael. The Troll Book. New York: Random House, 1980.

D'Aulaire, Edgar and Ingri. D'Aulaire's Trolls. Garden City, New York: Doubleday, 1978.

DePaola, Tomie. The Cat on the Dovrefell: A Christmas Tale. New York: Putnam, 1979. (Makes a good puppet show).

Grimm, Jakob Ludwig Karl. The Three Billy Goats Gruff. (Use as a puppet show, creative dramatics or film).

Johnston, Tony. Adventures of Mole and Troll. New York: Putnam, 1972. (These stories work well with hand puppets).

Lobel, Anita. Troll Music. New York: Harcourt & Row, 1966. (This makes a good flannelboard story for intermediate children).

Sharmat, Marjorie W. The Trolls of Twelfth Street. New York: Coward, McCann & Geoghegan, 1979.

White, T. H. "The Troll" in Hoke, Helen. Ghostly, Grim and Gruesome. Nashville, Tennessee: Thomas Nelson, Inc., 1976.

POEM:

"The Troll" in Prelutsky, Jack. Nightmares: Poems to Trouble Your Sleep. New York: Greenwillow Books, 1976.

ACTIVITIES:

Do the "Troll Tromp!" Make up your own stomping dance to any gruesome music! (The "Monster Mash" is especially suitable).

Make a "Troll Puppet" in Razzi, James. Bag of Tricks: Fun Things to Make and Do With the Groceries. New York: Parents' Magazine Press, 1971.

MIDDLE AGES

A romantic era of knights in shining armor, dragons, unicorns, mystical beasts, kings, queens and castles!

STORIES:

- Anderson, Hans Christian. The Princess and the Pea. (Try it as creative dramatics!).
- Coville, Bruce. Sarah's Unicorn. Philadelphia: J. B. Lippincott, 1979.
- DePaola, Tomie. The Knight and the Dragon. New York: Peppercorn, 1980. (This makes a good slide-tape show).
- Domanska, Janina. King Krakus and the Dragon. New York: Greenwillow Books, 1979.
- Elkin, Benjamin. The King Who Could Not Sleep. New York: Four Winds Press, 1975.
- Grahame, Kenneth. The Reluctant Dragon. New York: Holiday, 1953. (A good puppet show possibility).
- Grimm, Jakob Ludwig Karl. Rumplestiltskin. (Another good puppet show).
- "The Handsome Prince" folding story in Schimmel, Nancy. Just Enough to Make a Story: A Sourcebook For Storytelling. Berkeley, California: Sisters Choice, 1978.
- Peet, Bill. How Droofus the Dragon Lost His Head. Boston: Houghton Mifflin, 1971. (Try it as a puppet show or box story!).
- Tozer, Mary. The King's Beard. New York: Harcourt, Brace, Jovanovich, 1978.
- Van Woerkom, Dorothy. The Queen Who Couldn't Bake Gingerbread. New York: Knopf, 1975. (Also available as a filmstrip).
- Williams, Jay. The Practical Princess. New York: Four Winds Press, 1969.

FILMS:

- The Fireflowers of Yet Sing Low. Sterling, 1967.
- The Handsome Prince. Franciscan, 1975.
- When Knights Were Bold. Sterling, 1970.

POEMS:

"Custard the Dragon" in Nash, Ogden. Custard and Company.
Boston: Little, Brown, and Company, 1980.

"The Unicorn" in Silverstein, Shel. Where the Sidewalk Ends.
New York: Harper & Row, 1974.

SONG:

"Puff the Magic Dragon" by Pete Yarrow. In Reader's Digest Family Song Book. Pleasantville, New York: Reader Digest, 1969, p. 226.

ACTIVITIES:

"Be a Knight of Old" or "Dragon Craft" in Razzi, James.
Bag of Tricks: Fun Things to Make and Do With the Groceries.
New York: Parents' Magazine Press, 1971.

Participation story and game with Emberley, Ed. Klippity Klop.
Boston: Little, Brown and Company, 1974.



CHANTS

Chants are a lively way to get your audience involved in telling a story, especially one that is very familiar. Chants also make juvenile stories fun for all ages. We owe "Goldilocks and the Three Bears" to Sue Crum of the Wakulla County Public Library. We created "The Gingerbread Man" on our own. Try developing a chant of your favorite story this summer!

"GOLDILOCKS AND THE THREE BEARS"

Gonna tell ya 'bout a story 'bout a cabin in the woods and three bears,
One was a papa bear, one was mama bear, and one was a baby bear, cha,
And yeah, yeah there was a girl, a girl with long hair, her name
was Goldilocks, and on the bears' door she knocked,
and no one was home, no, no one was home.

Why? The bears had gone a-walkin', in the cool woods a-talkin',
Left the front door unlocked, so in the bears' house she hopped,
and up the bears' food she sopped, and in the bears' chair
she plopped, and on the bears' bed she stopped, yeah.

Home, home came the three bears. (Voice change).

Hey ba-ba-re-ba said the little wee bear, someone has ate up my
food and broke my chair!

Hey ba-ba-re-ba said the cute mama bear, someone has ate up my
food and broke my chair!

Hey ba-ba-re-ba said the cool daddy bear, someone has ate up my
food and broke my chair!

WHAT ARE WE GOING TO DO?

So up, up the stairs they did creep, and found Goldie fast asleep.
GASP, said the bears; GRIPES, said the girl,
Hey ba-ba-re-ba, what in the world!

THE GINGERBREAD MAN*

Sherry Cotter and Carol Herman

Once upon a time in a town far away, a crazy thing happened
and it goes this way:

A little old woman and a little old man got out the dough and
a baking pan;
First the gingerbread they did make, then the cookie-cutter they
did take,
And in the oven they set it to bake, just like an ordinary piece
of cake!
The oven got as hot as it could be and that little dough boy said,
"Whoooo-eeeeee,
This place could kill me if I stay, so I think I'll just be on my way!"

He popped right out and stood on the floor.
"So long," he shouted and ran out the door.
The man and his wife ran right out,
They called to the boy and began to shout:
"Diddle-ee-dop-a-dee-ba, hey, hey, hey, we thought you had come to
stay!"
The Gingerman laughed and said with glee,
"I'm the Gingerbread Man as you can see,
And nobody's, nobody's gonna catch me!"

He ran away from them right into a cow,
When the cow saw him, she said, "Wow!
Diddle-ee-dop-a-dee-ba, man, oh man, I'm gonna eat you,
Little Gingerbread Man!"
The Gingerman laughed and said with glee,
"I'm the Gingerbread Man as you can see,
And nobody's, nobody's gonna catch me!"

He ran from the couple and he ran from the cow
Right into a horse who said, "Oh, wow!
Diddle-ee-dop-a-dee-ba, man, oh man, I'm gonna eat you,
Little Gingerbread Man!"
The Gingerman laughed and said with glee,
"I'm the Gingerbread Man as you can see,
And nobody's, nobody's gonna catch me!"

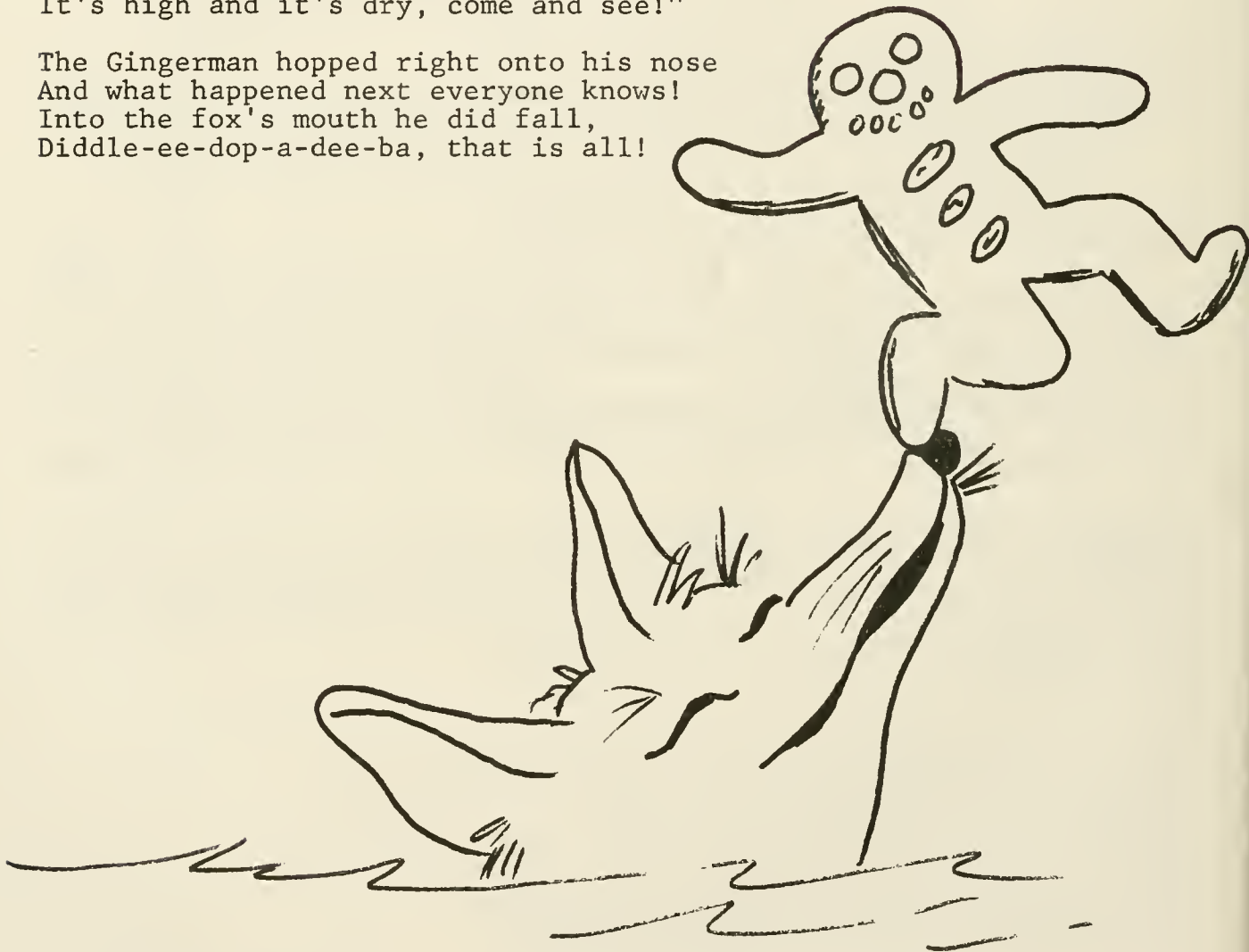
He ran from the couple and he ran from the cow,
He ran from the horse, he was safe but now
Along came a fox who said, "Oh, wow!
Diddle-ee-dop-a-dee-ba, man, oh man, I'm gonna eat you,
Little Gingerbread Man!"
The Gingerman laughed and said with glee,
"I'm the Gingerbread Man as you can see,
And nobody's, nobody's gonna catch me!"

They came to a pond where they did pause;
 The Gingerbread Man was stuck because
 He couldn't hide and he couldn't swim!
 It looked like it was the end for him.
 Then the fox said, "Whadaya say?
 I'll give you a ride across the way,
 Diddle-ee-dop-a-dee-ba, hey, hey, hey!"

Everybody the Gingerman as he hopped on the tail and yelled,
 "Let's sail!"

The fox started swimming to the other side
 And the Gingerman knew he had to pay for the ride.
 The fox cried out, "You'll drown that way;
 Come up front, do what I say,
 My nose is the best place you can be,
 It's high and it's dry, come and see!"

The Gingerman hopped right onto his nose
 And what happened next everyone knows!
 Into the fox's mouth he did fall,
 Diddle-ee-dop-a-dee-ba, that is all!



* copyright pending.

SHOPPING LIST

If your budget allows purchase some of these Space Party accessories and extras!

*"Adventures in Birthdayland" party accessories by Hallmark feature Mickey Mouse and the whole gang in a spaceship. Use the centerpiece (\$3) on your public service desk, hang the paper plates from the ceiling (\$1.25), cover your bulletin board or book display table with the paper tablecloth (\$2.50), and hang the rocket-shaped party hats (\$2). You'll be ready for Book Trek II in record time! As an added bonus, Hallmark includes "Party Ideas" on the back of the centerpiece, featuring games, refreshments and activities!

"Alert! Alert!" Ambassador's party invitations will make good decorations for your book stacks! Just fill in the program information and you have publicity too!
8 for \$1.29.

"Alien Starships" to cut out and fly will make a great addition to your activity corner or provide patterns for a craft session. They're \$3.50 from:
Troubador Press
385 Fremont Street
San Francisco, California 94105

Amazing Lunaballs. H. Fishlove and Company, Chicago, Illinois 60610. For \$2 you get four lunaballs that can orbit, jump and defy gravity. Suggested activities for ages 7 to 12.

Bae, Yoong. Paper Robots to Color, Cut-Out and Fly. San Francisco: Troubador Press, 1981. More fold-and-cut fun for advanced robot fans. Again these could be put together by the librarian and used for decoration. \$3.50.

"Battle of the Planets" frame-tray puzzle by Whitman will provide quiet fun for ages 5 to 12 all summer for only 69¢. Available from:
Western Publishing Company
Racine, Wisconsin 53404

Benjamin, Alan. 1000 Space Monsters Have Landed. New York: Four Winds Press, 1980.

A flip-book that creates 1000 space monsters--ideal for your browsing corner! Fascinating fun for all ages. \$3.95.

Centerpiece: The Empire Strikes Back. #CP0008. \$2.50.

From Designware by Drawing Board.

This attractive 14" high centerpiece will delight children who will recognize famous movie characters. Also has matching party and gift wrap.

Crayola Activity Storybook With Colorubs Transfers: Adventure of the Space Robots, Featuring the Crayola Kids. Forty-eight pages of creative activities for ages 5 to 12, suitable for duplication. Lots of fun for only \$1.99.

*Crayola Color 'N Play Fold-a-Galaxy for ages 5 to 10 provides a self-contained space center complete with stand-up figures for children to make and assemble to enhance your space center. \$5.50.

*Crayola Colorubs "Space World." Ages 6 to 12. \$2.50.

A good activity that works well with the other Crayola projects. Available from:

Binney & Smith, Inc.
Easton, Pennsylvania 18042

*Crayola Laugh and Playbook: Exciting Outer Space With Colorubs Transfers Featuring the Crayola Kangaroo and Joey.

This set is packed with puzzles, jokes, cut-outs, coloring and other activities for the elementary school crowd.

Delightful illustrations could be reproduced for group activities. An entire summer's worth of entertainment for only \$2.25! Available from:

Binney & Smith, Inc.
Easton, Pennsylvania 18042

Doodle Art. Posters and felt-tipped pens for making posters for display. The series includes: Space Fantasy, #TP4, \$8.95; Space Encounters, #6037, #6061, \$7.95; and Space Age Doodle Art Tote, #B5015, \$6.95. All from:
Prince/Stern/Sloan Publishers
410 North La Cienga Boulevard
Los Angeles, California 90048

Dynamite magazine offers a Sci Fi Fun Pack of six back issues for \$4. Included are issues featuring Star Wars, Gallactica and The Empire Strikes Back. Write to:

Dynamite Back Issues
Box 1068-A
Jefferson City, Missouri 65102

The Empire Strikes Back portfolio by Ralph McQuarrie is a set of twenty-four full-color paintings from the movie. Luke Skywalker, See-Threepio, Yoda and Artoo Detoo are featured. These paintings make excellent displays or decorations. \$8.95 from Ballantine Books.

Game: The Awful Green Things From Outer Space is a board game for science fiction fans. It costs \$14.95 and is available from:

The Game Wizards
TSR Hobbies Inc.
P.O. Box 756
Lake Geneva, Wisconsin 53147

Gift wrap for covering a bulletin board or a box for a box story is available for Book Trek II. Attractive paper with space ships is manufactured by:

Paper Moon Graphics Inc.
Los Angeles, California 90034
\$2.50.

Grater, Michael. Cut and Fold Spaceships That Fly: 16 Full-Color Models. New York: Dover Press, 1980. \$2.50. This novelty book will provide hours of space-related fun for ages 9 to 12; or put them together yourself and use them for decorations.

*Hacken, Tina. Star Maze Activity Book: Fun-Filled Mazes For You. Kansas City, Missouri: Hallmark Card, Inc., 1980. An out-of-this-world collection of space mazes that will keep the children quietly occupied while you learn your stories! \$2.75.

Hallmark produces a set of far-out seals featuring rocket ships, stars and planets. Four sheets of 14 stickers for \$1. Hallmark Cards, Inc.
Kansas City, Missouri 64141

Legoland "Space System" kits come in a variety of styles ranging in price from \$4.50 for a shuttle craft to \$20.25 for the star-fleet voyager. "Quiet corner" playfun for ages 6 to 12 from:

Legoland
Enfield, Connecticut 06082

"Little Thinker" tapes imagination kits provide an activity tape and sketch pad plus iron-ons for \$7.25. "Think About Outer Space" will give your children one hour of quiet, productive fun.

Jerome Enterprises, Inc.
Baltimore, Maryland 21208

Make your room a universe with "Sensaplay" by Childcraft. 135 stars, planets and moons to stick on ceilings and walls. Shine by night, fade out by day! \$3.95 from:

Childcraft
Edison, New Jersey 08817

*Mickey Mouse Space Quiz from Unisonic is an electronic calculator featuring Mickey in his own space ship. Includes a 48-page activity book of games and puzzles. Put it on your desk and watch the fun begin! \$10 from:

Unisonic Products Corporation
New York, New York 10010

*Poppogram Pops-a-Lot Spaceship by Chris Crowell for Structural Graphics, Inc., P.O. Box 666, Essex, Connecticut 06426, is a clever pop-up spaceship you can use for decoration in your library or as a pattern for a simple craft! \$1.75.

Posters! "Map of the Universe" with phosphorescent stars by Tomas Filsinger. 36"x36" for \$9.95. ISBN: 0-89087-309-7. Four color map reveals stars, constellations, star clusters, red giants, super giants, supernovas, black holes and galaxies of galaxies. Comes with a 16-page booklet. The "Celestial Traveler" full-color poster depicts a flying saucer hovering over the Golden Gate Bridge. #SP134, \$3 from:

Celestial Arts/Les Femmes
231 Adrian Road
Millbrae, California 94030

"Space-Age Prism" Jupiterscope is over 150,000 prisms in one flexible disk that peels on and off of mirrors, windows, etc. for fantastic effects. Only \$2.50 from:
 Functional Products, Inc.
 Box 7036 Landscape Station
 Berkeley, California 94707

"Space Craft" and "Space Explorers" are coloring and activity books that cost \$1.25 from:
 Spizzirri Publishing Company, Inc.
 P.O. Box 664
 Medinah, Illinois 60157

Space Maze is a huge 25"x34" poster maze that simultaneously decorates your wall and provides an activity for the children to work on. It costs \$1.50 from:
 Troubador Press
 385 Fremont Street
 San Francisco, California 94105

Space Party Centerpiece features a rocket ship ready to blast off. It's \$2.20 from:
 Westvaco Corporation
 C.A. Reed Division
 Williamsport, Pennsylvania 17701

Space Shuttle Fact Sheet is a poster-sized sheet of diagrams, facts, charts and specifications about the space shuttle to use for display and information. \$1.95 from:
 JKM Publishing Company
 Longwood, Florida 32750

Space Trix: Planet Tricks of Mystic Action. H. Fishlove and Company, Chicago, Illinois 60610. \$1.50.
 Three magnetic disks represent the earth, sun and moon and the game includes suggestions for experiments to illustrate scientific principles. (Ages 8 to 12).

Space World #4684, Lot 8431 from John Wolf Decorative Fabrics, 261 Fifth Avenue, New York, New York 10016. \$4.50/yard.
 This bright space fabric can be used to cover a book display table, as a puppet backdrop, etc. Use your imagination!

Putting together a slide-tape show? Write to Holiday Film Corporation for their Space and Science slides. There are three sets of five slides: The Sun (XA-48), Deep Space (XA-54), and Jupiter/Voyager 2 (XA-46). \$2/set.

Puzzle: Star Patrol 100 (#PZL1144) from Hallmark should keep children ages 7 to 12 quietly entertained. \$4.

Razzi, James. UFO Punch-Outs: They Really Fly. New York: Random House, 1979. Seven punch-out-and-fold-fly UFO's that need only rubber-bands for propulsion! You'll want to use these as patterns for UFO crafts. Ages 7 to 12. \$3.95.

*Sesame Street Put and Play Space Puppets featuring Jim Henson's Sesame Street Muppets. This set includes four stick puppets with reusable vinyl stick-on costumes; takes Sesame Street to outer space! A creative activity for ages 3 to 9. \$5.98 from: Western Publishing Company, Inc. Racine, Wisconsin 53404

Solar System Bulletin Board Aid #84829 is \$2.79 from: Eureka Resale Products Inc. Dunmore, Pennsylvania 18512 A typical display of the planets for the bulletin board.

Solar System Bulletin Board Set #2-804 is \$4.95 from: Trend Enterprises St. Paul, Minnesota 55164 Again the planets orbit on a bulletin board.

*Space Activity Center. This spectacular Star Jet II is a must for the children's library that has everything. It features a molded double cockpit facing a decal-covered instrument panel containing a sound module simulating a variety of realistic rocket and laser sounds. Only \$2500. From: FAO Schwarz Catalog--Fall/Winter 1981-82 P.O. Box 218 Parsippany, New Jersey 07054

Star Princess and Pluta Paper Doll Playbook. #1839-31. \$2.29.

Star Princess and Pluta Sticker Fun Coloring Book. #2193-32. \$.99.

Two good activity books for children ages 5 to 10 from:

Whitman Publishing
Racine, Wisconsin

Star Ship paper tablecloth is useful for covering a bulletin board.
\$1.80 from:

Unique Industries, Inc.
Philadelphia, Pennsylvania 19123

Star Trek children's costumes of Klingon, Spock, Kirk, Illia are available from Collegeville Costumes, Collegeville, Pennsylvania 19426 for \$5.99 each. This is an easy way to provide dress-up fun for ages 5 to 9.

Star Trek Maps: the Navigational Charts of the Five-Year Voyage of the Starship Enterprise. Bantam Books, \$8.95.

Four deluxe wall maps in full color make a stunning display for any Book Trek II voyage!

* A Story Calendar for 1982 featuring the Crazy Critters! Each month highlights a chapter from the Space Log of the Crazy Critters as they travel through the solar system. Activities, games, colorful pictures, magic, stickers, and coloring pages add to the fun! You can use this calendar as the basis of your entire summer program with a little creativity! All this is yours for \$5 from American Greetings.

Super Space Ride: A Hallmark Pop-Up Book by Jan Hooten.
#HEC85. \$4.50.

A good novelty book for your space center from:
Hallmark
Kansas City, Missouri 64141

Three Rubby's Class Charts feature ocean creatures, crazy cars and--of interest to us--outer space! These over-sized posters are intended for bulletin board display.

#789, \$4. Chart-size Rubby's are available too with an "Outer Space" theme to stick on your chart-sized Rubby.
#787. From:

Creative Teaching Press, Inc.
Huntington Beach, California

*Upstart Library Promotionals produces a Robot Announcer and Pad, #112-610, \$4.95; pads only \$.95.

This is an attractive cardboard stand-up robot that publicizes upcoming programs with a sign that orders: "READ ME!" Excellent durable display from:

Upstart
Box 889
Hagerstown, Maryland 21740

Viewmaster by GAF Corporation, 140 West 51 Street, New York, New York 10020.

A basic viewmaster is a good buy for \$2.50 because you can feature different shows to match your theme. For Book Trek II there are Viewmaster showtimes of various Star Trek Adventures for \$2 each. These provide spectator fun for ages 5 to 12.

Walt Disney character "Disneystics" by Dimension Weld Stickers spotlight Mickey and co. in space! Use these for favors, decorations, displays. They come in a package of six for \$1.50 (DWS 5100) from:

Dimension Weld Organization
Stamford, Connecticut 06902

* indicates best bets!



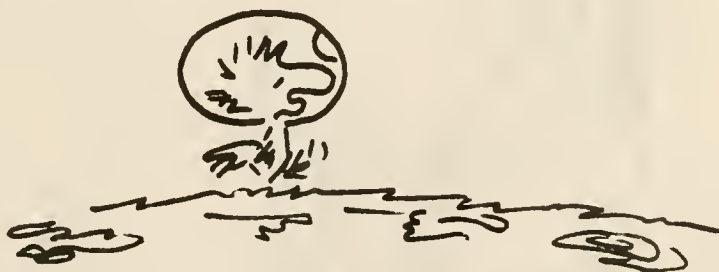
FINAL CHECKPOINT

Before you blast off on Book Trek II consider these last minute additions !

"Anytime, Anyplace, Any Book" is the title of the 1981 Book Week Mobile designed by Jan Pienkowski (the gifted author/illustrator of Robot)! It features robots and aliens happily orbiting their spheres reading books! If you didn't get one for Children's Book Week in November, 1981, or yours is in shabby condition write to:
The Children's Book Council, Inc.
67 Irving Place
New York, New York 10003

The Electric Company, December 1981/January 1982.
This issue stars robots and includes articles and directions for "A Robot Calendar You Can Make in 8 Easy Steps" (page 15). Don't miss this issue!

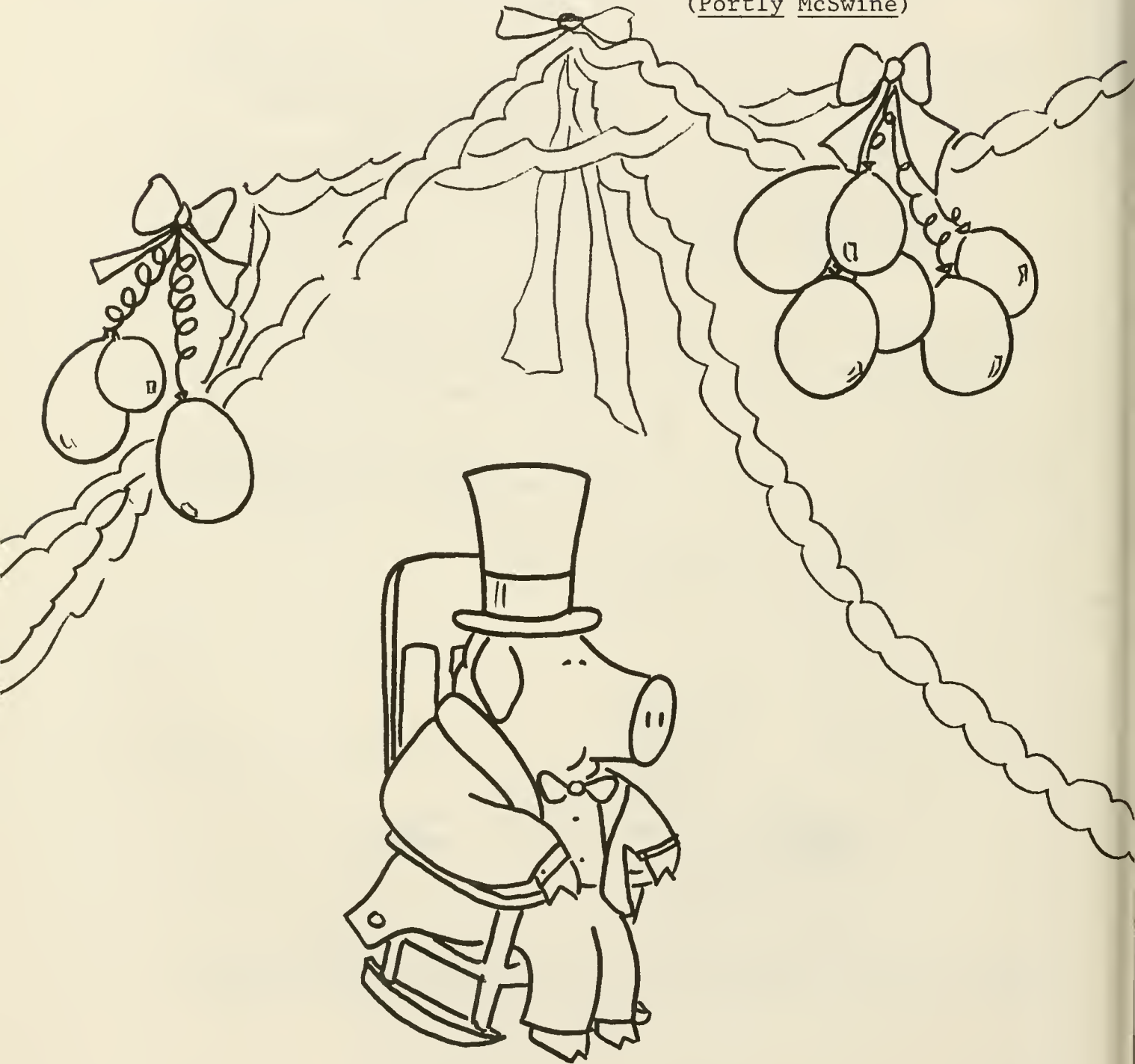
The National Air and Space Museum provided us with a plethora of useful, free material. To obtain educational materials please write to:
Office of Education
National Air and Space Museum
Smithsonian Institution
Washington, D.C. 20560



Once all your systems have been checked and double-checked you're ready to countdown to your SPACE PARTY and BOOK TREK II!

Portly went home, put up the party decorations, put on his fancy party clothes, and sat down to wait...

(Portly McSwine)



MARCH

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1 St. David's Day Patron of Wales	2	3	4	5	6
7	8 Purim begins at sundown	9	10	11	12	13
14	15 Ides of March	16	17 St. Patrick's Day Patron of Ireland	18	19	20 Vernal Equinox
21	22 National Wildlife Week	23	24	25	26	27
28	29	30	31			

JUNE

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1	2	3	4	5 World Environment Day
6	7	8	9	10	11	12
13	14	15	16	17	18	19
Children's Day	Flag Day					
20	21	22	23	24	25	26
Father's Day	Summer Solstice		Midsummer Eve			
27	28	29	30			

APRIL

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
4	5	6	7	1	2	3
Palm Sunday			Passover begins at sundown	April Fools' Day	International Children's Book Day	
11	12	13	14	15	16	17
Easter Sunday					Good Friday	
18	19	20	21	22	23	24
					St. George's Day Patron of England	
25	26	27	28	29	30	

JULY

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
				1	2	3
				Dominion Day in Canada		
4	5	6	7	8	9	10
Independence Day 11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

MAY

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
						1
2	3	4	5	6	7	8
National Be Kind to Animals Week	10	11	12	13	14	15
Mother's Day						Armed Forces Day
16	17	18	19	20	21	22
23	24	25	26	27	28	29
	Victoria Day in Canada					181
	Memorial Day					
30	31					

AUGUST

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				
182						

