

1988

Part 1



FLORIDA'S 1988 SUMMER LIBRARY PROGRAM



Division of Library Services
Florida Department of State
Jim Smith
Secretary of State



FLORIDA'S 1988 SUMMER LIBRARY PROGRAM

Made possible through a grant from Library Services and Construction Act

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

Workshop Section by
Summer Library Program Planning and Advisory Committee

Sherry Cotter
Miami-Dade Library System

Marsha McGrath
Clearwater Public Library

Terry Deer
Volusia County Library System

Joanne Pattison
Manatee County Public Library

Cindy Fairchild
West Florida Regional Library System

Betsy Purdy
Broward County Public Library System

Karen Jensen
Monroe County Library System

Roseanne Russo
Columbia County Library System

Hannelore Major
Largo Library

Martha Staples
Orange County Library District



Division of Library Services
Florida Department of State
Jim Smith
Secretary of State

ACKNOWLEDGMENTS

It is important to say over and over again that Florida's Statewide Summer Library Program, coming fully of age with its twenty-first birthday in 1988, could never be the success it is if it were not for the participation and effort of many different people.


Each year, the state wide Planning Committee gives impetus, direction and variety to the program. The members' names are listed on the title page.

Perhaps more important is the total endorsement of the State Library's top administration, Barratt Wilkins, Director of the Division of Library Services, Lorraine Summers, Assistant Director, Virginia Girgg, Chief of the Bureau of Library Development. They see this program as an important aspect in the continuing development and improvement of service to our youngest clientele.

It is a program that is not static. It changes and grows. This year we purchased materials from A. L. A. but continued to write our own programming manual and produce Statewide Regional Workshops. The work of both of these activities was shared under the leadership of the Planning Committee by the staff of the various libraries in each of the seven regions. This program, accessible to almost every child in the state, is indeed a participatory and cooperative endeavor.

Sincere appreciation goes to the consultant and secretarial staff at the State Library who give advice and support. Sheila Rider, head of the Audio Visual Section at the State Library has compiled a list of new films, not listed in the latest catalog, which will be appropriate for the summer programs. Call Ms. Rider at (904) 487-2651, ext. 153 if you need information about the state wide film program. Tricia Dyer provides the kind of secretarial competence that is vital to the timely production of the manual, and all forms, letters and other printed materials.

We thank the Center for Professional Development and Community Service which administers our LSCA Grant under the direction of John Brennan. And, finally, as always, we thank you, "front line" librarian. After all is said and done, it's in your hands. How the parents and children love what you do year after year!



Digitized by the Internet Archive
in 2011 with funding from
Lyrasis Members and Sloan Foundation

<http://www.archive.org/details/floridalibraryyo1988flor>

TABLE OF CONTENTS

	Page
Acknowledgments	2
Important Information	5
Evaluation Summary of 1987 SLP	6
New Children's films at the State Library.....	8
Checklist for a Successful Summer Program	10
Workshop	11-89
Ideas for complete programs for preschool, primary and upper elementary grades. Includes crafts, decoration, activities, games and bibliographies. Prepared under the direction of the Summer Library Program Planning Committee with the assistance of their respective library staffs.	
Broward County Public Library System - Betsy Purdy	11
Enchanted Forest	11
Spell Binders	16
Bibliography	18
Clearwater Public Library - Marsha McGrath	19
Witches, Wizards and Hats	
Bibliography	23
Columbia County Public Library System - Roseanne Russo	27
Rabbit Riot	27
Rabbit Stew	29
Bibliography	31
Largo Public Library - Hannelore Major	33
Rabbito Incognito	33
Whodunit Hoodini?	37
Bibliography throughout text	
Manatee County Public Library - Joanne Pattison.....	41
Magic Carpets	41
Magical Cats	46
Bibliography	45, 48
Miami-Dade Public Library System - Sherry Cotter	49
Magic Tricks and Trickery	49
Magic Wishes	50
Bibliography	52
Monroe County Public Library System - Karen Jensen	55
Bunny Hop	55
Magic Kingdoms	59
Bibliography	57, 61

Orange County Public Library System - Martha Staples	63
Hare Raising Stories	63
Magic Feats	67
Bibliography	64, 68
West Florida Regional Library System - Cindy Fairchild	70
Magic Objects-It Must Be Magic.....	71
Magic Animals-A Magical Menagerie.....	74
Bibliography	77
Volusia County Library System - Terry Deer	79
Rumpelstiltskin-A puppet play for two people	
Index for Workshop Section	89
Successful Programs and Ideas from 1987	91
Notes.....	99



IMPORTANT MISCELLANEOUS INFORMATION AND TIPS ABOUT THE 1988 PROGRAM

THE THEME -- The theme is simply an anchor or focus for the summer's activities. It provides some direction for programming and reading but should not be limiting in any way. If children seem to feel it is, please help them understand its purpose.

THE MANUAL -- This year you will receive two manuals - the one done in Florida and the Program Guide published by ALA. The ALA publication has additional information which you can use for your summer program plus camera ready art, puzzles, etc. This takes the place of last year's repro packets. Each system will receive at least one copy of the ALA Program Guide. The Florida Manual contains the workshop portion. Its purpose is to put the content of the workshop into written form. The workshops are designed to illustrate and bring to life both visually and auditorially that which appears flat and unanimated on the written page. This year's manual has blank pages to take additional notes at the workshop.

Because of the copyright laws, we cannot print poems, words to songs or music in the manual.

In your 1987 evaluations, several of you requested information or services that we had already included in the manual. An hour or two spent with the manual before the workshop should save you time in the long run. This year we have an index. Check it for mentioned crafts, fingerplays, music, etc.

POSTERS -- Don't forget that you can mount your posters on a large board to have more room for pertinent information.

OTHER MATERIALS -- Check your materials when they arrive. Materials should be in your library by March 15. If they are not, please call John Brennan at the FSU Center for Professional Development at (904) 644-3801.

REGISTRATION -- We do not require registration for the overall summer program. Nor do we require registration for individual programs during the summer. We **DO REQUIRE** a **COUNT** of the children attending each separate program which is part of the Summer Program. These figures are very important to us, because while not entirely accurate, and surely conservative, they help us know at least how many visits were made to the public library as a direct result of the statewide program.

COMPETITION AND INCENTIVES -- The Florida Program does NOT give prizes to children in competition with each other to see who can read the most books. It is not a competitive program in which one child is the winner and others are losers. Rather, in as many ways as possible, we should devise methods to make every child feel a sense of achievement and pride in accomplishment. This is where we walk the thin line between incentives and competition. Rewards for completing contracts, rewards and recognition for each book read, or for team work can be handled in such a way that there are no losers. Exactly how this is done varies and requires good judgement on the part of the librarian.

PLEASE READ ANNUAL EVALUATION FORMS AS SOON AS YOU GET THEM (then put them in a safe place until your program is over). In this way, you will know what figures and records to keep.

MAKE IT GOOD FOR PARENTS -- Many, maybe most, children can't make it to the library if their parents don't bring them. Make your users want your products and service. That is the way to build a local constituency, and one of the best ways to raise your budget.

EVALUATION SUMMARY OF 1987 SLP

Final count showed attendance at all Summer Library Programs at 325,978, over 9% increase since 1986.

Also, many libraries reported both circulation and new library card registration up since last summer. These vital signs indicate a healthy and growing statewide summer program.

Of the 118 main library administrative units in Florida, 105 participated in the Summer Library Program. We received 174 evaluations. This is because some systems send in total figures for their system and others send in separate branch evaluations. However, we did receive an evaluation from each library unit participating.

Over 99% feel that SLP succeeds in motivating children to think positively of the library. Many turned the theme into a challenge to explore the library in a new way, all the while having fun, too.

83% felt positively about the materials but 17% expressed dissatisfaction, mainly with the graphics, the "schoolish" orientation and the lack of color on the reading folder, even though the folder was designed so that the children could color it. It was for these reasons that materials were ordered from ALA for the 1988 Program.

The Bookbags are an enormously popular item and requests for them on the evaluations were overwhelming. We have tried diligently to find a corporate sponsor who would underwrite the cost of these bags. So far, we have not been successful, but we are noting their appeal and will keep it in mind.

77% thought the manual excellent or good, 4% thought it fair (the fourth) rating, and the balance ranked it in the middle range. Although people appreciated the number of different ideas that resulted from several authors, they seemed bothered by the lack of continuity and format which was the natural result. This is understandable for a program in transition, such as ours was last year. Even in 1988, there are still some procedures to smooth out as we move from a central to a regional format for our workshops and the production of the manual.

Popular were the twenty-one balloons reading game and the newsletter flyers for parents.

While many endorse the idea of evaluation by the users of the program (parents and children), very few actually used the two sample evaluations in the manual. Most felt that verbal feedback from patrons was a simpler and more direct method, and one which they used often.

Several trends were mentioned over and over. The most outstanding was the influx of younger and younger children into the program, and the consequent need for more programming for that age group. This was so consistently mentioned that I think it is an issue that must be given serious consideration by the 1989 planning committee.

Attendance by large groups such as day-care centers was another trend, as was the fact that competition for the time of older children is especially keen, because of day-long recreational programs in which child-care is provided. Some said more boys were in attendance. Several noted the fact that fewer children read for pleasure, that reading levels are down causing youngsters to steer away from "long" books. The other side of these observations is the fact that juvenile circulation figures seem to rise in the summer. Other trends included the fact that the Summer Program is so well established that both parents and children ask about it beginning in early spring. There is increasing interest in storytelling and increasing participation by children from different ethnic and minority groups.

The use of certificates and reading folders is in question. I expect that we will continue to provide these, but their use is optional, and they ought not to be ordered if not used.

Those who used school visits to talk about the library and the Summer Program continue to endorse this method of making direct contact with children and school. The payoff in library visitation during the summer seems directly related.

There were no consistent requests for changes in the program, but rather requests had to do with local situations. Those with small, mainly non-professional staffs requested graded reading lists for various ages, patterns for puppets and crafts, and other ready-made helps that would make programming and reading guidance easier. In addition, there were several requests for program ideas which would involve both parents and children.

After the evaluations had been carefully read and tabulated, the requests for change were compiled and noted for next year's Statewide Summer Program which 99.4% of the participants wanted the State Library to plan. Those of you who receive this 1988 manual will be the recipient of that planning and of as many of the changes as it seemed feasible to incorporate. More will appear in next year's manual. We hope that, like the 1987 program, 1988 will be better than ever.

HOT TIP

Book Talking really helps move books



ADVENTURES OF BUNNY RABBIT	11 MIN	PR-EL	THE LITTLE HOUSE	8 MIN	PR-EL
An absorbing nature study and charming wildlife adventure of a little rabbit.			A little house in the country becomes totally surrounded by "progress" as the city closes in.		
AESOP'S FABLES: PART I	12 MIN	PR-EL	MADELINE AND THE GYPSY	7 MIN	PR-EL
Presents "The Fox and the Crow", "The Grasshopper and the Ant", and "The Lion and the Mouse."			Pepito and Madeline are stranded with carnival gypsies and visit some of the most beautiful and exciting places in France.		
ALADDIN AND HIS WONDERFUL LAMP	9 MIN	PR-EL	MAGIC ORCHARD	16 MIN	PR-EL
The famous tale from the Arabian Nights.			A group of poor desert dwellers find a pot of gold coins as they tend the fields.		
ALPHABET DRAGON	16 MIN	PR-EL	MASQUERADE	27 MIN	EL
A poor farmer and his wife release a dragon from an evil spell and are granted a wish for every letter of the alphabet.			We meet the delightful inhabitants of an imaginary planet as they are preparing for a great masquerade.		
THE AMAZING BONE	11 MIN	PR-EL	ESTA MAUDE'S SECRET	10 MIN	PR-EL
Pearl the Pig happens upon a talking bone that used to belong to a witch.			Although the whole town thinks that Esta Maude's life is dull, she really owns a red racing car and takes nocturnal rides.		
BEAUTY AND THE BEAST	12 MIN	PR-EL	MAPPING HOUSE	5 MIN	PR-EL
The classic tale of a gentle beauty who goes to live in a beast's castle to save her father's life.			Sleepy bodies accumulate on a sagging bed one by one, each with its own musical theme in a narrative form.		
BLIND BIRD	45 MIN	EL	OLD DRY FRYE	29 MIN	EL
A young Russian boy tries to regain the sight of his pet pelican.			A traveling preacher whose love of a good home-cooked chicken dinner brings an entire community to repent their wrong ways.		
CHICKEN THING	12 MIN	EL	THE OLD MILL	9 MIN	EL
A too vivid imagination and too much television make a scary mix for one little boy.			Soft, pastoral scenes erupt into stark, flashing images as a furious electrical storm overtakes a quiet mill pond.		
CHIP 'N' DALE ANIMATED ANTICS SERIES	21 MIN	PR-EL	ONE TURKEY, TWO TURKEY	6 MIN	PR-EL
Disney's chipmunk duo is featured in "Three for Breakfast", "Out on a Limb", and "Winter Storage."			A counting film, with turkeys who pop in and out of crates to introduce the numbers one to ten.		
DOCTOR DE SOTO	10 MIN	PR-EL	PADDINGTON'S BIRTHDAY BONANZA	25 MIN	PR-EL
Since he is a mouse, dentist De Soto refuses to treat 'dangerous' animals.			Paddington becomes worried when he can't afford to buy Mr. Brown a present.		
THE FOUNDLING	24 MIN	EL	PANDA'S BOUTIQUE	17 MIN	PR-EL
In this sequel to "The Accident", Chris' parents urge him to get another dog after the death of his favorite pet, Bodger.			A little panda uses all of his resources to see that his customers get what they want.		
FROG AND TOAD ARE FRIENDS	16 MIN	PR-EL	PARADISE	15 MIN	PR-EL
Five tales recounting the adventures of two best friends - Frog and Toad.			This poignant tale describes a blackbird's dream of grandeur dashed when he attempts to become a bird of paradise.		
FROG GOES TO DINNER	12 min	PR-EL	A POCKET FOR CORDUROY	21 MIN	PR-EL
The frog accompanies his master, the boy, on a family outing to a fancy restaurant.			The story of a little teddy bear's adventures when he becomes lost at the laundromat.		
GOLIATH II	15 MIN	PR-EL	PONTOFFEL POCK, WHERE ARE YOU?	23 MIN	PR-EL
The tiniest elephant in the world causes his parents shame until he performs gigantic deed and proves that size isn't everything.			Things look dim for Pontoffel Pock when his last chance to succeed, a job at the pickle factory, is shattered.		
HAPPY BIRTHDAY, MOON	7 MIN	PR-EL	PUFF THE MAGIC DRAGON	24 MIN	EL
Bear decides to give his friend, the moon, a birthday present.			When doctors despair of ever curing Jackie of his shyness, Puff takes him on an incredible journey to the land of Hons Lee.		
HAROLD AND HIS AMAZING GREEN PLANTS	8 MIN	EL	RAINBOW WAR	20 MIN	EL
A trio of friendly vegetables shows Harold the structure of plants and how they grow from seeds to maturity.			Three kingdoms, one Blue, one Red, and one Yellow, wage a colorful battle for supremacy.		
THE HATING MOVIE	15 MIN	EL	THE SHRINKING OF TREEHORN	35 MIN	EL
A friendship between two girls grows cold when one is lead to believe that the other said something about her.			The story of an incredible shrinking boy.		
IT'S NOT CRICKET	15 MIN	PR-EL	THE SNAKE PRINCE	18 MIN	PR-EL
An angry neighbor breaks up the children's cricket game, causing a series of hilarious mishaps.			A young prince is changed into a snake for offending a wicked witch.		
LEND A PAW	6 MIN	PR-EL			
Pluto loses his place as the center of attention when Mickey adopts a kitten.					

THE SNOW QUEEN 21 MIN EL
The story of a boy and girl who grow together, are separated by an evil spirit and finally reunited.

UMBRELLA JACK 24 MIN EL
Umbrella Jack is the town eccentric who is taunted by neighborhood children until Billy befriends him.

**UNICORN SERIES:
ALEX AND THE WONDERFUL "DOO WAH" LAMP** 28 MIN EL
While polishing an old Unicorn-style lamp, Alex conjures up three genies who look and sing like the Andrews sisters.

URASHIMA TARO 12 MIN EL
A poor fisherman who saves a sea turtle is rewarded with the gift of a palace at the bottom of the sea.

WAFFLES 11 MIN PR-EL
A girl falls asleep and dreams of making waffles.

WEE GEESE 8 MIN PR-EL
The story of a young gosling that strays from his siblings to explore life on his own.

WHEN THE WIND STOPS 11 MIN PR-EL
Based on the book by Charlotte Zolotow, a mother and child discuss the mysteries of nature.

WHITE SEAL 26 MIN EL
The exploits of Kotick, the white seal, amuse and instruct as he searches for a safe place to live in the Bering Sea.

WHY MOSQUITOES BUZZ IN PEOPLE'S EARS 10 MIN PR-EL
When Mosquito tells Iguana a tall tale, Iguana plugs his ears in disgust, thus starting a chain reaction that leads to a jungle disaster.

WILBUR'S STORY 15 MIN PR-EL
Wilbur the pig is dismayed at the prospect of becoming bacon until Charlotte the spider reveals her plan to save him.

CALL SHEILA RIDER, 904-487-2651, IF YOU NEED
INFORMATION ABOUT THE STATEWIDE FILM PROGRAM

CHECKLIST FOR A SUCCESSFUL SUMMER PROGRAM

1. Define your program's purpose.
2. Plan in advance. Nothing is more important than a careful plan. Set your priorities. This helps eliminate diffusion of energy. Assign duties
3. Keep records--(attendance, circulation, other measures) that will help you evaluate whether the program purpose or goal was achieved.
4. Make each child feel special.
 - a. Use individual photos in some sort of display.
 - b. Learn as many names as possible (devise ways to make this easy).
 - c. Display the work of children.
 - d. Have as much personal contact as possible. It should be easy, informal, warm, friendly, helpful. Be sensitive to the fact that some children are shy and introverted. Calling attention to them in public sometimes makes them feel embarrassed rather than special.
5. Keep children interested.
 - a. Let them have something to "do"--sing a lot, have "responsive" stories, prepare a program for parents (maybe a circus). Let kids write thank you notes for special guest appearances, etc.
 - b. Present programs in comfortable surroundings.
 - c. Keep program between 30 and 60 minutes. Experiment with optimum length. Should not be too long.
 - d. Read aloud often.
 - e. Booktalk often.
 - f. Give children a fun goal or something to achieve. Have long term and short term goals.
 - g. Be sure to have multiple copies of material for easy checkout after programs. Something tangible in hand helps to maintain interest.
 - h. Have a mascot or puppet symbol (could be different for every summer).
6. Make it easy for children to get what they want.
 - a. Keep children's department reserve lists for popular books and stories.
 - b. Have attractive, colorful displays of new materials--easy to check out.
 - c. Have "visible", accessible staff or volunteers able to help locate materials.
7. Present a good image to parents. Create their support and loyalty. Remember that most modern parents are harassed and busy. Creating their interest doesn't mean asking them to assume extra duties. It means making them think your program is so important, they'll see that the children get there. (See 1986, 1987 Summer Library Program Manuals for sample letters to parents.)

Enchanted Forest

Program Ideas for ages 5-8

Topic: Hansel and Gretel

Read the book, Hansel and Gretel or show the movie, (check various book editions for the one most appropriate for your audience).

Creative Dramatics:

Let children dramatize parts of the story, provide simple props.

Let children "rewrite" Hansel and Gretel story and act it out.

Make a "trail of pebbles" that children can follow either inside or outside the library. Have a treat or activity waiting at the end of the path. Children could also make a path for others to follow. You could use this as a way to lead your children into storytime. etc. etc. etc...

Craft: (for the ambitious)

Graham cracker "gingerbread house"

Needed:

4 graham crackers per child
10x powdered sugar
candies for decoration
popsicle sticks

Preparation: (before children arrive)

Three of the graham crackers need to be broken in half crosswise.

One graham cracker remains whole.

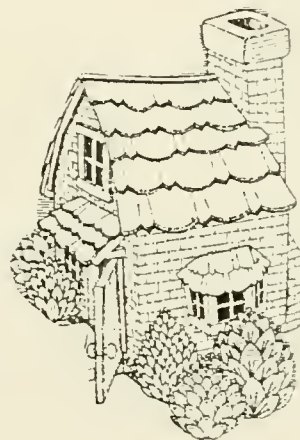
The powdered sugar needs to be mixed with a small amount of water a few drops at a time. This will be the glue that holds the house together. Give approximately 2 ounces to each child in a small container.

Small candies, if desired for decoration, need to be rationed out.

I suggest having a paperplate for each child with all the supplies they need already prepared and on the plate. The child will use the popsicle stick to apply the liquid sugar.

Construction:

See next page...



Construction:

Child assembles four of the half pieces into a square, using the sugar mixture to stick the corners together.

View from the top.



The long piece becomes the roof. The two remaining half pieces are placed in the center of the long piece so that they come to a point. The small pieces are "glued" to the long piece.



The remaining sugar mixture can be used to decorate the house and to stick candies to the house.

Helpful Hint-- Encourage children to let the sugar harden before eating.

As you can see, this craft is not inexpensive to do, and moms will be needed to help younger children.

Variations:

For younger children, or libraries where you can't serve food, brown construction paper could be used instead of graham crackers.

The house could be used as any generic house in the forest ie. Little Red Riding Hood, Goldilocks etc.

All of the above ideas could be adapted for younger children.

Program Ideas for Ages 3&4

Topic: Goldilocks and the Three Bears

Read your favorite version of the story.

Creative Dramatics:

Let children act out story using simple props.

"Read" Deep In The Forest by Turkle, a wordless book with beautiful pictures- Goldilocks in reverse.

If your library allows it, serve some porridge.

Have a bear craft after the story.

Let children bring their teddy bears to the program.

Enchanted Forest Expanded- other ideas to explore:

This topic is so versatile, you could do a whole summer program on it alone. Other ideas include:

Any of the other "forest fairytales":

Little Red Riding Hood

The Three Wishes

Sleeping Beauty

Rapunzel

Snow White etc...

Any bear stories.

Song- Teddy Bear's Picnic

Have a forest animal's picnic and let children bring their stuffed animals.

Use "forest scenes" audio tapes to let children experience the sounds of the forest.

Don't forget all the magical people who live in the forest: leprechauns, elves, brownies, fairies etc.

Any forest animal can be the basis for a storytime: birds, squirrels, bears, deer, rabbits....

Look for forest related books, poems and songs to make into flannelboards and line stories. In the Forest by Etes, and the song, "Tree In The Wood" (Green Grass Grew All Around) are examples.

You might want to branch out (pardon the pun), into a draw it yourself program. Ed Emberly's book, Drawing Book of Animals, features simple instructions for drawing several forest animals.

This is also a good time to use nature crafts incorporating seeds and seed pods, leaves, branches, feathers, leaf rubbings, etc. Don't forget terrariums and bird feeders. You may even want to plant a tree.

Nature Craft:

Weaving on a Branch

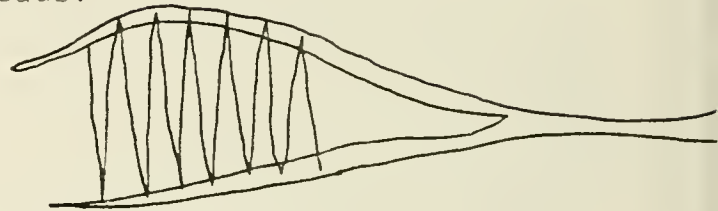
Ages: 8 & Up

Need:

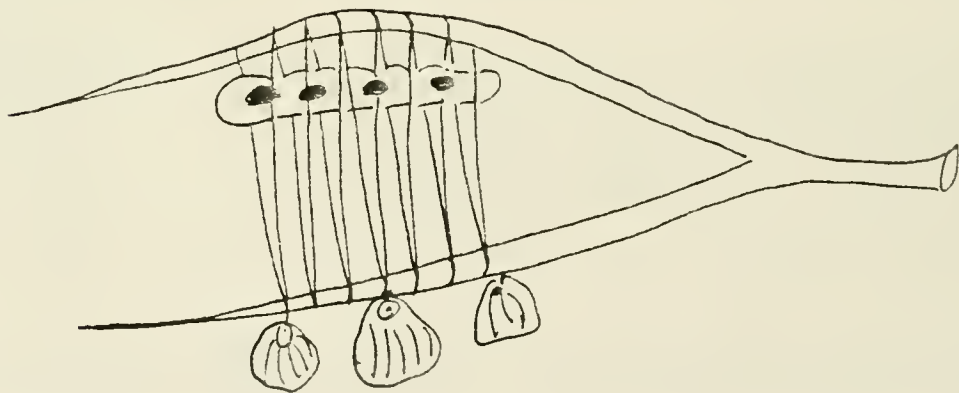
One forked branch for each child (fairly strong & not too big).
Florida plants such as palm fronds, seed pods, twigs, bark, etc.
Shells optional.

Construction:

Show an example of finished product.
Demonstrate how to string warp threads.



Show how to weave yarn and plant pieces between the warp threads.



Song / Poem

"Little Rabbit Fu Fu"

Story of a little rabbit who keeps, "Hopping through the forest.
Scooping up the field mice, and bopping them on the head." He
is admonished by the good fairy who gives him three chances to
change his behavior. This would make a cute short puppet play.

Sources for Ideas:

Pocketful of Puppets by Tamara Hunt

Forest Homes - Animals pop up from their appropriate homes. (pg. 45).

The Fox and the Rabbit - Activity incorporates child made puppets in creative dramatics. (pg. 46).

The Porcupine - Paper plate puppet pops his quills. (pg. 47).

Purple Cow to the Rescue by Anne Cole and Betty Weinberger.

Magic Peepers - See the world through "different eyes". (pg. 97).

Popsicle Stick Puzzles - A great way to use up your popsicle sticks. (pg. 144).

And Finally... for the more sophisticated child...

Peter and the Wolf in record, book, or movie form.



Spellbinders

Program Ideas for ages 3 & 4

Read the book, Do Not Open by Turkle.

Creative Dramatics:

Dress as a genie, let the children tell you their wishes.

Let the children pretend they came out of a magic bottle... are they a good genie or a bad genie?

Craft:

Let the children draw a picture of what they would like to see come out of a magic bottle.

Additional Book - Teeny Tiny by Jill Bennett.

For the Older Child:

An ABC of Children's Book Activities by Peggy Sharp. (pg. 19).
Suggestions for more sophisticated follow up ideas including having the children discuss how they overcome their fears.

The above ideas can be easily adapted for the older child.

Program Ideas for ages 5 - 8

Books:

White wave, a Chinese Tale by Diane Wolkstein.

The Seal Mother by Mordicai Gerstein.

In a Dark, Dark Room and Other Scary Stories. by Alvin Schwartz.

Any book by Van Allsburg.

Stories To Tell:

"Tazanne" from The Magic Orange Tree and Other Haitian Folktales
by Diane Wolkstein.

"Mr. Fox" from the recording "Chillers" by Connie Regan and Barbara Freeman.

Crafts - Activities:

From Play With A Purpose: Learning Games for Children Six Weeks to Ten Years by Dorothy Eison.

Invisible Ink (pg. 168)

Secret Codes (pg. 167, 169)

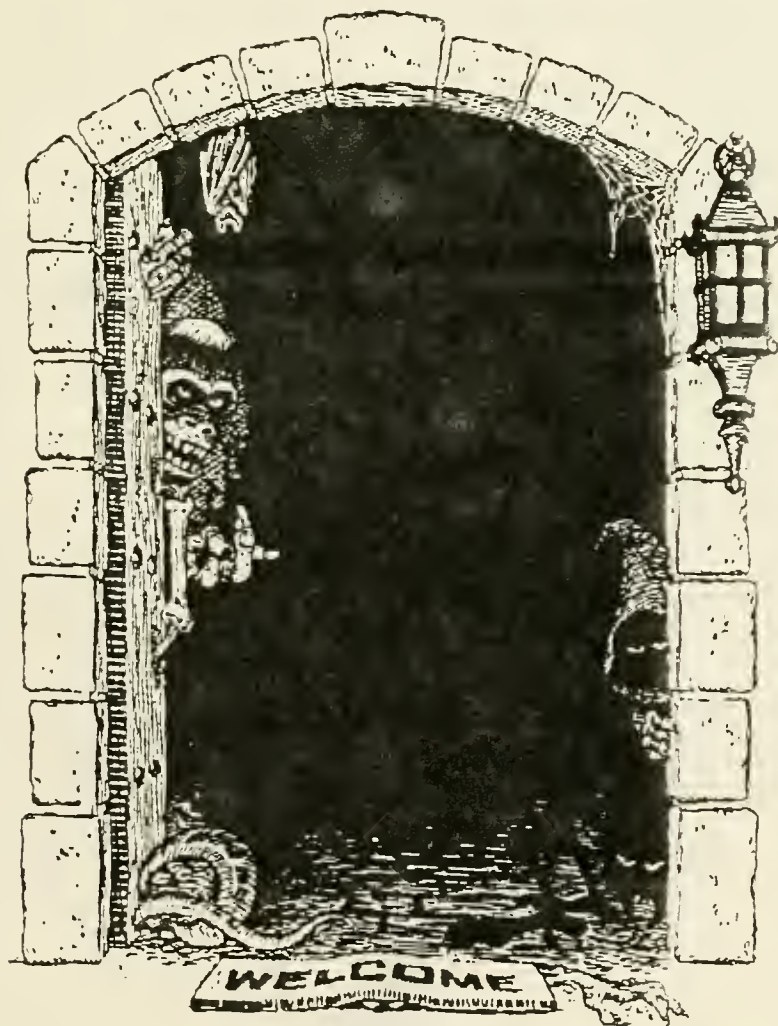
Salt and Pepper (pg. 166)

Message in a Bottle or Helium Balloon (pg. 175)

Of course, this is the perfect time for magic tricks and the wonders of science, Mr. Wizard style.

Let the children write their own spellbinders, either individually or as a group.

Illustrations from Van Allsburg's books make great story starters for creative writing.



Bibliography

- Bennett, Jill. Teeny Tiny. G.P. Putnam's Sons, 1986, 0-399-21293-0.
- Cole, Ann. et al. Purple Cow To the Rescue. Little, Brown and Company, 1982, 0-316-15104-1.
- Einon, Dorothy. Play With A Purpose Learning Games For Children Six Weeks To Ten Years. Pantheon, 1985, 0-394-54493-5.
- Emberly, Ed. Ed Emberly's Drawing Book of Animals. Scholastic, 1970.
- Etes, Marie. In The Forest. Viking, 1976, 0-670-39687-7.
- Gerstein, Mordicai. The Seal Mother. Dial, 1986, 0-8037-0303-1.
- Hunt, Tamara. Pocketful of Puppets, Never Pick a Python for a Pet. Nancy Renfro Studios, 1984, 0-931044-14-6.
- Magic Orange Tree and Other Haitian Folktales. Collected by Diane Wolkstein. Alfred A. Knopf, 1978.
- Regan, Connie, and Freeman, Barbara. Chillers (sound recording). Mama T Artists, 1983.
- Schwartz, Alvin. In a Dark, Dark Room and Other Scary Stories. Harper J., 1984, 0-06-025274-x.
- Sharp, Peggy. An ABC of Children's Book Activities. Freline, 1983, 0-913853-01-1.
- Turkle, Brinton. Deep In the Forest. E.P. Dutton, 1976, 0-525-28617-9.
- Turkle, Brinton. Do Not Open. E. P. Dutton, 1980, 0-525-28785-x.

With Credit To:

Molly Kinney for the gingerbread house idea.

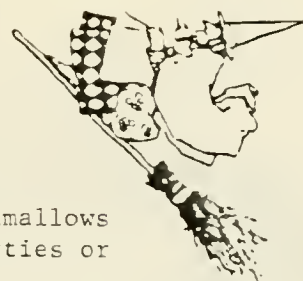
Judie Trutwin for the branch craft idea and drawings.



WITCHES

WIZARDS

HATS



WITCH'S HOUSE (Gingerbread Craft)

Materials needed for one witch's house:

7 graham cracker squares
8 oz. Royal or Picture Icing Mix
(at any cake decorating retailer)
pastry bag (type used for icing cakes)
green food coloring
water
1 12" round piece of cardboard
(10c at cake decorating store, or
may be free at your local pizza
parlor or bakery willing to donate)

Optional:

½ cup miniature marshmallows
3 small pkgs. of Smarties or
Fizzies candies
8 Necco wafers
2 Chiclets or sugar cubes for
windows
16 M & Ms candies
8 spearmint leaves or gumdrops
licorice
miniature witch, children, trees, etc.

Cut one graham cracker square diagonally so that you have two triangles. Set aside. Mix ½ cup of the icing mix with one tablespoon of water. Mix and add water so that the icing is spreadable; beat until smooth with an electric mixer. It should be the consistency of wood putty. Join each of the triangles to a graham cracker square, using a little bit of the icing as cement. These will be the front and back of the house. Set aside to dry flat. Add a few drops of the green food coloring to the remaining icing. Spread this all over the cardboard round, leaving about one inch of the edge uncovered. In the center, arrange all but 2 of the graham crackers so that they form a square base for the house. The icing will hold the crackers upright. A little icing can be used along the corners to help join them together. Mix remaining ½ cup of the icing mix with water as before, leaving it white in color. Put this icing into a pastry bag with a small tip. Draw the door of the house. Pipe icing along all edges and corners. Add the final 2 graham crackers to form the roof. Allow to dry overnight or at least an hour.

Give children a small bag with candies, presorted. Use small amount of glue or more icing to decorate the house, as desired. This is a very inexpensive craft, and the children (all ages) will love it.

The books Suppose You Met a Witch by Emberly, Hansel and Gretel by Zelinsky, and the poem "Witch of Willowby Wallow" from Witching Time by Hopkins all tie in nicely with this craft program. If the children are older, there is also the Hansel and Gretel film.



FIVE WITCHES (Puppet Show)

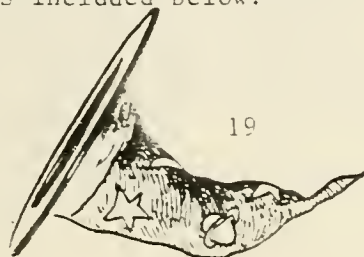
The following puppet show may be performed by staff or teen volunteers and then combined with the witch hat craft (see below), a film, a song, and a couple of stories from the bibliography either told or read aloud.

"The Fifth Witch," a puppet play by Eleanor Boylan included in her Puppet Plays for Special Days, can be used for any program, by merely omitting the word Halloween where it appears and by using the king's birthday instead. At the end of the play, the puppets can say "THE END" instead of Happy Halloween.

If you don't happen to have 5 witch puppets, you may want to adapt the puppets you have or use other things you hadn't thought of, such as the kitchen witch you might have hanging in your home. All it takes to make a puppet look like a witch is a black, pointy hat.

For the fifth witch, one of the two puppeteers appears in front of the stage in a witch costume, adding a new dimension.

The fourth witch pattern is included below.





COSTUMES, PROPS, & ACCESSORIES

Second-hand stores are wonderful places for costumes. However, if you don't find a gown this way, there is a pattern in Schnurnberger's Kings, Queens, Knights, and Jesters, for the basic T pattern. Accessories for these characters, the witch and wizard, may include: special shoes, capes, wigs, hats, wands, broom, cauldron, masks, nails, beard, spell book, crystal ball, etc. Hawkins' book called Witches and the Time-Life book called Secret Arts in the series The Enchanted World are very useful for ideas.

WANDS

Buy $\frac{1}{2}$ yard of gold or silver lame and use a copy of the pattern that appears in this section. Fold fabric in half, pin pattern, cut two wands (make handle as long as you wish), and sew together with wrong sides out. Leave the end of the wand open for stuffing and use dacron filler after you have turned the wand right side out. A coat hanger or other appropriate instrument is needed for packing the dacron. Sew the end of the handle shut. (Due to the nature of the wand, it will have to be held close to the star).

Another wand made of wood and decorated with jewels may be purchased from the Rivendell Craftshop; see list of suppliers.

A quick craft to go along with the wizard hat below would be to make a wand using a dowel and poster board. Shiny silver or gold poster board is available at craft stores.

BEARD

The wizard's beard (pattern appears in this section) may be made from white fur fabric. $\frac{1}{4}$ yard sells for approximately \$2.00 and will make seventeen beards, enough for a library system or network! Thin elastic cord can be obtained from fabric stores and stapled to each side of the beard to put around the head and hold it in place.



CAULDRON

A larger-than-life caludron may be cut from and painted on a piece of refrigerator box. This caludron will display your program flyer nicely, with a caption like: WHAT'S BREWING AT THE LIBRARY? Water base paint and glitter make an impressive looking pot.

K-Mart type stores sell two sizes of plastic cauldrons to use for storing the books you will booktalk or the stories you will read or tell.

TOP HAT DISPLAY

The Villian from Make-Up, Costumes, and Masks for the Stage by Bruun-Rasmussen, along with a display of various types of hats, may be used to surround a flyer on the hat programs.

SHOES

The boot style shoes that are currently in vogue are good for the witch (I have a purple pair myself, although they come in standard black), while the metallic look is great for your wizard outfit.

CAPE

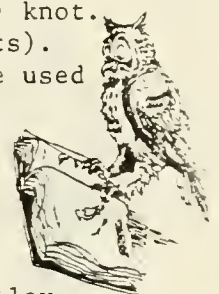
The cape can be made from the circle pattern, which appears in the Schnurnberger book or any number of other costume books.



HATS AND WIGS

(Craft)

Easy Costumes you can make and sew and other books have the directions for the basic cone shaped hat. To make the hat more authentic, hair may be added by punching holes around the base of the cone (except over the face). Cut 16" lengths of white yarn to attach through the holes by using a lark's head (or cow hitch) knot. (For a visual of a lark's head, check the World Book Encyclopedia under knots). The more yarn tied into one hole the fuller the hair. This same idea may be used with the witch's hat using black yarn, before adding the rim of the hat.



MAGIC WORDS AND CHANTS

A B R A C A D A B R A

A B R A C A D A B R

A B R A C A D A B

A B R A C A D A

A B R A C A D

A B R A C A

A B R A C

A B R A

A B R

A B

A

voila
zappo
shazam
open sesame
hocus-pocus
fooba wooba
skinnamarink
beezlefoolry



calloo-callay
eko eko azarak
presto-change-o
puff puff piffle
whing ding dilly
bibbidi-boppidi-boo
dribble, drobble, drabble, drup
supercalifragilisticexpialidocious

WIZARD'S APPRENTICE

(Science magic show)

Here again, the science magic show can be combined with books, a film, and songs from the bibliography. The wizard hat craft above could either be part of the magic show or another program. Or after showing how the tricks are done, you may want to have the children make a hat, wand, and beard so they can be wizards too.

The following science magic tricks have been tested by the Clearwater Library Staff to assure a successful magic show. Practice makes perfect!!!

Rising Raisins, p. 6, Gee Wiz! (Allison)

Eggs Away, p. 12, The Great Science Magic Show (Arnold)

Up Against the Wall, p. 14, Bet You Can't (Cobb)

Knotty Problems, p. 50, Entertaining Science Experiments with Everyday Objects (Gardner, Martin)

Grape to Mint to Grape, p. 36, Magic Through Science (Gardner, Robert)

Sweet Deceptions, p. 14, Secrets of Alkazar (Kronzek)

Super Challenges, p. 22, Fun Time Easy Tricks and Spooky Games (Yerian)

You may want to explain how these tricks are done so the children can recreate them for their friends or parents.

MAKE A WIZARD

(Craft)

Materials needed: blue yarn, 1 1/2" styrofoam ball, silver stars and glitter, patience, blue poster board, aluminum foil, tape and cardboard.

1. Cut two pieces of cardboard to wrap yarn on, one 5" and the other 15" long. The longer piece will be used for the body of the wizard and the shorter piece for the arms.
2. Wrap the yarn around the 15" cardboard 20 times.
3. Tie the yarn with another piece of yarn at the center of each side of the cardboard. Clip at the ends of the cardboard. You now have two bunches of yarn tied together in the middle.
4. Place yarn over the styrofoam ball, where they are tied together at the top of the ball. Place the second bunch of yarn perpendicular to the first. Arrange the yarn so the ball does not show through.
5. Bring the yarn together at the bottom of the ball and tie with another piece of yarn to form the neck.
6. Wrap more yarn over the 5" cardboard 13 times. Cut the ends and tie the yarn together to form the hands.





7. Split the yarn of the body in half with your hands and place the arms as close to the neck as possible. Use another piece of yarn around the body to form the waist.
8. Decorate with stars, glitter, buttons for eyes (or stick on eyes).
9. The hat pattern is below and can also be decorated with stars, foil wrapping paper, etc. Blue poster board or construction paper may be used. Pin hat in place.

WITCH

(Made from dish detergent bottle)

A 22 oz. detergent bottle should be half filled with sand to keep it upright. Attach a 4" styrofoam oval at the spout. The broom, rubber hands and face may be purchased at a craft store with yarn glued on for the hair. The dress may be made from any black material and an adapted glove puppet pattern; have the sleeves point down instead of up. The same hat pattern used for the wizard may be enlarged slightly to fit the witch's head. Add a brim as was done with the life-size witch hat craft earlier.

OPTIONS

Belinda's New Spring Hat by Clymer and Caps for Sale by Slobodkina can both be used with younger children as participation stories. Just bring in the collection of items that Belinda tried on or a collection of baseball hats for Caps for Sale.

For those who have children interested in dramas, both of the plays in Picture Book Theater by DeRegnier can be done with minimal costumes (hats) and props.

Mary Poppins (Travers) may be used as the basis for a "Read Aloud" program. The reader should be in costume, of course. The program could include a display of other Travers books, as well as books on reading aloud to children for parents who attend, and a sing along of songs like Supercalifragilisticexpialidocious, Chim Chimney, and Spoonful of Sugar (Disney). The songs may be sung between the first and second half of a particular chapter you are reading. Chapter 5, The Dancing Cow, is particularly nice to read aloud.

Other stories that lend themselves to being read aloud or told, include: Mouse and the Magician (Houghton), Magic in the Mist (Kimmel), Bunya the Witch (Krause), and The Wicked Wizard and The Wicked Witch (Leichman).

The Wizard of Oz could easily lead to a children's program on the topic of optical art. I have not included any of the many titles on optical illusions that are available.

This Way to Books* by Caroline Feller Bauer has a whole section of poems, stories, programs, and activities dealing with the subject of hats (pp. 107-113) Viking, 1981. ISBN0824206789

Don Madden has written The Wartville Wizard* which not only includes a wizard, but also a fun story about an anti-litterbug campaign. Macmillan, 1986. ISBN0027621006

There are many more books listed in the bibliography than talked about in the manual. Hopefully, this will afford everyone more options especially if some of those titles mentioned are not available in some library collections.

*This title is not included in the bibliography.

witch or wizard
hat



SELECTED BIBLIOGRAPHY



- Adams, Adrienne. A Woggle of Witches. Scribner, 1971. ISBN0684125064 IP
A woggle of witches have a night out.
- Alexander, Lloyd. The Wizard in the Tree. Dutton, 1975. ISBN0525431284 IP
Mallory's confrontation with the Wizard in the Tree has drastic effects.
- Allison, Linda & David Katz. Gee, Wiz! Yolla Bolly Pr., 1983. ISBN0316034444 IP
Use this title for the science magic show.
- Arnold, Ned & Lois. The Great Science Magic Show. Franklin Watts, 1979. ISBN0531
029220 OP Use this title for the science magic show.
- Asimov, Isaac. Young Witches and Warlocks. Harper & Row, 1987. ISBN0060201835 IP
Asimov has collected several stories about witches and warlocks.
- Basile, Giambattista. Petrosinella. Frederick Warne, 1981. ISBN0723261962 OP
A Mediterranean version of Rapunzel.
- Bellairs, John. The Revenge of the Wizard's Ghost. Dial, 1985. ISBN0803701772 IP
A professor and a school boy look for a way to help their young possessed friend.
- Boylan, Eleanor. Puppet Plays for Special Days. New Plays, 1976. OP This col-
lection includes "The Fifth Witch".
- Brittain, Bill. Dr. Dredd's Wagon of Wonders. Harper & Row, 1987. ISBN0060207142
IP The town of Coven Tree asks for more than they realize from Dr. Dredd.
- The Wish Giver. Harper & Row, 1983. ISBN006020687X IP Three
young people don't get what they really want when a strange little man grants their
wishes.
- Brown, Marc. Witches Four. Parents Magazine, 1980. ISBN081931014X IP Four
witches find cats in their hats.
- Bruun-Rasmussen, Ole & Grete Petersen. Make-up, Costumes, & Masks for the Stage.
Sterling, 1976. ISBN0806970243 IP The villain used for display comes from this book.
- Burch, Robert. The Jolly Witch. Dutton, 1975. ISBN0525327975 OP Jolly Cluny
the witch decides to live with some serious human beings.
- Carlson, Natalie Savage. Spooky and the Wizard's Bats. Lothrop, Lee and Shepard,
1986. ISBN0688062806 IP Spooky finds a way to outsmart the Wizard's mischievous
bats.
- Chapman, Jean. Haunts and Taunts. Children's Pr., 1983. ISBN0516089595 IP
Stories, activities, verses and songs including the Sorcerer's Apprentice.
- Chernoff, Goldie Taub. Easy Costumes you don't have to Sew. Four Winds, 1975.
ISBN0590074911 IP For wizard or witch hat patterns, pg. 35 gives the pattern for the
basic cone shaped hat.
- Clymer, Eleanor. Belinda's New Spring Hat. Franklin Watts, 1969. OP Belinda
tries on almost everything in the house as a hat before she finally gets one of her
very own.
- Cobb, Vicki. Bet You Can't! Lothrop, Lee, & Shepard Books, 1980. ISBN0688519059
OP Use this title for the science magic show.
- Coombs, Patricia. Dorrie and the Wizard's Spell. Lothrop, Lee & Shepard, 1968.
ISBN0688510833 IP Dorrie's mother disappears when she drinks Wizard Wink's magic
potion.
- The Magician and McTree. Lothrop, Lee & Shepard, 1984. ISBN0688
021115 IP An old Magician's cat begins to talk due to a magic spell.
- Davis, Maggie S. Rickety Witch. Holiday House, 1984. ISBN0823405214 IP Althea,
the old witch, teaches two young witches a lesson.
- Debs, Sheila. Flannelboard Fables. Kidstuff, ND IP The Wizard of the river and
other fables adapted from the Aesop literature.
- Delage, Ida. The Old Witch and the Snore. Garrard, 1970. ISBN811640566 IP
An old witch tries to get a sleeping bear out of her cave.
- de Paola, Tomie. The Clown of God. Harcourt Brace Jovanovich, 1978. ISBN015
2191755 IP A juggler presents his only gift to the Christ child.
- DeRegniers, Beatrice Schenk. Picture Book Theater. Ticknor & Fields, 1982.
ISBN0899190618 IP The two plays The Mysterious Stranger and The Magic Spell are
contained in this book.
- Disney, Walt. The Walt Disney Song Book. Golden, 1979. LC79-155676 OP This
book contains Bibbidi-Bobbidi-Boo on p. 39 and Supercalifragilisticexpialidocious on
p. 50.

Edmonson, Madeleine. Anna Witch. Doubleday, 1982. ISBN038517946 OP A little witch learns about life without her mother.

-----The Witch's Egg. Seabury, 1974. ISBN0816431000 IP An old witch "hatches" a cuckoo's egg and becomes its mother.

Emberley, Ed. The Wizard of Op. Little, Brown, 1975. ISBN 0316236101 OP A wizard demonstrates his spells through the use of optical art.

Finnigan, Dave. The Complete Juggler. Random House, 1987. ISBN0394746783 IP You can really learn how to juggle with this book!

Fleischman, Sid. Longbeard the Wizard. Little, Brown, 1970. LC79-97140 OP Longbeard (alias King Sandor), manages to outwit the greedy King Barbos.

Fuchshuber, Annegert. The Wishing Hat. Morrow, 1977. ISBN0688321003 OP A magical hat grants a man's wish.

Gameran, Martha. Trudy's Straw Hat. Crown, 1977. ISBN0517528460 OP Trudy wants a new straw hat to make her look special.

Gardner, Martin. Entertaining Science Experiments with Everyday Objects. Dover, 1981. ISBN 0486242013 OP Use this title for the science magic show.

Gardner, Robert. Magic through Science. Doubleday, 1978. ISBN0385124384 OP Use this title for the science magic show.

Greene, Constance C. The Good-Luck Bogie Hat. Viking, 1971. LC70-162674 OP Ben felt on top of the world with his black Humphrey Bogart hat until Penny came into his world.

Guthrie, Donna. The Witch Who Lives Down the Hall. Harcourt, Brace Jovanovich, 1985. ISBN0152986103 IP Ms. McWee really is a witch according to the young neighbor who lives down the hall from her.

Hansen, Ron. The Shadowmaker. Harper & Row, 1987. ISBN0060222034 IP A young girl defends her town from the Shadowmaker.

Hawkins, Colin and an old witch. Witches. Silver, 1985. ISBN0382091329 IP A humorous look at a witch's everyday life.

Haywood, Carolyn. Eddie's Menagerie. Morrow, 1978. ISBN0688321585 IP Eddie tries to save his most precious possession - his hat.

Heins, Paul. Snow White. Little, Brown, 1974. ISBN0316354503 OP A retelling of Snow White, illustrated by Trina Schart Hyman.

Hellberg, Hans-Eric. Ben's Lucky Hat. Crown, 1982. ISBN0517548259 OP When Ben finds a hat, things begin to change in his life.

Hibbert, Christopher. The Search for King Arthur. American Heritage, 1969. ISBN828180148 OP Merlin the wizard is described in this book.

Hildick, E.W. The Active-Enzyme Lemon-Freshened Junior High School Witch. Doubleday, 1973. ISBN0385029810 OP Alison's involvement with witchcraft brings about some strange and unforeseen results.

Hines, Anna Grossnickle. Keep Your Old Hat. Dutton, 1987. ISBN0525442995 IP Sarah, Mandy and Ben all have a hat problem while playing dress-up.

Hochman, Sandra. The Magic Convention. Doubleday, 1971. LC75-118967 OP Amanda is asked to help her uncle perform magic tricks on stage.

Hodges, Margaret. The Other World Myths of the Celts. Farrar, Straus & Giroux, 1973. ISBN0374356734 OP A collection of ten Celtic myths including Merlin.

Hopkins, Lee Bennett, ed. Witching Time. Albert Whitman, 1977. ISBN0807591394 IP A collection of stories and verses such as "The Witch of Willowby Wallow."

Houghton, Eric. The Mouse and the Magician. Deutsch, 1976. ISBN023396777X OP The story of how Mouse and Wizard become friends.

Indenbaum, Valerie & Marcia Shapiro. The Everything Book. Partner Pr., 1983. ISBN0933212224 IP "Hats off for Olivia," a flannel board about a witch and hats, appears on pp. 80-81.

Johnston, Tony. The Witch's Hat. Putnam, 1984. ISBN0399210105 IP A witch has trouble with her hat when it starts to change into various creatures.

Keats, Ezra Jack. Jennie's Hat. Harper & Row, 1966. ISBN060231149 IP The hat Jennie receives from her aunt is not what she wished for.

Kent, Jack. The Wizard of Wallaby Wallow. Parent's Magazine, 1971. ISBN0819305146 OP A mouse visits the Wizard's shop for a spell that will change him into something else.

Kimmel, Margaret Mary. Magic in the Mist. Atheneum, 1975. ISBN0689500262 IP Thomas' attempts to become a wizard prove difficult.

Konigsburg, E.L. Jennifer, Hecate, Macbeth, William McKinley and Me, Elizabeth. Atheneum, 1984. ISBN0689300077 IP Elizabeth is lonely until she meets Jennifer, a self proclaimed witch.

Kraus, Robert. Bunya the Witch. Windmill, 1971. ISBN0878070052 OP Bunya discovers she is a witch.

Kronzek, Allan Zola. The Secrets of Alkazar. Four Winds, 1980. ISBN0590074253 OP Use this title for the science magic show.

Kumin, Maxine. The Wizard's Tears. McGraw-Hill, 1975. ISBN0070356378 OP A young Wizard's tears bewitch a whole town.

Laughlin, Florence. The Little Leftover Witch. Macmillan, 1960. ISBN0027545601 IP Felina proves to be a difficult guest for the Doons.

LeGuin, Ursula K. A Wizard of Earthsea. LC68-21992 IP A young boy takes on a dangerous quest to protect his magical powers.

Leichman, Seymour. The Wicked Wizard & the Wicked Witch. Harcourt, Brace, Jovanovich, 1972. ISBN015296455X OP A wizard and witch compete to see who is wickeder.

Lester, Helen. The Wizard, the Fairy and the Magic Chicken. Houghton Mifflin, 1983. ISBN0395338859 IP Three friends compete in magic tricks.

Lillington, Kenneth. An Ash-Blonde Witch. Faber & Faber, 1987. ISBN0571146252 IP Sophie's arrival in Urstwile starts a chain of misunderstandings.

McGee, Shelagh. What Witches Do. Prentice-Hall, 1980. ISBN0139551956 OP Fifteen humorous poems that will make the reader either shiver or smile.

MacKellar, William. The Witch of Glen Cowrie. ISBN0396075312 OP A boy who doesn't believe that witches exist changes his mind.

MacLachlan, Patricia. Tomorrow's World. Harper & Row, 1982. ISBN0060240741 IP A wizard and his companions must make five wishes.

Manley, Seon, & Gogo Lewis, ed. Magic! A Treasury for Young Readers. Funk & Wagnalls, 1967. OP A varied collection of short stories, along with some poetry, magic charms and spells, and information about magic stones and gems.

Marsland, Alicia. The Wizard's Daughter. Aurora, 1977. ISBN0876952074 OP A young girl must hide her witchcraft powers from her village.

Mayer, Mercer. Mrs. Beggs and the Wizard. Four Winds, 1973. ISBN0590077732 IP Mrs. Beggs has trouble with a new boarder in her boarding house.

Nelson, Esther L. The Silly Song Book. Sterling, 1982. ISBN0806946512 IP Fooba Wooba John appears on p. 48.

Nolan, Dennis. Wizard McBean and his Flying Machine. Prentice-Hall, 1977. OP A wizard builds a machine that flies with his head in the clouds and his feet on the ground.

Oksner, Robert M. The Incompetent Wizard. Morrow, 1965. OP Bumble creates problems when his spells come out all wrong.

Oram, Hiawyn. Skittlewonder and the Wizard. Dial, 1980. ISBN0803778333 OP This story of how Prince Skittlewonder breaks the spell put on him by an old wizard is a Scottish folktale that resembles Rumpelstiltskin.

Palin, Michael. The Mirrorstone. Knopf, 1986. ISBN0394883535 IP A boy must endure terrible ordeals to retrieve the Mirrorstone.

Palmer, Hap. Hap Palmer Favorites. Alfred, 1981. ISBN0882841890 OP The Witches' Brew appears on p. 124.

Postma, Lidia. The Witch's Garden. McGraw-Hill, 1978. ISBN0070505357 OP A group of children fearfully accept an old woman's invitation to visit her garden.

Schnurnberger, Lynn Edelman. Kings, Queens, Knights & Jesters. Harper & Row, 1978. ISBN0060252421 IP This book contains the directions on p. 11 for the basic T costume pattern, and on p. 3 the circle pattern for a cape.

Serraillier, Ian. Suppose you met a Witch. Little, Brown, 1973. ISBN0316781258 OP A witch catches two children with her gingerbread house.

Service, Pamela. Tomorrow's Wizard. Atheneum, 1987. ISBN0689313209 OP Merlin returns as Earl in this fantasy.

Seuss, Dr. The Cat in the Hat. Random, 1957. ISBN0394900014 IP A cat in a hat visits Sally and her brother on a rainy day.

----- The 500 Hats of Bartholomew Cubbins. Vanguard, 1938. ISBN0814903886 IP No one was able to solve the mystery of Bartholomew's hats in the kingdom of Didd.



Sharon, Lois, & Bram's Mother Goose. Atlantic, 1985. ISBN0871130513 IP
 Skinnamarink appears on p. 95.
 Slobodkina, Esphyr. Caps for Sale. Scholastic, 1947. ISBN0590314017 IP
 A hat peddler has trouble with monkeys on his way to market.
 Smith, William Jay. Ho for a Hat! Little, Brown, 1964. LC63-7683 OP A celebration of hats in verse and pictures.
 Stepto, Michele. Snuggle Piggy and the Magic Blanket. Dutton, 1987. IP Snuggle Piggy's blanket animals are in danger of being washed away.
 Stevenson, James. Yuck! Mulberry, 1984. ISBN0688065244 IP Emma and her friends brew up some magic of their own.
 Time-Life Books. The Secret Arts. 1987. ISBN0809452863 IP A collection of stories and histories about the secret arts in the series The Enchanted World.
 Travers, P.L. Mary Poppins. Harcourt, Brace & World, 1934. ISBN0899553907 IP
 The Banks children begin a series of adventures when Mary Poppins blows in on the East Wind.
 Ungerer, Tomi. The Hat. Four Winds, 1970. ISBN0590078445 OP Benito Badoglio's life is never the same when a magical hat lands on his head.
 Wallace, Barbara Brooks. Miss Switch to the Rescue. Abington, 1981. ISBN0687 270774 IP Miss Switch becomes a substitute teacher to help Rupert find Amelia.
 Wallace, Daisy, ed. Witch Poems. Holiday House, 1975. ISBN0823402819 IP
 Eighteen poems about many different witches from L. Frank Baum, E.E. Cummings, and Eleanor Farjeon.
 Yerian, Cameron & Margaret. Fun Time easy Tricks and Spooky Games. Children's Pr., 1975. ISBN0516013157 OP Use this title for the science magic show.
 Zelinsky, Paul O. Hansel and Gretel. Dodd, Mead, 1984. ISBN03960844944 IP
 Two children come upon a house owned by a witch who has children for dinner.

RECORDS

Arkin, Alan. The Babysitters' Menagerie. Vanguard, 1968. VSD79288 "Fuba Wuba".
 Bach, Othello. Lilly, Willy, and the Mail-order Witch. Caedmon, 1983. TC1725
 Witch stories.
 Baum, L. Frank. The Wizard of Oz. Caedmon, 1976. TC1512 Story.
 Davidson, Herb. The Candy Man. Peter Pan, ND. 8112 "The Candy Man".
 Disney, Walt. Mary Poppins. Vista, 1973. STER5005 "Supercalifragilistic...".
 Glick, Mike. Music in the Air. Folkways, 1979. FC7564. "Abbacadaba Alphabet".
 Lande, Kay. Halloween. Den-Lan Music, 1969. LP242 "She's stuck on a broomstick",
 "Witch's Stew", and "Pass the Witch's Broomstick".
 Lewis, C.S. The Lion, the Witch, and the Wardrobe. Caedmon, 1978. TC1587 Story.
 Palmer, Hap, and Martha. Witches' Brew. Educational Activities, 1976. AR576
 "Witches' Brew".
 Price, Vincent. A Coven of Witches. Caedmon, 1973. TC1338 Stories.
 ----- A Hornbook for Witches. Caedmon, 1976. TC1497 Stories.
 Riekes, Gary. Friendship. Monarch, 1958. "The Witch Doctor".
 Sharon, Lois, & Bram. One Elephant, Deux Elephants. Elephant Records, 1978.
 LFN7801 "Skinnamarink".

SUPPLIERS

Kidstamps, P.O. Box 18699, Cleveland Heights, OH 44118. Wizard, witch, hat & rabbit stamps.
 Action Balloons & Magic, 5231 Park St. N., St. Petersburg, FL 33709. Magician Posters, set of 5 hand bill \$16.50 + \$1.50 postage or set of 4 color lobby bill for \$24.50 + \$1.50 postage.
 Rivendell Craftshops, 309 Claffey Dr., Indianapolis, IN 46260. Wanda 777-S Magic Wand, \$8.95.
 Mr. Wizard, (Don Herbert), 132 Stagecoach Rd., Canoga Park, CA 91307. (818-703-1227)
 Have children write to Mr. Wizard, who is available to answer questions and compare ideas.



detergent
 witch
 seam edge

RABBIT

R907!



STORIES

K-2

BUNNY RABBIT REBUS (Adler)

Not a great story but fun! Pictures and words blend together in a way that all ages can participate. Use the characters to create original stories.

DADDY LONG EARS (Kraus)

A single parent--long on kids and short on money--brings himself up from the depths to become...THE Easter Bunny. A slice of life.

3-6

"Tar Baby" from Uncle Remus Stories (Harris)
Brer Rabbit finds himself in a rather sticky situation in this American classic.

ALL AGES

APRIL RABBIT (Cleveland)

For thirty days, the rabbits ran Robert ragged. On the thirty-first day, Robert got a BIG surprise! Try this book with STORYCARDS. Can be used with large or small audiences.



SONG

"Black Socks" from MONSTERS IN THE BATHROOM AND OTHER SONGS AND STORIES (Harley)



POEM

"Runny Honey" from LADY AGRIPPA'S UNSHUTTABLE CABOODLEBOX (Wild)



FINGERPLAY (?)

LITTLE RABBIT FOO FOO

Try this as a "mini-drama" by using kids and staff to act out the "story".





GAME

ALL AGES

JELLYBEAN ROLL: Bring back the joys of a mouth full of dirt. Have all participants put their jellybean at the starting line, get down on all fours, and roll the jellybean to the finish line with their noses! Play some "fast" music to set a frantic pace. At the end, all get JELLYBEANS! (Do your stomach a favor...open a new bag.)



ROOM DECORATION

BUNCHES AND BUNCHES OF BUNNIES (Mathews)

With this book and an opaque projector and a bunch of markers, you can turn your room into rabbit heaven. Hang them from the ceiling for some multiplication mobiles. Colorful and easy.



COSTUMING

RABBIT EARS (from The Wil Shriner Show)

Supplies: 1 pair of white tights for little girls in as small a size as you can find. (I thought they had mentioned size 2.)



1 wire coat hanger

Directions: open the bag with the tights. Bend the coat hanger as shown in illus. 1.

Insert coat hanger into legs and feet of tights. Place "panty" part of tights around top of head. Ears should stick up for that "INSTANT RABBIT" look.



FOOD

"BUNNIES AND EGGS: A Rice Krispies Treat" from PARTIES FOR HOME AND SCHOOL (Lamb).

"BUNNIES ON THE LAWN" from PARTIES FOR HOME AND SCHOOL (Lamb).

rabbit stew



STORIES

K-2

TAWNY SCRAWNY LION (Jackson)

The rabbits save the day by showing the lion the joys of vegetarian eating...a la carrot stew! Try this one as a flannelboard or told story.

GREAT EASTER BUNNY ADVENTURE (Packard)

When the Easter Bunny beckons, will you go with him? A Choose Your Own Adventure.

3-6

Thistle (Wangerin)

A perfect book to complement stews...complete with a POTATO MONSTER!

DIRTY BEASTS/ REVOLTING RHYMES (Dahl)

Two rollicking rhythms sure to disgust and delight even the toughest audience.

SLUGS (Greenberg)

No stew would be complete without a piece of sluggish meat!


ALL AGES

THE DWINDLING PARTY (Gorey)

As the MacFizzet Family fizzles, the humor rises in this fascinating pop-up book. Great to use with groups of 30 or less.

THE HAIRY BOOK (Cole)

Hairs! Hares! Hairs! Hares! Can be seen most anywheres!



BOOKTALKS/ READ-ALOUDS

GEORGE'S MARVELOUS MEDICINE (Dahl)

George concocts his own special "stew" which gets rid of his mean old bat of a grandmother.

THE TWITS (Dahl)

"Wormy Spaghetti" In this chapter, the Twits carry their squabbles to indigestible limits.



SONG

"I've a Wagonful of Chickens" from PANCAKES & PAINTED EGGS
(Chapman)



POEMS

"Bubblegum Herbert" from LADY AGRIPPA'S UNSHUTTABLE CABOODLEBOX (Wild)

"Caterpillar Kate" from LADY AGRIPPA'S UNSHUTTABLE CABOODLEBOX
(Wild)

"Our Arthur" from LADY AGRIPPA'S UNSHUTTABLE CABOODLEBOX
(Wild)



GAMES

"Snake Snack" from JOHN ASTROP'S GHASTLY GAMES (Astrop)

Bubblegum Blowing Contest from PARTIES FOR HOME AND SCHOOL
(Lamb)

Most pieces of gum in mouth wins/biggest bubble wins.

Dry Whistle Contest from PARTIES FOR HOME AND SCHOOL (Lamb)
Each participant eats several saltine crackers. First
one to whistle wins.



FOOD

CARROT STEW: Try throwing this one together in the same
manner as Stone Soup.

BUNNY CAKE from PARTIES FOR HOME AND SCHOOL (Lamb)

BUNNY BISCUITS from PARTIES FOR HOME AND SCHOOL (Lamb)





BIBLIOGRAPHY

- Adler, David A. BUNNY RABBIT REBUS. (Viking Penguin, 1983).
A read-along read-aloud that's fun for all ages.
- Astrop, John. JOHN ASTROP'S GHASTLY GAMES. (Delacorte, 1983)
Twelve sinister board games sure to delight those older kids.
- Brown, Marc and Laurene Krasny Brown. BIONIC BUNNY SHOW.
(Little, Brown, 1984). Try this as aslide show/read-aloud
combo when your stories need a bionic boost!
- Chapman, Jean. PANCAKES & PAINTED EGGS. (Children's, 1981).
Nice group of Easter stuff (some rabbits) for all ages.
- Cleveland, David. APRIL RABBITS. (Coward, 1978).
Use storycards with this book and you will have a "rabid"
success for large or small groups.
- Cole, Babette. THE HAIRY BOOK. (Random, 1984).
Great book for the "hare"y storytimes.
- Dahl, Roald. DIRTY BEASTS. (Farrar, Strauss, Giroux, 1983).
GEORGE'S MARVELOUS MEDICINE. (Knopf, 1982).
ROALD DAHL'S REVOLTING RHYMES. (Knopf, 1982).
THE TWITS. (Knopf, 1981).
Perfect for adding spice, humor and just a tad of revulsion
to that "perfect" storytime for older kids.
- Gorey, Edward. THE DWINDLING PARTY. (Random, 1982).
The MacFizet Family slowly disappears while visiting
Hickyhacket Hall. A POP-UP BOOK. Nice for small groups.
- Grennberg, David. SLUGS. (Little, Brown, 1983).
A tantalizingly tasteless morsel that adds just the right
"zing" to Rabbit Stew.
- Harley, Bill. MONSTERS IN THE BATHROOM. (Round River Records, 1984)
A GOOD RECORD...I'd bet my "black socks" on it!
- Harris, Joel Chandler. UNCLE REMUS: HIS SONGS AND HIS SAYINGS.
Look for the "Tar Baby" story in any of the Uncle Remus/Brer
Rabbit collections.
- Jackson, Kathryn. THE TAWNY SCRAWNY LION. (Golden, 1981).
Carrot stew and ten fat rabbits show T.S.Lion another way
of living. Good flannelboard/read-aloud or told story for
younger kids.

Kraus, Robert. DADDY LONG EARS. (S&S, 1970).

Once again, literature shows us that the Easter Bunny was an overworked, single parent. Good for small groups of mixed ages.

Lamb, Sandra and Dena Bellows. PARTIES FOR HOME AND SCHOOL. (1987).

Chock full of ideas for all sorts of parties, games and food!

Mathews, Louise. BUNCHES AND BUNCHES OF BUNNIES. (Scholastic, 1978).

Multiplying rabbits are sure to add to storyhour fun. Great as multiplication MOBILES for room decoration.

Packard, Edward. Choose Your Own Adventure: THE GREAT EASTER BUNNY ADVENTURE. (Bantam-Skylark, 1987).

Not the best CYOA to use with groups, but it WILL add a bit of adventure to the storytimes for the younger set. Try it as a BOOKTALK.

Wangerin, Walter. THISTLE. (Harper & Row, 1983).

Where potatoes go, so goes the...POTATO MONSTER!!! Definitely a "stew"pid tale.

Wild, Robin and Jocelyn Wild. LADY AGRIPPA'S UNSHUTTABLE CABOODLEBOX. (Pavilion, 1984)

An unbelievable assortment of stories, poems and other secrets of Deačnettle Hall.

P.S. Here are the words to BLACK SOCKS

BLACK SOCKS

They never get dirty
The longer you wear them
The stronger they get.

SOMETIMES

I think I should wash them
But something inside me keeps saying
Not yet, not yet, not yet.

(Try this as a round. It never misses. All Ages)



RABBITO INCOGNITO - YOUNGER

Stories to tell

"Adventures of Brer Rabbit" pp. 13-14, 44-46 in Hawkesworth, Eric. Papercuttings: Making All Kinds of Paper Shapes & Figures. S.G. Phillips, c1977.

"Who's In My Garden" pp. 33-35 in Mallet, Jerry and Bartch, Marlene R. Stories to Draw. Freeline, Inc. c1982. (Chalk story)

"The Runaway Bunny" (adapted from original by Margaret Wise Brown) pp. 106-109 with patterns in Champlin, Connie and Renfro, Nancy. Storytelling with Puppets. (Flannelboard story). American Library Association, 1985.

"Brer Rabbit an' de Tar Baby" (Adapted from original by Joel Chandler Harris) pp. 15, 20, 22 in Marshall, Kerry. Pom Pom Storybook. Zim's Inc., 1978. (One glove)

"Ears and Tails and Common Sense" pp. 19-35 in Sherlock, Philip and Hilary. Book by same title. Thomas Y. Crowell Co., c1974.

"Why Peter Rabbit's Ears Are Long" pp. 31-38 in Burgess, Thornton. Mother West Wind's Children. Little, Brown, c1962.

"How the Rabbit Lost His Tail" pp. 55-62 in Hill, Kay. Glooscap and His Magic Legends of the Wabanaki Indians. Dodd, Mead & Co. c1964.

Books to read aloud

Brown, Marcia Wise. Runaway Bunny. Harper & Row Junior Books, 1972

Delton, Judy. Rabbit Goes to Night School. Albert Whitman, c1986.

Galdone, Paul. A Strange Servant: A Russian Folktale. Alfred A. Knopf, c1977.

"How the Rabbit Got Its Cottontail" p. 12 in Lady Eden's School. Just How Stories. Arum Press Ltd., c1981.

Jarrell, Randall. Gingerbread Rabbit. Macmillan, 1964.

Moskowitz, Steward. The Legend of the American Rabbit. Julian Messner, c1982. Use to celebrate Superman's "birthday" in June, 1988!

Steig, William. Solomon the Rusty Nail. Farrar, Straus, Giroux, 1985. (Audience can "freeze" with Solomon).

Wahl, Jan. Carrot nose. Farrar, Straus, Giroux, c1978..

Weil, Lisl. The Candy Egg Bunny. Holiday House, c1975. (Easter Bunnies are birds in transformation)

Books to read independently

Brown, Marc and Krasny, Lauren. Bionic Bunny Show. Atlantic Little, Brown, 1985.

Alexander, Martha. Maybe a Monster. Dial, 1968.

Magic tricks

"Rabbit Tail in the Band" p. 8 in Verlan, Cameron and Margaret. Fun Times! Magnificent Magic. Children's Press, c1975. Palm a cotton ball.

"Miracle Rabbit" by Josh. Lakeview Terrace, CA. Commercial trick costs about \$5.00.

"Cylinder Box Rabbit Production" pp. 84-85 in Gilbert, George and Rydell, Wendy. Great Tricks of the Master Magicians. Golden Press, c1976. Can be operated with audience on all sides.

Puppet show

"Little Rabbit Who Wanted Red Wings" pp. 164-179 in Tichenor, Tom. Tom Tichenor's Puppets. Abingdon Press, c1971. Script for marionettes or hand puppets.

Music

"Little Patter Rabbit" p. 22 in Reall, Pamela and Nipp, Susan. We Sing! Children's Songs and Fingerplays. SVE and Price, Stern, Sloan. 1981 (BC 17-17 C). Folksong sung to "Battle Hymn".

"Rabbit Ain't Got" pp. 89-90 in Glazer, Tom. Do Your Ears Hang Low? Fifty More Musical Fingerplays. Doubleday, c1980.

Becker, John. 7 Little Rabbits. Scholastic Book Services, c1973. Book with musical notation available alone or with audiocass. To illustrate use flannelboard forms from Gawron, Marlene. 10 Little Bunnies. Moonlight Press, c1981.

Crafts

"The Funny Bunny" pp. 16-17. Make handpuppet from handkerchief and rubber band.

"Sad Sack, the Bunny" pp. 19-20. Make popper bag mouth puppet.

"Hanky Panky" pp. 51-52. Make rabbit head from hanky.

All in Lewis, Shari. Making Easy Puppets. E.P. Dutton, c1967.

Film

"The Velvetten Rabbit or How Toys Became Real". (Based on book by Margery Williams) LSB (19 min.) Also another version available as filmstrip.

Display

Brown, Margaret Wise. Goodnight Moon Room. Harper & Row, c1984.
Pop-up scene. Block out cover and title on floor of scene and ask
"What rabbit story is this from?"

Games

Small groups:

"Musical Bunny". Musical chair game. Place outline of rabbit on floor. Everyone walks over it as you play any audiotape or audio-cassette selections from library collection. When music stops, child over "it" becomes "incognito" or out. Use this with story and music from Seven Little Rabbits by John Becker.

"Jelly Bean Toss". Use egg cartons to see who can throw most jelly beans into egg cups. Winner serves others jelly beans that did land in cups. Use with Candy Egg Bunny by Lisl Weil.

"Freeze". Children sneak forward one half foot at a time toward "cat". "Cat" has back to audience and counts to ten. When "cat" is finished, she turns to watch others. Anyone caught moving has broken "incognito" stance, so must become "cat". Use with Solomon the Rusty Nail by William Steig.

"Telephone". Each child whispers message or tongue twister to next child till message is told out loud by last listener. Use with "Why Peter Rabbit's Ears Are Long" in Burgess, Thornton. Mother West Wind's Children.

Don't forget all those wonderful egg games:

Large groups divided into teams.
"Egg Hunt" finding matching colors
"Bunny Hunt"
"White House Egg Roll"
"Egg Running Contest"
"Old Timer"

Use with Candy Egg Bunny by Lisl Weil. All on pp. 48-49. Cole, Ann et alia. A Pumpkin in a Pear Tree. Little, Brown, c1976.

For older and younger

"Incognito Rabbito Guessing Game" for title or name of character. White out answers under the line before making copies.
SEE NEXT PAGE.

Craft

"Finky" rabbit character picture made with finger prints. Kid Stuff, vol. 1 #8 p. 1.

Guest

Invite police.

Treat

"Rabbit-in-Hat Nutcups" pp. 136-137. Warner, Penny. Happy Birthday Parties! St. Martin's Press, c1985. Make this out of construction paper, marshmallows, nuts, and raisins.

Jellybeans - always available and inexpensive.

Gingerbread man - use with Gingerbread Rabbit by Randall Jarrell. Now tables are turned!

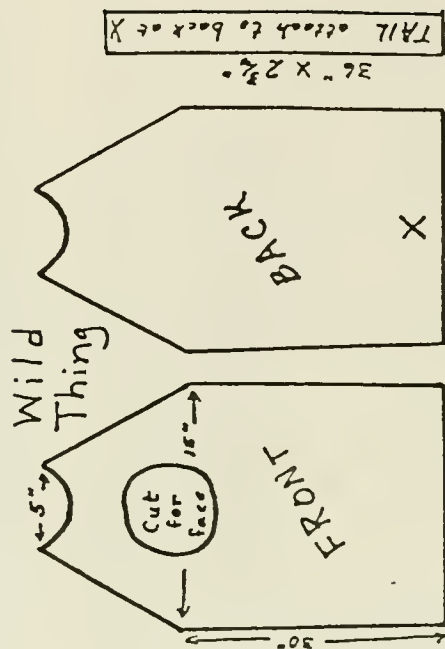
Marshmallow puffs - commercially available cookie made of one chocolate or vanilla cookie, flavored marshmallow and coconut shavings. Resembles rabbit's tail. Use with "How the Rabbit Got Its Cottontail" in Lady Eden's School. Just How Stories, "How the Rabbit Lost His Tail" in Hill, Ray. Glosscap and His Magic or "Ears and Tails and Common Sense" in Sherlock, Philip and Hilary. (Book with same title).

"Vegetable Things" (crackers in vegetable shapes) or "circus peanuts" (orange candy) or raw carrots - use with any rabbit story but especially with Carrot Nose by Jan Wahl or buy doughnut holes or make carrot doughnut recipe, pp. 110-111. Dohrn, Arnold. Make a Witch. Make a Goblin! A Book of Halloween Crafts. Four Winds Press, c1977. Use with the Legend of the American Rabbit-Who Ho Is and How He Came to Be by Stewart Moskowitz and serve doughnut holes while you celebrate birthday of "Superman" cartoon character in June 1988!

Filmstrips

Rabbit Who Wanted Red Wings. Miller Brody, 1973.

Velveteen Rabbit. Miller Brody, 1976.



Use fake fur. This pattern enlarged to given measurements will fit a child up 5 feet in height.

Other Incongruities

Activity: Small group

Read Craig, Helen. The Night of the Paper-Bag Monsters. Alfred A. Knopf, c1965. While making their costumes, friends fight, but make up in time for costume party. Allow children to design their own paper bag masks by pasting pre-cut geometric shapes of color construction paper onto paper bags and outlining each hand and foot onto butcher paper, cutting out and taping those on top of their actual hands and feet.

Read Sendak, Maurice. Where the Wild Things Are. Harper & Row, c1963. Stop at rumpus episode and ask children to put on their masks.

Large group

Ask children to come to library in costume or present game without costume.

Act out

"Big Green Monster" in Nagler, Eric. Come on In. Alcan Records (Canada Ltd.), LHM 85-11. [Elephant Records]

Act out and music

Patrick, Kathleen et alia. Monsters and Menstruous Things. Kinbo Educational, c1983. KUB 0003C. Make paper bag masks in red, yellow, green, or blue construction paper. Make face with marker Color Game. Dance the "Hoogie Man Boogie". Substitue lyrics with act-outs using numbers "Monsters in My Home" or the alphabet "Monsters in My Home". Don't forget everyday misbehaving, old dinosaurs and ridges about "monstrous" modern animals in the sea.

Alternative: Large group: No costumes

During dance, ask children to copy you pantomiming old animal walking.

Books to read aloud

Fent, Jack. Clotilda. Random House, c1978. Inevitable biological? Lionel, Leo. Little Blue and Little Yellow. Ivan Obolensky, c1959. Colors change. Marshall, Edward. Troll Country. Dial Press., c1980. Seeing is believing. Allard, Harry. Miss Nelson has a field day. Houghton Mifflin, c1985. Hat disguise by twin twist.

Lingerer, Tom. The Beast of Monsieur P. Line. Farrar, Straus & Giroux, c1971. 2 children in disguise. Pinkwater, Donald. El. I was a. made werewolf. E.P. Dutton, c1983. He one notice.

Allard, Harry. The Party at Mona's tonight. Doubleday, c1981. Little pig costume party. Marshall, Edward. Space Cows. Dial Press, c1980. E.T. type crashes Earth.

Shapiro, Arnold. Squiggly Wiggly's surprise. Price, Stern, Sloan, c1978. Finger puppet book for youngest. Brown, Mabel. Mouse. Little, c1976. He changes his mind. Use with craft on egg. Mouse noses decorated with acrylic. Slodokin, Louis. Magie Michael. Harrowood, c1944. Children can pantomime his imagined transformations.

Stories to tell

Brown, Mabel. Once a mouse. Macmillan, c1961. Mouse is transformed. Children could walk and make sounds like the animal. Harrowood, Jeane. The Bed. at so. Four Winds Press, c.1975. Tell story by gesturing with both hands to represent "beds".

Carl the Colorful chameleon" in "Kidstuff" vol. 111. #11 pp.10-11, and script.

"Kidstuff" (Adaptation of Don Freeman's "Kidstuff" vol 111 pp. 8-10, and Flannel board pattern with script.

"Beast of Monsieur Racine". Weston Woods, 1974.

"Rigger Skin Rug". Weston Woods, 1972.

PET SHOW

Books to read aloud

Brown, Deborah and James. Dunnicular: A Rabbit Tale of Mystery. Avon/Comet, c1979. To introduce Chester a character, read the third paragraph in chapter two: "Music in the night" then read chapter four "A Cat Prepares" starting just after the sentence "Okay, okay, don't get upset." through "I found them hidden behind his cage." Then hold up flat white paper lettuce leaf and carrot outlines, to represent the sucked dry and colorless vegetables.

Brown, Ruth. Our Cat Flossie. E.P. Dutton, c1986. Flossie's habits are so well described, that readers readily empathize with her. Use this to introduce game of pet identification for audience. Show animals and owners are given numbers to find their snuggles at designated tables. Owners have submitted answers to questionnaire before the show. Each questionnaire gets a different letter from the alphabet. Keep a record of matching pet owner's numbers and letters. at show post and later read off questions and answers. Let audience guess identity of pet.

"Dribble" chapter. Blume, Judy. Tales of a fourth grade nothing. Dutton, c1972. Tale of an older brother's treasured pet but a younger brother's treat.

Kate, Ezra Jack. Pet Show. Macmillan, c1972. This describes a neighborhood pet show for younger children.

Tablan, Tobl. How we got our first cat. Franklin Watts, c1980.
 In a familiar scenario, a family succumbs to a cat's invasion.

Schwartz, Amy. Ona and bobo. Bradbury, c1987. Bobo competes successfully in the pet show, thanks to a reluctantly loving grandmother.

Books in read independently:

Lazarus, Ken Folker. The Shark in the Window; William Morrow, 1972.
 When it breathes and flies out of water, Sholly tries to keep his shark a secret.

Wallace, Bill. A Dog Called Kitty. Holiday House, c1980. Nicky terrified of dogs, resolves to get rid of a homeless puppy.

Book Discussion:

Stolz, Mary. A Dog on Barkham Street. Harper, 1960. and The Bully on Barkham Street. Harper, 1963. Ask half your group to read one Barkham Street story and half the other. Then ask them to turn about each character and they will find they have seen the Bully and dog problem only from one point of view. Both characters are "Innocents" to each other, unless the reader experiences both books.

Filmstrip:

Burling Book discussion, show filmstrip "Henry Huggins" by Novacly Cleary. Suddenly a stranger claims to own Henry's long found dog. What should he do?

Games:

Design and play the "Ribay Game" pp. 284-285. Bauer, Caroline Feller. This way to Books. H. W. Wilson, 1983.

Prizes:

Doga p. 69 and 123 in Silverstein, Shel. A Light in the Attic. Harper & Row, c1981.

Doga, cats in pp. 62-63, 82-83, 98 in Prelutsky, Jack. New kid on the block. Greenwillow Books, 1984.

Snake, eater, turtle, owl, pony, dog, cat pp. 109, 120-121, 146, 151 in Silverstein, Shel. A Light in the Attic. Harper & Row, c1981

Hunter:

"I Don't Wanna (Have an Iguana)". Instead of all possible pets, a pig is preferred. "Eric Nagler - Come on in!" Elephant Records, LP84-8511.

Food:

Ambitious vegetarians See "Cat Food" pp. 15 + 32. "The Electric Company Magazine", Nov. 1986. (Pub - Children's Television Workshop N.Y., N.Y.)

"Bunny Salad" p. 127 Crocker, Betty. Betty Crocker's Cook book for boys and girls. Simon and Schuster, c1957.

Carrot Cake any recipe or p. 114 Dobrin, Arnold. Make a Witch, Make a Goblin! A Book of Halloween Crafts. Four Winds Press, c1977.

Goldfish (Super market Pepperidge Farm) crackers Animal Crackers (Super market traditional store bought) cookies

Chocolate Tortles p 348 Bauer, Caroline Fennor. Handbook for Storytellers. American Library Association, 1977. Enjoy with Chapter "Dribbles." Blume, Judy. Tales of a Fourth Grade Nothing.

"Bunnies on the Lawn" p. 135. "Bunny Biscuits" p. 136. "Rice Kriple Treats" p. 137. "Bunny Cake" p. 138 in Lamb, Sandra and Ballows, Dana. Parties for Home and School - A Piece of Cake. Good Apple Inc., 1985.

Free bookmarks and pamphlets available from:

Local SPCA or American Humane Association, P.O. Box 1266 Denver, Colorado 80201 or Relaton Purina Co. Society for Animal Rights, Inc., 421 S. State Str., Clarks Summit, PA 18411 or The Humane Society of the United States 2100 L. Street, N.W. Washington, D.C. 20037

Other Program Sources:

Theme related books, other media and activities in "Gone Fishin'" pp. 87-102. Bauer, Caroline Feller. Celebrations! Read-Aloud Holiday and Theme Book Programs. H.W. Wilson, Co., 1985.

"Rover, Come Over" pp. 73-77. Smith, Susan and King, Melinda Happy Birthday! A guide to special parties for children. White Pine Press, c1983.

Millions of Cats by Wanda Gag pp. 53-54 and a graded bibliography on pp. 169-171. Bauer, Caroline Feller. This Way to Books. H.W. Wilson, 1983.

"Kidstuff" periodical for ages 3to5 in "Pet Parade" 1987, Pet show for all kinds of pets, Vol IV, No. 9 pp 1-28. also "Kitty Cat Capers" 1987 Vol. IV, No. 7 pp. 1-32. All about cats including puppet box.

Glovach, Linda. The Little Witch's Cat Book. Prentice-Hall, c1985.

WHOUUNIT, HOUDINI? - MAGIC

Books to read aloud:

Heischman, Sid. Mr. Mysterious & Company. Little, Brown & Co., c1962. Tell about family travelling west in covered wagon and making their living by giving magic shows. One day they set out for Cactus City. When they got there...Read chapter 4 from "A man wearing..." to end of chapter.

Turkle, Brinton. The Magic of Millicent Musgrave. Viking Press, c1967. When she helps with a magic act, the magician gives her a doll instead of the promised rabbit.

Bright, Robert. Georgie and the Magician. Doubleday, c1966. Georgie helps a former magician complete his magic show.

Kroll, Steven. The Big Bunny and the Magic Show. Holiday House, c1986. Tired of playing Easter Bunny, a rabbit tries a new job as magician's assistant for a short time. If this book is used, many Easter games and crafts could be adapted for summer use.

Stories to tell:

Belton, Judy. Rabbit Goes to Night School. Albert Whitman, 1986. A rabbit instead of a handkerchief comes out of rabbit's hat and he must learn the correct spell at his next class.

Hiro, Val. The Magic Doctor. Oxford University Press, c1982. A bootmaker impersonates a doctor to gain his fortune. Luck and his reputation for "magic" save his hand. He happily becomes a bootmaker again. And if your boot fits, he may have made it. (Wink)

Books to read alone - fiction:

Thaler, Mike. Madge's Magic Show. Franklin Watts, c1978. Jimmy is unimpressed till a rabbit appears.

Belton, Judy. Brimhall Turns to Magic. Lothrop Lee & Shepard, c1979. Same as Rabbit Goes to Night School but with bear as novice magician.

Schulz, Charles M. It's Magic. Charlie Brown. Random House, c1982. Snoopy gets a library card, checks out a magic book and accidentally makes Charlie Brown invisible.

Greydamus, Rose. Ilocus Pocus. Magic Show! Troll Associates, c1981. A boy does several magic tricks that can be mastered by younger children.

Theme related program sources:

"Magic" chapter on books, related activities and media in Bauer, Caroline Fetler. Handbook for Storytellers. American Library Association, 1977.

Music:

Lovin' Spoonful. "Do You Believe in Magic". Buddah Records, c1984. BG5.

America. "You Can Do Magic". Capitol, c1982. X-6312.

Selections suggested by Tom Wilkins, age 12

MAGIC SHOW
by Librarian

Most of these were demonstrated on video portion.

"Disappearing Girl" pp. 56-59. Wyler, Rose and Ames, Gerald. Spooky Tricks. Harper & Row, c1968. Helper enters box; box is tipped, shown empty, box is replaced, helper returns.

"Money Slips Away" pp. 24-25. Churchill, E. Richard. Devilish Bats in Trick Your Friends. Sterling Publishing, c1985. Quarter goes through hole in paper sized for dime.

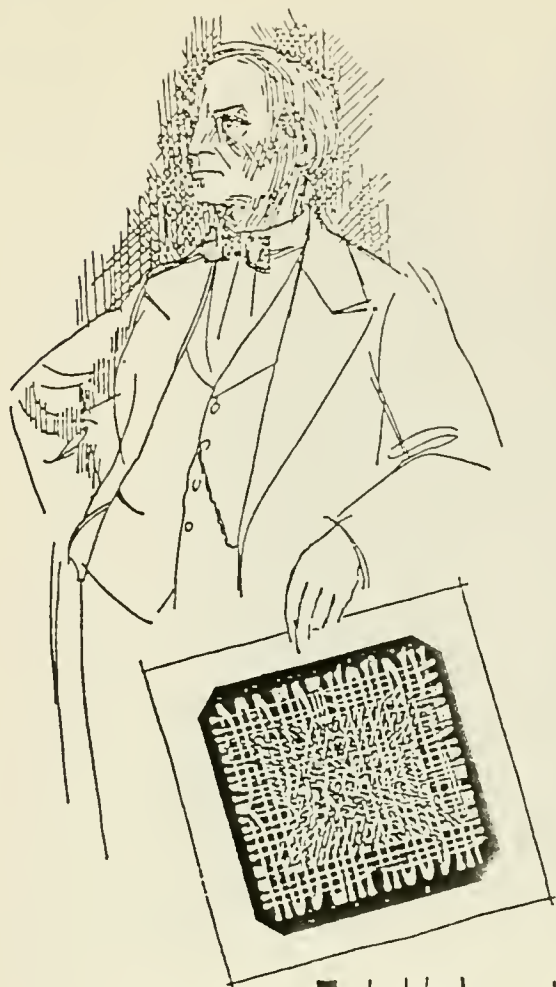
"Inexhaustible Box" pp. 230-231. Many items are produced from a see-through box with a cover. Gibson, Walter. Walter Gibson's Big Book of Magic for All Ages. Doubleday, c1980.

"Lollipop Laughter" pp. 125-128. Four lollipops are produced from empty bag. They then vanish. Severn, Bill. Magic Comedy Tricks, Skits and Clowning. David McKay, c1968.

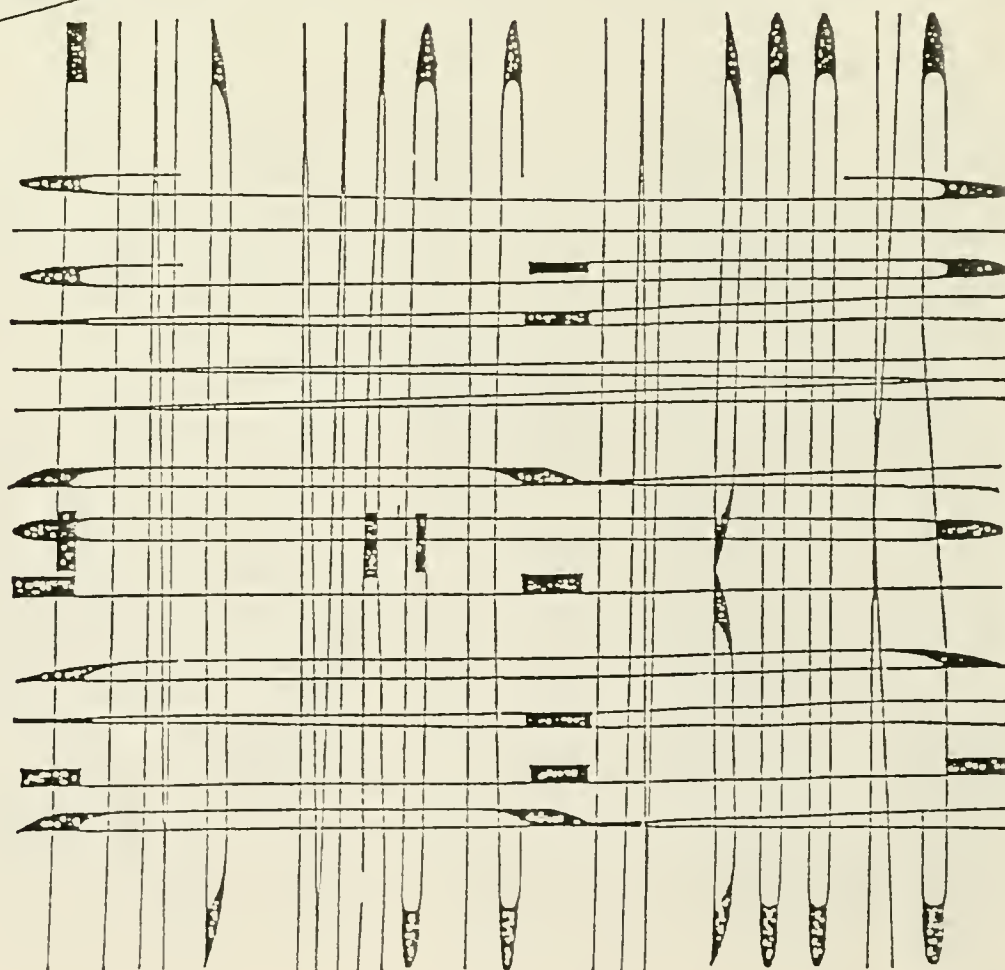
Fun Magic Coloring Book. Fun Inc. Chicago, IL, 1977. About \$9.00. Pages open to blanks, outlines, and full color views of same scenes. Trick is easy and will work every time. Available at most magic supply shops.

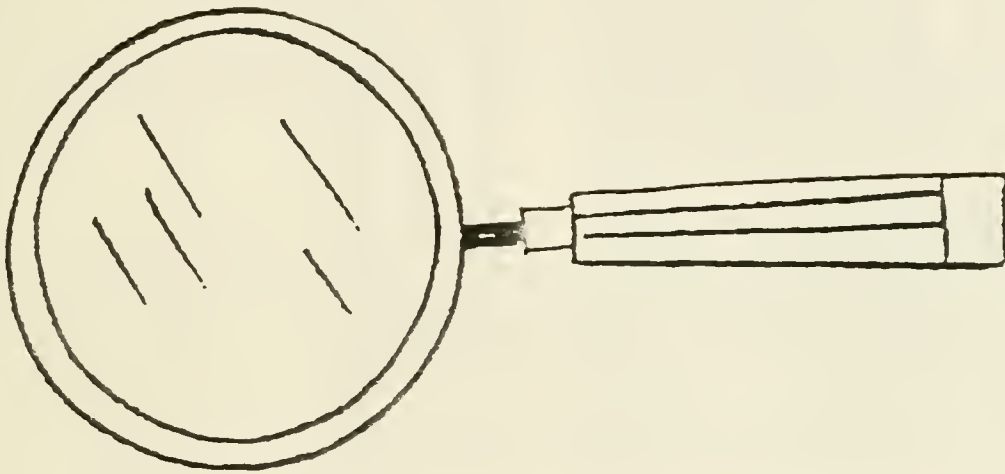
Houdini:

Using Kraake, Robert. Harry Houdini: Master of Magic. Scholastic, c1973, tell synopsis of Houdini's life. Stress that at 16, Houdini read about Robert-Houdin, the greatest magician of his time whose methods are still basic to magic today. He was especially interested in optical illusions. Houdini was so influenced by Robert-Houdin, that he changed his real name Ehrlich Weiss, to Harry Houdin and later to Harry Houdini. Now give children copy of calligraph message (in manual) using alphabet and overlay developed by Robert-Houdin. To read secret message, children tip page and look across the sheet. At normal direction of page, FIND MAGIC IN BOOKS. Turn page to left, READ FOR MAGIC. It may help to close one eye.



Robert-Houdin's design





WHODUNIT, HOUDINI? - MYSTERY
OLDER

Detectives - Decorations

Large question marks, pasted or hanging from walls; footprints on ceiling or book stacks, also hand prints (up to the ceiling)
p. 9 Aber, Linda. Williams. The Dynamite Party Book. Scholastic, c1978. Also try large magnifying glass form with program title and dates inside. Use frying pan for outline.

Books to read aloud:

If you listen closely children can solve these. Clues are given first, then solution, then deductive reasoning.
Sobol, Donald. Two Minute Mysteries. Scholastic Inc., c1986.
_____. More Two-Minute Mysteries. Scholastic Inc., 1986.
_____. Still More Two Minute Mysteries. Scholastic Inc., 1986.

Crime Scene:

Displays:

Hildack, E.W. The Nose Knows: A McGurk Mystery. Grosset & Dunlap, c1973. McGurk has drawn a crime scene on p. 58. McGurk summarizes the witness reports pp. 35-36. He reviews it again pp. 59-63. Use this as an example of using a crime scene. You may want to use the Police Hall of Fame Certificate as people solve the puzzles or crime scenes.

Treat, Lawrence. You're the Detective! Twenty-four solve - Them -Yourself Picture Mysteries. David R. Goddard, cl983. Each mystery is two pages long with a crime scene. Prep the book up for varied weekly displays. Solutions are in the back of the book.

Fiction

Crime Scene Stories:

Hass, E. A. Inconquisto Mosquito, Private Investigative. Lothrop, Lee & Shepard, cl982. Use manual picture for crime scene. Inconquisto Mosquito is a private insective who is always on trail of "notorious insect no-goodniks." Read crime narrative pp 27-21. Ask what would a detective say about this case? After children answer and you give Inconquisto's analysis, ask if they noticed any mistake? Mistake is that a tick (Heriman is a "car-ticker") is not an insect but an arachnid.

BOOK FOCUS THEMES:

Hawes, James. Howliday Inn. Avon/Camelot, cl982. Animals disappear from the pet boarding motel. (Read in chapter "The Departure" from Tony told me...to...with my thoughts. Contact your local K 9 squad unit of your police or sheriff's department for a demonstration if you have access to a large empty area outside the library.

Reynolds, Polly. The Case of the Elevator Duck. Random House, cl971. Who lost a live duck in the elevator of Gilbert's housing project? This funny mystery has been made into a 16mm film. Ask the children how they would try to find the owner. Invite a pet shop owner or an ASPCA representative bird breeder to talk about birds as pets.

Clark, Margaret Goff. The Latchkey Mystery. Dodd, Mead, cl985. When a burglar raids homes in their Florida suburb, latchkey kids start their own crime watch neighborhood project.

then... display books on life skills, emphasizing home safety, baby sitting and crime prevention. Local police, Red Cross chapter, home economics teachers might help.

Put on display:

Related books:

Gilbert, Sara. By Yourself. Lothrop, Lee & Shepard, cl983.

Kleeberg, Irene. Latchkey Kid. Franklin Watts, cl985.

Kyle, Kathy. In Charge. A complete Handbook for Kids with working parents. Alfred A. Knopf, cl983.

Hildick, E.W. The Ghost Squad Breaks Through. E. P. Dutton, cl984. Communicating with the living via special computer with a live science enthusiast, teenage ghosts try to prevent and monitor crimes. Talk about codes and ciphers. Try "keyword", "morse code", "pig pen code", "Semaphore", "angle code" pp. 58-61 in Travis, Falcon and Hindley, Judy. Secret Messages. Tell story using code words "Master of All Masters" pp. 14-15. Arbutnot, May Hill. Time For Old Magic. Scott, Foresman,

cl970. Choose children to pantomime "Before I did I was..." past occupation. p. 141. Carlson, Bernice Wells. The Party Book for Boys and Girls. Abingdon Press, cl963.

Di Carlo, Joseph. The Wall People: In Search of a Home, cl985. A family of 5 inch people (similar to the "Lillies") live between the walls of apartment buildings.

Another book relating crime and little characters: Wright, Betty. The Dollhouse Murders. Holiday House, cl983. Slowly the haunted dollhouse and dolls become unsolved murder scene. Doll house collectors, miniatures or even shoe box diaramists may delight in displaying a particular scene from a fairy tale, children's story or mystery. Observers can guess story.

George, Jean Craighead. Who Really Killed Cock Robin? An Ecological Mystery. E.P. Dutton, cl971. Be sure to read chapter 8 in which NANA and Homestead, Florida, are mentioned. When this town's famous bird is poisoned, Tony searches for the polluter. Use this book for a "nature sleuth" program. Write the Florida State Department of Environmental Regulations, Twin Towers Office Building, 2600 Blairstone Road, Tallahassee, FL, 32399-2400 or phone 1-904-488-9334 and ask for Wayne Stevenson or Margaret Johnson. Free booklets are available. "Your Environment" in quantity on request. Also your local, county or regional district office might have a speaker available to do an ecological presentation with a 20 minute filmstrip with the same title. This program has not yet been used by the schools. A local ranger might provide live examples on signs or slides of local wildlife and park environments. Members of the Audubon Society might give examples of bird identification. Wildlife rescue people might bring in injured wild animals, etc.

Books to read alone:

Brooks, Walter. Freddy the Detective. Knopf, 1932. Freddy and farm friends emulate Sherlock Holmes.

Rabbit, Natalie. Goody Hall. Farrar, Strauss & Giroux, cl971. Willet's father is dead-or is he?

Roberts, Willo Davis. View From the Cherry Tree. Atheneum, cl975. When eleven year old Rob tells of witnessing a murder next door no one listens except the unknown murderer.

MAGIC CARPETS

A magic carpet can take you anywhere you want to go. All magic carpets seem to come with something magical such as a genie or a phoenix to help with the carpet's magic.

With this in mind, here are some ideas for a Magic Carpet program:

Dress up in a "genie" costume - you can find genie-type clothes in thrift or second-hand stores. Wide-bottom pants can become genie's pants with a rubber band around the bottoms. Add a big, blousy shirt, a turban, lots of "gold" and other jewels to complete the outfit.

In your genie outfit sit on a "magic carpet" and talk about some books with magic carpets or genies in them. Some suggestions are:

The Genie of Sutton Place

The Arabian Knights

The Phoenix and the Carpet

The Magic Pizza

Or you can use simple magic tricks to introduce or follow-up a story. Some easy book-related magic tricks are described in The Handbook for Storytellers on pages 249 - 252.

If you find it difficult to find a magic carpet story to read or tell, remember a magic carpet can take you anywhere. Tell some stories from other lands or places. Visit a magical place such as Oatsdale and tell Sylvester and the Magic Pebble, or visit Popperville, the home of Mike Mulligan and His Steam Shovel. You can visit Mulberry Street - And To Think That I Saw It On Mulberry Street makes a terrific flannelboard story.

There are lots of other lands you can visit, for example, China - Tikki Tikki Tembo, Spain - Ferdinand, or Africa - Why Mosquitoes Buzz In People's Ears.

Activities

Play a magic carpet guessing game. Think of some easily recognized places in books. Ask the magic carpet to take you there, and see if the children can guess where you are going. For example, the genie can say, "Magic carpet, take me to a place where everything is green." See if the children can guess the carpet will take the genie to Oz. Or, "Magic carpet, take me to a busy city where I can hear a cricket singing." The place - Times Square. After the children catch on, see if they can make up their own clues.

The genie can teach everyone one magic trick. Or you can hold a magic contest and the genie can be the judge.

Things to Make

Weave a magic carpet.

Cut $\frac{1}{2}$ " slashes about $\frac{1}{4}$ " apart along both ends of a 6"x10" piece of heavy corrugated cardboard. Run a long piece of yarn from slash to slash across one side of the cardboard and tie it off. Weave different colors of yarn in and out between the strings that have been formed. When you have finished weaving, one by one cut each loop of the yarn around the cardboard slashes - the yarn holding the weaving. Tie the two pieces of yarn together close to the weaving to hold the woven part in place. This makes a fringe on your carpet.

Make a mobile of a magic carpet and genies

A genie figure is in this section. Copy several of them, color and cut them out. Paste the matching ones back to back with poster board in between to make them sturdy. For a magic carpet to hang the genies from, cut two pieces of colored ribbed cardboard 8"x12". Tape pipe cleaners to one piece on the wrong side, then glue the two pieces together. The pipe cleaners will allow you to bend the carpet whichever way you want. Attach genies with string.

Make a genie finger puppet

Cut an "X" in the middle of a 3"x5" piece of construction paper. This is the magic carpet. Wind some yarn into a small loose ball and tie off. This is a turban. Push your thumb through the "X" in the magic carpet. Put the turban on top of your thumb and draw a face on your thumb. Everyone can have their own genie and magic carpet!





Magic Carpet Books

And To Think That I Saw It On Mulberry Street, Dr. Seuss, Vanguard,
\$7.95 ISBN 0-8149-0387-8

Aladdin and the Enchanted Lamp, Marianna Mayer, Macmillan, 1985,
\$15.95 ISBN 0-20-765360-9

Ferdinand, Munro Leaf out of print

Genie of Sutton Place, George Selden, FS&G, 1973, \$11.95,
ISBN 0-374-32527-8

The Genuine, Ingenious Thrift Shop Genie Calrissa Mae Bean and Me,
Beverly Keller out of print

Handbook for Storytellers, Caroline F. Bauer, ALA, 1977, \$15.00pap,
ISBN 0-8389-1293-6

The Magic Pizza, Beverly Major, P-H, 1978, \$5.95,
ISBN 0-13-545202-3

Mike Mulligan and His Steam Shovel, Virginia L. Burton, HM, 1939,
\$11.95, ISBN 0-395-06681-6

The Phoenix and the Carpet, E. Nesbit, Dell, 1987, \$4.95pap,
ISBN 0-440-47035-8

Sylvester and the Magic Pebble, William Steig, Windmill Books, 1969,
\$4.94pap, ISBN 0-671-96022-9

Tikki Tikki Tembo, Arlene Mosel, H. Holt & Co., 1968, \$9.95,
ISBN 0-03-012711-4

Why Mosquitoes Buzz in People's Ears: A West African Tale, Verna
Aardema, Dial Bks Young, 1975, \$11.89PLB, ISBN 0-8037-6087-6

Magical Cats

There are so many stories about cats and with cats in them. Here are some stories about some magical cats you might want to read or tell:

Puss in Boots

The Cat in the Hat

The Cat's Purr - Buy a little drum to introduce this story

The Wuggie Norple Story - This would make a good flannelboard

The Fat Cat - Tell this one with a balloon. Draw a cat figure on a balloon and as he eats each character in the story, blow more air into the balloon. When the woodcutter cuts him open, let the air slowly out of the balloon.

Sing some cat songs, like The Cat Came Back, or Cat Goes Fiddle-i-fee.

Dance the Alley Cat.

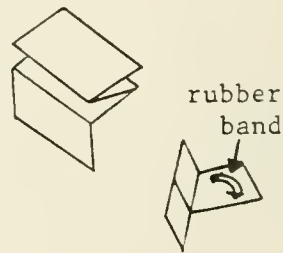
Things to Make

Thumbprint cats are very easy to do. A personalized bookmark could be made with the thumbprint cat as decoration.



An easy cat puppet that everyone can make is described in Connie Champlin's Puppetry and Creative Dramatics in Storytelling on pages 32 and 33. She tells you how the children can all use their puppets to help you tell the story of Millions of Cats. Here are the directions:

1. Cut a strip of construction paper 4"x12"
2. Fold in half to be 4"x6"
3. Fold each half in half. Straighten these folds out to a 90° angle giving you a "T" shape. The stem of the T is the handle, top of the T is the mouth
4. Staple a rubber band on the top outside of the handle to give a firmer finger grip
5. Use construction paper to make the cat's face or use sequins, yarn or buttons to decorate.



Talk About Books

A fun way to present a book talk about cat books is to introduce each book with cats that fit one inside the other. Enlarge the pattern below to measure $8\frac{1}{2}$ ", 10", 12", and $14\frac{1}{2}$ " between points A and B (tail to ear). If you have a copy machine that enlarges, enlarge each enlargement 120x.

Trace two cats of each size on poster board. Cut out and decorate, then glue together. Start with the smallest cat. Use elmer's glue and glue the two pieces together. With the next larger cat, carefully glue the tip of the left ear and the bottom edge of the cat from the tail to its paw (point A to C).

Clamp with paper clips and slide the smaller size cat into the larger one to make sure it will fit after the glue is dry. BE CAREFUL NOT TO GLUE THE SMALLER CAT INTO THE BIGGER ONE!

Use plastic self-adhesive pockets on each cat, cutting to fit, to hold a card with the name of each book you will talk about. Some good books about magical cats are: Cat Will Rhyme With Hat, Bella Arabella, Kits, Cats, Lions & Tigers, Cat's Magic, and The Town Cats & Other Tales.



Magical Cat Books

- Bella Arabella, Liza Fosburgh, Macmillan, 1985, \$11.95,
ISBN 0-02-735430-X
- Cat Came Back, Jenny Butterworth, Scholastic, 1983, \$1.95pap,
ISBN 0-590-31807-1
- Cat Goes Fiddle-i-Fee, Paul Galdone, Calrion, 1985, \$12.95,
ISBN 0-89919-336-6
- Cat In the Hat, Dr. Seuss, Beginner, 1957, \$5.95PLB,
ISBN 0-394-90001-4
- Cat Will Rhyme With Hat, Jean Chapman, Macmillan, 1986, \$12.95,
ISBN 0-684-18747-7
- Cat's Magic, Margaret Greaves, HarpJ, 1981, \$11.89PLB,
ISBN 0-06-022123-2
- Cat's Purr, Ashley Bryan, Macmillan, 1985, \$9.95,
ISBN 0-689-31086-2
- Fat Cat, Jack Kent, Scholastic, 1971, \$1.95pap, ISBN 0-590-02174-5
- Kits, Cats, Lions and Tigers, Ed. by Lee Benett Hopkins, A. Whitman,
1979, \$9.75PLB, ISBN 0-8075-4181-8
- Puppetry and Creative Dramatics in Storytelling, Connie Champlin,
Renfro Studios, 1980, \$12.95pap, ISBN 0-931044-03-0
- Puss In Boots, Paul Galdone, H M, 1976, \$7.95, ISBN 0-395-28808-8
- The Town Cats and Other Tales, Lloyd Alexander, Dutton, 1977,
\$11.95, ISBN 0-525-41430-4, 01160-350
- The Wuggie Norple Story, Daniel M. Pinkwater, Macmillan, 1980,
\$9.95, ISBN 0-02-774670-4

MAGIC TRICKS AND TRICKERY...All tricks have a magical quality, from the clever stunts of Brer Rabbit and Anansi to the enchantments of Cinderella's fairy godmother. It's the feeling that anything can happen, that the unexpected can be expected, that makes trickery so intriguing. So here's the trick to doing a bewitching program of tricks and trickery...

AGES: 9 - 12 years

TIME: 45 minutes

BOOK DISPLAYS: Magic books, science magic books, folktales about tricksters such as Brer Rabbit, Raven and Coyote.

PROPS: Magic tricks

COSTUMES: Top hat, magic wand - be a magician!

THE PROGRAM STEP BY STEP:

1. Invite a magician to do a program for you - or -
2. Have the kids put on an amateur magic show -or -
3. Play Walt Disney's fairy godmother theme song "Bippity Boppity Boo" while the kids come in.
4. Tell - "Wiley, His Mama, and the Hairy Man" in The People Could Fly.
5. Puppet Show - "Wicked John and the Devil" from Grandfather Tales.
6. Readaloud or tell - "From Tiger to Anansi" in Sherlock's Anansi the Spiderman.
7. Tell - a string trick story from The Story Vine. My favorite is the "Mosquito." Then -
8. Teach - string tricks. Lots of help in books such as Cat's Cradle, Owl's Eyes, a Book of String Games.
9. Demonstration Booktalk - Bet You Can't. Challenge the kids to some of these seemingly simple tricks. ("A pressing problem" on p.28 is especially effective.) Finding that they can't do them is astonishing - and the book disappears from the shelf as if by magic! For other great demonstration booktalks try Nothing's Impossible!, Bet You Can and Mr. Wizard's Supermarket Science. All include amazing (and amazingly simple) magic tricks.
10. Perform - some simple magic tricks. If you are as clumsy as I am, let me recommend Now You See It: Easy Magic for Beginners. Pretty hard to go wrong here. (For more ideas on simple magic tricks, plan to attend Molly Kinney's workshop of program ideas at FLA this spring.)
11. Explain - how several tricks work - and -
12. Make - a trick to take home. In The Great Science Magic Show there's a great trick involving only a large safety pin and a wooden kitchen match. (p.89) Or re-create Molly's glitter-in-the-eggshell trick from Poetry Picnic last year!

OPTIONS FOR AGES 5 - 8

Before you perform your magic tricks and explain them, tell or readaloud stories of trickery such as Abiyoyo, Monkey and the Crocodile or invite participation in "The Groundhog Dance" from Twenty Tellable Tales. Dramatize The Beast of Monsieur Racine as outlined in Storytelling with Puppets. After your magic show, let everyone make a trick - I suggest "The Color-Changing Lollypop," p.48 in Now You See It.

MAGIC WISHES..."Touch blue, your wish will come true..." Wishes can come true - it can happen to you! Especially if your wish is for a fun-filled Summer Library Program...

AGES: 5 - 8 years

TIME: 45 minutes

BOOK DISPLAYS: Folk tales and picture books that include wishes; books about superstitions that include wishing.

PROPS: Magic wand

COSTUME: Fairy godmother (cape and magic wand, crown)

THE PROGRAM STEP BY STEP

1. Lead children into room to the tune of "When You Wish Upon a Star."
2. Tell or readaloud - Sylvester and the Magic Pebble.
3. Flannelboard: Wiggles, the Little Wishing Pig.
4. Sing - "I Wish I Was" in The Funny Songbook.
5. Creative Dramatics - "You Look Ridiculous," said the rhinoceros to the hippopotamus.
6. Shadowpuppet show - The Fisherman and His Wife.
7. Dramatize - The Wizard of Wallaby Wallow. (You can be the wizard with a wizard's hat, use a puppet for the mouse and indicate wishes on the flannelboard.)
8. Puppetize - Wish Again, Big Bear as outlined in Storytelling with Puppets, p. 253.
9. Readaloud - Barney Bipple's Magic Dandelions. Note the superstition it's based upon, then -
10. Discuss - other superstitions about wishing. (Consult Cross Your Fingers, Spit in Your Hat. You may want to hand out bananas and let kids try their luck with the one on p.40.)
11. Craft - make a magic wand, or let each child make thier wish for the future come true with crafts from Be What You Want to Be.
12. Filmstrip - I Wish that I had Duck Feet.
13. Booktalk - The Seven Wishes of Joanna Peabody. (sample booktalk below)

OPTIONS FOR AGES 9 - 12:

Use the puppet show of Fisherman and His Wife and tell or readaloud "Wishes" in The Devil's Storybook or "Wicked John and the Devil" from The Grandfather Tales. Discuss wish superstitions as in #8 above; also, discuss folk aphorisms such as "If wishes were horses beggars would ride." See how many the kids can come up with on their own. As an activity, show the kids how to weave Mexican "wish bracelets" (simply braid or macrame several multi-colored strands of yarn, then tie onto wrist.) According to the tradition I learned, the bracelets are then rubbed together as the wishes are made. Don't remove the bracelet - it must be allowed to fall off in the course of time, then thrown in the sea or the wish won't come true! Booktalk The Love Genie (sample below), try a choral reading of "Lester" from Where the Sidewalk Ends as detailed below, and, if possible, show a film from the "Make a Wish" series.

SAMPLE BOOKTALKS...feel free to use these or adapt them or ignore them and use your own - these are just suggested "commercial" pitches for these two popular books...

Webster, Joanne. The Love Genie. Elsevier/Nelson, 1978.

Rub a small round stone, whistle an old tune, and a tall handsome genie appears, ready to grant your every wish. Sound too good to be true? Well, that's just what happens to Jenny when she finds a small, perfect ammonite and accidentally stumbles on the key to unlock its secret. Her happiness seems guaranteed when she meets the boy of her dreams and he invites her to a party. But Jenny learns that you have to be very careful what you wish for, because if all your wishes come true, the results can be horrifying. Find out what Jenny does with her wishes in The Love Genie by Joanne Webster.

Gray, Genevieve. The Seven Wishes of Joanna Peabody. Lothrop, Lee & Shepard, 1972.

"Joanna...Joanna Peabody." The voice was coming from the TV. Joanna turned around and there she was, a big round face full of smile wrinkles, right there on TV.

"Who you?" Joanna squeaked. That made the old lady laugh with a sound like bells ringing. She had six gold teeth. Joanna counted.

When she sobered down from her tickle, the old lady said, "I is your Special Spirit, honey. I come to tell you something nice. Guess what. Your name got pull out of the hat for the Seven Wishes Sweepstakes this month. Ain't that nice? And since I your Special Spirit, I the one got to deliver your wishes and see you don't come to harm."

Well, Joanna didn't believe in Special Spirits of wishes either, but after the Special Spirit made her first wish come true, Joanna was convinced. With six wishes to go, she began to think up all kinds of wishes. But some wishes work better than others, and some wishes are pure trouble.

See where Joanna's wishes land her in the Seven Wishes of Joanna Peabody by Genevieve Gray.

BIBLIOGRAPHY...a listing of all of the books referred to in "Magic Wishes" and "Magic Tricks and Trickery." A few other titles are included as alternates or book display possibilities...

Arnold, Ned. The Great Science Magic Show. Watts, 1979. 0531029220. Perform magic and teach scientific principles in one easy step!

Babbitt, Natalie. The Devil's Storybook. Farrar, Straus, Giroux, 1974. 0374317704. To amuse himself, the Devil disguises himself as a fairy godmother and attempts to grant wishes in "Wishes."

Broekel, Ray. Now You See It: Easy Magic for Beginners. Little, Brown, 1979. 0316935956. I've never found simpler magic tricks!

Champlin, Connie. Storytelling with Puppets. ALA, 1985. 038904211. Treasury of ideas for puppetizing stories, poems and songs.

Chapman, Carol. Barney Bipple's Magic Dandelions. Dutton, 1977. 0525262156. "Make a wish, blow on a dandelion, and your wish will come true..."

Chase, Richard. The Grandfather Tales. Houghton Mifflin, 1948. 0395066921. Wicked John is granted three wishes which he uses to be-devil the Devil in "Wicked John and the Devil."

Cobb, Vicki. Bet You Can! Avon Books, 1983. 038082180x. Seemingly impossible stunts can be done with ease!

Cobb, Vicki. Bet You Can't! Science Impossibilities to Fool You. Lothrop, Lee & Shepard, 1980. 068419054. Kids are dumbfounded when they fail to win their bets!

Fiarotta, Phyllis. Be What You Want to Be. Workman, 1977. 0911104941. Costume and craft compendium on careers.

Galdone, Paul. The Monkey and the Crocodile. Seabury Press, 1969. 0395288061. Crocodile thinks he's pretty clever, but Monkey has a few tricks of his own.

Gray, Genevieve. The Seven Wishes of Joanna Peabody. Lothrop, Lee & Shepard, 1972. o.p. A Special Spirit grants Joanna seven wishes, but wishes can be hard to handle!

Grimm, Jakob and Wilhelm. The Fisherman and His Wife. Multiple editions. Magic fish grants wish after wish until the wishes get too grandiose.

Gryski, Camilla. Cat's Cradle, Owl's Eyes : a Book of String Games. William Morrow, 1984. 0688039413. Instructions for performing string tricks.

Hamilton, Virginia. The People Could Fly. Knopf, 1985. 0394869257. Wiley tricks the Hairy Man three times in a battle of wits and magic in "Wiley, His Mama, and the Hairy Man."

- Herbert, Don. Mr. Wizard's Supermarket Science. Random House, 1980. 0394938003.
Simple science tricks involving ingredients from your local grocery.
- Kent, Jack. The Wizard of Wallaby Wallow. Parent's Magazine Press, 1971.
o.p. The Wizard has a potion that'll make you into anything you wish to be - as long as you don't swallow it!
- LeSieg, Theodore. I Wish That I Had Duck Feet. Random House, 1965. 0394800400.
Ever wish for something that would only cause you trouble if you had it?
- MacDonald, Margaret Read. Twenty Tellable Tales. Wilson, 1986. 082420719x.
"Groundhog Dance" tricks hungry wolves into letting him go free.
Participation is built right in!
- Margolis, Richard. Wish Again, Big Bear. Macmillan, 1972. 002044480x.
Friendship develops between Big Bear and the Wish-Fish he catches.
- Nelson, Esther. The Funny Song-book. Sterling, 1984. 0806946946822. Fun songs to add to any program.
- Pellowski, Anne. The Story Vine: a Sourcebook of Unusual and Easy-to-tell Stories from Around the World. Macmillan, 1984. 0027705900.
Try your hand at some string trick stories.
- Schwartz, Alvin. Cross Your Fingers, Spit in Your Hat. Lippincott, 1974. 0397315309. Superstitions and other folk beliefs both intriguing and amusing.
- Seeger, Pete. Abiyoyo. Macmillan, 1986. 0027814904. Young boy tricks a giant and saves a village through music.
- Sharmat, Marjorie. Twitchell the Wishful. Holiday House, 1981. 0823403793.
Twitchell wishes he had everything his friends have - and his wish comes true!
- Sheridan, Jeff. Nothing's Impossible. Lothrop, Lee & Shepard, 1982. 0688011691.
Dazzle the kids with these entertaining and amazing stunts.
- Sherlock, Philip. Anansi the Spiderman. Crowell, 1954. 0690089058. Anansi is the ultimate trickster, and these Jamaican tales emphasize his humorous side.
- Silverstein, Shel. Where the Sidewalk Ends. Harper & Row, 1974. 060256672.
Required in any children's collection.
- Steig, William. Sylvester and the Magic Pebble. Simon and Schuster, 1969. 0671665111. Be careful what you say when you pick up a pebble!
- Stevenson, James. The Wish Card Ran Out! Greenwillow, 1981. 0688803059.
Credit card that grants wishes loses its power at an inopportune moment.
- Turkle, Brinton. Do Not Open. Dutton, 1981. 052528785x. Would you accept a wish from this genie?

- Ungerer, Tomi. The Beast of Monsieur Racine. Farrar, Straus, Giroux, 1971. 0374306400. Is it a lumpy bumpy beast - or is it a trick?
- Waber, Bernard. "You Look Ridiculous," said the Rhinoceros to the Hippopotamus. Houghton Mifflin, 1966. 0395071569. Wishing to be just like everybody else has serious drawbacks.
- Watson, Pauline. Wiggles, the Little Wishing Pig. Seabury Press, 1978. 0816432163. When wishes can come true, Wiggles doesn't know what to do!
- Webster, Joanne. The Love Genie. Elsevier/Nelson Books, 1978. 052566690. 14-year-old Jennie finds that having a genie complicates her life.
- Wolkstein, Diane. Cool Ride in the Sky. Knopf, 1973. 0394924894. Buzzard comes up with a trick for getting his supper, but Monkey has the last laugh.

BUNNY HOP!

Program Ideas for Grades K - 2

Picture Books and Stories:

"Carrots for Every Bunny", a cut and tell story found in Irving's MUDLUSCIOUS, is a good attention grabber to start off your program. It features a Magic Wish Bunny and a magically multiplying carrot. Extra carrot shapes can be precut and used as handouts.

Rafe Martin's dramatic version of FOOLISH RABBIT'S BIG MISTAKE is illustrated with Ed Young's beautiful pictures. This Jataka tale is the forerunner of the more familiar "Henny Penny".

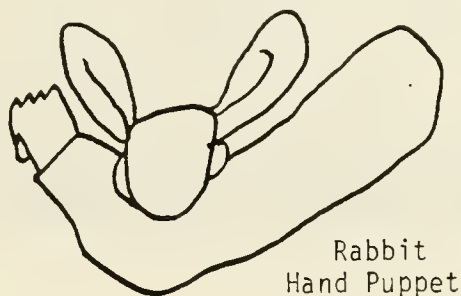
Read Pat Hutchins' THE SURPRISE PARTY, about a misunderstood message, before playing the telephone game with a small group.

THE EASTER BUNNY WHO OVERSLEPT (Friedrich) introduces a whole year full of holidays. Tell this using the script from Tampa Public featuring a storyteller and a bunny puppet. Another bunny who likes holidays is featured in Denys Cazet's DECEMBER 24TH. Tell this one with costumes and help from the audience.

Crafts and Activities:

Don your magician's costume and announce that you are going to produce a rabbit from a handkerchief. Drape it over your arm, make a few quick tucks, and there it is: a rabbit hand puppet. Instructions are given in PARTY MAGIC FROM THE MAGIC CASTLE. Strong paper dinner napkins or starched squares of an old sheet could be distributed to an older group so that they can practice doing the trick themselves.

A "Funny Bunny" can be made by your group using a teaspoon as a pattern for the bunny's head and a wad of cotton for the body. Instructions are given in Razzi's JUST FOR KIDS!.



As a special edible treat have the children help you make "Hare Balls". (No, I didn't dream up that name myself)



Ingredients:

2/3 cup honey
1 cup peanut butter
1 cup powdered milk
1 envelop unflavored gelatin
wheat germ or granola
raisins

Combine first four ingredients and form into balls. Roll the balls in wheat germ or granola. Use raisins for eyes and make two rabbit ears out of stiff paper. Eat immediately or put into paper cupcake cups to take home. Makes about 2 dozen balls.

Program Ideas for Grades 3 - 6:

Have the children help you tell FOOLISH RABBIT'S BIG MISTAKE as a noise story. Use rhythm instruments to represent the stampeding animals. "The Magic Lifesaving Stick" is a Russian folktale about a porcupine and a rabbit. The moral of this tellable tale is, "A quick mind and a kind heart can turn anything into magic". It is retold in Carlson's PICTURE THAT!

Older children would also enjoy joining in the telling of Mary Ann Hoberman's poem, "Rabbit". All they have to remember is to say BIT as you recite:

"A RabBIT
BIT
A little BIT
An itty BITty
Little BIT of beet..."

Rabbit trickster tales will also be enjoyed by children in this age group. An unusual one that you can tell using a thumb piano (or any available instrument) is "Rabbit and Hyena Play the Sanza", retold in Pellowski's THE STORY VINE.

Origami is a good craft activity for older kids and it's cheap and easy for you. A relatively simple origami rabbit pattern can be found in Sadaka's ORIGAMI. Another rabbit can be found in Temko's PAPER PANDAS AND JUMPING FROGS.

BUNNY HOP! BIBLIOGRAPHY

- Aardema, Verna. WHO'S IN RABBIT'S HOUSE: A MASAI TALE. Dial, 1977
(0-8037-9551-3)
- Anderson, Lonzo. TWO HUNDRED RABBITS. Viking, 1968 o.p.
- Bate, Lucy. LITTLE RABBIT'S LOOSE TOOTH. Crown, 1975
(0-517-52240-3)
- Behnke, Leo. PARTY MAGIC FROM THE MAGIC CASTLE. Tarcher, 1980
(0-87477-155-2)
- Brown, Marc. WHAT DO YOU CALL A DUMB BUNNY? AND OTHER RABBIT
RIDDLES, GAMES, JOKES AND CARTOONS. Little, 1983
(0-316-11117-1)
- Carlson, Bernice Wells. PICTURE THAT! Abingdon, 1977 o.p.
- Cazet, Denys. DECEMBER 24TH. Bradbury, 1986 (0-02-717950-8)
- Champlin, Connie and Nancy Renfro. STORYTELLING WITH PUPPETS.
ALA, 1985 (0-8398-0421-1)
see pps. 186 for The Runaway Bunny told with stick
puppets, and 237 for a creative drama version of
Tug Of War, a rabbit trickster tale
- Christelow, Eileen. HENRY AND THE DRAGON. Clarion, 1984
(0-89919-220-3)
- Cleveland, David. THE APRIL RABBITS. Scholastic, 1980
(0-590-40131-9)
- Delton, Judy. BRIMHALL TURNS TO MAGIC. Lothrop, 1979 o.p.
Brimhall pulls a rabbit out of a hat and then can't
get him to leave.
- Friedrich, Priscilla. THE EASTER BUNNY WHO OVERSLEPT. Lothrop,
1957 (0-688-01541-7)
- Hoberman, Mary Ann. YELLOW BUTTER, PURPLE JELLY, RED JAM, BLACK
BREAD. Viking, 1981 (0-670-79382-5)
for the poem, "Rabbit"
- Howe, Deborah and James Howe. BUNNICULA: A RABBIT TALE OF MYSTERY.
Macmillan, 1979 (0-689-30700-4)
a favorite story for older readers.
- Hutchins, Pat. SURPRISE PARTY. Macmillan, 1969 o.p.
- Irving, Jan and Robin Curry. MUDLUCIOUS: STORIES AND ACTIVITIES
FEATURING FOOD FOR PRESCHOOL CHILDREN. Libraries Unltd.,
1986 (0-87287-517-2)
- Jaquith, Priscilla. BO RABBIT SMART FOR SURE: FOLKTALES FROM THE
GULLAH. Putnam, 1981 (0-399-61179-7)
rabbit as trickster.
- Kidstuff. v1, #8. "Rabbits, Wrabbits, Rabbits!"
- Martin, Rafe. FOOLISH RABBIT'S BIG MISTAKE. Putnam, 1985
(0-399-21178-0)
- Peet, Bill. HUGE HAROLD. Houghton, 1961 (0-395-18449-5)
- Pellowski, Anne. THE STORY VINE: A SOURCEBOOK OF UNUSUAL AND EASY-
TO-TELL STORIES FROM AROUND THE WORLD. Macmillan, 1984
(0-02-044690-X)

Peppe, Rodney. RUN RABBIT, RUN! A Pop-Up Book. Delacorte, 1982
 (0-385-28851-4)
 Razzi, James. JUST FOR KIDS! THINGS TO MAKE, DO AND SEE, EASY AS
 1-2-3. Parents', 1974 o.p.
 Sakata, Hideaki. ORIGAMI. Japan Publications, 1984 (0-87040-580-2)
 Shannon, George. DANCE AWAY. Greenwillow, 1982 (0-688-00839-9)
 Temko, Florence. PAPER PANDAS AND JUMPING FROGS. China Books,
 1986 (0-8351-1770-7)
 Williams, Margery. THE VELVETEEN RABBIT.
 (many editions in print)
 Zolotow, Charlotte. MR. RABBIT AND THE LOVELY PRESENT. Harper,
 1962 (0-06-026946-4)

Music:

Try singing "My Dog Treed Rabbit" with jug band instruments as
 Eric Nagler does on his FIDDLE UP A TUNE album. (Elephant,
 LFN 8206, 1982)

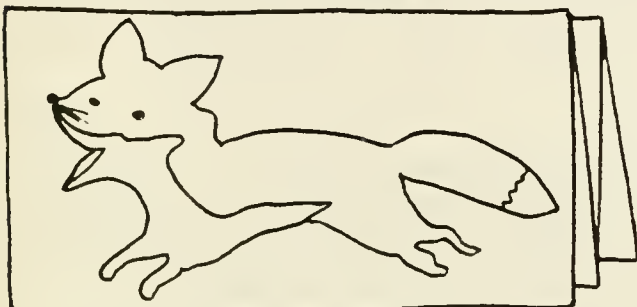
Karen Jensen
 Monroe County Public
 Library, Key West
 10/87

TAKE A TRIP TO A MAGIC KINGDOM!

Program Ideas for Grades 3 - 6

Picture Books and Stories:

"Drakestail", a French folktale of a duck who becomes king with the help of a fox, a ladder, a river, and a waspsnest, adapts to telling with a swallowing box puppet. Drakestail tells his friends to make themselves, "...tiny, climb into my throat...and I will carry you." Paper pieces can be folded accordion style with large picture on one side, small on the other.



small picture on folded side,
large picture copied on opposite
side (unfolded)

For read-alouds try Dr. Seuss' THE 500 HATS OF BARTHOLOMEW CUBBINS or THE KING'S STILTS. The magical power of love is celebrated in Grimm's tale of THE DONKEY PRINCE, and with humor in Van Woerkom's THE QUEEN WHO COULDN'T BAKE GINGERBREAD.

"The Handsome Prince" tells the story of how the frog who was really an enchanted prince got that way. Nancy Schimmel tells the story with origami on her "Tell Me A Story" video. The folds are reproduced in JUST ENOUGH TO MAKE A STORY. She recommends working in a team, with one person folding the paper and one telling the tale.

A magical transformation is also featured in Saunders' WALES' TALE, where a talking donkey claims to be an enchanted prince. This story works well as a puppet show.

Almost any of the familiar European fairy tales can be used with this theme, but you do not have to limit yourself to them. In "The Fairy Frog: A Swazi Tale" (BLACK FAIRY TALES, Berger) you can meet a very different princess; one who shoulders a pick and walks miles to the ochre pit to dig the "precious red earth". Her jealous sisters will be familiar. Steptoe's MUFARO'S BEAUTIFUL DAUGHTERS gives another view of Africa's magic kingdoms.

If you prefer to visit the magic world of fairies tell "Patrick O'Donnell and the Leprechaun" (FAVORITE FAIRY TALES TOLD IN IRELAND) for a story of one leprechaun's trick to protect his pot of gold. With smaller groups share Kennedy's THE LEPRECHAUN'S STORY for another trick. An unusual version of "The Three Fairies" who aid a young bride who can neither spin, nor sew, nor embroider is available in GREEDY MARIANI.

Booktalks:

Some quick booktalks can help introduce your older readers to some magical books. Edward Eager's books, *HALF MAGIC* and *KNIGHT'S CASTLE*, both tell of fantastic events occurring to children during their summer vacations. Barbara Byfield's *ANDREW AND THE ALCHEMIST* is another book about magical happenings. Read the first paragraph to introduce Andrew. The list of qualifications for an apprentice (pps. 8, 10) reads aloud well.

For more sophisticated readers O'Brien's *THE SILVER CROWN* is worth introducing. Read the first two paragraphs about the crown and then read aloud Chapter 6, "The Flight into the Forest". T.H. White's *THE SWORD IN THE STONE*, about the boyhood of King Arthur is another great book about magical kingdoms. Read aloud the pages where Arthur (the Wart) meets Merlyn.

Crafts and Activities:

Crafts for this theme can emphasize the kingdoms and castles visited. Bernice Wells Carlson gives an idea for folded-paper castles in *PICTURE THAT!*. The children draw an outline of half a castle on a folded piece of paper. Cut out on the lines and unfold and they will have a symmetrical castle that can be decorated, mounted, and displayed.

Royal jewelry can be created if you have a box of beads and "gems" to spare. Ideas for jeweled brooches, crowns and sorcerer's wands are given in *KINGS, QUEENS, KNIGHTS AND JESTERS: MAKING MEDIEVAL COSTUMES*.

Appropriate word games to be reproduced as handouts are found in Oryx Press' *MERLIN'S MAGIC: A READING ACTIVITIES IDEA BOOK FOR USE WITH CHILDREN*. "Merlin's Magic Word Search" and "A Castle Maze" work great. This book also has a chapter on "Magic Tricks and Potions" that has lots of ideas for other "There's Magic in Books" programs.

Program Ideas for Grades K - 2:

Younger children can also enjoy a trip to Magic Kingdoms. Picture books that they will enjoy include *KING WACKY* (Gackenbach), *THE KING OF THE CATS* (Galdone), *PRINCE BERTRAM THE BAD* (Lobel) and *LEPRECHAUN'S NEVER LIE* (Balian). To keep them moving tell "The King with the Terrible Temper" as a noise story (see Tashjian, *WITH A DEEP SEA SMILE*) or as an action story (see Musselman's *THE DAY CAMP PROGRAM BOOK*).

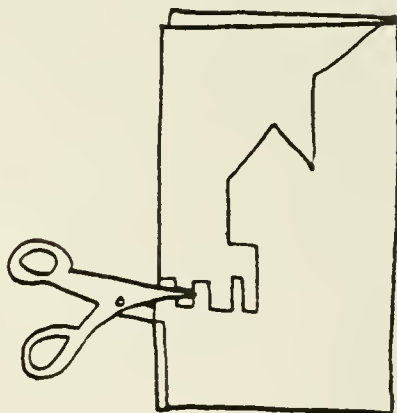
October 1987's *Kidstuff* is devoted to "Kings and Queens and Other Things". It includes fingerplays, activities, songs, stories, and more that is suitable for pre-school through 2nd grade. It also includes patterns and a story for a flannelboard version of "The Princess and the Pea".

For other ideas for all ages look back to "The Enchanted Realm" chapter in your copy of the 1984 Summer Library Program manual: *BOOK QUEST: THE SEARCH FOR THE DRAGON'S TREASURE*.

MAGIC KINGDOMS BIBLIOGRAPHY

- Andersen, Hans Christian. THE PRINCESS AND THE PEA. Paul Galdone (illus.) HM, 1978 (0-395-28807-X)
- Balian, Lorna. LEPRECHAUNS NEVER LIE. Abingdon, 1980 (0-687-21371-1)
- Berger, Terry. BLACK FAIRY TALES. Atheneum, 1969 o.p.
The story of "The Fairy Frog" is also available
on an album: BLACK FAIRY TALES (Caedmon, TC1425, 1972)
- Byfield, Barbara. ANDREW AND THE ALCHEMIST. Doubleday, 1977 o.p.
- Carlson, Bernice Wells. PICTURE THAT! Abingdon, 1977 o.p.
- Carter, Dorothy Sharp. GREEDY MARIANI AND OTHER FOLKTALES OF THE ANTILLES. Atheneum, 1974. o.p.
- Craig, Jean. THE DONKEY PRINCE. Doubleday, 1977 o.p.
- Eager, Edward. HALF MAGIC. Harper, 1954 (0-15-233078-X)
- KNIGHT'S CASTLE. Harper, 1985 (0-15-647350-X)
- Gackenbach, Dick. KING WACKY. Crown, 1984 (0-517-55265-5)
- Galdone, Paul. THE KING OF THE CATS. HM, 1980 (0-395-29030-9)
- Haviland, Virginia. FAVORITE FAIRY TALES TOLD IN FRANCE. Little, 1959 o.p.
- FAVORITE FAIRY TALES TOLD IN IRELAND. Little, 1961 o.p.
- Kennedy, Richard. THE LEPRECHAUN'S STORY. Dutton, 1979 (0-525-33472-6)
- Kidstuff. v4, #10. "Kings and Queens and Other Things".
- Lobel, Arnold. PRINCE BERTRAM THE BAD. Harper, 1963 (0-06-023976-X)
- Marzollo, Jean. ROBIN OF BRAY. Dial, 1982 (0-8037-7332-3)
- MERLIN'S MAGIC: A READING ACTIVITIES IDEA BOOK FOR USE WITH CHILDREN. Carol H. Thomas (ed.) Oryx Press, 1984 (0-89774-091-2)
- Musselman, Virginia. THE DAY CAMP PROGRAM BOOK. New Century, 1980 (0-8329-1339-1)
- O'Brien, Robert C. THE SILVER CROWN. Macmillan, 1968 o.p.
- Prelutsky, Jack. THE QUEEN OF EENE. Greenwillow, 1978 (0-688-84144-9)
- RANDOM HOUSE BOOK OF POETRY FOR CHILDREN. Jack Prelutsky (ed.) Random, 1983 (0-394-95010-0)
See especially "The Fairies", "The Darkling Elves",
and "The Troll".
- Saunders, Susan. WALES' TALE. Viking, 1980 o.p.
- Schimmel, Nancy. JUST ENOUGH TO MAKE A STORY: A SOURCEBOOK FOR STORYTELLING. Sister's Choice Press, 1984 (0-932164-02-1)
Also see Nancy Schimmel's "Tell Me A Story" video
(Kartes, 1986)

Schnurnberger, Lynn Edelman. KINGS, QUEENS, KNIGHTS AND JESTERS:
 MAKING MEDIEVAL COSTUMES. Harper, 1978 (0-06-025242-1)
 Seuss, Dr. THE 500 HATS OF BARTHOLOMEW CUBBINS. Vanguard, 1938
 (0-8149-0388-6)
 ----- THE KING'S STILTS. Random, 1939 (0-394-90082-0)
 Steptoe, John. MUFARO'S BEAUTIFUL DAUGHTERS: AN AFRICAN TALE.
 Lothrop, 1987 (0-688-04046-2)
 Tashjian, Virginia. WITH A DEEP SEA SMILE. Little, 1974
 (0-316-83216-2)
 Van Woerkom, Dorothy. THE QUEEN WHO COULDN'T BAKE GINGERBREAD.
 Knopf, 1975 o.p.
 Wahl, Jan. DRAKESTAIL. Greenwillow, 1978 o.p.
 White, T.H. THE SWORD IN THE STONE. Putnam, 1939 (0-399-
 10783-5)
 Yolen, Jane. SLEEPING UGLY. Coward, 1981 (0-698-30721-6)



Folded-paper
 castle

Karen Jensen
 Monroe County Public
 Library, Key West
 10/87

HARE-RAISING STORIES

FLANNELBOARD STORY

- Teeny Tiny Woman (Barbara Walker)
Figures and Story in Story Program Activities for Older Children (Carolyn S. Peterson and Christina Sterchele, p. 37).

PICTURE BOOK

- Liza Lou and the Yeller Belly Swamp (Mercer Mayer)
Tailypo (Joanna Galdone)

TOLD STORY

- The Conjure Wives (Frances G. Wickes)
Story in Sounds of Mystery (Bill Martin), p. 107.

SONGS

- "Ghost Song"
Holiday Singing and Dancing Games (Esther L. Nelson), p. 43.
"Ghost of John"
Song sung in rounds - Story Program Activities for Older Children (Carolyn S. Peterson and Christina Sterchele), p. 96.
"The Scary Song"
The Fireside Book of Fun and Game Songs (Marie Winn), p.171.

ACTION STORY

- "Ghost Hunt" (Record: Tales to Grow ON - The Folktellers)

FILMS

- Teeny-Tiny and the Witch Woman, color, 14 min.
In a variation on the Hansel and Gretel theme, this Turkish folk tale introduces Teeny-Tiny and his two older brothers who venture too far into a forest inhabited by an evil witch-woman. When she entices them into her house, it is only Teeny-Tiny's ingenuity that saves the brothers from the witch's designs. Sinister animations, narration and music create a suspenseful tale for children six years or older.
Legend of Sleepy Hollow, color, 13 min.
A classic American folktale explodes into life as the lanky figure of Ichabod Crane clatters into view. Spiced with humor and tension, this contemporary animated film provides a new and exciting vision of the spirits and twilight superstitions that haunt the drowsy town of Sleepy Hollow.

BOOK TALK TIE-INS

- The House with a Clock in its Walls (John Bellairs)
Lewis's Uncle Jonathan has the most exciting, creepiest haunted house ever. But the house's original owner was an evil sorcerer who devised a plan to end the world. In the walls of the house, he has hidden a clock, and each night Lewis and his uncle can hear it ticking...ticking away the minutes left until Doomsday.

SUGGESTIONS FOR PRESCHOOL

PICTURE BOOK

Little Old Lady Who Was Not Afraid of Anything (Linda Williams)
A Dark Dark Tale (Ruth Brown)
The Night of the Paperbag Monsters (Helen Craig)

ACTION STORY

"A Great Big Something" - from Picture That! (Bernice Wells Carlson), p. 23.

FILMSTRIP

Woggle of Witches (Adrienne Adams) Scribner/Miller-Brody
and Listening Cassette Library.

FILMS

Where the Wild Things Are
The Three Robbers

PAPER STORY

"Two Scared Mice" - Paper Stories (Jean Stangl), pp. 77-79.
Fearon Teacher Aids, A Division of David S. Lake Publ.,
P. O. Box 741-B174, Belmont, Calif. 94002.
"Two Friendly Ghosts" - From "Cut and Tell," Scissor Stories
for Fall (Jean Warren) Totline Press, Warren Publ. House,
P. O. Box 2255, Everett, WA 98203; (1984), pp. 46-51. Dist.
by Gryphon House, Inc., P. O. Box 275, Mt. Rainier, MD 20712.

BIBLIOGRAPHY

- Alexander, Sue
Witch, Goblin and Ghost's Book of Things To Do. Pantheon
Books, 1982.
- Bang, Molly Garrett
Wiley and the Hairy Man. Aladdin Books (Ready-to-Read),
Macmillan, 1976.
- Brown, Ruth
A Dark Dark Tale. Dial, 1981.
- Berenstain, Stanley
Berenstain bears and the Spooky Old Tree. Random House, 1978.
- Carlson, Bernice Wells
Picture That! Abingdon, 1977.
- Carlson, Natalie Savage
Spooky and the Ghost Cat. Lothrop, Lee and Shepard Books, 1985.
- Cole, Joanna
Bony-Legs. Macmillan, 1983.

Craig, Helen
Night of the Paperbag Monsters. Knopf, 1985.

Galdone, Paul
Teeny-Tiny Woman: a Ghost Story. Houghton Mifflin, 1984.

Leach, Maria
The Thing at the Foot of the Bed. Dell, 1977.

Low, Alice
The Witch Who Was Afraid of Witches. Pantheon Books, 1978. OP

Martin, Bill and Brogan, Peggy
Sounds of Mystery. Holt, Reinhart and Winston, 1972.

Nelson, Esther L.
Holiday Singing and Dancing Games. Sterling Publ. Co., 1982.

Peterson Carolyn and Christina Sterchele
Story Program Activities for Older Children. Moonlight Press,
 3407 Crystal Lake Drive, Orlando, Fl 32806 (1987)

Riley, James Whitcomb
The Gobble-uns'll Get You Ef You Don't Watch Out. Lippincott,
 1975.

Schwartz, Alvin
Scary Stories- To Tell in the Dark. Lippincott, 1981.

Stangl, Jean
Paper Stories. Fearon Teacher Aids, A Division of David S. Lake
 Publishers, P. O. Box 741-B174, Belmont, Calif. 94002.

Walker, Barbara K.
Teeny-Tiny and the Witch woman. Pantheon Books, 1975. OP

Warren, Jean
"Cut & Tell," Scissor Stories for Fall". Totline Press, Warren
 Publishing House, Inc., P. O. Box 2253, Everett, WA, 98203.

Williams, Linda
The Little Old Lady Who Was Not Afraid of Anything. Crowell,
 1986.

ZABBA, ZABBA, ZOOM!

A broom is lying on the ground in the magic forest. A small can with "Sprinkle Me" on it is near the broom. The traveler comes walking along and trips over the broom.

TRAVELER: What a funny place to find a broom! Who would ever think a broom would be lying here in the middle of the forest?

WITCH (runs in): Don't touch my broom! Don't touch my broom! (Grabbing the broom out of the traveler's hands) Who are you? And what are you doing in my forest?

TRAVELER: I'm just traveling through. I didn't know it was your broom... or your forest.

WITCH: It is! It is! You don't belong here. I am going to change you into a frog. (Points her finger at the traveler.)
Zabba, Zabba, Zoom! (Frog appears and traveler disappears.)

FROG: (loudly) Ribbit, ribbit, ribbit.

WITCH: That's too noisy. I'll change you into a skunk. (Points her finger at the frog.) Zabba, Zabba, Zoom! (Skunk appears and frog disappears.)

SKUNK: (walks around sniffing the Witch))

WITCH: Phew! I can't stand you either. Let me see. What else can I change you into? I know! An owl. Zabba, Zabba, Zoom!

OWL: Hoo, hoo, I know you.

WITCH: You're too wise, you'll try to trick me. This will never do. I'll change you into a tiger. Zabba, Zabba, Zoom! (Tiger walks around the container that has "Sprinkle Me" on it, looks at it and at the witch and he then picks up the can and sprinkles magic powder (dusting powder) on Witch.)

WITCH: Oh no! Keep away. That will make me melt. Keep away!

TIGER: Ah ha! (Sprinkles more on WITCH!)

WITCH: I'm melting, I'm melting! (Tiger disappears and Traveler appears).

TRAVELER: And I'm turning back into myself.

WITCH: Ohhhhhhhhhhhhhhhhhhh. (Falls down in heap.)

TRAVELER: Well, that settles that. I can take what is left of the mean old witch and throw her into the trash. (Traveler picks up the broom and sweeps the witch out.)

Author Unknown

MAGIC FEATS

READ-ALOUDS

The Five Hundred Hats of Bartholomew Cubbins (Dr. Seuss)

FLANNELBOARD STORY

King Midas and the Golden Touch

Figures and story in Story Program Activities for Older Children (Carolyn S. Peterson and Christina Sterchele) p. 53.

PUPPET SHOW

The Sorcerer's Apprentice

Puppets and script in Story Program Activities for Older Children (Carolyn S. Peterson and Christina Sterchele) p. 170.

FILMS

Strega Nona - 16 mm, color, 9 min., Weston Woods.

"Grandmother Witch" is whispered about in her Calabrian town. But everybody in the town comes to her for potions and cures, magic and comfort. When she hires Big Anthony to look after her house and garden, the boy discovers her magic secrets - or so he thinks. A hilarious tale about a magic pasta pot.

Magic Sneakers - 16mm, color, 9 min.

An adventure story about a boy who finds a pair of magic red sneakers and then find himself being followed by a blue monster. The monster attempts to capture the boy, but the magic sneakers come to the rescue.

GAME

"Witch's Spell" - from 1-2-3 Games: No-Lose Group Games for Young Children (Jean Warren) p. 46.

TOLD STORY

The Magic Lifesaving Stick (Bernice Wells Carlson) Picture That! pp. 15-22, Related Art Activities on p. 22.

PICTURE BOOK STORIES

Mag the Magnificent (Dick Gackenbach)

The Paper Crane (Molly Bang)

The Perfect Crane (Anne Laurin)

BOOK TALK TIE-INS

Too Much Magic (Betsy and Samuel Sterman)

If you found out your young brother had a magic cube that you could rub and have any wish you wanted granted, what would you wish for? --your room cleaned up - that broken neighbor's window (you smashed with a ball) instantly fixed - skis, tennis rackets, video games - your own TV? But Jeff and Bill wish for some money to buy their Dad a birthday gift, but somehow the exact amount was mysteriously missing from their Dad's bank. There's really more to this "magic" than these boys realize, especially when a mysterious gym teacher turns up with some wishes of his own.

RELATED ACTIVITIES

Make an Origami crane figure. Easy Origami (Dokuohtei Nakano). p. 53

Make a magic wand. Cut a pipe cleaner in half, shaping each half into a triangle. Twist ends to secure them. Attach the two triangles with glue, forming a six-pointed star. Add spots of glue to star and dip the star in glitter. When dry, dip one point of the star in glue and attach it to a popsicle stick.

Do a magic trick.

"The Teeny Weeny Genie" - ABRA-CA-DAZZLE: Easy Magic Tricks (Ray Broekel), p. 9.

Balloon Magic

"Change-about Animals" (Mal Robbins) in Balloon Side Show (Harris Grant), Magic, Inc., 5082 N. Lincoln Ave., Chicago, Ill. 60625. Be sure to buy entertainment type balloons (long and short enough to make the animals). A balloon pump is advisable.

SUGGESTIONS FOR PRESCHOOL

"A Clown's Best Trick" - Paper stories, (Jean Stangl), pp. 84-85. Fearon Teacher Aids, David S. Lake Publ., P. O. Box 741-B174, Belmont, California 94002.

Puppet Show - Zabba, Zabba, Zoom!

BIBLIOGRAPHY

- Alexander, Sue
 Marc, the Magnificent. Pantheon Books, 1978.
- Bang, Molly
 The Paper Crane. Greenwillow, 1985.
- Broekel, Ray and White, Laurence B., Jr.
 ABRA-CA-DAZZLE: Easy Magic Tricks. Whitman, 1982
- Carlson, Bernice
 Picture that!. Abingdon, 1977.
- De Paola, Tomie
 Strega Nona's Magic Lessons. Harcourt, Brace, Jovanovich, 1982.
- Dunniger
 100 Classic Houdini Tricks You Can Do. Arco, 1975.
- Fleishman, Sid
 Mr. Mysterious's Secrets of Magic. Little Brown, 1975.
- Gackenbach, Dick
 Mag the Magnificent. Clarion Books, 1985
- Galdone, Joanna
 Tailypo: a Ghost Story. Seabury Press, 1977.

- Glovach, Linda
The Little Witch's Black Magic Book of Games. Prentice-Hall, 1974.
- Kraske, Robert
Harry Houdini: Master of Magic. Gerrard, 1973.
- Kroll, Steven
The Big Bunny and the Magic Show. Scholastic, 1986.
- Laurin, Anne
The Perfect Crane. Harper and Row, 1981.
- Madsen, Ross Martin
Perrywinkle and the Book of Magic Spells. Dial, 1986.
- Marks, Burton and Marks, Rita
Give a Magic Show. Schoalstic, 1979.
- Nakano, Dokuohtei
Easy Origami. Viking, 1986.
- Peterson, Carolyn S. and Christina Sterchele.
Story Program Activities for Older Children. Moonlight Press,
 3407 Crystal Lake Drive, Orlando, FL 32806; 1987.
- Rigney, Francis J.
A Beginner's Book of Magic. Devin, 1963.
- Rockwell, Anne
The Story Snail. Aladdin Books, Macmillan, 1987.
- Sterman, Betsy and Sterman Samuel
Too Much Magic. Lippincott, 1987.
- Stangl, Jean
Paper Stories. Fearon Teacher Aids, a Division of David S. Lake
 Publishers, P. O. Box 741-B174, Belmont, Calif. 94002.
- Stoddard, Edward
The First Book of Magic. Avon, 1980.
- Stoddard, Edward
Magic. Franklin Watts, 1983.
- Warren, Jean
1-2-3- Games: No-Lose Group Games for Young Children. Warren
 Publishing House, Inc., 1986. Dist. by Gryphon House, Inc.,
 P. O. Box 275, Mt. Rainier, MD 20712.

IT MUST BE MAGIC!

(Magic Objects)

&

A MAGICAL MENAGERIE

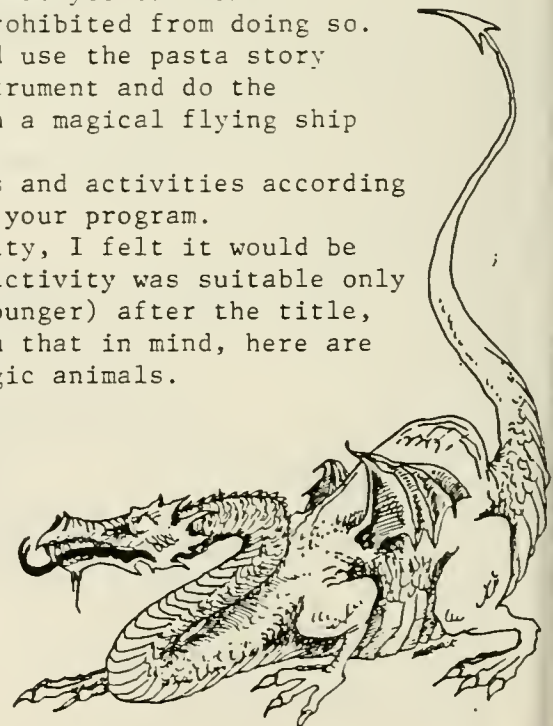
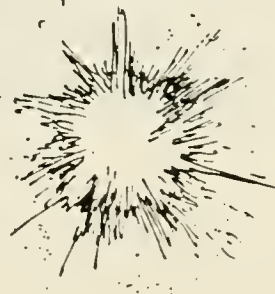
(Magic Animals)



Upon researching my two themes, I found many more books on objects that performed magic feats than I did on animals that performed magic feats. Of course, if you consider "talking" animals as magic animals, this broadens your choices dramatically. I chose to stick with animals that did something magical, or were themselves magic, e.g., dragons, unicorns. I also found that, although there were stories about magic objects and animals to choose from, there were very few, if any, songs, poems, activities, and crafts which dealt with magic objects and animals. Therefore, it was difficult to say, "Here are songs about magic objects, here are poems about magic objects, etc." I have ended up with little subgroupings under my major topics which have songs, poems, crafts and/or activities based on the major subject in the story. For example, to go along with a story about a magic pasta pot, I have included songs, poems and crafts about pasta. These songs, poems and crafts would make no sense if used with a story about a magic musical instrument. So, while you are somewhat limited in what you can mix and match for a cohesive program, you are not totally prohibited from doing so. For a program on magic objects in general, you could use the pasta story and song, then tell the story about the musical instrument and do the instrument craft, and then perhaps show a movie with a magical flying ship as its theme. Get the idea???

You will also want to mix and match the stories and activities according to the age level of your audience and the length of your program.

If there is no designation by a story or activity, I felt it would be suitable for all ages (K-5). If I felt a story or activity was suitable only for grade level K-2, I have designated this with (younger) after the title, and likewise with (older) for grade level 3-5. With that in mind, here are my suggestions for programs on magic objects and magic animals.



IT MUST BE MAGIC!

Sample Program #1: Pots 'n Pasta

1. Tell or read Strega Nona (De Paola).
2. Sing "On Top of Spaghetti" in Eye Winker, Tom Tinker, Chin Chopper (Glazer).
3. Poems: "The Spaghetti Nut" in The Sheriff of Rottenshot (Prelutsky).
"Lasagna" in Poem Stew (Cole).
4. Tell The Magic Meatballs (Yaffee) with stick puppets or flannel board.
5. Craft: "Macaroni Necklace" in Food Fun (Hayes) or Things to Make (Greene).
6. Serve spaghetti and meatballs or buttered, seasoned spaghetti.

Additional stories: "Two of Everything" in The Magic Umbrella (Colwell),
"The Talking Pot" in The Arbuthnot Anthology of Children's Literature
(Arbuthnot) and "Lazy Tok" in A Storyteller's Choice (Colwell).

Sample Program #2: Musical Magic

1. Tell The Old Banjo (Haseley), perhaps with taped musical instruments.
2. Show the film Patrick.
3. Poem: "My Guitar" in A Light in the Attic (Silverstein).
4. Sing "I Am a Fine Musician" in Eye Winker, Tom Tinker, Chin Chopper (Glazer).
5. Invite guest banjo and fiddle players to perform.
6. Craft: "Paper Plate Tambourines" - color outsides of 2 paper plates, staple together 3/4 of the way around edge, insert a handful of dried beans or peas, finish stapling around edge, punch holes near edge in 4 or more places and tie with colored yarn - or - make rhythm instruments according to instructions in one of the numerous books on making these items.

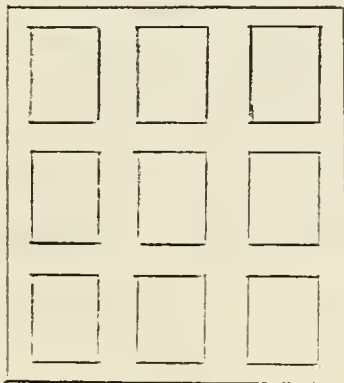
Additional stories: The Pied Piper of Hamelin (Browning).

Additional films: The Magic Pipes, Hamilton in the Music Festival, Hamilton the Musical Elephant, The Magic Flute, Melody.

Additional songs: "Do Your Ears Hang Low" in The Funny Songbook (Nelson),
"On Music They Dote" in Listen and Help Tell the Story (Carlson) (younger).

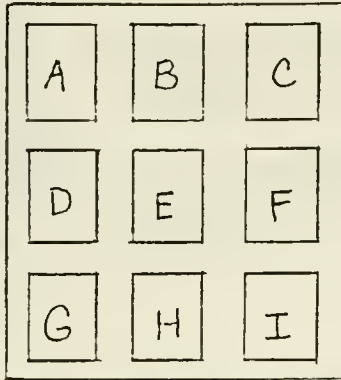
Sample Program #3: Terrific Toys and Games

1. Tell or read Jumanji (Van Allsburg).
2. Play the "Magic Book Game" - this is a game I remember from childhood. You can play it with nine books and a pointer (stick) or by drawing a game board and using a pointer. The game board would look like this:



You could color each rectangle or "book" a different color. Then have your "assistant" turn around or leave the room while a volunteer from the audience selects a book. Have your assistant return. Wave or circle the pointer around the board and when it comes to rest your assistant announces which book was chosen (to the amazement of all). You can do this repeatedly and when the kids start to catch on, don't let them tell but have them be the "assistant". Then you can tell if they really

know the secret. The secret is: Your pointer will come to rest on one of the books. It can rest on any of these as long as it's in the right spot on the book. Whichever book you choose to land the pointer on, look at that book as if it were the entire gameboard containing nine books in 3 rows of three. Place your pointer in the spot on that book or rectangle where the book would be positioned that you want your assistant to choose. For example:



If the chosen book is C and you want to convey that to your assistant, land your pointer in the upper right hand corner of any book on the game board, for instance on book H land pointer here.

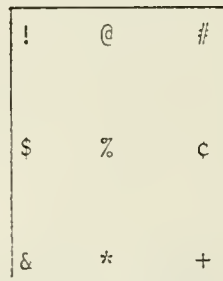


If you want your assistant to choose book G land pointer here.



The following diagram shows where to place the pointer on any book on the game board to "clue" your assistant which book to select.

! for book A
@ for book B
for book C
\$ for book D
% for book E
c for book F
& for book G
* for book H
+ for book I



3. Sing "Supercalifragilisticexpialidocious" in The Walt Disney Song Book.
4. Demonstrate the "Magic Color Changer" in Paper Capers (Forte).
5. Craft: "Magic Color Changer" - have kids make one for themselves.
6. Show the film The Remarkable, Riderless Runaway Tricycle.

Additional stories: Liang and the Magic Paintbrush (Demi).

Additional songs: "If All the Raindrops" in The Fireside Book of Children's Songs (Winn).

Additional Activity: Make a board game similar to Jumanji and divide children into two teams to play. A different child could roll the dice each time and move the marker onto a space. (Laminate the board and posterboard playing pieces and attach pieces to board with tape if holding upright.) Spaces could have different instructions or player could draw a card with instructions. Instructions could be something the entire team could participate in like - "one foot stuck in the book bog, hold up other foot for 15 seconds til help arrives," or "Meet Mother Goose on road - say two nursery rhymes so she will let you pass," or "Overdue library books - lose one turn."

Additional films: The Red Balloon, The Velveteen Rabbit, A Bike, a Birthday.

Sample Program #4: Rockin' Out

1. Tell or read Sylvester and the Magic Pebble (Steig).
2. Play "Reincarnator" in The Incredible Indoor Games Book (Gregson).
3. Read The Mysterious Giant of Barletta (De Paola).
4. Sing "The Big Rock Candy Mountain" in American Favorite Ballads (Seeger).
5. Craft: "Rock Art" in Things to Make (Greene).
6. Serve rock candy.

Additional activity: Play "Rock, scissors, paper" - divide group into pairs who face each other. Players count to three and on the count of three hold out hand in one of three positions: holding out a fist represents a rock, holding out the hand palm down with fingers spread represents a piece of paper, holding out index and middle finger in a V shape represents a pair of scissors. A circular rule governs this game: rock breaks scissors, scissors cut paper and paper covers rock. Players can play til one scores a certain number of "wins" or they can play just for the fun of it.

Sample Program #5: Flying High

A. Ships

1. Read or tell The Wreck of the Zephyr (Van Allsburg).
2. Sing "A Capital Ship" in The Fireside Book of Children's Songs (Winn).
3. Poem: "Bulgy Bunne" in The New Kid on the Block (Prelutsky).
4. Craft: "Yacht" in The ABC's of Origami (Saragas).
5. Show the filmstrip The Fool of the World and the Flying Ship.

Additional songs: "Row, Row, Row Your Boat" and "The Allee Allee - O" (younger) in The Fireside Book of Children's Songs (Winn), "Merrily We Roll Along" in The Great Rounds Songbook (Nelson), and "It Was Midnight on the Ocean" in The Fireside Book of Fun and Game Songs (Winn).

B. Umbrellas

1. Tell "The Magic Umbrella" in The Magic Umbrella (Colwell).
2. Read Roger's Umbrella (Pinkwater) or tell, perhaps with flannel board characters.
3. Poem: "Snap!" in A Light in the Attic (Silverstein).
4. Show the film Mole and the Umbrella.

C. Other

1. Read or tell Mrs. Minetta's Car Pool (Spurr).
2. Show the film The Furious Flycycle.
3. Tell The Magic Wings (Wolkstein) and have children act it out.
4. Poem: "I am Flying" in The New Kid on the Block (Prelutsky).
5. Read The Wind Blew (Hutchins) or tell with flannel board or poster board figures on a clothesline.
6. Poem: "Strange Wind" in A Light in the Attic (Silverstein).
7. Craft: Popsicle stick "Airplane" in Alphabet Crafts (Darling).

Additional film: A Kite Story.

Other stories with accompanying activities:

1. The Frankenbagel Monster (Pinkwater) (older).
Poems: "Song of the Gloopy Gloopers" and "Yubbazoobies" in The New Kid on the Block (Prelutsky), "The Worst" in Where the Sidewalk Ends (Silverstein), and any poems from The Baby Uggs are Hatching (Prelutsky) or The Snopp on the Sidewalk (Prelutsky).
Craft: "Magic Monsters" - fold a white sheet of paper into thirds. Starting with the top section, have children draw the head and neck of a monster. Fold over so head is not showing and switch papers. Another child draws the mid-section of the monster. Fold paper so head and mid-section are not showing and have a third child draw the legs and feet. Then open them up and have a good laugh!
Treat: Serve bagels.
2. "The Magic Teakettle" in A Storyteller's Choice (Colwell).
Song: "The Duchess at Tea" in The Great Rounds Songbook (Nelson).
Poems: "The Teapot and the Kettle" in Poem Stew (Cole) and "What Did?" in A Light in the Attic (Silverstein).
Activity: Play "Teapot" in Kid's Games (Wiswell) (older), or if you're feeling brave, perform some teakettle magic as described on pages 244-245 of Handbook for Storytellers (Bauer).
Film: Sea Dream.
Treat: Serve tea.
3. "Jack and the Beanstalk" in The Random House Book of Fairy Tales (Ehrlich).
Song: "Baby Lima Bean Song" in The Great Rounds Songbook (Nelson).
Craft: Make bean bags with fabric or by stapling construction paper squares together, or make a bean picture by gluing different beans to construction paper.
Activity: "Bean Bag Toss" - make a bull's eye target from poster board and cut out center circle. Kids try to toss bean bag through circle.
Treat: Serve baked beans.

A MAGICAL MENAGERIE

Sample Program #1: Horse theme

1. Tell or read "Philip and the Pooka" in Philip and the Pooka (Green).
2. Poem: "Little Abigail and the Beautiful Pony" in A Light in the Attic (Silverstein).
3. Sing "Oh, the Horse Went Around" in The Fireside Book of Fun and Game Songs (Winn).
4. Craft: Make paper folding "Horses" in Paper Capers (Forte).
5. Show the film The Silver Pony.
6. Activity: Play Horseshoes - a rubber indoor set can be purchased or

perhaps borrowed, or you could try making a set from poster board and paper towel tubes.

Additional stories: The Goose Girl (Grimm), "The Flying Horse" in The Magic Umbrella (Colwell) (older), and "Cledog and Ceffyl-dwr" in Midsummer Magic (Greene) (older).

Additional songs: "On Mules We Find" in The Great Rounds Songbook (Nelson).

Additional films: The Magic Pony.

Sample Program #2: Dragon theme

1. Read The Deliverers of Their Country (Nesbit).
2. Sing "Puff, the Magic Dragon" in The Reader's Digest Children's Songbook.
3. Poems: "Happy Birthday, Dear Dragon" in The New Kid on the Block (Prelutsky) and "The Dragon of Grindley Grun" in A Light in the Attic (Silverstein).
4. Puppet Show: Pull out The Knight and the Dragon from the 1984 summer program Book Quest.
5. Show the film The Reluctant Dragon.

Additional stories: "Stan Bolovan" in The Magic Umbrella (Colwell) (older) and "Barney O'Dowd's Dragon" in Philip and the Pooka (Green).

Additional songs: "The Dragon" in Haunts & Taunts (Chapman).

Additional films: Dragon Stew, The Dragon's Tears, Jonathan and the Dragon, The Last of the Red Hot Dragons, and The Practical Princess.

Sample Program #3: Bird theme

1. Read or tell The Bird of Time (Yolen).
2. Sing "Alouetta" in The Reader's Digest Children's Songbook.
3. Craft: Paper plate "Two Young Birds" in Cut and Tell: Scissor Stories for Spring (Warren).
4. Show the film Flyaway Dove.

Additional stories: "The Golden Bird" in Midsummer Magic (Greene) (older), "The Golden Phoenix" in A Second Storyteller's Choice (Colwell) (older), and "Little Rooster and the Turkish Sultan" in Twenty Tellable Tales (MacDonald) (younger).

Additional craft: Make any one of the origami birds in Easy Origami (Nakano).

Sample Program #4: Goose theme

1. Read or tell The Golden Goose (Grimm) or The Goose and the Golden Coins (Cauley).
2. Sing "Goose Round" in The Great Rounds Songbook (Nelson).
3. Poem: "Eggs!" in The New Kid on the Block (Prelutsky).
4. Craft: Make a paper plate goose using the pattern in "Danny and the Wooden Duck" in Cut & Tell: Scissor Stories for Fall (Warren).
5. Show the film Gifts of the North Wind.
6. Activity: Perform magic tricks with eggs - 1. Purchase the "Silk to Egg"

trick at a magic shop. 2. Perform the egg trick mentioned in Molly Kinney's section of last year's manual. 3. "Tame an Egg" in Magic Secrets (Wyler). 4. "Eggs Away!" in The Great Science Magic Show (Arnold).

Additional song: "Go Tell Aunt Rhody" in The Fireside Book of Children's Songs (Winn).

Additional activity: Play "Fox and Geese" in Kid's Games (Wiswell) - make several game boards for children to play in pairs or as teams (older).

Other stories with accompanying activities:

1. The Silver Cow (Cooper).
Poems: "A Cow's Outside" in The New Kid on the Block (Prelutsky) and "Shaking" in A Light in the Attic (Silverstein).
Song: "Cow on the Railroad Track" in Glory, Glory, How Peculiar (Keller).
Activity: Perform the trick "Milk in a Hat" in Magic Secrets (Wyler).
Treat: Serve milk and cookies.
2. "Little Crab and His Magic Eyes" in Twenty Tellable Tales (MacDonald) (younger).
Craft: Make a paper plate crab from "Charlotte" in Cut & Tell: Scissor Stories for Spring (Warren).
Film: The Crab That Played With the Sea.

* Visit your local magic shop and ask for some easy tricks. I came home with these easy and inexpensive ones: Multiplying Rabbits (\$1.00), Mind-reading Box (\$1.50), Color-changing Handkerchief (\$5.00), Silk to Egg (\$5.00), and Chinese Sticks (\$5.00).

BOOKS TO BOOKTALK

IT MUST BE MAGIC!

Tuck Everlasting (Babbitt) (older)
The Indian in the Cupboard (Banks) (older)
The Velveteen Rabbit (Williams) (younger)

A MAGICAL MANAGERIE

The Winged Colt of Casa Mia (Byars) (older)
Stoneflight (McHargue) (older)
Detective Poufy's First Case (Pomerantz) (younger)

BIBLIOGRAPHY

- Arbuthnot, May H. THE ARBUTHNOT ANTHOLOGY OF CHILDREN'S LITERATURE. Scott, Foresman, 1976. 0688417256.
- Arnold, Ned. THE GREAT SCIENCE MAGIC SHOW. Watts, 1979. 0531029220.
- Babbitt, Natalie. TUCK EVERLASTING. Farrar, 1975. 0374480095.
- Banks, Lynne R. THE INDIAN IN THE CUPBOARD. Doubleday, 1985. 0385170513.
- Bauer, Caroline F. HANDBOOK FOR STORYTELLERS. ALA, 1977. 0838902251.
- Browning, Robert. THE PIED PIPER OF HAMELIN. Lothrop, 1986. 0688038107.
- Other editions available.
- Byars, Betsy. THE WINGED COLT OF CASA MIA. Viking, 1973. 0670773182.
- Carlson, Bernice W. LISTEN! AND HELP TELL THE STORY. Abingdon, 1965. 0687220963.
- Cauley, Lorinda B. THE GOOSE AND THE GOLDEN COINS. Harcourt, 1981. 0152322078.
- Chapman, Jean. HAUNTS & TAUNTS. Children's Press, 1983. 0516089595.
- Cole, William. POEM STEW. Lippincott, 1981. 0397319649.
- Colwell, Eileen. THE MAGIC UMBRELLA AND OTHER STORIES FOR TELLING. Merrimack, 1981. 037011020X.
- A SECOND STORYTELLER'S CHOICE. Henry Z. Walck, 1965. No ISBN.
- A STORYTELLER'S CHOICE. Bodley Head, 1963. 0370010515.
- Cooper, Susan. THE SILVER COW: A WELSH TALE. Macmillan, 1983. 0689502362.
- Darling, Kathy. ALPHABET CRAFTS. Monday Morning Books, 1985. 0912107324.
- Demi. LIANG AND THE MAGIC PAINTBRUSH. Holt, 1980. 0030562899.
- DePaola, Tomie. THE MYSTERIOUS GIANT OF BARLETTA. Harcourt, 1984. 0152563474.
- STREGA NONA. Prentice Hall, 1975. 0138515921.
- Ehrlich, Amy. THE RANDOM HOUSE BOOK OF FAIRY TALES. Random, 1985. 0394956931.
- Forte, Imogene. PAPER CAPERS. Incentive Pubns., 1985. 0865300976.
- Glazer, Tom. EYE WINKER, TOM TINKER, CHIN CHOPPER: FIFTY MUSICAL FINGERPLAYS. Doubleday, 1973. 0385094531.
- Gregson, Bob. THE INCREDIBLE INDOOR GAMES BOOK. Pitman Learning, 1982. 0822407655.
- Green, Kathleen. PHILIP AND THE POOKA AND OTHER IRISH FAIRY TALES. Lippincott, 1966. No ISBN.
- Greene, Ellin. MIDSUMMER MAGIC. Lothrop, 1977. 0688518001.
- Greene, Peggy. THINGS TO MAKE. Random, 1981. 0394938348.
- Grimm, Jakob. THE GOLDEN GOOSE. Several editions available.
- THE GOOSE GIRL. Doubleday, 1964. No ISBN. Other editions available.
- Haseley, Dennis. THE OLD BANJO. Macmillan, 1983. 0027431002.
- Hayes, Phyllis. FOOD FUN. Watts, 1981. 0531043088.
- Hutchins, Pat. THE WIND BLEW. Macmillan, 1974. 0027459101.
- Keller, Charles. GLORY, GLORY, HOW PECULIAR. Prentice Hall, 1976. 0133573923.
- MacDonald, Margaret R. TWENTY TELLABLE TALES. Wilson, 1986. 082420719X.
- McHargue, Georgess. STONEFLIGHT. Viking, 1975. 067067107X.
- Nakano, Dokuohtei. EASY ORIGAMI. Viking, 1986. 0670803820.
- Nelson, Esther. THE FUNNY SONGBOOK. Sterling, 1984. 0806978325.
- THE GREAT ROUNDS SONGBOOK. Sterling, 1985. 0806947195.
- Nesbit, Edith. THE DELIVERERS OF THEIR COUNTRY. Picture Book Studio USA, 1985. 0887080057.
- Pinkwater, Daniel. THE FRANKENBAGEL MONSTER. Dutton, 1986. 052544260X.
- ROGER'S UMBRELLA. Dutton, 1982. 052538555X.
- Pomerantz, Charlotte. DECTIVE POUFY'S FIRST CASE. Addison-Wesley, 1976. 0201058537.
- Prelutsky, Jack. THE BABY UGGS ARE HATCHING. Greenwillow, 1982. 0688009239.
- THE NEW KID ON THE BLOCK. Greenwillow, 1984. 0688022723.
- THE SHERIFF OF ROTTENSHOT. Greenwillow, 1982. 068800198X.
- THE SNOOP ON THE SIDEWALK & OTHER POEMS. Greenwillow, 1977.

0688840841.

THE READER'S DIGEST CHILDREN'S SONGBOOK. Random, 1985. 0895772140.
 Sarasas, Claude. THE ABC'S OF ORIGAMI. C.E. Tuttle, 1964. 0804800006.
 Seeger, Pete. AMERICAN FAVORITE BALLADS. Music Sales Corp, n.d. 0825600286.
 Silverstein, Shel. A LIGHT IN THE ATTIC. Harper, 1981. 0060256745.
 WHERE THE SIDEWALK ENDS. Harper, 1974. 0060256680.
 Spurr, Elizabeth. MRS. MINETTA'S CAR POOL. Macmillan, 1985. 0689311036.
 Steig, William. SYLVESTER AND THE MAGIC PEBBLE. Windmill Books, 1969. 0671960229.
 Van Allsburg, Chris. JUMANJI. Houghton, 1981. 0395304482.
 THE WRECK OF THE ZEPHYR. Houghton, 1983. 0395330750.
 THE WALT DISNEY SONGBOOK. OP
 Warren, Jean. CUT & TELL: SCISSOR STORIES FOR FALL. Totline Press, 1984.
 0911019030.
 CUT & TELL: SCISSOR STORIES FOR SPRING. Totline Press, 1984.
 0911019057.
 Williams, Margery. THE VELVETEEN RABBIT. Many editions available.
 Winn, Marie. THE FIRESIDE BOOK OF CHILDREN'S SONGS. Simon & Schuster, 1966.
 0671258206.
 THE FIRESIDE BOOK OF FUN & GAME SONGS. Simon & Schuster, 1974.
 0671652133.
 Wiswell, Phil. KIDS' GAMES. Doubleday, 1987. 0385234058.
 Wolkstein, Diane. THE MAGIC WINGS: A TALE FROM CHINA. Dutton, 1983. 0525440623.
 Wyler, Rose. MAGIC SECRETS. Harper, 1967. 0060200693.
 Yaffee, Alan. THE MAGIC MEATBALLS. Dial, 1979. 0803751400.
 Yolen, Jane. THE BIRD OF TIME. Crowell, 1971. 0690144261.

*All of the films mentioned are available from the state library, and the
 filmstrip THE FOOL OF THE WORLD AND THE FLYING SHIP is Weston Woods #SF249C.

RUMPELSTILTSKIN: A puppet play for two people
Developed by the Volusia County Public Library Office of Children's Services

As written, the script for Rumpelstiltskin runs about twenty minutes and requires two people. It can be shortened and turned into a one-person play with a few changes (more on that later). The version presented in the videotape uses puppets and sets based on Paul Zelinsky's illustrations (New York: E. P. Dutton, 1986) and has a medieval look, but there are several fine editions of the story available which may inspire a different approach. Herewith a few notes on production:

PUPPETS: Five puppets are used in the full-length version, including two Margerys, one as queen and one as peasant. They are simple cloth hand puppets made from muslin (for bodies) and flesh-colored knit material for hands and heads. Their features are made of felt and yarn; their clothes are inexpensive remnants. Instructions for making simple hand puppets can be found in many books, including Margaret Adair's Do-It-In-A-Day Puppets for Beginners (John Day, 1964), Laura Ross' Hand Puppets (Lothrop, 1969) and Tom Tichenor's Tom Tichenor's Puppets (Abingdon, 1971). Other possibilities: stick puppets or paper bag puppets.

STAGE: If you do not already have an all-purpose puppet stage, you can make one from an empty refrigerator box. To accomodate two puppeteers, glue two boxes together and widen the playing area (see Diagram 1). There are also excellent instructions on making a simple puppet stage in the 1977 SLP manual (Book Trek). The only requirement is a playing board for the props, but if you plan to use backdrops you need a way to hang them.

SETS: The script calls for three backdrops: an outdoors one used in scenes one and four, the spinning room (Scene 3) and a Palace interior. In the taped version we used a puppet stage with no front curtain, so the Palace set became a drape which could be raised or lowered to reveal the other backdrops, which were painted on window blinds (see Diagram 2) which could also be easily raised and lowered by means of a string. Alternatives include painting the backdrops on curtains which can be pulled to one side or dispensing with them altogether.

LIGHTS: Probably the least necessary touch, but lights do make an effective addition to a puppet stage and are not as difficult as one might think. Most hardware stores carry floodlights which can be clipped to the stage and focused on the playing area. These can either be turned on and left on for the duration or plugged into a dimmer switch which is operated from backstage. If you want something really fancy, see the 1977 SLP manual for instructions on building a light bar.

PROPS: These include a sack of flour, a spinning wheel, a cradle, and bundles of straw and gold. The cradle is a small box, open at the top, with lacy material glued to the inside and allowed to hang over the edges. The sack of flour is made from burlap or some similar material (if you are using stick puppets the sack must have a handle which can be transferred from one figure to another or must itself be a stick puppet). The straw can be anything from real straw to pipe cleaners, tied in three bundles of increasing size (the last should be as big as the puppet can manage). We used a rope of Christmas tinsel to make the gold; wrapping it around short lengths of dowel rod makes it easier to handle. Again, there are three bundles of gold: small, medium and large. The spinning wheel is drawn on cardboard or heavy paper with a small weighted box glued to the back so it will stand up (see Diagram 3). A list for Margery to carry in Scene 5 is optional. The ring and necklace referred to in Scene 3 should be expressed in mime; real ones are too awkward.

TWO PERSON SHOW: In the two puppeteer version, Puppeteer A handles John, Margery and the props (setting up the spinning wheel at the start of Scene 3 and the cradle at the start of Scenes 4 and 6). Puppeteer B handles the King and Rumpelstiltskin and is also responsible for lights and scene changes. In the spinning scenes, A takes the straw Rumpelstiltskin hands down and replaces it with the gold (this can be done with B's free hand if more comfortable).

ONE-PERSON SHOW: This can be done as a one-person show, either by using a small box stage and stick puppets as described in the 1987 SLP manual (the Birthday Bash section) or by cutting out the lights and backdrops altogether and making the following changes in the script: In Scene 2, cut out John the Miller (ie. Margery must go alone to meet the king). In Scene 4, cut the dialogue with John and the King. In the scenes in which Rumpelstiltskin spins the gold, give Margery an excuse to disappear before he starts to spin (she could lie down to sleep or go to the door to listen for the king) so that you have a hand off-stage to hand gold to Rumpelstiltskin. Finally, allow yourself time to get out of one puppet and into another, perhaps by adding lines to cover the change.

DIAGRAM 1

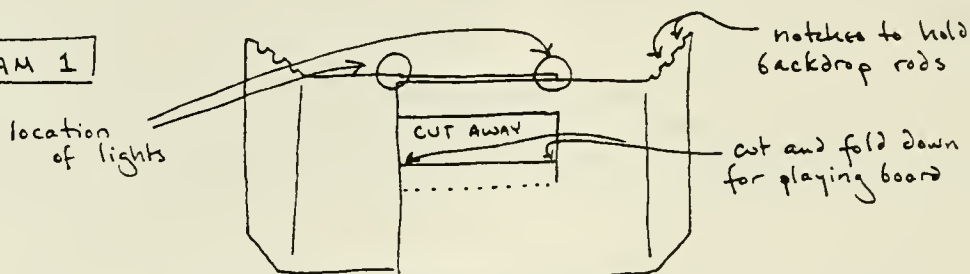
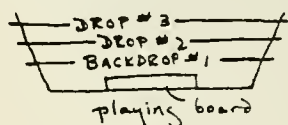


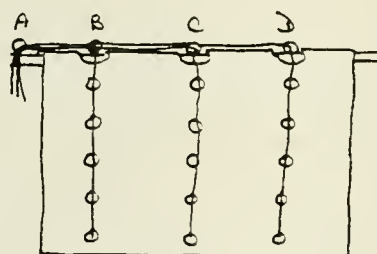
DIAGRAM 2

(top view of stage)

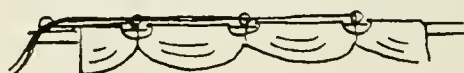


Drop #1 (Palace)

Lightweight curtain gathered on rod. Down for scenes 2, 4, 5 and 6



Sew small rings to back of material as shown; run strings through them and through rings attached to rod (A, B, C, D). Lead strings to Puppeteer B's side of stage. When strings are pulled, curtain will gather as below



Drop #2 (countryside)

Down for scenes 1 & 4, up for 3



Drops 2 & 3 can be painted on curtains, window blinds or poster board (attach to rods with hooks or curtain rings). Change while Drop #1 is down.

Drop #3 - Spinning room.
Can be left down; shows only in Scene 3

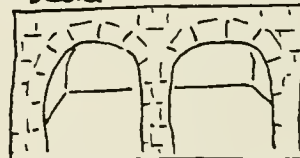
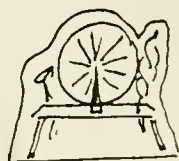


DIAGRAM 3

Spinning wheel, front view



Spinning wheel, rear view



Spinning wheel, side view



RUMPELSTILTSKIN - A puppet play for two puppeteers.
Adapted from the folk tale by Terry Deer, Volusia County Public Library

SCENE ONE: Countryside. Music. Enter John the Miller, with a sack of flour.

JOHN: Oh, what a beautiful day. The sun is shining, the birds are singing - yes, it's a fine day for this errand of mine. (to audience) Do you know where I'm taking this sack of flour? To the king's palace, that's where! And it's all because of my daughter. You see, the king is a young man, and not married, and my daughter is as beautiful as the day. It would be a fine thing for me to have the king as a son-in-law. People would come from miles around to buy my flour. I'd be a rich man! There's the palace right over there - and here comes the king! (enter King) Your majesty!

KING: Yes, what is it?

JOHN: Your majesty, my name is John the Miller. I have the honor to be your majesty's royal miller.

KING: I don't have a royal miller.

JOHN: Oh, but you will have, as soon as you've tasted the pastries made from my flour. The finest, softest flour in the kingdom. As white as drifting snow -

KING: All right, all right. Is this the flour?

JOHN: Yes, your majesty.

KING: Thanks. I'll take it to the royal cooks. Hmm - looks all right.

JOHN: Looks all right? It is all right. Why, people come from miles around to buy my flour - and catch a glimpse of my daughter.

KING: Your daughter? Why, what's wrong with her?

JOHN: Nothing, your majesty. It's only that she's so amazingly beautiful, the most beautiful creature you've ever seen.

KING: (not impressed) Oh, I see.

JOHN: I've had hundreds of offers for her hand in marriage, but one can't be too careful with a treasure like my Margery.

KING: (edging away) Yes, yes, I'm sure-

JOHN: She's clever, too, and very sweet-natured.

KING: I'm sure she's a lovely girl. Perhaps some other time-

JOHN: (desperate, senses he's losing his audience) And talented! My daughter has an amazing talent. She can spin straw into gold!

KING: (drops flour) What!!

JOHN: Yes - my daughter can spin straw into the finest gold.

KING: That is a talent. Look here, old man, bring your daughter to the palace tomorrow. If she's as clever as you say, I will make you the royal miller. But you'd better be telling the truth.

JOHN: Yes, your majesty. We will be there in the morning. (King starts to leave) Your majesty?

KING: Yes?

JOHN: Don't forget the flour. (King picks up flour and leaves) Oh, what a dreadful day this is! Why did I say such a foolish thing? The king will have me beheaded when he learns the truth. And my daughter - what will my daughter say? Oh dear, oh dear.

MARGERY: (enters) Father! Home already? Did you give the king his sack of flour?

JOHN: Oh yes. He was very impressed - praised the color, admired the texture. I'm practically royal miller already.

MARGERY: I'm glad he was pleased.

JOHN: As a matter of fact, he wants us both to come to the palace tomorrow morning.

MARGERY: What for?

JOHN: Well, I happened to mention that I have a daughter, and he wanted to meet you.

MARGERY: Don't be silly. Why would the king want to meet me?

JOHN: Well, I told him how pretty you are -

MARGERY: No, tell the truth. You've been bragging again, haven't you? What did you say?

JOHN: (shamefaced) I told him you could spin straw into gold.

MARGERY: What!!!

JOHN: Yes - but don't worry -

MARGERY: Don't worry! Don't worry! You know I can't spin straw into gold!

JOHN: You could try, couldn't you?

MARGERY: It's impossible.

JOHN: Well, I'll explain it to him tomorrow. I'm sure he'll understand. Besides, when he sees how pretty you are, he'll forget all about the gold. I'm sure of it.

MARGERY: I hope you're right. (exit John and Margery.)

END OF SCENE ONE

SCENE TWO: The Palace. Enter John the Miller and Margery.

MARGERY: This is not going to work.

JOHN: Have a little faith. When he looks at you, all that gold business will go clean out of his head.

MARGERY: And if it doesn't?

JOHN: Don't worry. I won't let him hurt you.

MARGERY: If only you hadn't told him such a wild story -

JOHN: Hush! Here he comes!

KING: (enters) Ah, here you are.
JOHN: Your majesty, may I present my daughter, Margery.
KING: So this is the little beauty who spins gold from straw. Come with me, Miss Margery; I have a room full of straw all ready for you.
MARGERY: Father!
JOHN: Now see here, your majesty! We've walked a long way and she's tired. You can't expect her to sit right down and spin.
KING: She can rest as long as she likes, just as long as that gold is all spun by tomorrow morning. If not - if you've lied to me - you'll both be sorry! Come along, now. (exit King and Margery)
JOHN: Wait! Let me explain! I didn't mean - Oh, it's no use. We're doomed, and it's all my fault. Why did I have to open my big mouth? Oh, my poor daughter. (exit)

END OF SCENE TWO

SCENE THREE: Stone room with spinning wheel and straw. Margery is onstage.

MARGERY: It's no use. I've been trying all day and I can't spin this stuff into gold. Nobody could.

RUMPEL: (enters) That's not quite true.

MARGERY: Who are you? Where did you come from?

RUMPEL: Never mind that. So the king wants gold, does he? Well, Miller's daughter, I can spin gold for you.

MARGERY: You can? That's wonderful!

RUMPEL: But what will you give me?

MARGERY: Couldn't you take some of the gold?

RUMPEL: Gold is worthless to me. But that necklace you wear...

MARGERY: Certainly you may have my necklace! I'd give you more than that to save my life.

RUMPEL: The necklace will do. Hand me that bundle of straw there.

(Sings, to the tune of "London Bridge")
Spinning wheel is spinning round,
Spinning gold for a crown,
Straw whirls round and disappears,
Gold will calm a maiden's fears.

MARGERY: You did it! Amazing!

RUMPEL: Easy.

MARGERY: Oh, thank you!

RUMPEL: Never mind your thanks; give me the necklace.

MARGERY: Of course. Here you are.

RUMPEL: Good luck, Miller's daughter. (exit)

MARGERY: Think of it: real gold! This should make the king happy.

KING: (enters) Gold! Real gold! You're a wonder, Miss Margery.

MARGERY: Thank you. May I go home now?

KING: Home? Certainly not! I need you to spin more gold for me.

MARGERY: More!

KING: You don't suppose this is enough, do you? Why, I need enough gold for a new coach, a new throne and a new set of dinner dishes.

MARGERY: Well, get it some other way. I'm going home.

KING: No! Please. Spin more gold and I will make your father the royal miller. Refuse and...

MARGERY: And what?

KING: You'll be sorry.

MARGERY: Well, I'll do my best.

KING: Good! I'll bring you some more straw. (exit with gold; return with straw) Here you are.

MARGERY: But that's twice as much straw!

KING: Oh, it's not that much. Besides, it takes a lot of gold to make a royal coach.

MARGERY: It takes a lot of straw, anyway.

KING: Well, good night. See you in the morning! (exit)

MARGERY: I watched that little man spinning and it didn't look that hard. Maybe I can do it myself. (tries without success) I guess it's not as easy as it looks. (Yawns) I'll try again in the morning.

(Margery lies down; lights dim; brief music interlude. Lights up; she wakes)

MARGERY: My goodness! The king will be here any minute. I'd better get to work! (tries again without success) It's hopeless! I just don't have the knack.

RUMPEL: (enters) There's a trick to it.

MARGERY: Oh, it's you again! What's the trick?

RUMPEL: You have to be me. Need help?

MARGERY: Yes, please.

RUMPEL: What will you give me?

MARGERY: Will you take my ring?

RUMPEL: Let's see. Hmm. Not bad. Very well, I'll spin for your ring.

(sings)

Spinning wheel is spinning round
Spinning gold for a crown
Straw whirls round and disappears
Gold will calm a maiden's fears.

MARGERY: Here's my ring. Thank you for your help.

RUMPEL: I give my help only for payment. Be warned! Next time, my price may be much higher.

MARGERY: Oh, I'm sure there won't be a next time. He couldn't possibly want more gold than this!

RUMPEL: Farewell, Miller's daughter. (exit)

MARGERY: Wait! He left so suddenly, I didn't have a chance to ask his name.

KING: (enters) Good morning, Miss Margery. I see you've been busy. I hope you're not tired?

MARGERY: It's not difficult if you know the trick. You have your gold; now make my father royal miller as you promised, and let me go home.

KING: Not so fast. Your father will be royal miller, but I must have more gold.

MARGERY: That's not fair! You have what you wanted, right down to the dinner dishes. Now let me go!

KING: Spin gold for one more day and I swear I will never ask you to spin again. I will make you my queen.

MARGERY: Well - if you promise never to make me spin again after today.

KING: I promise. Wait here while I go get some more straw. (Exits, taking gold with him; returns with huge bundle of straw)

MARGERY: Did you leave any straw in the barn?

KING: I know it's a lot, but this is the last time.

MARGERY: Well, you'd better let me get to work. (exit king) Little friend! Little man! I knew I should have asked his name. Please, whoever you are, I need your help just once more.

RUMPEL: (enters) Need my help, do you? But what will you pay me this time?

MARGERY: I have nothing left to give you now, but when I am queen I will pay whatever you ask.

RUMPEL: Then give me your firstborn child.

MARGERY: A child! Oh no, ask for something else.

RUMPEL: Sorry.

MARGERY: Jewels, fine clothes -

RUMPEL: No, no, a child it must be.

MARGERY: Surely there is something else you want.

RUMPEL: I will take your firstborn child or nothing. Is that the king I hear?

MARGERY: Oh! (to audience) I must promise! Maybe it will be all right. I may never have a child. (to Rumpelstiltskin) Very well, I agree. Hurry, please!

RUMPEL: (sings) Spinning wheel is spinning round
Spinning gold for a crown
Straw whirls round and disappears
Gold will calm a maiden's fears.
Remember your promise!

MARGERY: Yes, yes.

RUMPEL: Good fortune, Miller's daughter. (exits)

MARGERY: What have I done? But I had no choice. Oh, dear.

KING: (enters) I couldn't wait; I had to see how you were coming along. Finished already? Wonderful! Come with me, my dear; we must make plans for our wedding. (exit; king comes back for the gold)

END OF SCENE THREE

SCENE FOUR: The Palace. Margery is onstage, leaning over a cradle.

MARGERY: (hums a lullaby)

JOHN: (enters with King) Here he is, my little grandson. Kootchy-kootchy-kootchy! He looks just like me.

KING: He does not! He looks like me, doesn't he, dearest?

MARGERY: Well... (to king) he has your nose, darling, and (to John) your hair.

JOHN: (who is bald) Hmph!

KING: Come with me, John, I want to show you the new nursery.

JOHN: Oh, good. I love flowers! (exit with king)

MARGERY: (hums lullaby. There is a knock on the door) Who could that be?

RUMPEL: (enters) Greetings, Mrs. Queen.

MARGERY: You!

RUMPEL: I have come to claim my payment. Give me the child.

MARGERY: No! You can't have him!

RUMPEL: Have you forgotten your promise?

MARGERY: I take it back.

RUMPEL: What's said is said. Give me the child.

MARGERY: No! Take anything else - take everything I have - but leave my baby!

RUMPEL: Sorry; he's mine. Look - he's got my eyes.

MARGERY: He does not! Oh, please, you don't know what you are asking. It would kill me to lose him.

RUMPEL: Oh, very well. I will give you three days to guess my name. If you can't guess it, I will take you and your baby away with me. (exit)

MARGERY: What shall I do? I must guess his name. I know - I'll have a list made of every name in the kingdom. He's sure to be on it somewhere. I can't let him take my baby! (exit)

END OF SCENE FOUR

SCENE FIVE: The Palace. Margery and Rumpelstiltskin are onstage.

MARGERY: Is it Nicholas?

MARGERY: Is it Rumpelstiltskin?

RUMPEL: My name! You couldn't have guessed it! A witch has told you! A witch has told you! (disappears through floor with a crash)

MARGERY: Good heavens; he went right through the floor! We'll have to put down new carpeting. Oh, but that doesn't matter! (to baby) You're safe now. He can't ever take you away from me.

KING: (enters) Margery, I've been looking all over for you. You've seemed so sad these last few days. Is anything wrong?

MARGERY: Not anymore. Everything's fine, now that Rumpelstiltskin has gone forever!

KING: Rumpelstiltskin? Who's that?

MARGERY: No one you need to worry about. Come, look at baby. He's got your nose...

KING: And your eyes...

MARGERY: And your ears...

KING: And your smile...

MARGERY: I'm the happiest woman in the world!

KING: You know, the royal christening is only two days away, and we still haven't agreed on a name for the little one.

MARGERY: Don't worry. I've got a long list of names. We'll find one we both like.

KING: (anxiously) But not Rumpelstiltskin?

MARGERY: No, not Rumpelstiltskin.

(Music. Margery and King bow and exit. THE END)

RUMPEL: No.

MARGERY: Is it Thomas?

RUMPEL: No. Give up?

MARGERY: No! Is it Theodore?

RUMPEL: No. (yawns)

MARGERY: Is it - is it Beastyribs?

RUMPEL: No, of course not!

MARGERY: Is it Sheepshanks?

RUMPEL: Certainly not!

MARGERY: Could it be Stringbones?

RUMPEL: It couldn't and it isn't. Don't be ridiculous!

MARGERY: There aren't any more names on my list!

RUMPEL: What a pity. Well, Mrs. Queen, in two days you have not guessed my name. If you cannot guess it tomorrow, you and your baby are mine forever. (exit)

MARGERY: Oh, dear. My messenger came back with such a long list, I was sure he'd be on it somewhere. What do I do now? Maybe I'm on the wrong track. Maybe it's something like Spot, or Fluffy, or Rover... No, that's silly. Oh, I can't think. I need some fresh air. Perhaps a walk in the garden will clear my head. (curtain pulls back to reveal country scene) Now then. Did I try David? Yes, it's on the list. How about Noah? Yes, it's there. Griddlebone? Yes. It's no use! I can't think of any more names!

RUMPEL: (offstage) Spinning wheel is spinning round ...

MARGERY: What was that? It's him! He mustn't see me. I'll hide over here.

RUMPEL: (enters; sings to the tune of "London Bridge")
I brew my beer, I bake my loaves
And soon both queen and son I'll claim
Oh, lucky me, for no one knows
That Rumpelstiltskin is my name! (exit)

MARGERY: (enters) Rumpelstiltskin! I never would have guessed that name. Oh, my baby is saved! (exit)

END OF SCENE FIVE

SCENE SIX: The Palace. Margery and cradle are onstage. Enter Rumpelstiltskin.

RUMPEL: Well, Mrs. Queen, can you guess my name?

MARGERY: Is it Bill?

RUMPEL: (snickers) No.

MARGERY: Is it Phil?

RUMPEL: No. Give up - you'll never guess it. (laughs)

INDEX

- Activities . . . 13, 16, 22, 35, 40, 42, 49, 50, 60, 72, 73, 74, 75, 76
- Book Discussion . . . 36
- Booktalks . . . 29, 47, 49, 50, 51, 60, 63, 67, 76
- Choral Reading . . . 51
- Crafts . . . 11, 13, 14, 15, 16, 17, 19, 21, 22, 33, 34, 35, 42, 46, 49, 50, 55, 56, 60, 62, 67, 71, 72, 73, 74, 75, 76
- Creative Dramatics . . . 11, 12, 16, 35, 50
- Creative Writing . . . 17
- Costumes, props and Accessories . . . 20, 21, 28, 34, 41, 49, 50, 55, 59, 60
- Display, Decoration . . . 11, 19, 28, 34, 39, 42, 49, 50
- Films and Filmstrips . . . 33, 34, 36, 50, 63, 64, 67, 71, 72, 73, 74, 75, 76
- Fingerplays . . . 27, 33
- Food . . . 11, 13, 28, 30, 34, 36, 56, 71, 73, 74, 76
- Games . . . 17, 28, 30, 34, 36, 55, 60, 67, 71, 73, 76
- Magic Tricks . . . 21, 33, 37, 38, 41, 49, 55, 68, 71, 72, 75, 76
- Magic Words . . . 21
- Participation Stories . . . 22, 33, 35, 49, 56, 60, 63, 64
- Performances . . . 21, 49, 50, 63, 71,
- Poems . . . 14, 27, 29, 30, 36, 71, 73, 74, 75, 76
- Puppets . . . 15, 19, 33, 43, 46, 49, 50, 55, 71
- Puppet Show . . . 14, 19, 50, 59, 66, 67, 75, 79
- Read alouds, picture books . . . 12, 13, 16, 22, 27, 29, 33, 35, 36, 37, 40, 41, 49, 50, 55, 59, 60, 63, 64, 67, 71, 73, 74, 75, 76
- Records . . . 15, 16, 26
- Songs . . . 13, 14, 22, 27, 30, 32, 33, 36, 37, 46, 49, 50, 58, 63, 71, 72, 73, 74, 75, 76

Story Sharing with props -

Cut and tell . . . 33, 55, 59, 64, 68

Draw and tell . . . 13

Flannelboard . . . 29, 33, 46, 50, 60, 63, 67

Box puppet . . . 59

Other . . . 22, 33, 46, 47, 49, 56,

Story telling and stories . . . 16, 29, 33, 35, 36, 37, 46, 49, 55, 56, 59, 63, 67, 71,
72, 73, 74, 75

Supplies . . . 26, 36



SUCCESSFUL PROGRAMS AND IDEAS FROM 1987

Many of you submitted program ideas that had been particularly successful in your library. We are happy to be able to share some of these ideas again this year, although, because of space, we could not include everything. There were a number of duplicates or variations on the same idea. We chose only one as representative of the idea, so if you have had success with a particular program, but it is not mentioned under your library, please understand.

Unless otherwise indicated, there was no cost for these programs.

ALACHUA COUNTY LIBRARY DISTRICT: **Stories Under the Stars** weekly program for school-age children, teens and parents with a combination of oral storytelling and music. Held in open-air theater in early evening. **Cost:** \$108., minimal rental of location (covered janitorial staff to open restrooms.) **Success:** Very good response. Between 30-60 attending each week. A lot of families attending together. **Things to Change:** Too hot during early evening. Would schedule this for the fall season in the future.

BOCA RATON PUBLIC LIBRARY: **Endangered Animals of Florida:** FPL presented a program that included a film, short talk, and question/answer session. The speaker brought a turtle shell and manatee bones with him. The children were able to examine them and ask questions. **Free.** We had a group of 136 children who were very interested and enthusiastic about the program.

BROWARD COUNTY DIVISION OF LIBRARIES: **Suzuki Violinists,** a group of 15 children ages 5 to 14, played a medley of tunes on their violins for our library audience. The program was well received by both adults and children. A total of 134 people enjoyed the performance of these young violinists. This indicates a need for more cultural activities for children.

Camp Kits: Extended the date due for books taken out by young patrons going on vacation and/or to camp and, therefore, would not be back in time to return the books. **A weekly book discussion Group for 4th, 5th and 6th graders.** This was limited to 15 elementary school students, who requested that this program be continued throughout the school year.

A weekly college bound book discussion group program attracted 37 participants. Four major titles (not used in the schools) were selected and used to expose prospective college students to the type of material and issues they will be facing in college. **Advertising:** Children's Program Flyers, BCL monthly calendar and local newspapers.

COCOA BEACH PUBLIC LIBRARY: Local TV station came with cameras and monitors to demonstrate equipment. **Raves.**

DEERFIELD BEACH PUBLIC LIBRARY: **T-shirt art,** a program done every summer. **Cost:** Fabric Crayons cost \$2./box. Our friends of the library donated 8 boxes. **Success:** Good turn-out and many children return year after year.

DELAND PUBLIC LIBRARY continued

chance to guess the number of unshelled peanuts in a jar. The one who came the closest won a prize. Refreshments of cupcakes and kool aide were served just at the close of the program. Balloons were given to each child to take home. **No cost** as the cupcakes and drinks were donated by library workers and volunteers. **Success:** Very excited and happy children after playing all the games. **Advertising:** Publicity for all children's programs was printed in the Deland Sun News, Orlando Sentinel and Daytona Beach News Journal. Also each month our library system prints a Happenings with all programs listed for all the libraries.

DANIEL KREIGHBAUM MEMORIAL LIBRARY: Sanford Zoo comes every year and brings small animals for kids to see. Hedgehog, possums, turtles, snakes, etc. Always our highest attendance. They charge to drive so far, but it's worth it. Friends of Library always pay. Also had a **T-shirt decorating program**. Kids asked to bring white T-shirt (plain). Using fabric crayons, they designed picture on plain white paper then adults transferred design to shirt by turning paper upside down and pressing with hot iron. Must make sure kids know to spell backwards if they want it to come out right on shirt! **Cost:** \$50. donation for zoo, but this varies depending on how far they must travel. Don't know cost of fabric crayons, but that's the only cost for that program. **Success:** Both programs very successful. The zoo brought 120 people, our all-time high. About 50 children came to T-shirt program, but all were very pleased with their creations. **Advertising:** Monthly library publicity, word of mouth, general advertising on local TV station during their community "Happenings" that is run at various times during the day and month. **Things to Change:** Try to get the zoo to do two programs instead of one, as the room was very crowded. Everything else went great!

ENGLEWOOD CHARLOTTE: **Make a book.** Each time the children colored, pasted pictures, etc. on 5 X 8 pieces of paper (white or construction), the pieces were saved and after the last story hour, were stapled together with a title page - "My Book, by John Doe" - which they could take home. The cost for this project is minimal.

EUSTIS MEMORIAL PUBLIC LIBRARY: **Celebrating with a display of nature:** Florida's Eagle Lady, who resides in Apopka and is responsible for SOAR, Inc., which is a conservation effort for American raptors (birds of prey). She brought four large birds (bald eagle, golden eagle, horned owl and a cara cara), gave a good talk about their habits, etc. Excellent program, 192 people attended. She charges \$75 per program plus mileage. Children also treated to a **clogging performance** by children their own age and then were given easy lessons on clogging. A bluegrass band did a teaching/performance and then gave minilessons to each child. (Most of our programs were free by the performers.)

HAWTHORNE AREA BRANCH LIBRARY: **Celebrate the Constitution.** We used a cotton batting "wig" and old fashioned glasses to explain the art of calligraphy; the basic history of the constitution; what laws are, etc. The children wrote their own "laws" on a scroll, which was decorated with a ribbon and seal; their name was added in calligraphy. **Cost:** \$5. **Success:** This was very well received, even with the younger children, who had to have assistance in writing their laws.

HOLLYWOOD BRANCH LIBRARY: **Wheel of Fortune Game** was constructed out of poster board flip charts. We had a Miss Vanna from the audience and contestants. We had a Pat Sajack, and we guessed names of authors, books and book characters. **Cost:** Six poster boards at \$.55 equals \$3.30, 50 sheets typing paper for \$1.00, tape. **Success:** All had a good time and didn't want to quit. They enjoyed their small prizes. **Advertising:** We had it in our calendar of events flyer, press releases and posters in the library. **Things to Change:** Advertize an age limit, such as grades 1 and up. If they are too young, it's too hard for them to play.

INVERNESS PUBLIC LIBRARY: Pigmainia. We invited a FFA boy to tell us about raising and caring for pigs. He brought his pig. This was followed by "Charlotte's Webb". Very successful.

JACKSONVILLE PUBLIC LIBRARY: The librarians from each branch prepare a **really super storyhour** that will appeal to preschool through fourth grade children. They then take this program on the road, sharing it with four to six branches. Each week, the children see a different storyteller, and the librarians are spared preparing seven separate programs. They stay at their own branch for the first and last program.

LARGO PUBLIC LIBRARY: Dr. Seuss (un)birthday Celebration. Showed filmstrip: "Who's Dr. Seuss? Meet Ted Geisel," to introduce author. Read "Too Many Daves" story from **Sneetches and Other Stories**. Assigned funny names to children seated in audience, then called them all on stage with name "Dave". Asked questions from **The Cat's Quizzer**. Played sound track and asked audience to act out **Green Eggs and Ham**. Both main characters wear hats; others hold up illustrations as their part is mentioned. Treat: green finger jello. Cost: One packet of jello; light cardboard "railroad" boards, enough crepe paper (yellow) to fit 25 heads (8 1/2" by 11" each), time to copy illustrations, felt tip pens. **Success:** children loved acting out a story they knew quite well and many older Dr. Seuss books were checked out. **Advertising:** Program listed in summer flyer given to local school teachers and available in library. Local paper began coverage of most "live" events thereafter. **Things to Change:** Might expand on illustrator theme by asking audience to make their own zany characters on butcher paper rolls. Demonstrate drawing techniques by adding basic geometric shapes and lines from **Ed Emberley's Drawing Book: Make a World** and suggest kids have fun mixing up pattern for creatures. Give each child one crayon for outlining. Ask each artist to sign their name under creation and hang roll in library to celebrate Dr. Seuss' books.

LATT MAXEY PUBLIC LIBRARY: Air show extravaganza! Operating on the idea that many children in our community had never experienced the thrill of a ride in a small airplane, my husband (who is a commercial pilot and flight instructor), and I put together a slide show of an airplane ride over our community. Cost: Roll of slide film and developing. (Airplane cost was donated) **Success:** The kids LOVED it! For most of the children it was their first opportunity to see an aerial view of their town, much less to experience a ride in an airplane. **Advertising:** Promoted the program in school visits and in all handouts for SLP. **Things to Change:** I would make it longer and try to obtain shots of an air-show (such as Sun-N-Fun in Lakeland or Kissimmee State Air Fair) to include in the presentation.

LUA A CURTIS PUBLIC LIBRARY: Two of the 1987 Summer Program's goals were to strive for new registrations and for more family involvement. To reach the first one, we planned a **Race to Your Library** contest. We sent letters to local schools offering a "City of Hialeah Distinguished School Award", to the school with more students applying for a new library card, clearing it first with city officials, of course. The schools took up the challenge with such enthusiasm that we gave out two awards, one to the school with more students registering for new library cards and another for the school with more students getting card renewals. For the second goal we designed another contest, **Grandma's Desserts**. The grandmothers of children participating in the Summer Program vied for 3 prizes: dinner for two at a restaurant, lunch for two at a pizzeria, and 2 free movie tickets, all donated by local business men. The judges were two newspaper food editors, a dietitian, a master baker and a confectionery manufacturer. After the judging, the audience was allowed to taste the excellent final entries. Everybody had a terrific time, the contest had very good media coverage, and the contestants liked it so much they clamored for another one.

LIGHTHOUSE POINT LIBRARY: Alice's Unbirthday Party, toured local supermarket and bakery to see party foods prepared and packaged. Store then provided birthday cake at the park, local ice cream parlor donated ice cream.

MEADOWLANE COMMUNITY LIBRARY: We had a very successful mystery party. The children were greeted by a person who "finger printed" them (thumbs only). The children then made animals out of their thumbprints. They were divided up into 8 groups each with an adult volunteer. Different color footprints had been placed around the library leading them to different "missing objects". Each group followed a certain color footprint and then switched when the object was found. The kids thought this was great. We then did a **Puppet Show, "The Thing in the Pond"**. All kids received a prize for finding the missing items. **Cost:** The cost of the construction paper for the feet and name tags (thumb prints). Prizes donated by area merchants. The kids thought it was great. Had many comments from parents as well. **Things to Change:** Make the missing objects a little harder to find!

MIAMI-DADE PUBLIC LIBRARY SYSTEM: We kicked off our Summer Library Program with a **Paint Party**. We put two rows of brown paper on one of our walls in our patio area and two on the floor to catch drips. With white chalk, we lightly outlined design appropriate for the theme so the children can have some direction and, then we let them loose to paint. A table is set up with all the different colors of paint and water to rinse off their brushes after the use of each color. We used a powder paint that you mix with water so it will easily wash out of clothes and off your hands. **Cost:** The paints run approximately \$5.25 a jar which will last for a couple of parties. (We have these twice a year). **Success:** Children of all ages love to be creative and paint. These parties always draw huge crowds. At times everyone must be patient and share paint brushes, which is our only problem. We had around 100 children at our party this summer. **Advertising:** During school visits before the summer, I mentioned our paint party and the date. Plus we advertised in our Neighbors Section of our local newspaper and in their Calendar Section. **Suggestions:** If your library would like to do this type of program you need staff members help in preparing paint the morning of the program and during the program to change dirty water, supervise the activity and make more paint when necessary. It's hard work, but the kids love it, and the end results are usually quite nice. We keep the mural up for a few weeks for everyone to enjoy.

Our **Movie/Book Talk Programs** were extremely successful. They consisted of choosing movies for which we had a version in book form. **Success:** The program has motivated a number of the children to select books on topics being shown at other movies, and to read and show books to other children in the library, thus increasing an interest in reading and books on the whole. **Things to Change:** More advertising, arrange to get several copies of books prior to showing the movie.

We brought out our **Robot** which was made for **Book Trek**. He was made from cardboard boxes painted silver, and various oddments of junk, with a tape recorder inside. We made a new recording of songs that went along with each program we did over the summer. The speaker in his body was hooked up to a tape recorder in our back workroom — when children were in the library, we'd have them push a button on the robot, and then we would turn on the tape from the back room. The kids loved him/her! Minimal cost. He was made from junk, and the speakers and tape recorder were part of our regular library equipment. Spent about \$6. for a can of spray paint and blank tape. **Success:** The children and adults loved the robot and the songs it sang! They were fascinated by the way it turned on by pressing the button (few caught on to the actual procedure). **Advertising:** Word of mouth. **Things to change:** Our robot stands about six feet tall — he could just as well be smaller.

Learn to Square Dance: ages 5-12. We taught the children to dance using 2 records: **Friday Night at the Barn**, Educational Activities, Inc., 1978 and **Square Dance with Soul**, Folkway Records, 1969. **Cost:** The only cost would be refreshments. **Success:** Program was held in the auditorium. We created circles and marked patterns with masking tape

MIAMI-DADE PUBLIC LIBRARY SYSTEM continued

to help the beginners. We rehearsed the steps with the children and taught them the terminology. Then the children performed simple dances. We all had a great time. **Things to Change:** Next time, we will ask that the children be at least 8 years old. The little ones just couldn't keep up. They became confused and frustrated.

MONROE COUNTY KEY LARGO BRANCH LIBRARY: Since Key Largo is anticipating the building of a new and much larger library within the year, the theme **Celebrate Your Library** was particularly appropriate. A volunteer made a large copy of the proposed floor plan, and the children had the chance with scale cut-outs to suggest the layout of the Children's Room. **Cost:** Less than \$10. for materials only. **Success:** It made the concept of the new library more realistic to the children and made them feel a part of it.

NEW PORT RICHEY PUBLIC LIBRARY: Made a quilt to be displayed throughout year in the children's room. **Cost:** \$50. **Advertising:** Good P.R. that is ongoing!

NORTH PALM BEACH LIBRARY: A handler from the local zoo brought the four poisonous snakes of Florida, plus the Red Rat snake (most numerous) and the Indego (endangered). So our theme began with **Spiders and Snakes and Wild Animals**. Then we had two ladies from the **Animal Regulation Society** talk and demonstrate dog obedience, laws on shots, summer safety for pets, etc. Finally we had a **Professional Marionette Show** which did cost us \$100. but drew over 50 children of all ages. Our theme moved from wild animals, to domestic animals, to fantasy and mythology. **Success:** I feel the program was very successful, and my director agrees. We tried to attract older children and naturally there is more competition for their time from other activities. Those who did attend enjoyed themselves, and I'm sure got a better understanding of their library and knowledge of its resources. **Advertising:** We used our little community newsletter and the local newspapers (2), as well as bulletin boards and signs.

PALM BAY PUBLIC LIBRARY: Sidewalk-chalk Art Contest: Buy several boxes of colored chalk and let the kids decorate your walkway or sidewalk near the library. Can be used as an art "contest" or just an art "show". **Cost:** \$.60 per box of colored chalk (12 sticks each). **Success:** The kids loved it, especially when we made Poloroid photos of the "top 10" pictures. The parents enjoyed walking around looking at pictures afterward. **Advertising:** The local paper came down and took pictures of artists at work. **Things to Change:** If possible, pick an area shaded by an overhang or trees. The summer sun can be very uncomfortable, very quickly!

PUTNAM COUNTY PUBLIC LIBRARY: Special guest for **Musical Jamboree:** The owner of the local music store, who also is a music instructor, brought a variety of instruments to demonstrate. The instruments included guitars of all sorts, acoustic, as well as electric, banjos and a synthesizer. **Success:** The turnout was high, and all the children, from ages 4 to 14, were enthralled.

ST. CLOUD PUBLIC LIBRARY: We wrote riddles on one side of balloons, answers on the other side. We hung the balloons on a tree in a post and called it a **Riddle Tree**. A game wheel similar to the one in the Manual had two spaces to take a balloon from the riddle tree. Extremely successful with the children. **Things to Change:** More spaces on game wheel for riddle tree.

ST. LUCIE PUBLIC LIBRARY: Country Craft: Refrigerator or flower pot decorators; ducks, pigs, bears and hearts. Animal shapes laminated with iron-on interfacing and country print fabrics. **Cost:** Interfacing, magnetic tape and clear straws. Prepare cardboard patterns and cut fabric into 4" squares in advance. Children selected their patterns and fabric. They traced the shapes onto light cardboard and then cut them. An adult can help smooth out some rough edges before laminating inter-facing, and attach

ST. LUCIE PUBLIC LIBRARY continued

fabric to shapes. Children then trimmed the fabric away from the shape. We added a bow, magnetic tape to the back, or a clear straw to insert into flower pot soil. **Success:** The children enjoyed this craft, even the boys.

SEBASTIAN AREA PUBLIC LIBRARY: Beach Party: The basic idea was fishy things! Our local pet store owners were guest speakers accompanied by an assortment of fish and other marine creatures to show and tell about. We "fished" for riddles and created fish mobiles using hangers donated by a local dry cleaners. No cost. Even the treats, Goldfish Crackers, were supplied through our Friends of the Library. **Success:** The children were very enthusiastic and thoroughly enjoyed seeing the fish up close and learning about them. We had an age range between 5-12 which was sometimes a problem, but the program went very smoothly. **Things to Change:** I would have liked to have had photographs for our scrapbook.

SEBRING PUBLIC LIBRARY: On one day when we had an unusually large group, we split them into three groups. One group was read to, one group heard a story with props and one group played a game; when each was finished, they rotated. **Success:** The kids seemed to enjoy it.

SELBY PUBLIC LIBRARY: My personal favorite was our **Creative Writing Class**, taught by a volunteer (Cornell grad, very enthusiastic, relates well with the children). We had about 12-15 children grades 3-6. They loved the sessions (8 in 4 weeks, 1 1/2 hours each), and each child completed a short story (anthropomorphic). We're doing it again this spring.

SOUTHEAST BRANCH LIBRARY: For **Birthday Bash** we blew up many of the "Celebrate" balloons (about 140 of them, to be exact) and left them on the floor of the story room for the children to sit among, play with, and, at the end of the afternoon program, to POP. Also, we numbered 40 of them (1-40, of course) and had the children go in turn and help put together a story. **No cost.** The success was very high.

SUWANNEE RIVER REGIONAL LIBRARY: Joke-A-Thon! During our **Ha Ha Hullabaloo** program, we let the kids record their favorite jokes (jokes or riddles were provided for those who needed them). We keep our joke tape in the children's room where anyone can listen to it. The after-school kids love to listen to these tapes over and over. Minimal cost and this is very popular. **Things to Change:** Could be used as an April Fool's Day program also.

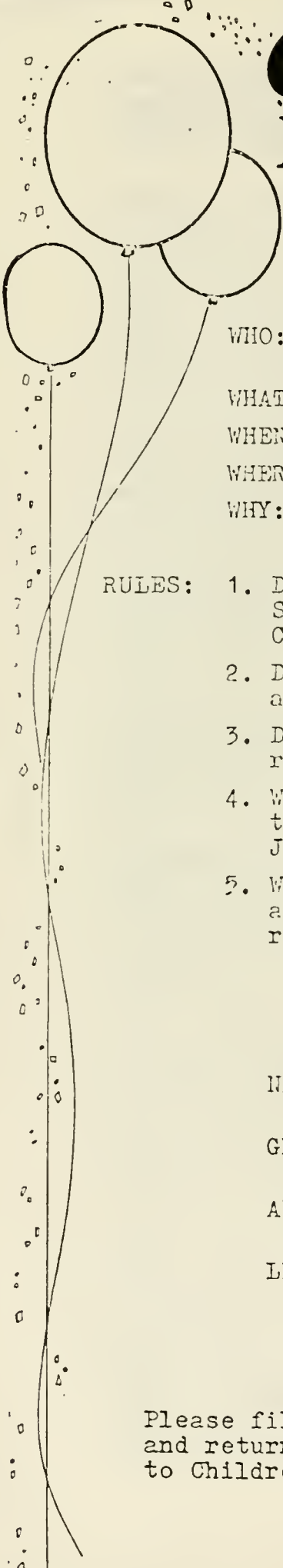
VON D. MIZELL PUBLIC LIBRARY: It's a Family Reunion Celebration and Talent Show. With 35 performers, we had an auditorium filled with 269 people-family, friends and relatives of all ages. We were able to get people to the library who had never entered our doors before, thereby introducing library services and unique programming to impart information to the community. **Cost:** Under \$15. The Friends' Group provided refreshments — punch and cookies. **Advertising:** Flyers, local newspapers, local radio station and word of mouth. **Things to Change:** Add more variety to talent and encourage more youth to volunteer.

VENICE AREA PUBLIC LIBRARY: Local beach lifeguard provided information and demonstration on **Beach Safety**. **4-H Club Members** brought animal entries (fair); talked about responsible pet ownership. Last day, **Carnival**, with several booths; very relaxed and lots of fun for the family. **Time-Out-to-Read Program:** Kids were paired up with a listening partner. They shared favorite songs, stories, poetry, etc. **Weekly Trivia Contests** — answers found among various library resources. **Success:** Each of these activities were very successful. There was a lot of participation for the kids in each. Parents enjoyed these especially. **Advertising:** Local newspapers, radio station, additional posters in library summer program schedule.

WAKULLA COUNTY PUBLIC LIBRARY: Not a program idea but something we've been doing over the years. Each week we would have free prizes -- **Ice Cream, Mystery Prize,** etc., to give away which was a big hit with kids and parents. This was paid for by Friends of the Library.



This document was promulgated at an annual cost of \$1211.00, or \$2.01 per copy to provide the public with this information.



Celebrate Your Library

BOOKMARK CONTEST

WHO: Children who will be in grades
K - 8 next fall.

WHAT: A bookmark design.

WHEN: All summer long.

WHERE: Monroe County Public Library.

WHY: To celebrate your library!

- RULES:
1. Designs should tie in with the Summer Library Program theme: Celebrate Your Library!
 2. Designs must be done in black and white.
 3. Designs must be drawn in box at right.
 4. Winning entries will be selected three times this summer:
June 30th, July 21st, and Aug. 11.
 5. Winning entries will be reproduced and distributed in the children's room this July and August.

NAME: _____

GRADE: _____

ADDRESS: _____

LIBRARY CARD NUMBER: _____

Please fill in the requested information
and return form (with completed design)
to Children's Room desk.

Funny Bunny

Here's a rabbit you can pull out of your pocket anytime.

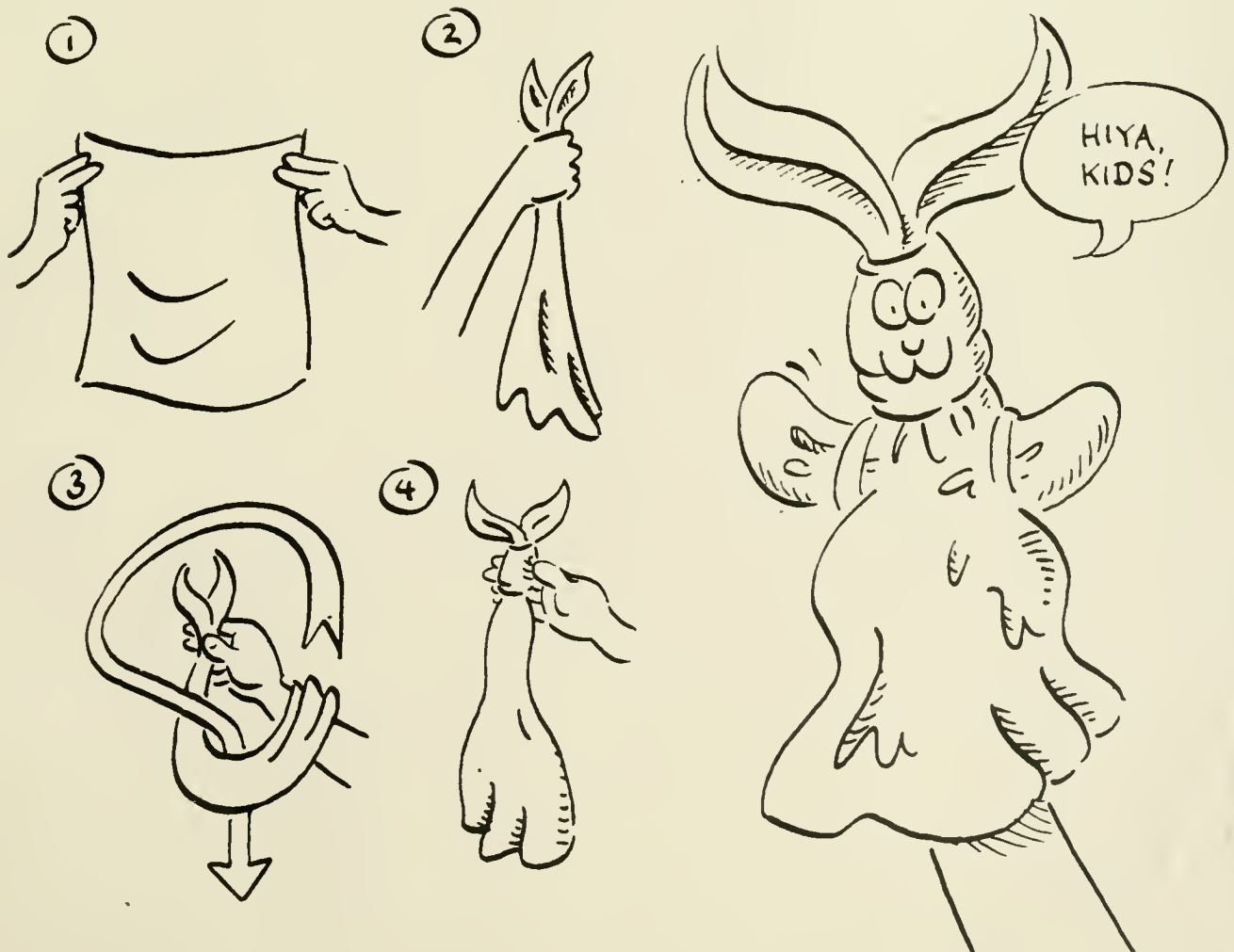
You will need:

An old handkerchief

A rubber band

HERE'S HOW: Hold the handkerchief by the two top corners (picture 1). Place both corners together and hold the handkerchief with the two corners sticking above your fist (picture 2). These are the bunny ears. Now wind the bottom end of the handkerchief around your fingers that are holding the two ends (picture 3). Make a knot in the very same spot where you were holding the handkerchief.

The knot forms the bunny's face. (Add on features with markers.) Shove your pointer finger deep into the knot (behind the face) and drape the rest of the handkerchief around your hand. Loop a rubber band around your thumb, pull it in back of the puppet, and hook it on your middle finger. Presto! You've got yourself a bunny!



NOTES

