

1992 FLORIDA
SUMMER LIBRARY PROGRAM

INTO BOOKS...AND

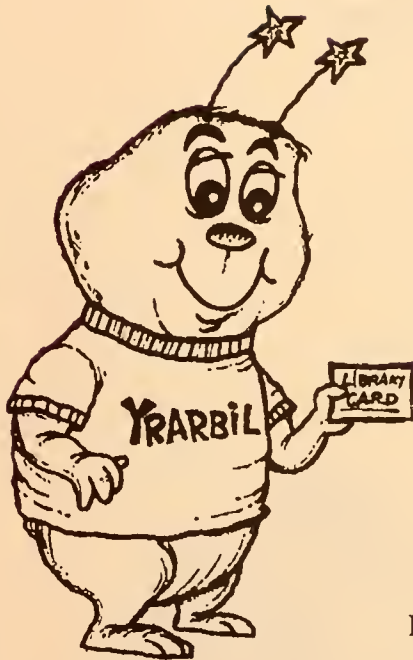


OUT OF THIS WORLD

1992 FLORIDA SUMMER LIBRARY PROGRAM

INTO BOOKS. . . AND OUT OF THIS WORLD!

Made possible through a grant funded by the
Library Services and Construction Act
(P.L. 101-254) and administered by the State Library of Florida



Manual Compiled and Edited by
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Pinellas Public Library Cooperative, Inc.

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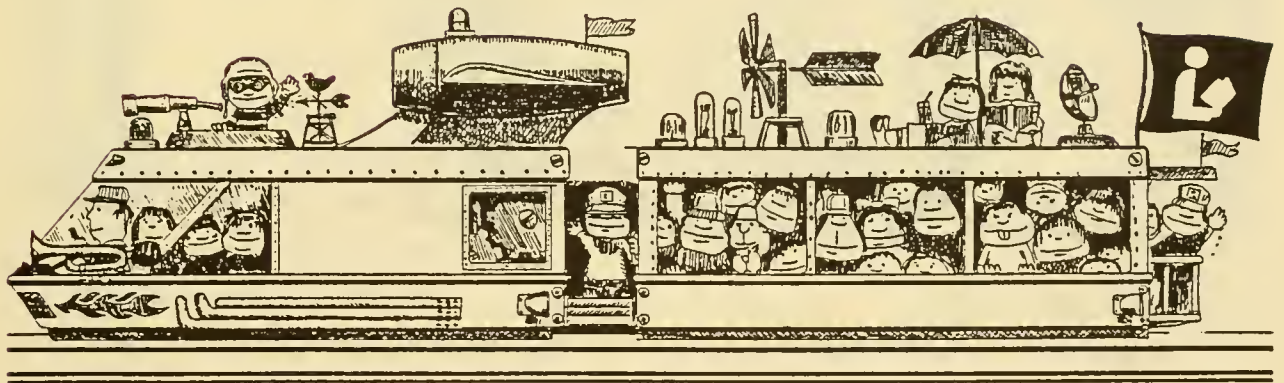
**DIVISION OF LIBRARY AND INFORMATION SERVICES
FLORIDA DEPARTMENT OF STATE**

Jim Smith
Secretary of State

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*"How many miles to Dinosaur Town?"
A couple of eons past.
"Can I get there by time machine?"
Yes, if you're very fast.*



From Dinosaur Funny Bones
poems by Jean Burt Polhamus

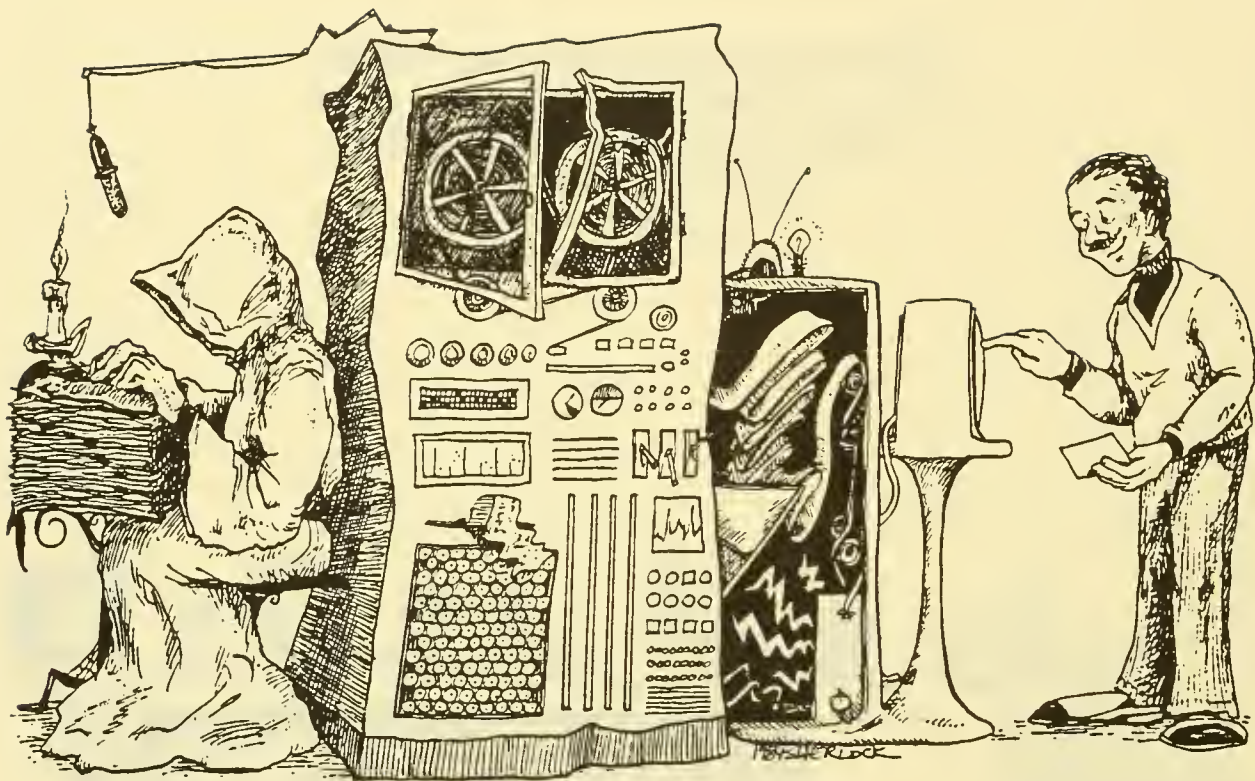



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FLORIDA DEPARTMENT OF STATE

Jim Smith
Secretary of State

DIVISION OF LIBRARY AND INFORMATION SERVICES
R.A. Gray Building, Tallahassee, Florida 32399-0250

January 1992

Dear Children's Library Service Provider:

We at the State Library of Florida are keenly aware of the important role you play in developing a love of reading and books in the young people of our state. Together we can meet our goal of developing an enthusiastic, informed generation of library users, as well as our far reaching goal of promoting literacy.

As we look forward to the twenty-fourth annual Summer Library Program in 1992, we can take pride in the hundreds of thousands of school age children we reach annually. Without the combined efforts of the local libraries and the State Library, this Program, funded by the Library Services and Construction Act, would not be the success it has become over the years.

I would personally like to take this time to thank you for your dedication, commitment, and fine efforts to provide a varied, quality program of library service to the youth of the Sunshine State and to encourage you, your staff, the volunteers with whom you work, and all the children in your area and their families to participate fully in this year's program.

Sincerely,

Barratt Wilkins
State Librarian

BW/H

1992 Summer Library Program Workshops

*This manual will serve as your workshop agenda.
Please review the manual in advance and bring it with you to the workshop.*

DATE	WORKSHOP LOCATION	CONTACT
Tuesday, February 18	Panama City Municipal Auditorium 8 Harrison Avenue Panama City, FL	Sandra Pierce, <i>Youth Services Librarian</i> Bay County Public Library Caller Box 2625 25 West Government Street Panama City, FL 32402 (904) 785-3457
Thursday, February 20	Mandarin Branch Library 3330 Kori Boulevard Jacksonville, FL	Alma Brown, <i>Children's Librarian</i> Jacksonville Public Libraries 122 N. Ocean Street Jacksonville, FL 32202-3374 (904) 630-2420
Tuesday, February 25	Central Branch Library 215 N. Oxford Road Casselberry, FL	Margaret E. Johnson, <i>Children's Coordinator</i> Seminole County Public Library System Central Branch Library 215 N. Oxford Road Casselberry, FL 32707 (407) 339-4000
Thursday, February 27	St. Petersburg Public Library 3745 Ninth Avenue North St. Petersburg, FL	CoraLee Hicks, <i>Children's Coordinator</i> St. Petersburg Public Library 3745 Ninth Avenue North St. Petersburg, FL 33713 (813) 893-7724
Tuesday, March 3	Palm Beach County Public Library System Headquarters 3650 Summit Boulevard West Palm Beach, FL	Shirley Collins, <i>Children's Coordinator</i> Palm Beach County Public Library 3650 Summit Boulevard West Palm Beach, FL 33406 (407) 686-0895
Thursday, March 5	Broward County Division of Libraries Main Library 100 S. Andrews Avenue Fort Lauderdale, FL 33301	Marlene Lee, <i>Youth Services Coordinator</i> Broward County Division of Libraries 100 South Andrews Avenue Fort Lauderdale, FL 33301 (305) 357-7501

ACKNOWLEDGEMENTS

As with any project of this magnitude, the Summer Library Program is not accomplished overnight. Neither is this a project of any one person. The success of a project of this scope that hopes to have wide impact depends on many people for its successful completion. This is especially true for the Summer Library Program. This Program is supported in philosophy and execution by the administration of the State Library of Florida. Barratt Wilkins, State Librarian; Lorraine Summers, Assistant State Librarian; Sandra M. Cooper, Chief of the Bureau of Library Development and the entire State Library organization support the Summer Library Program for all children and see it as one important component in strengthening public library service to youth.

The 1992 Summer Library Program, **INTO BOOKS. . .AND OUT OF THIS WORLD!** began early in 1990 with the preparation of the Library Services and Construction Act grant application. The statewide Summer Library Program Planning Committee (names and affiliations appear on the title page) was appointed in early 1991 and met in May of that year to choose a theme and to advise on materials and administration. The members of the Planning Committee represent all regions of the state and all types of public libraries. The Committee members contribute to the manual and workshops and are in large part responsible for the direction the program takes each year. We also would like to acknowledge Mary Ann Sumner, Bureau of Library Services for the Blind and Physically Handicapped, Florida Division of Blind Services, for sharing her expertise in working with handicapped youth. Participatory planning is one of the outstanding components of the Florida Summer Library Program.

This year, Roberta Weber and Kathleen Matheny of the Dunedin Public Library, Pinellas Public Library Cooperative, compiled and edited the Summer Library Program Manual and are presenting six regional workshops in Panama City, Jacksonville, Casselberry, Saint Petersburg, West Palm Beach and Fort Lauderdale.

The staff of the State Library of Florida assisted in numerous ways. Dan Lhotka, Audio Visual Librarian, compiled a list of suitable films and videos from the State Library collection. The consultant and the clerical staff of the Bureau of Library Development provided input and assistance without which this task would not be possible.

This is the first year that the Florida Library Association is acting as the administrative agent for this LSCA project. We appreciate the time and effort that Marjorie Stealey, Executive Secretary of the Florida Library Association and her staff have put into learning about the LSCA process for this multifaceted project. I would also like to express our appreciation to the Florida Library Association Executive Board for its willingness to commit the Association to this level of involvement.

The energy, vitality and enthusiasm that each Youth Librarian brings to this venture, from the smallest to the largest library, from the independent municipal to the county or regional library system, make for the variety and success we call the Florida Summer Library Program. The manner in which you creatively utilize your individual talents and skills and those of your staff and volunteers, the methods of presentation and programming you employ, the excitement you generate in your local community, and most importantly, the young patrons that you serve -- all of these are the Summer Library Program. I commend each of you for providing the best library services possible and encourage you to become an active participant in the planning process by offering your suggestions and comments on the annual evaluation forms.

Now join us as we venture off **INTO BOOKS. . .**

AND OUT OF THIS WORLD!

Carole D. Fiore
Library Program Specialist

INTRODUCTION

Welcome to the twenty-fourth annual Florida Summer Library Program. Our theme this year, **INTO BOOKS. . .AND OUT OF THIS WORLD!** is only a jumping off point for all the fantastic travels that you and your patrons will embark upon with our guide, Yrarbil (that's "library" spelled backwards). As you use this manual, please remember that it will provide direction for programming, reading, and collection development, but should not be considered limiting in any way. The manual editors have attempted to suggest materials that would be of interest to a wide variety of audiences. It is the responsibility of each of you, however, to tailor the exact programs to the needs of each of your distinct community and library collection.

Every effort has been made to minimize the use of out of print materials. However, out of print titles have been included since many libraries will own some of these materials. If your library does not own a title and you are unable to purchase that material, you are encouraged to utilize the Florida Library Information Network (FLIN). FLIN is the backbone of the interlibrary loan system within the state of Florida.

The manual this year has eight separate and distinct program sections in addition to the puppet show. Each section has more than enough material for several weeks worth of programs. Since local school districts are experimenting with various vacation calendars, you may want to design your individual program to adapt to their unique schedules. Neither the manual editors nor the State Library can anticipate the effect these school calendar changes may make in local library usage and, therefore, staffing patterns. Libraries need to be able to offer their programs when the patrons are able to come. This means that libraries may need to offer two or three series of three weeks' worth of programs to coincide with the change in the school calendar, rather than your usual four to six to eight weeks of programs and activities which have been offered during the traditional summer vacation period. Libraries may also want to consider offering these programs at times other than during the summer, if there are other vacation periods during the year. All libraries should consider offering programs in the evening when families are able to come.

Youth Service Librarians are encouraged to adapt the program ideas that are presented at the Summer Library Program Workshops for use in their own libraries. It is the responsibility of each library to ensure compliance with the copyright law. We realize that while libraries are considered to be an educational institution, we still must protect the fair use doctrine of the copyright law. Many publishers will allow libraries to adapt stories for large group presentation or for use as bulletin board displays. Any permanent form of reproduction, especially when any electronic, audio or video medium is used, should be cleared *in advance* with the Rights and Permissions Department of the affected publishing company. A simple letter giving some general information regarding your library, anticipated audience, and your proposed method of adaptation will usually clear the way for inhouse use. The Rights and Permissions

Departments are usually slow in responding, so you will need to start planning and writing these letters to request permission as soon as possible.

The target audience for the Florida Summer Library Program is children five through twelve years of age. Although we realize that toddlers and preschoolers also have library needs, the primary thrust of this Program is not that age group. This does not mean that storytime must be eliminated. It does mean, however, that the suggestions found in the manual and demonstrated at the workshops for programs, bibliographies and promotional materials supplied by the State Library through this LSCA funded project are aimed at the target audience of school age children.

The purpose of the Summer Library Program is to encourage library use for leisure and continued learning during the months when school is traditionally out. The Program tends to be recreational rather than educational in nature. This is more a matter of emphasis rather than a true difference in content.

Our basic philosophy and goals remain the same as in previous years. We want children to learn to come to the library, to understand that there is a wealth of information and fun waiting for them in a friendly, encouraging atmosphere. Especially during summer vacation, we want the experience to be relaxing and pleasurable, free of stress. For that reason, we downplay numbers of books read. "How many" is not nearly as important as "how good." No prizes should be given for number of books read **unless** it is an agreed upon contract between child and librarian. While the State Library will be providing some type of reading incentive, there should be no uniform minimum number of books that all children must read to receive this incentive. We want children to share books and stories in the company of others and discover the satisfaction of reading alone. That's why we have group programs and individual guidance.

PROGRAM MATERIALS

Program materials should arrive at library system headquarters by March 30, 1992. If materials do not arrive by that time, please contact Marjorie Stealey, Executive Secretary, Florida Library Association at (407) 647-8839. The State Library has contracted with the Florida Library Association to provide administrative support for this project.

Posters - Space is provided on the posters for you customize them. Include additional information about your programs, such as date, time, and location. If you need more space, mount the poster on a larger sheet of poster or railroad board. Or make a larger display including other Program materials on a science project board.

Bookmarks - These are your first form of publicity. Use them freely during your school visits.

Repro Packs - The repro pack will consist of several pages of camera ready art. Included will be the reading log (two pages designed to be run back to back), a logo sheet with the character and slogan in different sizes, a certificate to use if you desire, a coloring sheet for younger children, and similar line drawings for duplication at the local level. Libraries will now be able to customize the reading logs to meet their own individual needs. Number the lines, included categories, add author/title columns or a rating system if you feel the need for these features. Rather than counting the number of books read, perhaps you and your patrons would like to track pages read or time spent reading.

Evaluation Forms - These forms arrived with your manual. Please read them as soon as possible and then put them in a safe place. Knowing in advance what information you need to report will help you know what records to keep. Program attendance figures are important because they are a concrete measure of the impact of the Summer Library Program. It is the best data we can use to compare the Program from year to year. *Also, mark your calendar to remind you to return the completed evaluation forms by the due date of September 1, 1992.*

Rubber Stamps - The rubber stamp can be used to "validate" entries on the reading log. Try it as a hand stamp for patrons who come to a program. Or use it to "cancel" stamps. Let your imagination lead you in other directions for using this.

To ensure a successful program, advance publicity must not be neglected. Utilize the posters, the press releases and the school visit ideas found in this manual and presented at the workshops. Make a costume or a simple puppet to make your visits to schools and other community agencies memorable. Whatever your form of advance publicity, remember that advance planning and communication with these outside agencies is a must.

Don't forget to enlist the support of your colleagues and coworkers. Discuss your plans and involve other staff as much as possible. Do whatever you can to insure their enthusiastic support. Internal publicity and public relations have as much to do with a successful program as garnering support on the outside.

Make your library an inviting place for the youth of your community. Many ideas for displays and decorations are included in the manual and will be on display at the Workshops. Many of these are low cost and easily executable tips and ideas which are limited only by your imagination and space constraints.

Yrabil hopes that you use the tips presented in this manual and ideas you gain at the workshops to help you present the best Summer Library Program ever.

LIBRARY SERVICES TO CHILDREN WITH DISABILITIES: PRACTICAL APPLICATIONS

by Mary Ann Sumner

With the adoption of the Americans with Disabilities Act of 1990, youth librarians must be aware of different types of disabilities and be able to adapt programming techniques to accommodate children with these various disabilities. The types of adaptations you consider will depend totally on your community's needs. This chapter is designed to give you helpful hints to use as a springboard in conjunction with your expertise in working with children and your knowledge of your community.

Planning library programs for children with disabilities depends, primarily, on the audience itself. Are you doing a library program for a general audience with children of varying exceptionalities in attendance? Are you expecting a group of children with low vision to visit the library on a field trip? Or are you making a school visit to encourage children with hearing impairments to come to your library programs? There are general things you can do but you will want to ask vision or hearing teachers or Exceptional Student Education personnel from your school district for input. You might also want to assemble a "consumer forum" of children with various disabilities and their parents to help you plan. In some cases, you may not know in advance who will be attending your program, you will want to adapt some techniques and add methods of presentation to your programs that you can automatically include.

One of the first barriers to overcome is attitudinal. A child with disabilities is first and foremost a child. This child must learn to do things differently. You can start planning for this program with some staff training. Invite a speaker in or show films dealing with the subject of disabilities. There are many resources to help you. (See bibliography at the end of this section.) Be sure that everyone that will be working with the children, including volunteers and circulation staff, knows your "game plan." Rather than saying "a wheelchair bound child," say a "child who uses a wheelchair." Practice this "children first" language so that the description of a child's disability that you use recognizes that he/she is a child first and foremost. If a conversation involves the child, direct your speech and actions to the child, not the parent, just as you would with other children. For example, if a child in a wheelchair needs help choosing a book, ask the child directly what types of books he or she likes to read, instead of asking the parent.

CHILDREN WITH VISUAL DISABILITIES

There are accommodations for children with visual disabilities that libraries can make which will allow these children to participate in library activities. Make sure the child who is visually impaired is sitting close enough or at an angle which will enable the child to see the program more easily.

Most picture books and preschool books have the large type. Include some age appropriate large print materials in the collection. Many popular titles for elementary grade children are available in large print. Refer to *The Complete Directory of Large Print Books and Serials* (Bowker) for titles published in this format. If you are using handouts you can enlarge them on a photocopier. Game sheets or puzzles can also be enlarged. Enlarging an original from letter size 8½" x 11" to an 11" x 17" enlargement is recommended. Word processors provide access to many type fonts and sizes. Make certain there is enough white space around the words and between the lines (see the samples below). It is best to have a sharp contrast between the words and the background.

Have books in large type in your collection. Type sizes are as follows:

12 point - "regular size type"

14 point - smallest type size acceptable for visual impairments

16 point 18 point 24 point

Pictures in books should be large and simple with good definition. Bright colors are good. Adapt your story boxes and flannel boards in much the same way. For example, choose a solid color background on your story box instead of printed wallpaper. Have a light colored background with dark colored characters. Use simple features for your cutouts and keep them uncluttered. Make your characters as large as you can for your flannel board and make sure you describe the action as the figures move. For example, if the story says, "Billy went to the store," be certain the children know that Billy is walking or running to the store which is then described when he gets to the other side of the board. Run through your programs with someone not looking at the visuals and ask them what they didn't understand. This will take some practice but will easily become second nature.

Have a deposit collection of talking books available for circulation from your library. The size of this collection will depend on the space you have in your library and the consumer needs of your community. Contact the Bureau of Library Services for the Blind and Physically Handicapped to get more information.

If you are moving about the room or preparing other materials, be certain to keep talking so the children will know where you are in the room and what you are doing. You can lose crowd control very quickly if there is much of a lull.

If you are setting out craft projects, use the clock as an example for children with visual impairments. Tell where objects are located in relation to an analog clock face. If you are making macaroni necklaces as a project, you would tell the children that the string is at three o'clock and the macaroni is at nine o'clock. Put items in shallow bowls. This will make it easier for the child to reach them and it will "contain" the items somewhat. Have someone available to help the child. You may even want to assign a peer helper if you know of

responsible children who will allow the child they are helping to do the project instead of doing it for him/her. This is an excellent project for both your teen volunteers and your senior citizen volunteers.

CHILDREN WITH HEARING IMPAIRMENTS

It would be ideal if you or one of the other staff members knows sign language. It is helpful for you to learn basic signs to communicate with your patrons who communicate this way. Phrases such as "Hello!" or "May I help you?" can make a person feel welcome.

Be prepared to provide sign language interpreter service. Under the new Americans with Disabilities Act, libraries are required to provide this service at a patron's request. To assure that you have interpreters available when needed, ask your patrons to call ahead to request this service. You will want to include this service in your advertising and also advertise that your library has a telecommunication device for the deaf (TDD). This will enable children who have access to a TDD at home or school to call the library.

Have assistive listening devices available. The newest devices are wireless and portable. The presenter uses a lavalier microphone and the listener can only hear sounds from the person wearing the microphone so comments and questions from other children will be lost. You will want to repeat these verbal exchanges for the listener. (A word of warning: always turn your microphone off when you have finished with your program. Any conversation you carry on will be heard by the child as long as your switch is on!)

Extraneous noise can be very distracting and reduce the ability of a child who has a hearing impairment to hear well. Having your program in a carpeted area will help keep noise from interfering with such a child's participation.

Make sure the children are seated where each can see the entire area where your program will take place. You need to keep everything, including the speaker or program presenter, in a compact area within the child's field of vision. If you are telling the story, make sure you face the children at all times and speak very distinctly. Some children have learned to read lips. Others can distinguish the words if you speak slowly and clearly. Do not shout. Speak at your normal level. Make sure there is light on your face and that you are not in shadows. Avoid obstructions to the mouth. Practice speaking in front of a mirror to notice if you habitually move your hand toward your mouth. Body language and facial expressions are important clues that help interpret intentions or moods of the story. Watch your audience. If your audience has not understood something, try rephrasing it.

For stories using a flannel board, use a story apron instead. Make the top part of the apron out of the wide felt. That way the children can see you speak, see you sign or the interpreter who is right next to you, and the characters on your flannel board, all at the same time.

When using film and videos, use captioned materials.

Finger puppets work well with children with hearing impairments. Again, they can be adapted easily to signing. A puppet theater with traditional puppets should have an interpreter right in front of the stage. It may even be possible to incorporate the interpreter as narrator for the puppet play.

Often we assume that children who are deaf are also very quiet. Quite the opposite is sometimes true. Children may bang on a table or make other loud sounds to get the attention of others.

Because reading and written language skills of children who are deaf may be low, it is important to have high/low-materials in your collection. You should also have picture books with sign language descriptions. One publisher of these books is Galludet University Press.

Libraries should contact their area Deaf Services Center and local chapters of Self-Help for Hard of Hearing People (SHHH) for additional assistance.

CHILDREN WITH MOBILITY IMPAIRMENTS

Children with physical disabilities are easy targets for patronizing attitudes. Be sure to learn about each child's individual needs. Find out if they need help getting to the rest room or using the card catalog. Offer assistance, but learn what they can do on their own, too. Allow extra time for a child with a walker or crutches to get settled. Again, offer assistance but follow their lead. What looks like a complicated or cumbersome set of steps may be second nature to the child.

If children usually sit on the floor for story programs, you might want to have the children sit in chairs to bring them up to the level of a child in a wheelchair. If a child is in a wheelchair, sit or bend down to his or her level when talking to the child. It is very hard on the neck to always be looking up.

During craft time make sure that a wheelchair can fit under the table or that the project may easily be put on the child's wheelchair tray. Keep items close together and within reaching distance of the child. While other children may be moving about trading glue and scissors, have these things easily accessible to the child using a wheelchair.

You may want to incorporate a toy lending library into your children's collection that may assist children and parents in developing various motor skills.

CHILDREN WITH DEVELOPMENTAL DISABILITIES

There are different levels of mental retardation including profound, severe, trainable, and educable. Children functioning at these varying levels of disability will have different needs. As with all children, children who are developmentally disabled thrive on praise and positive reinforcement.

Because it is sometimes difficult for children with developmental disabilities to grasp a concept, they benefit greatly from a multisensory approach. Use songs, activities or movement to help them comprehend.

Keep arts and crafts projects simple enough that the children can do them with little assistance, or plan to have enough helpers to lend them a hand. Make sure your helpers let the child do what they are able to do without "insulting" them or frustrating them. You will get to know the abilities of your patrons by working with them and by talking with their parents, teachers, or caregivers. Don't be afraid to ask for ideas and assistance in determining ability levels for the children. Listen for signals that a parent may be afraid to let a child try something. They may be speaking for the child or for themselves.

A toy lending library is also beneficial to children and parents of children who have developmental disabilities.

The following are specific ideas which you should keep in mind when working with children in specific age groups:

PRESCHOOLERS:

When sharing stories, use visual aids. Do not rely on your voice alone. Use books with big pictures, flannel boards, draw and tell stories. If possible, have an actual object the children can touch or hold.

Finger plays and songs work well for this age group. You will need to use repetition to keep the children involved.

Films should be simple with a very basic story line. The fewer the words, the better. Music, familiar sounds, and bright colors work best. Films should be five to ten minutes in length.

Craft projects should be kept simple. Precut anything that will be glued onto paper. You should have just one or two simple steps for the children to complete.

PRIMARY CHILDREN:

Films should be fast-paced and use simple vocabulary. Ten to fifteen minutes is the best length. Filmstrips are generally not successful.

When sharing stories, let some of the children act out parts of the tale. Let them answer questions or help find things in the pictures. Draw and tell stories also work well with primary children.

Craft projects can include basic skills such as coloring, cutting and pasting. Paper bag puppets are a good project for this age group.

With both age groups, start every program with the same format so the children will know when it is time to quiet down and get ready for the program. You may want to use carpet squares or mats for them to sit on so each child has his or her own space.

INTERMEDIATE STUDENTS

Children can understand more mature themes. Acting out the story works well, especially if the story is narrated rather than having speaking parts.

You may want to use rounds for the music in your programs.

Use textured objects such as sponges or pine cones for art projects.

Have high/low reading materials available for this group of readers. You may have teenagers reading on a third grade level or below.

Pictures, especially bright colored pictures, are important.

Programs should be age appropriate so that children with developmental disabilities are provided activities appropriate to their chronological age.

MULTIPLE DISABILITIES

It becomes even more important to individualize services to children who have more than one disability. Their parents, teachers and care givers are good resources. You may become a valuable resource to them as well. Your perspective as a librarian will be a little different from those of the teachers. Offer your services and communicate to the parents what you find

works well with the child just as they communicate with you. Needs of a deaf-blind child will be very specialized and very different from those of a child with cerebral palsy that might be blind and have a developmental disability. Patience and an open mind are essential.

LEARNING AND READING DISABILITIES

There may be "hidden" disabilities among the children attending your programs. Dyslexia and processing disorders are among learning disabilities that keep children from using conventional materials. Some children learn to adapt or work around their disabilities while others do not. Children who cannot read or manipulate conventional print are eligible for services from the Library for the Blind and Physically Handicapped. Try to avoid frustrating these children by asking them to read. Instead, have them do echoing, sound effects, or just let them ad lib. Craft projects may or may not be a problem. The children may need assistance so learn what you can about their abilities.

As we continue to include these chapters in the Summer Library Program Manual, I would like to begin including ideas from you, the librarians. I would like to include your questions, your answers, ideas on what worked and what didn't. This would be helpful to all of us that provide service to all people. For further information or input on this please contact:

Mary Ann Sumner
Bureau of Library Services for the Blind and Physically Handicapped
420 Platt Street
Daytona Beach, FL 32114
(904)254-3824 ext. 156 or (800)342-5627

FOR FURTHER INFORMATION

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FOR MERITORIOUS WORK ABOVE AND
BEYOND THE CALL OF DUTY,
THE FOLLOWING PEOPLE ARE AWARDED:
THE MOST NOBLE ORDER OF
DRAH REKROW (hard worker)

Julia Noah, Director, and the staff
of the Dunedin Public Library
John Lawrence, City Manager, City of Dunedin
Carole D. Fiore, State Youth Services Consultant
The Summer Library Program Planning Committee:
Alma Brown, Jacksonville Public Library
Shirley Collins, Palm Beach County Public Library
Eugenia Campos, Charlotte-Glades Library System
Jana Fine, Clearwater Public Library System
Elaine Manson, Volusia County Public Library
Rita Maupin, Calhoun County Public Library
Melinda Munger, Miami-Dade Public Library System
Karen Potter, Altamonte Springs City Library
Laurel Solomon, Hernando County Library System
Mary Ann Sumner, Florida Division of Blind Services,
Bureau of Library Service
Members of the Bay Area Youth Network and the
Pinellas Youth Network
Kris Gamble, Yrabil character designer
Dorothy Hannan, Dunedin Library volunteer
Nadya Abdul Karim, Dunedin Library volunteer
The husbands and families of Bert Weber and
Kathleen Matheny for their continued support!

A WORLD OF THANKS!



. . . GREETINGS, FELLOW TIME TRAVELERS . . .

I am YRARBIL (can you guess the secret of my name?), your guide during your adventure in time and space using the all-purpose, handy-dandy ACME time machine -- THE BOOK! Your library card is the key that will turn on the machine. Simply insert the card in the "checkout slot" and we are on our way.

First a few words about emergency procedures, demonstrated by your travel attendant Koob. These instructions are mandated by the FAA (Fabulous Adventurers Association). Please read and follow the suggestions in the operator's manual (O.M.).

TIME MACHINE OPERATOR'S MANUAL

Each section of this O.M. has suggested stories, booktalks, poetry, music, arts and crafts, games and other assorted ideas. Remember, this is only a bibliography of *suggested* material. Please feel free to adapt this list to your specific library collection and patrons. If one of your favorite stories is not on this list, by all means, go ahead and use it! Many of the books listed under one theme would also be appropriate used with another theme. For instance, *Many Moons* by Thurber is listed under **Kings and Queens**, but it could also be used very well with the **Space/Moon** theme; *The Popcorn Dragon* by Thayer can be used for **Into the Heart** (Friendship) as well as for **Dragons**.

ATTIRE

I suggest a comfortable space suit appropriate for time travel. This season's latest colors are hot! -- purple, lime, electric orange, planet pink. The fashionable time traveler should always be colorful! One piece of essential equipment are the antennae, for receiving incoming messages and traffic reports. These can be purchased "dilly-boppers." Don't forget to wear your decoder ring. A pattern for this is included in the **Visiting the Future** section.

TRAVEL COMPANION

I will be happy to accompany you on all your travels. A very simplified version of the YRARBIL puppet (see pattern on page 5) is made with any bright colored material (fake or fun fur, metallic fabric, felt dusted with sparkle glue, glitter or sequins). The front and back are hot-glued together with the headband of the "dilly-boppers" glued inside so the antennae stick out the top, or use pipe cleaners with wadded-up aluminum foil for the antennae. Glue on ping-pong balls for eyes. Pupils can be colored on with permanent marker or craft paint. Anything else you like such as feet, arms, mouth, clothing, etc. can be added.

TIME MACHINE

The vehicle itself can be any size you like. It can fit in the palm of your hand or be big enough for children or adults to sit inside or walk through. A box painted with latex paint and decorated with lights, pinwheels, levers, garlands, or just about any pasted-on junk would be great. Remember, be as bright and colorful as possible to make it appealing to travelers of many ages. Affix bumper stickers with sayings like "YRARBIL READS HERE!" You may want to include a safety belt since sometimes the ride can be a bit bumpy! A large time machine might make a terrific entrance for a program/storytime room through which patrons pass to enter your program.

ATMOSPHERE

The time/space atmosphere can be greatly embellished by hanging large 3-D stars and planets from the ceiling, or tacking them to the walls. These are especially effective if made from glow-in-the-dark paper purchased from art supply stores and catalogs. Fluorescent or foil paper work well to make "shining" stars, too. Yrarbil's footprints made from fluorescent paper can be trailed throughout the library. Music is, of course, a great mood-setter. Try using theme music from *2001: A Space Odyssey*, *Star Wars*, *Star Trek: The Motion Picture*, or *E. T., The Extraterrestrial*. The music at the very beginning of the song *Dream Weaver* by Gary Wright has the perfect sound for the beginning of a program.

AIR TRAFFIC CONTROL

Sometimes the time machine needs a little extra boost in its thrusters. Here are some suggested contacts for help:

- » Local planetariums
- » Astronomy clubs
- » Culture clubs (for **Exploring Other Places**)
- » Ethnic clubs and societies
- » Historical societies

Also, check for local talent such as puppeteers, actors, storytellers, or magicians.

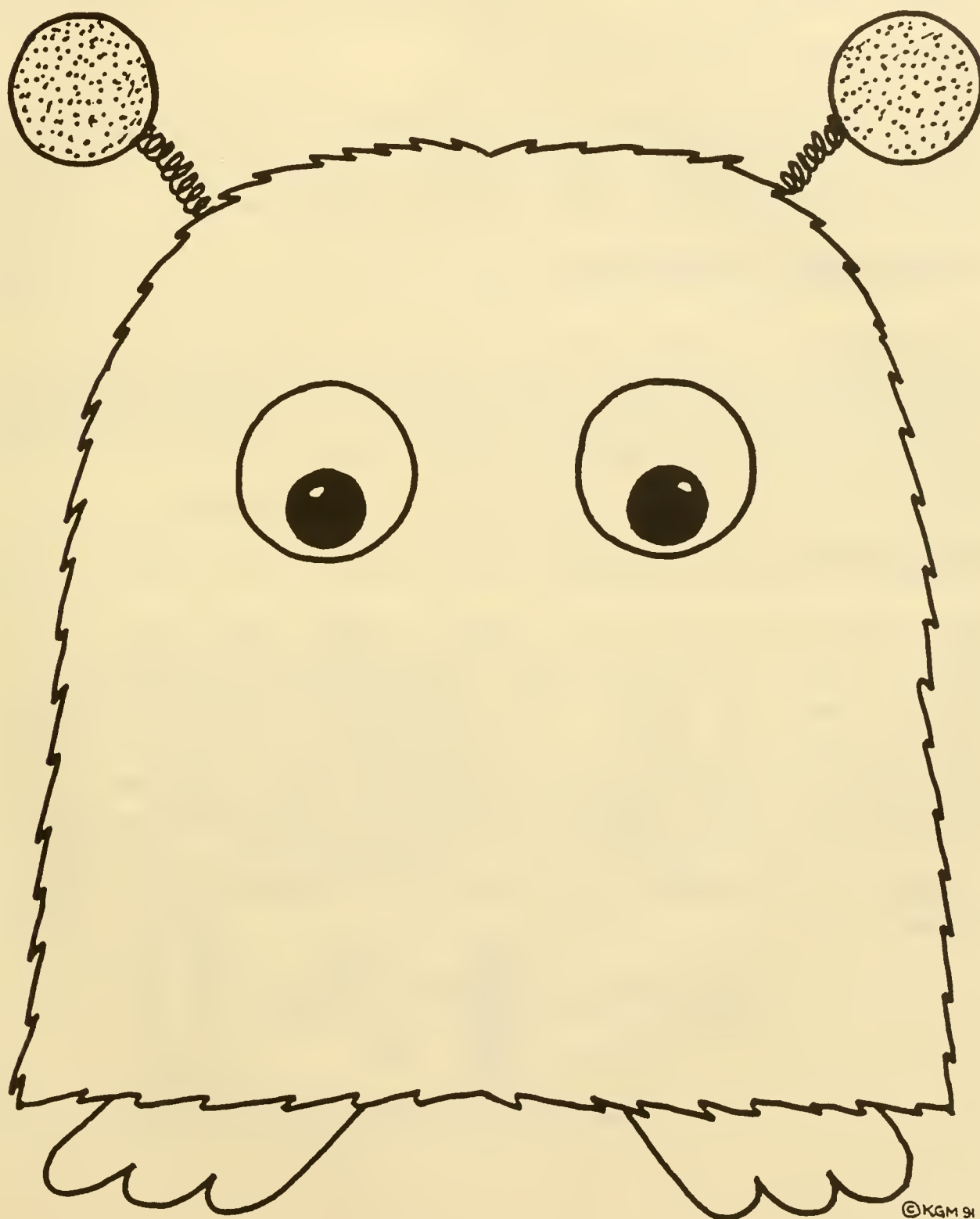
Maybe you would like to zip over to Universal Studios for time travel goodies from their *Back to the Future* attraction. This year library suppliers (Demco, Wonderstorms, etc.) have some hot new promotionals on the space theme. The U. S. Toy Co., Inc. catalog lists many incentive items appropriate to the theme this year, such as plastic UFO's, flying saucer frisbees, mini-prism scopes, antennae, monster key chains and star erasers.

Most of all, make your journeys fun! Keep it light, colorful and as simple as possible. This will make for a happier and more successful journey. . .

INTO BOOKS. . .AND OUT OF THIS WORLD!

Suggested materials for YRARBIL puppet:

Bright green fun fur, bright neon-pink felt for feet, glittery "dilly-boppers" for antennae, ping-pong ball eyes. Approximate dimensions 8-1/2" wide by 17" tall. Puppet can be made totally with a hot glue gun!



SAMPLE PUBLIC SERVICE ANNOUNCEMENTS FOR RADIO

For more information, please call:
Name/Title
Phone

Audience: Children &
Families

START _____ (DATE) _____

KILL _____ (DATE) _____

PUBLIC SERVICE ANNOUNCEMENT - :10

FIRE UP THE TIME MACHINE AND BLAST INTO SUMMER AT THE _____ (name) _____
LIBRARY. YOUR TIME TRAVELING FUN STARTS _____ (date) _____. FOR
MORE INFORMATION, CALL THE LIBRARY AT _____ (phone number) _____.

PUBLIC SERVICE ANNOUNCEMENT - :20

JOIN YRARBIL, THE LIBRARY TIME TRAVELER FOR SUPER SUMMER FUN AT
THE _____ (name) _____ LIBRARY. HAVE A SUMMER OF ADVENTURE WITH ARTS
AND CRAFTS, SPECIAL GUESTS, PUPPET SHOWS, STORIES AND FILMS. EXPLORE
A UNIVERSE OF BOOKS, STARTING _____ (date) _____. FOR
MORE INFORMATION, CALL THE LIBRARY AT _____ (phone number) _____.

PUBLIC SERVICE ANNOUNCEMENT - :30

DUST OFF YOUR SPACE SUIT AND FIRE UP THE TIME MACHINE! GET READY TO
TRAVEL THROUGH TIME WITH YRARBIL, THE LIBRARY TIME TRAVELER AT
THE _____ (name) _____ LIBRARY. CHILDREN FROM KINDERGARTEN THROUGH
SEVENTH GRADE ARE INVITED TO SIGN UP FOR VOYAGES WHICH WILL TAKE
THEM FORWARD AND BACKWARD THROUGH TIME, AROUND THE WORLD, AND
INTO DREAMS. YRARBIL WILL HAVE READING LOGS, BOOKMARKS AND OTHER
FANTASTIC "FINDS" FOR HIS CREW, SO SIGN UP EARLY. TRAVELS BEGIN ON _
_____ (date) _____. FOR MORE INFORMATION, CALL THE LIBRARY AT _____ (phone
number) _____.

PLEASE NOTE: Say YRARBIL as EE-RAR-BIL.

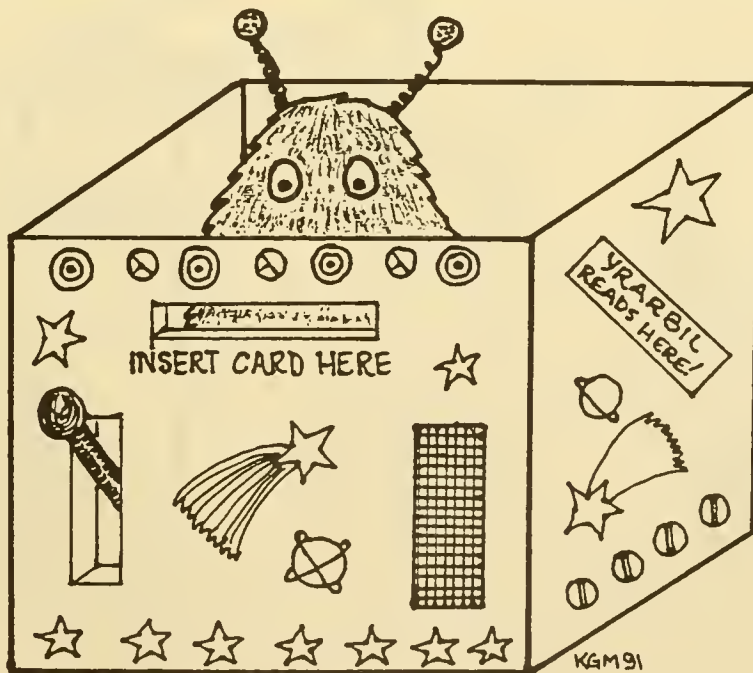
SCHOOL VISIT IDEAS

The school visit is an excellent chance to introduce Yrarbil to the boys and girls. Take the Yrarbil puppet in a box, approximately 12" x 12" x 12", that has been made up as a time machine. (See **Greetings** section for more details.) Tell the students that you have brought a friendly alien who loves libraries and books to help tell about the Summer Library Program. Explain to the children that this summer, the Library will be Yrarbil's home base from which he will travel throughout space, as well as backwards and forwards in time.

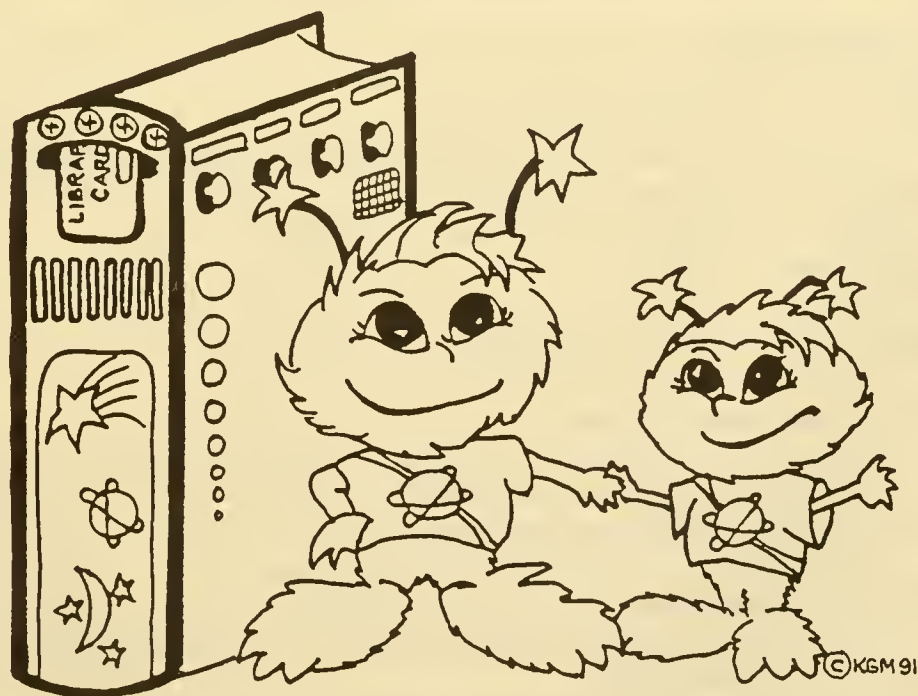
Introduce Yrarbil by having him pop out of the time machine when the children call his name. Ask the children if they can discover the secret of Yrarbil's name. (Remember: it is **LIBRARY** spelled backward!) Explain that Yrarbil wants the boys and girls to come with him in his time machine to explore many places, places that they have always wanted to visit. Ask students for the name of a place they would like to visit such as Africa, or a time like the Middle Ages or the future. Then ask Yrarbil to take everyone there. Show a book, and tell what the book is about. In other words, do a book talk. Choose one book from each of the eight themes, incorporating the idea that by reading a book, the children can travel anywhere they want through the story.

Yrarbil, through you, can tell the students about all the wonderful things that will be happening at your Library this summer. Talk about your programs, storytimes, puppet shows, crafts, films, special speakers or any other program you are sponsoring. Explain to the children about the Summer Library Program and the reading incentives that you are using.

When it is time to go, have Yrarbil say goodbye to the children and tell them that he will be looking forward to seeing everyone at the Library during the summer. Hand out or leave fliers and Summer Library Program bookmarks with the teacher for the children to take home.



INTO BOOKS... TRAVELLING THROUGH TIME



INTO BOOKS. . .TRAVELLING THROUGH TIME

. . . Greetings Fellow Travellers! Let's find out what time travel is all about . . .
GET READY FOR A LONG, LONG, LONG TRIP!

STORIES - TIME TRAVEL

Burton, Virginia L. *Little House*.

See how a little house changes from season to season and year to year.

Cooney, Barbara. *Island Boy*.

The story of Matthias Tibbetts from cradle to grave.

Fleischman, Paul. *Time Train*.

A class field trip to the time of the dinosaurs.

Most, Bernard. *If the Dinosaurs Came Back*.

What would it be like if the dinosaurs were still alive?

Sadler, Marilyn. *Alistair's Time Machine*.

Alistair's science project takes him travelling throughout history.

Sendak, Maurice. *Where the Wild Things Are*.

Travel with Max "through night and day and in and out of weeks and almost over a year."

Talbot, Hudson. *We're Back: A Dinosaur's Story*.

The dinosaurs return to earth in a flying saucer.

Thayer, Jane. *Quiet on Account of Dinosaur*.

The modern world is too noisy for a returning dinosaur.

STORIES - JOURNEYS

Calhoun, Mary. *Euphonia and the Flood*.

An old lady's journey down a flooded river picking up passengers along the way.

De Brunhoff, Jean. *Travels of Babar*.

Babar the elephant travels around the world.

Duvoisin, Roger. *Veronica*.

A hippo journeys to the big city.

Henkes, Kevin. *Once around the Block*.

A little girl takes a walk around the block to help pass the time.

Lester, Alison. *Journey Home*.

A boy and a girl journey to the North Pole through a deep hole in their sandbox, and then must find their way home.

Lindgren, Barbro. *Wild Baby Goes to Sea*.

Baby Ben takes an imaginary trip over the sea.

Lionni, Leo. *Fish is Fish*.

A frog returns to tell his old pond friends of his journeys on land.

Lyon, David. *Runaway Duck*.

Follow the adventures of a lost toy duck.

STORIES - JOURNEYS (Continued)

Mosel, Arlene. *Funny Little Woman*.

A little woman chases her lost rice ball under the earth.

Van Allsburg, Chris. *Wreck of the Zephyr*.

The journeys of a magical flying sailboat.

Woodruff, Elvira. *Wing Shop*.

A young boy flies back to his old neighborhood using a pair of magical wings.

BOOKTALKS

Bellairs, John. *Trolley to Yesterday*.

Boston, L. M. *Greene Knowe Series*.

Cresswell, Helen. *Secret World of Polly Flint*.

Eager, Edward. *Time Garden*.

Field, Rachel. *Hitty, Her First Hundred Years*.

Greer, Gery. *Max & Me and the Wild West*.

Hass, E. A. *Incognito Mosquito Makes History*.

Kushner, Donn. *Book Dragon*.

L'Engle, Madeleine. *Wrinkle in Time* and sequels.

Levy, Elizabeth. *Running out of Magic with Houdini*.

Running out of Time.

Lindberg, Anne. *The People in Pineapple Place* and others in this series.

Litowinsky, Olga. *The High Voyage: The Final Crossing of Christopher Columbus*.

Montgomery, R. A. *Island of Time*. (*Choose Your Own Adventure Series*.)

Peck, Richard. *Voices After Midnight*.

Scieszka, Jon. *Knights of the Kitchen Table*.

Not-So-Jolly Roger.

Thomas, Jane Resh. *Princess in the Pigpen*.

Wiseman, David. *Jeremy Visick*.

Yolen, Jane. *Devil's Arithmetic*.

POETRY

Gerrard, Roy. *Sir Francis Drake; His Daring Deeds*.

Goetze, Mary. *The Cat Came Back: And Other American Folksongs*.

Lear, Edward. *Owl and the Pussycat*.

Willard, Nancy. *Voyage of the Ludgate Hill: A Journey with Robert Louis Stevenson*.

MISCELLANEOUS

Anno, Mitsumasa. *Anno's Sundial*.
 Barry, Sheila Anne. *World's Best Travel Games*.
 Darling, David. *Could You Ever Build a Time Machine?*
 Perl, Lila. *Great Ancestor Hunt*.
 Webster, Harriet. *Going Places*.
 Weitzman, David. *My Backyard History Book*.

ARTS AND CRAFTS

Allison, Linda. *Reasons for Seasons*.
 Big time line - easy-to-make family tree.
 Arnold, Caroline. *Sun Fun*.
 Sun clock - simple sun dial.
 Cole, Ann. *A Pumpkin in a Pear Tree*.
 Growing stick - giant ruler to record each family member's height.
 Cole, Ann. *Purple Cow to the Rescue*.
 Magnet maze - a box-lid maze using a mouse and a magnet.
 Make your own time capsule - this can be as simple or complex as your patrons' age level will allow.
 Map of your block or neighborhood - older children will enjoy mapping out their "turf."
 Sun fade prints - using purchased "sun fade" paper and things like leaves, twigs, buttons, pencils, etc., use the sun to create art work.

IDEAS

Make a time capsule display - *Display and Publicity Ideas for Libraries*, by Linda Campbell Franklin. Children can participate in the creation of a real time capsule.
 Make a time machine from an appliance box. Kids can sit inside it to read books and "travel through time."

This is a good theme to use for intergenerational programs:

- » Senior citizens can discuss with the children what it was like when they were children.
- » Seniors can read stories to the children.
- » Invite local speakers to talk about the history of your community.
- » Have a special storytime for grandparents and their grandchildren.
- » Children can come to a program dressed as a book character from the past.

IDEAS (Continued)

Suggested stories to use for an intergenerational program:

Ackerman, Karen. *Song and Dance Man*.

A grandfather performs his vaudeville act for his grandchildren.

Bonnars, Susan. *Wooden Doll*.

A young girl is fascinated with a family heirloom, a Polish matrioska doll.

Bornstein, Ruth Lerher. *A Beautiful Seashell*.

A great-grandmother remembers a day in her childhood.

Flournoy, Valerie. *The Patchwork Quilt*.

Pieces of a patchwork quilt tell a family's history.

Fox, Mem. *Wilfred Gordon McDonald Partridge*.

A small boy helps an old woman regain her memories.

Levinson, Riki. *Watch the Stars Come Out*.

A great-grandmother tells of her boat journey to the new world.

Lyon, George Ella. *Basket*.

A young girl inherits her grandmother's basket.

Miller, Montzalee. *My Grandmother's Cookie Jar*.

A cookie jar in the shape of an indian head helps a grandmother pass along her heritage.

Rylant, Cynthia. *When I Was Young in the Mountains*.

Narrative invokes the nostalgia of growing up in the old days.

Scott, Ann Herbert. *Grandmother's Chair*.

A little girl's chair once belonged to her mother, her grandmother and her great-grandmother.

Stevenson, James. *No Friends. That's Exactly The Way It Wasn't.*

There's Nothing To Do.

Grandpa spins tall tales about his boyhood.

Stolz, Mary. *Storm in the Night*.

On a stormy night, grandpa tells of another stormy night of long ago.

Thomson, Pat. *Good Girl Granny*.

A grandmother tells of her mischievous childhood.

Waddell, Martin. *Grandma's Bill*.

A grandson learns about his deceased grandfather through a picture album.

Booktalks to use with an intergenerational program:

Buffie, Margaret. *Haunting of Frances Rain*.

Lizzie finds some old spectacles which transport her back to her grandmother's childhood.

Clifford, Eth. *The Remembering Box*.

Grandma tells stories about the items she keeps in her "remembering box."

IDEAS (Continued)

Booktalks to use with intergenerational programs (Continued):

Dunlop, Eileen. *House on the Hill*.

Present-day cousins become ghosts in their grandfather's time.

Griffin, Peni R. *A Dig in Time*.

Objects found while digging in their grandparent's yard transport a brother and sister back in time.

Mathis, Sharon Bell. *The Hundred-Penny Box*.

The dates on her pennies remind a grandmother of events from each year in her life.

Pearson, Kit. *A Handful of Time*.

Patricia finds a watch that takes her back to the summer when her mother was twelve.

Stolz, Mary. *Go Fish*.

A grandfather shares stories with his grandson while fishing.



START HERE

YOU MADE IT!
CONGRATULATIONS

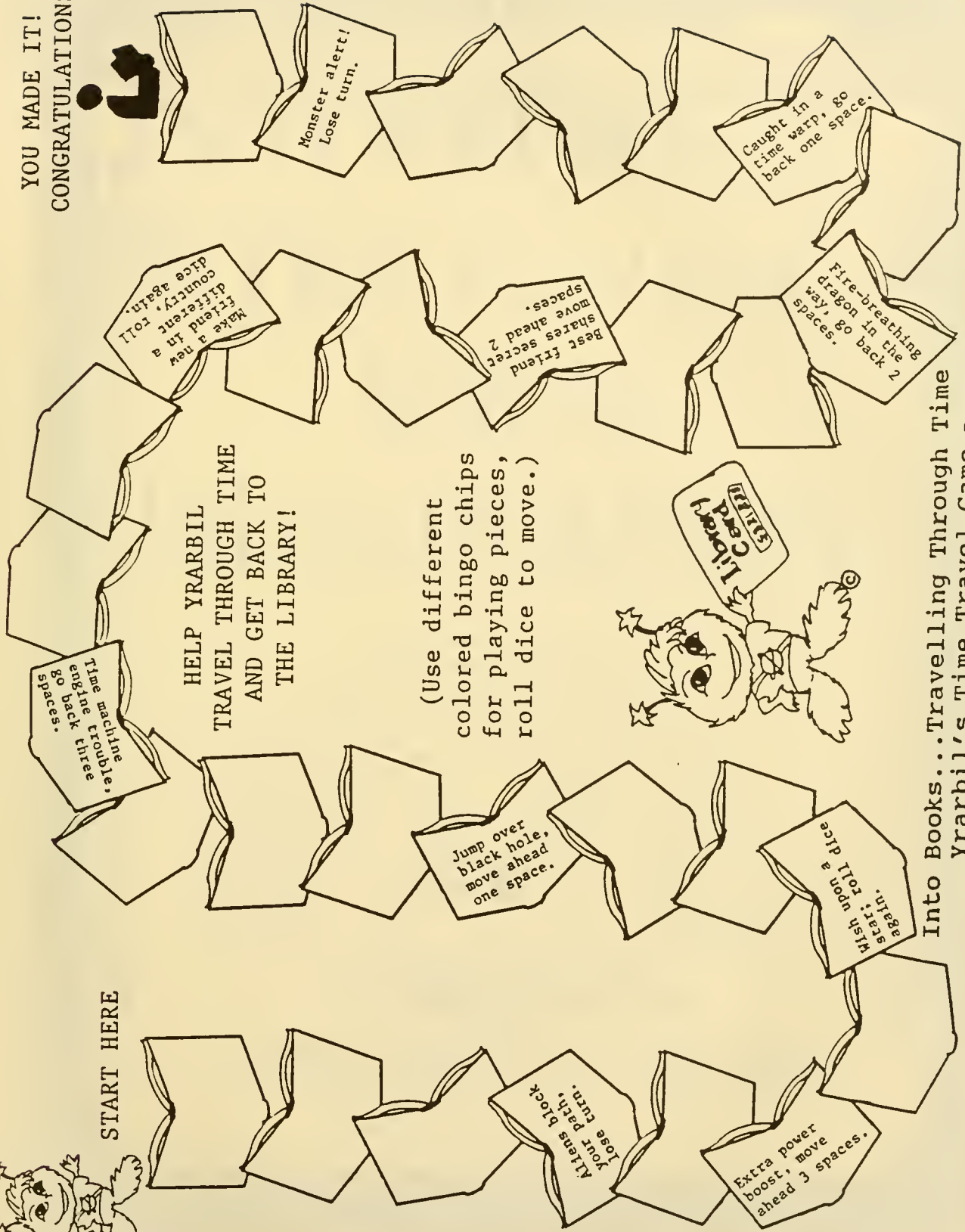


HELP YRABIL
TRAVEL THROUGH TIME
AND GET BACK TO
THE LIBRARY!

(Use different
colored bingo chips
for playing pieces,
roll dice to move.)



Into Books... Travelling Through Time
Yrabil's Time Travel Game © KGM 91





NOTES

INTO BOOKS...
AND OUT OF THIS WORLD!

INTO BOOKS...
STRETCHING
YOUR
IMAGINATION



©KGM 91

INTO BOOKS. . .STRETCHING YOUR IMAGINATION

. . .Try exercising your imagination and your ability to dream. . .

STORIES - IMAGINATION

- Barrett, Judith. *Cloudy with a Chance of Meatballs*.
The town of Chew and Swallow has some very strange weather.
- Brooks, Gregory. *Monroe's Island*.
A little boy takes his wild imagination for a walk.
- Dobrin, Arnold. *Josephine's 'magination*.
A little girl learns to use her imagination.
- Dodd, Lynley. *Dragon in a Wagon*.
A little girl imagines what other animals her dog could be.
- Drescher, Henrik. *Simon's Book*.
A young boy's drawings come alive.
- Gackebach, Dick. *Dog for a Day*.
One day Sidney decides to try being a dog.
- Hoff, Syd. *The Horse in Harry's Room*.
Harry has an imaginary horse.
- Hutchins, Hazel. *Nicholas at the Library*.
A librarian shows Nicholas the adventures he can have inside a book.
- Johnson, Crockett. *Harold and the Purple Crayon*.
Little Harold journeys into the drawings he creates.
- Keats, Ezra Jack. *Regards to the Man in the Moon*.
Louie uses his imagination to travel through space.
- LeSieg, Theo. *I Wish that I Had Duck Feet*.
A boy wonders what it would be like to have various animals' features.
- McLerran, Alice. *Roxaboxen*.
Children create an imaginary town.
- Martin, Rodney. *There's a Dinosaur in the Park*.
A young boy pretends there's a live dinosaur in the park.
- Shaw, Charles G. *It Looked like Spilt Milk*.
Clouds can look like anything you can imagine.
- Wynne-Jones, Tim. *Builder of the Moon*.
David builds a spaceship and takes off to rescue the moon.

STORIES - DREAMS

- Arnold, Tedd. *No Jumping on the Bed*.
In a dream, Walter's bed crashes through the floor.
- Brown, M. K. *Let's Go Swimming with Mr. Sillypants*.
Mr. Sillypants, who can't swim, dreams an underwater adventure.

STORIES - DREAMS (Continued)

Brown, Margaret Wise. *Dream Book*.

The things children dream about.

Cazet, Denys. *Daydreams*.

A bored class of first graders daydream.

Dennis, Wesley. *Flip*.

Dreams, animals and farms.

Francis, Anna B. *Pleasant Dreams*.

In a child's quiet room late at night, two monsters sneak in to visit.

Garrison, Diane. *The Dream Eater*.

A little boy helps a village get rid of it's bad dreams by rescuing a baku, a dream eater.

Hague, Kathleen. *Out of the Nursery, into the Night*.

What teddy bears dream about at night.

Keats, Ezra Jack. *Dreams*.

Roberto dreams about the paper mouse he made in school.

Lionni, Leo. *Matthew's Dream*.

Matthew dreams of becoming a famous artist.

Nolan, Dennis. *Dinosaur Dream*.

Wilbur dreams that he must help a lost baby dinosaur return to it's own time.

Tejima, Keizaburo. *Fox's Dream*.

On a cold winter's night, fox dreams of his family and springtime.

Van Allsburg, Chris. *Ben's Dream*.

Rain lulls Ben to sleep over his geography homework. As he dreams, he travels to the places he's read about.

Van Allsburg, Chris. *Just a Dream*.

Walter dreams of what might happen in the future.

Willard, Nancy. *Night Story*.

A small boy's dream journey.

Zemach-Bersin, Kaethe. *Funny Dream*.

A little girl dreams that she is grown up and her parents are small.

BOOKTALKS - IMAGINATION

Adler, C. S. *Goodbye Pink Pig*.

Magic of the Glits.

Alexander, Sue. *Lila on the Landing*.

Bulla, Clyde Robert. *The Chalk Box Kid*.

Byars, Betsy. *The Two-Thousand Pound Goldfish*.

Cleary, Beverly. *Emily's Runaway Imagination*.

Conford, Ellen. *Revenge of the Incredible Dr. Rancid and His Youthful Assistant, Jeffrey*.

BOOKTALKS - IMAGINATION (Continued)

Fitzgerald, John D. *The Great Brain.*
 Holmes, Barbara Ware. *Charlotte Cheetham: Master of Disaster.*
 Hurwitz, Johanna. *Adventures of Ali Baba Bernstein.*
 Stevenson, Jocelyn. *O'Diddy.*
 Stolz, Mary. *Explorer of Barkham Street.*

BOOKTALKS - DREAMS

Baum, L. Frank. *Wizard of Oz.*
 Benchley, Nathaniel. *Feldman Fieldmouse.*
 Krull, Kathleen. *Alex Fitzgerald's Cure for Nightmares.*
 Snyder, Zilpha K. *Blair's Nightmare.*
 Whitaker, Alexandra. *Dream Sister.*
 Wright, Betty Ren. *Secret Window.*

GAMES

Kettlekamp, Larry. *Your Marvelous Mind.*
 Imagination games.

POETRY

Adoff, Arnold. *The Cabbages Are Chasing the Rabbits.*
 Bober, Natalie S. *Let's Pretend: Poems of Flight and Fancy.*
 Duncan, Lois. *Horses of Dreamland.*
 Fabian, Stella. *A Pocketful of Dreams.*
 Greenfield, Eloise. *Daydreamers.*
 Nash, Ogden. *Custard and Company.*
 "Adventures of Isabel."
 Prelutsky, Jack. *Something Big Has Been Here.*
 "Last Night I Dreamed."

MISCELLANEOUS

Berry, Joy. *Every Kid's Guide to Understanding Nightmares.*
 Milios, Rita. *Sleeping and Dreaming.*
 Silverstein, Alvin. *Mystery of Sleep.*
 Wright, Betty Ren. *Why Do I Daydream?*

ARTS AND CRAFTS

Cole, Ann. *Purple Cow to the Rescue.*

Bubble Paint - make cloud pictures.

Magic Painting Bags - no-mess finger painting.

Churchill, E. Richard. *Instant Paper Airplanes.*

Simon, Seymour. *Paper Airplane Book.*

Make paper airplanes! - Let the children's imaginations soar. Also make kites and windsocks.

IDEAS

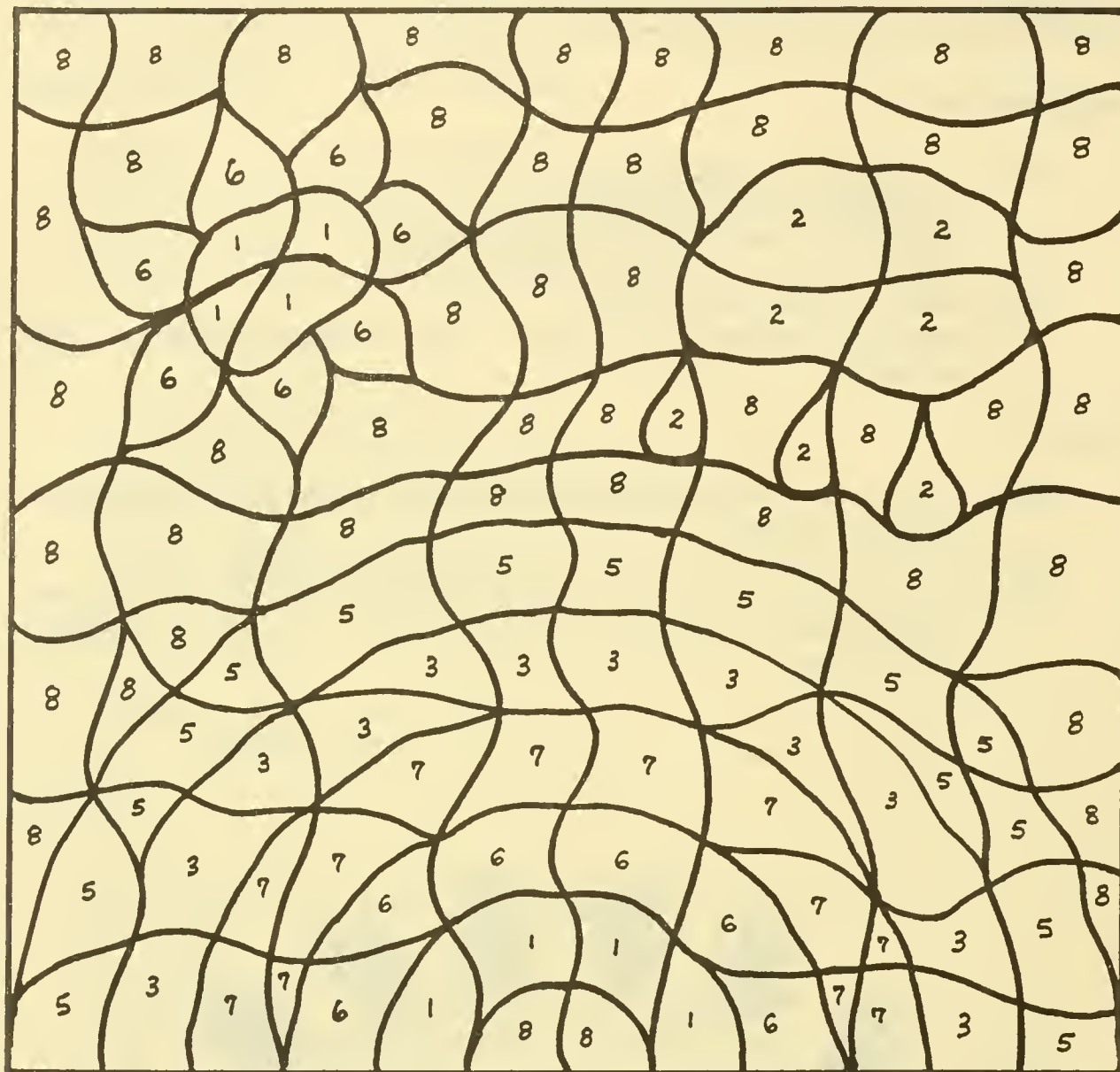
Hang clouds from the ceiling - Make these clouds three-dimensional using kraft paper stuffed with newsprint.

Hang the kites and windsocks that the children make from the ceiling.

Make a rainbow with hand prints - Let children stamp their hand prints on a large sheet of paper tacked to the wall or bulletin board. From *I Can Make a Rainbow* by Marjorie Frank.



INTO BOOKS...STRETCHING YOUR IMAGINATION
HIDDEN PICTURE



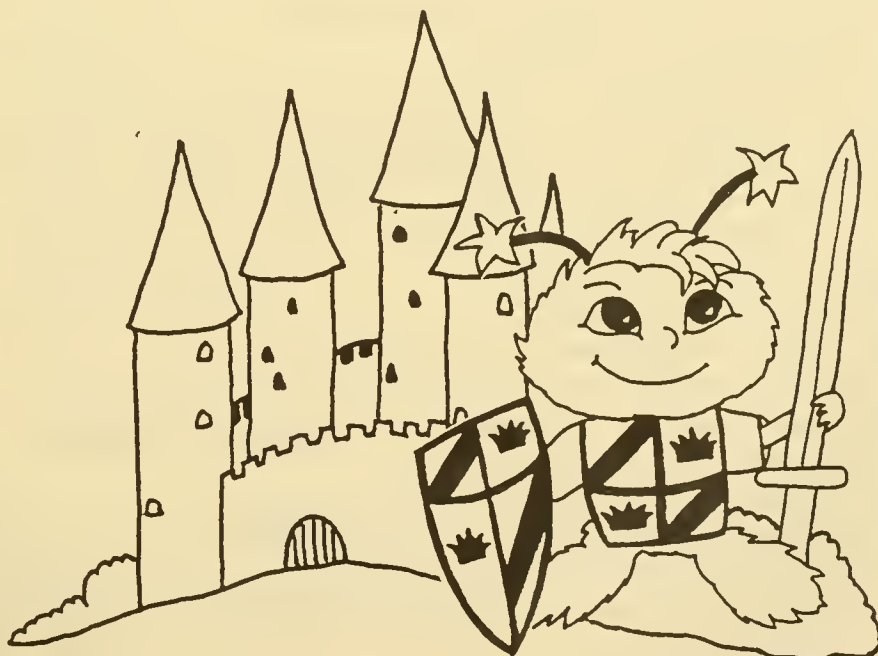
©KGM 91

- 1 - YELLOW
- 2 - GRAY
- 3 - PURPLE
- 4 - GREEN
- 5 - BLUE
- 6 - ORANGE
- 7 - RED
- 8 - LIGHT BLUE

COLOR-BY-NUMBER

Using the color key at left,
color each space the right color
according to the number in the space.

INTO BOOKS...
BACK TO THE
TIME OF KINGS
AND QUEENS



© KGM 91

INTO BOOKS. . .

BACK TO THE TIME OF KINGS AND QUEENS

. . . Explore the days of kings, queens, knights and dragons . . .

STORIES - KINGS AND QUEENS

- Asher, Sandy. *Princess Bee and the Royal Goodnight Story*.
A young princess cannot fall asleep without a bedtime story.
- Baum, Arline. *Opt, an Illusionary Tale*.
Find the optical illusions within a castle.
- De Regniers, Beatrice S. *May I Bring A Friend?*
You're invited to tea with the king and queen.
- Dolan, Ellen M., ed. *Drakestail*.
The old folktale.
- Emberley, Ed. *Klippity Klop*.
A young prince goes looking for adventure and finds a dragon.
- Gurney, Nancy. *The King, the Mice and the Cheese*.
A cheese-loving king tries to get rid of the palace mice.
- Heine, Helme. *King Bounce the First*.
The King bounces on his bed to relieve his problems and almost dies when his royal council outlaws such undignified behavior.
- Hennessy, B. G. *The Missing Tarts*.
A picture book of the familiar nursery rhyme.
- Lobel, Arnold. *Prince Bertram the Bad*.
A very naughty prince is changed into a dragon by a witch.
- Scieszka, Jon. *The Frog Prince Continued*.
What happened after the princess and the frog married.
- Shulevitz, Uri. *One Monday Morning*.
A small boy is visited by royalty.
- Thompson, Richard. *Draw & Tell*.
"Princess and the Critter."
- Thurber, James. *Many Moons*.
A princess asks for the moon.
- Van Woerkom, Dorothy. *The Queen Who Couldn't Bake Gingerbread*.
The queen takes a cooking lesson.
- Wells, Rosemary. *The Little Lame Prince*.
Humorous illustrations help tell this classic tale.
- Wood, Audrey. *King Bidgood's in the Bathtub*.
No one at court can get the king out of his bathtub. This is also available on cassette as an operetta.

STORIES - KNIGHTS AND DRAGONS

Craig, Helen. *The Knight, the Princess and the Dragon.*

Two little pigs pretend to be a knight and a princess.

DePaola, Tomie. *The Knight and the Dragon.*

A knight and a dragon need help learning how to do battle.

Hazen, Barbara Shook. *The Knight Who Was Afraid of the Dark.*

A knight must overcome his fear of the dark to win the hand of the princess.

Leedy, Loreen. *Dragon ABC Hunt.*

A collection of dragons go on an alphabet scavenger hunt.

Leedy, Loreen. *A Number of Dragons.*

Count down the dragons.

Lively, Penelope. *Dragon Trouble.*

Peter's birthday gift to his grandfather of two strange looking eggs begins a series of adventures when the eggs hatch into dragons.

Munsch, Robert. *Paper Bag Princess.*

Girls can be heroes, too!

O'Connor, Jane. *Sir Small and the Dragonfly.*

A very small but brave knight rescues a princess.

Peet, Bill. *Cowardly Clyde.*

A knight's horse is afraid of dragons.

Phlomm, Phyllis N. *Chalk in Hand.*

"Monster Tale.

Pilkey, Davstet. *A Friend for a Dragon.*

A gentle dragon is looking for a friend.

Stock, Catherine. *Emma's Dragon Hunt.*

A little girl goes looking for dragons.

Thayer, Jane. *Popcorn Dragon.*

A lesson in friendship.

Timm, Stephen. *The Dragon and the Mouse.*

An easy-to-read story about friendship.

BOOKTALKS - KINGS AND QUEENS

Alexander, Lloyd. *The High King.*

Bulla, Clyde R. *Sword in the Tree.*

Carter, Anne. *The Twelve Dancing Princesses.*

Cooper, Susan. *The Grey King.*

De Angeli, Marguerite. *The Door in the Wall.*

Eager, Edward. *Knight's Castle.*

Fleischman, Sid. *The Whipping Boy.*

Greer, Gery. *Max and Me and the Time Machine.*

BOOKTALKS - KINGS AND QUEENS (Continued)

- Haugaard, Erik Christian. *Prince Boghole.*
Princess Horrid.
 Huck, Charlotte. *Princess Furball.*
 MacDonald, George. *The Light Princess.*
 McGinley, Phyllis. *The Plain Princess.*
 Packard, Edward. *Forbidden Castle.* (Choose Your Own Adventure Series.)
 Skurzynski, Gloria. *The Minstrel in the Tower.*
 Sutcliffe, Rosemary. Any titles.
King Arthur. Various Editions
Robin Hood. Various Editions

BOOKTALKS - KNIGHTS AND DRAGONS

- Coville, Bruce. *Jeremy Thatcher, Dragon Hatcher.*
 Gannett, Ruth S. *My Father's Dragon.*
 Hodges, Margaret. *The Kitchen Knight.*
Saint George and the Dragon.
 Holman, Felice. *Professor Diggins' Dragons.*
 Hunter, Mollie. *Knight of the Golden Plain.*
 Konigsburg, E. L. *The Dragon in the Ghetto Caper.*
 McCaffrey, Anne. *Dragondrums.*
Dragonsinger.
Dragonsong.
 Murphy, Shirley Rousseau. *Dragonbards.*
 Nesbit, Edith. *The Book of Dragons.*
 Pyle, Howard. *Men of Iron.*
 Razzi, Jim. *Dragons.* (Choose Your Own Adventure Series).
 Yep, Laurence. *Dragon of the Lost Sea.*

POETRY

- Prelutsky, Jack. *The Queen of Eene.*
Read Aloud Rhymes for the Very Young.

MISCELLANEOUS

- Aliki. *Medieval Feast.*
 Anno, Mitsumasa. *Anno's Medieval World.*
 Cummings, Richard. *Make Your Own Model Forts and Castles.*
 Hunt, Jonathan. *Illuminations.*
 Lasker, Joe. *A Tournament of Knights.*

MISCELLANEOUS (Continued)

- Macaulay, David. *Castle*.
 Scarry, Huck. *Looking into the Middle Ages*.
 Stallman, Birdie. *Learning about Dragons*.
 Walton, Rick. *Kiss a Frog: Jokes about Fairy Tales, Knights and Dragons*.

MUSIC

- Roth, Kevin., ed. *Dinosaurs and Dragons*.
 Cassette and paperback.

ARTS AND CRAFTS

- Beaton, Claire. *Hats*.
 How to make crowns.
 Brown, Charlene. *Paper Art Fun*.
 Dragon bag puppets - castles.
 Cole, Ann. *A Pumpkin in a Pear Tree*.
 Castles.
 Meisenheimer, Sharon. *Special Ways with Ordinary Days*.
 Knight's helmet.
 Sunset Magazine. *Children's Crafts*.
 Stack-together castle.
 Supraner, Robyn. *Plenty of Puppets to Make*.
 Knight puppets.
 Tabards (armor covering) made from brown paper grocery bags.
 Ladies headdresses made from paper cones and streamers.
 Family crests.

IDEAS

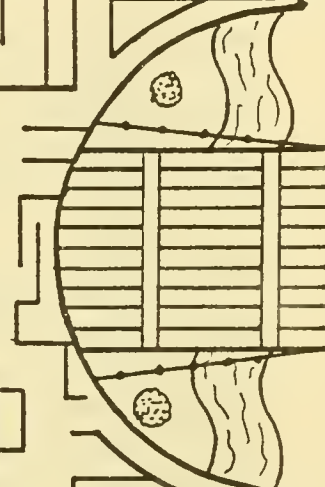
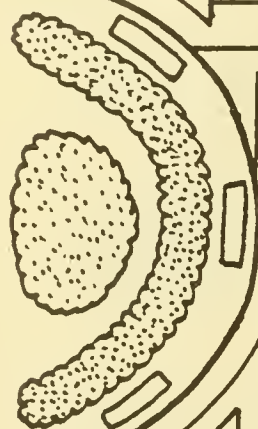
- Dragon footprints. Use cut out dragon footprints for children to record the stories they read, then put them on a bulletin board or wall for display.
 Dragon Scales - from *Special Ways With Ordinary Days* by Meisenheimer. This is another way to record books children read. Outline a dragon on a bulletin board or wall and have the children help to "fill in" his scales.
 Make gingerbread to go along with *The Queen Who Couldn't Bake Gingerbread*.
 Make castles one brick at a time; each brick represents a visit to the library.

START
HERE

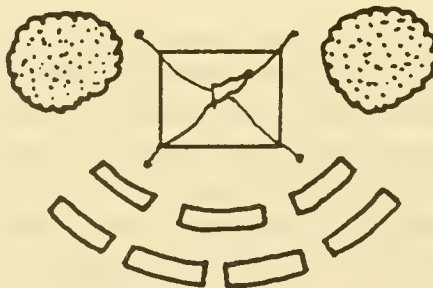
INTO BOOKS...BACK TO THE TIME OF KINGS AND QUEENS
KNIGHT'S MAZE



HELP THE KNIGHT
THROUGH THE CASTLE
TO FIND HIS LANCE AND
SHIELD, SLAY THE
DRAGON, AND WIN THE
TREASURED BOOK OF
SECRETS OF THE KINGDOM.



FINISH



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INTO BOOKS...

EXPLORING

OTHER

PLACES



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INTO BOOKS...EXPLORING OTHER PLACES

...Let's jump into a story and visit another culture...

Please note: These are only suggested titles.

Use your library's own collection of folktales from around the world.

STORIES

Alexander, Sue. *Nadia the Willful*.

A folktale from Saudi Arabia.

Bowden, Joan. *Why the Tides Ebb and Flow*.

A folktale from Africa.

Brett, Jan. *The Mitten*.

Ukrainian folktale.

Brown, Marcia. *Stone Soup*.

Traditional French tale.

Climo, Shirley. *The Egyptian Cinderella*.

A folktale from ancient Egypt.

Cole, Joanna. *Bonylegs*.

A Russian folktale.

DePaola, Tomie. *Fin M'Coul: The Giant of Knockmany Hill*.

An Irish folktale.

Duff, Magie. *Rum Pum Pum: A Folktale From India*.

The use of sound effects will intensify your retelling of this tale.

Goble, Paul. *Great Race of the Birds and Animals*.

A Native American legend.

Grifalconi, Ann. *Village of Round and Square Houses*.

An African folktale with marvelous illustrations.

Mahy, Margaret. *The Seven Chinese Brothers*.

A folktale from China.

Milhous, Katherine. *The Turnip: An Old Russian Folktale*.

Use this or another version of this old Russian tale by Aleksei Tolstoi.

Rohmer, Harriet. *Uncle Nacho's Hat*.

A South American folktale.

Young, Ed. *Lon Po Po: A Red Riding Hood Story from China*.

Savor the illustrations in this Caldecott Award winner.

Zemach, Margot. *The Three Wishes*.

A "delicious" folktale from Hungary.

BOOKTALKS

Carrick, Carol. *Aladdin and the Wonderful Lamp*. (Arabia)

Garner, Alan. *A Bag of Moonshine*. (England)

Greaves, Nick. *When Hippo Was Hairy and Other Tales from Africa*. (Africa)

BOOKTALKS (Continued)

- Hamilton, Virginia. *The Dark Way: Stories from the Spirit World.*
 Haviland, Virginia., ed. *Favorite Fairy Tales Told around the World.*
 Mayer, Mercer. *East of the Sun and West of the Moon.* (Scandinavia)
 Phelps, Ethel J. *The Maid of the North: Feminist Folktales from around the World.*
 Shannon, George. *Stories to Solve: Folktales from around the World.*
 More Stories to Solve: Fifteen Folktales from around the World.
 Yolen, Jane., ed. *Favorite Folktales from around the World.*
 Zaum, Marjorie. *Catlore: Tales from around the World.*

POETRY

- Belting, Natalia. *Calendar Moon.*
 The Sun Is a Golden Earring.

MISCELLANEOUS

- Baer, Edith. *This Is the Way We Go to School.*
 Clouse, Nancy. *Puzzle Maps, USA.* This book is also available in Spanish.
 Crump, Donald J. *Geo-Whiz!.*
 Haskins, Jim. *Count Your Way through Africa.*
 Count Your Way through Canada.
 Count Your Way through China.
 Count Your Way through Germany.
 Count Your Way through India.
 Count Your Way through Israel.
 Count Your Way through Italy.
 Count Your Way through Japan.
 Count Your Way through Korea.
 Count Your Way through Mexico.
 Count Your Way through Russia.
 Count Your Way through the Arab World.
 Hoberman, Mary Ann. *A House Is a Home for Me.*
 Hobson, Burton. *Coin Collecting as a Hobby.*
 Kamerman, Sylvia E., ed. *Plays from Favorite Folktales.*
 Leach, Maria. *Riddle Me, Riddle Me, Ree.*
 Lewis, Brenda Ralph. *Stamps!: A Young Collector's Guide.*
 McClintock, Jack. *Everything Is Somewhere: The Geography Quiz Book.*
 Mahlmann, Lewis. *Puppet Plays for Young Players.*
 Rosenfeld, Sam. *The Story of Coins.*
 Rowland, Della. *A World of Cats.*
 A World of Shoes.

MISCELLANEOUS (Continued)

Thane, Adele. *Plays from Famous Stories and Fairytales.*

Tichenor, Tom. *Folk Plays for Puppets You Can Make.*

Wolfe, Bob. *Holiday Cooking around the World.*

MUSIC

Durell, Ann., ed. *Diane Goode Book of American Folktales and Songs.*

Glass, Henry "Buzz." *Around the World in Dance.* (cassette)

Slonecki, Catherine. *Children's Songs around the World.* (cassette)

GAMES

Harbin, E. O. *Games of Many Nations.*

Gryski, Camilla. *Cat's Cradle, Owls Eyes: A Book of String Games.*

Many Stars and More String Games.

Super String Games.

ARTS AND CRAFTS

Cole, Ann. *I Saw a Purple Cow.*

Paper puppets.

Cole, Ann. *A Pumpkin in a Pear Tree.*

Salt relief maps - make a map of a country or the world.

Jaeger, Ellsworth. *Easy Crafts.*

Paper bag masks - make a fairy tale/folktale characters.

Sandpaintings on sandpaper - great for crafts of Native Americans.

Book marks - use flag designs from other countries.

McToots, Rudi. *The Best Ever Book of Indoor Games.*

Rubbings - use coins from around the world.



IDEAS

Bauer, Caroline Feller. *Presenting Reader's Theater: Plays and Poems to Read Aloud.*

Let children present plays and/or puppet shows of folk and fairy tales.

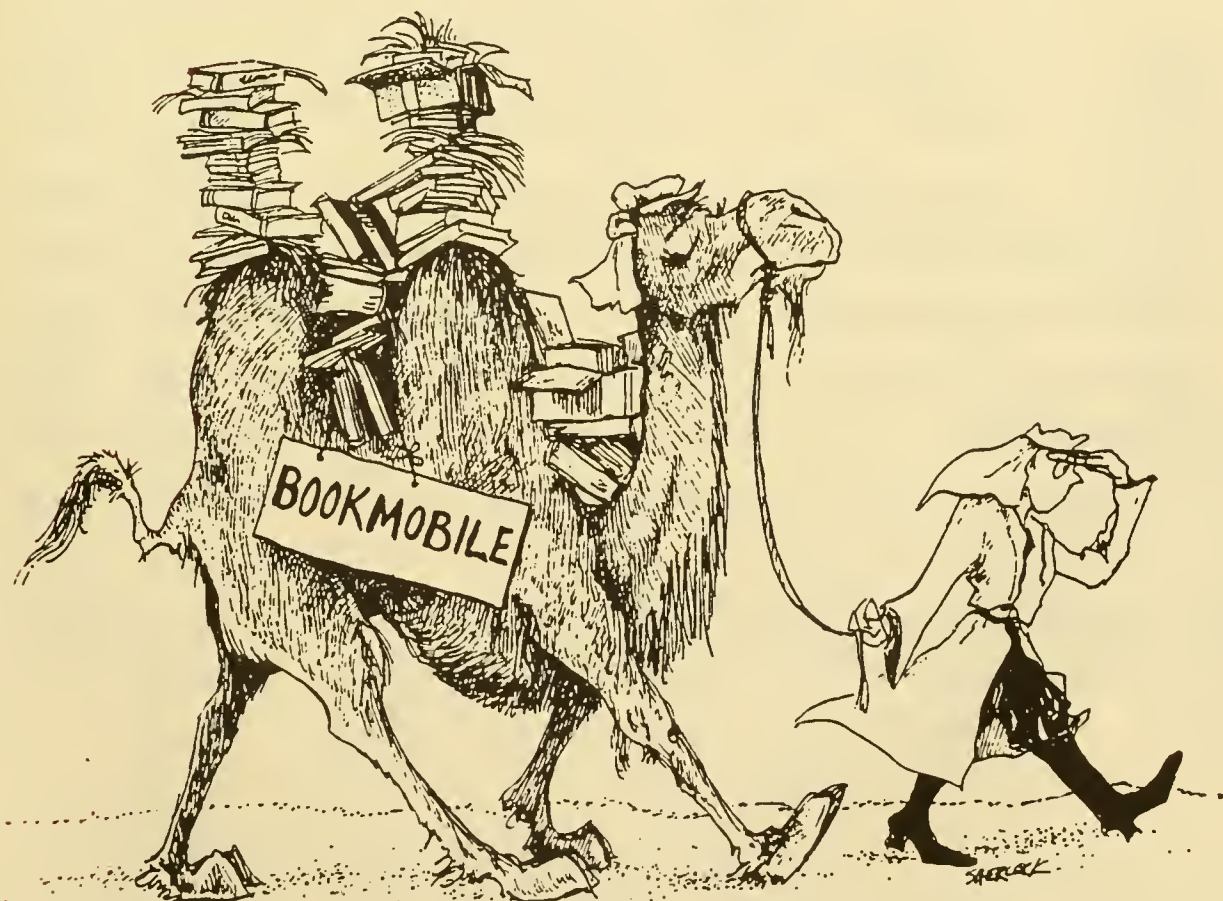
MacDonald, Margaret R., ed. *Twenty Tellable Tales: Audience Participation for the Beginning Storyteller.*

Have a storytelling festival.

Have children tell their favorite stories.

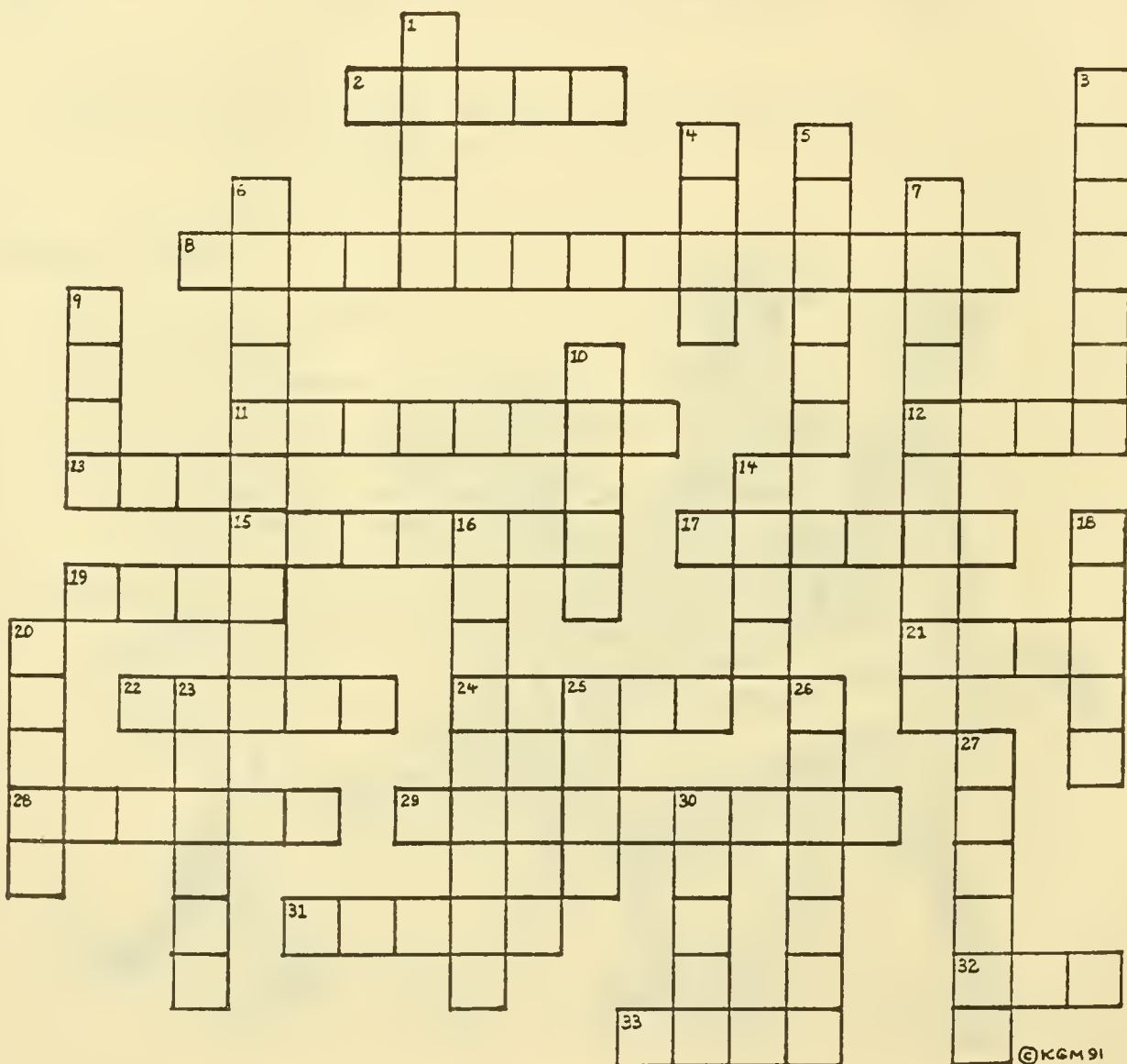
Put up a large map of the world. Give children stickers with their name to place on the country they would like to visit.

Give children large pieces of paper to make maps or flags of countries they would like to visit. Use the finished products for room displays.



INTO BOOKS...
EXPLORING
OTHER PLACES

A WORLD OF
FOLK AND
FAIRY TALES
CROSSWORD

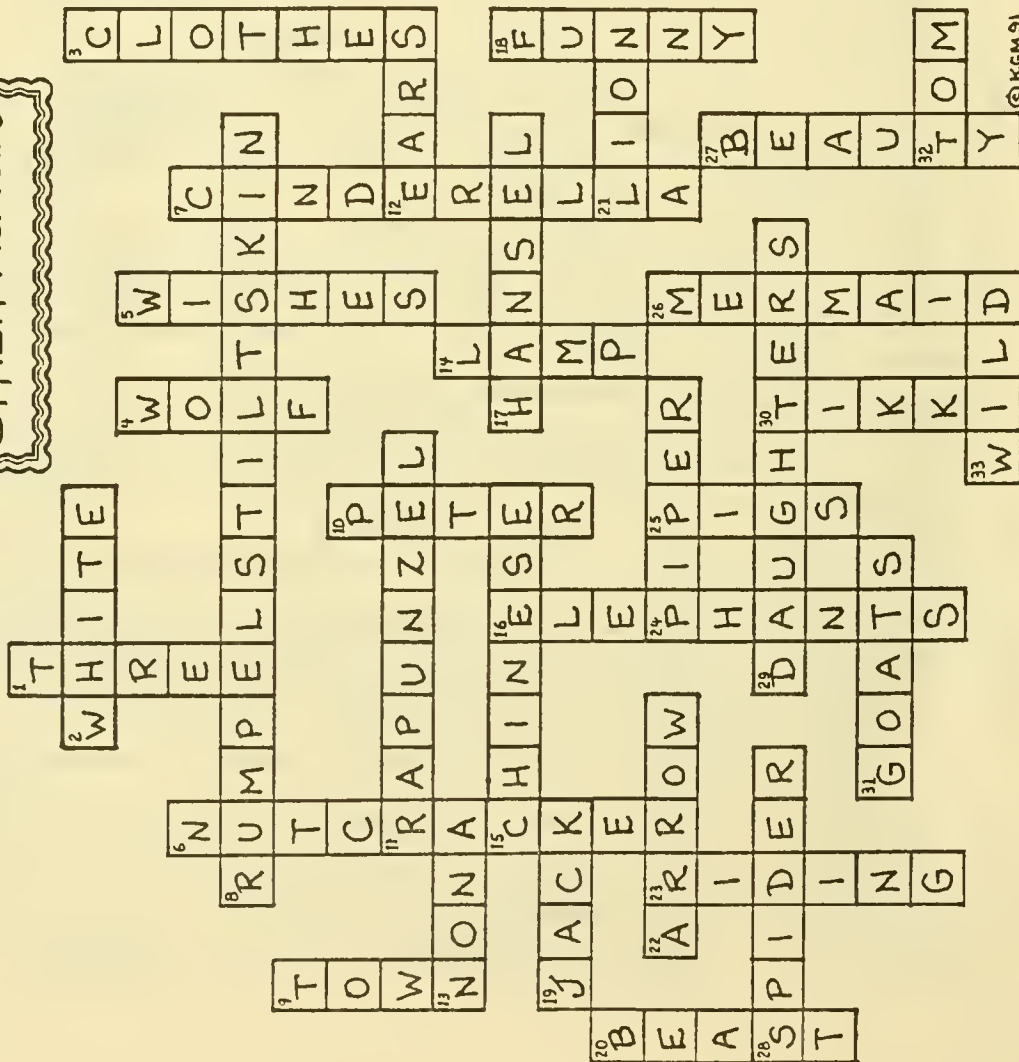


INTO BOOKS...
EXPLORING
OTHER PLACES

A WORLD OF
FOLK AND
FAIRY TALES
CROSSWORD

1. Goldilocks and the _____ Bears. (ENGLAND)
2. Snow _____ and the Seven Dwarfs. (GERMANY).
3. The Emperor's New _____. (DENMARK)
4. A boy and a woodland creature, Peter and the _____. (RUSSIA)
5. A couple in the woods are granted Three _____ by an elf. (HUNGARY)
6. A Christmas story of a toy that comes to life to fight the evil mouse king, The _____. (GERMANY)
7. _____ lost a glass slipper at the ball. (GERMANY)
8. The funny little man with the long name who wanted the queen's child, _____. (GERMANY)
9. The Bremen _____ Musicians. (GERMANY)
10. _____ Pan, the boy who never grew up. (ENGLAND)
11. "_____, let down your golden hair." (GERMANY)
12. Why Mosquitoes Buzz in People's _____. (AFRICA)
13. Grandmother witch who made pasta in her magic pasta pot, Strega _____. (ITALY)
14. Aladdin and His Wonderful _____. (ARABIA)
15. Seven _____ Brothers could all do amazing things. (CHINA)
16. He has 'satiabile curiosity', The _____ Child. (INDIA)
17. _____ and Gretel. (GERMANY)
18. She chases her lost rice ball under the ground, The _____ Little Woman. (JAPAN)
19. _____ and the Beanstalk. (ENGLAND)
20. Beauty and the _____. (FRANCE)
21. He's king of the beasts, The Golden _____. (ITALY)
22. A Pueblo Indian uses his bow to shoot an _____ To The Sun. (AMERICAN INDIAN)
23. Little Red _____ Hood. (GERMANY)
24. The Pied _____ of Hamelin led the children through the town. (GERMANY)
25. The Three Little _____, the wolf ate two! (GERMANY)
26. She lives in the sea, The Little _____. (SCANDINAVIA)
27. Sleeping _____ was awakened by a prince's kiss. (FRANCE)
28. African tales about an eight-legged trickster, Anansi the _____. (AFRICA)
29. An African tale of a man's children, Mufaro's Beautiful _____. (AFRICA)
30. Chinese boy with a long, long name; Tikki _____ Tembo. (CHINA)
31. Three Billy _____ Gruff. (SCANDINAVIA)
32. This man was very small, The Story of _____ Thumb. (ENGLAND).
33. The _____ Swans; the opposite of tame. (DENMARK)

INTO BOOKS... EXPLORING OTHER PLACES



© KGM 91

A WORLD OF FOLK AND FAIRY TALES CROSSWORD PUZZLE

- Goldilocks and the Bears. (ENGLAND)
- Snow and the Seven Dwarfs. (GERMANY).
- The Emperor's New. (DENMARK)
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- The Swans; the opposita of tame. (DENMARK) © KGM 91

INTO BOOKS... OUT TO SPACE



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INTO BOOK. . .OUT TO SPACE

. . . Planets, stars, sun and moon are yours to discover . . .

STORIES - MOON

Asch, Frank. *Happy Birthday, Moon.*

A little bear finds a way to say "Happy Birthday!" to the moon.

Asch, Frank. *Mooncake.*

Bear believes that he rockets to the moon to see what it tastes like.

Asch, Frank. *Moongame.*

Bear and his friends play hide-and-seek with the moon.

Brenner, Barbara. *Moon Boy.*

A little boy gets a visit from a moonbeam that comes to life.

Carle, Eric. *Papa, Please Get the Moon for Me.*

A little girl wants the moon to play with.

Carlson, Bernice Wells. *Listen! and Help Tell the Story.*

"Aiken Drum." Story about the man in the moon.

"Monkey Shines." A monkey climbs a moonbeam.

Holl, Adelaide. *Moon Mouse.*

A mouse thinks the moon is made of cheese.

Oldfield, Margaret Jean. *Lots More Tell and Draw Stories.*

"Fat Cat's Trip to the Moon."

Olsen, Ib Spang. *The Boy in the Moon.*

Moonboy comes to earth.

Ryder, Joanne. *The Bear on the Moon.*

A curious polar bear climbs to the moon.

Sleator, William. *The Angry Moon.*

A Native American child stolen by the moon is rescued by her friend.

Thaler, Mike. *Moonkey.*

Monkey's friends help him find a way to visit the moon.

Ungerer, Tomi. *Moon Man.*

Moon Man comes to earth to visit.

BOOKTALKS - MOON

Aiken, Joan. *Moon's Revenge.*

Blegvad, Erik. *Moonwatch Summer.*

Bulla, Clyde. *Moonsinger.*

Cresswell, Helen. *Moondial.*

Danziger, Paula. *This Place Has No Atmosphere.*

Hodges, Margaret. *Buried Moon.*

Irwin, Hadley. *Moon and Me.*

L'Engle, Madeleine. *Moon by Night.*

Linklater, Eric. *The Wind on the Moon.*

BOOKTALKS - MOON (Continued)

Miller, Moira. *Moon Dragon*.
 O'Dell, Scott. *Sing down the Moon*.
 Vander Els, Betty. *The Bombers Moon*.
 Wrightson, Patricia. *Moon-Dark*.

POETRY

Hughes, Ted. *Moon-Wales and Other Moon Poems*.

GAMES

Cole, Ann. *Pumpkin in a Pear Tree*.
 "Moon Games" - Moon Hopscotch
 - Moon Man May I?
 - Moon Relay
 - Moon Jump
 - Moon Rocks (using balloons)

ARTS AND CRAFTS

Bridgewater, Alan. *I Made It Myself: Kids Craft Projects*.
 "Moon mask"
 Cole, Ann. *Pumpkin in a Pear Tree*.
 "Moonscape"
 "Plaster-cast footprints"

IDEAS

"Moonday" - July 20th
 Celebrate the anniversary of the first moon landing in 1969.
 Have a moon landing party. Have the kids make and wear space helmets. Eat moon food, i.e., green-tinted cream cheese on crackers, moon juice (milk or green punch), serve moon pies, etc.
 Moon watch storytime - A storytime in the evening is even better if you can have it outside, or at least where there is a window to see the moon.
 Have a film festival of werewolf movies (for the older kids, of course!). This could be done as a library sleep-over.

STORIES - SUN

- Dayrell, Elphinstone. *Why the Sun and Moon Live in the Sky.*
An African folktale about a visit from Water.
- Gerstein, Mordicai. *The Sun's Day.*
A child's interpretation of the sun's trip across the sky.
- Ginsburg, Mirra. *Where Does the Sun Go at Night?*
A simple story of where the sun goes at night.
- Harrison, David. *Wake Up, Sun.*
Which animal will wake the sun?
- Himler, Ronald. *Wake Up, Jeremiah.*
A little boy awakes to a beautiful sunrise.
- Hurd, Edith Thacher. *The Day the Sun Danced.*
Rabbit tries to tell his friends that spring is coming.
- Kandoian, Ellen. *Under the Sun.*
Molly gets an explanation of where the sun goes when she goes to bed.
- McDermott, Gerald. *Arrow to the Sun: A Pueblo Indian Tale.*
A Native American story with Caldecott Award winning illustrations.
- McDermott, Gerald. *Sun Flight.*
A retelling of the Greek myth about the men who make wings with wax and then fly too close to the sun.
- Miller, Teresa. *Joining In: An Anthology of Audience Participation Stories and How to Tell Them.*
"Sunman."
- Pflomm, Phyllis N. *Chalk in Hand: The Draw and Tell Book.*
"Sky Shapes"
- Stangl, Jean. *Is Your Story Tale Dragging?*
"Kenna's Yellow Flower."
- Troughton, Joanna. *Who Will Be the Sun?*
A Native American folktale in which the animals have a contest to see who would be the best sun.

BOOKTALKS - SUN

- Ashley, Bernard. *Break in the Sun.*
- Baron, Linda Michelle. *The Sun Is On.*
- Hadley, Eric. *Legends of the Sun and Moon.*
- Likhanov, Albert. *Shadow across the Sun.*
- Peters, Lisa Westberg. *The Sun, the Wind and the Rain.*
- Sutcliffe, Rosemary. *Sun Horse, Moon Horse.*

MISCELLANEOUS

- Cole, Joanna. *The Magic School Bus Lost in the Solar System.*
 Crump, Donald J., ed. *Exploring Your Solar System.*
 Phillips, Louis. *Way Out! Jokes from Outer Space.*

MUSIC

- Cassidy, Nancy. *The Book of Kid's Songs: A Holler-Along Handbook.* (book and cassette)
 "Mr. Sun." A great song to be accompanied by spoons.
 Raffi. *One Light, One Sun.*

ARTS AND CRAFTS

- Cole, Ann. *Purple Cow to the Rescue.*
 "Solar System" - use a box lid to make a model.
 Hillerman, Anne. *Done in the Sun: Solar Projects for Children.*
 "Sun Projections" - making shadow silhouettes.
 Grow sunflowers.
 Make suns from paper plates to hang from the ceiling.

IDEAS

- Have a yellow sunshine party or storytime. Ask everyone to wear yellow clothes, eat only yellow food, tell or read stories about the sun. Make a sunshine craft (see above).
 Do some simple experiments with the sun.
 Make "sun fade" pictures (see **Travelling Through Time** crafts section.)

STORIES - STARS

- Esbensen, Barbara Juster. *Star Maiden.*
 A Native American folktale about a star that comes to earth and becomes a water lily.
 Goble, Paul. *Star Boy.*
 A Native American legend about stars.
 Johnson, Crockett. *Harold's Trip to the Sky.*
 Harold and his purple crayon take a trip to the sky.
 Lee, Jeanne M. *Legend of the Milky Way.*
 A Chinese legend about the beginning of the milky way.
 Pflomm, Phyllis. *Chalk in Hand.*
 "Sky Watch."

STORIES - STARS (Continued)

Ray, Deborah Kogan. *Stargazing Sky.*

A young girl and her mother stay up late to watch a meteor shower.

Showers, Paul. *The Bird and the Stars.*

A building story that begins with an egg.

Stone, Kazuko G. *Good Night Twinklegator.*

Aligay plays connect-the-dots with the stars, makes an alligator friend and brings him down to earth.

BOOKTALKS - STARS

Branley, Franklyn M. *Shooting Stars.*

The Sky Is Full of Stars.

Goble, Paul. *Her Seven Brothers.*

Krupp, E. C. *The Big Dipper and You.*

Lurie, Alison. *The Heavenly Zoo: Legends and Tales of the Stars.*

Mayo, Gretchen. *Star Tales: North American Indian Stories about the Stars.*

Monroe, Jean Guard. *They Dance in the Sky.*

Pearce, Q. L. *Stargazer's Guide to the Galaxy.*

Roop, Peter. *Space Out: Jokes about Outer Space.*

Vautier, Ghislaine. *Shining Stars: Greek Legends of the Zodiac.*

MISCELLANEOUS

Barton, Byron. *I Want To Be an Astronaut.*

Blumberg, Rhoda. *First Travel Guide to the Moon.*

Hirst, Robin. *My Place in Space.*

Star Show Series.

Definitely from out of Town.

Emperor of Time.

How Do You Know That?

Kid's Guide to Living on the Moon.

Lifestyles of the Big and Powerful.

Looking for Little Green Men.

Not Quite Planets.

Scrunch the Universe.

Wood, Tim. *Out in Space.*

MUSIC

- Cooper, Don. *Star Tunes*. cassette
 Mueller, Tobin J. *Music of the Planets: A Musical Journey about the World and Wonders of Our Solar System*. cassette
 Murphy, Jon. *Journey into Space*. cassette
 Stein, Michael. *Ride through the Solar System*. cassette
Twinkle, Twinkle Little Star

ARTS AND CRAFTS

- Fiarotta, Phyllis. *Sticks and Stones and Ice Cream Cones*.
 "Spinning Star Wheels" - Construction paper pinwheels decorated with star stickers.
 Herbert, Don. *Mr. Wizard's Supermarket Science*.
 "Cereal Box Planetariums"
 Holz, Loretta. *Mobiles You Can Make*.
 "Shower of Stars" - Use metallic paper (Christmas wrapping paper) folded to make this star mobile.
Kid City Magazine, July/August 1991
 "Make your own planetarium" - Use an oatmeal container, blue construction paper, a pin and a flashlight.
Pack-O-Fun Magazine, Summer 1989
 "Starry Streamers" - Three popsicle sticks, star stickers and ribbons, streamers or tinsel make a great craft.
 Glow-in-the-dark constellations using blue construction paper and glow-in-the-dark star stickers.
 Make star people - use different sizes of stars cut from construction paper to make head, arms, legs and eyes.

IDEAS

- If you are lucky enough to have planetarium nearby, get a speaker to come to your library. Or ask an amateur astronomer from your community.
 Have a star-gazing party. If you cannot have it at night when the stars are out, try projecting constellations on the ceiling of your story room.
 "Stars on Parade" - Have your own talent show.
 Decorate your story room with large stars made out of glow-in-the-dark paper hung from the ceiling.
 "My Place in Space" - a reading spot. Use an appliance box covered with blue paper inside and out, hang stars and planets from the ceiling of the inside and add or paint on stars and planets on the walls.

INTO BOOKS...OUT TO SPACE

WORDSEARCH

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

APOLLO
 ASTEROID
 ASTRONAUT
 BLACK HOLE
 COMET
 EARTH
 GRAVITY
 JUPITER

LAUNCH
 LUNAR
 MARS
 MERCURY
 MILKY WAY
 MOON
 NEPTUNE
 ORBIT

PLANET
 PLUTO
 QUASAR
 ROCKET
 SATELLITE
 SATURN
 SHUTTLE
 SKYLAB

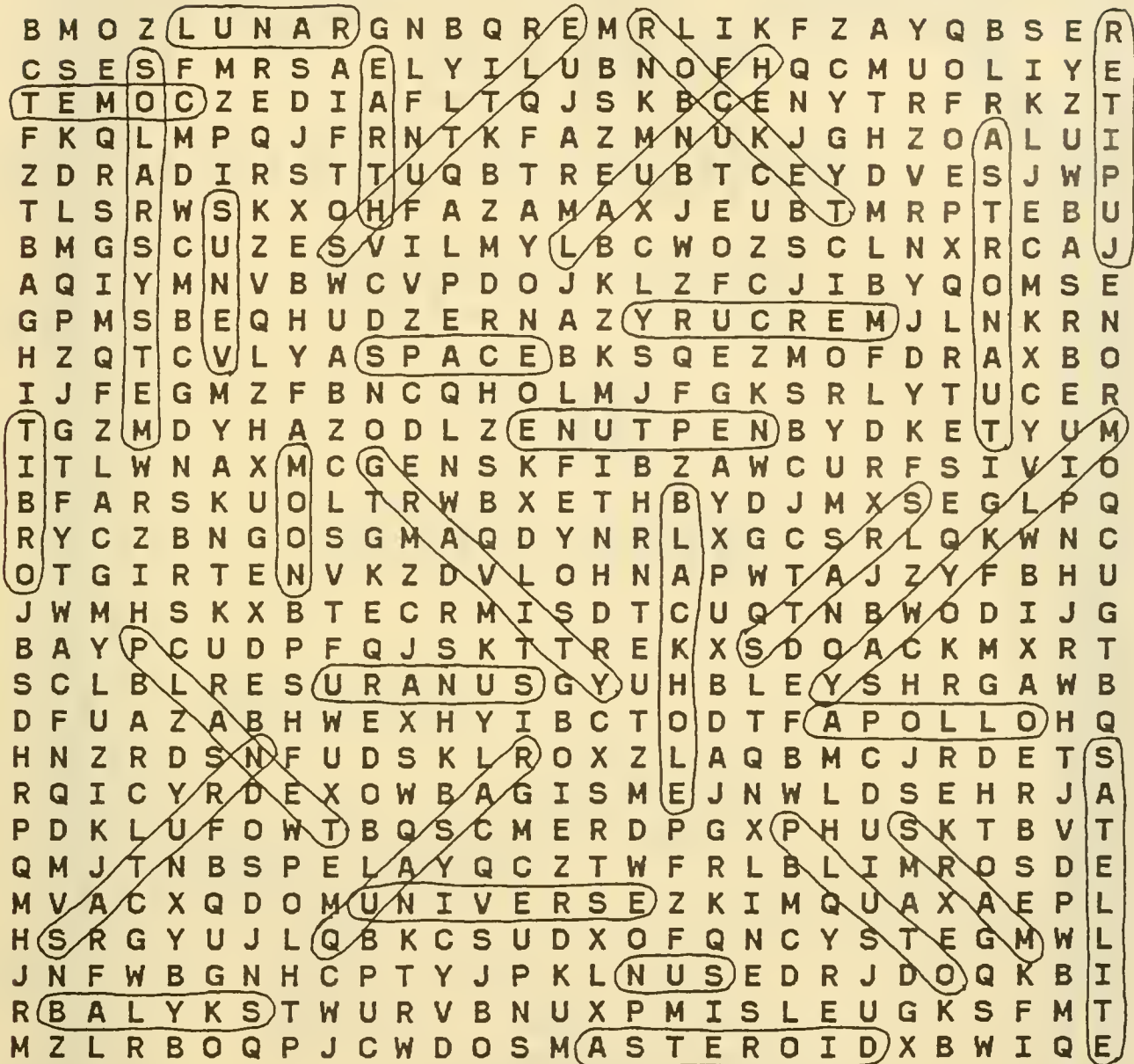
SOLAR SYSTEM
 SPACE
 STARS
 SUN
 UNIVERSE
 URANUS
 VENUS

All of these words can be found in this puzzle. They may be forward, backward, up, down or sideways. Good luck!

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INTO BOOKS...OUT TO SPACE

WORDSEARCH



APOLLO
 ASTEROID
 ASTRONAUT
 BLACK HOLE
 COMET
 EARTH
 GRAVITY
 JUPITER

LAUNCH
 LUNAR
 MARS
 MERCURY
 MILKY WAY
 MOON
 NEPTUNE
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PLANET
 PLUTO
 QUASAR
 ROCKET
 SATELLITE
 SATURN
 SHUTTLE
 SKYLAB

SOLAR SYSTEM
 SPACE
 STARS
 SUN
 UNIVERSE
 URANUS
 VENUS

ANSWER KEY

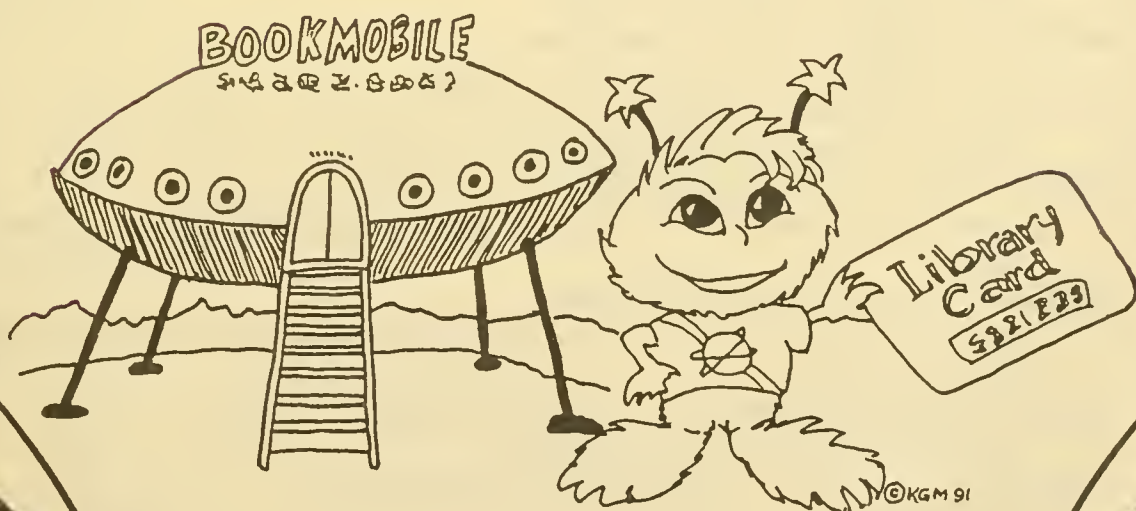
All of these words can be found in this puzzle. They may be forward, backward, up, down or sideways. Good luck!



NOTES

INTO BOOKS...
AND OUT OF THIS WORLD!

INTO BOOKS... VISITING THE FUTURE



INTO BOOKS. . .VISITING THE FUTURE

. . . Ever wonder what life will be like in the future? . . .

STORIES

Brewster, Patience. *Ellsworth and the Cats from Mars*.

Green-haired Martian cats visit an ordinary Earth cat.

Delany, Ned. *Cosmic Chickens*.

Some chickens from space help an Earth farmer save his farm.

Hoban, Russell. *They Came from Aargh!*

Two boys and a baby pretend to be aliens visiting Earth.

Kitamura, Satoshi. *UFO Diary*.

An alien visits a little boy on Earth.

MacDonald, Suse. *Space Spinners*.

Two spiders have an adventure in the Space Shuttle.

Marshall, Edward. *Space Case*.

An alien comes to Earth in time for Halloween.

Peet, Bill. *Wump World*.

The wump world is invaded by the planet Polluters.

Pienkowski, Jan. *Robot*.

A space-sick robot writes a letter home.

Rey, H. A. *Curious George Gets a Medal*.

Curious George takes a rocket ride.

Rodgers, G. *Kryptic: The Little Space Guy*.

A tiny alien space man's adventures on Earth.

Ross, Tony. *I'm Coming To Get You*.

A monster from outer space visits the planet Earth.

Sadler, Marilyn. *Alistair in Outer Space*.

Alistair is kidnapped by aliens, but he is more worried about his overdue library books.

Teague, Mark. *Moog-Moog, Space Barber*.

Elmo gets a terrible haircut, and two aliens take him to Moog-Moog, the space barber, for help.

Willis, Jeanne. *Earth Tigerlets: As Explained by Professor Xargle*.

An alien's comic view of Earth kitties.

Willis, Jeanne. *Earthlets: As Explained by Professor Xargle*.

Hilarious alien explanation of Earth babies.

STORIES - EASY READERS

Buller, Jon. *Space Rock*.

Marzollo, Jean. *Jed's Junior Space Patrol*.

Robison, Nancy. *Space Hijack!*

Ross, David. *Space Monsters*.

STORIES - EASY READERS (Continued)

Yolen, Jane. *Commander Toad and the Big Black Hole.*
Commander Toad and the Dis-Asteroid.
Commander Toad and the Intergalactic Spy.
Commander Toad and the Planet of the Grapes.
Commander Toad and the Space Pirates.
Commander Toad in Space.

STORIES - PARTICIPATION

Carlson, Bernice. *Listen! and Help Tell the Story.*
"Space Rocket."
"Spaceman in the Rocket Ship."
Pflomm, Phyllis. *Chalk in Hand: The Draw and Tell Book.*
"Planet Y."
Pack-O-Fun Magazine, Summer 1990.
Play - "Mischief from Planet X."
Thompson, Richard. *Draw & Tell.*
"Trapezoid and Parallelogram."

BOOKTALKS

Asch, Frank. *Journey to Terezor.*
Brooks, Walter R. *Freddy and the Men from Mars.*
Cameron, Eleanor. *Stowaway to the Mushroom Planet.*
Wonderful Flight to the Mushroom Planet.
Chetwin, Grace. *Out of the Dark World.*
Corbett, Scott. *Deadly Hoax.*
Coville, Bruce. *My Teacher Fried My Brains.*
My Teacher Is an Alien.
Gilden, Mel. *Planetoid of Amazement.*
Godfrey, Martyn N. *I Spent My Summer Vacation Kidnapped in Space.*
Gormley, Beatrice. *Wanted: UFO.*
Greer, Gery. *Jason and the Aliens down the Street.*
Kroll, Steven. *Space Cats.*
Manes, Stephen. *That Game from Outer Space: The First Strange Thing that Happened to Oscar Noodleman.*
Matthews, Ellen. *Debugging Rover.*
O'Brien, Robert C. *Z for Zachariah.*
Paton Walsh, Jill. *Green Book.*
Pfeffer, Susan B. *Future Forward.*
Rubinstein, Gillan. *Space Demons.*

BOOKTALKS (Continued)

- Service, Pamela F. *Stinker from Space.*
Under Alien Stars.
 Slobodkin, Louis. *Space Ship under the Apple Tree.*
 Wilkes, Marilyn. *C.L.U.T.Z.*

AUTHORS OF SCIENCE FICTION

- DeWeese, Gene.
 Norton, Andre.
 Pinkwater, Daniel Manus.
 Sleator, William.
 Slote, Alfred.

SCIENCE FICTION SERIES

- Choose Your Own Adventure*
Space Cadets
Space Hawks

POETRY

- Brewton, Sara., ed. *Of Quarks, Quasars, and Other Quirks.*

MISCELLANEOUS

- Asimov, Isaac. *UFO's.*
 Berger, Melvin. *If You Lived on Mars.*
 Bishop, Ann. *Hello, Mr. Chips: Computer Jokes and Riddles.*
 Blocksma, Mary. *Easy to Make Space Ships that Really Fly.*
 Bolognese, Don. *Drawing Spaceships and Other Space Craft.*
 Branley, Franklyn M. *Is There Life in Outer Space?*
 Deem, James. *How To Catch a Flying Saucer.*
 Dwiggin, Don. *Hello? Who's Out There? The Search for Extraterrestrial Life.*
 Fradin, Dennis. *The Search for Extraterrestrial Intelligence.*
 Keller, Charles. *Astronuts: Space Jokes and Riddles.*
 Kerrod, Robin. *See inside a Space Station.*
 Potter, J. *Robotics.*
 Ross, Dave. *Making Robots.*
 Making UFO's.
 Timms, Howard. *Living in the Future.*

MUSIC

Williams, Geoff. *Aliens Next Door*. book and cassette

ARTS AND CRAFTS

Brackett, Karen. *Beautiful Junk: Creative Classroom Uses for Recyclable Materials*.

"Talking puppets" - add pipe cleaner antenna and goggle eyes to make this an alien.

"Robots."

"Sculptures" - make a space station.

Cole, Ann. *A Pumpkin in a Pear Tree*.

"Mars Garden" - growing crystals.

Conaway, Judith. *Great Outdoor Games from Trash and Other Things*.

"Space ships."

Lane, Jane. *How To Make Play Spaces and Secret Hidy Holes*.

"Helmets" - make alien faces or helmets from grocery bags.

Norvell, Flo Ann Hedley. *Great Big Box Book*.

"Space helmets."

Pack-O-Fun Magazine, Spring 1987.

"Miniature robots."

Pack-O-Fun Magazine, July/August 1991.

"Space frisbees."

Sunset Magazine, Children's Crafts.

"Junk robot."

Make vegetable aliens - use toothpicks and small cut-up pieces of different vegetables to create aliens or robots.

IDEAS

Have a film festival of science fiction movies.

A frisbee throwing contest could be especially fun if the children make their own "flying saucers."

Pack-O-Fun Magazine, September/October 1991.

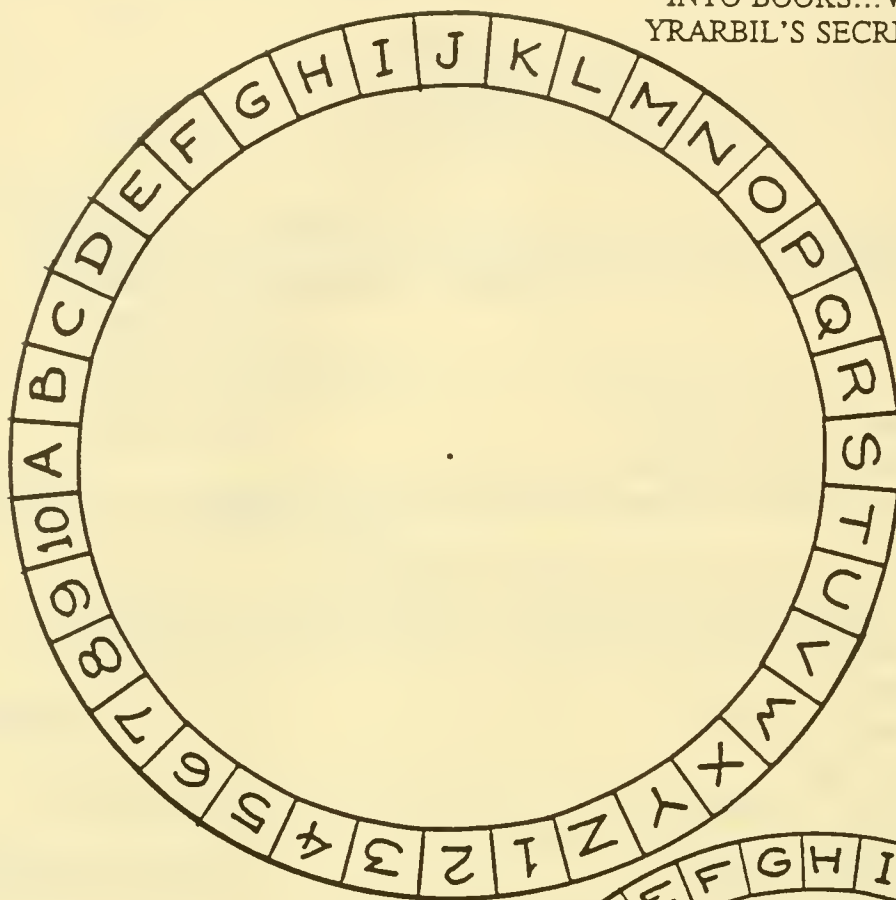
"Back-to-School Classy Crafts" - Make this into a robot to greet the children coming to programs.

Have a space ship sailing event (see above, *Outdoor Games from Trash and Other Things* by Judith Conaway).

Aliens invade your library! Have a costume party (or storytime) where everyone dresses like a space creature or alien. Serve "futuristic" foods such as punch colored purple, cookies in strange shapes and/or colors.

Build a space ship for your library using ideas from *Purple Cow to the Rescue* by Ann Cole or *How to Make Play Places and Secret Hidy Holes* by Jane Lane.

INTO BOOKS...VISITING THE FUTURE
YRARBIL'S SECRET MESSAGE DECODER



DECODER PATTERN

Duplicate on construction paper or tag board. Cut circles out, then place smaller one on top of larger one; punch paper fastener through the center of both circles.

INTO BOOKS...VISITING THE FUTURE



SX4Y
LYYU3...
Y54
YP
4RS3
7Y2VN

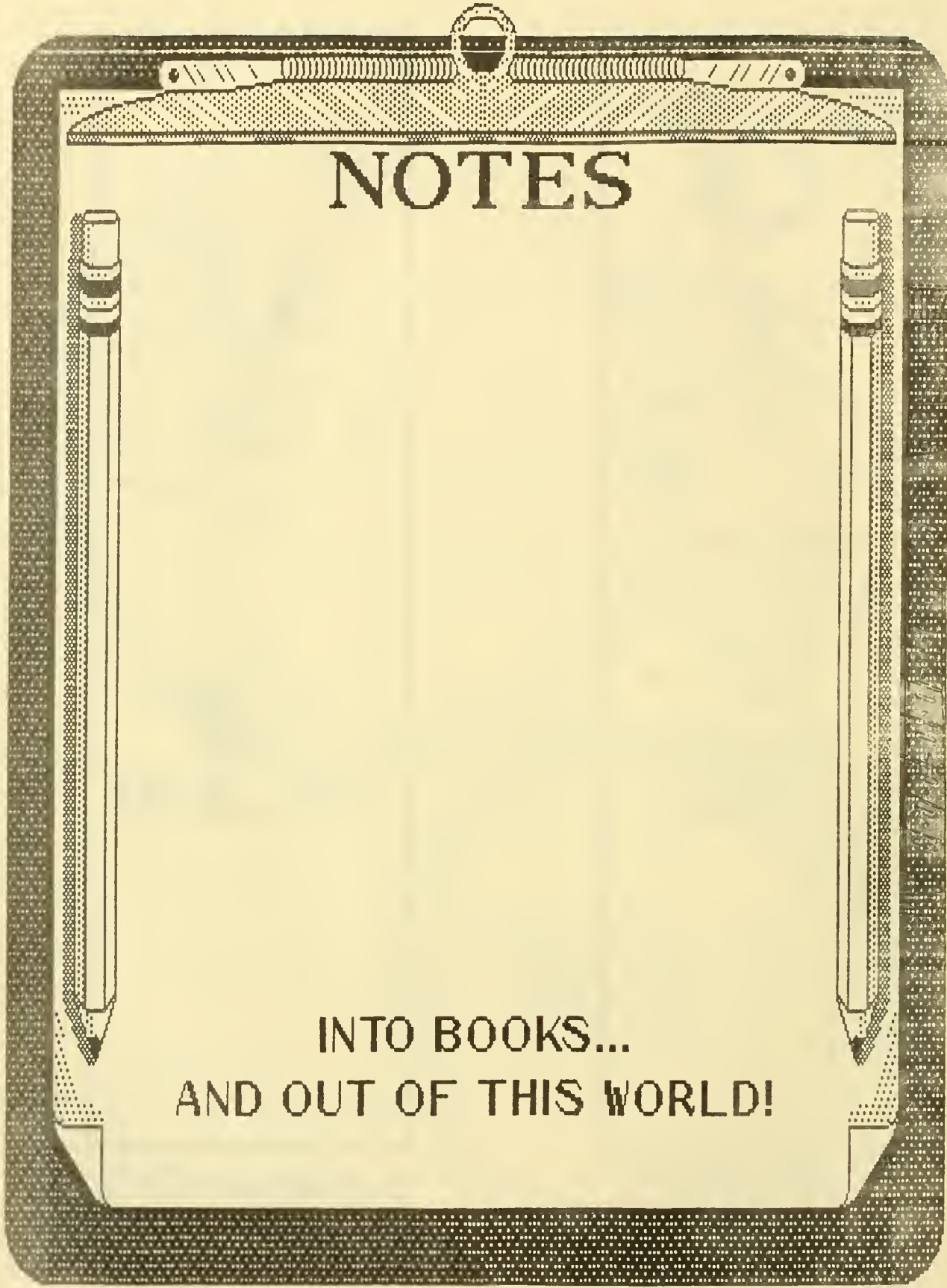
SECRET MESSAGE BOOKMARKS:

To de-code the secret messages on these bookmarks, line up "A" on the inside ring of your decoder with "1" on the outside ring. Inside gives the code, outside reveals the secret message.



S
VY60
W9
VSL2K29!

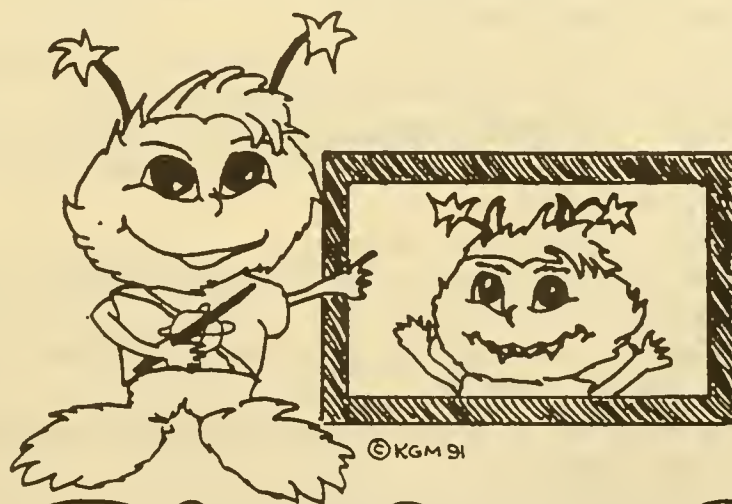
THE BLANK SPACE AT THE BOTTOM OF EACH BOOKMARK IS FOR YOU TO PRINT OR TYPE YOUR LIBRARY'S NAME. Then this page can be duplicated on construction paper or tag board and bookmarks can be cut out.



NOTES

INTO BOOKS...
AND OUT OF THIS WORLD!

INTO BOOKS...
MEETING
MONSTERS
AND
STRANGE
CREATURES



©KGM 91

INTO BOOKS...MEETING MONSTERS AND STRANGE CREATURES

. . . Introduce yourself to some friends who are a little different . . .

STORIES

Cameron, Ann. *Harry (The Monster)*.

Harry is afraid of little people, but they are even more afraid of him.

Christian, Mary Blount. *Swamp Monsters*.

Two young swamp monsters go to school so that they can be like children.

Cohen, Caron Lee. *Whiffle Squeek*.

A cat named Whiffle Squeek goes to sea and meets a hungry monster.

Crowe, Robert L. *Clyde Monster*.

A young monster is afraid to go to bed.

Demarest, Chris L. *Morton and Sidney*.

Little Morton must find a way for his friend Sidney, a shy monster, to return to living in his closet.

Dos Santos, Joyce A. *Henri and the Loup-Garou*.

A terrible beast, the Loup-Garou, almost keeps a father from getting home to his young children.

Gackenbach, Dick. *Harry and the Terrible Whatzit*.

Harry rids the cellar of the monster that lives there.

Galdone, Paul. *The Monster and the Tailor*.

A tailor meets a monster while spending the night in a graveyard.

Hutchins, Pat. *The Very Worst Monster*.

An older sister tries to prove that she is a worse monster than her baby brother.

Irving, Jan. *Fanfares: Programs for Classrooms and Libraries*.

"What's That?" - a choral reading.

Kellogg, Steven. *Island of the Skog*.

A group of mice search for a new home, but when they reach their island paradise they find it inhabited by a "skog."

Mahy, Margaret. *The Pumpkin Man and the Crafty Creeper*.

Mr. Parkin thinks he is saving a wilting vine, but he turns out to be the one needing to be saved.

Meddaugh, Susan. *Too Many Monsters*.

Howard is different from the other 99 monsters who live in the woods.

Minsburg, David. *The Bookmonster*.

Children try to picture what the bookmonster, who is coming to visit, looks like.

Myers, Amy. *I Know a Monster*.

Sitting in a circle, each child adds to the building of an imaginary monster.

Pienkowski, Jan. *Little Monster*.

A wonderful pop-up rhyming book.

Pinkwater, Daniel. *The Frankenbagel Monster*.

Harold Frankenbagel, the local bagel shop owner, creates a bagel monster.

STORIES (Continued)

Pinkwater, Daniel. *I Was a Second Grade Werewolf.*

Lawrence Talbot awakes one morning to find he's turned into a werewolf.

Sadler, Marilyn. *Alistair Underwater.*

Alistair builds a submarine and encounters a monster in his backyard pond.

Sanders, Sheila. *Ugly Beast.*

Beast's friends help convince him that he is not ugly, but beautiful.

Sendak, Maurice. *Seven Little Monsters.*

Seven monsters make trouble in a village.

Stangl, Jean. *Is Your Story Tale Dragging?*

"Green Eyed Monster" - A cut and tell story.

Steig, William. *Shrek!*

Shrek, the most repulsive monster around, finds an even more repulsive bride.

Thompson, Richard. *Frog's Riddle and Other Draw-&-Tell Stories.*

"The Horn Players."

Viorst, Judith. *My Mama Says There Aren't Any Zombies, Ghosts, Vampires, Creatures, Demons, Monsters, Fiends, Goblins, or Things.*

Mothers aren't always right, but most of the time they are.

Wahl, Jan. *Dracula's Cat and Frankenstein's Dog.*

Count Dracula's cat tells about the Count from his point of view; Frankenstein's dog is determined to make friends with his master's newest creation.

Zemach, Harve. *The Judge: An Untrue Tale.*

An unfair judge gets his just desserts.

STORIES - EASY READERS

Hooks, William H. *Mr. Monster.*

Parish, Peggy. *No More Monsters for Me!*

Sharmat, Marjorie Weisman. *Scarlett Monster Lives Here.*

BOOKTALKS

Alcock, Vivien. *The Monster Garden.*

Babbitt, Natalie. *Kneeknock Rise.*

Bonham, Frank. *Friends of the Loony Lake Monster.*

Briggs, Raymond. *Fungus the Bogeyman.*

Bulla, Clyde Robert. *My Friend the Monster.*

Butterworth, Oliver. *The Enormous Egg.*

Cameron, Eleanor. *Terrible Churnadryne.*

Coombs, Patricia. *Dorrie and the Dreamyard Monsters.*

Leach, Maria. *The Thing at the Foot of the Bed.*

BOOKTALKS (Continued)

- Levy, Elizabeth. *Frankenstein Moved in on the Fourth Floor.*
 Montgomery, Rutherford C. *Corey's Sea Monster.*
 Norton, Mary. *Are All the Giants Dead?*
 Richler, Mordecai. *Jacob Two-Two & the Dinosaur.*
 Shrapnel, Pamela. *Freddie the Frightened and the Wondrous Ms. Wardrobe.*
 Smith, Alison. *Come Away Home.*
 Smith, Janice Lee. *Monster in the Third Dresser Drawer.*
 Warren, William E. *The Thing in the Swamp and More Not-So-Scary Stories.*

POETRY

- Fisher, Robert, ed. *Amazing Monsters: Verses to Thrill and Chill.*
 Hopkins, Lee Bennet, ed. *Creatures: Poems.*
 Prelutsky, Jack. *Something Big Has Been Here.*
 Wallace, Daisy, ed. *Monster Poems.*

MISCELLANEOUS

- Ames, Lee J. *Draw 50 Beasties and Yugglies and Turnover Ugliers and Things That Go Bump in the Night.*
 Bendick, Jeanne. *Scare a Ghost, Tame a Monster.*
 Berger, Melvin. *Stranger than Fiction: Sea Monsters.*
 Cohen, Daniel. *The Greatest Monsters in the World. Supermonsters.*
 Giblin, James C. *The Truth about Unicorns.*
 McHargue, Georgess. *The Beasts of Never: A History Natural and Unnatural of Monsters Mythical and Magical.*
 Ross, David. *How To Prevent Monster Attacks.*

GAMES

- Maar, Len. *Out-Of-Sight Games: New and Exciting Action Games for Kids.*
 "Space Monsters Game" - using balloons and paper tubes.

MUSIC

- Bishop, Heather. *Purple People Eater.* cassette
 "Purple People Eater."
Halloween Fun. cassette
 "Monster Rap."
Monsters and Monstrous Things. cassette

ARTS AND CRAFTS

Gates, Frieda. *Easy to Make Monster Masks and Disguises.*

Masks made from all kinds of materials.

Gibson, Ray. *How to Make Pop-Ups.*

"Monster Pop-Up."

Newbold, Patt. *Paper Hat Tricks.*

Werewolf hat.

Pack-O-Fun Magazine, September/October 1991.

"Monster masks" - made from paper plates.

Renfro, Nancy. *Bags are Big.*

"Big Foot bags" - monster feet made from grocery bags.

"Big Bag-Puters" - robot computer made from grocery bags.

"Bionic Bag Friends" - monster costumes.

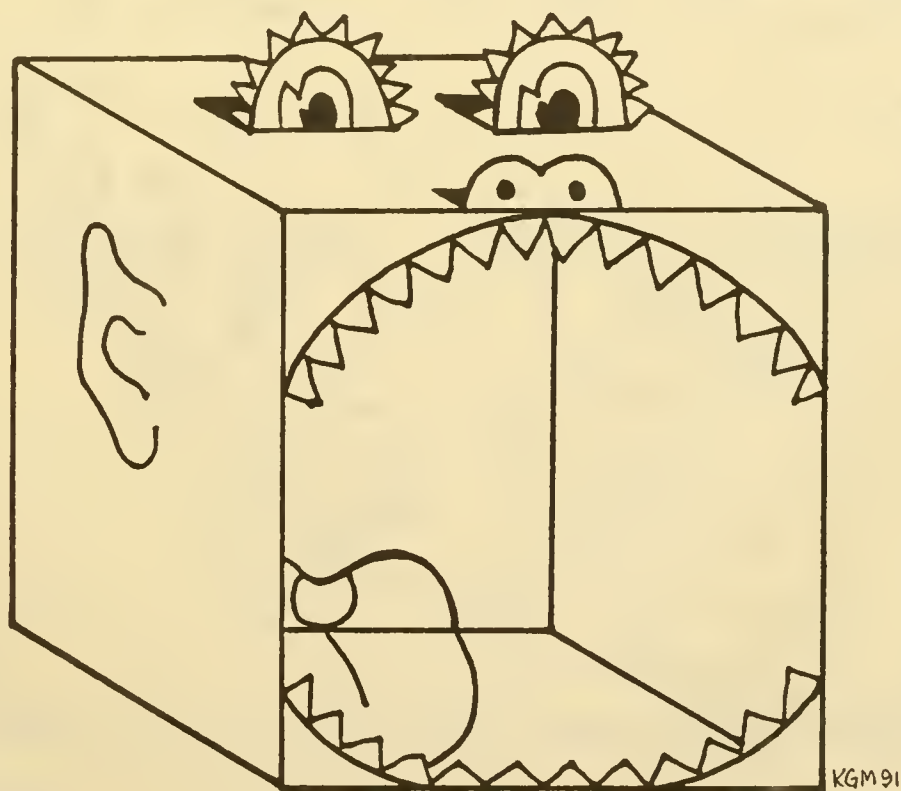
Sunset Magazine. *Children's Crafts.*

"Paper Masks" - made from construction paper.

IDEAS

Mallett, Jerry J. *Elementary School Library Resource Kit.*

"Monster Cozy Corner"- make a small reading center out of an appliance box.



KGM 91

INTO BOOKS...
MEETING MONSTERS
AND STRANGE
CREATURES
CONNECT-THE-DOTS
PICTURE

I'M
WILD
ABOUT
BOOKS!



TNTO BOOKS...

TNTO
THE
HEART



INTO BOOKS. . . INTO THE HEART

. . . Look into your heart and learn about feelings and friendship . . .

STORIES

Clements, Andrew. *Big Al*.

The scariest fish in the sea finally makes friends with the other fish.

Freeman, Don. *Corduroy*.

A teddy bear becomes a little girl's best friend.

Havill, Juanita. *Jamaica's Find*.

When Jamaica turns in a lost toy she makes a new friend.

Heine, Helme. *Friends*.

Three friends go on a trip.

Henkes, Kevin. *Chester's Way*.

Friends can be similar in many ways, but different too.

Hoban, Russell. *Best Friends for Frances*.

Frances the badger gets a best friend.

Howe, James. *I Wish I Were a Butterfly*.

A cricket is sad because he is not as beautiful as the butterfly.

Jukes, Mavis. *Like Jake and Me*.

A boy helps his step-father overcome his fear of spiders.

Kellogg, Steven. *Best Friends*.

Two girls' friendship is put to the test when they both want the same dog.

Lester, Helen. *A Porcupine Named Fluffy*.

A porcupine and a rhinoceros become friends after learning each other's odd names.

Lester, Helen. *The Wizard, the Fairy and the Magic Chicken*.

Three friends argue about who's magic is the best.

Lionni, Leo. *Swimmy*.

Little Swimmy the fish helps rescue the whole school from a great big fish.

Marshall, James. *George and Martha*.

The adventures of two hippos who are best friends.

Simon, Norma. *How Do I Feel?*

Explores the many emotions children feel.

Tusa, Tricia. *Maebelle's Suitcase*.

An old woman helps a bird who can't fly south because of his many possessions.

Zolotow, Charlotte. *The Hating Book*.

Two good friends have an argument.

BOOKTALKS

Adler, C. S. *Always and Forever Friends*.

Bauer, Marion Dane. *On My Honor*.

Blume, Judy. *Just as Long as We're Together*.

Byars, Betsy. *Cybil War*.

BOOKTALKS (Continued)

- Carrick, Carol. *Some Friend.*
 Child Study Children's Book Committee. *Friends Are Like That: Stories to Read to Yourself.*
 Erickson, Russell E. *Toad for Tuesday.*
 Gaeddert, LouAnn. *Your Former, Friend Matthew.*
 Giff, Patricia Reilly. *Love from the Fifth Grade Celebrity.*
 Hermes, Patricia. *Kevin Corbett Eats Flies.*
 Jin, Sarunna. *My First American Friend.*
 Kline, Suzy. *What's the Matter with Herbie Jones.*
 Paterson, Katherine. *Bridge to Terabithia.*
 Peck, Robert Newton. *Soup.*
 Pinkwater, Daniel. *Doodleflute.*
 Smith, Janice L. *The Kid Next Door and Other Headaches.*
 Taylor, Mildred. *The Friendship.*
 White, E. B. *Charlotte's Web.*
 Wilde, Nicholas. *Into the Dark.*

POETRY

- Hopkins, Lee Bennet, ed. *Best Friends.*
 Prelutsky, Jack. *Rolling Harvey down the Hill.*

MISCELLANEOUS

- Aliki. *Feelings.*
 Brenner, Barbara. *Faces.*
 Graham-Barker, Lynda. *Mushy! The Complete Book of Valentine Words.*
 LeShan, Eda. *What Makes Me Feel This Way: Growing up with Human Emotions.*
 Morrison, Lillian, ed. *Yours Till Niagara Falls: A Book of Autograph Verses.*

MUSIC

- Mattox, Cheryl Warren. *Shake It To the One You Love the Best: Play Songs and Lullabies from Black Musical Traditions.* cassette
 "Shake It to the One You Love the Best" - a game.
 Yolen, Jane, ed. *Rounds about Rounds.*
 "Make New Friends" - round singing.

ARTS AND CRAFTS

Cole, Ann. *Purple Cow to the Rescue.*

"Walkie Talkies."

Morrison, Lillian, ed. *Yours Till Niagra Falls: A Book of Autograph Verses.*

"Autograph books."

Supraner, Robyn. *Great Masks to Make.*

Masks (see **Monster** section, Arts and Crafts).

Make friendship bracelets.

These can be made very easily by braiding yarn.

Paper dolls.

Show children how to fold just right to cut out strings of connecting paper dolls.

IDEAS

Bauer, Caroline Feller. *Presenting Readers Theater.*

Carlson, Bernice Wells. *Listen! and Help Tell the Story.*

"Cricket in the Palace" - An audience participation story dealing with emotions.

Cresci, Maureen. *Creative Dramatics for Children, Grade 3-6.*

MacDonald, Margaret Read. *The Skit Book: One Hundred and One Skits from Kids.*

Townsend, Lucy. *Creative Dramatics for Young Children.*

Do creative dramatics using children-made masks.


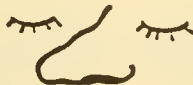
Have a creative writing time. Let the kids write their own poems or autograph verses and then display them.

INTO BOOKS...INTO THE HEART
FRIENDSHIP REBUS

U MAY  ALL 4 ME


THE WAY  CARE 4 U



U MAY  U+R  +S AND

 +D YOUR 

W+   TALK & TALK 2 U

BUT IF U+R  SHOULD  LIKE MINE



AND 4 +EVER WILL  TRUE


THERE IS NO Re+  IN THE 


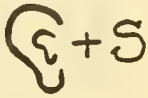
WHY   +T  FRIENDS WITH U







INTO BOOKS...INTO THE HEART
FRIENDSHIP REBUS



U MAY  ALL  4 ME


THE WAY  CARE 4 U



U MAY  U+R  +S AND




 +D YOUR 

W+   TALK & TALK 2 U

BUT IF U+R  SHOULD  LIKE MINE

AND 4 +EVER WILL  TRUE

THERE IS NO Re+  IN THE 

WHY   +T  FRIENDS WITH U

You may not care at all for me
the way I care for you
you may plug your ears and
hold your nose
When I talk and talk to you.
But if your heart should be like mine
and forever will be true
there is no reason in the world
why I can't be friends with you.

ANSWER
SHEET

ADVENTURE IN TIME
A One Act, Two-Person Puppet Show
by Volusia County Public Library Children's Services Staff

Hand Puppets:

Joey - 8 or 9 year old boy
Yrarbil - friendly-looking alien
Koob - feminine version of Yrarbil
Dragon

Back Drops:

Library scene
Planet X
Victorian room
Cave

Stick/Wire Puppets:

Rocks
Bats
Ghost

Props:

Time Machine
Book

Scene One

Music

Back Drop: Shelves of books with labeled sections: "Science Fiction," "Horror Stories," "Fairy Tales and Fantasy."

Boy walks on stage and begins to look at book shelves.

Music fades.

JOEY: Now that I've got a library card I can check out some books. Let's see. . . what kind of book do I want? Science fiction, maybe? Horror stories? Oh, here's a section on fairy tales and fantasy.

Alien creature runs on stage and bumps into boy.

YRARBIL: Oh no! What are you doing here?

JOEY: *(Screams)* Who are you? **What** are you?

YRARBIL: Never mind! We haven't time. You've got to get out of here!

JOEY: What do you mean? I'm here at the library to check out books.

YRARBIL: You've got to leave. . .

COMPUTER VOICE: Fifteen seconds to molecular take-off.

YRARBIL: There's no time to answer questions. Just get away from here.

Sounds of engine.

COMPUTER VOICE: Ten seconds. Engines in advance mode.

JOEY: What's going on here?

COMPUTER VOICE: Five. . .four. . .three. . .two. . .one second to molecular take-off.

YRARBIL: I'm sorry. It's too late. You'll have to come along!

Door (or curtain) closes. Science fiction space sounds.

Scene Two

Doors (curtain) closed.

COMPUTER VOICE: You have reached your destination. Section: science fiction. Place: Planet X. Time: 4,000 A.D.

Doors (curtain) open. Back Drop: A dark, rocky terrain with a red sky and four moons.

JOEY: What happened to the library? Where are we?

YRARBIL: We're on Planet X. We came here in my time machine. I didn't want to bring you with me but it was already in the travel mode and I couldn't shut it off.

JOEY: What time machine? I don't see anything.

YRARBIL: *Holds up small metal object.* This is it. Any living thing within 5 feet of this machine is transported to its programmed destination.

JOEY: So that's why you wanted me to leave. *Looks around.* Wow! This is a weird place. Why did you want to come here?

YRARBIL: I'm searching for my sister, Koob. She was using the time machine and it came back without her. I've programmed its computer to return to all the places she visited. I'm really worried about her.

JOEY: What does she look like?

YRARBIL: Everyone says we look a lot alike. She's real cute.

JOEY: *Doubtfully* Oh! Well, I don't see her here. Wait a minute. Am I dreaming, or did those rocks move?

YRARBIL: Come to think of it they do seem closer.

Low, strange sounds.

JOEY: They **are** moving! And they don't look very friendly!

Rocks move closer, and make ominous sounds.

YRARBIL: Let's get out of here! Stand close and hang on!

COMPUTER VOICE: Engine in advance mode.

Engine sounds. Rocks move in closer.

JOEY: Hurry!

COMPUTER VOICE: Four. . .three. . .two. . .one. . .

Doors (curtain) close. Science fiction space sounds.

Scene Three

Doors (curtains) closed.

COMPUTER VOICE: You have reached your destination. Section: Horror stories. Place: Victorian mansion. Time: 1880 A.D.

Doors (curtain) open. Back Drop: A room with dark, gloomy Victorian furnishings.

JOEY: Now where are we? *Looks around.* It looks like a room in some kind of old house.

Loud crash of thunder. Joey and Yrarbil jump and move closer together.

YRARBIL: I don't see Koob. Oh dear. If she and I don't get back soon our parents will be worried.

JOEY: You mean you're a kid--I mean, you're not a--a grown up--umm--person?

YRARBIL: Of course not. I don't have orange antennae, do I?

JOEY: No.

YRARBIL: And I'm not twelve feet tall, am I?

JOEY: You mean grown-ups where you come from grow to be twelve feet tall?

YRARBIL: That's right.

JOEY: Where exactly are you from?

YRARBIL: It's a planet called Yrots. *(Say EE' ROTS.)* It's not in your solar system, so you might not have heard about us.

JOEY: Do you have a name?

YRARBIL: Of course! I'm Yrabil. *(Say EE RAR' BIL.)*

JOEY: Well, I'm glad to meet you, Yrabil. My name's Joey. Can I ask you something else?

YRARBIL: Sure.

JOEY: Well, how come a kid like you gets to travel around in a time machine?

YRARBIL: You mean earth children don't have time machines?

JOEY: No way. Our parents don't have them, either.

YRARBIL: Well, that's a shame. They're lots of fun. Of course, our time machines are different from our parents'. Ours are storybook machines.

JOEY: I'm not sure I understand. Do you mean you can travel to the places that you read about in books?

YRARBIL: That's right. Not only that, we can travel to other worlds and visit **their** books. That's why we were in your earth library. Koob loves earth storybooks.

JOEY: I don't think she's here, Yrabil. *A bat swoops over their heads. Joey and Yrabil both jump and bump heads.* Whoa! What was that?

Sound of metal hitting wood.

YRARBIL: Oh, no! I dropped the time machine! I think it rolled off.

Yrarbil moves to side of stage, and bends down as if searching. More bats fly overhead. Thunder and wind storm sounds.

JOEY: Yrarbil, I'm getting scared.

YRARBIL: It's gotten so dark in here, I can't find it, Joey.

Thunder, wind, a creaking door, and then hollow sounding footsteps.

JOEY: Yrarbil, I've just figured out what kind of story we're in. Yrarbil. . .it's a. . .a ghost flies by, shrieking. . .a ghost story!

Sounds get louder and scarier - howls, moans, shrieks, rattling chains, etc.

JOEY: (Hollering!) Yrarbil!!!!

Yrarbil reappears.

YRARBIL: I'm here! I'm here! I found it.

JOEY: Let's get out of here!

YRARBIL: Okay. Stay close.

COMPUTER VOICE: Engines in advance mode.

Engine sounds

COMPUTER VOICE: Three. . .two. . .one. . .

Doors (curtain) close. Science fiction space sounds.

Scene Four

Doors (curtain) closed.

COMPUTER VOICE: You have reached your destination. Section: Fairy tales and fantasy. Place: A cave. Time: 992 A.D.

Door (curtain) opens. Back Drop: A large, eerie cave.

JOEY: Another weird place. Your sister sure has strange tastes in books, Yrarbil.

YRARBIL: She's always loved adventure stories.

JOEY: I don't see any signs of her here.

YRARBIL: But she **has** to be here! This was the last place she visited before the time machine returned without her.

JOEY: Why don't you call her.

YRARBIL: Good idea. Koob! Koob, are you there?!

KOOB: *Far off.* Yrarbil, is that you?

YRARBIL: Did you hear that? It's Koob! *Shouting.* I'm here, Koob!

KOOB: *Appears at one side of stage.* Oh, Yrarbil! I knew you'd find me!

YRARBIL: *Runs over and hugs her.* I couldn't believe it when the time machine returned without you. What happened?

KOOB: This happened. *Steps out onto center of stage. Large dragon steps out next to her.* I've made a new friend, Yrarbil. He seems to like me. A lot.

Every time Koob makes the slightest move, the dragon moves, too.

YRARBIL: He sure is attached to you.

Dragon coos.

KOOB: He won't let me out of his sight! That's why I sent the time machine back. I couldn't bring a dragon back to the earth library with me, and he wouldn't let me get far enough away to leave without him.

YRARBIL: Well, no dragon going to keep **my** sister prisoner. *Faces dragon and shouts.* You let her go, you big terrestrial carnivore, you!

DRAGON: Hmmmmmm?

KOOB: Yrarbil, no! Don't make him mad, what ever you do!

YRARBIL: Why?

KOOB: Because whenever he gets angry or upset, he breathes fire. I don't think he means to hurt anyone. He just doesn't seem to be able to control it.

JOEY: Wow! That could be dangerous.

YRARBIL: Koob, this is my new earth friend, Joey.

KOOB: I'm pleased to meet you, Joey. You can understand why I couldn't bring the dragon back to your library. He'd destroy it in an instant.

JOEY: That would be terrible.

YRARBIL: Maybe we could wait until he falls asleep, and then sneak away.

KOOB: I tried that, but he has very good ears, and he woke up right away. He got very angry when he realized that I was trying to leave. *Looks down at her fur.* He singed my coat a little, that time.

YRARBIL: So, we'll just have to find a way for you to leave without making him mad.

JOEY: I've got an idea. If we make him laugh he won't have time to think about getting angry.

YRARBIL: But how do you make a dragon laugh?

JOEY: *Begins to approach dragon.* Well, I don't know that much about dragons, but I'll bet anything that. . . *He reaches out to dragon . . .* **he's ticklish!**

Joey tickles dragon. Dragon begins to laugh. He dances around and tries to escape, but Joey follows him. Dragon continues laughing, still trying to escape. Goes offstage. Joey turns at edge of stage.

JOEY: Now's our chance! Turn on your machine!

Joey follows dragon, who continues to laugh uproariously from offstage.

YRARBIL: It's on! Hurry, Joey. Stand close!

COMPUTER VOICE: Engines in advance mode.

Engine sounds. Joey rushes to center of stage and huddles close to Yrarbil and Koob. Doors (curtain) close. Science fiction travel sounds.

Scene Five

Doors (curtain) closed.

COMPUTER VOICE: You have reached earth library. Time: twentieth century.

Doors (curtain) opens. Back Drop: Library scene.

JOEY: We're back at the library! Boy, am I ever glad to be home again!

YRARBIL: Speaking of home, Koob, we'd better get moving before Mom and Dad start to worry.

KOOB: You're right.

JOEY: Will I ever see either of you again?

YRARBIL: I hope so. Oh, Joey. I wish your planet had storybook time machines like ours!

JOEY: You know, Yrabil, I've been thinking. In a way, we do. Every time we read a book we travel to the place in the story, too. Only we travel in our minds--with our imagination.

YRARBIL: Imagination? What's that?

JOEY: It's kind of hard to explain.

YRARBIL: Is it as exciting as our time travel?

JOEY: That's hard to say. One thing for sure--it's not as dangerous!

KOOB: We'd better get going, Yrabil. Joey, thank you so much. I don't think I would have gotten away from that dragon without your help.

JOEY: You're welcome. I hope I see you again!

YRARBIL: We do, too. Goodbye, Joey!

KOOB: Goodbye, Joey!

COMPUTER VOICE: Engines in advance mode.

Engine sounds.

YRARBIL: Stand back, Joey!

JOEY: Wait a minute! There's a book I need to check out before I leave!

Joey runs to book shelves and picks up a book.

KOOB: Hurry, Joey! Unless you want to come home with us!

JOEY: Not this time. I'm taking my own trip. I'm going to read "Adventures in Outer Space."

YRARBIL: Have an exciting journey, Joey. Goodbye!

JOEY: *Runs to side of stage with his book.* Goodbye! *He goes offstage.*

COMPUTER VOICE: Three. . .two. . . one.

Door closes. Science fiction space sounds.

Music

THE END

INTO BOOKS . . . AND OUT OF THIS WORLD!

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Kid City Magazine

July/August 1991 45

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ABEL'S ISLAND

4346 F COL 28 min EI

William Steig's children classic is brought to life using stunning full-color animated by academy award nominee Michael Sporn. Wonderfully romantic Abelard Hassam di Chirico Flint, the elegant mouse who, while picnicing with his beloved wife, Amanda, gets swept away to a deserted island by a sudden storm. Abel must learn to survive using only his wits and his newly awakened creativity. LUCERNE MEDIA, 1987

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S LITERATURE; MICE; STEIG, WILLIAM

ABOUT ASTRONAUTS

1349 F COL 11 min PE

Film footage from the Apollo lunar flights provides the visual base for the answers to the questions of a child's letter to NASA. (ABOUT SERIES) FILMS, INC, 1970

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; NATIONAL AERONAUTICS AND SPACE ADMINISTRATION; SCIENCE; SPACE EXPLORATION

ALEX AND THE WONDERFUL "DOO WAH" LAMP

691 F COL 28 min E
692 V

Alex is a young boy who continually questions his own worth. While polishing an old Unicorn-shaped lamp, he conjures up three genies who look and sing like the Andrews Sisters. At their promise to grant his every wish, he asks to be changed into anybody but himself. But after numerous transformations, he finally realizes that "himself" is the best thing he could be. (THE UNICORN SERIES) MCGRAW-HILL FILMS, 1980

CHILDREN'S FILMS - ELEMENTARY; MUSICAL FILMS

THE AMAZING BONE

241 F COL 11 min PE

Pearl the pig happens upon a talking bone that used to belong to a witch. On the way home the bone manages to scare off a band of muggers but does not fare as well with a debonaire fox who carries them home for his dinner. WESTON WOODS, 1986

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S FILMS - PRESCHOOL; PIGS; STEIG, WILLIAM

AMAZING COSMIC AWARENESS OF DUFFY MOON

1376 F COL 32 min E

Duffy Moon, who is 11 years old, lives in a world of his own. Called "shrimp" and singled out time and again, Duffy reads "Cosmic Awareness," a book that convinces him of his magic power to become a human dynamo. Based on Jean Robinson's book "The Strange and Wonderful Cosmic Awareness of Duffy Moon." (THE TEENAGE YEARS SERIES) TIME/LIFE MULTIMEDIA FILMS, 1977

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S LITERATURE;
ROBINSON, JEAN

ANANSI THE SPIDER

1395 F COL 10 min PE

The animated adventures of the cunning spider Anansi, trickster-hero of the Ashanti people of Ghana, Africa. Animator Gerald McDermott depicts the story of the spider's tumble into trouble, his rescue by his six talented sons, and a parable on the origin of the moon. TEXTURE FILMS, 1969

AFRICA; ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S FILMS - PRESCHOOL; FOLKLORE - AFRICA

ANNIE AND THE OLD ONE

1408 F COL 16 min E

Explores the concepts of death and time through the story of Annie, a Navajo girl, and the grandmother, the old one. Relates the grandmother's belief that she will rejoin the earth when the new rug is taken from the loom and follows Annie's attempts to prevent the rug from being finished. BFA EDUCATIONAL MEDIA, 1976

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S LITERATURE;
DEATH AND DYING; INDIANS OF NORTH AMERICA; MILES, MISHA

ANOTHER KIND OF MUSIC

1412 F COL 24 min EIJ

The unique beat of reggae music draws together two thirteen-year-old musicians from different cultures. Terry, dissatisfied with the music his rock band plays, meets Dave, a Jamaican musician who introduces him to reggae. As Dave teaches Terry to play reggae, the bond between the boys grows. But when their friendship is challenged, each is faced with a moral dilemma. PHOENIX FILMS, 1978

CHILDREN'S FILMS - ELEMENTARY; MUSIC AND MUSICIANS;
REGGAE MUSIC

ARROW TO THE SUN

1420 F COL 12 min E

Gerald McDermott's animated interpretation of an American Indian legend about a young boy's search for his father which leads him to a dazzling voyage on an arrow to the sun. There in the sky village he passes through fierce trails until he is recognized by his father, the lord of the sun. TEXTURE FILMS, 1972

ANIMATED FILMS; CALDECOTT MEDAL BOOKS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S LITERATURE; MCDERMOTT, GERALD

ASTRONAUGHTS

3175 F COL 21 min E

The Magnificent 6 and 1/2 Gang convert an old boiler into a space ship and a crane lifts them into "outer space." Not realizing what caused their lift, they believe they are real astronauts and engage in a space walk before they return to reality. (MAGNIFICENT 6 1/2 SERIES) LUCERNE MEDIA, 1970

CHILDREN'S FILMS - ELEMENTARY; SPACE

AUNT MISERY

254 F COL 26 min E

A story from Portugal about a poor peasant woman who captured death and then let her go; that is why people laugh and are happy despite all the misery in the world. FILMS FOR THE HUMANITIES

CHILDREN'S FILMS - ELEMENTARY; FOLKLORE - PORTUGAL;
PORTUGAL

BARNABY: OVERDUES BLUES

844 F COL 6 min PE

Further adventures of young Barnaby and his magical fairy godfather, Mr. J.J. O'Malley. This time it's Mr. O'Malley who is in trouble. It seems that he is long overdue in paying his dues for the Elves, Leprechauns, Gnomes, and Littlemen Chowder and Marching Society, and he is being steadfastly pursued by the Society's sergeant-at-arms, Relentless Ostauer. Relentless Ostauer vows that he will track Mr. O'Malley to the ends of the earth in order to collect those dues. PHOENIX FILMS, 1981

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL

BEAUTY AND THE

STATE LIBRARY FILM LIST

BEAUTY AND THE BEAST

268 F COL 12 min PE

The classic tale of gentle Beauty who goes to live in the beast's castle to save her father's life. Though the Beast is kind, she cannot love him until he lies dying. Her kiss breaks the enchantment. CHURCHILL FILMS, 1981

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; FAIRY TALES

BEN AND ME

1469 F COL 21 min E

Based on Robert Lawson's story, this film presents the story of Amos, a poor Philadelphia church mouse. He becomes friends with Benjamin Franklin and helps Franklin with his inventions and experiments. WALT DISNEY EDUCATIONAL MEDIA, 1958

ANIMAL STORIES; ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; MICE

BEN'S DREAM

862 F B/W 6 min E

Ben falls asleep and abruptly finds himself awash in a flood. Only the tops of things show: the head and shoulders of the Statue of Liberty, the tip of Big Ben, and the peak of Mount Rushmore, where the bust of George Washington finally wakes the boy. MADE-TO-ORDER LIBRARY PROD, 1983

CHILDREN'S FILMS - ELEMENTARY

BIG APPLE BIRTHDAY

693 F COL 28 min E

On her tenth birthday, Amy discovers that everything bores her. But this changes when she visits the Unicorn Arms Hotel in Unicorn City. Meeting mad picnickers and learning the ups and downs from the zany elevator operator, she sings and dances with every fairy tale character. (THE UNICORN SERIES) MCGRAW-HILL FILMS, 1980

CHILDREN'S FILMS - ELEMENTARY; MUSICAL FILMS

A BIKE, A BIRTHDAY

874 F COL 10 min E

Almost every young child longs for a shiny, new bike. Jay wishes for one and has marvelous adventures in his dream about the prize possession. Until the morning of his birthday, Jay doesn't know whether or not his gift is the treasured first bike. CORONET FILM & VIDEO

CHILDREN'S FILMS - ELEMENTARY

BLIND BIRD

282 F COL 45 min G

Vassia is a young Russian boy with a pink pelican, Pelka, who is blind. When Vassia learns that a famous eye surgeon is in Moscow, he can think of nothing but trying to heal Pelka. MCGRAW-HILL FILMS, 1969

ANIMAL STORIES; BIRDS; CHILDREN'S FILMS - ELEMENTARY; PELICANS; RUSSIA

BOY WITH GLASSES

1493 F B/W 45 min E

A shy Japanese boy, Susumu, is told that he must wear glasses. Although he has a hard time reading the blackboard at school, he is afraid to wear the glasses. He fears that his classmates will ridicule him. When he finally does agree to put the glasses on, it is because his teacher and his father have helped him to overcome his self-consciousness. Accepting himself and his father's love is part of the vision he acquires. MCGRAW-HILL FILMS, 1969

CHILDREN'S FILMS - ELEMENTARY; JAPAN; MOTION PICTURES, JAPANESE

THE BUTTERFLY THAT STAMPED

915 F COL 11 min E

Once there was a king, with 999 quarreling wives, who would often escape to the peace of his garden, where one day he heard two butterflies quarreling. (JUST SO STORIES) CORONET FILM & VIDEO, 1983

ANIMAL STORIES; BUTTERFLIES; CHILDREN'S FILMS - ELEMENTARY; FOLKLORE - INDIA; KIPLING, RUDYARD

CABBAGES AND KINGS

918 F COL 18 min E

CABBAGES AND KINGS brings to life the Grimm Brothers' fairy tale. It is the story of a very vain and silly princess who spurned and ridiculed every suitor... until her angry father decreed that she marry the very next beggar who showed his face at the castle. BARR FILMS, 1980

CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; GRIMM BROTHERS

CALL IT COURAGE

922 F COL 24 min E

Branded a coward by his fellow islanders, a South Seas youth attempts to overcome his fear of the sea by sailing beyond the security of his island's barrier reef. For young Mafatu, this simple trip becomes a journey into manhood. Based on the Newbery Award winning novel by Armstrong Perry. WALT DISNEY EDUCATIONAL MEDIA

CHILDREN'S FILMS - ELEMENTARY; NEWBERY MEDAL BOOKS

THE CANTERVILLE GHOST

4435 F COL 22 min PE

5185 V
5312 V
This delightful animated film, based on Oscar Wilde's story, tells of a three hundred-year-old ghost's attempts to scare the human inhabitants from his house. BARR FILMS, 1988

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; GHOST STORIES; WILDE, OSCAR

THE CAT AND THE FIDDLER

936 F COL 11 min E

5141 V
5612 V
Based on the book Jacky Jeter. This animated film tells the story of the king who takes from a traveling fiddler his most valuable possession, a dancing cat. PARAMOUNT-OXFORD FILMS, 1970

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; CHILDREN'S LITERATURE; JETER, JACKY

CECILY

943 F COL 7 min PE

A homely little girl with enormous ears is the heroine of this animated film from Czechoslovakia. One day Cecily flaps her ears and discovers she can fly. She takes off from Africa, where she makes friends with the elephants, who have ears as big as hers. Cecily longs to be a singer, so she forms an elephant orchestra and they all become world famous. LEARNING CORP OF AMERICA, 1974

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL

CHILDREN OF WAX: A FOLKTALE FROM ZIMBABWE

4470 F COL 5 min PE

4465 V
An enchanting tale from Africa about five children made of wax. They are industrious, loving, and they feel no pain. But because they are wax, they can only go outside in the cool of darkness. CHURCHILL FILMS, 1988

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; FOLKLORE - AFRICA

THE CHINESE WORD FOR HORSE

4322 F COL 12 min PE

"The Chinese word for horse looks like a horse" - so begins a delightful, animated presentation of a Chinese fable about the meeting between horse and man. MEDIA GUILD, 1987

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S FILMS - PRESCHOOL

CHRISTMAS EVERY DAY

4515 F COL 20 min E

4516 V

Mayhem develops when Tilly summons a fairy who agrees, with some reluctance, to the girl's request to let every day be Christmas. BARR FILMS, 1988

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHRISTMAS; HOLIDAYS AND FESTIVALS; HOWELLS, WILLIAM DEAN

CINDERELLA

989 F COL 11 min PE

The mean stepmother, lazy stepsister, beautiful fairy godmother, handsome prince, and the lovely Cinderella in their charming story of pumpkin carriages, mice, and coachmen and, of course, the wondrous glass slipper. CDRONET FILM & VIDEO, 1980

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; FAIRY TALES

COQUENA

320 F COL 26 min G

Coquena is the god and protector of goats, sheep, and llamas in the Andes Mountains. The older shepherds taunted Chango because he was small and poor, but Coquena intervened and Chango received his due. FILMS FOR THE HUMANITIES, 1985

ARGENTINA; CHILDREN'S FILMS - ELEMENTARY; FOLKLORE - ARGENTINA; SOUTH AMERICA

THE CRAB THAT PLAYED WITH THE SEA

1072 F COL 12 min E

Long ago, when every animal learned its role in the pattern of things, the king crab felt free to play with the sea, causing much harm and alarm. The Eldest Magician struck a crafty bargain with the arrogant crab and ended the destruction. (JUST SO STORIES) CORONET FILM & VIDEO, 1983

ANIMAL STORIES; CHILDREN'S FILMS - ELEMENTARY; FOLKLORE - INDIA; KIPLING, RUDYARD

CREATIVE COLLAGES WITH PIERROT

1075 F COL 6 min EIJ

Pierrot, the little dreamer, and his three friends show how imagination and creativity can be blended to make some very unusual collages from old magazines and colored paper. CORDNET FILM & VIDEO

CHILDREN'S FILMS - ELEMENTARY; COLLAGE; HANDICRAFTS

THE DAY THE COLORS WENT AWAY

1103 F COL 10 min PE

What would the world be without colors? A little girl finds out. Her watercolors get up and leave to play on a rainbow, taking all the colors of the world with them. BRITANNICA FILM & VIDEO, 1974

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; COLOR

DIFFERENCES

107 F COL 17 min E

The story of how Chris, a 12-year-old white boy, and Emma, a 9-year-old Native American, overcome prejudicial barriers and grow to like each other. Emma is staying with Chris's family for a month while her father finishes some work elsewhere. Chris and Emma have very little in common except for their fathers' long friendship. AIMS MEDIA, 1987

CHILDREN'S FILMS - ELEMENTARY; INDIANS OF NORTH AMERICA; PREJUDICES

DRAGHETTO

1155 F COL 12 min E

Grisu, a young dragon, unlike his father, Fume, does not want to set the world on fire. He worries about the ecology and the dangers of fire and wants to be a fireman. He wants to put fires out, not start them like his father. He also forgets the fact that just because he doesn't want to be a dragon does not change the fact that he is. At the end of his adventures, he returns to his father Fume, who is happy to have him return. Grisu does not give up, and he keeps on dreaming his dream. PHENIX FILMS, 1979

CHILDREN'S FILMS - ELEMENTARY; DRAGONS

DRAGON OVER THE HILL

1624 F COL 8 min PE

5144 V

5617 V

Unusual animation using metal sculptures as the medium for telling a lighthearted story about the two blacksmiths and their encounter with a fire-breathing dragon. The film is excellent for encouraging young children to make up stories. PARAMOUNT-OXFORD FILMS, 1977

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S FILMS - PRESCHOOL; DRAGONS

DRAGON STEW

1625 F COL 13 min PE

Amusing animation about a cheeky lad who promises the king that he can make dragon stew, quite confident that the essential ingredient, the dragon, can never be obtained. But when a dragon is finally captured, he and the boy cooperate to find a satisfactory ending to their mutual dilemma. From the book by Tom McGowen. BFA EDUCATIONAL MEDIA, 1972

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S FILMS - PRESCHOOL; CHILDREN'S LITERATURE;
DRAGONS

DRAGON'S TEARS

1156 F COL 6 min E

Animated version of Hirotsuke Hamada's story of a little boy's fearless act in inviting a dragon to his birthday party. Utilizes Japanese style watercolor art and music. MCGRAW-HILL FILMS, 1962

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S FILMS - PRESCHOOL; CHILDREN'S LITERATURE;
DRAGONS

THE ELECTRIC ESKIMO

1172 F COL 58 min EIJHA

Accidentally involved in an experiment to harness the electromagnetic power of the North Pole, a young eskimo boy becomes an incredibly powerful source of electricity. His amazing new powers lead to many adventures. (CHILDREN'S FILM FOUNDATION SERIES) LUCERNE MEDIA, 1980

CHILDREN'S FILMS - ELEMENTARY; ESKIMOS; SCIENCE FICTION

THE ELECTRIC GRANDMOTHER

1173 F COL 32 min EIJ

Ray Bradbury's classic story, "I Sing the Body Electric," is the source of this gentle and effecting film starring Maureen Stapleton and Ed Herrmann. A young father and his three children lose their wife and mother. During their mourning they are visited by a mysterious helicopter from "Fantoccini, Ltd.," where a perfect grandmother can be made to their exact specifications! From there on we are in Ray Bradbury's amazing fantasy world, one without rocket ships or space battles, but one with plenty of love and emotion. LEARNING CORP OF AMERICA, 1982

AMERICAN LITERATURE; BRADBURY, RAY; CHILDREN'S FILMS - ELEMENTARY; SCIENCE FICTION; STAPLETON, MAUREEN

THE ELEPHANT'S

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THE ELEPHANT'S CHILD

1174 F COL 12 min E

When the world was new, elephants had no trunks, just funny bulgy noses--not good for much of anything. But all that changed when an elephant's child, full of "satiabable curiosity," asked what the crocodile had for dinner. (JUST SO STORIES) CORONET FILM & VIDEO, 1983

ANIMAL STORIES; CHILDREN'S FILMS - ELEMENTARY;
ELEPHANTS; FOLKLORE - INDIA; KIPLING, RUDYARD

THE EMPEROR AND THE ABBOT

354 F COL 27 min G

355 V
3787 T

An unkind Emperor decides that the local abbot is enjoying his life too much and gives three almost impossible riddles to solve. A shepherd comes to the rescue of the abbot and surprisingly saves him from humiliation. (STORYBOOK INTERNATIONAL SERIES) JOURNAL FILMS, 1982

CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; FOLKLORE - FRANCE

THE EMPEROR'S NEW CLOTHES

356 F COL 11 min PE

A creative combination of pantomime and modern dance tells the story of the clever weaver who tricks a vain and foolish emperor into parading through his kingdom wearing an invisible suit of clothes. CORONET FILM & VIDEO, 1979

ANDERSEN, HANS CHRISTIAN; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S FILMS - PRESCHOOL

THE EMPEROR'S NEW CLOTHES

1178 F COL 16 min E

This film illustrates how a vain and gullible emperor is duped by two tailors who prepare the royal robe from invisible cloth. Based on the story by Hans Christian Anderson. Acted by Peppermint Players, a children's repertory theater company. MCGRAW-HILL FILMS, 1966

ANDERSEN, HANS CHRISTIAN; CHILDREN'S FILMS - ELEMENTARY;
FAIRY TALES

THE EMPEROR'S OBLONG PANCAKE

1179 F COL 6 min PE

The story about an emperor who tried to change all the round objects in his kingdom to oblong shapes. After several amusing experiences he realizes that some things must be round to function, while for others, shape does not affect their use. STERLING EDUCATIONAL FILMS, 1963

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; SHAPE

FAERIES

1197 F COL 25 min E

This animated film transports us to a world of dark enchantments and magical powers, inhabited by creatures of captivating beauty and great ugliness. Osin, a hunter, has to confront and defeat a special shadow monster. PYRAMID FILMS, 1981

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; FAIRIES

FAT ALBERT: WHO IS AN AMERICAN?

377 F COL 15 min PE

5220 V

The gang's school is celebrating American Day by electing someone to be America's Queen. Fat Albert nominates Keiko Imura, a naturalized citizen. Others nominate Cindy Collins, who conducts a vicious campaign against the "foreigner." But Fat Albert shames his classmates into realizing their own prejudice. BARR FILMS, 1985

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S FILMS - PRESCHOOL; PREJUDICES; RACISM

FELIPA: NORTH OF THE BORDER

1229 F COL 17 min E

A young bilingual girl of Mexican immigrant parents with ambitions to be a teacher gets some early experience when she volunteers to help her uncle learn English so that he can get a driver's license for a new job. We share moments of humor, anguish, and plodding progress, and finally their triumph. LEARNING CORP OF AMERICA, 1971

CHILDREN'S FILMS - ELEMENTARY; MEXICAN AMERICANS

THE FISH FROM JAPAN

382 F COL 19 min E

A new student seeking acceptance from his new classmates tells them he is awaiting a special fish from his uncle in Japan. Amidst great expectations, he gets a kite shaped like a fish and must use some ingenuity to save face in front of his class. BFA EDUCATIONAL MEDIA, 1983

CHILDREN'S FILMS - ELEMENTARY; FRIENDSHIP; JAPAN

FLYAWAY DOVE

1248 F COL 18 min E

Edmond Sechan, Academy Award-winning director of "The Golden Fish" and cameraman for the classic film "The Red Balloon" again displays his rare feeling for human nature and incomparable talent for aerial cinematography in this imaginative non-verbal tale. Eva, a fledgling circus performer, is frustrated when her "trained" dove refuses to fly back to her. She dreams that the dove's dancing feather leads her on a breathtaking airplane ride to a prince's place. She then captures the dove both in her dream and in life and begins to understand that to possess something also involves the ability to set it free.

ANIMAL STORIES; BIRDS; CHILDREN'S FILMS - ELEMENTARY;
CIRCUS; NON-NARRATED FILMS

THE FORBIDDEN DOOR

391 F COL 27 min G

392 V
3792 T

Behind a forbidden door a young sheik, Hakim, finds his happiness and wealth; however, he soon realizes that through greed and curiosity he had lost everything that he loved. Hakim carried the secret of the forbidden door to his grave. (STORYBOOK INTERNATIONAL SERIES) JOURNAL FILMS, 1982

CHILDREN'S FILMS - ELEMENTARY; FOLKLORE - ARABIA

THE FROG KING OR FAITHFUL HENRY

1277 F COL 15 min E

An adaptation of Grimm's fairy tale about the princess who saves a prince trapped in the form of a frog. TOM DAVENPORT FILMS

CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; GRIMM BROTHERS

THE FURIOUS FLYCYCLE

1285 F COL 12 min E

Melvin Spitznale, a young mechanical genius, discovers Professor Mickimecki's secret formula for making objects fly. From this formula, he develops the "Furious Flycycle," an airborne bicycle that helps him become a hero. CHURCHILL FILMS, 1980

CHILDREN'S FILMS - ELEMENTARY

GABRIELLE AND SELENA

1714 F COL 13 min PE

This film recreates the charming story of two eight-year-old girls--Selena, a black girl, and her best friend, Gabrielle, a white girl--who are tired of being themselves. Thinking that life might be more interesting if each lived in the other's house, they decide to change places one day. Based on the book by Peter Desbarats. BFA EDUCATIONAL MEDIA, 1972

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; CHILDREN'S LITERATURE; DESBARATS, PETER

GERONIMO JONES

1725 F COL 21 min EIJHA

A young Indian boy is caught between two worlds--his Indian heritage and the world created by the white man. His grandfather gives him a treasured Apache medallion. He goes on an after-school expedition to town and a white storekeeper persuades him to trade the used medallion for a used television set. Instead of bringing joy to his grandfather, a Western they watch on the set depicts "bad" Indians being wiped out by the United States Cavalry, bringing grief to the old man and the boy. LEARNING CORP OF AMERICA, 1970

CHILDREN'S FILMS - ELEMENTARY; INDIANS OF NORTH AMERICA

THE GHOST BELONGED TO ME

1304 F COL 11 min E

A riveting story by Richard Peck about Alexander Armsworth and his ghostly encounter with a girl who comes to haunt him. WALT DISNEY EDUCATIONAL MEDIA, 1982

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S LITERATURE; GHOST STORIES; PECK, RICHARD

THE GHOST OF THOMAS KEMPE

1305 F COL 48 min E

James Harrison unwittingly releases a mischief-loving ghost from an antique bottle and is plunged into trouble. Thomas Kempe, Esq., the madcap ghost, involves the innocent James in a series of pranks that infuriates everyone. MFI FILM & VIDEO, 1979

CHILDREN'S FILMS - ELEMENTARY; GHOST STORIES

GHOSTS AND GOULIES

3177 F COL 21 min E

This tells of the Gang's new member who is to be initiated by spending an hour in a haunted house. (MAGNIFICENT 6 1/2 SERIES) STERLING EDUCATIONAL FILMS, 1970

CHILDREN'S FILMS - ELEMENTARY; GHOST STORIES

GILBERTO'S MAYAN DREAM

1315 F COL 25 min E

To see the fabled temples and palaces of the ancient Mayan city to Tikal is the dream of 14-year-old Gilberto Leopoldo. Gilberto's dream becomes reality when his cloth is sold at the marketplace and his father uses the money to take his son to see the ancient ancestral ruins of Tikal. (WORLD CULTURE AND YOUTH SERIES) CORONET FILM & VIDEO, 1981

CHILDREN'S FILMS - ELEMENTARY; INDIANS OF NORTH AMERICA; MAYAS; MEXICO; TIKAL

GLITTERBALL

1730 F COL 57 min E

An alien spaceship crashes on earth piloted by a small silver ball with amazing powers, the Glitterball. The Glitterball needs help and develops an appetite for human food. Before the Glitterball returns to outer space, it bombards criminals in a supermarket and is a hero. (CHILDREN'S FILM FOUNDATION SERIES) LUCERNE MEDIA, 1979

CHILDREN'S FILMS - ELEMENTARY; SCIENCE FICTION

THE GRIEF OF PI-KARI

420 F COL 27 min G

421 V
3797 T

A chief abandons his village to live with his "spirit" wife. A child is born, and his wife disappears back to the spirit world. The chief, after a prolonged period of mourning, realizes his responsibility to his village and to his daughter, who symbolizes both the real and spirit worlds. (STORYBOOK INTERNATIONAL SERIES) JOURNAL FILMS, 1982

CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; FOLKLORE - NEW ZEALAND

GULLIVER'S TRAVELS

1760 F COL 77 min G

An animated feature of Jonathan Swift's Gulliver's Travels. NATIONAL FILM AND VIDEO CENTER

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; ENGLISH LITERATURE; FEATURE FILMS; SWIFT, JOHNATHAN

HANG YOUR HAT ON THE WIND

2923 F COL 46 min G

Goyo, a Navajo boy, catches a runaway racehorse and is determined to keep it. The parish priest convinces him to return the animal to its owner, but border bandits grab the boy and steal the horse. Action explodes in a thrilling chase to capture the outlaws. WALT DISNEY EDUCATIONAL MEDIA, 1969

ANIMAL STORIES; CHILDREN'S FILMS - ELEMENTARY; HORSES; INDIANS OF NORTH AMERICA

HANNAH AND THE DOG GHOST

1766 F COL 30 min E

Hannah, a young widow, lives alone with her small son in the turn-of-the-century wilderness in East Texas. An evil fiddle man, drawing his powers from the forces of Satan, comes to her home and whisks her little boy away. A magical voice in the garden well gives Hannah directions to the house, but her ordeal is not over. PHOENIX FILMS, 1981

CHILDREN'S FILMS - ELEMENTARY; GHOST STORIES; MYSTERY AND SUSPENSE

HAPPY BIRTHDAY, MOON

424 F COL 7 min PE

Bear decides to give his friend, the moon, a birthday present. To get close enough to talk with the moon, Bear travels across River, Forest, and Mountain until he stands on a high peak. Bear thinks the echoes of his own voice are the moon's answer to his question. A tender fantasy about the meaning of friendship. WESTON WOODS

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; FRIENDSHIP

HAROLD AND THE PURPLE CRAYON

2930 F COL 7 min PE

Develops through animation the story of Harold, who, with his purple crayon, creates a world of his own, since whatever he draws becomes real. WESTON WOODS, 1969

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; CHILDREN'S LITERATURE; JOHNSON, CROCKETT

THE HAUNTED PASTURES

428 F COL 27 min G

429 V
3783 T

A prosperous but bad tempered farmer was given three daughters instead of sons. When the farmer's cows disappear from the pastures, the farmer sends his daughters to find out what has become of them. One by one his daughters disappear. While searching for her sister, the youngest daughter helps an old man climb the nearby cliff. Ursula frees the man from a spell and he turns into a prince. The cows return to the pasture and Ursula and the Prince marry, living happily ever after. (STORYBOOK INTERNATIONAL SERIES) JOURNAL FILMS, 1982

CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; FOLKLORE - BAVARIA

HINEMOA

STATE LIBRARY FILM LIST

HINEMOA

441 F COL 27 min G
442 V
2666 T

Hinemoa and Tutaneikai were in love, but Hinemoa's father wanted her to marry a future chief. Hinemoa is forbidden to see Tutaneikai, but she devises a plan and successfully reaches her love. Reunited, Tutaneikai and Hinemoa marry and live happily. Hinemoa's father admires her courage and he forgives her disobedience. (STORYBOOK INTERNATIONAL SERIES) JOURNAL FILMS, 1982
CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; FOLKLORE - NEW ZEALAND

THE HOBBIT

2957 F COL 78 min G

J. R. R. Tolkien's glorious fantasy has now become a masterful film to delight all ages. The saga of the epic battle between the moralistic hobbits and dwarves against the evil forces of dragons and goblins glitters with an all-star roster of narrators: Orson Bean, Richard Boone, Cyril Ritchard, and John Huston. XEROX, 1977
ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; ENGLISH LITERATURE; TOLKIEN, J.R.R.

HOME FREE

1806 F COL 20 min EIJ

"Home Free" reverses the traditional story of the ethnic child assimilating into North American culture by placing a white child in a new cultural environment. Kathy, a girl of 10, has just moved from the country to the city into a Chinese neighborhood. When she is invited to a classmate's party, she is confronted with all her fears and superstitions. The food is strange and even the way of eating is new and extremely difficult. She comes to grips with the situation and after the party Kathy goes home filled with enthusiasm for the new culture she has become acquainted with. PHOENIX FILMS, 1978
CHILDREN'S FILMS - ELEMENTARY; CHINESE AMERICANS

THE INCREDIBLE BOOK ESCAPE

1903 F COL 45 min E

P.J. wakes to find she's been locked in the library at night. Characters from some favorite books appear to give her hints about how to get out. Live action with fully animated adaptations of THE FURIOUS FLYCYCLE by Jan Wahl; GHOST IN THE SHED by Marilynne K. Roach; MYRA by Bottnner; and THE PRACTICAL PRINCESS by Jay Williams. CHURCHILL FILMS, 1980
BOOKS AND READING; CHILDREN'S FILMS - ELEMENTARY; LIBRARIES AND LIBRARIANSHIP

THE INVISIBLE BOY

1917 F COL 23 min G

A young boy named Charlie visits his mountain-dwelling aunt, is put off by her solitary strangeness, and is unmoved by her love for him. He cannot wait to go home until the old lady entices him with a spell that makes him think he is invisible. (THE LCA SHORT STORY SERIES) LEARNING CORP OF AMERICA, 1982
BRADBURY, RAY; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S LITERATURE; SCIENCE FICTION

JAFAR'S BLUE TILES

1936 F COL 25 min JH

14-year-old Jafar Esarbakh wishes to help restore the blue dome of an ancient tomb in his rural Iranian village. His father, the chief bricklayer, agrees to let Jafar lend a hand. We watch as Jafar learns to knead clay, mix the special blue glaze, and bake the brick. (WORLD CULTURE AND YOUTH SERIES) CORONET FILM & VIDEO, 1980
BRICKS; CHILDREN'S FILMS - ELEMENTARY; IRAN

JOHNNY APPLESEED: A LEGEND OF FRONTIER LIFE

4160 F COL 15 min G

The inspiring story of Johnny Appleseed -- a man of peace whose goal was to make the world a better place for all living creatures -- is imaginatively retold against the background of pioneer America. BFA EDUCATIONAL MEDIA, 1954
BIOGRAPHY; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; JOHNNY APPLESEED

THE JOHNSTOWN MONSTER

3075 F COL 45 min EIH

One day a youngster takes a photograph of the Johnstown lake which indicates that the legendary Johnstown Monster might not be a legend after all. Tourists flock to the area, but the boom fades when the monster fails to reappear, so several children create their own monster, which fools everyone (or almost everyone). (CHILDREN'S FILM FOUNDATION SERIES) LUCERNE MEDIA
CHILDREN'S FILMS - ELEMENTARY; MONSTERS

JONATHAN AND THE DRAGON

1953 F COL 6 min PE

When the wisest men in town fail to chase away an unwanted dragon, one boy tries and succeeds. MTI FILM & VIDEO, 1977
CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; DRAGONS

JULIA: THE GOURDCARVER

1960 F COL 25 min EIJ

Taught by her uncle the ancient Incan craft of gourdcarving, Julie Flores Sanabria, eleven years old, carves a gourd, telling the story of her life. She hopes to sell it and earn enough to buy a sweater for her grandfather. On market day, we share with Julia the color and excitement as hundreds of people come to sell and buy food and flowers, rugs and ponchos, and the famous carved gourds. She knows the sweater she will buy, but first comes hard bartering for her gourd, and then...success. (WORLD CULTURE AND YOUTH SERIES) CORONET FILM & VIDEO, 1980
CARVING; CHILDREN'S FILMS - ELEMENTARY; HANDICRAFTS

JUST ONE ME

3081 F COL 8 min PE

Based on the book by Aileen Brothers and Cora Holsclaw. An imaginative black boy pictures himself as a tree, a road, an automobile, a merry-go-round, the wind, and a plane. He enjoys his many roles, but returns at last to the unique one--himself. PARAMOUNT-OXFORD FILMS, 1971
AFRICAN AMERICANS; BROTHERS, AILEEN; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; CHILDREN'S LITERATURE

KATURA AND THE CAT

1968 F COL 11 min E

Deep in the woods, dark spirits are gathering for Halloween as young Katura makes her way, hoping to reach the castle on its distant side before dark. Among the spirits in the woods is the Forest Witch who seeks to use Katura for her own evil purposes. CORONET FILM & VIDEO, 1982
CHILDREN'S FILMS - ELEMENTARY; HALLOWEEN; HOLIDAYS AND FESTIVALS

KEVIN ALEC

1970 F COL 17 min E

Kevin lives on the Fountain Indian Reserve in British Columbia. He is an eleven-year-old Indian boy whose parents are dead. He lives with his grandmother who is in her eighties. In the beautiful and touching film viewers glimpse a simple and naturally rich way of life that preserves many of the old ways of Indian life. He will always be a Fountain Indian and this will be a source of great strength and satisfaction for him. MEDIA GUILD, 1978

CHILDREN'S FILMS - ELEMENTARY; INDIANS OF NORTH AMERICA

A KITE STORY

1980 F COL 25 min E

A KITE STORY is adventure and fantasy, an intense visual experience without words. Over the hill from his home a small boy discovers a mysterious tent, all sunlight, wind, and dancing circling kites. A man appears, a kitemaker who gives the boy a little white kite which seems (we are never sure) to have of life of its own. As the story develops so does the attachment between the boy and his kite, until on another day the kitemaker builds a glittering rocket kite which captivates the boy. Delighted, he runs home with his new possession followed forlornly by the little white kite. The next morning, torn and out of control, the little kite is caught irrevocably in a tall tree while the boy runs off unaware. And then the rocket kite crashes and breaks apart. Sadly, the boy returns to the hilltop. The kitemaker and his tent have vanished. CHURCHILL FILMS, 1969

CHILDREN'S FILMS - ELEMENTARY; KITES; NON-NARRATED FILMS

THE LAST OF THE RED HOT DRAGONS

2010 F COL 27 min E

King Lion and his followers meet the last dragon on earth. This lighthearted animated musical tells of their attempts to help their cold weathered friends trapped at the North Pole. The flying dragon regains his flame just in time to effect a dramatic rescue. LUCERNE MEDIA, 1980

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; DRAGONS; MUSICAL FILMS

LEGEND OF FIREFLY MARSH

4366 F COL 26 min IJH

Tall tales, ghost stories, fog enshrouded marshes, adventurous boys, and a Loch Ness-like creature all help to create a great, old fashioned film for people of all ages. THE LEGEND OF FIREFLY MARSH is a beautiful crafted picture that draws as heavily on storytelling as it does on atmosphere, special effects, and strong performance. PHOENIX FILMS, 1987

CHILDREN'S FILMS - ELEMENTARY

THE LEGEND OF JOHNNY APPLESEED

2017 F COL 19 min G

The tale of a real life American character who traveled West planting apple seeds everywhere. WALT DISNEY EDUCATIONAL MEDIA, 1958

BIOGRAPHY; CHILDREN'S FILMS - ELEMENTARY; FOLKLORE - UNITED STATES; JOHNNY APPLESEED

THE LEGEND OF SLEEPY HOLLOW

2020 F COL 20 min EIJHA

From the book by Washington Irving. Ichabod Crane is more bumbling and gullible than ever...Brom Bones is at his malevolent worst...Katrina Van Tassel is at her flirtatious best in this suspense-filled movie which features one of the spookiest chase scenes ever recorded on film. WALT DISNEY EDUCATIONAL MEDIA, 1974

AMERICAN LITERATURE; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S LITERATURE; GHOST STORIES; IRVING, WASHINGTON

THE LEGEND OF SLEEPY HOLLOW

3116 F COL 14 min PE

This is an animated version of Washington Irving's classic story of the stork-like school master Ichabod Crane and his encounter with the spectral spirit which haunts Sleepy Hollow. PYRAMID FILMS, 1972

AMERICAN LITERATURE; ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; GHOST STORIES; IRVING, WASHINGTON

THE LEGEND OF THE BOY AND THE EAGLE

2021 F COL 21 min G

This Hopi legend of a boy's love for the tribe's sacred eagle helps students better understand the religions and philosophies of Indian cultures and the conflict between group and individual values. WALT DISNEY EDUCATIONAL MEDIA, 1976

CHILDREN'S FILMS - ELEMENTARY; INDIANS OF NORTH AMERICA

LEOPOLD AND THE SEE THROUGH CRUMBPICKER

3121 F COL 9 min PE

An animated motion picture based on the children's book of the same title by James Flora. An account of the invisible crumbpicker and his misadventures which almost land him in jail until the police chief suggests an alternative. WESTON WOODS, 1971

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; CHILDREN'S LITERATURE; FLORA, JAMES

LITTLE BLUE AND LITTLE YELLOW

3139 F COL 10 min G
262 V

This animated film has as its main characters, abstract splotches of pure color. When they hug each other, they turn green. After some confusion and tears, they sort themselves out. A whimsical tale for all ages. Based on the children's book by Leo Lionni. MCGRAW-HILL FILMS, 1962

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; CHILDREN'S LITERATURE; LIONNI, LEO

THE LITTLE MERMAID

3141 F COL 25 min E

Presents Hans Christian Andersen's fairy story about a little mermaid and her love for a prince. PYRAMID FILMS, 1974

ANDERSEN, HANS CHRISTIAN; ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES

THE LITTLE PRINCE

2042 F COL 27 min E

This clay animated version of the Antoine de Saint-Exupery fable is an enchanting tale for all ages. Narrated by Cliff Robertson. BILLY BUDD FILMS, 1979

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S LITERATURE; CLAY ANIMATION FILMS; FRENCH LITERATURE; SAINT-EXUPERY, ANTOINE DE

LUXO, JR.

159 F COL 3 min G
160 V

This award-winning short uses three-dimensional computer animation to give life and charm to a father-son team of Luxo lamps. DIRECT CINEMA, 1987

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; COMEDY FILMS; COMPUTER ANIMATION

THE MAGIC FLUTE

STATE LIBRARY FILM LIST

THE MAGIC FLUTE

2067 F COL 10 min P
5596 V

An animated story about a minstrel and a lord of a castle who does not like music. A nightmare inspires the minstrel to play his lute. This makes the lord angry and he breaks the lute. The nightingale aids the minstrel to escape the rage of the lord. CAROUSEL FILM & VIDEO
CHILDREN'S FILMS - PRESCHOOL

THE MAGIC HAT

2068 F COL 28 min E

A young boy moves with his family to a new home in Unicorn City. Finding it difficult to make friends, he accepts a "magic hat" from a moving man who claims that everyone likes the person who wears it. (THE UNICORN SERIES) MCGRAW-HILL FILMS, 1980
CHILDREN'S FILMS - ELEMENTARY

MAGIC ORCHARD

504 F COL 16 min E

This Czech animation is based on an Oriental fairy tale about a group of poor desert dwellers who find a pot of gold coins as they tend a field. Instead of using it selfishly, they give it away to others. They are rewarded with only a feather but it proves to have magical powers. PHOENIX FILMS, 1986
ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S FILMS - PRESCHOOL; CZECHOSLOVAKIA; FOLKLORE - CZECHOSLOVAKIA

THE MAGIC WELL

2080 F COL 14 min E

When Gretchen slips and falls into the magic well, she finds herself in an enchanted fairyland where she has several adventures and earns a wonderful reward for her kindness. Later, her selfish stepsister, Matilda, makes the same journey - with very different results. CORONET FILM & VIDEO, 1976
CHILDREN'S FILMS - ELEMENTARY

THE MAGIC WORLD OF WHISELPHASOON

3174 F COL 12 min PE

Through a series of misadventures, a little boy named Leander falls into the clutches of a literal-minded and wicked king. Leander loses all of his imagination but summoning up his courage he makes a recovery, wakens the king's dormant imagination, and shows him how to use it for the good of his subjects. FILMS, INC, 1975
ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S FILMS - PRESCHOOL

THE MAGNIFICENT MAJOR

2082 F COL 28 min E

A young girl who doesn't like to read is transported into the future where she encounters a society of "non-readers." All this seems perfect until she is commanded by the evil ruler to burn the book she brought with her. (THE UNICORN SERIES) MCGRAW-HILL FILMS, 1980
BOOKS AND READING; CHILDREN'S FILMS - ELEMENTARY

MAKING SHADOWS WITH PIERROT

2099 F COL 6 min E

Unable to sleep because of his noisy little brother, Pierrot demonstrates his ingenuity and talent by making hand shadows on the wall to amuse him. After an imaginative display of remarkable shadows, including a dripping faucet and ducks that fly away, the child falls asleep. But Pierrot's imagination is awakened, and the shadows put on a show of their own. CORONET FILM & VIDEO
CHILDREN'S FILMS - ELEMENTARY

THE MAN, THE SNAKE AND THE FOX

2107 F COL 12 min E

This film is a dramatization of a traditional Ojibwa legend by an engaging cast of marionettes. ARTHUR MOKIN PRODUCTIONS, 1980
CHILDREN'S FILMS - ELEMENTARY; FOLKLORE - AMERICAN INDIAN

MANY MOONS

3210 F COL 13 min G

An animated motion picture based on the story by James Thurber. A ten-year-old princess falls ill of a surfeit of raspberry tarts. In order to help her get well, the royal court must capture the moon for her. MCGRAW-HILL FILMS, 1975
AMERICAN LITERATURE; ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; THURBER, JAMES

MARTIN AND GASTON

3218 F COL 12 min PE

The tale of two small but fearless boys who set out to sea meeting with all sorts of adventures: storms and shipwreck, cannibals and pirates before they return home to a heroes' welcome. FILMS, INC, 1972
ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S FILMS - PRESCHOOL

MATTHEW, YOUR MOTHER IS CALLING YOU

3227 F COL 9 min G

Colored papers in a kaleidoscope come into motion creating abstract forms which take the shapes of Matthew and Denise. Eager to shine in Denise's eyes, Matthew creates new characters, producing them out of his hat. FILMS, INC, 1961
CHILDREN'S FILMS - ELEMENTARY; FILM AS ART

MIGUEL: UP FROM PUERTO RICO

3244 F COL 15 min EIJ

Born in Puerto Rico, but now living in New York City, Miguel remembers his former home. Life in a crowded apartment is very different. LEARNING CORP OF AMERICA, 1966
CHILDREN'S FILMS - ELEMENTARY; HISPANIC AMERICANS; PUERTO RICO

MILLIONS AND MILLIONS OF BUBBLES

2144 F COL 11 min P

Presents the story of a budding relationship between two small children who meet at the seashore and share an adventure of discovery involving sea creatures, waves, rocks, and sand. CHURCHILL FILMS, 1974
CHILDREN'S FILMS - ELEMENTARY; OCEAN

MISUNDERSTOOD MONSTERS

2154 F COL 44 min E

Three animated stories, each taken from a children's book, are woven together in a life action film about Stanley who is falsely accused of being a monster. CHURCHILL FILMS, 1981
ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; MONSTERS

THE MOLE AND THE ROCKET

3258 F COL 10 min PE

The mole finds himself carried off to a desert island by a rocket. The rocket lies in ruins. A crab and other sea creatures aid the mole in reassembling the rocket. PHOENIX FILMS, 1973
ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S FILMS - PRESCHOOL

MOLLY'S PILGRIM

540 F COL 22 min EJ
4394 V

This is the story of a Russian Jewish immigrant girl living in America who is made to feel unwelcome by some of her classmates who make fun of her ethnic ways. When Molly completes a class assignment in an unusual way the class comes to respect Molly and learns a lesson about Thanksgiving. PHOENIX FILMS, 1985

CHILDREN'S FILMS - ELEMENTARY; HOLIDAYS AND FESTIVALS; JEWS; PREJUDICES; THANKSGIVING

MONKEYS FISHING THE MOON

4343 F COL 11 min PE

This bright full moon emerges from behind the hill-tops. A group of monkeys chase after it, until finally they trap its image in a pool at the foot of a dramatic cliff. After fishing it out with a bowl, they quarrel over who should have it. The bowl breaks and the moon takes its place in the sky once again. LUCERNE MEDIA

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; MONKEYS

MOON MAN

2176 F COL 8 min PE

Tells how the man in the moon becomes bored with his life and rockets down to Earth. WESTON WOODS, 1981

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; MOON

THE MOONBEAM PRINCESS--A JAPANESE FAIRY TALE

2177 F COL 18 min PE

A little princess is sent to earth on a moonbeam. Found in a bamboo grove, the baby is raised by a woodcutter and his wife until she grows to young womanhood. Three princes vie for her hand by attempting extraordinary feats, but they all fail. Recalled to her home on the moon, the princess leaves a gift of magical flowers for her loved ones on earth. CORONET FILM & VIDEO, 1967

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; MOON

MOONPLAY

2178 F COL 14 min PE

A small girl wishes for the moon, which materializes on her window ledge as a bright, golden ball. Defying all laws of proper ball behavior, the moon leads her on a fantastic chase. CHURCHILL FILMS, 1977

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; MOON

MORWEN OF THE WOODLANDS

542 F COL 27 min G

543 V
3784 T

While out riding in the woods, a prince falls in love with Morwen, a beautiful maiden. She returns to the castle with him. On returning from a battle, the prince throws a feast only inviting Morwen and Wylan, a monk-magician who helps reveal Morwen's real identity. She is in fact the prince's wife, who arranged the whole charade. (STORYBOOK INTERNATIONAL SERIES) JOURNAL FILMS, 1982

CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; FOLKLORE - WALES

THE MOST WONDERFUL EGG IN THE WORLD

169 F COL 6 min PE

Helme Heine's vivid watercolors, complimented by a subtle medieval score played on guitar and oboe, set the stage for this hilarious tale of three vain hens, each determined to win the title of princess by laying the most wonderful egg. WESTON WOODS

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; CHILDREN'S LITERATURE; HEINE, HELME

MR. SUPERINVISIBLE

2189 F COL 91 min G

This wonderful, very funny film for children features Dean Jones as a research chemist who comes upon a potion that makes him invisible. There are the inevitable complications, nice mixing romance and suspense, a winning cast of characters - including one irresistibly cuddly dog - and plenty of hilarious variations of the ever-popular H. G. Wells' Invisible Man idea. MACMILLAN FILMS

CHILDREN'S FILMS - ELEMENTARY; COMEDY FILMS; FEATURE FILMS

MUFARO'S BEAUTIFUL DAUGHTERS

4276 F COL 14 min EI

Everyone agrees that Mufaro's two daughters are very beautiful: the kind and considerate Nyasha, and the selfish and ill-tempered Manyara. When the king decides to take a wife, the girls are unknowingly tested to reveal which is worthy enough to be the queen in this fable, lush with magnificent paintings of the African landscape. WESTON WOODS, 1988

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S LITERATURE

MY DOG IS LOST

3286 F COL 10 min E

Based on the book by Sharon Curtin. The problems of communication are charmingly dramatized when Juanito, newly arrived from Puerto Rico and unable to speak English, loses his dog and tries to find him in New York City. MCGRAW-HILL FILMS

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S LITERATURE; CURTIN, SHARDN

NEBULE

3297 F COL 10 min PE

The child hero of this fantasy reaches for an ordinary black string which magically conforms to his every wish. Gives a stimulus for creative activities. INTERNATIONAL FILM BUREAU, 1975

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL

THE NEW MAID

2239 F COL 35 min EIJ

Maria, a Central American immigrant, is hired by the McGraths, a well-to-do Los Angeles couple with two mischievous boys. The story focuses upon the relationship which develops between Maria, the younger boy, Joey, and Mrs. McGrath. LEARNING CORP OF AMERICA, 1980

CHILDREN'S FILMS - ELEMENTARY

NIGHT FERRY

2248 F COL 62 min E

Jeff, Nick, and Carol discover a plot to smuggle the stolen mummy of an Egyptian boy-king and jewel studded case among a consignment of show window dummies. (CHILDREN'S FILM FOUNDATION SERIES) LUCERNE MEDIA, 1979

CHILDREN'S FILMS - ELEMENTARY; MYSTERY AND SUSPENSE

THE NIGHT THE GHOST

STATE LIBRARY FILM LIST

THE NIGHT THE GHOST GOT IN

3303 F COL 15 min JHA

Our imaginations and our tendency to jump to conclusions can get us into trouble. Both of these quirks of human nature got James Thurber into a mess late one night while he was bathing and thought he heard a noise. Before it was all over, doors were broken, the police had arrived, and shots were fired. BFA EDUCATIONAL MEDIA, 1976

AMERICAN LITERATURE; CHILDREN'S FILMS - ELEMENTARY; THURBER, JAMES

NIKKOLINA

2251 F COL 28 min E

Young Nikkolina does not share her Greek father's feeling for their old world heritage, and resents his insistence that she take part in the traditional ceremonies in a family wedding, since it means she must miss a figure skating contest for which she has practiced for months. LEARNING CORP OF AMERICA, 1978

CHILDREN'S FILMS - ELEMENTARY; ETHNIC GROUPS

PETER AND THE WOLF

2326 F COL 28 min E

In this performance of Prokofiev's famous music composition, Peter is an appealing small boy and grandfather is a grouchy old man while a real bird, cat, duck, and wolf act out their parts in a beautiful setting. The Santa Cruz Chamber Orchestra performs among the forest and meadow verdure of Santa Cruz, California. Ray Bolger explains that the various instruments present the characters by their tone. PYRAMID FILMS, 1981

BOLGER, RAY; CHILDREN'S FILMS - ELEMENTARY; MUSIC AND MUSICIANS; PROKOFIEV, SERGEY

PETER AND THE WOLF

3372 F COL 14 min PEIJHA

An animated adaptation of Sergei Prokofiev's musical composition about a little Russian boy who captures a wolf. Various characters in the story--the cat, the duck, the hunters, etc.--are represented by different musical instruments in this narrated tale. WALT DISNEY EDUCATIONAL MEDIA, 1964

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; MUSIC AND MUSICIANS; PROKOFIEV, SERGEY

THE PIED PIPER OF HAMELIN

579 F COL 18 min E

In this classic tale the piper makes Hamelin's children disappear to an enchanted mountain when the council refuses to pay him for ridding the town of rats. The original Browning poem is beautifully recited by Orson Welles. CHURCHILL FILMS, 1983

BROWNING, ROBERT; CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; POETS AND POETRY; WELLES, ORSON

THE PIED PIPER OF HAMELIN

580 F COL 29 min E

Retelling the medieval legend of the Pied Piper of Hamelin, this sophisticated, mystical rendition combines poetry, music, dance, film, and puppet animation. Robert Browning's poem evokes the legend of the people of the town of Hamelin who hired the mysterious piper to rid town of its rat infestation. MEDIA GUILD, 1983

ANIMATED FILMS; BROWNING, ROBERT; CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; POETS AND POETRY

THE PIEMAKER OF IGNORAMIA

2333 F COL 12 min E

This animated film portrays the story of a land called Ignoramia whose citizens cannot read or write. Problems abound until the little piemaker meets a Bookworm who teaches her to read, and the people discover that reading can lead the way to new careers and happier lives for everyone. LEARNING CORP OF AMERICA

ANIMATED FILMS; BOOKS AND READING; CHILDREN'S FILMS - ELEMENTARY; LIBRARIES AND LIBRARIANSHIP

PLANET OF THE TICKLEBOPS

2350 F COL 12 min E

Vandalism almost destroys a mythical planet in this animated film. When two children invent a game called "Bop the Bubble," they ignore the damage it creates until everyone else starts playing the game, too, and the planet is in danger of being reduced to rubble. The kids learn their lesson and gain a new sense of responsibility. LEARNING CORP OF AMERICA

CHILDREN'S FILMS - ELEMENTARY; VANDALISM

THE PRACTICAL PRINCESS

2371 F COL 10 min PE

This princess is blessed with common sense as well as beauty and grace. She outsmarts a dragon, her royal father, and an unacceptable suitor. She even rescues a handsome prince. CHURCHILL FILMS, 1980

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; FAIRY TALES

THE PRIEST KNOW-ALL

590 F COL 27 min G

591 V

2855 T

John, a simple peasant, is mistaken for a priest and is taken to a royal convention of ecclesiastics. He impresses the king and is made Captain Royal. He is made to predict the sex of the Queen's yet unborn child. Luckily, she gives birth to twins, a girl and a boy, and John is ordained a bishop. (STORYBOOK INTERNATIONAL SERIES) JOURNAL FILMS, 1982

CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; FOLKLORE - NORWAY

THE PRINCE AND THE PAUPER

2375 F COL 28 min E

The story of the young prince and the pauper who switch roles will delight young people with its mistaken identities, mad chases, court intrigue, and medieval splendor. WALT DISNEY EDUCATIONAL MEDIA

AMERICAN LITERATURE; CHILDREN'S FILMS - ELEMENTARY; FEATURE FILMS - ABRIDGED; TWAIN, MARK

PRINCESS AND THE PEA

593 F COL 15 min PE

Acted by the Peppermint Players, a children's repertory theatre company, this dramatized fairy tale tells the Hans Christian Andersen story of the princess who proves that she is as delicate as royalty should be. MCGRAW-HILL FILMS, 1966

ANDERSEN, HANS CHRISTIAN; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; FAIRY TALES

PUSS IN BOOTS

2391 F COL 11 min E

Poor Jacques! He has nothing to his name but the clothes on his back, a pair of old, red boots, and the loyalty of Puss, his very clever cat. Puss is not worried because he knows that Jacques can become whatever he wants to be. With Puss' help Jacques becomes a rich, landowning noble. And, of course, there is a beautiful princess and even a friend for Puss. CORONET FILM & VIDEO, 1980

CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; FOLKLORE - FRANCE

RAINBOW WAR

600 F COL 20 min G

Three Kingdoms, one Blue, one Red, and one Yellow, wage a colorful battle for supremacy. With spectacular special effects and stirring music, it's a delightful allegory about tolerance and good will for viewers of all ages. PYRAMID FILMS, 1985

CHILDREN'S FILMS - ELEMENTARY; COMEDY FILMS; WAR

RAINBOWLAND

2403 F COL 14 min E

The best harmonica player in Rainbowland, USA, is bored and distressed by the pollution, graffiti, litter, and noise that surrounds him. He wants out! He meets an immigrant from BlueLand and begins a series of adventures to Blue, Pink, Purple, and Gray worlds, each distinctive lands where Philip encounters people and events quite different from those in Rainbowland. LEARNING CORP OF AMERICA, 1978

CHILDREN'S FILMS - ELEMENTARY

RAPUNZEL

2409 F COL 10 min E

This classic tale is retold in animation of exquisite beauty enhanced by haunting original music. As the story is spun of child, isolated in a tower by an enchantress, the border of the scenes sparkles with symbolic forms reflecting each turn of the plot. PERSPECTIVE FILMS, 1980

CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; GRIMM BROTHERS

RAPUNZEL

4164 F COL 10 min PE

5448 V
Recounts the tale of a girl with long blonde hair who is kept imprisoned in a tower by a witch. Tells how the girl falls in love with a young prince who climbs her hair to be with her until he is blinded by the witch. CORONET FILM & VIDEO, 1981

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; FAIRY TALES; GRIMM BROTHERS

THE RED BALLOON

3430 F B/W 34 min PEIJ

Albert Lamorisse's classic fantasy about a boy who makes friends with a balloon, tames it, plays with it in the streets of Paris, and tries unsuccessfully to elude a gang of urchins who endeavor to destroy it. MACMILLAN FILMS, 1959

CHILDREN'S FILMS - ELEMENTARY; MOTION PICTURES, FRENCH; NON-NARRATED FILMS

RED ROOM RIDDLE

2417 F COL 24 min E

In a visit to an eerie haunted mansion, two youngsters encounter a strange boy who traps them in a glowing red room peopled by menacing transparent figures. When their adventure is finally over, the boys admit that sometimes it feels good to say you're scared. MTI FILM & VIDEO, 1983

CHILDREN'S FILMS - ELEMENTARY; GHOST STORIES; MYSTERY AND SUSPENSE

THE RELUCTANT DRAGON

2424 F COL 19 min E

Villagers believe all dragons are fire-snorting beasts who wreck countrysides and carry off maidens. So they enlist Sir Giles, a famous dragon slayer, to dispose of one such creature. This dragon, however, is a peaceful, tea drinking fancier of poetry. 1979

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; DRAGONS

RIP VAN WINKLE

609 F COL 19 min E
610 V

Classic tale by Washington Irving set in the Catskill Mts. of New York. Rip often escaped from his shrewish wife into the hills. During one of his trips, he discovered himself with little men playing nine-pins. He fell asleep and awoke 20 years later finding the world greatly changed. BARR FILMS, 1980

AMERICAN LITERATURE; ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; IRVING, WASHINGTON

RIP VAN WINKLE

3438 F COL 27 min G
4263 V

A claymation adaptation of Washington Irving's classic tale. BILLY BUDD FILMS, 1978

AMERICAN LITERATURE; ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CLAY ANIMATION FILMS; IRVING, WASHINGTON

RUMPELSTILTSKIN

615 F COL 17 min E

Dramatization of Grimm's fairy tale about the dwarf with magic powers and a funny name and a queen who has to either guess his name or lose her infant son. MCGRAW-HILL FILMS, 1963

CHILDREN'S FILMS - ELEMENTARY

RUMPLESTILTSKIN

616 F COL 15 min PE

Live-action dramatization of Grimm's fairy tale about the dwarf with magic powers and a funny name and a queen who either has to guess his name or lose her infant son. (TIMELESS TALES SERIES) LUCERNE MEDIA, 1966

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL

RUN, APPALOOSA, RUN!

3462 F COL 48 min G

Hearts will ride with an Indian girl and her incredible stallion, Holy Smoke. This proud, spirited animal's experiences run from happy yearling days to near tragedy. With Mary Blackfeather in the saddle, Holy Smoke demonstrates his courage and wins the death-defying Stampede Suicide Race. WALT DISNEY EDUCATIONAL MEDIA, 1966

ANIMAL STORIES; CHILDREN'S FILMS - ELEMENTARY; HORSES; INDIANS OF NORTH AMERICA

SAM, BANGS AND MOONSHINE

3474 F COL 15 min PE

Story of a young fisherman's daughter named Samantha and her reckless habit of pretending. Sam is forever going off to faraway secret worlds and talking to her faithful cat, Bangs. After Bangs and her friend Thomas are caught in a dangerous storm because of one of her stories, she discovers the difference between bad and good make-believe. BFA EDUCATIONAL MEDIA, 1986

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S LITERATURE; NESS, EVALINE

SAMMY'S SUPER T-SHIRT

2477 F COL 58 min EI

Pint-size Sammy wants to excel in sports. His T-shirt mysteriously becomes a source of tremendous power enabling him to perform remarkable feats, but at a long distance running competition the electronic shirt works against him. His friend rips it off and persuades Sammy to run on his own. He catches up and wins the race! (CHILDREN'S FILM FOUNDATION SERIES) LUCERNE MEDIA, 1979

CHILDREN'S FILMS - ELEMENTARY

THE SAND CASTLE

STATE LIBRARY FILM LIST

THE SAND CASTLE

3475 F COL 13 min G
 Animator Co Hoedeman has created a delightful fable about magical sand creatures who build "The Sand Castle" to protect them from the storm. The central character is the Sandman who sculpts creatures out of sand with shapes to fit their functions and personalities to fit their shapes. NATIONAL FILM BOARD OF CANADA, 1977
 ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY

THE SELFISH GIANT

3498 F COL 26 min JHA
 Uses animation to present the Oscar Wilde allegory about a giant who passes through the stage of selfishness into sharing and love. Shows the giant's garden being beset by perpetual winter when he forbids children to play there and records the restoration of springtime after the giant helps a mysterious child who has entered the garden. PYRAMID FILMS, 1972
 ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S LITERATURE; WILDE, OSCAR

THE SEVEN WISHES OF A RICH KID

2503 F COL 30 min E
 Calvin Brundage has everything money can buy, but he wants to be accepted by his friends, gain attention of a certain girl, and talk with his father about other topics than the stock market. His wishes are granted by a video fairy godmother. Based on a character in a book by Genevieve Gray. LEARNING CORP OF AMERICA, 1979
 CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S LITERATURE; GRAY, GENEVIEVE; MCQUEEN, BUTTERFLY

THE SEVEN WISHES OF JOANNA PEABODY

3500 F COL 29 min G
 Story by Genevieve Gray finds good-natured Joanna Peabody faced with a domineering, self-centered older sister, a worn-out but well-meaning mother, and a rambunctious little brother, all confined within their ghetto apartment. To the rescue comes Aunt Thelma, Joanna's video-age fairy godmother who travels via the airwaves to present Joanna with seven wishes. LEARNING CORP OF AMERICA, 1978
 CHILDREN'S FILMS - ELEMENTARY; MCQUEEN, BUTTERFLY

THE SHOEMAKER AND THE ELVES

3508 F COL 13 min PEIJ
 This fairy tale is told with animated puppets and tells the story of a poor shoemaker and his wife, who have very little leather and no business, who are visited during the night by two cobbler elves who make a pair of shoes. CORONET FILM & VIDEO, 1962
 ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; FAIRY TALES

THE SHRINKING OF TREEHORN

636 F COL 15 min E
 Treehorn was shrinking and very inconvenient it was. To begin with, he just began tripping over the ends of his trousers, then he got too small to see over the table at meals. At last he became small enough to walk around under the bed. In the end it was Treehorn himself who found a way out of his trouble. MEDIA GUILD, 1984
 ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; SATIRE

THE SILVER PONY

2531 F COL 7 min PE
 A boy living on a farm escapes in his imagination on a winged pony, bringing joy to others. When he crashes to earth he becomes ill, to be made well again by a pony of his own. CHURCHILL FILMS, 1981
 ANIMAL STORIES; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; HORSES

THE SINGING BONE

3518 F COL 13 min G
 Based on one of "Grimm's Fairy Tales," it is the story of a king who offers half his kingdom to whomever would slay a certain fearsome dragon. FILMS, INC, 1976
 CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; GRIMM BROTHERS

THE SING-SONG OF OLD MAN KANGAROO

2535 F COL 11 min E
 Long ago, in Australia, Old Man Kangaroo was gray and woolly like most animals. But he wanted to be very different from other animals by five o'clock! The Big God agreed to his request and set Yellow Dog Dingo chasing Old Man Kangaroo, and by five o'clock he had been chased right out of his old shape. CORONET FILM & VIDEO, 1983
 ANIMAL STORIES; AUSTRALIA; CHILDREN'S FILMS - ELEMENTARY; FOLKLORE - AUSTRALIA; KANGAROOS

SKINNY AND FATTY

3530 F B/W 45 min EIJ
 A sensitive film about a special friendship between two Japanese children. Unsure of himself, Fatty has a knack for making people detest him. Skinny has no trouble making friends. Gradually, the two become inseparable. When Skinny moves away, Fatty is left with only memories and a primitive toy that Skinny gave him, which becomes the catalyst that prods Fatty into his first awkward steps toward growing up. MCGRAW-HILL FILMS, 1969
 CHILDREN'S FILMS - ELEMENTARY; JAPAN

THE SKY BIKE

3531 F COL 45 min EIJ
 A boy, intrigued with the possibilities of flying, teams up with an aging inventor to beat an unscrupulous trio in a manpowered flying machine contest. (CHILDREN'S FILM FOUNDATION SERIES) JANUS FILM, INC
 CHILDREN'S FILMS - ELEMENTARY

THE SNAKE PRINCE

643 F COL 18 min PE
 5061 V
 Produced by the famous Jiri Trnka Studio of Czechoslovakia, this puppet film tells the classic fairy tale of a young prince who is changed into a snake for offending a wicked witch. A variant of the "beauty and the beast" theme, this non-verbal film will captivate all children. WOMBAT FILM & VIDEO, 1983
 CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; NON-NARRATED FILMS; PUPPETS

THE SNOW QUEEN

645 F COL 21 min E
 Based on the tale by Hans Christian Andersen, this animated film traces the adventures of a boy and girl who grow up together, are separated by an evil spirit, and finally reunited. The power of the Snow Queen to chill human life and the warmth of human feelings which can overcome hatred are beautifully symbolized in this timeless story. BFA EDUCATIONAL MEDIA, 1981
 ANDERSEN, HANS CHRISTIAN; ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY

SOLDIER JACK

4389 F COL 38 min EIJHA
4387 V

Jack has just come back from the war when he meets a hungry beggar to whom he offers his last sandwich. In return, Jack is given a special glass jar and a magic sack capable of capturing anything--even death. Throughout this humorous tale, Jack encounters good and evil, adventure and romance. His new found magic brings him great rewards until he realizes some things are better left as they are.

FILM IDEAS, 1988

CHILDREN'S FILMS - ELEMENTARY; COMEDY FILMS; FOLKLORE - UNITED STATES; YOUNG ADULT FILMS

THE SOLDIER WHO DIDN'T WASH

647 F COL 27 min G
648 V
962 T

A bargain with the devil demands that a forlorn soldier not wash for fifteen years. The King asks the soldier for help. The soldier tells the King that he will only oblige him if one of his daughters will marry him. The youngest daughter reluctantly agrees. On his wedding day, the fifteen years being up, the soldier finally washes and is found to be young and handsome. (STORYBOOK INTERNATIONAL SERIES) JOURNAL FILMS, 1982

CHILDREN'S FILMS - ELEMENTARY; FOLKLORE - RUSSIA

THE SORCERER'S APPRENTICE

2557 F COL 27 min E

This animated version of the classic fairy tale tells how Spellbinder the Sorcerer hires a boy who he mistakenly believes to be ignorant. Hans, who can read his wicked master's book, is able to defeat him and use his magic power for good. PYRAMID FILMS, 1980

CHILDREN'S FILMS - ELEMENTARY

THE SORCERER'S APPRENTICE

2560 F COL 14 min E

The old tale of the sorcerer's apprentice who enchants a broom to carry water for him, retold to the music of Dukas' Scherzo. The sorcerer returns in time to prevent disaster and the apprentice learns a lesson. CORONET FILM & VIDEO, 1971

CHILDREN'S FILMS - ELEMENTARY; DUKAS, PAUL; MUSIC AND MUSICIANS

THE SORCERER'S APPRENTICE

2561 F COL 10 min G

Ancient legend, classical music, and twentieth century animation intertwine to create stunningly beautiful magic in this excerpt from "Fantasia." Leopold Stokowski conducts the score. Mickey, bored with daily chores, seizes the chance, as the eager apprentice of a great sorcerer, to apply magic to his housework. The return of the sorcerer restores a final calm to the scene. WALT DISNEY EDUCATIONAL MEDIA, 1964

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; DUKAS, PAUL; MUSIC AND MUSICIANS

SOUND OF SUNSHINE, SOUND OF RAIN

2563 F COL 15 min E

The animated film gives us insights into the life of a blind, seven-year-old boy and his intimate world of sounds and touch. It is a story of conflict created by the imagination and fantasy of the boy's new friend, juxtaposed against a world of reality. FILMFAIR COMMUNICATIONS, 1983

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; DISABLED; VISUALLY IMPAIRED

THE STEADFAST TIN SOLDIER

669 F COL 14 min PEIH

Based on the story by Hans Christian Andersen, this is a sad tale of a one-legged toy soldier who falls in love with a ballerina doll. Desperate to win her heart, he is forced to suffer through a series of adventurous mishaps brought on by the evil spells of a goblin jack-in-the-box. This is a classic children's film greatly enhanced by the beautiful puppet animation. FILMS, INC, 1955

ANDERSEN, HANS CHRISTIAN; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; CHRISTMAS; PUPPETS

THE STOLEN NECKLACE

3559 F COL 8 min PE

An adaptation of a tale from India, written and illustrated by Anne Rockwell, about a pearl necklace which is stolen from a princess by a monkey. PARAMOUNT-OXFORD FILMS, 1971

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; CHILDREN'S LITERATURE; FOLKLORE - INDIA; ROCKWELL, ANN

THE STOWAWAY

698 F COL 28 min E

Peter is a young Italian boy who hides aboard a freighter and arrives in Unicorn City. He sings and dances his way from Time Square to Little Italy, where Gepetto, an old baker, and Jimmy, a dancing pizza man, take him under wing. Peter learns a valuable lesson about the folly of trying to gain acceptance through lying. (THE UNICORN SERIES) MCGRAW-HILL FILMS, 1980

CHILDREN'S FILMS - ELEMENTARY; MUSICAL FILMS

STRANGE OCCURENCE AT ELM VIEW LIBRARY

2609 F COL 16 min E

This film is about Kim, who goes to the library to do some "research" for a report on Ben Franklin. To Kim, "research" means copying directly out of the encyclopedia. But this report turns out differently because she meets the ghost of Ben Franklin. Ben shows Kim a better way to use the library for research. FILMFAIR COMMUNICATIONS, 1983

CHILDREN'S FILMS - ELEMENTARY; LIBRARIES AND LIBRARIANSHIP

A TALE OF FOUR WISHES

2634 F COL 47 min E

This is the live action/animated adventure of Jane, a young girl who feels misunderstood by her family. Wishing that life were different, Jane falls asleep. In her dream she meets Skeeter who helps her understand that we need hopes and dreams, but that wishing won't change anything. It's work and perseverance that count. CHURCHILL FILMS, 1981

CHILDREN'S FILMS - ELEMENTARY

TCHOU, TCHOU

3592 F COL 15 min PE

In a world made of children's blocks, a boy and girl amuse themselves until their play is interrupted by a fierce dragon. Frightened by the monster, the children solve their problem by rearranging the dragon's blocks and turning him into a train. BRITANNICA FILM & VIDEO, 1972

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL

TEDDY BEAR'S BALLOON TRIP

2644 F COL 14 min PE

This cartoon fantasy takes viewers across many lands as a teddy bear's adventures carry him through mishaps and triumphs. He belongs to a German girl named Monica, who sends him on a balloon trip across Europe to Asia to bring a gift to some Chinese children whose picture she saw in a book. CORONET FILM & VIDEO, 1970

ANIMAL STORIES; ANIMATED FILMS; BEARS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL

THERE'S A NIGHTMARE

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THERE'S A NIGHTMARE IN MY CLOSET

678 F COL 14 min PE

Based on the book by Mercer Mayer. Christopher, a five-year-old boy, firmly believes there's a Nightmare hiding in his closet. Of course, no one takes him seriously, but as it turns out, he is right. Taking matters into own hands, Christopher confronts his nightmare and claims his fears. 8FA EDUCATIONAL MEDIA, 1987

CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; CHILDREN'S LITERATURE; MAYER, MERCER; MONSTERS

THREE GOLDEN HAIRS

2681 F COL 13 min E

Each of the wicked queen's attempts to destroy a princess results in victory and a prize of goodness or happiness for the young girl. Ultimately, the queen's greed causes her defeat. CHURCHILL FILMS, 1977

CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES

THREE LITTLE WIZARDS

2682 F COL 8 min P

Each little wizard can conjure up almost anything he wishes, but only in his own basic color: red, yellow, or blue. Red and yellow get along well together, but when blue enters, problems occur; however, they finally make a happy discovery: that colors are at their best when in harmony. STERLING EDUCATIONAL FILMS, 1966

CHILDREN'S FILMS - PRESCHOOL

TWO WHITE HORSES: A MOUNTAIN TALE

215 V COL 30 min EA

Eerie sound effects, flashing eyes, and a magical voice will captivate the viewer as Jackie Torrence spins this tale of love, loyalty, death, and reunion. From the child's perception, we experience the loss of the mother, her father's grief, and the strange behavior of the two white horses unwilling to "cross the bridge" to the cemetery. WESTON WOODS

CHILDREN'S FILMS - ELEMENTARY; GHOST STORIES; STORYTELLING AND STORYTELLERS; TORRENCE, JACKIE

THE UGLY LITTLE BOY

3660 F COL 26 min JHA

This film pits science against morality in a futuristic world. Kate Reid gives a finely drawn portrayal of the nurse placed in charge of a child brought back through time from the Neanderthal age by a group of scientists who ignore the human factor in their experiment. LEARNING CORP OF AMERICA, 1977

CHILDREN'S FILMS - ELEMENTARY; SCIENCE FICTION

URASHIMA TARO

703 F COL 12 min E

704 V
5256 V

This Japanese folktale is about a poor fisherman, Urashima, who kindly saves a sea turtle and is rewarded by the turtle's mother with a gift of a palace at the bottom of the sea. When he returns home, he receives a box as a parting gift which must not be opened. What happens when Urashima opens the box? BARR FILMS, 1979

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; FOLKLORE - JAPAN

THE VELVETEEN RABBIT

2742 F COL 19 min E

Tells a story about nursery magic which causes a toy bunny to become alive. LSB PRODUCTIONS, 1979

ANIMAL STORIES; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S LITERATURE; RABBITS; TOYS

VERONICA

2746 F COL 14 min H

Queen Street, an old section of Toronto, is part of the "inner city," populated by people who immigrated from many foreign countries. Veronica Nakarewicz lives there in an apartment over her parents' bakery, which services many of the old people who, like her parents, came from Poland. MEDIA GUILD, 1978

CHILDREN'S FILMS - ELEMENTARY; EMIGRATION AND IMMIGRATION

A VISIT FROM SPACE

2753 F COL 11 min E

A cartoon for children about the adventures of a little girl who meets an inhabitant of a distant planet. MCGRAW-HILL FILMS

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY

WESTSIDE STORE

2799 F COL 23 min EIJ

5259 V

A film about an ethnically mixed inner city gang that turns from vandalism to running its own legitimate business. The Seveners was a tough gang of kid. The gang went into the second hand business. 8ARR FILMS, 1982

CHILDREN'S FILMS - ELEMENTARY; ETHNIC GROUPS

WHAT'S COOKING

2809 F COL 12 min E

Five children--Chinese American, Mexican American, Italian American, Black American, and Anglo American--help their families prepare traditional meals. Each culture has different ways of meeting nutritional needs. CHURCHILL FILMS, 1979

CHILDREN'S FILMS - ELEMENTARY; ETHNIC GROUPS; FOOD AND BEVERAGE

WHEN KNIGHTS WERE BOLD

3180 F COL 17 min E

A suit of armor, left outside a vacant house, tempts a member of the Gang to try it on. Bothered by a suspicious policeman, the rest of the group abandons the "knight" and he stumbles about in chaotic uncertainty. (MAGNIFICENT 6 1/2 SERIES) LUCERNE MEDIA, 1969

CHILDREN'S FILMS - ELEMENTARY

WHERE THE WILD THINGS ARE

3716 F COL 6 min PE

An animated film based on the book by Maurice Sendak. Max, a small boy given to mischief, takes a magical night time trip to where the wild things live. WESTON WOODS, 1975

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; CHILDREN'S LITERATURE; SENDAK, MAURICE

WHERE THE WILD THINGS ARE
(REVISED)

4278 F COL 8 min PEI

Weston Woods celebrates the 25th anniversary of Sendak's masterpiece with a new musical score and narration by Peter Schickele. This timeless favorite about "the night Max wore his wolf suite and made mischief of one kind and another" is enjoying greater popularity than ever among children and their teachers and librarians. Join the wild rumpus. WESTON WOODS, 1988

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY; CHILDREN'S FILMS - PRESCHOOL; CHILDREN'S LITERATURE; SENDAK, MAURICE

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YOSHIKO: THE

THE WIDOW'S LAZY DAUGHTER

736 F COL 27 min G
737 V
2853 T

Bridget, who is very lazy, falls in love with the Prince of Ireland, who takes her back to his palace. The Queen insists that Bridget prove her worthiness by doing various tasks. She is helped by three deformed women who came by their deformities by doing too much weaving, spinning and knitting. (STORYBOOK INTERNATIONAL SERIES) JOURNAL FILMS, 1982

CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES; FOLKLORE - IRELAND

THE WILD SWANS

2825 F COL 11 min E

The eleven wild swans are really princes, bewitched by a evil queen. Only their sister's hard work and devotion can return them to human form. Until she finishes her task, she must not speak or the princes will die. CORONET FILM & VIDEO, 1980

CHILDREN'S FILMS - ELEMENTARY; FAIRY TALES

THE WIZARD

3739 F COL 8 min PE

This is the story of a small town wizard who misapplies his magical powers by casting spells on his neighbors. Eventually he discovers that negative use of imagination and artistic energy leads to rejection and loneliness. He finally learns that by channeling his imagination to creative ends, he can be fulfilled and admired. FILMS, INC, 1974

ANIMATED FILMS; CHILDREN'S FILMS - ELEMENTARY;
CHILDREN'S FILMS - PRESCHOOL; MAGIC AND MAGICIANS

A WORLD IS BORN

3748 F COL 20 min EIJ

From the renowned film "Fantasia" comes the "Rite of Spring" sequence. The film illustrates how music can translate to the screen, evoking mood, color, design, motion, and vivid mental images. Thrilling sights and sounds depict a struggling world taking new form, new life, and raging monster battles. WALT DISNEY EDUCATIONAL MEDIA, 1955

ANIMATED FILMS; FEATURE FILMS - ABRIDGED; MUSIC AND MUSICIANS; STRAVINSKY, IGOR

YOSHIKO: THE PAPERMAKER

2878 F COL 25 min EIJ

Besides her regular schoolwork, thirteen-year-old Yoshiko Fujimoto is learning the ancient art of papermaking from a local master. She makes a panel from the kozo tree and designs a bamboo forest to adorn it. Papermaking demands long hours stolen from school work, so for now, Yoshiko decides not to pursue this art, but she has an idea for a design she'd like to do. (WORLD CULTURE AND YOUTH SERIES) CORONET FILM & VIDEO, 1980

CHILDREN'S FILMS - ELEMENTARY







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