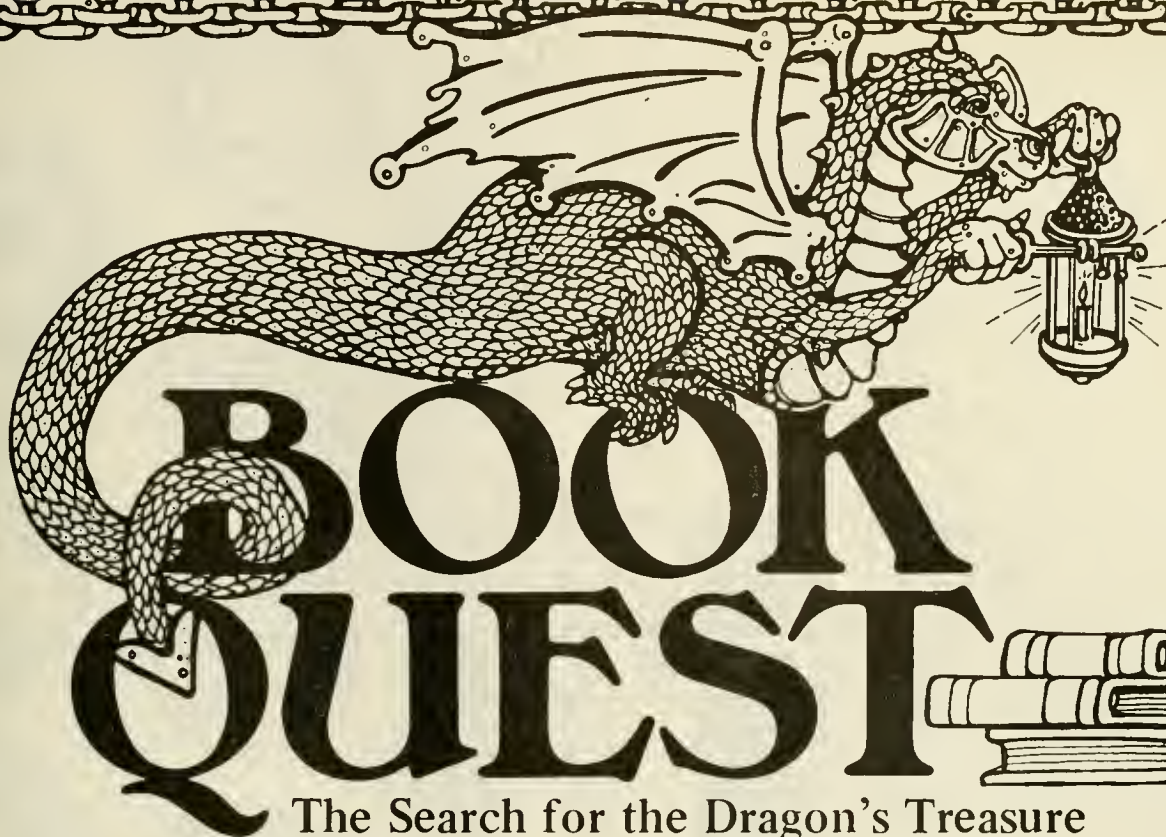




**1984**  
**STATE OF FLORIDA**  
**SUMMER LIBRARY PROGRAM**





**1984**

## **FLORIDA'S SUMMER LIBRARY PROGRAM**

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


**prepared by Betty Davis Miller  
Youth Services Consultant, State Library of Florida**

**Workshop Section by**

**Suzanne Shaeffer and Elaine Manson  
Volusia County Library System**

**Florida Department of State  
George Firestone  
Secretary of State**

**FLORIDA — State of the Arts**



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WISDOM

LAUGHTER

VIRTUE

CREATIVITY

FRIENDSHIP

Name \_\_\_\_\_

# BOOK QUEST

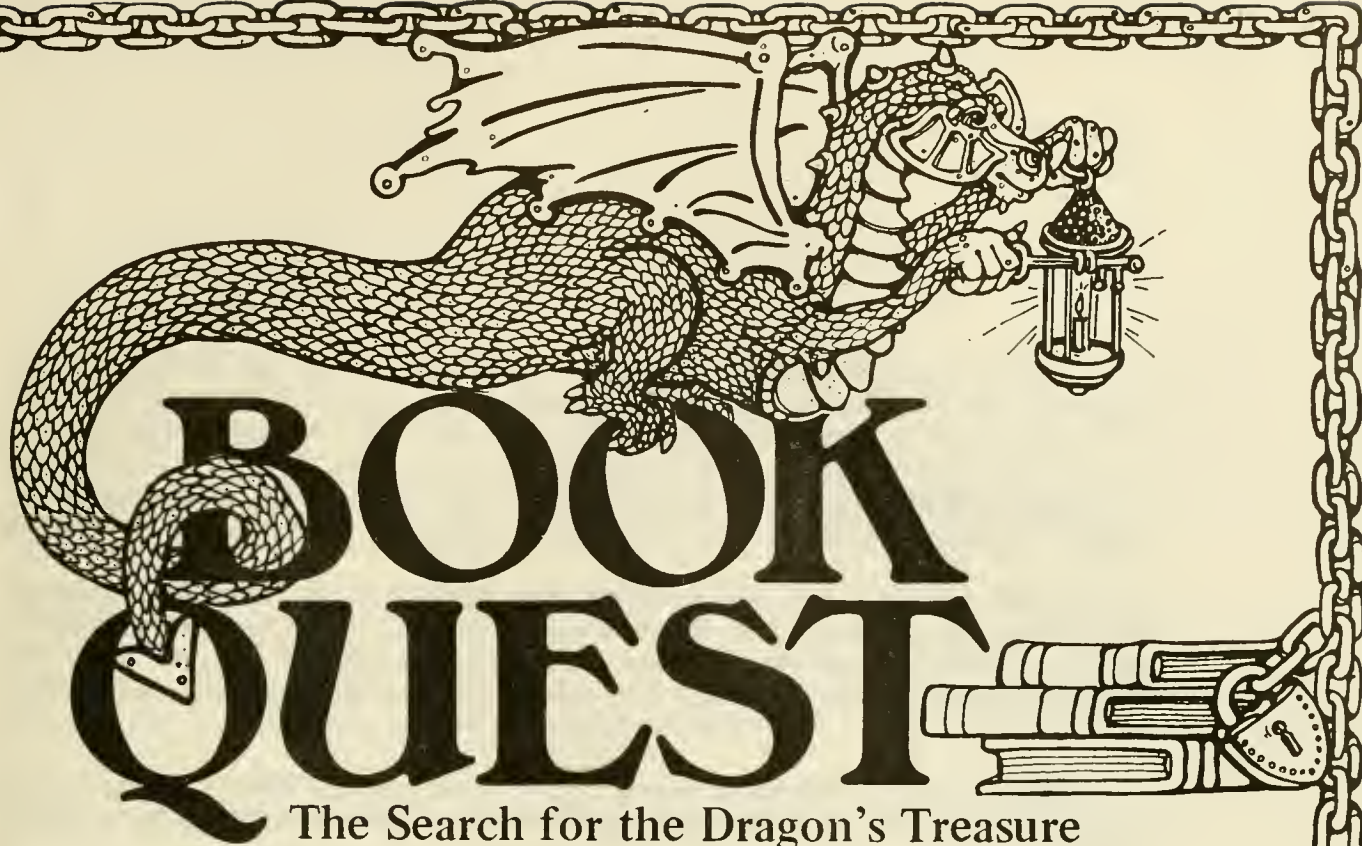
Search for the Dragon's Treasure

**DIRECTIONS FOR ASSEMBLING TREASURE CHEST.**

1. Look at the drawings to see how your treasure chest should look when you have it put together.
2. Cut out the treasure chest on the outside lines.
3. Fold on dotted lines as shown by the arrows.
4. Tape or glue the chest together where shown.
5. Collect your treasure tokens and keep them locked in your treasure chest for safe keeping.







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\* Since the Treasure Chest pattern counts as 4 pages of the manual, acknowledgments begin on p. 8.

## Acknowledgments

Many people contribute to the success of the Florida Statewide Summer Library Program by their support, hard work and concern.

At the state level, the program is regarded as an important element in library development, and is encouraged as a stimulation to reading and as a community information and recreation resource. Thanks to Phyllis DeKalb, Marvin Mounce, Virginia Grigg and Barratt Wilkins, who all make special contributions.

The administration of the project is handled by Florida State University's Center for Professional Development. Thanks especially to John Brennan.

David Rowland of Upstart Library Promotionals is again in charge of design, production and delivery of materials.

Brian Ebert is in charge of the printing plant at Zephyrhills Correctional Institution. They print our manuals and evaluations.

The Advisory Committee to the State Consultant is invaluable in selecting the yearly theme, helping with policy decisions, planning the regional workshops. The committee members for the '84 program are:

### <sup>5</sup>1984 Summer Library Program Advisory Committee

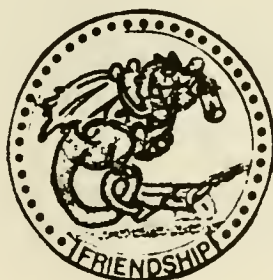
Anne Boegen, Miami-Dade Library System  
 Linda Boyles, Santa Fe Regional Library System, Gainesville  
 Cindy Fairchild, West Florida Regional Library System,  
 Pensacola  
 Julie Shelton Hall, Palm Beach County Library System  
 Pat Kerns, Winter Park Public Library  
 Marlene Lee, Oakland Park Public Library  
 Patricia Murray, Brevard County Library System  
 Linda O'Connor-Levy, Tampa-Hillsborough Library System  
 Suzanne Shaeffer, Volusia County Library System  
 Linda Vlahon, Selby Public Library, Sarasota  
 Susan Walker, Jacksonville Public Library System



The five regional workshops, including puppet shows, bibliographies and program ideas are planned and presented this year by Suzanne Shaeffer and Elaine Manson of the Volusia County Library System. The portion of the manual designed to support and amplify the workshops was also prepared by them. This is a monumental endeavor, and we are especially grateful to those who undertake to serve us this way each year.

But finally, the most important part of the SLP team is the local library staff. The children's librarian, assistants and volunteers are the ones who use their ingenuity to translate the theme, materials, and ideas into happenings that make local libraries visible in the community and deliver the program to the children.

Sincere appreciation to all of you who are involved, including library directors and trustees who frequently join in the fun.



## Guidelines

Participation in the Summer Library Program is open to every public library in Florida and is encouraged through the provision (via Library Services and Construction Act grant) of free materials and workshops. The Youth Services Consultant and the members of the Advisory Committee are available to answer questions.

The program is designed to promote the use of the library and all its resources. Its purpose is to encourage children to view the library as a friendly, helpful environment where the life-long search for knowledge and wisdom can begin and continue. As such, it is non-competitive and focuses on the needs and goals of each individual child.

Although each public library is free to set the age range for its participants, the materials are developed with the school-age child (K-7gr.) in mind. It is hoped that, free from the pressures of the school year, the program will provide stimulation and pleasure in a non-stressful way.

## MANUAL

Please take time to read the manual. At least skim. We have tried to keep it short. Bring it to the Workshop. It will be your agenda and should almost eliminate note taking.

## BIBLIOGRAPHIES

The bibliographies included in the manual are lists of titles which in the opinion of the workshop leaders have relevance to the theme. No title has been included which has not been reviewed by either Suzanne or Elaine. They have been checked in the latest Books in Print to determine whether they are currently available. Even so, judging from past experience, if you try to order you will probably find some titles no longer available. This is not, however, a statewide recommended purchase list, nor is any sort of centralized purchasing possible under the program as it presently exists.

## EVALUATION

Read your evaluation at once so you can gather the necessary information. Then put it in a safe place and mark the due date on your calendar. We really do pay attention to what you say and depend upon your response from year to year. In addition, the statistics are necessary for our federal files.

#### PRINTED MATERIALS

So that we could stay within our projected budget, we were forced in some cases to prorate the number of posters and manuals which you ordered. All other quantities should be exactly as you indicated. When materials arrive, please check against your original orders. If you have not received the correct quantity, immediately notify Mr. John Brennan at the FSU Center for Professional Development (904) 644-3801.

#### PLASTIC BOOK BAGS

As a special bonus this year, we were able to send each library plastic book bags. The numbers were prorated according to your reading record order. They are to be used for special programs, on rainy days or any other way that upholds the non-competitive spirit of the Summer Library Program. Let us know what you think about this.

#### HINTS FOR A SUCCESSFUL PROGRAM

1. School visits seem to be well worth the time and effort. It takes a lot of planning, but our evaluations indicate that this kind of advance publicity and good public relations bears fruit during the summer.
2. You probably can't do it all by yourself. Enlist and plan for community support. The effort put into one or two volunteer training sessions can pay good dividends. Don't forget your teen volunteers either.
3. K - 7gr. is a wide age span. Arrange programs, schedules, exhibits and events which recognize the range in abilities within this age group. It is very rare that every program can appeal to the entire spectrum. Target your audiences.





Summary of the 1983 Summer Library Program  
Evaluations, and reactions and comments for 1984

One hundred forty-one evaluations, several of them being system compilations, were returned to the State Library in September.

Total attendance at all programs numbered 216,950, an increase of 24,320 (12½ per cent) over last year's. Ninety-four of the respondents rated their programs as highly successful, forty-two as moderately successful, and only five were disappointed. The attendance figures speak for themselves and comments indicate that circulation figures also show an increase over the summer of 1982.

One hundred thirty-one people liked the materials as a whole. Sixteen did not. The reasons given for dissatisfaction had to do with artwork and color - not variety or quantity of materials.

The coloring posters, the most popular item, received ninety-nine number 1 ratings.

The reading records were second with sixty-eight number 1 ratings. The format of the reading record was very well received, and we will continue that format in next year's materials. The middle section will include keys to unlock the Dewey Decimal System. This might serve as a spur to encourage children in a wider range of reading. There were a few comments about needing more lines to record books on the reading records. Along with that, a suggestion was made that more space could be added by stapling additional lined sheets of paper to the back of the record. We have not been able to increase the number of lines, so that suggestion may be useful.

All materials were complimented as to quality of paper, and we hope that next year's materials will be better in terms of color.

The reaction to the repro packets was generally favorable. The activity sheets and logo sheets received a 1 or 2 rating by 66% of the respondents. Certificates were used by less than half.

One hundred thirty-eight said the manual was useful. Three said no. Of particular importance to almost everybody was the portion devoted to the workshop and bibliographies. This coming year, we think that portion will be easier to use and follow during the course of the workshop. Everyone is urged to bring the manual to the workshop as this should facilitate note taking.

The successful program section was also popular. A small section of ideas that can be easily adapted to this year's theme is included in the manual. At this point, we are investigating ways in which all of the ideas submitted with the evaluations may be shared.

All except two said they would like for the State Library to plan another statewide summer program for 1984.

The many suggestions for themes were carefully recorded for future planning meetings, and suggestions for program changes and improvements were duly noted, responded to and implemented where feasible.

## PUBLICITY

## Public Service Announcements

Radio: Policies and procedures vary from station to station.

Call your local stations and ask them about public service announcements for the summer library program. Take notes about what is expected of you.

Sample Copy: (15 second breaks contain 50 to 60 words. 10 second breaks contain 30 to 40 words.)

(:15) Book Quest: In Search of the Dragon's Treasure. That's what the summer programs are all about this year at \_\_\_\_\_ Public Library. Come see what interesting things have been planned for this summer. Programs, story times, treasure hunts, special book displays and things to do. The programs start June \_\_\_\_\_. See you at the library!

(:15) This summer \_\_\_\_\_ Public Library is sponsoring Book Quest: In Search of the Dragon's Treasure. So don't be draggin' your feet. Come on in and find the treasures we have for young people ages five through twelve. What will happen? What will you discover? What about those dragons? More information at the library. First program June \_\_\_\_\_ at \_\_\_\_\_ o'clock.

(:10) What's more fun than a hunt for treasure? \_\_\_\_\_ Public Library has a summer program for children called Book Quest: Search for the Dragon's Treasure, featuring activities, records, book and films for youngsters K - 12. Go there!

(:10) Go to \_\_\_\_\_ Public Library for more information on Book Quest: Search for the Dragon's Treasure. This is the 1984 Summer Program for school children, kindergarten through grade 7.

TV: You may be able to make an interesting transparency from some of the printed material or from a photograph taken in your library. It's possible to use one of these with a 10 or 15 second "voice over" similar to those suggested for radio. Presto! you have a TV spot. Once again, your first step is to contact your local TV station. Explain your problem and need for a public service announcement on television. Tell them you will be glad to furnish a slide, and appropriate script. They should be able to provide technical advice and helpful suggestions.

Press: Preliminary contact is essential to facilitate newspaper coverage for your local program. First of all, ask them about procedures and what is possible. Then you can offer to write copy or you may request special coverage for special programs. Whenever you call, get a photographer and include as many children's pictures and names as possible. Do this as often as you are able.

## Fliers

The two logo sheets in the reproduction packet are to help you with local publicity. The blank sheet with border is excellent for single program announcements or for printing a summer's calendar with date, time and location. You might even make two sided copy with one of the activity sheets on the other side of the calendar.

## Posters

Posters can be mounted on large boards. The name of the library can be put on the poster, and a calendar on the side, giving times, dates, and location, allows for more information. The posters are best for community distribution - school libraries, recreation centers, etc.

## Bookmarks

When distributed at schools or other outreach locations, bookmarks can be an excellent tool for publicity.





GUIDELINES FROM MARY MOYE ABOUT ORDERING FILMS FOR THE  
1984 SUMMER LIBRARY PROGRAM \*

1. Order early. (A year ahead is not too early, but of course at this point that's impossible.)
2. The film request form needs title, shelf number, code word and name of library.
3. On a separate sheet of paper accompanying your order forms, list each date on which you would like to receive a film.
4. List at least twice as many film choices as you have dates.
5. Do not try to match dates and films together. Film choices and dates will be matched as to availability.
6. Title and dates booked will be confirmed. At that time you can make announcement about your program.

\* Construction on the third floor of the State Library will delay booking until well after the first of 1984.



State Film Catalog #2 - November 1979

Bremen Town Musicians: BTMUSIC-M00017  
 Dinosaur Who Wondered Who He Was: DWWWHW-M00337  
 Dragon Over the Hill: DOTHILL-S00221  
 Dragon Stew: DSTEW-  
 The Golden Lizard: GLIZARD-M00209  
 Hansel & Gretel: HAGRETE-M00318  
 Harold and the Purple Crayon: HATPCRA-S00029  
 The Hobbit: HOBBIT-XL00119  
 How the Elephant Got His Trunk: HTEGHTR-S00152  
 The Incredible Cat Tale: ICTALE-M00358  
 The Johnstown Monster: JMONST-XL00152  
 Komodo Dragons and Monster Lizards: KDAMLIZ-L00279  
 Lizard: LIZARD-S00107  
 The Loon's Necklace: LNECKLA-S00042  
 The Magic Tree: MTREE-S00044  
 The Magic World of Whiselphasoon: MWOWHIS-M00125  
 Magician: MAGICIA-L00329  
 When Knights Were Bold: WKWBOLD-M00328  
 Many Moons: MM00N-M00068  
 Martin and Gaston: MAGAST-M00254  
 Millions of Cats: MOCATS-S00049  
 The Mole & the Flying Carpet: MATFCAR-S00242  
 Nosey Dobson: NDOBSON-L00491  
 Patrick: PATRICK-S00053  
 Peter & the Wolf: PATWOLF-M00088  
 Prowlers of the Everglades: POTEVER-L00138  
 Sam, Bangs & Moonshine: SBAMOON-M00172  
 The Sand Castle: SCASTLE-M00222  
 The Seven Wishes of Joanna Peabody: SWOJPEA-L00485  
 The Seventh Mandarin: SMANDAR-M00335  
 The Shoemaker & the Elves: SATELVE-M00099  
 The Singing Bone: SIBONE-M00264  
 Solo: SOLO-M00103  
 The Stolen Necklace: SNECKLA-S00213  
 A Story, A Story: ASASTOR-S00060  
 Strange Story of the Frog Who Became Prince: SSOTFWB-M00334  
 Tale of Rumpelstilskin: TORUMPL-M00210  
 Tchou, Tchou: TTCHOU-M00204  
 The Three Robbers: TTROBBE-S00067  
 Thru the Mirror: TTMIRRO-S00155  
 Treasure Island: TISLAND-XL00102  
 Where the Wild Things Are: WWTWARE-S00081  
 The Wizard: WIZARD-S00157

State Film Catalog - June 1983

Aladdin: ALADDIN-L00285  
An Art Adventure: SandCasting: AASCAST-S00306  
Beauty and the Beast: BATBEAS-M00588  
Call it Courage: CICOURA-L00909  
The Carpenters' Three Wishes: CTWISHE-S00263  
The Cat & the Fiddler: CATFIDD-S00282  
Cinderella: CINDERE-M00586  
Dinosaurs: The Age of Reptiles: DTAOREP-M00507  
Draghetto: DRAGHET-M00504  
Dragon's Tears: DTEARS\*-S00248  
The Emperor's New Clothes: ENCLOTH-M00436  
The Frog King or Faithful Henry: FKOFHEN-M00214  
Gifts of the North Wind: GOTNWIN-S00368  
Grandfather's Mitten: GMITTEN-S00396  
The Incredible Book Escape: IBESCAP-XL00322  
Jack & the Beanstalk: JATBEAN-M00584  
Jason and the Argonauts: JATARGO-XL00201  
The Juggling Movie: JMOVIE\*-S00333  
The Little Prince: LPRINCE-L00694  
The Magic Flute: MFLUTE\*-S00274  
The Magic Pony: MPONY\*\*-M00589  
The Magic Well: MWELL\*\*-M00674  
Misunderstood Monsters: MIMONSTE-XL00371  
The Moonbeam Princess: MPRINCE-M00428  
The Nutcracker: NUTCRAC-L00870  
Peter and the Wolf: PATWBOL-L0125  
Puss in Boots: PIBOOTTS-M00585  
Rapunzel: RAPUNZEL-S00320  
The Reluctant Dragon: RDRAGON-M00615  
The Rolling Rice Ball: RRBALL\*-S00409  
The Seven Wishes of a Rich Kid: SWOARKI-L00683  
The Sorcerer's Apprentice: SADISNE-S00374  
A Tale of Four Wishes: TOFWISH-XL00366  
Thumbelina: THUMBEL-M00587  
Tom Cat's Meow: TCMEOW\*-M00493  
Tom Thumb in King Arthur's Court: TTIKACO-M00580





## ASSORTED IDEAS GATHERED FOR THE WORKSHOP IN TALLAHASSEE

LEON COUNTY PUBLIC LIBRARY

## BOOKS

1. ONE DRAGON TO ANOTHER by Ned Delaney, Houghton Mifflin Company, 1976.  
A caterpillar wants to be just like her best friend, a dragon.
2. THE LAST OF THE DRAGONS by E. Nesbit, McGraw-Hill, 1980.  
Tells what happens to the very last dragon.
3. HOW DROOFUS THE DRAGON LOST HIS HEAD by Bill Peet, Houghton Mifflin, 1971. About a dragon that becomes friends with a boy and hides out from a king that wants to slay him.

Could use these three books for a program: 1. would make a good flannel story; 2. would make a good box story; 3. tell story with props, audience participation and creative dramatics

## FINGERPLAYS

Five Little Dragons

Five little dragons sleeping in the moor  
 One stomped away, and then there were four  
 Dragon, dragon, happy and gay  
 Dragon, dragon, stomp away  
 four....happy as can be  
 three...spitting fire at you  
 two...lying in the sun  
 one...not having any fun  
 and then there were none  
 (use appropriate actions))

Dragon Stew (Song)

Whenever we have a friend for lunch  
 There's just one thing to do-  
 we pick some berries and catch a fish  
 And make a dragon stew.  
 Dragon stew, dragon stew!  
 It's our favorite thing to do  
 Get a pot and a dragon or two  
 And cook up a dragon stew.  
 (adapted from "Carrot Stew" from Walt Disney)

Dragon Song (Song or Fingerplay) Action

It's so cozy to ride on my dragon  
 Everybody come and ride on my dragon  
 Hop on his back and you will see

Five Gray Dragons

Five gray dragons marching through a glade  
Decide to stop and play they are having a parade  
The first swings his tail and says he'll lead  
The next waves a flag which of course they need  
The third gray dragon sings a song  
The fourth beats a drum as he marches along  
While the fifth makes believe he's the whole show  
And nods and smiles to the crowd as they go  
Five gray dragons marching through the glade  
Having a lot of fun during their parade.  
(would make a great flannel graph action rhyme)

This Little Dragon

This little dragon is fat and gay (thumb)  
This little dragon does tricks all day (pointer)  
This little dragon is tall and strong (middle)  
This little dragon is wee and small (ring)  
But he can do anything at all! (little finger)

## DRAGON SEARCH

Have simple map with hidden doors/windows under which you have the title of a book and country it takes place in, such as: FUNNY LITTLE WOMEN (China), TIKKI TIKKI TEMBO (Japan), WHY MOSQUITOS BUZZ IN PEOPLE EARS (Africa), THE MONKEY AND THE CROCODILE (India). Ending up with TIKKI TIKKI TEMBO, which does have a dragon - see if they recognize which story had the dragon. Have a dragon's treasure to hand out to everyone.

With fingerplays and songs you could talk about what dragons did along the way, what they learned, could use any movement to reinforce.

## DRAGON KITE

Need: Brown paper bag  
Hole punch  
String  
Markers

Do: Draw picture on a paper bag, then punch four holes in top of bag, tie (2 feet) of string to each hole, bring four strands of string together and knot at end, tie end knot to length of string.

PUPPET SHOW: The Dragon's Dilemma by Dorothy Jean Hopkins

The local schools have provided our artwork through the years, and plan on doing it again this year. We understand we will have a dragon cave!

The above content was planned and submitted by Kaye Shoffetall, a permanent volunteer for the Youth Services section of Leon County Public Library.

## NORTHWEST REGIONAL LIBRARY SYSTEM

Preparing a skit entitled THE DRAGON OF AN ORDINARY FAMILY taken from the story of Margaret Mahy in DRAGONS, DRAGONS, DRAGONS by Helen Hoke. For the summer they plan on building a dragon's cave out of a large furniture box and making dragon mobiles. Booktalks are available.

## WEST FLORIDA REGIONAL LIBRARY

Plans on presenting a dragon puppet show and workshop.

## ASSORTED IDEAS GATHERED FOR THE WORKSHOP IN MIAMI

### MIAMI-DADE PUBLIC LIBRARY

#### BULLETIN BOARD AND DISPLAY IDEAS

Make a tunnel or cave that children can get into--use purchased tunnel (fabric over hoops) from toy store or make out of cardboard cartons, wadded papers, and paper-mache.

Paper-mache dragon; have a "name the dragon" contest.

With medieval theme, use colored felt or paper banners on wall/desk/etc.

Make a castle from boxes or cartons--a small one to sit on desk, or a large one to go in room, or around desk.

Cover desk in green paper with scales drawn on with magic marker.

Use purchased dragon kite as a mobile hung from ceiling.

Poster: "Don't be dragon your feet--READ!" Dragon breathing fire, with book titles in the puffs of smoke.

Draw big mural-sized dragon on brown wrapping paper; let children color it, and put on a wall.

#### WAYS TO DISPLAY NAMES OF READERS

Have a large scroll -- children can write their names (and maybe also favorite books read) on it. If it gets too unwieldy, roll up earlier portions of it.

Make a life-sized figure of knight in armor, holding scroll on which readers' names can be posted.



Have large treasure chest on bulletin board -- have children's names on book-shaped cutouts in chest (or on yellow "coins").

Use outline of dragon on bulletin board -- put names on scales to be added.

Make a large map, with paths, caves (maybe "locations" of special programs) on it. Children can post their name-tags at any spot on the map. Ahead of time, the location of the "treasure trove" is put in a sealed envelope. When envelope is opened, child on or nearest to the spot wins a prize.

## BOOK LISTS

Fantasy books (for older readers especially)

General list of books, geared to categories mentioned on reading folders

General list of books, geared to program sub-themes

## SUGGESTED SUB-THEMES FOR PROGRAMMING IDEAS

### I - Using a medieval theme:

1. Royalty - Stories about kings, queens, princesses; making crowns, or kings from toilet paper tubes, etc. (Detailed sample program follows.)
2. Jesters - Featuring jokes, riddles, etc. Stories about jesters (such as CLOWN OF GOD by De Paola); book talk - ONE IS ONE, by Picard; Sing-along of ballads with guitarist (descendant of lute); children try writing limericks, haiku, free verse; juggling -- is there anyone in the community who would give demonstration and maybe a lesson? If so, beg lots of old tennis balls from staff and/or patrons.
3. Knights - stories about knights, such as "The Knight and the Dragon" by DePaola. Book talk longer ones, like "Wolf Roland" by Cunningham, "The Reluctant Dragon" by Grahame, etc. Do a "dragon hunt" instead of a bear hunt (see Emberley's Klippity Klop). Craft--make a shield from cardboard; paint (or crayon) a design, or cover with foil.
4. Castles - Stories - "How Droofus the Dragon Lost His Head" by Peet; practically any mentioned under Royalty; Rapunzel. Use videotape (available from Houghton Mifflin on rental basis) of David Macaulay doing his Castle book. Craft - Make a castle.
5. Tournament - Have a "field day" outdoors or indoors -- see your game books for ideas for silly relays, etc. Learn to play chess or checkers or dominoes. Or emphasize horses knights rode in tournaments and feature horse stories.

6. Medieval Feast - Food stories (we have lots of those, don't we?) Dragon stew. Show-and-tell program on native spice plants. Make some no-cook goodies.
7. Wizards and Magic - Stories, such as "Strega Nona" books by De Paola; "Moon, Stars, Frogs, and Friends" by Lachlan; "Strange Story of the Frog Who Became a Prince" by Horowitz. Have a guest speaker who is a modern day wizard in photography or computers.
8. Music - guest to demonstrate antique instruments; or maybe a singing group to do madrigals?
9. End the summer with a Renaissance Fair: Have people in costume (guests and/or staff). Have simultaneous activities going on in several locations -- puppet show, display of crafts made during summer, games, slide-tape show, etc.

## II. Focusing on various attributes of a dragon (especially adaptable for older kids)

1. Scales: Have guest from a pet shop, zoo, park ranger or naturalist, or community member to bring snakes and lizards and tell about them.  
Stories or book talks could include anything about reptiles (fiction or non fiction) or mermaids. Films - Boy and a Boa; Komodo Dragon.
2. Flames, breathing fire: Stories: The fire-bringer; The knight and the dragon. Film - Fire flowers of Yet Sing Lo. Guest from Fire Dept.
3. Wings, flying - Make kites, have a kite flying contest (see kite books for directions on making dragon kites). Box story or puppet show--Droofus the Dragon... Guest--hot air balloonist, hang glider, etc.
4. Tails (tales?) Stories: Taily-po (Galdone), Hansy's Mermaid (Noble), The Funny Thing (Gag), etc. Play Pin the Tail on the Dragon.
5. Naming Power (as in Wizard of Earthsea by LeGuin) or Riddles-- Book talk - LeGuin series. Tell stories about guessing riddles, like The Flea, various folk tales.
6. Treasure, Gold, treasure hunts...
7. Magic and Spells (see above)

## III. Conduct your quest in the realms of various mythical beings...

1. Giants - Stories: Finn McCool, Jack the Giant Killer, etc. etc. Box story - Lucky and the giant; Puppet show - Brave Little Tailor.
2. Unicorns -- Story or puppet show - Sarah's unicorn.
3. Trolls - Troll book (Berenstein): D'Aulaire's Trolls; The Something (Babbitt). Puppet show - Three Billy Goats Gruff. Make troll masks from paper plates, etc.
4. Elves-Fairies. No shortage of stories here. Booktalk for older children--Tolkien, or The perilous Gard, by Pope.
5. Witches -- Plenty of stories and films for all ages. Look in holiday books for simple craft ideas.
6. Wizards, Magicians - See above (I-7)
7. Monsters - Besides the obvious stories -- how about some "maybe monsters" like Loch Ness, Sasquatch, etc. See stage makeup books for making monster masks.
8. Dragons, of course!

## OTHER STRAY PROGRAM IDEAS

"Dragon Killers" of today might be TV or news investigative reporters. If someone would make a guest appearance/talk in the library, you'd be bound to get media coverage!

Tie in the oriental aspect of dragons to origami, or to guest programs on Kung Fu, karate, etc.

Link physical fitness to the program theme (Get in shape for dragon hunting) and have a guest athlete or aerobic dancer.

Use idea of guilds for ongoing programs of guests demonstrating various crafts or special skills.

Sing "The dragon went over the mountain"!

Puppet show ideas -- Shadow puppet play featuring a dragon in Shadow Puppets in Color, by Cochrane. Monster Magic, from several years back, features a dragon. Play in Sept., 1983 issue of Instructor features a dragon. Everyone Knows What a Dragon Looks Like (Mayer) makes a good box story.

Games with dragons can be found in various international game books.

## ASSORTED IDEAS GATHERED FOR THE WORKSHOP IN MELBOURNE

### Book Quest

Melbourne Public Library will host the area workshop for Florida's Summer Library Program, In Search of the Dragon's Treasure. Participants are writing notes to themselves, keeping their ears open for talented patrons, buying two-headed dragons, starting a "dragon" bibliography, and picturing origami dragons and dragon kites hanging from the rafters in the children's rooms. Rosemary Dyke plans a paint-by-number dragon mural, an annual poetry party which will surely have original poems about dragons, and a treasure hunt which may involve the library computer if the circulation staff agrees.

Meadowlane Community Librarian, Anne Kaminski pictures "Royalty" with kings and queens and knights whose armor doesn't squeak, and children in costume. She will share many stories and poems. One of her favorites is The Toaster by William J. Smith.

A silver-scaled dragon with jaws flaming red  
sits at my elbow and toasts my bread.  
I hand him fat slices and then, one by one,  
He hands them back when he sees they are done.

One librarian pictures the library's computer as "that dragon in the library"

Lois Pierce from Cocoa Public sees the entrance to the program room as the mount of a dragon or his lair. She decorates a refrigerator box and uses this at the doorway for crowd control and kids and parents must enter through the box one at a time. She always manages to include something scary like creepy-crawly things and the kids love it. Her bulletin board will have three phases; a hissing dragon in all his glory, another with a knight and dragon in combat, and a final drawing with the dragon flat on his back, feet in the air, and the triumphant knight standing next to his trophy with a book in hand. By popular demand, a third annual coloring contest will provide decoration in the juvenile room where all can admire the winning entries. 89 entered in 1983.

Ellen Breeding from Eau Gallie Library would be happy to share their script for The Popcorn Dragon, from the book by Jane Thayer. They have performed this puppet show many times and the dragon is always a big hit. They serve popcorn and sing, "We're Off to Catch a Dragon". The script requires a narrator and two puppeteers but could be modified. They used music on tape between scenes.

Palm Bay Library will be in their new building and Cam Mathews envisions a large TV mural with cassette of an adventure story about a "Dragon in Space". Two people will be needed to turn the roll of paper. She plans to have a contest where the children write and design a dragon adventure. A paper mache dragon will help feature books and records about dragons in a display in the center of the room.

Stone Community's lovely open library is conducive to a treasure hunt, so Estella Edwards and Hilda Elkins will plan a search for the dragon's treasure.





FROM SUMMER OF '83

1. NAME OF PROGRAM: T \* R \* E \* A \* T \* S . (adapt to T\*R\*EASURES)
2. DESCRIPTION OF PROGRAM: 30 minutes of read alouds (some continuing from one day to the next), storytelling, songs and films every Monday through Thursday afternoon for whomever was in the library.
3. STEP-BY-STEP PROGRAM INSTRUCTIONS: Book your films; gather read-alouds, fillers, songs; learn stories; gather your crowd and go to it...It couldn't be easier.
4. COSTS: Staff preparation time and presentation.
5. REVIEW OF PROGRAM'S SUCCESS: Attendance ranged from 5 to 50 / comments from parents were very positive.
6. NAME: Linda Boyles
7. LIBRARY ADDRESS AND TELEPHONE NUMBER: Gainesville Public Library  
222 E. University Ave.  
Gainesville, FL 32601  
(904) 374-2091

1. NAME OF PROGRAM: Puppet shows
2. DESCRIPTION OF PROGRAM: The older children who attended our summer reading program were asked to put on a show, of some kind, for the younger children at our last meeting. They were left to decide what kind of show it would be, with the only prerequisite being that it had to be food oriented.
3. STEP-BY-STEP PROGRAM INSTRUCTIONS: The children decided to split into two separate groups. Each group decided to put on puppet shows. The children first decided on the theme of the puppet shows, and then created the characters, wrote scripts, designed hand puppets (which the staff sewed up), and cut pictures out of old magazines (these were glued onto tongue depressors, for stick puppets). They rehearsed once, so the results were pretty spontaneous.
4. COSTS: About \$2.00 for some muslin for hand puppets.
5. REVIEW OF PROGRAM'S SUCCESS: The younger children were thrilled, since puppet shows are one of the most popular activities in this community. The older children enjoyed writing and putting the shows on, and both age groups learned quite a bit since the older children chose to put on shows about good nutrition and proper dental care. The older children were also rewarded by the younger ones making them a bean-bag checkers game for use in the YAC as a thank you for the shows. Celeste A. Brown
6. LIBRARY ADDRESS AND TELEPHONE NUMBER: The Latt Maxcy Memorial Library  
Frostproof, FL 33843 (813) 635-3773

1. NAME OF PROGRAM: Summer Yummers T-shirts
2. DESCRIPTION OF PROGRAM: Coloring a "Summer Yummers" logo (adapted and designed by a staff member), and transferring the colored picture onto a T-shirt provided by each child.
3. STEP-BY-STEP PROGRAM INSTRUCTIONS: A logo (see enclosed picture) was designed and reproduced on our Xerox machine. Each child was then given a copy of the design and colored the design with fabric crayons which we had in the library. The children were encouraged to use their own choice of colors. When each child was finished, we ironed the design onto his/her T-shirt.
4. COSTS: Besides the time spent by the staff, the cost was only about \$1.00 for Xeroxing. Each child provided his/her own T-shirt.
5. REVIEW OF PROGRAM'S SUCCESS: The success for this program was 100%. Each child was thrilled to have his/her own unique T-shirt. After we finished with this project, we had the T-shirts on display throughout the library for one week, and the children really loved showing off their handiwork. We distributed the T-shirts on the last meeting day, and each child wore their own shirt, and the local newspaper took pictures of all of the children.
6. NAME: Celeste A. Brown
7. LIBRARY ADDRESS AND TELEPHONE NUMBER: Latt Maxcy Memorial Library  
Frostproof, FL 33843 (813) 635-3773

COMMENT: If you decide to do a similar project, be sure that the children bring T-shirts which have been washed at least once. The original sizing put into the T-shirts may inhibit the adherence of the crayons, and the T-shirts will have a tendency to lose some of the design. Also, regular crayons may be used and will be nearly as effective in tranference and will offer more variety in colors.

1. NAME OF PROGRAM: Gruesome Gourmets
2. DESCRIPTION OF PROGRAM: Following a story about a dragon, the children divided into two groups to make "marshmallow monsters" from candy and "vegeta-ghouls" from vegetables. Then they got back together to tell the names of their! Creations and make up stories a  
them
3. STEP-BY-STEP PROGRAM INSTRUCTIONS: At one center have toothpicks and bowls of marshmallows, raisins, licorice laces (broken up), and gum drops. At another center have toothpicks, small potatoes, sliced carrots, radishes, beans, pea pods and pop corn. Children divide into groups. After 10 minutes groups exchange, so each makes both items. Then regroup to let them tell about what they made.
4. COSTS: About \$15.00 bought enough for 80 children in two program
5. REVIEW OF PROGRAM'S SUCCESS: Children displayed much creativity in assembling their monsters. They needed little adult guidance other than a little help in getting the toothpicks through some of the vegetables. Their names for the creatures were very original too although few added many details other than where the monster was from. They needed paper plates to carry them.
6. NAME: Maureen Melvin
7. LIBRARY ADDRESS AND TELEPHONE NUMBER: Okeechobee County Library  
S. E. 2nd Ave.  
Okeechobee Fla., 33472  
813-763-3536



1. NAME OF PROGRAM: Corns a poppin'
2. DESCRIPTION OF PROGRAM: Featured Mr. Picklepaw's Popcorn for our story and for the craft we made giant cardboard dragons which the children covered with glue and freshly popped pocorn to symbolize the POPCORN DRAGON which we had the children tell to us. Then we displayed the dragons on top of the children's book shelves.
3. STEP-BY-STEP PROGRAM INSTRUCTIONS: Obtain refrigerator boxes & make dragon: Interlibrary loan Mr. Picklepaw's Popcorn (It's out of print).  
Buy popcorn and prepop (with air popper-less messy) morning of the program. Have plenty of glue in small bottles and bowl of glue and brush to help speed up gluing process. Then vacuum up after the program.
4. COSTS: Glue and popcorn. (staff donated most) (It does get messy)
5. REVIEW OF PROGRAM'S SUCCESS: The children enjoyed the stories and had a great time working on the dragons. (We couldn't get them to leave after the program ended). Later, they were busy showing their families which of the two dragons in the children's room they had worked on.
6. NAME: Tamara Davis
7. LIBRARY ADDRESS AND TELEPHONE NUMBER: Seminole County Public Library  
Casselberry Branch  
527 Highway 17-92  
Casselberry, FL 32707  
Phone 305 - 339-4000

1. NAME OF PROGRAM: Building a Cookie Castle
2. DESCRIPTION OF PROGRAM: Two chefs (in dress whites) came from  
Grenelefe Golf & Tennis Resort & constructed a cookie castle  
for the children. They then served milk & cookies to each of  
approximately 170 kids.
3. STEP-BY-STEP PROGRAM INSTRUCTIONS: The chefs came early to set  
everything up. They had baked large sheets of chocolate chip  
cookie dough the night before. These were cut into crenelated  
walls; towers were formed, & all was assembled as the children  
watched. Decorative frosting was piped on & kids added assorted  
candy. (Castle was dismantled & served to kids at program 2 day
4. COSTS: none. Milk, cookies, napkins, cups all donated by Grenel
5. REVIEW OF PROGRAM'S SUCCESS: This was a great kick off of Summer Yu  
The children's interest was caught, they enjoyed it, the chefs  
enjoyed it, & the library staff all put on weight that week!
6. NAME: Mary Ann Kendrick, Children's Librarian
7. LIBRARY ADDRESS AND TELEPHONE NUMBER: Haines City Public Library  
303 Ledwith Ave., Haines City, FL 33844 813-422-1749

1. NAME OF PROGRAM: Nature's Wonders
2. DESCRIPTION OF PROGRAM: Took about 60 children on a walk - told them to pick up leaves, rocks (small), twigs, anything that could be used in a picture. Made bookmarks and nature print pictures.
3. STEP-BY-STEP PROGRAM INSTRUCTIONS: 3 x 6 inch tag board -  
pasted articles on in attractive design - covered with Glad Wrap and hung  
piece of yarn in hole at top.  
Used blueprint paper - laid articles on and then laid in sun for 2 minutes  
- dipped in water and picture remains.
4. COSTS: Very little - Glad Wrap - paper was donated.
5. REVIEW OF PROGRAM'S SUCCESS: Children enjoyed walk and hunting for small items - wanted to  
make more than one.
6. NAME: Marion M. Polk, Librarian
7. LIBRARY ADDRESS AND TELEPHONE NUMBER: 813-293-2914  
Eagle Lake Public Library  
75 North 7th Street  
Eagle Lake, FL 33839

OK  
MARKTURE  
PICTURES





choose your own

BOOK  
QUEST

"This is my quest,  
To follow that star  
No matter how hopeless,  
No matter how far."  
- from "To Dream the Impossible Dream"  
in Man of La Mancha

### WHAT IS A QUEST?

A quest typically involves: an object/goal/solution/treasure/power being searched for; a journey or trek with obstacles to overcome (the journey is often as important as the goal); and the seeker/searcher/questor. What is really achieved in a quest is self-discovery; the change in the seeker is what distinguishes a quest from a simple adventure. Some classical or typical quests include: Pilgrim's Progress, Siddhartha, the Grail myths, Jason and the Golden Fleece, Tolkien's The Hobbit and the Lord of the Rings trilogy, Don Quixote. Even Beatrix Potter's The Tale of Peter Rabbit is a quest.

A quest = a seeker going on a journey in search of something, usually an object, with the true goal being self-discovery. So a Book Quest, too, is actually a quest for the self, for self-discovery and understanding. Through the strange and beautiful creatures we meet upon our book quest, we learn a little more about ourselves.

### A NOTE FROM THE AUTHORS - WELCOME TO BOOK QUEST

This part of the manual has been prepared to help you choose your own Book Quest for the summer of 1984.

The Road contains general ideas on getting ready for the quest: doing publicity, setting up displays, establishing sign-up procedures, discussion of programming techniques, other technical hints, and tips on visiting merchants.

The Fellowship concentrates on how to expand your people resources and deals with recruiting, nurturing and using outside resources and junior volunteers. It also focuses on resource sharing among libraries.

Land of Dragons, Middle Kingdom, Enchanted Realm, Here There Be Monsters and Hidden Treasures are all program sections, with the emphasis on giving ideas for theme programs and displays that promote books and library use. Since it is the Dragon's Treasure that we're questing for, the Land of Dragons was given more attention and thus has more program ideas than any others. We have attempted to give a variety of ideas, using many different program techniques, with programs for fact-lovers as well as fantasy fans, but because of the overall theme, fantasy did get the griffin's share. Still, it is "choose your own Book Quest" for libraries as well as kids. Mix and match and change and adapt - it's as good a way to put together programs as it is to make up new mythical beasts.

Dragon's Hoard is the bibliography. All books mentioned in the programming sections, plus other general quest titles and series, are included, with ISBN and price information for new books and those listed in Books in Print 1982-1983. Many of the annotations indicate the publisher's suggested age range or our own estimate. Unfortunately, many of the finest books are out-of-print.

The Road Goes on and so does Book Quest. The last section of the manual gives information on, and schedules for, the February workshops.

Now, on with the quest!

- Elaine Manson & Suzanne Shaeffer  
Volusia County Public Library

# BOOK QUEST

The Road pg. 36



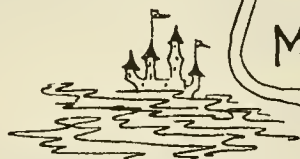
The Fellowship pg. 44



Land of Dragons pg. 47



Middle Kingdom pg. 60



Enchanted Realm pg. 65



Were Be There Monsters pg. 73

Hidden Treasure pg. 78



Dragon's Hoard pg. 81



and the road goes on...

pg. 100  
More is coming.

February Workshop.

Puppet Show: The Knight + the Dragon



# THE ROAD

"The Road goes ever on and on  
Down from the door where it began."  
-from Tolkien's  
The Fellowship of the Ring

Bilbo Baggins, of Hobbit fame, used to say that there was only one Road. "It's a dangerous business, going out of your door. You step into the Road, and if you don't keep your feet, there is no knowing where you might be swept off to."

There are many books that set us on the Road and sweep us away to strange destinations. Book Quest has a special emphasis on those books that can be loosely categorized as fantasy. Fantasy includes myth and legend, folk and faery tale, as well as the literary fantasies which stretch the imagination with magic, strange creatures and shifts in size and perspective.

"Finding Fantasy", by Patricia Dooley in the December 1980 issue of School Library Journal, reviews several bibliographies of fantasy books. For background information on the use of fantasy and the rationale behind that use, read Elizabeth Cook's The Ordinary and the Fabulous and Bruno Bettelheim's The Uses of Enchantment.

Fantasy knows no age barriers. There are fantastic tales for toddlers, preschoolers, beginning readers, middle and upper elementary students, young adults and adults. In the program sections and the bibliography, books for school age children have been stressed, with a particular emphasis on materials for the third and fourth grades. Some books in the bibliography are attractive to even older children, offer these to your gifted readers and teen volunteers.

## PUBLICITY IDEAS

Tape record spots for the radio or send in typewritten spots for them to read on the air. Write the spots as if the Dragon herself were speaking, inviting the children to quest for her treasure at the library.

Have a "contest" to name the Book Quest Dragon.

Costume yourself or a volunteer as a dragon (or any of the other characters to be found on the quest) and visit schools, shopping centers, art festivals - anywhere children can be found. Don't wait till summer's almost here - do it early and start building anticipation. Get your costumed character on TV and radio (yes, radio!) shows to be interviewed about Book Quest and about life at the library. Have costumed characters at the library to welcome children when summer begins.

Many movie theaters show slides of coming attractions before the feature starts. Some will show slides about community events, too - get your program on the big screen.

Go classroom to classroom with a costumed character or a puppet or a treasure box of goodies (sample books, etc., from your library) to show. Too many classes and too little of you? Get a trusted and energetic volunteer (junior, teen or adult) to do it for or with you. Or go to only one grade in the school. Or go to only one class in each grade. Hopefully the word will spread to those who didn't see you and they'll want to come to the library to get a peek. Keep it short and exciting.

Or do a slightly longer program for an auditorium or media center full of kids.

Attend PTO meetings at your schools with your message. If you can afford it (or can get a donation to cover the cost), buy copies of the "Summer Reading is



Important" brochure from the International Reading Association (800 Barksdale Road, P.O. Box 8139, Newark, Delaware 19714) and distribute to the parents. (Single copies are free if you send a #10 SASE.)

Work with the school media specialist. Provide interesting displays and handouts about Book Quest. Loan the specialist your character costume to push the quest. If you have pictures of fun things from other summers, make up a short slide-tape (the school might help you with this) to loan to the media specialist for showings during media center visits.

Promote field trips to the library. Send out letters of invitation to the schools. Plan something special about Book Quest, maybe a short puppet show or skit. The November 1982 issue of Plays magazine has a play, written especially for Book Week, called "The Library of the Enchanted Kingdom" that could be easily adapted to a hand puppet show promoting Book Quest. (Puppets you'd need: wolf, prince, witch, dog, cat, dragon, boy. It would only need two puppeteers and a minimum of staging.) It's also a good introduction to library services and procedures.

Check with banks, movie theaters and other places that have marquees about putting up a short message about Book Quest.

Send letters to clubs and other community organizations asking them to let their members know about Book Quest.

Some Burger Kings have a tray-liner placemat with community service messages printed on it. Check with them (and other restaurants that children frequent) about promoting Book Quest.

Wear the dragon on a t-shirt. Upstart may have t-shirts or iron-on transfers available, but if not, you can do your own. Color a portion of the poster or logo sheet or puzzle sheet with fabric crayons, then iron onto a t-shirt (remember - lettering will be reversed). Or use the opaque projector to project a picture onto the t-shirt (taped to the wall or pinned to a bulletin board), mark the outlines, then color with fabric paints or embroidery pens.

### DISPLAYS

Displays arouse interest in Book Quest; make the children's area exciting and inviting; inform people about Book Quest; attract attention to specific books; and generally promote reading and the use of the library.

Thoroughly investigate every nook and cranny of your children's area with an eye toward its use for displays. Look at everything. Areas sometimes overlooked:

#### CEILINGS

Great to hang things from. If you have ceiling tiles there are special hooks that can be bought that support weight on the metal strips between tiles. A cheap substitute for holding up lighter things: a bent paper clip. Clear fishing line gives invisible support. Very light displays can be supported by clear plastic thread tied to a straight pin that is stuck into the ceiling tile.

No tiles? Then attach the fishing line to light fixtures or beams.

High ceilings? Then get out the ladder and attach the fishing line only once (everywhere you think you'll need it). Put your displays up and down at the other end of the lines - leave the lines in place, used or unused.

#### WALLS ABOVE BOOK STACKS

Display art work, long murals. Use gigantic letters cut out of sheets of construction paper to spell BOOK QUEST or another message (the beginning to a story, book title...).

Put up enlargements of dragons, monsters, knights, etc.

Use white craft paper and cut out crenelations, towers, pennants, etc., draw a few details, add a little color and mount it just between ceiling and book stacks all around the room. Use that idea to carry through the other themes.

### UNUSED BOOK SHELVES

Especially the top row and the top of high, enclosed book shelves.

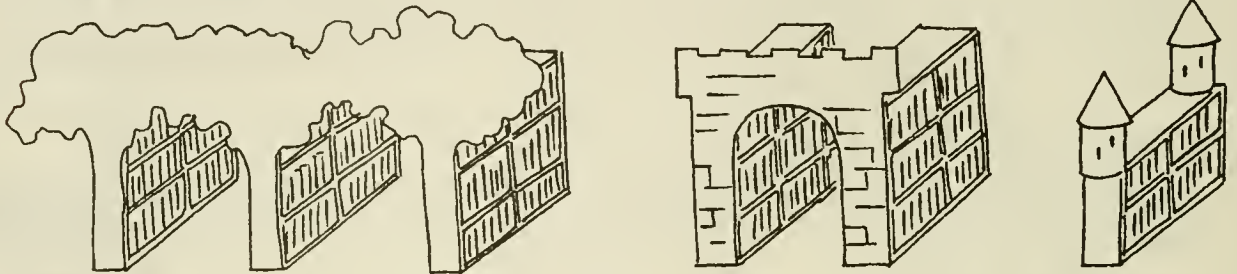
Display the puppets for an upcoming (or even a past) show. Display any 3-D items that work well from a distance and/or won't stand up to much handling (if they're small, put them in a display case).

Put up cardboard cutouts of book characters, bracing the figures with a bookend or a weighted box.

### ENDS OF BOOKSTACKS

Especially tall ones. Also columns.

Ideal for decorating. Use as mini-bulletin boards or as support for large cardboard figures or other pieces of decor (such as trees and castle towers.) When working with rows of such shelving, you can join the scenery pieces above head height. Even lower shelving sections could be used to provide support for similar cardboard structures.



### WINDOWS

Do some medieval stained glass. Draw and color figures with magic markers on white paper or thin tag board, then wipe with boiled linseed oil (regular vegetable oil may work as well) to make the paper translucent.

Use window shades as bulletin boards, places to display artwork.

### GENERAL DISPLAY HINTS

Take down all your old displays. Don't feel you have to have everything ready for the first day of summer - add more each week. Let the kids help you decorate - make things at the first craft workshop to stay in the library.

Improvise according to your own library's size, special architectural problems/possibilities. Really small? Then make all decorations form-fitting, like a second skin around your door openings, book stacks, walls, windows. Use that air space above heads.

Look at your children's area from their eye-level.

Use junior and teen volunteers to decorate around your central plan. Really detail your plans and procedures - especially any safety precautions.

### BULLETIN BOARDS

If you have one, make it really work for you. Don't clutter it up with lots of little things. Use a theme. You could cover the whole board with a dragon and write your message on his scales. A smaller dragon could have "word balloons" or word flames! If you really need a lot of room for messages, sign-up sheets, whatever - make a long, sinewy dragon as a border around the whole board. You can use other Book Quest themes (castle, enchanted forest, treasure chest, monster) in a similar manner. Or you can put them all together by using the Book Quest map motif from the table of contents page - make the whole board into a map.

If you don't have a bulletin board (or the one you've got is too small or in a bad location) then make one. Refrigerator cartons, cut open and painted, make great combination room divider screens, display panels and bulletin boards. Plus, you can fold them up or move them whenever you need to, and they're cheap. Make the panel fit your overall room decorating theme - it could be a mountain range or a castle

wall or a dragon or a forest. You can cut doors or windows or cave openings or clearings. Be sure to use both sides!

An appliance box can also be used to construct a kiosk instead of a screen. These can be small to fit on a tabletop or low stack or they can be large floor models. Small boxes can be glued to it to hold handouts or to create a small shelf to display a book.

Posterboard backed with box cardboard can be used to make a tabletop "tent" (or "A-frame") display. Attach the top edge of two pieces of board together, separate at the bottom, put over a small box and attach the bottom board edges to either side of the box.

A cardboard "bulletin board" could even be hung from the ceiling. If not already occupied with displays, the ends of book stacks can be used as bulletin boards - make your decorations bold to draw people to it.

### TECHNICAL DISPLAY TIPS

Appliance box cardboard is a cheap material for constructing displays. Get it free from your local appliance stores. A jig or craft saw works great for cutting corrugated cardboard. Join small segments together quickly with a hot glue gun. Larger sections should be joined using contact cement. (Work in well ventilated area.)

Paint box cardboard with semi- or high-gloss latex house paint. It doesn't sink into the cardboard and thus does little warping, but will stick to itself if given inadequate drying time between coats or left folded in a hot vehicle. Regular artist acrylic or tempera paints have too much water, sink into the cardboard, warp and look generally raunchy. The latex will clean up with soap and water while still wet. It comes in any color. See about donations from staff, public, paint stores, building contractors.

Hot glue guns are a fantastic invention that can help you stick almost anything to almost anything else in under three minutes. It's not good for joining large sections, unless you can do it in small segments, since it hardens so fast. Melts styrofoam, but can still be used where the joint won't show or where the glue goes on non-styrofoam object first. Will work on most other surfaces.

### SIGN-UP PROCEDURES

Sign-up is basically a time to: welcome each child to the summer program; invite them to get library cards; explain summer program; hand out materials; and (at some libraries) get a count of the number of children involved and/or their ages, what schools they attend.

#### SOME SUGGESTIONS

Put your volunteers in charge of all the mechanics, leaving you free to give more personalized attention.

Have a special display of the names of all who sign-up. (Ideas below.)

Make sign-up fun by giving out some small thing - a balloon, a "ticket" to the next program.

Have the sign-up area (which could be a castle or a cave) at the entrance to your area or even at the entrance to the library (at least for the first week). Remember all those grandparents who will soon be having visitors.

If you have lots of hand-outs, package them in a bag or with a bright string.

You can have a notebook with a sheet for each area school and ask children to sign their school's page. Send to the principal or media specialist at the end of summer. Gives you an idea how effective school publicity was.



### TREASURE MAP DISPLAY/DRAWING

Make a display of a map of an imaginary land. Use the names of places in books to designate different areas (e.g. Plum Creek, Middle Earth, Narnia, Rabbit Hill, Treasure Island). Draw a grid on the map - just like a road map, with letters along the top and numbers along the side (perhaps Rabbit Hill would be at H-5). When children sign-up they place a symbol (with their name and phone #) on a square. Make the whole thing as big as possible, with lots of squares. If you have to, have different pieces of the map in different locations. At the end of summer (or other specified time) have a random drawing of a number and a letter to find out which square has a questor (or questors) that found the dragon's treasure (some small prize, perhaps a gift certificate donated by a bookstore).

If you don't like having prizes, eliminate the grid and simply use the map idea to show which children have signed up.

USE THE BOOK QUEST MAP from the manual. Enlarge it and have cutouts of dragons, crowns, wizard hats, keys and monsters for them to choose from. The child puts name on cutout and places it in the appropriate area on the map.

### BOOK MERCHANDIZING

#### CHOOSE YOUR OWN BOOK QUEST

"Choose your own adventure" books are very popular with children. Capitalize on this by making your own Choose Your Own Book Quest book. Use the artwork from page 33 as the cover, mounting it on tag board or posterboard or on the front of a notebook.

For the inside you can make up your own "story", reading something like this: "You are on Mount Doom and the Dragon is approaching. Read a book with a dragon in it to learn how to deal with dragons (ask the librarian if you need help finding one), then come back and record the book on the opposite page. After meeting the dragon you journey to the edge of a swamp. If you decide to build a raft go to page 6. If you decide to walk around the swamp go to page 10." On the facing page have the title "We Met the Dragon" and spaces for children's names and the names of the books they read about dragons.

Of course, you have to also write pages 6 and 10 and the pages inbetween. You might have some junior or teen volunteers who are fond of this style of "literature" and would be willing to write it for you. Be sure you have enough books on hand to meet the demand in any category you establish in your story. Try to use place names from children's books.

You could include the first page of each of the program sections (Land of Dragons, Middle Kingdom, Enchanted Realm, Here There Be Monsters and Hidden Treasure) as part of your story, letting each introduce the reader to a different part of the countryside he or she is journeying through.

#### AT PROGRAMS

Give a booktalk at each program on a type of book as well as individual titles. Have a display of these books and draw their attention to it. Show the books that your puppet show, poems, stories, or whatever, came from; tell the title and author, mention or show other similar books or books by the same author (but don't drag this out too long).

#### BOOK DISPLAYS

Always have at least one display. Tie it to a theme - perhaps the theme of that week's program. Use visuals (objects, posters, dioramas, mobiles) to attract attention. If table space is a problem build a multi-box kiosk: a group of sturdy cardboard boxes painted and glued or bolted together in a (short) tower or pyramid or similar free-form structure. Use the tops of some boxes for display and the insides of others.



A top and/or side of a box can be cut out and be replaced with a sheet of clear acetate for an inexpensive display case to hold don't-touch objects to show with books.

Use a shoebox (or larger) diorama or peep-box to illustrate the scene from a book - especially effective with a series like Norton's The Borrowers.

#### COUNTING THE TREASURE

Keep the children informed about how many books have been read during the summer. You can use this to encourage the reporting of books read or you can get the count from daily juvenile circulation statistics. Instead of promoting competition between children you can promote their working toward a common goal of adding to the Dragon's Treasure, filling the Treasure Chest or the Castle Library. Make this a very visual display. Have a book cutout or a paper jewel represent a book or ten books or 100 books and add to the pile or the chest or the shelves each day. (If you use the reporting method, let the child add the symbol.)

Keep a running tally and publicize it within the library and without. After all, it is a significant statistic - play up the excitement. If you have an end of the summer party or special program, let it be in celebration of all the books that were read or borrowed.

#### READING FOLDERS

Each library probably has its own way of handling reading folders. Some keep them for the children, some hand them out and never see them again, and some have the children bring them back each week.

You can promote interest in recording and reporting books read by making it into a ceremony. Have a "treasure recording" station with some of your volunteer scribes on hand to mark the books read with a stamp or sticker, give out symbols to put on the display, etc.

What if you run out of room on the official reading folder and need lines for more books? Take the logo sheet provided from Upstart and type or print "More Books for the Dragon's Treasure" (or something similar) at the top, draw lines for the books, and type "my name" and a line near the bottom. Photocopy and have available for those who read a lot of books.

#### BOOK RECOMMENDATIONS

Help the children recommend books to each other. Set up a Special Dragon's Hoard of Books - a file or display or notebook with slips of paper that the children fill out on books they especially liked. At the top of the slip print "This Book is a Treasure" and at the bottom "Add it to the Dragon's Hoard". In between have lines for name of book and author, what was great about it and the child's name. Display some of the recommended books with the reviews.

#### STORY SHARERS

Give special recognition to children who read or tell a story to someone else. It could be a Troubadour badge like the one junior volunteers can earn (see The Fellowship section).

### PREPARING PROGRAMS

Libraries generally do programming: for publicity; to get children into the library; to promote books and reading; to expose children to alternative forms of entertainment; because it is expected; and because it is fun.

Now is the time to add to your collection of programming techniques. Caroline Feller Bauer has two books that are crammed full of ideas and techniques: Handbook for Storytellers and This Way to Books. Simply browsing in either book is guaranteed to get you thinking about new ways to share stories with your children.

### A FEW TECHNICAL TIPS

The following techniques are mentioned in the programming sections and might need a little elaboration here. Each technique will be demonstrated at the February workshops.

**Magnetic Board** is similar in use to a flannel board, but you can use larger and heavier pieces. Take a large sheet of metal (cookie sheet or automobile drip pan or ...) and paint it with chalkboard paint on one side and glue felt or velcro loop fabric to the other side. Now you've got a multi-purpose storyboard: a chalk board for draw stories, a flannel (or velcro) board and a magnetic board. A magnetic board is especially useful when you use large figures cut out of posterboard. (Even with sandpaper on the back, it's hard to get these to stick to flannel.) Place self-adhesive magnetic strips (the kind you buy in craft stores to make refrigerator door message magnets) on the back of the figures. (Take a piece of magnetic strip with you when you shop for the metal sheet to make sure you get a good magnetic bond.)

**Velcro** is a two-piece material - one part with loops and the other with hooks. The hooks hold tight to the loops till you pull them apart. It's great for helping a hand or rod puppet pick up props, for building fantastic assemblages on stage, subbing for buttons and snaps, changing features on a puppet. Drawbacks: it doesn't like to be bonded with hot glue; it makes a ripping noise when pulled apart; hooks like to grab *anything* with loops or fuzz. You can sew it on cloth or use contact cement (or a special adhesive made just for it) to adhere it to non-cloth objects. It's even available with stickum already on the back.

The loop fabric can be bought as yard goods and glued to something solid and used like a flannel board. Attach the hook fabric to all sorts of small objects, they don't have to be flat, and use those objects to help tell a story.

**Boxed Stick Puppets** If you attach a piece of posterboard to the inside of one side of a cardboard box, you've formed a lap stage for small stick puppets. Cut the posterboard almost as wide as the box side and at least 8" long. Fold the posterboard in half so that it's about 4" long. Glue or tape the sides of the posterboard to the inside of the box, with the top (folded) edge of the posterboard just slightly lower than the edge of the box, forming a slot that will give support to the stick puppets.

Paint, paper or clothe the outside of the box as a backdrop for your story. You can even use velcro strips to adhere changable posterboard scenery. Use felt and you've got a mini-flannel board. Every side of the box can be fitted out for the stick puppets, so you can have four different playing areas. Use the inside of the box to store the puppets and props that aren't needed on stage.

### VISITING THE MERCHANTS

There are many things to find at the stores to go with Book Quest. Because of the popularity of Dungeons and Dragons, there are fantasy figures, games, coloring books and magazines in abundance. Check your local toy and hobby shops, variety and department stores.

Western Publishing (Golden and Whitman) have some inexpensive (\$1.29) press-out books that make things like a "Draggin' Dragon" and a tournament with all its characters and a castle in the background. K-Mart and Zayre's carry them, often cheaper than list price.

Check the stores for give-aways or discarded display materials. Denny's was handing out knights' helmets. A local Chinese restaurant gladly donated a Chinese Zodiac placemat with a lovely dragon. A free dragon poster came with a free membership in Walden Bookstore's science fiction book club.

#### SOME PLACES TO WRITE TO:

Atlas Pen and Pencil Corp., 3040 N. 29th Ave., Hollywood, FL 33022 (They have eraser sets that include dragons.)

Bellerophon Books, 36 Anacapa St., Santa Barbara, CA 93101 (Ask for their book catalog and poster catalog. A local specialty shop had a couple of their books, castle cutouts and dragon stories.)

A Child's Art Factory, 7371 Player Dr., San Diego, CA 92119 (They have a "Dream Castle" kit available at great prices.)

Dover Publications, Inc., 180 Varick St., New York, NY 10014 (This great reprint publisher has such things as Wizard of Oz masks, dinosaur dioramas and mythical beasts coloring books. Ask for a catalog - it's great for clip art, even if you don't buy any of their bargains.)

The Folger Shakespeare Library, 201 East Capitol Street, S.E., Washington, D.C. 20003 (Beautiful Medieval and Renaissance reproductions, plus books, puppets. Prices vary from reasonable to "gulp".)

Freemountain, 23 Main Street, Bristol, Vermont 05443 (Great puppets and toys at reasonable prices, considering the quality. Buy \$100 or more and get an educational discount - it was 50% last summer. They've got eggs that turn into alligators, dinosaurs and more; also a unicorn cap.)

The Metropolitan Museum of Art Box 255, Gracie Station, New York, NY 10161 (Fantastic source for such things as a Chinese dragon headdress kit, a dragon puzzle, a pop-up Alice's Adventures in Wonderland, a kit for constructing a medieval town, a kit to construct a knight in armor a dragon puzzle, posters, St. George and the Dragon puppet kits. The collection's always changing. Ask for all their catalogs, but especially "Presents for Children". Prices are reasonable, sometimes incredibly inexpensive.)

Pretend Time Puppets, 5400 N. Dixie Hwy, Boca Raton, FL 33431 (Ask for their free catalog. They specialize in complete puppet show kits and stages.)

Nancy Renfro Studios, 1117 W. 9th Street, Austin, TX 78703 (Tremendous number of puppets available at good prices, including dragon, dinosaur, gnome and assorted other fairy tale characters. Also entire show kits, scripts, tapes and books.)

Troubador Press, 385 Fremont, San Francisco, CA 94105 (They carry the official dungeons and dragons coloring book, fantasy storybooks, a 3-D maze and similar fantasy items, at good prices.)



# THE FELLOWSHIP

"I get by with a little help from my friends."  
- Beatle Ringo Starr

What is an adventure without friends to share it with? And such friends we find on Book Quests! Brave mice, wise old women, storks, fairy godmothers, and a Lady Ladder.

And on this Book Quest there are many more talented people to help you face the difficulties on the road ahead. Look to The Fellowship for hobbyists, firemen, SCA's, student volunteers, fellow librarians, archaeologists, jewelers, treasure-hunters and star-gazers. Gather your fellowship early and carefully.

## OUTSIDE RESOURCES

Most cities in Florida have Dungeons and Dragons clubs and members might be willing to come to one of your programs and talk about this very popular role-playing game. To locate D&D clubs, check with your nearest college or university, high school, bookstore or gaming store. Some libraries have started their own Dungeons and Dragons clubs and perhaps a local teenager might be willing to help you initiate one.

You might also look for a chess enthusiast to give lessons. Be sure to have chess boards and pieces available for the children.

The Society for Creative Anachronism is composed of people who want to recreate the feeling and atmosphere of medieval times and members might be willing to give a special program in costume for your children. Most of the larger cities have chapters. Check your phone book or nearest college or university.

Other ideas on community resources to tap are listed with the programs.

Outside resources can be an important part of your summer program. Nurture that connection by following a few commonsense procedures. Confirm all arrangements in writing. Reconfirm by phone a couple of days before the event. Give any help that is welcome before, during and after the program and many thanks and strokes after and later by letter. And always have a back-up program just in case.

## STUDENT VOLUNTEERS

A student volunteer program during the busy summer months can be helpful, perhaps essential, to the Children's Librarian. It is also an important program in itself, for it involves the older child who is often forgotten in program planning.

Pat Kerns at the Winter Park Library has a very successful year-round student volunteer program. Twenty-two children ranging in age from six to fourteen helped during the 1983 summer months. Each child worked one 2 hour shift a week at duties that included desk and juvenile circulation. Pat follows strict scheduling and has found most of the volunteers to be very conscientious in their duties, calling in when sick, and often arranging for their own substitute volunteers.

Here are a few more suggestions that might help you with this year's student volunteer program:

1. Advertise your volunteer program with posters and flyers. Let local media specialists know about the program - they may refer some of their (trained) aides to



you. Have a volunteer application form for children to fill out. It would also be good to have a student volunteer permit form for a parent or guardian to sign.

2. To save time, set up just one or two orientation dates for all volunteers. Give a tour of the library, introduce the staff and explain policies and regulations. This is a good time to explain the goals of the summer program, including the volunteer program itself. It is also a good time to set up schedules. (A maximum of 4 hours a week usually works best with student volunteers.)

3. Talk to each child before you assign his or her duties. Find out what he or she would like to do and try to match jobs to interests.

4. A posted-daily work schedule can be essential, especially since you might not always be available. It is also a good idea when you are not going to be at the library to have one particular staff member available to the student volunteers for any questions or problems.

5. Each volunteer should wear an identifying badge or name tag.

6. Encourage volunteers to present a special program (a puppet show or play) and include it in your scheduled summer activities.

7. Show your appreciation for their help. Give student volunteers a special "end of the summer" thank-you party. (Ask your Friends of the Library or Library Board to sponsor this appreciation event.)

8. Start recruiting early. Volunteers can be extremely helpful during your pre-program planning time, giving ideas, constructing displays, making posters and puppets.

On the following page there are patterns for student volunteer badges or medallions to match this year's theme. These patterns could be photocopied onto paper or light card stock. The volunteers themselves can cut out, color and, if copied onto paper, glue the pieces to posterboard. Print the volunteer's name on the Apprentice badge/medallion, then laminate or cover with clear contact paper.

The Apprentice badge is a general volunteer I.D. badge which could hung on a cord and worn as a pendant or attached to a strip of ribbon and worn as a badge. The other badges could be given to the volunteers whenever they qualify for specific jobs. For example: Scribe = SLP registration; Artist = making posters and displays; Troubadour = puppet shows and other programs; Book Wizard = Shelving (or other book circulation or processing duties). These duty badges could be added to the Apprentice pendant cord or to the ribbon.

### RESOURCE SHARING

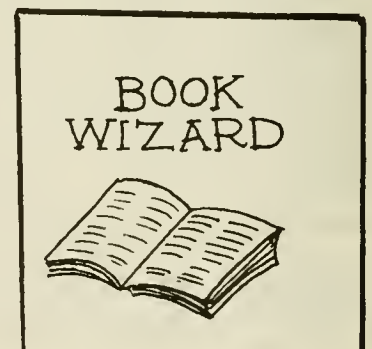
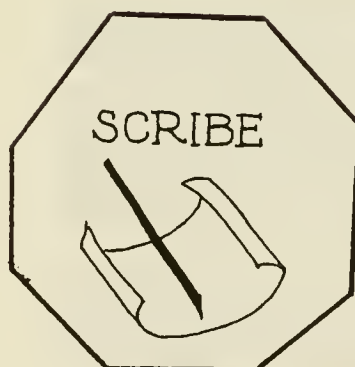
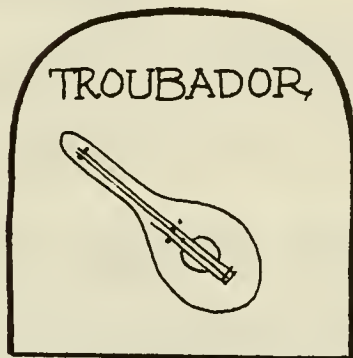
Some of your best resources are your fellow children's librarians. Whether you are part of a big system or a lone librarian in a small town, you can benefit from resource sharing.

It is as simple as going over this manual and your workshop notes with a couple other librarians over a cup of coffee. Each decide on a project or two to make up (a flannel story or a boxed stick puppet kit, perhaps) and on the dates each want to use the materials. Each make up their own kit, including all necessary materials, script, programming instructions and, if possible, a copy of the book. Depending on the size of your sharing group, you can double, triple, quadruple (or more) your programming resources for the summer. In some areas this type of resource sharing is very informal, in others it is institutionalized. In one area each library contributed \$100 toward materials; some things they bought and some they made.

You can share more than programming kits. You can share talent, too. Tandem storytelling, two-person dramatizations, two-person puppet shows. They all sound so great, but what do you do if you're a one-person library or department? One answer is to team up with another librarian in the same fix. Schedule your programs on

different days, so you can do some two-person programs at each other's libraries. Switch libraries once in a while so you can do your program twice, while your children get to enjoy your counterpart's program. Yes, it will mean careful planning and perhaps arranging for a volunteer or another department's help for certain days, but it can be done.

Larger libraries can pool staff members for special projects, so all participating libraries (and maybe a few in the area that are too small to participate) can have special programs that would be too time-consuming to prepare for a single showing.



# LAND OF DRAGONS

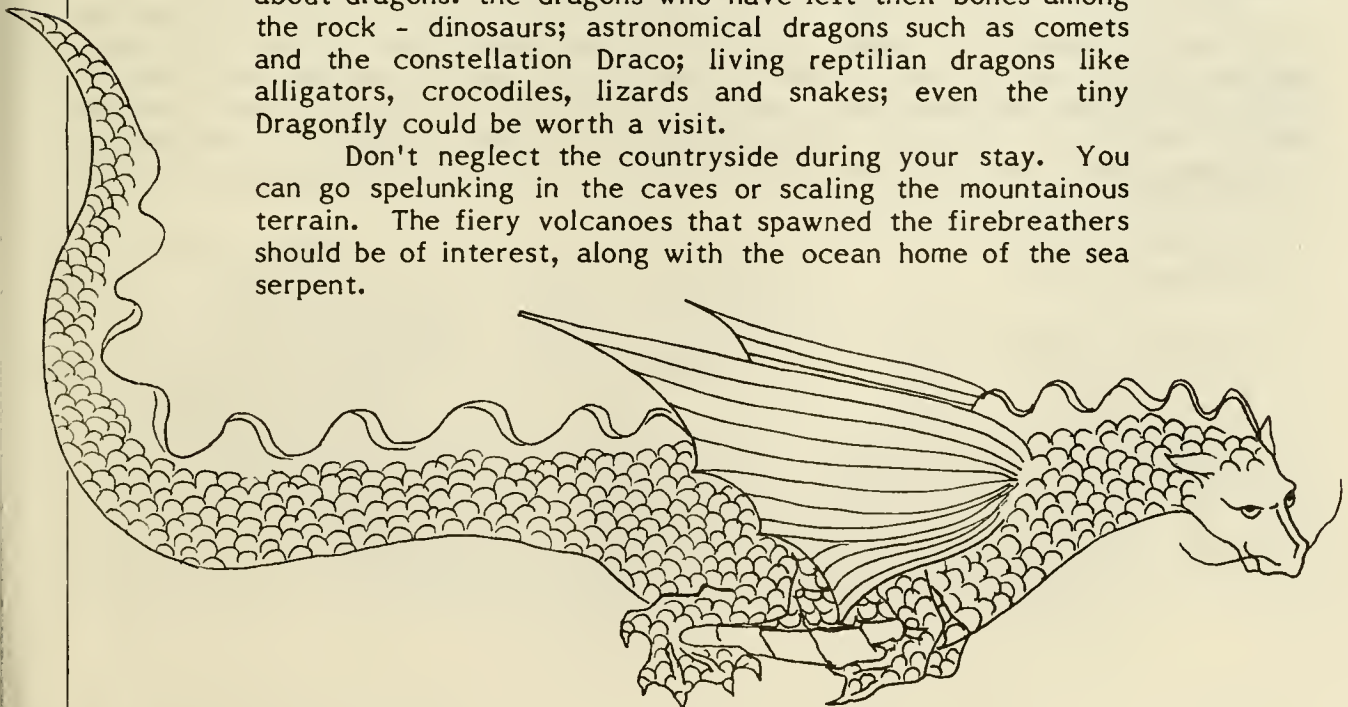
"If you do meet a dragon...  
Slay it. Run from it. Feed it warm milk.  
But whatever you do, never ignore a dragon."  
-Birdie Stallman's  
Learning About Dragons

A fair dragoness graces the posters and other promotionals for Book Quest. She holds up the lantern of truth and offers the key of knowledge. With her wisdom she helps the seeker on his or her quest through the land of books.

When you come to the Land of Dragons you will find that they can be both fair and perilous. Some dragons are beautiful and magnificent creatures. Some are bumbling and foolish. There are those that are vile and wicked and must be destroyed, while others are kind and timid souls who look for understanding and mercy. A mixed bag, dragons. Much like humans.

You can spend a long time in the Land of Dragons, visiting the different countries that dragons originated in: from the wise, god-like dragons of the orient to the fierce demons of Europe's Middle Ages to the feathered dragon-god of Mexico. You can investigate the sources of the stories about dragons: the dragons who have left their bones among the rock - dinosaurs; astronomical dragons such as comets and the constellation Draco; living reptilian dragons like alligators, crocodiles, lizards and snakes; even the tiny Dragonfly could be worth a visit.

Don't neglect the countryside during your stay. You can go spelunking in the caves or scaling the mountainous terrain. The fiery volcanoes that spawned the firebreathers should be of interest, along with the ocean home of the sea serpent.





## DRAGON DISPLAY IDEAS

**LOTS OF DRAGONS:** Use the opaque projector to enlarge pictures of all types of dragons. Fill the room with them. Label each with the name of the book you got the picture from.

**DRAGON RUG WALL-HANGING OR SIT-UPON:** Make a dragon shaped rug picture using rug scraps. Cut an outline of a dragon out of cardboard. Cut scales and other features out of rug scraps. Hot glue the rug pieces to the cardboard. Hot glue the rug pieces to rug backing material to make a sit-upon for book reading or storytime.

**SKY FULL OF DRAGONS:** Buy or make a large Chinese dragon kite ( the type with the segmented body) and hang it from the ceiling. Kites and Other Wind Machines by Andre Thiebault has excellent instructions. **OR** buy or make a number of brightly colored smaller dragon kites and display them on a wall.

**DRAGON'S CAVE:** make a dragon's cave out of a large appliance box. Don't forget to place the dragon's treasure inside (a Treasure box of books to read inside the Dragon's Cave - or to check out.)

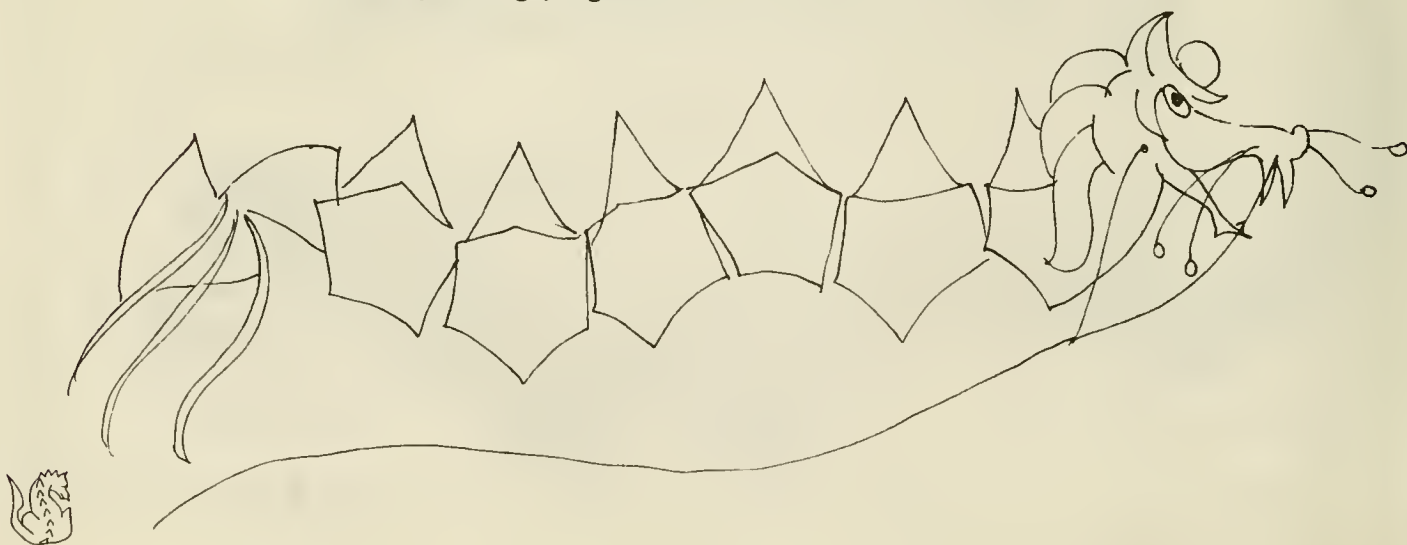
**DRAGON'S LAIR:** Make the entire children's room (or the whole library?) into a dragon's lair by making a large arched cave entrance out of appliance box cardboard. Use archaic lettering style to label the entrance.

**BOOK QUEST DRAGON:** Use the opaque projector to make large copy of the dragon on the Book Quest promotional materials, using refrigerator box cardboard and latex house paints. Place the dragoness where she can welcome the children to the room. She could be attached to the end of a book stack.

**3-D DRAGON:** Using chicken wire and paper-mache, make a large dragon to grace the children's area. (Chesler's Do a Zoomdo has good instructions on making sculptures with a chicken wire base. Sunset's Children's Crafts has complete directions.)

**WRAP-AROUND DRAGON:** Using white craft paper, draw a loooong snake or Chinese style dragon to go above the wall book shelves. You could paint the dragon or decorate it using scales cut from old wallpaper books.

**BULLETIN BOARDS:** Make a "Lots of Dragons" bulletin board by tracing or photocopying dragons from books; be sure to include book title and author. Use magic markers or crayons to make it colorful. "Sky full of Dragons" can also be a bulletin board. Use a blue sky background, with clouds; make construction paper copies of kite silhouettes and arrange on background. Use crochete thread for kite string. Attach each string to a card describing a book about kites or oriental dragons or to a notice about an upcoming program.





## DRAGON PROGRAMS

### DRAGONS OF THE WORLD

You could feature a series of programs focusing on dragons from different cultures. Tell a story about a dragon, then tell other stories from that country or interesting facts about their culture. Sing songs and/or do a craft from that country.

OUTSIDE RESOURCES: Get posters, pictures or films from travel agencies; have foreign students or travelers come and share slides, personal experiences, stories, artifacts; check with your local museum or school system to see if they have costumes or realia to loan; search for someone with an international doll collection.

DISPLAYS: Put up a map of the world with small dragon pictures indicating the countries to be visited. For each program, set up all the books you can find on that country, especially collections of folktales.

### DRAGON STORIES

FRANCE: The Drac by Felice Holman - tell the title story (or read it aloud)

CHINA: Many to choose from. Everyone Knows What a Dragon Looks Like by Jay Williams. Any of the versions about Chien Tang: "The Terribled Tempered Dragon" in Hoke's Dragons, Dragons, Dragons or Carpenter's Tales of a Chinese Grandmother; "The Daughter of the Dragon King," also in Hoke's book; "Chien Tang" in Manning-Sanders' Book of Dragons.

POLAND: Domanska's King Krakus and the Dragon tells how Cracow got its name.

GREECE: Dewey's Dorin and the Dragon

UKRAINE: Bloch's Ivanko and the Dragon

JAPAN: "Kurage" in Hoke's Dragons, Dragons, Dragons is a humorous tale about a henpecked emperor dragon. Another, shorter version is "The Dragon and the Monkey" in Morel's Fairy Tales and Fables, which has nice illustrations to show after telling or reading the tale.

### DRAGONS IN THE SKY

Use oriental stories about dragon kites to focus on kite making and flying.

#### STORIES:

Yolen's The Emperor and the Kite would work well as a one person shadow puppet show.

Make a kite and then tell the story of Wright's A Sky Full of Dragons.

Be sure to have a magnificent dragon kite on hand to show the children when you tell them the The Dragon Kite by Luenn. Share the illustrations by Michael Hague with them as well, even if you have to use the opaque projector.

The Seventh Mandarin by Yolen is available as a film (State Film Library has a copy.)

BOOK DISPLAY: Suspend real or construction paper kites over a table display of books about kites. Yolen's World on a String gives some fantastic background information. Or make a box diorama of children flying kites.

OUTSIDE RESOURCES: Kitemakers and flyers. Expand the topic and bring in pilots, airport personnel, bird fanciers, flight school instructors, balloonists.

### DRAGON KITES

1. Using balsa wood sticks and large pieces of polyethylene or tissue paper, make basic diamond kites and draw and color fierce dragon faces on them with waterproof marking pens or acrylic paints as in Flying, Gliding and Whirling by Carol Nicklaus.

2. Wrapping paper (white, brown or colored) is also ideal for kite making. Kites to Make and Fly by Jack Newnham has well-illustrated, easy to understand instructions for basic kites, as does Better Kite Flying for Boys and Girls by Ross Olney.



3. For "recycled air soarers" paper bags and newspaper can be used. Complete instructions are given in The Almanac of Family Play by Mother Earth News.

4. Kites and Other Wind Machines by Andre Thiebault is the definitive kite book. It begins with some lovely, simple kite designs that require only string, a sheet of notepaper and a pin.

OTHER CRAFTS & ACTIVITIES: If you've expanded the topic: making/flying paper airplanes, launching balloons

### WE'RE OFF TO CATCH A DRAGON

This program's emphasis is on dragon-catching contraptions.

Open by telling the poem "The Gold-Tinted Dragon" from Kuskin's Dogs and Dragons, Trees and Dreams. Then present Masey's Branislav the Dragon as a hand or stick puppet show. Tell the song/story We're Off to Catch a Dragon by Laurence and teach the children at least part of the song.

Discuss all the problems involved in catching a dragon: How big is it? Can it fly? Does it use magic? Is it mean? Can it breathe fire? What does it like? What weaknesses does it have? What would you tempt it with? How do you cage or tie up a dragon? Can it make rain?

Let the children make individual dragon traps or dragon-catching machines. These could be pictures drawn, crayoned or painted, or collages or 3-D assemblages. (Have a lot of junk, boxes and masking tape available.)

Or have each child make a part to deal with one of the problems, then put it all together as a mural or assemblage.

Or play-act a dragon-catching machine (and a dragon.)

ADDITIONAL STORY: Kumin's Sebastian and the Dragon

DISPLAY books about fantastic inventions and general books about dragons.

### DRAGONS OF THE NIGHT

Draco, the astronomical dragon, makes a good introduction into a program about constellations and the stories behind them. Use the opaque projector to make a large version on Draco to show to the group as you tell the story about Draco. Anderson's Tales of Great Dragons gives brief versions of the Greek stories of Draco.

Draco and other constellations are covered in general books about the heavens, many in the adult section of the library. Books on Greek mythology will also be helpful in tracking down the tales

#### RELATED BOOKS:

Rey's Find the Constellations and The Stars

Simon's Look to the Night Sky

OUTSIDE RESOURCES: Amateur astronomers, a speaker from the museum/planetarium.

#### CRAFT: Make a Dragon Light

1. Take an empty coffee can and remove the bottom with a can opener. Sandpaper or cover with tape any sharp edges.
2. If you still have the plastic lid, use scissors to remove the center of the lid, leaving enough to snap on the end of the can. Set aside.
3. Paint the inside of the can with a matte-finish black paint (tempera paint with a little liquid detergent mixed in should stick.) Or line the inside of the can with black construction paper.
4. Paint or otherwise decorate the outside of the can. (Optional)
5. Place can on a piece of black posterboard. Trace the opening, then cut out the circle.



6. Draw the constellation on the posterboard circle, then punch out the stars with a sharp nail - wiggle the nail to make the holes as round as possible.
  7. Insert the circle in the plastic lid (trim the circle to fit, if necessary) then put lid on one end of can. Or, if you don't have a plastic lid, tape the circle over one end of the can.
  8. Turn out the lights and shine a flashlight through your Dragon Light. It works best if you aim the flashlight at one of the sides on the inside of the can, rather than at the posterboard circle. Project it on a light wall or ceiling - or a movie screen.
  9. Do other constellations on more circles and you've got a whole planetarium.
  10. You could make up templates of all the constellations ahead of time and cut out the posterboard circles, so the children have time to make several.
- (Idea from Branley's The Sky is Full of Stars.)

ALTERNATE CRAFT IDEA: Make a Night Sky crayon resist picture by drawing a night sky with white crayon and covering it with a thin black tempera wash.

## DO DRAGONS MAKE RAIN?

Many oriental dragons are rain makers. They breathe out not fire, but mist.

Introduce this idea with Williams' Everyone Knows What a Dragon Looks Like. You could simply tell this story, but Mercer Mayer's illustrations should be shared. Make slide pictures of selected pages or use the opaque projector (cut up a paperback copy to make it easier to move from one picture to the next.)

Then you can go into truth and fantasy about the weather, with an emphasis on what makes it rain and whether we can make weather or change weather.

OUTSIDE RESOURCE: Have a TV weatherman as a guest speaker.

### ADDITIONAL STORIES ABOUT DRAGONS AND RAIN:

Hamada's Tears of the Dragon (film version Dragon's Tears available from State Film Library)

Any of the stories about Chien Tang, the Terrible Tempered Dragon (see listings under China in the "Dragons of the World" program.)

OTHER BOOKS ABOUT RAIN could be used for program or display, such as:

Ginsburg's Mushroom in the Rain (Try a flannel board or a creative drama version.)  
de Paola's The Cloud Book

## DRAGON FIGHTERS

Focus on people who fight dragons and win, sometimes using wits instead of weapons.

Lewis Carroll's "Jabberwocky" would make a good opener. Could be read or recited, with or without such visuals as fantasy masks or stick puppets.

The Knight and the Dragon by Tomie de Paola could be presented as a shadow puppet show as part of Dragon Fighters. The humorous story features a knight and a dragon who are equally inept at fighting and who, with the help of the castle librarian, end up opening a restaurant. The shadow puppet show has been okayed by Tomie de Paola and will be demonstrated at the workshop, with instructions, sound tapes and scripts distributed to all library systems.

Van Woerkon's Alexandra the Rockeater could be presented with straight storytelling or as a two-person drama, with the audience playing the part of the one hundred hungry babies. (Parallel story: Salgado's "The Shoemaker and the Dragons, Cricket, March 1978.)

Skurzynski's "The Shepherd Who Fought for a Princess" (Cricket, Dec. 1980) is an exciting, romantic tale that would be fun to tell. This dragon explodes! (This version of the naming of Cracow is more fun than Domanska's King Krakus and the Dragon.)





A straight telling of the Firedrake episode of Beowulf (Nye's retelling) would be a great introduction to that epic.

The Singing Bone is a film that involves dragonslaying. (Available from the State Film Library.)

### FIRE-BREATHING DRAGONS

Focus on fire and other hot stuff.

DISPLAY: Make a "Smoke Breathing Dragon" (from instructions in Pack-O-Fun, Fall 1983, page 14.) Basically it's a hollow dragon figure with a container hidden inside its mouth. You put pieces of dry ice into the container, add a little water and the dragon breathes smoke. Use this dragon as an intro to the program, then as a display - add dry ice for special occasions, as your budget permits.

#### STORIES

The Laughing Dragon by Mahood - Read and show the pictures that go with this story of a dragon with a great sense of humor who flames everytime he laughs.

The Once-Upon-a-Time Dragon by Kent would also be a good introduction to this program. Could be presented as a flannel story.

"Knight of Fire Prevention", a play in the Fall 1983 issue of Pack-O-Fun (pgs. 15 & 16) could be done as a short puppet show, either hand or stick puppets.

FILM: Dragheto is about a young dragon that worries about the dangers of fire and wants to be a fireman. (In State Film Library collection.)

OUTSIDE RESOURCES Have someone from the fire department or Smokey the Bear come to talk about fire prevention.

ACTIVITIES Have a tasting of "hot" foods.

SOUVENIER Hand out "red hots" candy.

### A DRAGON CHINESE NEW YEAR

Read Everyone Knows What a Dragon Looks Like by Jay Williams, showing the illustrations (using the book, slides, or pages enlarged with the opaque projector.)

Talk about the Chinese New Year or read Gung Hay Fat Choy by June Behrens, showing especially the colorful photographs of the Golden Dragon Parade. For a large crowd, use the opaque projector.

Have each child make an oriental Red Dragon out of cardboard tubes (Kitchen Carton Crafts by Sattler.)

OR have the whole group make a fiery DRAGON COSTUME by giving each child a large carton to decorate. Have one child make the dragon's head and another the tail, while all the rest make sections of the middle. Connect all the boxes with pieces of knotted cord and let each child wear his or her section in an impromptu parade. (Easy Costumes You Don't Have to Sew by Chernoff.)

Another, easier method of making a PARADE DRAGON would be to use grocery bags instead of boxes. Decorated bags could be stapled together with long strips of adding machine tape and then crepe paper or other colored streamers attached to the tape.



Check your record section for some mood music. Then hold your own CHINESE NEW YEAR DRAGON PARADE (and be sure to have a newspaper photographer nearby!)





OUTSIDE RESOURCES: Check with local Chinese restaurants and other oriental merchants to see if they would loan any materials for display or anything that could be given out as a souvenir. Check with patrons, staff, volunteers, friends for more display materials - create as much atmosphere as possible.

SOUVENIERS: Fortune cookies. Small strips of paper with Chinese symbols for good luck.

## POPPING GOOD DRAGONS

A popcorn immersion that would be fun for younger children.

Read Thayer's The Popcorn Dragon, then do some popcorn fun.

**BE A POPCORN:** Hand each child some popped corn, to sniff, feel, crunch and eat, then let them feel some unpopped kernels. Have everyone get real small and hard, squeeze hands, then feet, legs, arms, stomachs, neck and face. Sizzle. Pop! Let go! Explode like popcorn. Divide into groups of five or six, sitting in circles marked by masking tape on the floor. The circles are the popping pans. Put on some music (how about Popcorn by the Hot Buttered?), turn on the heat, have them squeeze, sizzle, explode and bounce around the pan to the music.

**CRAFT:** Make a DRAGON SCULPTURE using popcorn and white glue. Or glue popcorn on colored construction paper for a POPCORN MOSAIC.

RELATED BOOK: The Popcorn Book by Tomie de Paula

CLOSE WITH A LIMERICK from Moore's Spooky Rhymes and Riddles:

"A Dragon whose size was quite whopping  
Breathed fire all day without stopping.  
No child seemed to mind  
For he really was kind  
And kept all the popcorn a-popping."

## LIVING DRAGONS

Have fun with stories about those distant cousins of dragons, today's reptiles. Here are only a few possibilities, but even these could keep you busy for a couple of sessions.

The Komodo Dragon's Jewels by Massie would make a terrific one-person stick puppet show, utilizing a box as scenery and stage for this lizard's funny trip to see the lights on the mainland.

The Dragon from the North by Hewett could also be told with stick puppets, or with masks, but the children could help by playing some of the animals. Follow this story up by playing the game of "Gossip".

The Alligator's Toothache by Dorian could be presented as a one-person puppet show, with a puppet alligator and the narrator playing the other three parts (each indicated by a different hat.) It would also be fun as a full-stage hand puppet show. If you don't have a lot of time, the book could be introduced via a puppet booktalk.

The Chicken's Child by Hartelius is a fun wordless book that could be shared in several ways. Use the alligator egg from Freemountain (the egg unzips and turns inside out to become an alligator) to introduce the story. If the group is too large to all see the pictures in the book: play some mood music and show slides of the pictures OR story cards (posterboard enlargements of the scenes) OR use the opaque projector to show the book. If you'd like to add narration or dialogue, you might try presenting it as a flannel story (you'd need four renditions of the alligator) or as a stick-puppets-in-a-box show.

There's a Crocodile Under My Bed! by Schubert could be followed by making a toy crocodile out of egg cartons.



The Crocodile Under Louis Finneberg's Bed by Parker is told as if it were a series of newspaper articles. Perhaps you could mock-up a newspaper to read this story from. A couple of the black and white illustrations could easily be copied and inserted as if they were newspaper photos. This newspaper could be used as part of a DISPLAY about Living Dragons.

Lizard's Song by Shannon is perfect for storytelling followed by singing, then you might want to share the lovely illustrations. Could make up more verses of the song for other animals with different types of homes.

The Monkey and the Crocodile by Galdone would be a good flannel board story, but it could also make a good hand puppet play, needing only one puppeteer.

A Crocodile's Tale by Aruego is another folktale that would make a good flannel story or puppet (this one would need two puppeteers).

#### POEMS/SONGS

"How Doth the Little Crocodile" by Lewis Carroll

"The Crocodile", available as a song in Beall's Wee Sing Silly Songs, which gives motions to go along with this tale of a lady on the back of a crocodile.

"Never Smile at a Crocodile"

OUTSIDE RESOURCES: Museums, zoo, reptile experts. Someone could bring some reptiles to examine.

DISPLAYS: Set up a terrarium for some chameleons or other lizards. Make a big paper-mache alligator.

FILMS: The Komodo Dragons and Monitor Lizards, Lizard and Prowlers of the Everglades. (All in State Film Library collection.)

### OUTWITTING A DRAGON

Why slay a dragon? Surely outwitting one would be much more of a challenge!

Some stories along this line are: "The Dragon and the Monkey" from Fairy Tales and Fables, ed. by Eve Morel (a nice dragon illustration to show in this one); Alexandra the Rockeater by Van Woerkon (perfect for storytelling or two-person dramatization, with a part for the audience); and Ivanko and the Dragon by Bloch.

### DRAGON BABIES

What could be more endearing than a baby dragon?

Read "The Baby Dragon" in Learning About Dragons by Stallman.

Then tell "The Drac" from Holman's The Drac: French Tales of Dragons and Demons. In this story a young mother forgets her own family while under the spell of a dragon and cares for and loves a baby dragon as if it were her own.

For the story of a lost baby dragon in Gray's "The Fabulous Beasts" (in Hoke's Dragons, Dragons, Dragons) make and use a dragon made from a glove (instructions in Gates' Glove, Mitten and Sock Puppets).

End your program with the lovely "Dragon Night" from Jane Yolen's Dragon Night and Other Lullabies.

### MY DRAGON, MYSELF

Sometimes there are dragons within us and within other people.

Lexau's Every Day a Dragon is an ideal story for the younger child.

You can booktalk Holman's Professor Diggins' Dragons with older children, who would also enjoy Rosen's funny Dragons Hate to Be Discreet as a two-person dramatization.



## THERE'S NO SUCH THING AS A DRAGON

This program is all about those unenlightened individuals who don't believe in dragons.

A good introduction would be the reading of the poem "A Small Dragon" from Ducks and Dragons, ed. by Gene Kemp.

Tell The Dragon in the Clock Box by Craig and hold a small box as a prop while you tell the story. **DISPLAY** boxes of all different sizes. What could be inside? Give out a small box to each child, or let the children decorate boxes and then decide what's in them.

There's No Such Thing As a Dragon by Kent could be presented as a flannel board story and would also work well with stick puppets.

Dramatize The Judge, An Untrue Tale, by Zemach, by wearing different hats for the different parts.

## CLOUD DRAGONS

Particularly well-suited to the younger child.

Read Sky Dragon by Wegen, then tell about Uritra the Cloud Dragon of India (Stallman's Learning About Dragons).

It Looked Like Spilt Milk by Shaw makes an ideal flannel board story.

For a craft, have children glue white polyfill shapes onto sky blue construction paper. Then, what better ending to the program (if weather permits) than letting the children go outside and discover their own cloud pictures.

## THE DRAGON CIRCUS

Share Cressy's The Dragon and George (as a stick puppet show, perhaps) or Kent's The Once-Upon-a-Time Dragon. Both have dragons that join the circus, so you can use either book as the opener for a program about the circus.

Orchestrate a sound circus: divide into groups and let each group be a type of circus animal, circus musical instrument or circus barker, then blend these sounds to make a circus. You might want to tape record this and play it back to the children.

Make paper bag or paper plate masks to become someone or something from a circus.

For a gold mine of circus crafts and activities, see Rasmussen's The Kid's Encyclopedia of Things to Make and Do, pages 47-9. Also go through materials from the Razzle Dazzle Reading Circus Summer Library Program.

## LAND OF DRAGONS

Investigate the mountains and caves that dragons live in.

The Mellops Go Spelunking by Ungerer could be told using a black light flannel board, with the pieces colored with fluorescent paints or crayons. Attach a spotlight with a black light in it so that it will shine on your board and turn it on and the room lights off when the Mellops go underground. If you don't want to fool with all the individual pieces, do this as a series of storyboards instead (copy using the opaque projector), try fluorescent paint on black posterboard!

**FILM:** Solo (State Library Film Collection) - aimed at an older audience, this is still a very exciting film about mountain climbing, positively scary in some spots.

**OUTSIDE RESOURCES:** People who do this strange stuff. (And in Florida there are many spelunkers even if we don't have many mountains to climb.)





## DRAGON BOATS

June 24th was the day of the Dragon Boat Festival in old China. Hold your own celebration by telling Hamada's The Tears of the Dragon (about a dragon who turns into a boat) and making some dragon boats. Many craft books have instructions for boats, any that have a prow could be decorated as a dragon, but any boat that floats would still make a good craft.

McCoy's The Incredible Year-round Playbook has two pages of easy-to-make boats, including two that are self-propelled.

Dohler's Customs and Holidays Around the World has a page on the festival.

## EVERYONE KNOWS WHAT A DRAGON LOOKS LIKE

A focus on the history of art as seen in the depiction of dragons.

Begin by reading the poem "Let Me Tell You All About Me..." from Kuskin's Dogs and Dragons, Trees and Dreams. Ask the children just what kind of creature the poem describes.

Everyone Knows What a Dragon Looks Like by Jay Williams could be done as a two-person dramatic presentation with masks. The first part of the story should probably be edited somewhat and done as a straight narration, then use masks and dramatize the parts of Han, the little fat man, the Mandarin and, of course, the dragon. Mercer Mayer's illustrations are so lovely - an opaque projector would be helpful when copying them for the masks.

Make a dragon slide show picturing all types of dragons, from all cultures and historic periods, including contemporary literature for children.

Then let the children design their own dragons for a mural of dragons. Have each child name his or her dragon. Other dragon craft ideas are: paper mosaic or collage dragon pictures; puppet dragons; drawing dragons on blank slides, then projecting them.

BOOK DISPLAYS: Make a diarama with plastic dragon figures. Enlarge your favorite dragon picture with an opaque projector on a large piece of cardboard to make a (life-size?) stand-up dragon to guard your book display.

OUTSIDE RESOURCES: An art teacher, a speaker from your local museum, art league or college.

## WHEN DRAGONS ROAMED THE EARTH

In early times could the idea of the dragon have come, perhaps, from the discovery of the ancient bones of dinosaurs and other prehistoric creatures?

DISPLAY Mary's Monster by Blair and Mister Peale's Mammoth by the Epsteins.

Booktalk Butterworth's The Enormous Egg - a humorous tale of a boy and the strange creature that hatches out of the egg.

For masochistic librarians: a fantastic idea that's a lot of unpleasant work - bone pictures. (Start cleaning and saving them now and you might have enough by summer - use any bones but pork.) If cleaning, boiling and bleaching bones is not that appealing, "bones" can be made out of construction paper or tag board (thin card stock.) Photocopy a sheet of all different types of bones; give out one sheet per child along with scissors, glue and construction paper; and let each child cut out the bones and design and glue his or her own fantastic prehistoric creature onto the construction paper. This creature doesn't have to look like anything that ever was, is or will be.

OTHER CRAFT IDEAS: Have children make their own fossil prints with self-hardening clay. Or make sandcasted fossils with damp sand and plaster of paris, using leaves, shells, baseballs, feet or anything else to make the imprint in the sand.



Rubbings can also be made from leaves and other interesting natural objects. A fish can be lightly painted, then printed onto paper for a very realistic fossil fish. For more clever dinosaur craft ideas, check Richard Rasmussen's The Kid's Encyclopedia of Things to Make and Do. Edith Sisson's Nature With Children of All Ages has complete instructions for a great dinosaur diorama.

#### FILMS

(FACT) Dinosaurs: the Age of Reptiles

(FICTION) The Dinosaur Who Wondered Who He Was (both in State Film Library collection)

#### TAKE A DRAGON TO LUNCH

These stories are about befriending dragons and there are lots of these to choose from (check the bibliography for even more).

The Funny Thing by Gag could be done as a colorful flannel board. It would be especially effective if the creature's tail could actually grow!

Delaney's One Dragon to Another is a great read-aloud, but it could also be done as a one-person puppet show. The story stars a very long dragon that smokes and a very short dragon (caterpillar/butterfly) that flies.

Booktalk The Dragon's Quest by Manning or The Dragon of Og by Godden.

Magic in the Mist by Kimmel is a lovely story perfect for telling.

Sing "Puff the Magic Dragon" from Puff the Magic Dragon by Romeo Muller. (It's also available on many children's records and albums by Peter, Paul & Mary.)

Then choose one of the dragon crafts from "More Dragon Crafts" at the end of this section.

#### DRAGONS FIERCE AND MILD

There seems to be a wide range of temperment in dragons: some docile and benign and others quite bad tempered. The epitome in fierce tempered, evil dragons has to be Smaug, from Tolkien's The Hobbit. Even children who are not yet old enough to read The Hobbit will enjoy a reading of Bilbo Baggins' first encounter with the sleeping dragon.

After the reading, play a game of SMAUG'S JEWELS. All that is needed is a beanbag, a ball of yarn, a hankie, or any other object that is easy to pick up. One person is chosen to be Smaug and stand guard over the "jewels" (beanbag or whatever). Everyone else forms a circle around Smaug and must try to steal the treasure without being tagged. Those touched by Smaug are frozen in place and can no longer try for the treasure. For more detailed instructions read The Incredible Indoor Games Book by Gregson.

Tom McGowen's Dragon Stew, about a king who wanted to try a most unusual recipe, can be performed as a full-stage puppet show, with stick puppets or as a two-person hat and mask show (use hats for the people and a large stick puppet, that could also be used as a mask, for the dragon). The film version of Dragon Stew is available from the State Film Library.

Read aloud some poetry about fierce dragons. Prelutsky's "The Dragon of Death" (from his Nightmares: Poems to Trouble Your Sleep) would make anyone nervous about finding a dragon's "golden cache." An ancient and evil, but lonely, dragon tells his story in C.S. Lewis' "The Dragon Speaks" (included in Green's A Calvalcade of Dragons.)

Present Kenneth Grahame's The Reluctant Dragon in any of a variety of ways. The 1983 edition of this classic illustrated by Michael Hague is particularly stunning. The May 1974 issue of Plays magazine has a puppet show version and Thane's Plays



from Famous Stories and Fairy Tales dramatizes it for human actors. The State Film Library has a copy of Disney's film version.

### ME AND THE DRAGON

Stories about dragons that team up with humans in the (mostly) everyday world.

#### BOOKTALKS:

Hildrick's The Dragon that Lived Under Manhattan

Yep's Dragon of the Lost Sea

Sargent's Weird Henry Berg

Tell the Greek tale Dorin and the Dragon and then read The Dragon of an Ordinary Family by Mahy. Jeschke's Firerose, because of its muted pencil illustrations, would be difficult to use with a large crowd, but the story about a little girl who has a dragon tail and the drawings themselves are both enchanting, so keep it in mind for small groups.

### MORE DRAGON CRAFT IDEAS

#### CLAY-DOUGH DRAGONS (or alligators, dinosaurs)

Mold dragons from a mixture of 1 cup flour, 1/2 cup salt, 1/3 cup water and color with food coloring. Dry figures in a 225 degree oven.

#### PAPER DRAGONS

Make double-headed dragons or ridge-backed alligators from folded paper. (Paper Capers by Temko).

A sinewy serpent-like dragon takes only paper, scissors, glue and crayons. (Chessler's Do a Zoomdo or Temko's Paper Capers).

#### PAPER-MACHE DRAGONS

Make the shape of a dragon by taping together cardboard tubes and crumpled newspaper. Cover with paper-mache and paint or cover with strips of colored tissue paper. For a glossy finish coat with acrylic polymer or diluted white glue. Check Children's Crafts "Paper Menagerie" for more ideas.

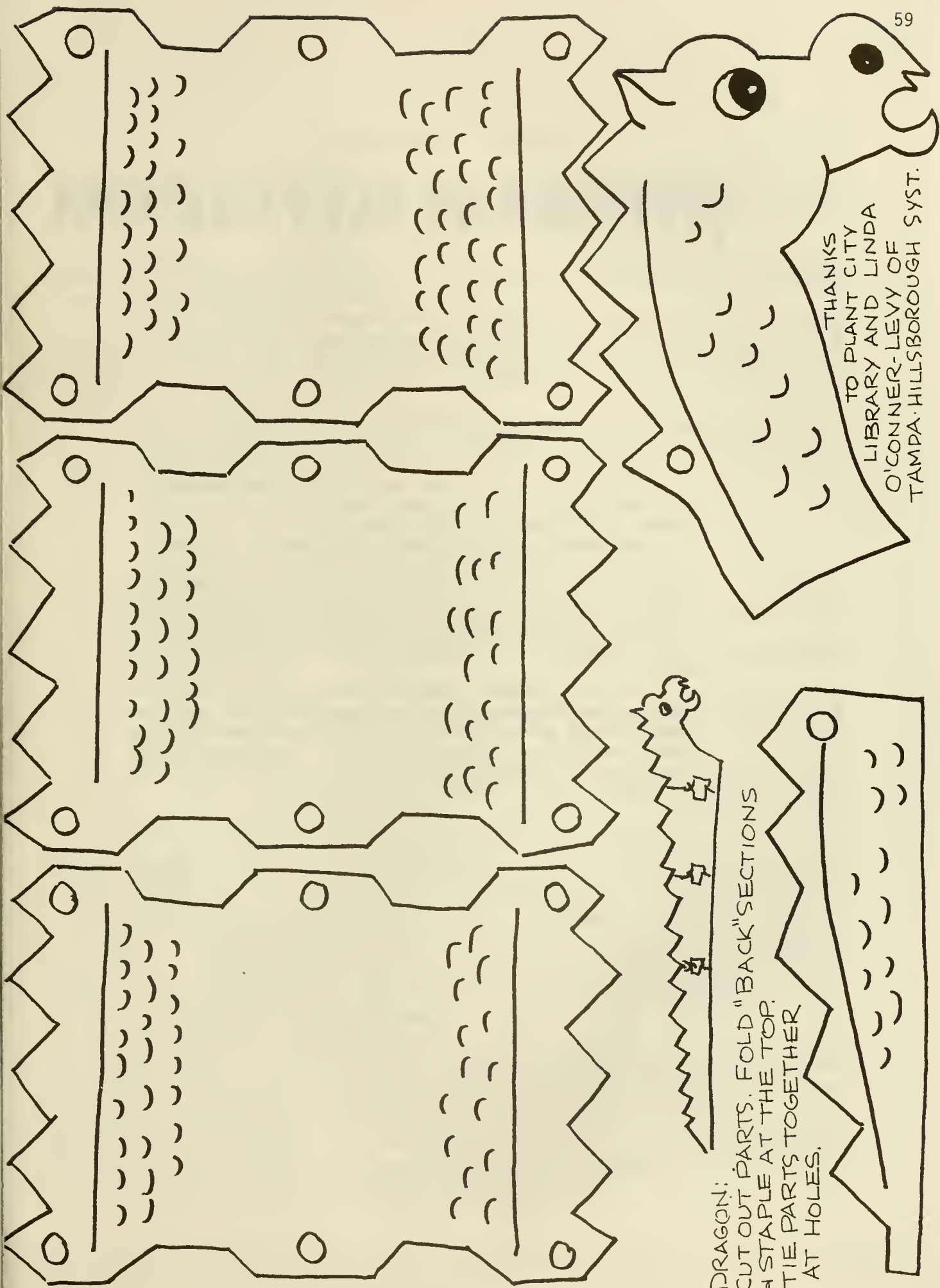
C.S. Lewis once wrote:

"We were talking of DRAGONS, Tolkien and I  
In a Berkshire bar. The big workman  
Who had sat silent and sucked his pipe  
All the evening, from his empty mug  
With gleaming eye glanced towards us:  
'I seen 'em myself!' he said fiercely."

(from A Cavalcade of Dragons, ed. by Roger Green)







# MIDDLE KINGDOM

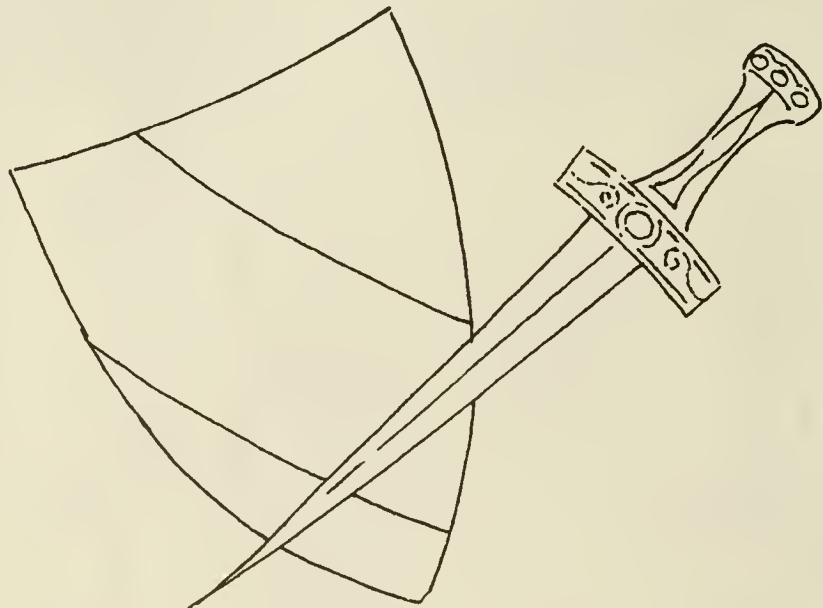
"In short, there's simply not  
A more congenial spot  
For happy-ever-aftering  
Than here in Camelot."

- from Camelot by Lerner & Loewe

You doubtless met a few knights during your sojourn in the Land of Dragons, but a more in-depth tour of the Middle Kingdom is in order for any true questor.

Here there are fair maidens to be won - and quite a few maidens who are doing the winning themselves. Immerse yourself in the culture of a time that never was, yet still lives on in our hearts and tales: courtly love and manners, talented troubadours, gallant knights, towering castles, graceful princesses and endings that are always happy ever after.

You can become any character in the medieval pageant, vow any deed, dream any impossibility. Or you can search for the grains of truth in the fairy tales and find the history behind the legends, the facts at the base of the fantasy of the Middle Kingdom.



## MIDDLE KINGDOM DISPLAYS

Turn your children's area into a castle. Use large cardboard cartons painted to look like stone. If possible, use crenelated walls to separate the children's section from other library areas. Attach cardboard turrets onto the ends of the book shelves.

OR

Recreate the inside of a castle with hanging pennants and banners. If two old chairs are available, use gold paint and velvet material to create two royal thrones (for an intriguing place to sit and read a book).

Create a Medieval Fair with colorful pennants and banners and tournament tents (light, bright fabric supported from the ceiling with clear fishing line) and a cardboard carton booth. For ideas and pictures of booths, see Gregson's The Incredible Indoor Games Book. Use the booth to register children for your summer program.

Create a reading castle out of appliance boxes, cardboard scraps and ice cream tubs. Assemble, cut arches, crenelations, windows and paint to look like stone. Attach colorful banners, put a few comfortable pillows inside and open up your castle for reading.

## PROGRAM IDEAS

### CASTLES IN THE AIR

For this focus on castles, real and imaginary, open by telling the title story from Castles in the Air and Other Tales by Krensky.

Make and show your own slide show, with photographs of the many different styles and types of castles.

What could be more fun than making sandcastles? An impractical idea for many, but if your library does have a suitable outdoor area - have a pile of sand delivered. Have water and different sized containers available and let the children create their own castles.

Before going outside, booktalk Adkins' The Art and Industry of Sandcastles and then keep it hand for reference. "Sand Shapes" in Sunset Books' Children's Crafts also has instructions on sand castles.

For indoor castle building, provide children with small boxes of all shapes (oatmeal and frozen juice containers make ideal towers and turrets) along with tempera paint. Have construction paper available for turret roofs, pennants and other decorations. A hot glue gun would be helpful with this craft - have an adult operate it at a special "station" and let the children bring their pieces to the gluing station.

More castle building ideas: "Stack Together Castle" from Sunset's Children's Crafts is a strong paper cylinder castle which does not require gluing. "Medieval Castle" from Platt's Craft: A Handbook for Teachers of Intermediate Art is a cardboard castle that is textured with a flour, salt and water mixture. Instructions for clay castles can also be found in the same book.

A good project for a junior volunteer would be to build a model castle to use as a book display. Bellerophon Books' Castles to Cut Out and Put Together has everything you need for two real-life castles. Make Your Own Model Forts and Castles by Cummings has instructions for those who enjoy model building.

Some books appropriate for your castle display: Kellog's The Castles of the Two Brothers, Odor's Learning About Castles and Palaces, Davidson's Explore a Castle, MacCaulay's Castle, and Anderson's Towers and Dungeons.

Display castle pictures on posters from travel agencies.





## THE WORLD OF KNIGHTS AND KINGS

A program about the real "Middle Kingdom" that all the stories and legends are based on : the Middle Ages.

Display all your books on the period, including some material from the adult section. Don't forget juvenile historical fiction.

Using the illustrations from some of these books, make up a brief **slide show**.

OUTSIDE RESOURCE: Now is the perfect time to bring in someone from the Society for Creative Anachronism. Ask them to wear some of their costumes, show armor, tell how they make their costumes and armor, show slides of their events.

## A DAY OF KNIGHTS

Celebrate the age of knights with a selection of stories, plays, puppet shows, booktalks and crafts. Be sure to display some books about knights, armor and fencing.

### PUPPETS

DePaola's The Knight and the Dragon, as mentioned in the Land of Dragons section, makes an excellent two-person shadow puppet show. Sound tapes, scripts and instructions will be distributed to all library systems at and after the February workshops.

Tripp's Sir Toby Jingle's Beastly Journey would also make a fun hand puppet show (at least three puppeteers), though it could be done with two-sided stick puppets.

Koch's A Knight Named Rodney would make a good one-person non-stage puppet show, using a flannel or magnetic board to depict the other important characters. (Although you might want a toy dog for Rodney to ride on.) Use toy pots and pans for most of Rodney's armor.

### PLAYS

Plays magazine has two dramas that would fit well in this program. In "The Dragon's Secret" a boy learns what it takes to be a knight (April 1980). In "Wanted: One Fair Damsel" (March 1983) a girl puts out the dragon's fire with bicarbonate of soda and rescues a knight.

### STORIES

Kraus' Pip Squeak, Mouse in Shining Armor could be told with or without its pictures, but would also make a good flannel or magnetic board story.

Bradfield's A Good Knight for Dragons could be told showing his humorous illustrations or with flannel or magnetic board.

Read Hoff's The Litter Knight, showing the pictures.

Tell and show the illustrations of Carrick's Harald and the Giant Knight, about not-so-noble knights outwitted by a peasant family.

Tell and show Mayer's Terrible Troll.

### BOOKTALK

Sobol's Greta the Strong, a female knight-errant

Bulla's The Sword in the Tree

Pyle's The Story of King Arthur and His Knights

Holt's The Adventures of Rinaldo

Any of Constance Hieatt's books about King Arthur and his knights.

### CRAFTS

Make a knight's armor. Chernoff's Easy Costumes You Don't Have to Sew has a knight's helmet. A shield can be cut from posterboard and decorated. (Have some books handy on heraldry.)

For you or your volunteers to make and wear, a really impressive helmet in the March 1983 issue of Cricket magazine.

OUTSIDE RESOURCES: Museum, Society for Creative Anachronism (and other devotees of the Middle Ages)



DECORATIONS: Use the opaque projector to enlarge drawings of knights in armor, either to posterboard size or to life-size on sheets of appliance box cardboard. Set up a couple of these life-size knights at the entrance to your program area. Use crepe paper streamers to make the area festive - like a tournament.

## OF CABBAGES AND KINGS

Some kings are saintly and others are cruel, but all are fascinating.

Chance's Just in Time for the King's Birthday is a nice little story that could be presented with a hand puppet farmer and four finger puppets (mouse, cats, dog and bear) and a crown. Paint a box to look like a wheelbarrow and set it in your lap. Inside the box have four "cheeses", each smaller than the one before. Have the farmer hold up each cheese when it's time during the story and then replace it in the box. You play the king's role, placing the crown on your head whenever he speaks.

Cole's The King at the Door and Kellog's The Wicked Kings of Bloom would both work well as two-person tandem stories.

For a group participation story, try "The King With the Terrible Temper" from Tashjian's With a Deep Sea Smile. The children make a special sound for each character in this short, funny tale.

Another book that would work well as a group participation story is One Monday Morning by Shulevitz. Each visitor in the story could be represented by a special noise-maker or musical instrument. It could also be done as a costumed procession with each character wearing an indicative article of clothing (i.e. King = crown, queen = shawl, knight = sword or helmet).

For stories to read aloud try Alexander's The King's Fountain and Anno's The King's Flower. Lovely illustrations in each.

Booktalk The Water of Life by Williams.

Finish your royal program by making newspaper crowns. Instructions in Severn's 50 Ways to Have Fun With Old Newspapers.

## KINGS AND FOOLS, AND FOOLISH KINGS

The head that wears the crown is not always filled with wisdom.

Introduce the program by reading the poem "The Court Jester's Last Report to the King" from Prelutsky's The Sheriff of Rottenshot. Especially fun with two tellers.

Williams' School for Sillies about the smart king who proved to be as foolish as anyone, would be a good two-person puppet show or as straight storytelling.

Another outsmarted king is the husband in The Queen Always Wanted to Dance by Mayer. This could be presented as a two-person dramatized story (the person who plays the Queen should be uninhibited about singing and dancing).

Booktalk April Fool by Christian, an easy-to-read book about a dreamy boy who helped his village outsmart the cruel King John.

Show the film The Emperor's New Clothes (available at State Film Library), ending your program with an example of, perhaps, the most foolish ruler of all.

## OH, TO BE A PRINCE OR PRINCESS

Is there anyone who has not at one time or another dreamed of such a life?

Not all princes are handsome and good, it seems. Lobel's Prince Bertram the Bad would make a very funny full-stage puppet show.

Read aloud The Twelve Dancing Princesses with illustrations by Le Cain, The Lonely Prince by Bolliger, The Prince and the Pink Blanket by Brenner, or Trina Hyman's The Sleeping Beauty. All of these books have wonderful illustrations.

For stories to tell try Grimm's King Grisly-Beard, "The Seventh Princess" from The Little Bookroom by Fajeon, or The Practical Princess by Williams (a portion of



The Practical Princess that is just right length for telling is in the May 1982 Cricket magazine.)

For those with student volunteers who might enjoy putting on a play, the October 1982 Plays magazine has a nice little play called "The Princess and the Dreadful Dragon".

Booktalk McGovern's Half a Kingdom, Pomerantz's The Princess and the Admiral, or Yolen's Sleeping Ugly.

End your program by showing a film. Cinderella, The Little Prince and The Moonbeam Princess are all available from the State Film Library.

### MUSIC FIT FOR A KING

The Middle Kingdom is a musical place; just think of Old King Cole. Kings have always been fond of entertainment.

Tell the foot-tapping tale of Hinny Winny Bunco by Greene, then get everyone involved in being the chorus or the musical instruments in Reeve's poem "The Ceremonial Band" (in The Poetry Troupe or his The Blackbird in the Lilac).

Play a portion of a record by flutist Jean-Pierre Rampal, then tell Bollinger's story about The Most Beautiful Song, using Capek's lovely illustrations.

Booktalk Steig's Roland, the Minstrel Pig using a pig hand puppet.

Then have each child make a musical instrument, using the instructions in the music section of Rasmussen's The Kids Encyclopedia of Things to Make and Do, Walther's Make Mine Music or Hunter's Simple Folk Instruments to Make and Play. You could set up a making center for each different instrument or type of instrument, put up posters explaining the steps and/or have knowledgeable student volunteers at each table to help. After each child has at least one instrument, try them out in an impromptu concert. You could make up your own version of "The Ceremonial Band", inserting the names and actual sounds of your own instruments. After you've practiced, make a musical parade through the library.

OUTSIDE RESOURCES: You could have some musical people in to play and sing. Is there a group of madrigal singers in your area?

### MEDIEVAL FAIR

For those who have the space a Medieval Fair would be a fantastic way to end a successful summer program. With lots of pre-planning and the help of student volunteers, your program room could be transformed into the Middle Kingdom for an afternoon's festivities.

Hang crepe paper streamers from the ceiling and make colorful banners and pennants. Have tables and wall space available and invite children to display their summer arts and crafts. Student volunteers could make cardboard carton booths (ideas and pictures in Gregson's The Incredible Indoor Games Book). Have a free refreshments booth (compliments of your Friends of the Library, perhaps?), a storytelling booth, a fortunetelling booth.

For entertainment, audition during the summer for singers, dancers, acrobats and jugglers. Your volunteers could present a puppet show or skit.

Have a games area manned by student volunteers. Some medieval games: blind man's bluff, backgammon, chess, top spinning, juggling, bobbing for apples.

Invite everyone to come in costume and for atmosphere, play some medieval music.

The Society for Creative Anachronism would be a good outside resource to call on for suggestions and some members might even be willing to attend your fair in costume.





# ENCHANTED REALM

"Listen to the MUSTN'TS, child,  
Listen to the DON'TS  
Listen to the SHOULDN'TS  
The IMPOSSIBLES, the WON'TS  
Listen to the NEVER HAVES  
Then listen close to me -  
Anything can happen, child,  
ANYTHING can be."

-from Shel Silverstein's  
Where the Sidewalk Ends

Anything can happen to you when you enter the Enchanted Realm. For here magic is the law. You could become a sorcerer's apprentice or be granted three wishes, become a princess or have your face forever frozen in a sneer. The line between reality and dream blurs and luck is there for the plucking. There are magic stones, pots, rings and mirrors. Animals speak and sometimes turn into people and people sometimes turn into animals.

Wishing is easy. It's knowing what to wish for that's the hard part. Be wary of the Enchanted Realm, but enjoy its magic as you pass through. (Too much dreaming and you may stay forever.)



## ENCHANTED REALM DISPLAYS

If there's wall space available in your children's area, start off your summer program (or your Enchanted Realm series) by having the children paint an Enchanted Realm Mural using tempera paints or felt tip pens on a long strip of butcher paper. Before they begin, read them one of the Andrew Lang fairy tales and talk about what their enchanted realm would look like.

Clouds made from cut-out posterboard with polyfill glued on both sides and gold-painted stars and silver crescent moons could be hung with clear fishing line from the ceiling for a magical, ethereal look. Now would be the time to use lots of gold and silver glitter in your decorating and crafts.

Use the opaque projector to enlarge your favorite fantasy or fairy tale figures onto posterboard. Make cardboard stands to hold them upright (or prop them up with book ends or weighted boxes). Display the figures along with appropriate books on top of bookstacks throughout the children's area.

Have a magic carpet in your children's area. It wouldn't have to be large. What a perfect place for reading and dreaming and visiting faraway places!

Turn your children's area into an enchanted forest by attaching large trees, painted and cut out of cardboard appliance boxes, to walls and the ends of bookstacks. For an unusual, fantasy effect, paint them with "non-tree" colors.

## PROGRAM IDEAS FROM THE ENCHANTED REALM

### NOW YOU SEE IT, NOW YOU DON'T

There are lots of tales about those who change their appearance - either voluntarily or because of some outside force. Here are a sprinkling of stories that might lead you to think of others.

Horwitz's The Strange Story of the Frog Who Became a Prince makes an excellent, and fairly easy, two-person hand puppet show. (Also in State Film Library collection.)

McDermott's The Stonecutter would be effective told with masks as a two-person (or even a one-person) dramatization. It would also work as a flannel or magnetic board story. (Film available.)

Booktalk Pinkwater's I Was a Second Grade Werewolf.

Tell Steig's Caleb and Kate, showing the pictures. This would also make a cute hand puppet show. Could even be tried as a no-stage one-person show or as a boxed stick puppet show.

Demonstrate a number of origami figures, then tell the story of the Perfect Crane by Laurin. Teach the children (if they're old enough) how to make a paper crane (instructions in almost any origami book) or perhaps another, simpler figure. With very young children, simply give away pre-folded paper cranes (they're fun to make while watching tv). Pair this story with Yagaw's version of The Crane Wife, sharing the lovely illustrations.

TRANSFORMATION ACTIVITY: Have the children transform themselves, as groups, into non-human shapes, such as a jet, a tree, a truck. For details see "Transformations" in Gregson's The Incredible Indoor Game Book.

### OTHER CRAFTS

Make two-faced puppets: Using two paper plates have each child draw two different faces, then attach each pair together back to back with a stick or cardboard tube sandwiched between as a neck and holder. Child holds puppet/mask in front of own face and changes character (transforms) by turning the mask.



Create an animated transformation film: Put out lots of thin-tip permanent magic markers (all colors) and unroll a length of clear 16mm film leader, giving each child at least a foot of film to work on. Emphasize having a figure gradually change shape or size or color. Remember - it takes 7" of film for one second of movie! Bauer's Handbook for Storytellers gives a good introduction to this technique (pgs. 215-7). Anderson's Make Your Own Animated Films has instructions, as do several other children's books on movie-making.

## FORTUNETELLING

Dress up as a fortune-teller and tell the children's fortunes. Drape some exotic-looking fabric as a tent (with safety pins and clear fishing line you could support it from the ceiling tiles) and inside display books on different types of fortunetelling: crystal balls, palm-reading, throwing sticks, cards. Tell some stories about fortunetellers.

In Wales' Tale by Saunders, Madame Mira sells a seventy-eight cent spell to poor Wales, a talking donkey who is really an enchanted prince. This story would work as a flannel board story.

Use a little boy hand puppet to tell Kellogg's The Mystery of the Magic Green Ball, with a green ball as a prop. With some editing the story could also be presented as a full-stage hand puppet show.

Read A Magic Eye for Ida by Choro and then have the children cut and decorate (with glitter!) eye-shaped pieces of posterboard to make their own magic eye necklace. Attach the ends of a piece of yarn or gold or silver cord to each corner of the eye.

## OTHER STORIES WITH FORTUNETELLERS:

Steig's Tiffky Doofky

Jeschke's Firerose

## MORE CRAFTS

Make a crystal ball by covering a round balloon with tissue paper paper-mache. After the paper-mache dries, brush on a layer of polymer or diluted white glue for gloss and strength. After that's dry, pop the balloon and gently remove it through the bottom hole.

Make fortuneteller's beads (see instructions for jewelry-making in the Hidden Treasure section).

## MAGIC CRITTERS

Abbracatabby by Hiller (a story of a black kitten with magical powers) could be done as a one-person no-stage puppet show with just a cat puppet and a couple of props.

Booktalk The Pig Who Could Conjure the Wind by Murphy, an enchanting tale about a pig who loved to fly.

Another booktalking possibility: Kushner's The Violin Maker's Gift.

Drakestail by Wahl and Akimba and the Magic Cow by Rose would both be ideal for telling, with Akimba and the Magic Cow working especially well as a two-person tandem telling.

As a craft, have the children make their own magic critter paper bag puppets with lunch bags, paste and construction paper. You will find instructions for paper bag puppets in many puppet craft books, including Sunset's Crafts for Children.

End your program by singing "Oh, the Horse Went Around" from the Fireside Book of Fun and Games Songs by Winn. This is a particularly good group song because it is very easy to learn and fun to sing.





MORE MAGIC CRITTERS: The Bird of Time by Yolen; Pandur Ban by Payne; Wales' Tale by Saunders.

### IF WISHES WERE HORSES, WE'D ALL TAKE A RIDE

Stories, poems and activities about wishing and dreaming.

Open with a recitation of Silverstein's poem "Lester" (from his Where the Sidewalk Ends), about a boy who "wasted his wishes on wishing". Then start a discussion on wishing: "What would you wish for?"

Caroline Bauer in This Way to Books has some nice ideas about a wishing program. Making a wish book and writing a wish on a paper streamer and tying it to a tree are two activities she recommends. Why not make a wishing tree in the library?

Booktalk: Tobias' Jane, Wishing and Snyder's The Princess and the Giants, both stories about a young girl's romantic fantasies of the perfect life. Scism's The Wizard of Walnut Street, about a boy with a wish and a wishing well, should also be shared.

Close this portion with Annette Wynne's poem "I Keep Three Wishes Ready" (in Bauer's This Way To Books, pg. 116).

But wishes can become moonshine, if we start to believe too strongly in our daydreams. Show the film of Sam, Bangs and Moonshine (in State Film Library collection), or tell this book by Ness about Sam's rich and lovely dreams and how they almost bring tragedy.

Share Keats' Dreams by reading aloud and showing his illustrations or by making a cardboard frontpiece of an apartment house with cutout windows. Prop this up so you can reach the windows from the backside. Use double-stick tape to place figures in the windows as called for in the story. If you have a spotlight at the bottom of the "building" and the room lights turned low, then Roberto's paper mouse as it falls (held in your hand) should cast a big and bigger shadow on the building.

Dreams would be an effective introduction into the art of creating figures with shadows. Rainy Day Pastimes gives hints for putting on impromptu shadow shows using cut-outs, hands or whole bodies. Two books by Henry Bursill, Hand Shadows and More Hand Shadows (originally published in the 1800's) nicely detail how to make a number of human and animal shadows that could be used to illustrate a story.

ADDITIONAL CRAFTS: Make a paper mouse like the one in Dreams. Make your own wishing star from cardboard and glitter. Then wish upon it.

MORE DREAM BOOKS: Foreman's Land of Dreams, Mahlvqvist's I'll Take Care of the Crocodiles.

### ENCHANTED MUSIC

Music plays an important role in the Enchanted Realm.

The Enchanted Harp by Jones has a story by the same title about a magic harp that tells stories and plays music all by itself. It would be a good introduction to this program.

The Troll Music by Lobel could be presented either as a read-aloud book (its illustrations are excellent) or as a flannel board. If using it as a flannel story, play real music on a record or tape player during the parts where the musicians play "the best music in the land".

Booktalk The Magic Flute by Mozart and play, perhaps, a small portion of the opera or show the 10 minute film The Magic Flute (available from State Film Library).

"The Young Man With Music in His Fingers (see Colwell's A Storyteller's Choice) is a long story, but with some judicious editing, it would be fun to tell.

Or you might tell the story of the Pied Piper of Hamelin by Browning.



Read Patrick by Blake or show the film (available from State Film Library). Then hand out paper and crayons or felt tip pens, put on a record and let the children make their own musical pictures.

Or the children can make musical instruments. Simple Folk Instruments to Make and Play by Hunter has some good ideas.

OUTSIDE RESOURCES: Invite a musician or musicians to come and play for the children.

## THE LITTLE PEOPLE

What would it be like to be very, very small in a land of regular sized people?

Set up your programming area to look like the inside of a little people's house. Ask stores if you can borrow some of their oversized display items, things like giant scissors, an enormous soup can or other food container. Then think of all the giant objects you can make. Take an appliance box and use paint or decorated butcher paper to make it look like a wrapped birthday present. Make a cardboard carpet tube into a pencil. Make a cluster of grapes out of purple balloons. (Turn your junior volunteers loose on this project.)

Tell the children about several little people to be found in books. Make a finger puppet of Grimm's Tom Thumb and tell or read one of his adventures. Give a brief introduction to Andersen's "Thumbelina".

Read a short section from Norton's The Borrowers (how about the section describing Arrietty's home?) and booktalk the whole series.

CRAFT: Have boxes of small, junk objects: acorns, sweet gum burrs, tiny boxes, bottle caps, beads, spools, stamps, plastic flowers, cloth and trip scraps, wrapping paper, old greeting cards, and anything else you can think of, including broken toys. Give each child a shoe box and some glue and let them make their own house for the Borrowers or other Little People.

OTHER BOOKS TO SHARE OR DISPLAY: Peterson's series about The Littles and Ishii's Issun Boshi, the Inchling.

## THE ENCHANTED STORY BAG

It's amazing what things can have magic powers. Have a cloth bag that you can pull objects out of - each of which has a magic part to play in a story.

PURPLE PEBBLE: Tell Lionni's story of Alexander and the Wind-Up Mouse with a flannel or magnetic board or use mouse and lizard finger puppets and a toy wind-up mouse which you can swap at the end of the story for a second finger mouse.

PERFUME BOTTLE: Tell Steig's tale of Gorky Rises using a frog hand puppet and scenic story cards as a backdrop (change the cards for the different scenes as he floats over or through).

BLUE STONE: Do a dramatic two-person booktalk of Kennedy's The Blue Stone (could be done by just one if absolutely necessary).

BONE: Booktalk or read-aloud Steig's The Amazing Bone.

SMALL BRANCH OR BASKET: Tell the story of "Lazy Tok", from Colwell's A Storyteller's Choice.

ORDINARY PEBBLE: Read Steig's Sylvester and the Magic Pebble and show the illustrations. This could be a fun hand puppet show.

PAPER LUNCH BAG: Tell Williams' A Bag Full of Nothing using the paper bag as a prop, doing everything with the bag that the boy does.

WHISTLE: Booktalk Williams' The Silver Whistle.

PIECE FROM A BOARD GAME: Tell or booktalk Van Allsbug's Jumanji or Heide's The Shrinking of Treehorn.



RING: Read or booktalk Buck's The Chinese Storyteller.

### ACTIVITY

Fill the Enchanted Story Bag with all sorts of identifiable small objects (ones that you don't want back), things like: seashells, nuts, pods, bones, marbles, stones, plastic silverware, small pencils. . . Have each child decide what character they want to be (a person or an animal - real or imaginary), then blindly choose an object from the Enchanted Story Bag. Let them make up a story about what happened to "them" when their character got this enchanted object. Then have them share their story by drawing, writing or telling it. Display any results.

This activity need not take place during your program. You could set up a learning center with instructions, the Enchanted Story Bag and paper, pencils and crayons.

### MAKE A WISH, ANY WISH

What if someone came up to you and said, "Make a wish." There are lots of stories about people who got what they wished for - and sometimes the results are rather strange.

The Grimm Brothers' "The Fisherman and His Wife" makes a good full-stage puppet show. There are many versions of this story and it could also be shared by telling or flannel board or tandem telling/dramatization. Shel Silverstein has a funny poem called "The Silver Fish" (in his Where the Sidewalk Ends and in Brewton's My Tang's Tangled) about a fish that cheats and gets eaten.

The children can make their own talking fish from instructions for a "Whale" and a "Talking Fish" in Lewis' Folding Paper Puppets.

Another fisherman story, "The Fisherman and the Genie" (in Carlson's Quick Wits and Nimble Fingers) would also make a good two-person puppet show.

One of the many versions of "The Three Wishes" could be presented as a puppet show. "The Woodcutter's Three Wishes" (with a string of black puddings attached to the wife's nose) is in Montgomerie's To Read and To Tell. Bauer has a very short, contemporary version (with sausage) on page 116 of her This Way To Books. Also see Craig's or Galdone's The Three Wishes.

Use a puppet and a magnetic board to tell the hilarious story of Nelson Makes a Face by Cohen. Make a blank face (no features except a nose) hand puppet for Nelson, with pieces of velcro where his eyes and mouth should be. Then as the story progresses and different expressions are frozen on Nelson's face, attach the appropriate versions of his features. All of the other important characters can be copied on posterboard, backed with magnets and displayed on a magnetic board (a large cookie sheet or automobile drip pan).

After the show let everyone make their own frozen Nelson face, making a paper plate mask or a nose mask (a piece of 5 1/2" x 8 1/2" paper or a 3" x 5" index card with two small eye holes and a hole for the nose to fit through, with any type of features drawn). Have mirrors nearby so each can admire their new face. (Nose mask idea from Gregson's The Incredible Indoor Game Book.)

Another story for the magnetic board is McKee's Lord Rex, the Lion Who Wished. Do the lion in segments so you can add his strange new parts.

"Wishes" from Babbit's The Devil's Storybook is perfect for tandem storytelling.

### OTHER STORIES TO SHARE BY TELLING OR BOOKTALKING:

"Aniello" and "Rich Woman, Poor Woman" from Manning-Sanders' A Book of Wizards

Chapman's Barney Bippie's Magic Dandelions

Aardema's What's So Funny, Ketu? (show Marc Brown's illustrations)

Fuchshuber's The Wishing Hat (show the pictures)





Dolbier's "The Half-Pint Jinni" (from his book by that name and also in the Child Study Association of America's Castles and Dragons)

Titus' The Two Stonecutters (a version of "The Stonecutter")

POEM: If you haven't used it in the "If Wishes Were Horses" program, close with Silverstein's "Lester" (from Where the Sidewalk Ends by Silverstein).

## POT FULL OF MAGIC

From the cauldrons of Macbeth's witches to a tea-kettle in Japan, there are lots of pots with magic in them. Set up a big kettle beside you and stir up a little enchantment with these tales.

Demonstrate what the word "pasta" means by showing all different types. Then tell DePaola's Strega Nona. Later have the children make a Pasta Pot Collage, gluing a construction paper pot to another sheet along with all types of pasta or string pasta necklaces. You can also let them blow up balloons and put them under their shirts to be as full as Anthony was after he ate all that pasta.

Galdone's version of The Magic Porridge Pot is a good one, tell it and show his illustrations.

Tell "The Magic Tea-Kettle" (in Colwell's A Storytellers's Choice). For ages this story has been making Japanese children laugh. It's easy to learn and fun for all.

End with a hand puppet show of the story of Mr. and Mrs. Hak-Tak ("Two of Everything" in Montgomerie's To Read and to Tell and Richie's The Treasure of Li-Po). Everything that goes into this pot comes out in duplicate, including Mrs. Hak-Tak.

## WE'RE OFF TO SEE THE WIZARDS AND WITCHES

Spells are brewing, for there are many wizards and witches in the Enchanted Realm. This program contains only a sampling of the tales about them.

### PUPPETS

Use Wiesner's Hansel and Gretel to brew up your own shadow puppet show - the book has complete instructions.

The Russian witch, Baba Yaga, has her own hand puppet show in Mahlman's Folk Tale Plays for Puppets.

### SPECIAL TELLINGS

You can do a hat and mask telling of Kent's The Wizard of Wallaby Wallow. You'll need a wizard's hat, mouse ears and masks of what the mouse might turn into, also small glass bottles (or at least one). This would be best with two people, but could be done with one.

Do a two-person dramatic telling of Fleischman's Longbeard the Wizard.

### OTHER STORIES TO TELL

Lester's The Wizard, the Fairy and the Magic Chicken

Mayer's Mrs. Beggs and the Wizard

Babbitt's The Forty-Ninth Magician

Alexander's "The True Enchanter" from his The Foundling (also in Fadiman's Cricket's Choice)

"A Meal With a Magician" from Colwell's A Storyteller's Choice

### BOOKTALK

Baum's The Wizard of Oz series (use the masks from Dover publications or make your own)

Bellair's The House With a Clock in its Walls

Grimm's Rapunzel (show Hyman's illustrations) - this would also make a good puppet show



### APPRENTICE MAGICIANS

Mayer's A Special Trick has nice big illustrations, use them to tell about this sorcerer's apprentice who finally does find the right spell.

Since Brimhall got his magic from a library book (Delton's Brimhall Turns to Magic), it would be a good lead-in to booktalking a few magic books.

Share The Sorcerer's Apprentice, either by telling from Weil's book (playing Paul Dukas' music in the background) or show the Disney film (available from State Film Library).

Bauer's Handbook for Storytellers has a chapter on using magic. You might want to introduce a story with a magic trick. Another source is Wiesner's Magic Tales and Magic Tricks.

### BOOKTALK/DISPLAY

The Marzollos' easy-to-read Robin of Bray

Kumin and Sexton's The Wizard's Tears

MacLachlan's Tomorrow's Wizard

### MAGIC PICTURES

Introduce Johnson's A Picture for Harold's Room or any other Harold book. Use a film (available from State Film Library) or do a draw-story with a Harold finger puppet doing the drawing (idea from Book Trek 2).

Booktalk the section in Lewis' The Voyage of the Dawn Treader where the children enter the world of Narnia through a picture.

Pretend that you are Moony (in McPhail's The Magical Drawings of Moony B. Finch) and describe what happened, using a magnetic board to show the important things in the story, removing things when they get erased. Hold a tablet of paper, a pencil and a big eraser as props. Simple drawings of the things that Moony draws could be made ahead of time and photocopied to make several tablets, so that you could pretend to draw them. But a blank pad of paper would be fine. (It would be really nice to have a small toy dragon or dragon puppet for the very end of the story.)

CRAFT: Black Magic Pictures - Color an enchanted realm picture using fluorescent crayons, pressing down hard as you color. Then brush your picture with black poster paint diluted with water, using long sweeping strokes. Have a black light handy so the children can see the true colors. (Idea from Children's Crafts, a Sunset Book.)



# HERE BE THERE MONSTERS

"And when he came to the place  
Where the wild things are,  
They roared their terrible roars  
And gnashed their terrible teeth  
And rolled their terrible eyes  
And showed their terrible claws . . ."

- from Where the Wild Things Are  
by Maurice Sendak

In the dark and unknown there lurks . . . we know not what. The unexplored section of many a map has gained the label "here there be monsters".

Take a step into the unknown and meet some of the denizens of the imagination: unicorns, griffins, wild things, jabberwocks, demons, flying horses, trolls, elves, monster plants, leprechauns, dwarfs, goblins, whatzits, vampires and werewolves. Sometimes the quest into the unknown even leads inside ourselves.





## MONSTER DISPLAY IDEAS

Turn your children's area into the Land Where the Wild Things Are. Make crepe paper or construction paper vines to hang from the ceiling, let strange trees grow up your bookstacks. And lurking out of all this weird, luxuriant growth should be the Wild Things themselves - don't forget Max!

Or perhaps your library is really a deep, dark cave where trolls and ogres live. Hang creepy, crawly, frightening creature mobiles, and a macrame spider web or two.

During a craft session let the children paint a mythical beast mural and display it.

Turn the area into The Land of Giants. Using appliance cardboard make large renditions of pieces of creatures. The idea is that the giants are so big that only part of them can fit inside the room. For instance, you might see just a head pushing up out of the floor. Or a big arm coming from behind a bookstack. Or a gigantic leg smashing through a wall.

## MONSTER PROGRAM IDEAS

### MONSTROUS PLANTS

In this land even the plants get out of control.

With young children you can share the story of Kraus' The Carrot Seed as a boxed stick puppet show or a flannel board story. They would also enjoy The Great Big Enormous Turnip (listed under Tolstoi) told with Oxenbury's pictures or as a flannel board story or as a participation story.

Everyone will enjoy Gaston's Ghastly Green Thumb by Littell, which can be very funny with one person reading the story and the other doing Gaston's lines and actions. Use real objects as props. Gaston's thumb-garden would start as a small piece of plastic plant attached to the thumb with a piece of elastic. As the plant grows, add progressively larger plants (each on their own piece of elastic). Use practically any type of plastic greenery hot glued together to make long vines with plastic veggies of all types hot glued on.

Flora's The Great Green Turkey Creek Monster would work well as straight storytelling or as a flannel or magnetic board story.

If you aren't doing a puppet show of Jack and the Beanstalk for a "Giants" program, then do it for this one. That beanstalk surely qualifies as a monstrous plant. (See the "Giants" program following for details.)

BOOKTALK Fleischman's McBroom and the Beanstalk and Holman's The Escape of the Giant Hogstalk.

### ACTIVITIES:

After Jack and the Beanstalk have everyone pretend to be magic beans, put on the "In the Hall of the Mountain King" music and let them grow and grow and grow until you take an invisible ax and chop them down.

Plant bean seeds in small cups.

Draw a monstrous plant mural while listening to "growing" music - it can have any type of leaves or fruit. Display.

DISPLAY: Way ahead, sprout a sweet potato or other fast-growing vine plant and display it with books about real and monstrous plants.

Buy a venus fly-trap plant and display.

### LAND OF GIANTS

There are giants in the library, lots of them, ready to step out of books.

Present Jack and the Beanstalk as a puppet show for an exciting lead in to your "Land of Giants" program. Make the puppet detailed in the activity below or a



muppet-type puppet to play the part of the giant and regular hand puppets for the rest of the cast. Have your beanstalk actually grow on stage (make it out of painted cardboard or a stuffed cloth vine stiffened and controlled with coat hanger wire. Grieg's "In the Hall of the Mountain King" (from Peer Gynt) is an exciting piece of music to play during the "growing" of the beanstalk.

Read aloud Galdone's The Monster and the Tailor and share its scary pictures. Or tell the story of "Fin McCoul and Cucullin" from The Book of Giants by Manning-Sanders.

Booktalk the BFG (it stands for the Big Friendly Giant) by Roald Dahl.

Make a giant puppet: Open a paper bag, stuff with crumpled newspaper; place over dowel or cardboard tube, tie, tape and/or glue down at "neck".

Use yarn, string, paper or cloth strips for hair - glue or tape on (colored tape could also be a headband). Apply costuming details such as glasses, crown, hat, eye patch.

For the body use a large square of cloth or paper, stitch or glue to form body and arms. Trim, turn cloth body right side out. Cut hole at top of "T" for neck. Put tube or dowel into the hole and glue or tie firmly in place. Cut hands out of cardboard and glue to the ends of the arms (cut double and you can insert control rods inside the hands).

If you want a really big puppet, use a bigger bag. How about a grocery store bag?

A straightened-out wire coat hanger makes a good control rod for the hands.

END YOUR PROGRAM by showing the film The Selfish Giant (in State Film Library collection).

## WHATZIT?

Some monsters you can identify, but others defy definition - so why not make up a few for yourself?

As an introduction to your program you could read the title poem The Snopp on the Sidewalk by Prelutsky.

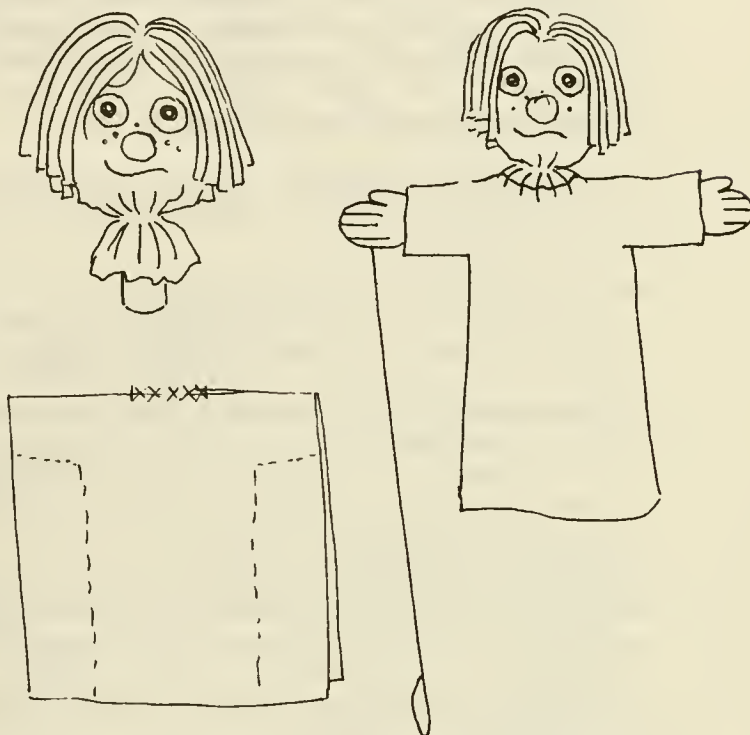
Balian's The Aminal would make a very nice puppet show but it would also work well as a flannel board story.

Read Gackenbach's Harry and the Terrible Whatzit.

Show and read portions of A Little Who's Zoo of Mild Animals by Aiken and/or Kicklesnifers and Other Fearsome Critters by Schwartz as an introduction and idea starter for an "Imaginary Animals" craft.

One idea: make up your own imaginary animals. Give them names, do pictures of them, perhaps as a collage.

Or collect a lot of animal pictures (from old magazines and coloring books) and cut them in halves or quarters. Then mix them all up in a box and let the children



choose different parts of different animals (you could even include some objects, such as a car, for a surrealistic effect) and then glue them together in an animal shape on a sheet of construction paper. Each child might want to describe his strange creature to the rest of the children, if you have a small group.

A similar idea is to make mutual monsters. Each person receives a sheet of paper folded into thirds and a drawing instrument. Each draws the head of a person, an animal or a made-up creature on the top third of the piece of paper, continuing the lines of the neck a bit past the fold. Then the top is folded back so the head won't be visible to the next person to get the sheet of paper. After everyone has a different sheet than the one they started with, each draws the middle portion (no peeking at the head!), again extending the lines slightly past the fold. The drawing is folded again and passed to a third person who finishes the legs without looking at the first two parts. Then unfold and display all the pictures. (Gregson's The Incredible Indoor Games Book)

### MONSTER, MONSTER - WHO'S THE MONSTER?

Are they the monsters or are we? Who should be afraid of whom or should we all be friends?

A Penny a Look by Zemach is a perfect story for telling. (It's one that the Folktellers do - only they change the brothers to sisters.)

Follow it by reading Mayer's There's a Nightmare in My Closet and be sure to show the illustrations. It would also work well as a flannel or magnetic board. For a particularly nice effect have the closet door actually open and close.

Booktalk Bulla's My Friend the Monster.

Read or tell Where the Wild Things Are by Sendak and then hand out grocery bags and let each child create his own "wild thing" mask, using felt tip pens, scraps of yarn and construction paper.

Dramatize Where the Wild Things Are by having one person play Max (provide him or her with a cardboard crown and a fake fur tail) and the others (wearing their masks) play the wild things. Some appropriate music during the wild rumpus would be portions of Stravinsky's Rite of Spring. This activity works well with younger children, too, but omit the craft and give them already made masks to wear.

### MYTHICAL BEASTS

"A Thousand Years Ago" from Fadiman's Cricket's Choice could be a perfect opener for your Mythical Beasts program. Then read aloud the beautifully illustrated The Unicorn and the Lake by Mayer.

Another lovely unicorn story is The Unicorn and the Plow by Moeri. Booktalk this one or tell it. Another to booktalk is McKillip's The Forgotten Beasts of Eld.

Some mythical beast books to display are Wise's Monsters of the Middle Ages, and Dragons, Unicorns and Other Magical Beasts and Centaurs, Sirens and Other Classical Creatures, both by Palmer.

For a craft mold self-hardening clay unicorns.

or

Check Sunset Book's Children's Crafts for ideas on how to make a construction paper "pig-unicorn" mask.

Both Dover and Troubador Press have nice mythical beast coloring books.

### MONSTERS OF THE DEEP

There are monsters in the sea as well as on the land. In this program you can investigate all the strange creatures of the deep, in fact or fancy.

Open with Wallace Irwin's poem "The Sea Serpent: An Accurate Description" (in Cole's The Birds and the Beasts Were There).





Tell Kellogg's Ralph's Secret Weapon and booktalk Wilson's Harry and the Sea Serpent.

Highlight segments of Buehr's Sea Monsters, which gives good fact and fiction background on sea serpents through the ages.

OUTSIDE RESOURCES: The 4-H, oceanologists, marine biologists, fishermen. Information on the manatees would be appropriate since they may be one of the origins of the legendary mermaids.

## TROLLS

Open with Three Billy Goats Gruff. You could present it in any of a variety of styles: read Galdone's version, with its large illustrations; as a puppet show (hand or stick); as a flannel or magnetic board story; or as creative dramatics, with the children playing all the parts.

Read or recite the poem "The Troll Bridge" from Moore's Something New Begins.

You could booktalk Marshall's Troll Country by doing a dramatization of mother's encounter with the troll (costume one person to look like the troll). Or the whole story could be done as a puppet show.

Explain that not all trolls are quite as "nice", some are really nasty. Then read or recite the grisly "The Troll" from Prelutsky's Nightmares.

Tell some of the episodes from D'Aulaire's Trolls, giving pertinent information about trolls.

Close the story section with Tolkien's rollicking poem "The Stone Troll" (in The Tolkien Reader and The Fellowship of the Ring). You could also read the section in The Hobbit where Bilbo outwits the trolls.

## CRAFTS

**Pinecone Troll:** Cut out a pair of cardboard troll feet. Make the bottom of a pinecone as flat as possible and glue it to the feet. Using twigs, sticks, bits of moss, acorn caps and other found natural objects, give the troll arms, eyes, mouth, nose and hair. (Idea from Carlson's Picture That, which also has a troll story, action poem and collage craft.)

**Become a Troll:** Use Gate's Easy-to-Make Monster Masks and Disguises for instructions on constructing a sculptured paper mask. Then make a matching body covering (details in Gregson's The Incredible Indoor Games Book) to be a total troll. Have mirrors available so the children can see themselves transformed.

More ideas in Bauer's This Way to Books, which has a whole program on trolls, including stories to tell and read, a troll sock puppet, cotton collage troll and troll memory magnet.



# HIDDEN TREASURE

"Sometimes one must travel far  
to discover what is near."

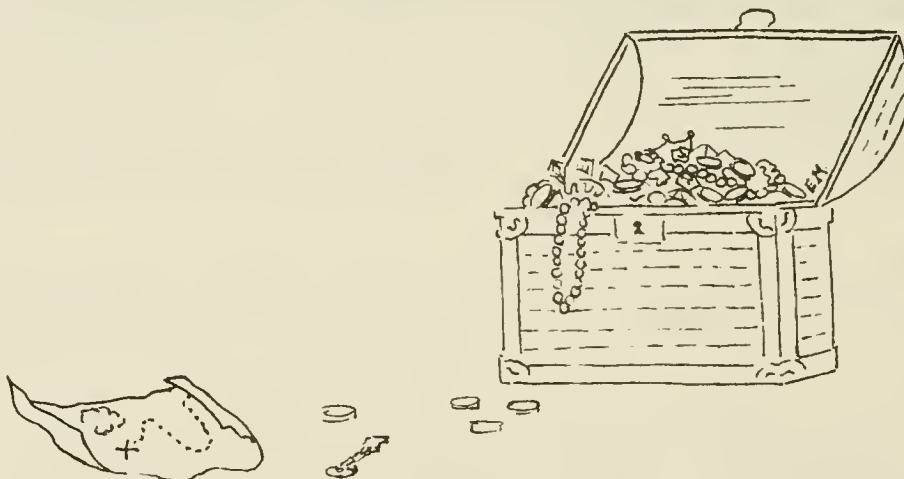
- from The Treasure  
by Uri Shulevitz

Where is the treasure hidden, do you have the key to open the lock and what will you find when you lift the lid of the chest?

There are twists and turns, dark, secret passages and hidden clues on the path to the treasure. Here you will need the Dragon's lamp of truth and wisdom to help you through the maze. The light of the lamp can reveal the secrets hidden in the world around you, the riddles of language, earth, the past, the future, ourselves, the riddles of life.

Search carefully. In the secret passages you may find clues to many mysteries, keys to open many locks. Save these keys. You will need them when you come to the treasure.

Many have gone before you on the quest for treasure, both real and fictional. There were pirates and beachcombers, hobbits and third sons named Jack or Boots. Many found that the treasure was not what they thought and others have discovered a greater wealth than that they first sought.



## HIDDEN TREASURE DISPLAY IDEAS

Name your children's area The Dragon's Treasure Room. Give it a cave-like entrance.

Establish a special book display area labeled "The Dragon's Secret Hoard" - it could be an old trunk filled with books.

Post a treasure map of your children's area with an X marking the spot of your special book display.

Display a collection of old keys. Some "key" book display ideas: Key to the Past (archaeology, history, fossils); Key to the Future (careers, futurism, time capsules.)

If space and time permit, make your own maze from decorated cardboard boxes. Children will enjoy playing in it throughout the summer. You can even change the maze periodically. Instructions in Gregson's The Incredible Indoor Games Book.

Make a REBUS poster to display books on codes, ciphers, secret messages.



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## HIDDEN TREASURE PROGRAM IDEAS

### **RIDDLE ME A RIDDLE**

If possible, promote this program ahead of time, asking the children to bring a riddle for sharing.

Make up a large poster titled CAN YOU GUESS THE DRAGON'S RIDDLE? Make up simple riddles to promote books, such as this one for Charlotte's Web: "I am a pig so very smart. A spider has a place in my heart." Leave a space for the title to be filled in and display the book. (You could hide the answer under a cardboard flap.)

As a program starter, portions of "The Riddles in the Dark" in Tolkien's The Hobbit would be effective as a two-person dramatization.

Polly solves riddles to keep from being eaten by a wolf in "The Riddlemaster" by Storr (in her The Adventures of Polly and the Wolf or in Lines' The Faber Storybook). Try it as a puppet show or a two-person dramatization.

Read My Mother Sends Her Wisdom by McClenathan, a story about a poor widow who outwits a greedy moneylender with riddles.

Booktalk Bernstein's Fiddle With a Riddle, a book that teaches you how to write your own riddles.

Have an OUTWIT THE DRAGON riddle contest or enjoy a riddle sharing session.

Display your collection of riddle books and give time for browsing. Just a few are: Phillip's The Upside Down Riddle Book, Leach's Riddle Me, Riddle Me, Ree, Cricket's Jokes, Riddles and Other Stuff, Withers' Riddles of Other Lands, Heck's Dinosaur Riddles, and Sarnoff's What? A Riddle Book.

For more riddle ideas, see pages 12-14 of Bauer's This Way to Books.

### **QUEST FOR GOLD**

From pots of gold to golden fleece, the quest for gold has been the dominating theme in many tales, as it has been in much of history.

Choose an old favorite for your quest for gold. King Midas and the Golden Touch would make an interesting flannel board story. Jack and the Beanstalk and The Golden Ball (the Frog-Prince) would both work well as puppet shows.

The Hey Hey Man by Fleischman, a funny story about a wood spirit, would be great for two-person tandem telling. Or tell the story of "Simple Simon and His Gold" by Dev from Cricket magazine, February, 1980.





Booktalk Ruskin's The King of the Golden River or Hauff's The Adventures of Little Mouk. Both have lovely illustrations, so be sure to share them. The mountain scene in The King of the Golden River would make an interesting and attractive diorama (a project for a student volunteer?). Show it during your booktalk and then use it as a book display in the library.

For more treasure ideas, read Fantasies of Gold by Sayles, the true adventures of an archaeologist treasure hunter. Older children will enjoy this one.

For a craft, make jewelry and then spray paint it gold. Villiard's Jewelry Making has many ideas.

A perfect ending to your quest for gold would be a reading of "The Search" by Silverstein (in his Where the Sidewalk Ends).

For a souvenir of your program, hand out a "gold" rock to each child (ordinary rocks spray painted gold).

### TREASURE HUNT

Sometimes the "looking" is as much fun as the "finding". Have a treasure bag and in it place a special object for each book you introduce in your program. (For example, a red bead for The Treasure or a bottle for Do Not Open.) Pull out each object as you use the book.

Tolkien's "The Hoard" (from Green's A Cavalcade of Dragons or The Tolkien Reader) could be presented as a two-person tandem reading. Or one person could read just the final stanza.

The Treasure by Shulevitz would make a lovely story to tell.

Booktalk Key to the Treasure by Parish, The Treasure of Li Po by Ritchie or Treasure Mountain by Sadler.

Make treasure chests, using instructions from Romine's Ready to Teach Craft Activities for the Elementary School.

For an activity, find a hidden treasure. "Hidden Treasure" is a treasure hunting game idea in Gregson's The Incredible Indoor Games Book.

or

Have a treasure hunt in the library. The January 1980 issue of School Library Journal has an article about how a Texas library planned, organized and conducted a library treasure hunt for children.

OUTSIDE RESOURCES: treasure hunters, owners or dealers of metal detectors, coin collectors, rock collectors, museums.

As a souvenir of your program, hand out a bead to each child.



# DRAGON'S HOARD

"If you are a dreamer, come in,  
If you are a dreamer, a wisher, a liar,  
A hope-er, a pray-er, a magic bean buyer. . .  
If you're a pretender, come sit by my fire  
For we have some flax-golden tales to spin.  
Come in! Come in!"

- from Shel Silverstein's Where the Sidewalk Ends

Welcome to the Dragon's Hoard, you've made it past fiery dragons, fierce knights, wicked wizards and monstrous creatures.

The Hoard contains all the bibliographic information about the books mentioned in the program suggestions, plus a few others that fit the theme and were too good to leave out. If the books were listed in Books in Print 1982-1983, then the entry includes the price, International Standard Book Number and age range given there. If too new for BIP, the information comes from the book in hand. Many older books were not in BIP and are assumed to be out of print.

To help you quest for books to fit the sub-themes of Book Quest, some books (mostly those included in the program suggestions) are identified with small drawings.



THE LAND OF DRAGONS;



MIDDLE KINGDOM;



ENCHANTED REALM



HERE THERE BE MONSTERS;



HIDDEN TREASURE



Aardema, Verna. What's so funny, Ketu?: A Nuer tale. Marc Brown, illus. Dial, 1982. 9.95(0-8037-9364-2);PLB 9.89(0-8073-9370-7)

Ketu's magic gift of hearing the thoughts of animals brings trouble. (ps-2)

Adkins, Jan. The art and industry of sandcastles. Walker, 1971. 7.95(0-8027-0336-4)

Beautifully drawn and lettered, it teaches about real castles as well as how to build sand ones. (k-up)



Aiken, Conrad. A little who's zoo of mild animals. John Lord, illus. Atheneum, 1977. 7.95(0-689-30607-5)

Poems and pictures of mixed up animals, like a Guineapiguana. All tame, but strange.

Alexander, Lloyd. The five Prydain chronicles. Holt, Rinehart & Winston, date varies.

One of the great juvenile fantasy cycles. The High King was the 1969 Newbery Medal Winner.

----- The founding and other tales of Prydain. Holt, Rinehart & Winston, 1973. OP

Includes "The True Enchanter", where Princess Angharad, Enchantress, chooses her husband. (age 9 up)

----- The king's fountain. Dutton, 1971. OP

The King's fountain will cut off the city's water, but only a poor man has the courage, wits and eloquence to change the King's mind.

Almanac of family play: pastimes and pursuits. Mother Earth News. Summer, 1983.

Special issue of this magazine, a compilation of things for kids to do. Lots of ideas for crafts.

Andersen, Hans Christian. Michael Hague's favorite Hans Christian Andersen fairy tales. Holt, Rinehart & Winston, 1981. 16.95(0-03-059528-2)

Magnificent illustrations. (gr. 4 up)



Anderson, J.K. Tales of great dragons. Bellerophon, 1980. Pap. 3.50(0-88388-075-X)

Quite inclusive; magnificent black & white illustrations from old manuscripts & other sources.



Anderson, Leone Castell. Towers and dungeons Children's Press, 1982. 9.25(0-516-06538-6)

A description of some of the world's most famous towers, dungeons & prisons.

Anderson, Yvonne. Make your own animated movies. Little, Brown, 1970. OP

Has a section on making movies by drawing on 16mm film.

Anno, Mitsumasa. Anno's medieval world Philomel, 1980. 9.95(0-399-20742-2); PLB 9.99(0-399-61153-3)

An intriguing book about how people believed the world was flat and that the heavens revolved around the earth, and how that view changed.



-----, The king's flower. Collins, 1978. 8.95(0-399-20764-3); PLB 8.99(0-399-61167-3) Philomel.  
Through the beauty of a small flower, the king learns that biggest is not always best. (ps-3)



Aruego, Jose & Ariane. A crocodile's tale: a Philippine folk story. Scholastic, 1976. pap. 1.95(0-590-09899-3)  
Juan's good deed almost lands him in the crocodile. Makes a good flannel story. (k-3)



Asch, Frank. Milk and cookies. Parents, 1982. 5.50(0-8193-1087-5); PLB 5.95(0-8193-1088-3)  
Beginning reader. Baby Bear thinks the furnace is a dragon. Later he dreams the dragon eats up all the milk and cookies. (ps-3)



Babbitt, Natalie. The Devil's storybook. Farrar, Straus, Giroux, 1974. 9.95(0-374-31770-4)  
10 original stories about the Devil, some funny & some serious. "Wishes" makes a fine, funny tandem story. (gr. 4 up)

-----, The something. Farrar, Straus, Giroux, 1970. 2.95(0-374-37137-7); pap 1.50(0-440-49050-2) Dell  
Mylo the monster is afraid of the dark and the "something". (ps-3)

A number of other good fantasy titles in print, including Knee-knock rise, The search for Delicious and Tuck everlasting - all for gr. 4 and up.



Babbitt, Samuel F. The forty-ninth magician. Pantheon, 1966. PLB 4.99(0-394-91167-9)  
49 magicians are 48 too many. How the King chooses just one. (gr. 1-3)

Baker, Betty. Seven spells to farewell. Macmillan, 1982. 8.95(0-02-708150-8)  
Dru dreams of being a master sorcerer but her spells always go wrong. (gr. 5-9)



Balian, Lorna. The aminal. Abingdon, 1972. 8.95g(0-687-01267-8)  
The descriptions of Patrick's new pet grow wilder & wilder. (ps-2)

-----, Leprechauns never lie. Abingdon, 1980. 7.95(0-687-21371-1)  
Lazy Ninny Nanny catches a leprechaun, but instead of getting his gold she ends up doing all her chores. Perfect for 2-person dramatizing or 1-person puppet show. (k-3)

Bauer, Caroline Feller. Handbook for storytellers. ALA, 1977. 15.00(0-8389-0225-1); pap. 10.00(0-8389-0293-6)  
A "how-to" book that shows the different ways to bring a storybook to life.

-----, This way to books. Wilson, 1983. 30.00(0-8242-0678-9)  
A fantastic collection for program ideas. It can keep you and your children busy for years.



Baum, Frank. The wizard of Oz.  
This is a popular fantasy series.



Beall, Pamela Conn. Wee sing silly songs. Price/Stern/Sloan, 1982. pap. 2.25(0-8431-0310-8)  
Includes "The Crocodile" song about the lady who sailed away on one's back and came back inside. A cassette tape of all the songs is available.



Behrens, June. Gung Hay Fat Choy. Children's Press, 1982. 9.25(0-516-08842-4)  
Easy-to-read book with bright photos of the Chinese New Year as it is celebrated in U.S. (gr. 1-4)



Bellairs, John. The house with a clock in its walls. Edward Gorey, illus. Dial, 1973. 10.95(0-8037-3821-8); pap. 1.75(0-440-44722-4)

Lewis' uncle is a real wizard, but a good one. But the original owner of their house was an evil sorcerer and inside the walls is a clock that ticks off the minutes till the end of the world.



Bernstein, Jeanne E. Fiddle with a riddle: write your own riddles. Dutton, 1979. 8.95(0-525-29678-6)  
A how-to book for riddle freaks. Includes ideas for a riddle treasure hunt. (gr. 3-7)

Bettelheim, Bruno. The uses of enchantment. Knopf, 1977. Random pap. 3.95(0-394-72265-5, Vin)  
The meaning and importance of fairy tales.



Blair, Ruth Van Ness. Mary's monster. Coward, McCann & Geoghegan, 1975. OP  
A young English girl during the early 1800's finds a skeleton that many believe to be the remains of a dragon. Scientists later determine that it was a lizard over 180,000,000 years old.



Blake, Quentin. Patrick. Walck, 1968. Chatto-Bodley-Jonathan, 1980. 8.95(0-224-61463-0)  
Patrick bought a new violin, took it into the fields and began to play, and suddenly all sorts of wonderful things began to happen. (gr. 4-7)



Blashfield, Jean. Villains of Voltturnus. TSR Hobbies, 1983. 2.00(0-88038-023-3)

One of the "Endless Quest Books", this is based on the Dungeons and Dragons role-playing games. With this book, and others like it, the reader makes decisions and affects the outcome of the story. Very popular style. There are series available for all grade levels, from different publishers. Check with your paperback jobber.



Bloch, Marie. Ivanko and the dragon, an old Ukrainian folk tale. Atheneum, 1969. OP

Ivanko, brought to life from a stick of wood by his parents' love, is caught by a dragon who plans to eat him. But Ivanko uses his wits to outsmart the she-dragon and return to his parents.

Blumberg, Rhoda. The truth about dragons. Four Winds, 1980. 9.95(0-590-07570-5)

Everything there is to know about dragons: diet, habitat, social order... Beautifully illustrated. (gr. 5 up)



Bolliger, Max. The most beautiful song. Jindra Capek, illus. Little, Brown, 1980. 8.95(0-316-10117-6)

The King must have the bird he heard singing such a beautiful song in his dreams. He gives his birdcatcher only seven days to find and capture the silver-voiced bird. (ps-3)



----- The lonely prince. Atheneum, 1982. PLB 10.95(0-689-50215-X)

Prince William remained unhappy even though he was given whatever he wanted. (ps-3)



Bradfield, Roger. A good knight for dragons. Young Scott, 1967. OP

An empty suit of armor on a near-sighted horse scares off the fire-breathing dragon. (ps-3)

Branley, Franklyn M. Dinosaurs, asteroids, and superstars: why the dinosaurs disappeared. Crowell, 1982. 9.13i(0-690-04211-6); PLB 9.89g(0-690-04212-4)

A discussion of various theories about the disappearance of the dinosaurs. Nicely indexed and includes a list of 12 books "for further reading". (gr. 5 up)



----- The sky is full of stars. Crowell, 1981. 9.57(0-690-04122-5); PLB 9.89g(0-690-04123-3)

Easy-to-read for the beginner stargazer. When & where to look for some of the brightest stars & constellations. Has instructions on how to make pictures of your own constellations. (k-3)



Brenner, Barbara. The prince and the pink blanket. Four Winds, 1980. 8.95(0-590-07614-0)

Little Prince Hal is forced to give up his pink blanket until a wizard comes to his rescue. (k-3)



Brewton, Sara, et. al. My tang's tangled and other ridiculous situations. Crowell, 1973. 10.95i(0-690-57223-9)

Wild poems, with a good selection of tongue twisters. Includes Silverstein's "The Silver Fish." (gr.4 up)

Brown, Marcia. Once a mouse. Scribner, 1961. 11.95(0-684-12662-1); pap. 2.95(0-689-70751-7)

A fable from India. A hermit changes a mouse to a cat, then to a dog & finally to a tiger who, in its pride, can't believe that it was ever a mouse, threatens to kill the man & is changed back to a mouse. (ps-3)



Browning, Robert. The Pied Piper of Hamelin. Kate Greenaway, illus. Warne, 1889. 9.95(0-7232-1798-X)

When the town of Hamelin broke its promise to the piper, he pipes away their children. (gr.2-5)



Buck, Pearl S. The Chinese storyteller. John Day, 1971. Harper-Row, LB 9.89(0-381-99920-3)

This tale about why dogs hate cats involves a lucky ring. (gr. k-3)

Buehr, Walter. Sea monsters. Norton, 1966. OP

From prehistoric to Loch Ness, an exploration of sea serpents and scientific theories about them.



Bulla, Clyde Robert. My friend the monster. Crowell, 1980. 10.53(0-690-04031-8); PLB 10.89(0-690-04032-6)

Prince Hal searches for the exiled monsters under Black Rock Mountain. (gr.3-5)



----- The sword in the tree. Paul Galdone, illus. Crowell, 1956. OP

In the days of King Arthur, young Shan dons the duties of a knight.

Bursill, Henry. Hand shadows to be thrown on the wall. Dover, 1967. pap. 1.35(0-486-21779-5)

----- More hand shadows to be thrown on the wall. Dover, 1971. pap 1.75(0-486-21384-6)

Originally published in the mid-1800's, both contain several human and animal figures that could be used to illustrate a story.



Butterworth, Oliver. The enormous egg. Little, Brown, 1956. 8.95(0-316-11904-0); Dell pap. 1.50(0-440-42337-6)

One of Nate Twichell's hens lays an enormous egg which finally hatches as a Triceratops. (gr. 4-6)

Calhoun, Mary. The hungry leprechaun. Roger Duvoisin, illus. Morrow, 1961. PLB 8.16(0-688-31713-8)

Young Patrick O'Michael O'Sullivan O'Callahan was one of the poorest people in a poor, potato-less and hungry Ireland. Tippery was one of the poorest and hungriest leprechaun and his attempts to make gold for Patrick resulted in frogs, water and, finally, potatoes - the best magic of all. (k-3)

----- The night the monster came. Morrow, 1982.

Is Bigfoot prowling around Andy's home near the Great North Woods?

Carlson, Bernice Wells. Picture that! Abingdon, 1977. OP

12 international tales introduced by dramatic play & followed by at least 2 crafts directly related to the tale. Aimed at preschool-early grades, working alone or in a group. Very good ideas on introducing activities.



----- Quick wits and nimble fingers. Abingdon, 1979. 8.95(0-687-35199-5)

Several simplified folktales with ideas for crafts or other activities to go with each. Includes "The Fisherman & the Genie". (gr. 3-7)



Carpenter, Francis. Tales of a Chinese grandmother. Tuttle, 1972. pap. 5.95(0-8048-1042-7)

Nice collection of tales from China. Includes "The Daughter of the Dragon King", about Chien Tang, the king of all river dragons.



Carrick, Donald. Harald and the giant knight. Clarion, 1982. 10.95 (0-89919-060-X)

Harald & family scare away a mob of not-so-noble knights with giant knight woven of reeds. (gr. 1-3)

Cavendish, Marshall. Rainy day pastimes.

Has a section on impromptu shadow plays using cut-outs, hands or whole bodies.

Chalmers, Mary. George Appleton. Harper, 1957. OP

Cat Trilby goes exploring in the deep woods & plays with a lonely dragon named George Appleton. A gentle fantasy that would work as a bedtime story for preschoolers. Small, personal illustrations.



Chance, E.B. Just in time for the King's birthday. Scholastic, 1975. OP

The farmer makes a fine big cheese for the King's birthday, but runs into problems delivering it.



Chapman, Carol. Barney Bippie's magic dandelions. Steven Kellogg, illus. Dutton, 1977. OP

Barney was 6, but wanted to be 8, wanted his dog to talk & to have a big, shiny car. Then he got 3 magic dandelions to wish upon. But such complicated wishes bring complications. (ps-3)

Chernoff, Goldie Taub. Easy costumes you don't have to sew. Scholastic, 1975. 7.95(0-590-0749-1)

Knight's helmet, jester's cap, crown, dragon box parade.

Chesler, Bernice, ed. Do a Zoomdo. Little, Brown, 1975. OP

Full of crafts & ideas for fun. Good instructions on making sculptures with a chicken wire base (a big dragon?). Also a "choppers" paper puppet with a long tail - a Chinese dragon?

Child Study Association of America. Castles and dragons: read-to-yourself fairy tales for boys and girls. Crowell, 1958. OP

Includes: Dolbier's "The Half-Pint Jinni", Gag's "The Sorcerer's Apprentice", Beston's "The Lost Half-Hour" and Ritchie's "Two of Everything".

Children's crafts. Sunset, 1976. pap 3.95(0-376-04124-2)

Loads of ideas: flying lunch bag, garbage can liner kite, castle made out of paper cylinders, origami puppet, bird kites, paper sculpture masks.



Chorao, Kay. A magic eye for Ida. Seabury, 1973. 6.95(0-395-28783-9, Clarion) Houghton, Mifflin

Ida (a young girl cat) runs away from home, but gets help from a friendly fortuneteller. (ps-3)



Christian, Mary Bount. April fool. Macmillan, 1982. 7.95(0-02-718280)

A dreamy boy helps his village to outsmart cruel King John. (gr. 1-4)

----- The lucky man. Glen Rounds, illus. Macmillan, 1979. 6.95(0-02-718270-3, 71827)

Bad luck just piles up on Felix, landing him in court where a wise judge turns him into a lucky man. Good for storytelling. "Ready-to-Read" (gr. 1-4)

Cochrane, Louise. Shadow puppets in color. Plays, 1972. 8.95(0-8238-0139-X)

Step-by-step instructions on how to make your own shadow theater, plus 3 traditional shadow plays with patterns. Of special interest: "Moon Dragon, a Chinese Legend Adapted for Shadow Puppet" and "Karagiosis and the Dragon", a play from the Greek shadow theater.



Cohen, Burton. Nelson makes a face. Lothrop, 1978. 9.75(0-688-41850-3); PLB 9.36(0-688-51850-8)

Nelson loves to make faces, but when his fairy godmother, the "Mirror Lady", has him pick a face to have forever, it seems there's no one expression that is always appropriate, or even safe. (k-3)

Cole, Ann. Purple cow to the rescue. Little, Brown, 1982. 12.95(0-316-15104-1); pap 8.95(0-316-15106-8)

Sequel to I Saw a Purple Cow and 100 Other Recipes for Learning. Of special interest: popsicle stick puzzles, junk sculpture, magnet maze, & some great ideas for making & using chalk. (gr. 1-5)



Cole, Brock. The king at the door. Doubleday, 1979. (0-385-14718-X); prebound (0-385-14719-8)

When a hungry old man dressed in rags but claiming to be the King arrives at the inn only little Baggit believes him. Lots of program possibilities, including tandem storytelling and puppetry. (gr. 1-3)



Cole, William, ed. The birds and the beasts were there. World, 1963. OP

A poetry collection that includes "The Sea Serpent" and "The Unicorn".





Colwell, Eileen. A storyteller's choice. Walck, 1964. OP

Really nice collection, with great suggestions on how to tell each story. Includes: The Young Man with Music in his Fingers, The Monster Who Grew Small, The Magic Tea-Kettle, A Meal With a Magician, and Lazy Tok.

Cook, Elizabeth. The ordinary and the fabulous. Cambridge U. Pr., 1976. 26.50(0-521-20825-4); pap. 7.95(0-521-09961-7)

An introduction to myths, legends and fairy tales for teachers and storytellers.

Cosgrove, Stephen. The muffin muncher. Price/Stern/Sloan, 1981. pap. 1.50(0-8431-0561-5); Creative Ed., 1978. PLB 7.95(0-87191-667-3)

A poor castle supports itself by selling muffins made by the head baker, the King. Then a muffin-munching dragon demands muffin tribute and the villagers run out of money for firewood for the ovens. One of a series of fantasy books for young children by Cosgrove, "A Serendipity Book". (k-4)



Craig, M. Jean. The dragon in the clock box. OP

Joshua says that his taped-up clock box contains a dragon egg, but no one believes him. Great to tell as a prop story.



-----, The three wishes. Scholastic, 1971. pap. 1.50(0-590-01621-0)

The woodcutter receives 3 wishes from a grateful tree fairy, but with the 1st gets a sausage, which he wishes onto his wife's nose, then uses the last to unattach it. (k-3)



Cressey, James. The dragon and George. Prentice-Hall, 1979. 7.95(0-13-219154-7)

A circus owner and a dragon put on an elaborate charade of a fight to convince the townspeople that the dread dragon has been killed. Then the dragon joins the circus as a sword-swallower and fire-breather.



Cricket's jokes, riddles and other stuff. Random, 1973. 3.95(039483545X); PLB 3.99(0-394-93545-4)

A terrific source of tongue twisters, conundrums, limericks, riddles & other stuff. (gr.1-6)

Crowe, Robert L. Clyde monster. Kay Choro, illus. Dutton, 1976. 10.75(0-525-28025-1)

Clyde, a nice ugly little monster, is afraid of the dark. (ps-3)



Cummings, Richard. Make your own model forts and castles. David McKay, 1977. 7.95(0-679-20400-8)

A how-to book on the construction of small-scale forts and castles. (gr.6 up)

Cunliffe, John. The great dragon competition and other stories. Alexy Pendle, illus. Andre Deutsch, 1973. OP

Ten dragon stories with wonderful drawings that prove "that dragons are different from each other as people are."



Dahl, Roald. The BFG. Quentin Blake, illus. Farrar, Straus, Giroux, 1982. 9.95(0-374-30469-6)

Little Sophie the orphan is kidnapped and taken back to giantland by the BFG (Big Friendly Giant). A tale of humor and action. (k up)



D'Aulaire, Ingri. D'Aulaires' trolls. Doubleday, 1972. 8.95(0-385-08255-X); PLB(0-385-01275-6); pap. 2.95(0-385-13339-1)

Dive into the world of the trolls in a picturebook that seems drawn from life. (gr.1-3)



Davidson, Brian. Explore a castle. Hamish Hamilton, 1982.

Exploring castles might be a bit difficult for American children, but this has a wealth of info on castle history and complete instructions for a model castle.

Dean, Audrey V. Puppets that are different. Taplinger, 1973. 7.95(0-8008-6564-2)

Has instructions and patterns for a winged hand puppet dragon. (k-3)



Delaney, Ned. One dragon to another. Houghton Mifflin, 1976. 6.95(0-395-24209-6)

A little caterpillar is convinced that it's a dragon, just like its large dragon friend. (k-3)



Delton, Judy. Brimhall turns to magic. Lothrop, Lee & Shepard, 1979. 8.75(0-688-41878-3); PLB 8.40(0-688-51878-8)

Brimhall conjures a rabbit out of his hat okay, but nothing can make that rabbit vanish. (gr.1-3)



De Paola, Tomie. The cloud book. Scholastic, 1977. pap. 1.50(0-590-08531-X)

Useful in the Do Dragons Make Rain program. (k-3)

-----, The clown of God. Harcourt, Brace & Javonovich, 1978. 9.95(0-15-219175-5); pap. 4.95(0-15-217976-3)

A famous juggler falls on hard times; old and poor, he gives his best and last performance for a statue of the Madonna and Child. (gr. 5 up)

-----, The knight and the dragon. Putnam, 1980. 8.95(0-399-20708-2); pap. 3.95(0-686-6564-7)

Neither the Knight nor the dragon are very effective in fighting each other. They are rescued by the castle librarian, who gives them each the perfect book - on cooking and building bar-b-ques. (k-2)

Tomie De Paola has given his permission for an adaptation to shadow puppetry. Script, sound tape and instructions will be distributed to each library system at the February workshops - where the show will be demonstrated.







----- The popcorn book. Holiday, 1978. PLB 8.95(0-8234-0314-9)  
Use this in the Popping Good Dragons program. (k-3)

----- The Prince of the Dolomites. Harcourt, Brace, Javonovich, 1980. 8.95(0-15-263528-9); pap. 4.50(0-15-2635-29-7)

An old Italian tale of the love between an earthly prince and a moon maiden princess. (k-3)



----- Strega Nona. Prentice-Hall, 1975. 9.95(0-13-851600-6); pap. 3.95(0-13-851592-1)  
Strega Nona's magic pasta pot works well for Big Anthony, until he tries to stop it.



Dewey, Ariane. Dorin and the dragon. Greenwillow, 1982. 9.00(0-688-00910-7); PLB 8.59(0-688-00911-5)  
Dorin, banished from his father's kingdom, befriends a blind dragon. Nice simple illustrations in bold primary colors. Adapted from a Greek tale, this actually has dryads in it. (k-3)



Dobler, Lavinia. Customs and holidays around the world. Fleet, 1962. 8.95(0-8303-0043-0)  
Has information about the dragon boat festival. (gr.7-12)



Dolbier, Maurice. The half-pint jinni and other stories. Random, 1948. OP  
If you want this jinni to get you a camel, you have to wish for two camels. An abridged version of the title story is included in the Child Study Association of America's Castles and Dragons.



Domanska, Janina. King Krakus and the dragon. Greenwillow, 1979. 10.75(0-688-80189-7); PLB 10.32(0-688-84189-9)  
A shoemaker rescues a princess and becomes king. (k-3)



Dorian, Marguerite. The alligator's toothache. Lothrop, 1962. Crown, 1977. 4.95(0-517-528-05-3)  
Alli, the zoo's alligator, gets a toothache and has to go to the dentist, but he takes the wrong bus and goes home with a little boy - who turns out to be the dentist's son. (ps-1)

Duff, Maggie. The princess and the pumpkin. Macmillan, 1980. PLB 9.95(0-02-733000-1)  
A humorous adventure involving a sick princess, her lost treasures and a granny who finds the treasures and cures the princess. (ps-3)

Duvoisin, Roger. Petunia's treasure. Knopf, 1975. 5.50(0-394-83155-1); PLB 6.99(0-394-93155-6)  
When Petunia finds a treasure chest it causes problems among her friends in the farmyard. (ps-3)

Emberley, Ed. Ed Emberley's drawing book of animals. Scholastic, 1970. 3.95(0-316-23597-0)  
Easy animals that you could draw while telling a story, including a dragon and an alligator. (gr.1-3)

Emrich, Duncan. The hodgepodge book: an almanac of American folklore. Four Winds, 1972. 14.95(0-590-07250-1)

An "all ages" book that was in our adult collection, this has nice sections on riddles (including jokes) and "wishes, dreams, and good and bad luck." (gr.1 up)



Epstein, Samuel. Mister Peale's mammoth. Coward, McCann & Geoghegan, 1977. OP  
Colonial America comes to life in a story about an artist, inventor and natural history scientist who found, assembled and displayed the first near-complete American mastodon.

Fadiman, Clifton, ed. Cricket's Choice. Open Court, 1974. OP  
Nice collection, that includes his own charming poem "A Thousand Years Ago".

Fajeon, Eleanor. The little bookroom. Oxford, 1956. OP  
Stories for reading and telling, especially "The Seventh Princess". Once a gypsy, the Queen is determined that her youngest daughter escape from the imprisonment of being royalty.



Fleischman, Sid. The hey hey man. Little, Brown, 1979. 7.95(0-316-26001-0)  
A thief makes away with the farmer's gold, but is soon tripped up by the Hey Hey Man. (gr.1-3)



----- Longbeard the wizard. Little, Brown, 1970. OP  
King Sandor is young, clever & bored. When he becomes a magician he is kidnapped by neighboring King Barbos and his chatterbox wife, Queen Gobble-Gabble.



----- McBroom and the beanstalk. Little, Brown, 1978. 7.95(0-316-28570-6)  
If you thought Jack's beanstalk was a fast grower, wait'll you see what the McBrooms grew on their little one-acre farm. (gr.4-6)



Flora, James. The great, green Turkey Creek monster. Atheneum, 1977. pap. 1.95(0-689-70459-3)  
The Hooligan Vine that takes over Turkey Creek looks like a multi-headed dragon. (k-4)



Forman, Michael. Land of dreams. Holt, Rinehart and Winston, 1982. 11.95(0-03-062053-8)  
A haunting dream about a snowy land that is the depository of all the fragments of dreams from the world below, and of the man and boy who repair the dreams and send them back to the world below.

Friedman, Aileen. The castles of the two brothers. Steven Kellogg, illus. Holt, Rinehart & Winston, 1972. OP  
Smothered by his loving older brother, Klaus longs for independence and his very own castle.



Fuchshuber, Annegert. The wishing hat. Morrow, 1977. 7.95(0-688-22100-9); PLB 7.63(0-688-32100-3)  
Korbian's neighbors ridicule him for using his wishing hat to get only the simple things that give him pleasure. Annoyed, he makes his final wish the most surprising one of all. (ps-3)

The Funcraft book of puppets Scholastic, 1976. 1.95(0-590-11936-2)

One of the best intros to puppets. Includes two open-ended puppet plays, "the Princess and the Magic Potion" and "Dragon's Teeth", that could be finished and produced, perhaps by student volunteers.



Gackenbach, Dick. Harry and the terrible whatzit. Houghton Mifflin, 1978. 7.95(0-395-28795-2); Scholastic, 1979. pap. 1.95(0-590-05744-8)

Harry confronts the terrible whatzit and banishes it from his cellar.



Gag, Wanda. The funny thing. Coward, McCann, 1929. PLB 6.99(0-698-30097-1)

The little man always fed the birds and animals, but when the Funny Thing appeared and claimed to eat only children's dolls, he had to find a way to change the creature's diet. (gr.1-3)



Galdone, Paul. Magic porridge pot. Houghton-Mifflin, 1976. 7.95(0-395-28805-3)

This pot is a great provider. (ps-3)



\_\_\_\_\_. The monkey and the crocodile. Houghton-Mifflin, 1969. 8.95(0-395-28806-1)

A young crocodile decided one day that because he was so cunning, it would be easy to catch a monkey. The monkey he chose, however, had other ideas. (ps-3)



\_\_\_\_\_. The monster and the tailor. Houghton-Mifflin, 1982. 11.50(0-89919-116-9)

Promised a purse full of gold, the tailor must stitch a pair of trousers in the graveyard at night. (ps-3)



\_\_\_\_\_. The three billy goats gruff. Houghton-Mifflin, 1973. 8.95(0-395-28812-6); pap. 3.45(0-89919-035-9)



Gannett, Ruth Stiles. My father's dragon. Random, 1948. PLB 6.99(0-394-91438-4); Dell, 1980. pap. 1.25(0-440-45628-2)

A story of the narrator's father as a boy and his journey to Wild Island to rescue a baby dragon from the ferocious beasts that held it captive. (k-6)

Gardner, John C. Dragon, dragon and other timeless tales. Knopf, 1975. 4.95(0-394-83122-5); PLB 5.99(0-394-93122-X)

The kingdom was plagued by a dragon who, among other things, tore last chapters out of novels. Unique contemporary treatment, but the dragon still gets it in the neck. (gr.4 up)

Gates, Frieda. Easy to make monster masks and disguises. Prentice Hall, 1979. PLB 6.79(0-8178-6165-3); pap. 2.95(0-13-222794-0)

Original and scary masks made from things like paper, paper mache, cardboard, foil, foam rubber. (gr.1-3)

\_\_\_\_\_. Glove, mitten and sock puppets. Scholastic, 1978. 5.95(0-8027-6326-X); Walker, PLB 5.85(0-8027-6327-8)

Her glove dragon has moving legs & would be ideal for active dragon stories. (k-3)



Ginsburg, Mirra. Mushroom in the rain. Macmillan, 1978. pap. 2.50(0-02-043270-4)

As it rains one animal after another hides under the tiny mushroom, which covers them all. (ps-1)

Glovach, Linda. The little witch presents a monster joke book. Prentice-Hall, 1976. PLB 4.95(0-13-537969-5)

Lots of monster riddles and jokes, including "Why did dragons sleep during the daytime? So they could hunt knights." Sprinkle these into several programs. (gr.2-5)

Gobhai, Mahli. Usha the mouse-maiden. Hawthorne, 1969. OP

A tiny mouse is transformed into a beautiful baby girl. When she is grown her adopted parents search for "the most splendid of all husbands," beginning with the sun. From India's Panchatantra.



Godden, Rumer. The dragon of Og. Viking, 1981. 9.95(0-670-28168-9)

A dragon lived in a dark pool beneath a wooden castle. Taken from a Scottish legend, this story is made special by its descriptions of everyday life in early Scotland and by its beautiful artwork. (gr.3-7)

Goodall, John S. Creepy castle. Atheneum, 1975. 6.95(0-689-50027-0)

Wordless adventure of a small mouse & his lady exploring a spooky, deserted castle.

Gordon, Sheila. A monster in the mailbox. Dutton, 1978. 8.25(0-525-35150-7)

Julius sends off for a walking-talking \$2.99 mail-order monster, but finds when it finally arrives that it is not quite what he expected. (gr.2-4)



Grahame, Kenneth. The reluctant dragon. Michael Hague, illus. Holt, Rinehart & Winston, 1983. (0-03-064031-8)

This unfearsome dragon refuses to fight St. George. Boy, the dragon's young friend, concocts a clever plan to save both dragon and knight. The illustrations by Hague show a different type of dragon: old, wattled and slow; rather silly but still dignified, even stately - just the right tone for the story.

There are many other versions of this story, in and out of print. See the Dragons Fierce and Mild program for the story in other formats.

Green, Roger Lancelyn, ed. A cavalcade of dragons. Walck, 1970. OP

Collections of stories about dragons ancient and modern. Of special note: J.R.R. Tolkien's poem "The Hoard" and C.S. Lewis' poem "The Dragon Speaks".

-----A cavalcade of magicians. Walck, 1973.

From ancient times to modern literature.

Greene, Carol. Hinny Winny Bunco. Harper-Row, 1982. (0-06-022128-3); PLB(0-06-022129-1)



Overworked, unhappy Hinny Winny Bunco is given a fiddle by a strange, old "shabby man" and teaches himself to play such toe-tapping tunes as "The Potato Patch Song" and the "Put Down Your Little Roots and Grow, Grow, Grow Song". He plays so well that his music is fit for a king. Tell this tale as an intro to any music program. (ps-3)

Gregson, Bob. The incredible indoor games book. Pitman Learning, 1982. pap. 10.95(0-8224-0765-5)

Includes: Hidden Treasure, Group Juggle, using boxes as mazes and costumes, writing a long story on adding machine tape, Nose Masks, paper costumes, Mutual Monsters, Smaug's Jewels, and Secret Word.

Grimm, Jakob L.K. King Grisly-beard. Maurice Sendak, illus. Farrar, Straus & Giroux, 1973. 2.95(0-374-34134-6)



A haughty princess cruelly ridicules all her suitors until her angry father makes her marry the first beggar who comes to the door. (ps-3)



-----Rapunzel. Retold by Barbara Rogasky. Trina Schart Hyman, illus. Holiday, 1982. 12.95(0-8234-0454-4)

Dark, moody pictures filled with luxurious detail set off this classic tale. (ps-3)

Hamada, Hirose. The tears of the dragon. Parents, 1967. OP



One boy does not believe that the dragon that dwells nearby is wicked and monstrous. Bravely he treks to the mountains and invites the dragon to his birthday party. Full of joy, the dragon weeps a river and the boy rides home on the back of the dragon, who has now become a beautiful dragonboat.

Harper, Wilhelmina. The gunniwolf. Dutton, 1967. 9.95(0-525-31139-4)

Despite her mother's warnings, little girl goes into the jungle and meets the GUNNIWOLF. Perfect for storytelling. Works well as a one-person puppet show. (ps-3)



Hartelius, Margaret A. The chicken's child. Scholastic, 1977. pap. 1.95(0-590-02239-3)

Wordless. Chicken's egg hatches into an alligator that grows & eats & grows & eats; till the chicken's pride & joy is thrown off the farm. Chicken's child redeems himself by rescuing mama from the fox. (k-2)



Hauff, Wilhelm. The adventures of Little Mouk. Macmillan, 1974. OP

Little Mouk's luck changes when he gets a pair of magic shoes & an old walking stick with the power to find buried treasure.

Heck, Joseph. Dinosaur riddles. Wanderer Bks., 1982. pap. 2.95(0-671-45547-8)

193 dinosaur riddles & jokes!



Heide, Florence. The shrinking of Treehorn. Dell, 1979. pap. 1.75(0-440-47684-4)

Although Treehorn is shrinking, his parents seem unconcerned.



Hewett, Anita. Dragon from the North. McGraw-Hill, 1965. OP

Little green lizard creates quite a stir when all the animals think he's a dragon.



Hieatt, Constance. The sword and the grail. Crowell, 1972. OP

Percival's quest to free the Fisher King helps him to become the noblest of Arthur's knights. Hieatt has a number of fine Arthurian books, all apparently out of print.



Hildrick, E.W. The dragon that lived under Manhattan. Crown, 1970. OP

6-year-old Jimmy helps a real prince rescue a timid dragon hiding under Manhattan.



Hiller, Catherine. Abracatabby. Coward, McCann & Geoghegan, 1981. 6.99(0-698-30727-5)

No one believes that Adam's black kitten has magic powers until some strange things happen at his birthday party.

Hillert, Margaret. I love you, dear dragon. Follett, 1980. PLB 4.39(0-695-41362-7); pap. 1.95(0-695-31362-2)

Exploration of color red & valentines, in company with a dragon. Part of a series of Dear Dragon books by Hillert, each exploring a different holiday concept. (gr.1-3)

Hoban, Russell. Ace Dragon, Ltd. Merrimack Bk, 1981. 7.50(0-224-01706-3)












John's adventure began when he stamped three times on what looked like a manhole cover. (gr.1-4)



Hoff, Syd. The litter knight. McGraw-Hill, 1970. OP

A litter-hating knight teams up with dragons to solve both the garbage problem and the King's prejudice against dragons.



- Hoke, Helen, ed. Dragons, dragons, dragons. Watts, 1972. OP  
 Treasure trove of stories & poems. A sampling: Jabberwocky, Damian & the Dragon, St. George & the Dragon, Daughter of the Dragon King (the Chien Tang story), The Dragon of an Ordinary Family, The Deluded Dragon (similar to Alexandra the Rock-Eater), The Dragon's Grandmother, The Terrible-Tempered Dragon (Chien Tang again) and The Fabulous Beasts (a lost baby dragon).
- Holman, Felice. The drac: French tales of dragons and demons. Scribner, 1975. 1.29(0-684-17376-X)  
 Regional French stories. Notes are given on the origins of each of the five tales. The title story would be great to tell or read aloud to older children - it's a chilling tale of powerful dragon. (gr.3-7)
- \_\_\_\_\_. Elisabeth, the treasure hunter. Macmillan, 1964. OP  
 Professor Eckleberry made Elisabeth's treasure hunt special by leaving riddles along the way.
- \_\_\_\_\_. The escape of the giant hogstalk. Scribners, 1974. OP  
 A monstrous plant broke out of the Royal Botanical Gardens & roamed the English countryside.
- \_\_\_\_\_. Professor Diggins' dragons. Macmillan, 1974. pap. .95(0-02-043680-7)  
 The Professor, a truly original character, takes 5 boys & girls to the seashore to hunt dragons. Humorous, with a message. The real dragons are those within us that "keep us from doing our best. (gr.3-7)
- Holt, Isabella. The adventures of Rinaldo. Erik Blegvad, illus. Little, Brown, 1959. OP  
 A bedraggled knight bouncing from adventure to adventure makes for humorous reading.
- Hope-Simpson, Jacynth. A cavalcade of witches. Walck, n.d. OP
- Horwitz, Eliner Lander. The strange story of the frog who became a prince. Dell, 1976. pap. .95(0-440-48117-1)  
 A witch changes a frog into a prince but he wants to be a frog & her efforts to restore him delight audiences when this is done as a (easy 2-person) puppet show. (also available as a film)
- Hunter, Ilene. Simple folk instruments to make and play. Simon & Schuster, 1977. 10.95(0-671-22446-8)  
 Fantastic collection, arranged by type of instrument. Each section ends with a few quick & simple ones.
- Hyman, Trina Schart. The sleeping beauty. Little, Brown, 1977. 7.95(0-316-38702-9)  
 This favorite fairy tale comes to life with Hyman's rich, detailed illustrations. (gr.1 up)
- Ishii, Momoko. Issun boshi, the inchling; and old tale of Japan. Walker, n.d. OP  
 Miniature Inchling, with his soup bowl hat, chopstick walking stick and needle sword, has many adventures on his trip to the city, finally defeating three demons with his needle.
- Jeschke, Susan. Firerose Holt, Rinehart & Winston, 1974. OP  
 Zora the fortuneteller finds on her doorstep a baby girl, perfect in every way except that she breathes fire and has a dragon tail. "Agh - a problem," says Zora. How she finally solves this problem makes a warm & funny story. Wonderful illustrations.
- Johnsgard, Paul A. Dragons and unicorns: a natural history. St. Martins, 1982. 9.95(0-312-21895-8)  
 Written for adults but of great use to programmers for background information & inspiration - it believes in dragons & unicorns. Straightforward, carefully researched popularizing of the scientific facts. Whimsical, but well-based in literature and folklore, with a great bibliography.
- Johnson, Crockett. A picture for Harold's room. Harper-Row, 1960. 7.64(0-06-023005-3); PLB 8.89(0-06-023006-1)  
 Harold uses his magic crayon to draw his way into, and out of, adventures. Any of the Harold books fit.
- Johnson, Elizabeth. Stuck with luck. Little, Brown, 1967. OP  
 A young American, Tom Swenson, is entertained & pu-upon by Magruder McGillicuddy O'Toole, a misplaced and very grouchy leprechaun. Some hilarious sections.
- Johnson, Mary Parke. The Keris emerald. Scribners, 1970. OP  
 In classic quest style, Patushka's search for a legendary emerald leads to a change in values.
- Jones, Beryl M. From the enchanted harp. St. Martins, 1976. OP  
 Stories told by an enchanted harp that can recite tales and play tunes by itself.
- Juster, Norton. The phantom tollbooth. Random, 1961. pap. 2.95(0-394-802199-8)  
 Milo travels through the phantom tollbooth to a strange land. (gr.5 up)
- Keats, Ezra Jack. Dreams. Macmillan, 1978. pap. 2.50(0-02-044060-X)  
 A boy's paper mouse chases off a dog threatening a cat. Or was it a dream? (ps-2)
- Kellogg, Steven. The mystery of the magic green ball. Dial, 1978. 7.95(0-8037-6214-3); PLB 7.89(0-8037-6215-1); pap. 2.25(0-8037-6216-X)  
 Timmy's green ball had been lost for a long time, but then it turned up in the Mystery Gypsy's tent being used as a magic fortune-telling ball. (ps-2)



\_\_\_\_\_. Ralph's secret weapon. Dial, 1983. 10.63(0-8037-7086-3); PLB 10.89(0-8037-7087-1)  
Ralph needs a secret weapon to deal with the sea serpent. (gr.1-3)



\_\_\_\_\_. The wicked kings of Bloon. Prentice-Hall, 1970. OP  
The peaceful kingdom of Bloon is divided into enemy kingdoms ruled by twin brothers.



Kemp, Gene, ed. Ducks and dragons: poems for children. Faber & Faber, 1980. 8.95(0-571-11523-3)  
Includes: Jabberwocky; A Small Dragon; Steam Shovel (an iron dinosaur); The Dragon of Wantley; The Lambton Worm; Aedh Wishes for the Cloths of Heaven. (gr.2-5)



Kennedy, Richard. The blue stone. Holiday, 1976. 8.95(0-8234-0283-5)  
A blue stone which seems to have fallen from the sky causes a farmer & his wife some problems until they learn to use its power carefully. Dialogue is wonderful; would make a great 2-person book talk. (gr.4-6)



Kent, Jack. The once-upon-a-time dragon. Harcourt, Brace, Jovanovich, 1982. 10.95(0-15-257885-4)  
Sam is a dragon who loves bedtime stories, especially those with dragons. Then he takes a body building course that advertises: "Be the man you want to become." And his whole life changes. (ps-3)



\_\_\_\_\_. There's no such thing as a dragon. Western, 1975. PLB 6.08(0-307-62525-7); pap. 1.25(0-307-11841-X)  
Billy & his mother ignore the dragon in their house as it grows larger & larger & finally walks around town with their house on its back. When they finally stop ignoring it, the dragon shrinks back to the size of a kitten. Funny. (k-2)



\_\_\_\_\_. The wizard of Wallaby Wallow. Parents, 1971. OP  
Mouse, tired of being a mouse, visits the wizard hoping for a spell to change him into something else.



Kimmel, Margaret Mary. Magic in the mist. Trina Schart Hyman, illus. Atheneum, 1975. 5.95(0-689-50026-2)  
Thomas studies hard to be a wizard, but with little success, until the day of the dragon. An enchanting, lyrical story perfect for telling. (ps-3)



King-Smith, Dick. Pigs might fly. Viking, 1982. 10.95(0-670-55506-1)  
Daggie Dogfoot seemed just an ordinary pig until it was discovered that he could swim & fly. (gr.3-7)

Kinser, Charleen. Sewing sculpture: sewn art in three dimensions. M. Evans, 1977. 12.50(0-87131-215-8); pap. 6.95(0-87131-236-0)  
This adult book has a wonderful (albeit hard to make) 3-headed ogre costume (pg. 104).

Klein, Norma. Dinosaur's housewarming party. Crown, 1974. 5.95(0-517-51692-6)  
A gentle little story about all the lovely presents Dinosaur's friends brought. (k-3)

Knonzek, Allan Zola. The secrets of Alkazar. Four Winds, 1980. 9.95(0-590-07425-3)  
Fantastic manual on the art of magic. While detailing several good tricks, it emphasizes the techniques that turn tricks into magic. (gr.5 up)



Koch, John R. A knight named Rodney. Hale, 1967. OP  
A scullery boy makes a suit of armor out of pots & pans & challenges the Terrible Red Knight.

Koenig, Alma Johanna. Gudrun. Lothrop, Lee & Shepard, 1979. 9.95(0-688-41899-6); PLB 9.55(0-688-51899-0)  
Prose retelling of a 13th century poem. A beautiful princess at birth receives 3 magical gifts. (gr.7 up)

Konigsburg, E.L. Dragon in the ghetto caper. Atheneum, 1974. 8.95(0-689-30410-2)  
Andy draws dragons but really wants to be a famous, tough, cool detective. (gr.4-6)

Krahn, Fernando. The creepy thing. Clarion, 1982. 8.95(0-89919-099-5)  
A little boy goes fishing & catches a strange, green, creepy thing. Wordless. (ps-3)

\_\_\_\_\_. The mystery of the giant's footsteps. Dutton, 1977. 6.95(0-525-35595-2)  
What sort of creature leaves enormous 4-toed footprints? Wordless. (ps-1)

\_\_\_\_\_. The secret in the dungeon. Houghton-Mifflin, 1983. 9.95(0-89919-148-7)  
Taking a castle tour with her parents, a girl wanders off & ends up in the dungeon - on the stomach of a very large sleeping dragon. Wordless. (ps-3)















Kraus, Robert. Pip Squeak, mouse in shining armor. Windmill, 1971. OP  
Pip Squeak saves the day (& 7 knights) from a dragon who's afraid of mice.

Krauss, Ruth. The carrot seed. Harper-Row, 1945. 6.68(0-06-023350-8); PLB 7.89(0-06-023351-6); Scholastic pap. 1.25(0-590-00386-0, School pap.); HarpJ, 1982 3.79(0-06-029801-4)  
The little boy had been told that nothing would come up but a big carrot finally did. (k-3)



Krensky, Stephen. Castles in the air, and other tales. Atheneum, 1979. 6.95(0-689-30684-9)  
Five funny, original tales woven around clichés. Title story involves magic & castles. (gr.4-6)



- . The dragon circle. Atheneum, 1977. 6.95(0-689-30588-5)  
5 American children & their father use magic to defeat mean, treasure-hoarding dragons. (gr.4-6)
- Kroll, Steven. Fat magic. Tomie de Paola, illus. Holiday, 1978. PLB 7.95(0-8234-0327-0)  
Prince Timothy would rather think about dessert than study his magic lessons, so Magician Edgar tries to teach him a lesson by putting a fat spell on him. The story ends with a thin, but unrepentant, Prince. (ps-2)
-  Kumin, Maxine. Sebastian & the dragon. Hale, 1964. OP  
Little Sebastian sets off with covered wagon, map & water pistol to capture a dragon.
-  ----- . The wizard's tears. Evaline Ness, illus. McGraw-Hill, 1975. PLB 7.95(0-07-035637-8)  
The town gets a new, very young wizard to cure chicken pox & find missing cows. (gr.4-6)
-  Kushner, Donn. The violin maker's gift. Farrar, Straus, Giroux, 1982. 9.95(0-374-38155-0)  
A folk tale about a bird who could speak & tell the future. Canadian award winner.
-  Kuskin, Karla. Dogs & dragons, trees & dreams; a collections of poems by Karla Kuskin. Harper-Row, 1980. 9.57(0-06-023543-8); PLB 9.89(0-06-023544-6)  
Promotes idea of writing poetry. "The Gold-Tinted Dragon" & untitled dragon riddle. (gr.1-6)
- Langton, Jane. The fledgling. Harper-Row, 1980. 8.95(0-06-023678-7); PLB 8.89(0-06-023679-5); pap. 2.95(0-06-440121-9)  
Bittersweet fantasy of learning to fly - taught by a Goose Prince. Newbery Honor Book. (gr.5 up)
-  Laurence, Ester Hauser. We're off to catch a dragon. Abingdon, 1969. OP  
Illustrated song with 8 choruses.
- Laurin, Anne. Perfect crane. Harper-Row, 1981. 8.95(0-06-023743-0); PLB(0-06-023744-9)  
Japanese magician Gami was lonely till he made a perfect paper crane & breathed life into it. (gr.1-4)
- Leach, Maria. The luck book. Dell, 1979. pap. 1.50(0-440-45103-5)  
All about luck: short stories, sayings, prescriptions & proscriptions. (gr.3 up)
-  ----- . Riddle me, riddle me, ree. Viking, 1979. pap. 1.25(0-670-59762-7); Penguin pap. 1.50(0-14-030960-8)  
Riddles from all over the world. (gr.3 up)
-  Le Cain, Errol. The twelve dancing princesses. Viking, 1978. 9.95(0-670-73358-X); Penguin, 1981. pap. 2.95(0-14-050322-6)  
Opulent illustrations. Grimm's tale of a poor soldier & the mystery of 12 princesses with wornout shoes.
-  Lester, Helen. The wizard, the fairy and the magic chicken. Houghton-Mifflin, 1983. 9.95(0-395-33885-9)  
All three are fiercely jealous of each other & try to outdo each other in conjuring. But the monsters they conjure are interested in eating magicians.
- Lewis, C.S. The chronicles of Narnia. Macmillan, 1970. 13.95(0-685-38343-1)  
(7 book, boxed set.) Classic quest series. In Voyage of the Dawn Treader boy turns into dragon. (gr.5 up)
- Lewis, Shari. Folding paper puppets. Stein & Day, 1977. pap. 4.95(0-8128-1950-0)  
Good instructions for origami figures that could be used as simple puppets.
- . Secrets, signs, signals & codes. Holt, Rinehart & Winston, 1980. 6.95(0-03-049711-6); pap. 3.95(0-03-049716-7)  
Fingerprinting, mind-reading tricks, trail-marking, secret languages & messages, & more. (gr.3-6)
-  Lexau, Joan M. Everyday a dragon. Harper-Row 1967. OP  
A small boy pretends that his father is a dragon.
-  Lines, Kathlen. Faber storybook. Transatlantic, 1967. 8.95(0-571-04359-3)  
Contains Storr's "The Riddlemaster". (gr.k-3)
-  Lionni, Leo. Alexander and the windup mouse. Pantheon, 1969. PLB 6.99(0-394-90414-3)  
Alexander searches for magic so he can be a loved toy like his friend Willy, a wind-up mouse. (k-3)
- Littell, Robert. Gaston's ghastly green thumb. Cowles, 1969. OP  
Gaston always used his thumb as a fork-loader until vegetable plants grew out of his thumb.
- Lurin, Alison. Fabulous beasts. Farrar, Straus, Giroux, 1981. 9.95(0-374-32242-2)  
One page story/descriptions, each with a facing painting of the creature.
-  Lobel, Anita. The troll music. Harper-Row, 1966. PLB 9.85(0-06-023930-1)  
A group of talented musicians play beautiful music until an angry troll casts a spell on them. (ps-3)





Lobel, Arnold. Prince Bertram the bad. Harper-Row., 1963. PLB 10.89(0-06-023976-X)

Prince Bertram is the meanest little boy in the kingdom. One day he hits a large, long-nosed black bird with a stone, but it was really an angry witch who turns him into a small, scaly dragon. (k-3)



Luenn, Nancy. The dragon kite. Michael Hague, illus. Harcourt, Brace, Jovanovich, 1982. 12.95(0-15-224196-5);pap 5.95(0-15-224197-3)

Ishikawa builds a magnificent dragon kite & uses it to steal a pair of golden dolphins from the Shogun's castle, then sets the kite free. Later the captured thief is saved by the kite, now a real dragon. (gr.5-9)

Lurin, Alison. Fabulous beasts. Farrar, Straus, Giroux, 1981. 9.95(0-374-32242-2)

One page story/descriptions, each with a facing painting of the creature.



Macaulay, David. Castle. Houghton-Mifflin, 1977. 10.95(0-395-25784-0);pap. 5.95(0-395-32920-5)

Meticulous drawing make the building of a 13th century castle by medieval artisans come alive.

McCaffrey, Anne. Dragon riders of Pern series

Beautifully crafted stories of both miniature & full sized dragons & their telepathically-linked riders. This very popular series remains in print. Booktalk it to your oldest group.



McClenathan, Louise. My mother sends her wisdom. Morrow, 1979. 8.75(0-688-22193-9);PLB 8.40(0-688-32193-3)

Based on a true story from pre-revolutionary Russia. A poor widow outsmarts a greedy moneylender through the clever use of riddles. (k-3)

McCoy, Elin. The incredible year-round play book. Random, 1979. 3.95(0-394-83564-6);PLB 5.99(0-394-93564-0)

Lots of projects, including self-propelled boats (could be made to look like dragon boats).



McDermott, Gerald. The stonecutter, a Japanese folk tale. Viking, 1975. PLB 9.95(0-670-67074-X);Penguin, 1978 pap. 3.50(0-14-050289-0)

Stonecutter's wishes to become greater are granted, from prince to sun to cloud to mountain, then he feels the stonecutter at the base of the mountain. (Also available as a film.) (gr.1-3)

MacDonald, George. The golden key. Farrar, Straud, Giroux, 1976. 5.95(0-374-32706-8)

Mossy & Tangle travel through life together in search of the door to the golden key. (gr.4 up)

———. The light princess. Farrar, Straus, Giroux, 1977. 5.95(0-374-34455-8)

Under a strange spell, the princess has no weight & floats on the air like a feather. (gr.4 up)



McGovern, Ann. Half a kingdom. Scholastic, 1977. pap 1.75(0-590-05373-6);pap bk&rec. 2.95(0-590-20606-0);Warne 6.95(0-7232-6137-7)

A young peasant girl seaches for Prince Lini and a reward of half a kingdom. (ps-3)



McGowen, Tom Dragon stew. Trina Shart Hyman, illus. Follett, 1969. OP

King Chubby finally gets to try his cook's famous dragon stew, only to discover that the secret is that it can only be cooked by a dragon. (Available as a film.)

———. Encyclopedia of legendary creatures. Rand McNally, 1981. 8.95(0-528-82402-3); PLB 8.97(0-528-80074-4)

Cross-section of monsters & supernatural beings from all over the world. (gr.5 up)

McHargue, Georgess. The beasts of never, a history natural & unnatural of monsters mythical & magical. Bobbs-Merrill, 1968. OP

Limited to "creatures that were plainly all-animal & in no way partly human." Mostly European.

———. The impossible people, a history natural & unnatural of beings terrible & wonderful. Holt, Rinehart & Winston, 1972. OP

Big & little people, faery folk, good & evil spirits, sea people & half-people.



McKee, David. Lord Rex; the lion who wished. Abelard-Schumann, 1973. OP

Lord Rex wishes for all the good features of other creatures, but when he has them all he looks so ridiculous that he roars with laughter & wishes himself back to normal.

McKillip, Patricia. Forgotten beasts of Eld. Atheneum, 1974. 9.95(0-689-30434-X)

Enchanting fantasy of mythical beasts and magic. (gr.5 up)

———. The riddlemaster of Hed. Atheneum, 1976. 8.95(0-689-30545-1)

Prince Morgan stakes his life on his riddling ability to win a crown from the dead Lord of Aum. (gr.6-12)


McKinley, Robin. The door in the hedge. Greenwillow, 1981. 8.95(0-688-00312-5)


Two original stories, plus two traditions ones told with great beauty: The Princess & the Frog; The Twelve Dancing Princesses. She has written other full-length novels based on fairy tales. (gr.7 up)





MacLachlan, Patricia. Tomorrow's wizard. Harper-Row, 1982. 9.13(0-06-024073-3);PLB 8.89(0-06-024074-1)


A wizard & his apprentice grant important & unimportant wishes, but the apprentice has the most important wish. (gr.4-6)

 McPhail, David. The magical drawings of Moony B. Finch. Doubleday, 1978. OP  
One day when Moony's drawings leap off the page and become real, the "just in case" eraser is as important as the eraser.

 Mahlmann, Lewis. Folk tale plays for puppets. Plays, 1980. 10.95(0-8238-0242-6)  
Baba Yaga; Ali Baba & the 40 Thieves; The Rabbit who wanted Red Wings; & 10 more.


 Mahlqvist, Stefan. I'll take care of the crocodiles. Atheneum, 1978. OP  
When Papa falls asleep in Eric's bed, bed, boy & father go into the picture on the wall for an adventure.


 Mahood, Kenneth. The laughing dragon. Scribner, 1970. OP  
Hojo the dragon loves to laugh, but it makes him flame & that leads to trouble & exile.

 Mahy, Margaret. The dragon of an ordinary family. Watts, 1969. OP  
Mr. Belsaki brings home a very unusual pet from the pet shop - a tiny dragon. It's included in Hoke's Dragons, dragons, dragons.

Manning, Rosemary. The dragon's quest. Doubleday, 1961. OP  
A dragon becomes one of King Arthur's knights. Companion books: Green Smoke & Dragon in Danger.

Manning-Sanders, Ruth. A book of dragons. Dutton, 1965. OP


 14 dragon tales, including: Stan Bolovan, The Yellow Dragon, The 13th Son of the King of Erin (a male Cinderella story with a glass boot), The Prince with the Golden Hand.

 ----- A book of giants. Dutton, 1963. OP  
18 tales from many different countries.

----- A book of monsters. Dutton, 1976. 8.95(0-525-26951-7)  
12 tales of monsters, kind-hearted, enchanted or nasty. (gr.2-6)


----- A book of sorcerers and spells. Dutton, 1974. OP


----- A book of wizards. Dutton, 1967. OP


 Number of good stories: "Aniello", about a boy whose magic hen helps him defeat 2 wizards; Aladdin; "Gold", where a farmer's greed almost destroys his good luck; "Jack & the Wizard", a Welsh tale of a wizard who seems to enjoy being bested by Jack; in "Rich Woman, Poor Woman" greed undoes a wish.


Marshall, Edward. Troll country. James Marshall, illus. Dial, 1980. PLB 6.89(0-8037-6211-9); pap. 1.95(0-8037-6210-0)


Easy-to-read tale of a little girl & her mother who both outwit a troll.


 Marzollo, Jean & Claudio. Robin of Bray. Dial, 1982. 8.89(0-8037-7332-3); pap. 3.75(0-8037-7329-3)  
Robin wants to use his new, & slowly developing, magic powers to help the Queen fight the evil trolls.  
Easy-to-read. (ps-3)


 Masey, Mary Lou. Branislav the dragon, a new tale of old Russia. McKay, 1967. OP  
A funny story about a pea ceful dragon who reluctantly kidnaps a maiden, who's glad to go.


 Massie, Dianne Redfield. The Komodo Dragon's jewels. Macmillan, 1975. 8.95(0-02-765200-9)  
The Komodo Dragon's adventures begin when, mistaken for a passenger, he boards a cruise ship. (gr.1-4)

 Mayer, Marianna. The unicorn and the lake. Dial, 1982. 11.95(0-8037-9337-5); PLB 11.89(0-8037-9338-3)  
A dramatic story of the unicorn & its powers. Lovely illustrations. (k up)


 Mayer, Mercer. Mrs. Beggs and the wizard. Four Winds, 1980. 8.95(0-590-07773-2)  
Z.P. Alabastium, wizard extraordinaire, turns Mrs. Beggs' boardinghouse upside-down. (ps-3)

 ----- The Queen always wanted to dance. Simon & Schuster, 1971. OP  
A proper & dignified king tries to stop his wife's singing & dancing by passing laws against it.

 ----- A special trick. Dial, 1970. pap. 1.75(0-8037-8103-2)  
After conjuring a Galaplop monster and devastating, and finally disappearing, the magician's tent, Elroy take the dictionary of spells home. Eventually he does find the spell to set things right. (k-3)

 ----- Terrible troll. Dial, 1968. 7.95(0-8037-8620-4); PLB 7.45(0-8037-8621-2); 1981 pap. 2.75(0-8037-8636-0)

A boy's amusing daydream about living a thousand years ago as a knight's squire, with dragons & trolls to contend with. Adapted version in March 1983 issue of Cricket magazine. (k-3)

 ----- There's a nightmare in my closet. Dial, 1968. 9.95(0-8037-8682-4); PLB 7.45(0-8037-8683-2); a976 pap. 3.50(0-8037-8574-7)  
The boy decides one night to get rid of the closet nightmare "once & for all". (ps-3)

Mayne, William. William Mayne's book of giants. Dutton, 1969. OP

Stories about giants, evil & well-meaning, edited by a man who feels "there is something isolated and sad about being a giant".

Meddaugh, Susan. Beast. Houghton-Mifflin, 1981. 8.95(0-395-30349-4)

Is the big, furry beast from the forest dangerous? Can Anna save it? (k-3)

Minard, Rosemary. Long Meg. Pantheon, 1982. 8.99(0-394-84888-8); PLB (0-394-94888-2)

Meg, an innkeeper's daughter, pretends to be a boy & joins the British army for an invasion of France.



Moeri, Louise. The unicorn and the plow. Dutton, 1982. 8.95(0-525-45116-1)

The two oxen persuade the poor starving farmer to wait one more day before selling one & killing the other for food. (gr.2 up)



Montgomerie, Norah. To read and to tell. Arco, 1964. OP

Anthology of traditional & modern tales, including: Two of Everything (Mr. & Mrs. Hak-Tak & their magic pot), The Riddle-me-ree, The Woodcutter's Three Wishes, King Midas & the Touch of Gold.



Moore, Lilian. Something new begins: new & selected poems. Atheneum, 1982. 10.95(0-689-30818-3)

In "Lost & Found" a wizard places a lost ad for his loving pet & a terrified finder places a found ad. Great for tandem telling! A troll charges tolls to cross "Troll Bridge". (gr.3 up)

----- Spooky rhymes and riddles. Scholastic, 1973. pap. 1.50(0-590-09348-7)

Monsters, goblins, ghosts & witches, & a limerick about a popcorn-popping dragon. (k-3)



Morel, Eve. Fairy tales and fables. Gyo Fujikawa, illus. Grosset & Dunlap, 1970. OP

Nice, short tellings. "The Dragon & the Monkey" about the dragon trying to get a monkey heart for his wife has an effective picture of a Mandarin dragon. Also has The Golden Touch, Jack & the Beanstalk, & The Wonderful Porridge Pot.



Morgan, Violet. Sebastian and the dragon. Scroll Pr., 1968. OP

Sebastian sets out to kill the dragon that's threatening his small village in the Pyrenees, only to find that it's a timid beast that doesn't eat people because it "can't bear the taste." Endearing.



Mozart, Wolfgang A. The magic flute. Watts, 1970. OP

Mozart's musical drama brought to life with beautiful illustrations.



Muller, Romeo. Puff the magic dragon. Avon, 1979. pap. 2.95(0-380-45807-1)

Based on a TV special, this details Jackie Draper's travels with Puff to the land of Honah Lee. (k up)



Murphy, Shirley Rousseau. The pig who could conjure the wind. Atheneum, 1978. 6.95(0-689-30639-3)

When a demon puts a spell on her, the witch pig's great passion in life, flying, is endangered. (gr.2-5)

Myers, Walter Dean. The dragon takes a wife. Bobbs-Merrill, 1972. 7.95(0-672-51586-5)

Harry the dragon is a failure at fighting knights, but he can't get a wife until he can beat a knight. Mabel Mae, a hip fairy, tries to help with magic, but Harry still blows it. Try dramatized tandem telling. (gr.2-4)

Nesbit, E. The complete book of dragons. Macmillan, 1973. OP

Nine Edwardian dragon stories, eight of them with properly fierce dragons. "The Last of the Dragons" has a good strong heroine - good for telling or, perhaps, a puppet show.



Ness, Evaline. Sam, Bangs and moonshine. Holt, Rinehart & Winston, 1966. 6.95(0-03-012716-5); pap. 1.95(0-03-080111-7)

When Samantha's rich & lovely daydreams (moonshine) bring near-disaster to her friend Tom and her cat Bangs, she learns to draw a line between moonshine & reality. (also a film) (ps-2)



Newnham, Jack. Kites to make and fly. Penguin, 1977. pap. 2.25(0-14-049149-X)

Practical introduction with instructions for flat kites with tails, bowed kites without tails and box kites; also a light-weight, quickly-made kite with only one stick. (gr.2-7)



Nicklaus, Carol. Flying, gliding and whirling. Watts, 1981. PLB 8.90(0-531-04313-4)

All about kites, plus. (gr.1-3)



Norton, Mary. The borrowers. Harcourt, Brace, Jovanovich, 1952. 5.50(0-15-209987-5); pap. 2.95(0-15-209989-1)

A believable story about the little people who live in walls & under floors & "borrow" what they need from the rest of us. Have this whole series available (Afield, Aloft, Afloat). (gr.3 up)



Nye, Robert. Beowulf. Dell, 1982. pap. 1.95(0-686-85864-6)

The episode about the Firedrake is strikingly similar to Bilbo's adventure with Smaug in The Hobbit, but Beowulf's solution (sending bees into the dragon's belly) is unique. (gr.7 up)



Odor, Ruth Shannon. Learning about castles and palaces. Children's Press, 1982. 6.95(0-516-06537-8)

A look at some of the more famous castles of the world. (gr.2-6)



----- Learning about giants. Children's Press, 1981. PLB 9.25(0-516-06534-3)  
Real & imaginary giants, with stories from the Bible, mythology, folklore & literature. (gr.2-6)



Olney, Ross. Better kite flying for boys and girls. Dodd, 1980. PLB 5.95(0-396-07853-2)

Oram, Hiawyn. Skittlewonder and the wizard. Dial, 1980. 7.95(0-8037-7833-3); PLB 7.45(0-8037-7834-1)  
Prince Skittlewonder loses a game with a wicked wizard, then must learn that wizard's name or be turned into a set of skittles. (ps-3)



Palmer, Robin. Centaurs, sirens and other classical creatures. Walck, 1969. OP  
Wondrous creatures from the tales of Greeks & Romans.



Palmer, Robin. Dragon, unicorns and other magical beasts. Walck, 1966. OP  
Dictionary of magical beasts and their legends. Includes "The Terrible-Tempered Dragon", a version of the Chinese Chien Tang story, also in Hoke's Dragons, dragons, dragons.



Parish, Peggy. Key to the treasure. Dell, 1980. pap. 1.50(0-440-4438-1)  
Kids uncover clues to a long-lost treasure. (k-6)

Parker, Edgar. The enchantress. Pantheon, 1960. OP  
The beautiful but hardhearted Princess was also an enchantress. Then she loses her heart to a very persistent knight trying to accomplish the impossible tasks she sets every suitor.



Parker, Nancy Winslow. The crocodile under Louis Finneberg's bed. Dodd, 1978. 6.95(0-396-07542-8)  
When Louis Finneberg's crocodile grew too large to fit under his bed, his mother told him to get rid of it. Soon after that Louis disappeared and the crocodile mysteriously began to speak. (ps-3)



Payne, Joan Balfour. Pangur Ban. Hastings House, 1966. 6.95(0-8038-5693-8)  
Inspired by a 9th century Gaelic poem, this is the story of an adventurous cat. (gr.2-4)

Peet, Bill. How Droofus the dragon lost his head. Houghton-Mifflin, 1971. 8.95(0-395-15085-X)  
Droofus is unhappy and bored until he finds work on a farm.



Peterson, John. The Littles. Scholastic, 1970. pap. 1.50(0-590-02382-9)  
Another series about miniature people. These are 6" tall and have tails. Similar to the Borrowers (by Norton) and easier reading, but not as well crafted. (gr.4-6)

Phillips, Louis. The upside down riddle book. Lothro, 1982. 8.00(0-688-00931-X); PLB 7.63(0-688-00932-8)  
Collection of riddles with answers provided in upside down pictures. (k up)

Pinkwater, Manus. Wizard crystal. Dodd, 1973. OP  
A magic crystal at the bottom of the pond helps keep the frogs happy till a wizard takes it.

Platts, Mary E. Craft: a handbook for classroom ideas to motivate the teaching of intermediate art. Educational Serv., 1977. (not in BIP)  
Variety of creative ideas. Has instructions for both clay & cardboard castles.



Pomerantz, Charlotte. The Princess & the Admiral. Addison-Wesley, 1974. OP  
Princess Mat Mat cleverly defends her tiny kingdom from invading warships. (gr.3-6)



Prelutsky, Jack. Nightmares: poems to trouble your sleep. Arnold Lobel, illus. Greenwillow, 1976. 9.95(0-688-80053-X); PLB 9.55(0-688-84053-1)  
Ogres, witches, trolls, vampires, werewolves, wizards, ghouls, & "The Dragon of Death." (gr.3 up)



----- The Sheriff of Rottenshot. Greenwillow, 1982. 8.00(0-688-00205-6); PLB 7.63(0-688-00198-X)  
Funny poems & pictures. Note: "The Court Jester's Last Report to the King". (k-3)



----- The Snopp on the sidewalk and other poems. Greenwillow, 1977. PLB 8.59(0-688-84084-1)  
Illustrated poems about peculiar creatures that have been, up to now, unknown by man.

















Pyle, Howard. The story of King Arthur and his knights. Dover, 1965. pap. 4.95(0-486-21445-1)  
A classic rendition, in word & picture, of the Arthurian legend. Other editions in print. (gr.7-9)

















Rasmussen, Richard Michael. The kid's encyclopedia of things to make and do. Oak Tree Pubns., 1981. pap. 14.95(0-916392-71-6)  
An A to Z encyclopedia. Of special interest: musical instruments, jewelry, Chinese New Year dragon, circus, & dinosaur art & fossils. (gr.4-10)

Rawson, Christopher. Dragons, giants & witches. Usborne, 1979. (not in BIP)  
Lots of easy to read tales with colorful cartoon-like drawings.



Reeves, James. The blackbird in the lilac. Oxford, 1952. OP  
"The Ceremonial Band"; this poem about the sounds of the king's orchestra is also in The Poetry Troupe.

-  Rey, H.A. Find the constellations. Houghton-Mifflin, 1976. pap. 5.95(0-395-24418-8)  
Fascinating book - takes the reader step-by-step through the process of finding constellations. (gr.3-7)
- , The stars: a new way to see them. Houghton-Mifflin, 1967. 11.95(0-395-08121-1)  
Complete guide to the stars, readable & with many diagrams. (gr.8 up)
-  Ritchie, Alice. The treasure of Li-Po. Harcourt, Brace, Jovanovich, 1949. 4.50(0-15-290158-2)  
Title story is a touching one of the results of generosity. Includes "Two of Everything." (gr.4-6)
- Romine, Carrie. Ready to teach craft activities for the elementary school. Parker, 1975. (not in BIP)  
Has a treasure chest.
-  Rose, Ann. Akimba and the magic cow. Scholastic, 1976. OP  
Poor Akimba gets a magic cow that gives gold coins instead of milk.
- Ross, Eulalie. S. The lost half-hour: a collection of stories. Harcourt, Brace, World, 1963. OP  
Basic storytelling source, with several tales with magic. Title story has a dragon defeated when the hero hurls a "lost temper" into its mouth.
- Roy, Cal. What every young wizard should know. Astor-Honor, 1963. 5.95(0-8392-3043-5)  
Rhyming spells for wizards; intro to some mythical beasts. (gr.2 up)
- Roy, Ron. What has ten legs and eats corn flakes? Houghton-Mifflin, 1982. 9.25(0-89919-119-3)  
Unusual pets and how to care for them. Note: the chameleon, a "living dragon". (ps-3)
-  Ruskin, John. The king of the golden river. Greenwillow, 1978. 11.25(0-688-80122-6); PLB 10.80(0-688-84122-8)  
The youngest of 3 brothers, Gluck through simple kindness regains the treasure lost by his cruel brothers. (gr.7-9)
-  Sadler, Catherine Edwards. Treasure Mountain. Atheneum, 1982. 9.95(0-689-30941-4)  
Beautifully written & illustrated; folktales from Southern China.
-  Sargent, Sarah. Weird Henry Berg. Crown, 1980. 7.95(0-517-54137-8); Dell, 1981. pap. 1.75(0-440-49346-3)  
An encounter with dragons changes the lives of an old lady and underachiever Henry Berg. (gr.4-6)
-  Sarnoff, June. What? A riddle book. Scribners, 1974. 9.95(0-684-13911-1); pap. 4.95(0-684-15273-8)  
500 riddles with illustrations; some riddles in code. (gr.1 up)
- Sattler, Helen Roney. Dinosaurs of North America. Lothrop, 1981. 11.95(0-688-51952-0)  
Comprehensive survey of 80 different dinosaurs. Beautiful: have for dinosaur program. (gr.2 up)
- , Kitchen carton crafts. Lothrop, 1970. PLB 8.59(0-688-51133-3)  
Has instructions for a "Red Dragon" made of cardboard tubes. (gr.4-6)
-  Saunders, Susan. Wales' tale. Viking, 1980. 8.95(0-670-74870-6)  
The talking donkey is really an enchanted prince. (k-3)
-  Sayles, E.B. Fantasies of gold. U. of Arizona, 1968. OP  
How legends of treasure have come into being, by an archaeologist.
-  Schubert, Ingrid & Dieter. There's a crocodile under my bed! McGraw-Hill, 1980. OP  
A little girl romps with a crocodile; they make a toy crocodile out of egg cartons.
-  Schwartz, Alvin. Kicklesnifters and other fearsome critters. Bantam, 1978. pap. 1.25(0-553-15027-8)  
Strange creatures from American folklore. (gr.4-6)
-  Scism, Carol K. The wizard of Walnut Street. Dial, 1973. 4.95(0-8037-3533-2)  
John is set up as a wizard with a magic wishing well, which he knows isn't really magic, but somehow it works, so John makes a big wish for himself. (gr.1-4)
- Selden, George. The genie of Sutton Place. Farrar, Straus & Giroux, 1973. 8.95(0-374-32527-8)  
Abdullah the Genie makes a boy's summer a very special, magical time. (gr.4 up)
- Sendak, Maurice. Outside over there. Harper-Row, 1981. 14.38(0-06-025523-4); PLB 14.89(0-06-025524-2)  
A girl goes to rescue her baby sister, stolen by the goblins. Caldecott Honor Book. (k up)
-  -----, Where the wild things are. Harper-Row, 1963. 10.53(0-06-025520-X); PLB 10.89(0-06-025521-8)  
Max dons his wolf suit and sets off on a quest for wild things. (k-3)
- Severn, Bill. 50 ways to have fun with old newspapers. McKay, 1978. OP
-  Shannon, George. Lizard's song. Jose Aruego, illus. Greenwillow, 1981. 9.95(0-688-80310-5); PLB 9.55(0-688-84310-7)  
Lizard makes up a song about his home - rock. Bear tries to learn it but fails, till he makes it fit himself. Includes the music. (k-3)

-  Shaw, Charles. It looked like spilt milk. Harper-Row. PLB 9.89(0-06-025565-X)  
Different shapes looked like different objects. What were the shapes? (ps-1)
-  Shulevitz, Uri. One Monday morning. Scribners, 1967. 8.95(0-684-13195-1); pap. .79(0-684-17412-X)  
Royalty comes one morning to visit a little boy in his city apartment, but he's not there. Each morning they return, adding one more to their number. (k-3)
-  ————. The treasure. Farrar, Straus, Giroux, 1978. 8.95(0-374-37740-5)  
A dream sends Isaac to the city for treasure. another man's dream sends him back home where he uncovers the treasure - under his own stove. (ps-6)
- Silvestein, Shel. A light in the attic. Harper-Row, 1981. 12.45(0-06-025673-7); PLB 12.89(0-06-025674-5)  
Great poems to add a light touch to your program. The Dragon of Grindly Grun, and Squishy Touch (a jello "Midas touch").
-  ————. Where the sidewalk ends. Harper-Row, 1974. 12.45(0-06-025667-2); PLB 12.89(0-06-025668-0)  
Lester, and Fishing - both about wishing. (k-3)
-  Simon, Seymour. Look to the night sky: an introduction to star watching. Puffin, 1979. pap. 3.50(0-14-049185-6)  
Emphasizes understanding what you see, without sophisticated or expensive equipment. (gr5-12)
- Smith, Moyne R. 7 plays and how to produce them. Walck, 1968. OP  
Includes "Chop-Chin and the Golden Dragon."
-  Snyder, Zilpha Keatley. The princess and the giants. Atheneum, 1973. 5.25(0-689-30102-0)  
A girl's daydreams of life as a princess harrassed by giants (adults.) (k-3)
-  Sobol, Donald. Greta the strong. Trina Schart Hyman, illus. Follett, 1970. OP  
In the grand tradition of King Arthur stories, Greta becomes a knight-errant in quest of Excalibur.
-  Stallman, Birdie. Learning about dragons. Children's Pr., 1980. 9.25(0-516-06531-9); pap. 3.95(0-516-46531-7)  
/Dragon lore from many lands, just in case "you do meet a dragon..." (gr2-6)
-  Steig, William. The amazing bone. Farrar, Straus, Giroux, 1976. 7.95(0-374-30248-0); pap. 2.95(0-14-050247-5)  
A magic bone saves Pearl, a sweet young pi g, from being fox's supper. (gr.1-3)
-  ————. Caleb and Kate. Farrar, Straus, Giroux, 1977. 7.95(0-374-31016-5); Scholastic, 1979. pap. 1.95(0-590-12079-4)  
Caleb, turned into a dog by a witch, can't tell his lonely wife that he is her missing husband. (ps-3)
-  ————. Gorky rises. Farrar, Straus, Giroux, 1980. 10.95(0-374-32752-1)  
Young frog Gorky mixes up a magic potion that takes him high in the sky for an exciting and sometimes frightening adventure.
- . Roland, the minstrel pig. Harper-Row, 1968. 9.75(0-06-025761-X); PLB 10.89(0-06-025762-8)
-  ————. Sylvester and the magic pebble. Simon & Schuster, 1969. pap. 3.95(0-671-96022-2)  
Sylvester finds a magic pebble, turns himself into a rock & can't change back. Caldecott.
-  ————. Tiffky Doofky Farrar, Straus, Giroux, 1978, 7.95(0-374-37542-9)  
It's a good-fortune day for Tiffky Doofky till a witch interferes and almost keeps him from meeting his true love. (ps-3)
-  Storr, Catherine. The adventures of Polly and the wolf. Macrae Smith, 1957. OP  
Great stories, especially for puppets or tandem telling. "Riddlemaster."
- Sunset Editors. Children's crafts. Sunset-Lane, 1976. pap. 3.95(0-376-04124-2)  
Full of good ideas. Sand castles, paper mache animals. masks, castles, tissue paper bracelets.
-  Tashjian, Virginia A. With a deep sea smile. Little, Brown., 1974. 6.95(0-316-83216-2)  
Collection of stories, songs, poems, riddles & finger plays all ideal for story hour. Note: "The King with the Terrible Temper" - a participation story. (gr.1-3)
- Temko, . Paper capers. Scholastic, 1975. pap. 1.50(0-590-09938-8)  
Double headed dragons and ridge-backed alligators.
- Thane, Adele. Plays from famous stories and fairy tales. Plays, 1975. 12.95(0-8238-0060-1)  
Includes: The 3 Wishes, Aladdin & His Wonderful Lamp, 12 Dancing Princesses, Reluctant Dragon.
-  Thayer, Jane. The popcorn dragon. Morrow, 1953. PLB 7.20(0-688-31630-1)  
In trouble with his friends because of too much smoke, baby dragon Dexter redeems himself by popping a field of corn. (ps-3)





Thiebault, Andre. Kites and other wind machines. Sterling, 1982. 9.95(0-8069-5465-5)

From the basics to far beyond. A bonanza for kite lovers, with some very simple kites that can be made in minutes with just a piece of paper, some straight pins and string.

Timm, Dr. Stephen A. The dragon and the mouse. Touchstone, 1981. 4.95(0-939-72801-X)

The first of a series of books about a dragon and a mouse that live together, their disagreements and compromises. Good, clear illustrations.



Titus, Eve. The two stonecutters. Doubleday, 1967. OP

Like McDermott's The Stonecutter, but this one has a younger brother who uses his wish to turn older brother back into a man.



Tobias, Tobi. Jane, wishing. Trina Schart Hyman, illus. Viking, 1977. 8.95(0-670-40565-5)

Jane is always wishing to be something else, some one more romantic.

Tolkien, J.R.R. Farmer Giles of Ham. Houghton-Mifflin, 1978. pap. 4.95(0-395-26799-4)

A farmer catches a horrendous, ravaging dragon and uses it to humble an overbearing king.

-----, Tolkien. (a boxed set) Ballantine, 1982. pap. 10.00(0-345-27493-8)

Paperback copies of The Hobbit, The Fellowship of the Ring, Two Towers, and Return of the King. The Hobbit is a classic quest story, with loads of adventure, intrigue, treasure, danger and humor. Several sections are ideal for booktalking. Try the scene between Bilbo and Gollum with puppets; tandem storytell Bilbo's visit to Smaug, the magnificent, terrible dragon. Have the other volumes on hand for those good readers who fall in love with Tolkien.

-----, The Tolkien Reader OP

Now out of print, much of this is included in the other Tolkien books listed.

Tolstoy, Alexie. The great big enormous turnip. Helen Oxenbury, illus. Watts, 1968.

Ingenuous illustrations for this traditional cumulative tale.



Tripp, Wallace. Sir Toby Jingle's Beastly Journey. Coward, McCann & Geoghegan, 1976. OP

A soon-to-retire knight must figure out a way to protect the kingdom from dangerous griffins, bears, dragons & ogres. His solution makes an amusing story.



Turkle, Brinton. Do not open. Dutton, 1981. 11.50(0-525-28785-X)

The beachcombing Miss Moody manages to outwit an evil genie.



Ungerer, Tomi. The Mellops go spelunking. Harper-Row, 1963. OP

Father pig & his sons explore caves, finding cave paintings & other remnants of the past & capturing a gang of perfume smugglers.



Van Allsburg, Chris. Jumanji Houghton-Mifflin, 1981. 10.95(0-395-30448-2)

Caldecott Medal. Brother & sister find a game that sends them on a bizarre adventure that can only be ended by finishing the game.



Van Woerkom, Dorothy. Alexandra the rock eater. Knopf, 1978. 6.95(0-394-83536-0); PLB 7.99(0-394-93536-5)

To find food for her 100 children, Alexandra sets off on a quest that involves her with a young dragon & his mother. Using her wits, Alexandra ends up with sacks of gold plus enough livestock to feed her hungry babies. Great dramatic possibilities. (k-3)

Villiard, Paul. Jewelry making. Doubleday, 1973. OP

A beginner's guide to making simple jewelry.

Waber, Bernard. Lyle, Lyle, crocodile. Houghton-Mifflin, 1965. 8.95(0-395-16995-X)

Lyle's life with the Primm family is disrupted by mean Mr. Grumps, who gets him sent to the zoo. The first of a series of books about lovable Lyle. (k-3)

Wahl, Jan. Drakestail. Greenwillow, 1978. 5.95(0-688-80126-9); PLB 5.71(0-688-84126-0)

In his quest to get back some money from the King, Drakestail enlists help from Fox, Lady Ladder, Madam River, and General Waspnest. (gr.1-4)



Walther, Tom. Make mine music. Little, 1981. 9.95(0-316-92111-4); pap 5.95(0-316-92111-2)

Good general intro to principles of sound and music plus instructions for making a wide variety of instruments. (gr.3 up)



Weger, Ron. Sky dragon Greenwillow, 1982. 9.00(0-688-01144-6); PLB 8.59(0-688-01146-2)

Children finding animal shapes in the clouds, when a dark forbidding dragon form appears. Next day they decide to build a dragon out of snow. (ps-3)



Weil, Lisl. The sorcerer's apprentice. Little, Brown, 1962. OP

Her drawings are matched to Paul Dukas' musical composition of this apprentice who tries his master's spell for fetching water without knowing the spell for stop.

Wiesner, William. Hansel and Gretel: a shadow puppet picture book. Seabury, 1971. OP  
Includes instructions on how to do the shadow puppet show yourself.

----- . Magic tales and magic tricks. Scribner, 1974. 4.95(0-684-13721-6)  
Short folktales and easy tricks. (gr.2-6)



Williams, Jay. A bag full of nothing. Parents, 1974. OP  
Tip finds a paper bag that he is sure is full of magic.



----- . Everyone knows what a dragon looks like. Mercer Mayer, illus. Four Winds, 1976.  
9.95(0-590-07284-6); pap 5.95(0-590-07751-1) Scholastic.

Or do they? When the townspeople of Wu prayed to the Great Cloud Dragon to protect them from the wild horsemen of the north, only Han, the poor gatekeeper welcomed the small, fat man who was really the dragon. (gr.k-3)



----- . The practical princess. Parents, 1969. OP

Princess Bedelia was not only gifted with beauty and grace, but also with common sense, which she used to slay a dragon, outwit an evil lord and rescue an enchanted prince. Abbreviated version in May 1982 issue of Cricket.



----- . School for sillies. Parents, 1962. OP

The king thought he was the smartest man in the kingdom, but learned instead that he was as big a fool as any.



----- . The silver whistle Parents, 1971. OP

Prudence finds the magic whistle very helpful as she makes her way in the world, using it and her own common sense to win the heart of the handsome prince.



----- . The water of life. Four Winds, 1980. 8.95(0-590-0753-0-6)

Pilchard, a kind, helpful man, is ordered by the king to bring him the water of life. (k-3)

Wilson, Gahen. Harry and the sea serpent. Scribner, 1976. 6.95(0-684-14584-7)

Bearmania's leading spy sets out to investigate a huge sea serpent. (gr.2-6)

Winn, Marie. The fireside book of fun and game songs. Simon & Schuster, 1966. (0-671-25820-6)

A collection of songs for group singing. (gr.3 up)



Wise, William. Monsters of the Middle Ages. Tomie de Paola, illus Xerox, 1971. OP

A nice synopsis of the fantastic creatures that people of the Middle Ages believed in.



Withers, Carl. Riddles of many lands. Harper-Row, 1956. PLB 7.89(0-200-00099-3)

700 riddles. (gr.5-10)



Wright, Mildred Whatley. A sky full of dragons Steck-Vaughn, 1969. OP

The magic of China brings Lee Chow a skyfull of dragons and a pocketful of marbles.

Wyler, Rose. Funny number tricks. Parents, 1976. OP

Fairly easy tricks for a program on magic - especially if volunteers work up a program. Note: author has other similar titles still in print.



Yagawa, Sumiko. The crane wife. Morrow, 1981. 8.95(0-688-00496-2)

After a poor farmer tends a wounded crane, a beautiful young woman comes to be his wife. The wife weaves exquisite cloth to sell for money for food. Eventually the man, tempted by greed, breaks his promise never to watch her weaving and so loses his beautiful crane wife. Loved by the Japanese, this version is quite nice and includes a few Japanese words (& a pronunciation guide).



Yep, Laurence. Dragon of the lost sea. Harper-Row, 1982. 10.10(0-06-026746-1); PLB 10.89(0-06-026747-X)

An exiled dragon princess (who knows some magic) accepts help from a boy as she tries to capture a powerful witch. Based loosely on Chinese myths. (gr. 7 up)



Yolen, Jane. The bird of time. Crowell, 1971. OP

Pieter is given the power to make time go faster or slower.



----- . Dragon night and other lullabies. Demi, illus. Methuen, 1980. 8.95(0-416-30711-6)

Lullabies as they might be sung by different animals to their young: whale, bear, wolf, worm, rooster, turtle, cat, caterpillar, giant, troll, dwarf, mermaid, owl, dragon. Also a "Wild Child's Lament." Very thoughtful poems. (ps-3)







----- . The emperor and the kite. Collins, 1968. 6.99(0-529-00255-8)

The smallest daughter of the emperor remains unnoticed and unloved until she rescues her prisoner father from a tower using a kite and a long rope made of her own hair. (k-3)



----- . The seventh mandarin. Seabury, 1970. OP

He loved his king and the books and the scrolls of the law. Even more than these he loved the king's dragon kite, the carrier of the king's soul.

- 
Sleeping ugly. Coward, 1981. 6.99(0-698-30721-6)  
 Princess Miserella, Plain Jane and an old lady are all deep in an enchanted sleep. Which one will the prince kiss? (gr.1-4)
- 
World on a string. Philomel, 1975. PLB 5.99(0-529-00394-5)  
 The story of kites from the east where kiting began to today's kites. (gr.5 up)
- 
 Zemach, Margot. The judge, an untrue tale. Farrar, Straus & Giroux, 1969. 9.95(0-374-33960-0)  
 A fearful thing is coming this way... The judge just won't believe any who have seen this thing until it comes to visit him. (ps-3)
- 
A penny a look. Farrar, Straus, Giroux, 1971. 11.95(0-374-35793-5)  
 As a money making venture, two brothers go to capture a one-eyed man to display him for "a penny a look", but something goes wrong. (ps-3)

## AND THE ROAD GOES ON ♦ ♦ ♦ ♦

The Road goes on and so does the preparation for Book Quest. The next stop on that road is the workshop. In February there will be five regional workshops conducted by Elaine Manson and Suzanne Shaeffer of the Volusia County Public Library System. The shadow puppet show of *The Knight and the Dragon* will be demonstrated, along with many other program and display ideas from this manual. The sound tape, script, patterns and instructions for the puppet show will be distributed. (Participating libraries not attending the workshop will receive theirs by mail.) Two hours of each workshop will be devoted to regional participation.

The Book Quest workshops will start at 9:00 a.m. and end at 4:00 p.m.

Monday, February 13 local coordinator Susan Walker	Jacksonville Public Library 122 North Ocean Street
Wednesday, February 15 local coordinator Mary Jane Hylton	Tallahassee - Leon County Public Library 1940 North Monroe Street (Suite 81) Northwood Mall Shopping Center
Friday, February 17 local coordinator Jo Anne Patterson	Bradenton - Manatee County Public Library 1301 Barcarrota Blvd., West
Tuesday, February 21 local coordinator Anne Boegen	Miami - North Dade Regional Library 2455 N.W. 183rd Street
Wednesday, February 22 local coordinator Rosemary Dyke	Melbourne Public Library 540 East Fee Avenue





