



We're reaching for the stars in this issue! We've got twinkly seahorses, a soaring Pegasus, a spaceship to Mars and super sky brothers! Will you join us?

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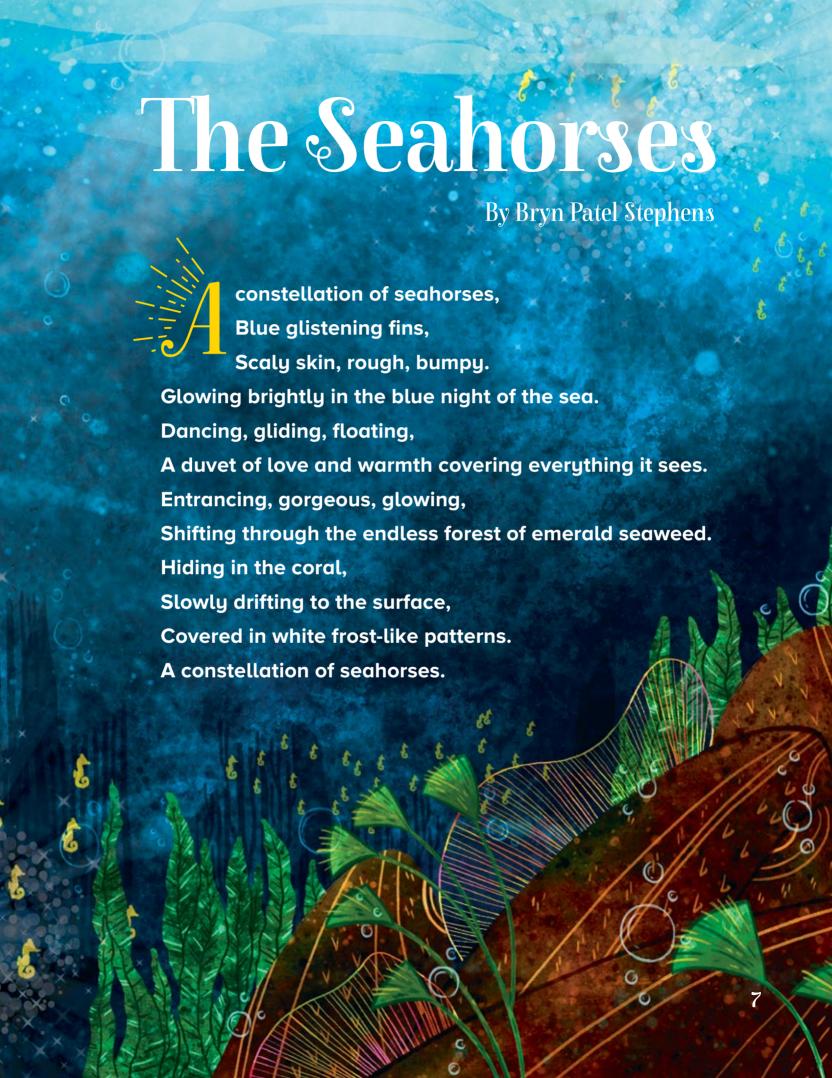
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ON THE COVER IIIIII IIIIIIIIIIII Read happily ever after... Myths and Legends Tales from Today Pegasus the Winged Horse Stanley and the Rampaging Robot Greek hero Bellerophon and Pegasus do battle with a By Stan Byford. Join Captain three-headed beast. Stanley on a mission to Mars. Poems and Rhymes Poems and Rhymes The Seahorses By Bryn Patel Stephens. Amazing animals for you to meet, Explore a starry constellation beginning with the letters D and E. under the sea. Favourite Fairy Tales storyteller's corner Moscione the Fool Little Golden Hood Some people are cleverer than The true story of what happened with the big, bad wolf. they look, maybe even Moscione! Around the World Tales storytime playbox The Sky Brothers Bring Fire Design your own robot, search for treasure, create some cool An Aboriginal tale about where monsters, plus puzzling fun! the very first fire came from. Famous Fables **Story Magic** Our favourite new books - and The Cockerel and don't miss our free resources the Diamond and activity packs. There are feathers in a flap in the farmyard!



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Cittle Golden Hood

nce upon a time, there was a little girl called Red Riding Hood who got charmed and tricked and gobbled up by a big bad wolf, along with her sweet old grandmother.

But that's not what really happened that day. In fact, she didn't even wear a red hood! No. The real star of the story was a brave little girl called Blanchette.

Her friends and family rarely ever used the name Blanchette, however, as she was always wearing the wonderful hooded cloak her dear grandmother had made for her. It was a glistening golden colour and her grandmother (who some people believed to be a witch) claimed she had made it from a ray of sunshine.

The little girl loved her cloak so much, she wore it all the time. That's how she came to be known by everyone as Little Golden Hood.

One day, Little Golden Hood's mother said, "You're old enough now to walk to your grandmother's house alone, my dear, so why don't you take her this cake?"



Little Golden Hood felt very proud of her errand and couldn't wait to set off.

"Don't stop and chat to anyone on the way and don't wander off in the wood.

Do you understand?" asked her mother.

"Yes, Mama!" nodded Little Golden Hood eagerly. She tucked the cake in her basket and set off along the path.

Her grandmother lived in the next village and, to reach her house, Little Golden Hood had to pass through a big, dark, scary wood.

She had only just stepped into the wood, when she heard a strange rustling noise in the bushes.

"Who goes there?" asked Little Golden Hood, feeling nervous.

"It is I, the friendly wolf!" said a large brown wolf, slinking out from the shadows. But he wasn't a friendly wolf at all. He was a big, bad wolf and he had been licking his lips, watching Little Golden Hood walk along the path.

Just then, some woodcutters appeared on the path ahead, carrying big, shiny axes. So, instead of grabbing Little Golden Hood and gobbling her up as he had planned, the wolf bounded up to her like a big, friendly dog.

"You must be Golden Hood!" said the wolf, observing her cloak. "I've heard so much about you. It's very nice to meet you at last."

"And what is your name?" asked the little girl, as they strolled along.



"You can call me Friend Wolf," said the wolf. "So where are you heading with your little basket of cake?" he added, sniffing the air hungrily.

"I'm taking it to my grandmother, as a treat," said Little Golden Hood.

"And does your grandmother live far away?" enquired the wolf.

"Oh no," said Little Golden Hood. "It's the first house on the other side of the wood. The one by the well."

The wolf nodded. "Oh, I know exactly where you mean. It just so happens that I'm heading that way too. Why don't I run ahead and tell her that you're coming?"

"How kind of you, Friend Wolf. Thank you!" said Little Golden Hood, and she waved goodbye to him, as he sprinted along the path.

The cunning wolf took a shortcut through the woods and was at the grandmother's house in no time.

He knocked on the door. *Rat-a-tat-tat*. There was no answer. He knocked louder. There was still no answer.

He pressed his paw on the latch and the door swung open. There was nobody home!

Grandmother was at the market.

When the wolf saw her bed with her nightgown and nightcap folded neatly on the pillow, he knew just what to do.

He dressed himself in the nightgown, pulled on the nightcap, and climbed into bed, snuggling under the blanket.

*S*S*S*S*

At last, after a lovely walk through the woods, Little Golden Hood arrived at her grandmother's cottage.

She knocked on the door. Rat-a-tat-tat.

"Who's there?" said the wolf, trying to soften his growly voice.

"It's me, Granny. I've brought you a cake," called Little Golden Hood.

"Come in, my love," said the wolf.
"How lovely to see you."

But, when Little Golden Hood saw her grandmother lying in bed, she said, "Are you feeling unwell,







COMPARE IT!

This version of this favourite fairy tale dates is from the 19th century. Compare it with Little Red Riding Hood from Storytime Issue 9.

How do the two tales differ? Could you write your own version with a different-coloured hood—and with a boy instead of a girl?

"Perhaps," said the wolf. "Sit next to me, dear. That will make me better."

So Little Golden Hood sat down on the bed and was very surprised to see how much her grandmother looked like Friend Wolf.

"Oh my, what hairy arms you've got, Granny!" said Little Golden Hood.

"All the better to hug you, my child."

"Oh my, what a big nose you've got, Granny!"

"All the better to smell your sweet scent, my child."

"Oh my, what big teeth you've got, Granny!"

"All the better to CRUNCH you with, my child!"

And the wolf leapt forward, opened his huge jaws and snapped his big yellow teeth at Little Golden Hood.

But she was far too quick for him! She had already jumped off the bed, leaving the big, bad wolf with nothing in his mouth but her golden hood.

Then ... what a commotion! What a hullabaloo! The wolf began to hop and yelp and howl in agony, holding his mouth with his paws. It was as though red-hot coals were burning his tongue and his throat.

You see, the little girl's grandmother had indeed made the golden hood from a ray of sunshine, which burnt anyone with a wicked heart!

The wolf was still howling when Granny returned from the market. Horrified to see a wolf in her home, she grabbed a sack and held it wide open. Blinded by pain, the wolf threw himself in, headfirst.

Then, Granny threw the sack down the well, sending it hurtling to the bottom with a noisy splash.

"Thought you could crunch my dear granddaughter, did you? This will teach you a lesson!" Grandmother cried.

By now, the wolf's tongue was so sore he couldn't even howl, so Little Golden Hood and her grandmother went back inside and shared the cake.

And that is the true story of what happened to a little girl who wore an enchanted hood that was the colour of the sun. Did they ever release the wolf? Well ... would you? 6



The Sky Brothers Bring Fire

A ccording to Aboriginal legend, long ago and far away in time, there was once a tribe of people who lived in the sky.

These people were lucky, because their camp was right next to the two biggest, brightest stars, which they could use to light their fire sticks. The people of Earth had no such luck. They had no stars and no fire, and life was dark and cold.

However, what use was fire to the sky people if they had nothing to roast on it? What use was warmth and light to an empty tummy? This is exactly what their wisest and eldest tribeswoman said when, one day, they ran out of food.



"We'll go down to Earth and hunt for food there!" cried one of the young men. "It will be easy!" he said. "We'll bring back enough meat to feed everyone for a long time."

These two sky brothers were famous for their skill and courage, so it was agreed by all that they would be the first ever sky people to travel to Earth.

"But take your fire sticks with you," said the tribeswoman. "It gets dark and cold down there, and you will need them to light your way."

The two sky brothers flew down from the stars with their fire sticks, and began their hunt for food.

They had never hunted before and it was harder than they expected. Possums and wombats were good at running away and even better at hiding, and kangaroos were fast and strong. The brothers soon realised that they needed to use both hands to catch their prey, so they let their fire sticks fall to the ground.

But the fire sticks quickly set the dry grass alight and, soon, the trees around the sky brothers were ablaze.

The brothers panicked and tried to put out the fire, but it was too late — it had already spread too far. Before long, it was roaring like a giant bonfire, sending smoke billowing into the sky that could be seen for many miles.



A group of Aboriginal people who lived nearby ran towards the extraordinary sight to see what was happening. When the sky brothers saw them coming, they were certain they would get in terrible trouble for starting the fire, so they prepared themselves for battle.

But, the Aboriginal people didn't want to fight. They were frightened, and they were far too fascinated by the flames to be angry. They had never witnessed fire before. They could see and feel that it gave them light and warmth and, when they smelt a possum roasting on the fire, it made their mouths water.

This new fire was a way to make their food taste even better. The Aboriginal people smiled at the sky brothers and thanked them. They thought the fire was a wonderful gift, and they lit their own fire sticks and carried them back to their villages with the greatest care. "We must never let this fire go out," they said.

The sky brothers were so relieved not to get in trouble with the Earth people, they took their fire sticks and the food they had gathered and ascended to their home in the stars, never to return again. You may spot them hunting in the sky sometimes – just look for two bright stars. 6



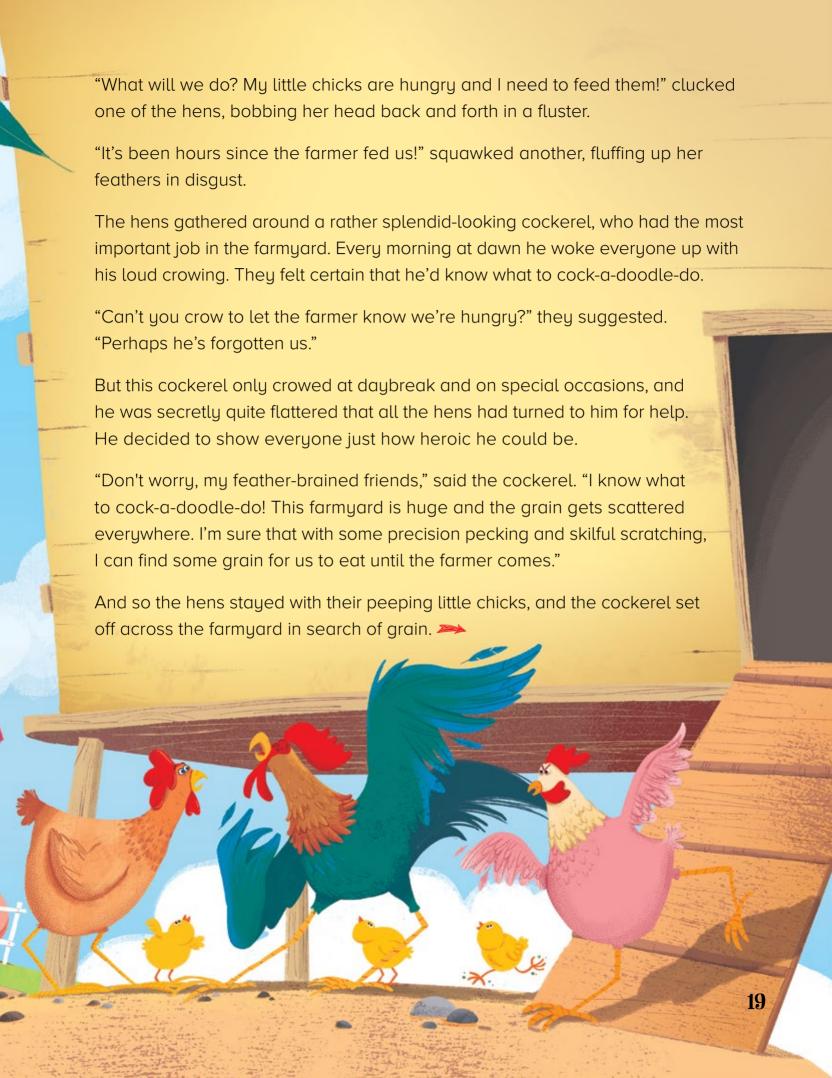


The Cockerel and the Diamond

t was feeding time in the farmyard, but the farmer hadn't turned up. He was in bed with a bad cold and a high temperature – and he was too sick to think about his animals.

The horses were okay, as they had heaps of hay. The pigs had no problem, as they had plenty of acorns. The cows, the sheep and the goats were good, as they had fields of fresh green grass to chew on. But the hens and the cockerel were all out of grain, and they were feeling peckish.







He headed to the stables, hoping to find some grain hidden in the hay, but he almost got squashed by big horsey hooves, so he flapped away.

He went over to the pigsty, hoping to spy some spare oats or corn, but the pigs were rolling around and it was so muddy, his feet got stuck. He gave up and squelched away.

He strutted into the tractor shed and busily scratched and pecked around the tractor's big black tyres, but there was no grain there either.

All afternoon, the cockerel picked and pecked his way around the farmyard, searching every shed, every nook and every cranny looking for some grain to eat, but he had no luck at all.

Later, as he was foraging by the farmhouse, he suddenly caught sight of something glinting in the sunlight. He looked closer and was surprised to find a beautiful diamond ring lying in the dirt!

It sparkled and shone like nothing he had ever seen before.

"Wow!" thought the cockerel. "Just wait till the hens see this!"

He carried it back to the hens feeling extremely proud of his discovery and, when they saw him coming, they flapped with excitement.

"Thank goodness he's back," clucked one. "I'm starving!"

As he neared the coop, the hens huddled around him.

"Where's the grain? Did you find any?" they asked.

"No," said the cockerel, happily.

"But look at this!" He dropped the diamond ring on the ground. "Isn't it great? Look how sparkly it is!"

The hens looked suspiciously at the diamond ring and pecked at it.

"Can you eat it?" asked a hen.

"No," said the cockerel. "But it looks very spangly and nice!"

"Looks nice!" squawked the hens. "We don't want something that looks nice!

We want something to eat. We'd rather have a single grain than a farmyard full of diamonds!

And to think that you called *us* feather-brained!"

The angry chickens flapped away to the other side of the coop, leaving the cockerel all alone with the ring and a rumbling tummy.

So that is how the cockerel learnt that one person's treasure is another person's junk. The farmer's wife, however, was very pleased to get her diamond ring back when she came to feed the chickens later that day! 6



Pegasus the Winged Horse

ong before the time of mighty Hercules, there was another great Greek hero. You might not have heard of him. His name was Bellerophon and he was the son of Poseidon

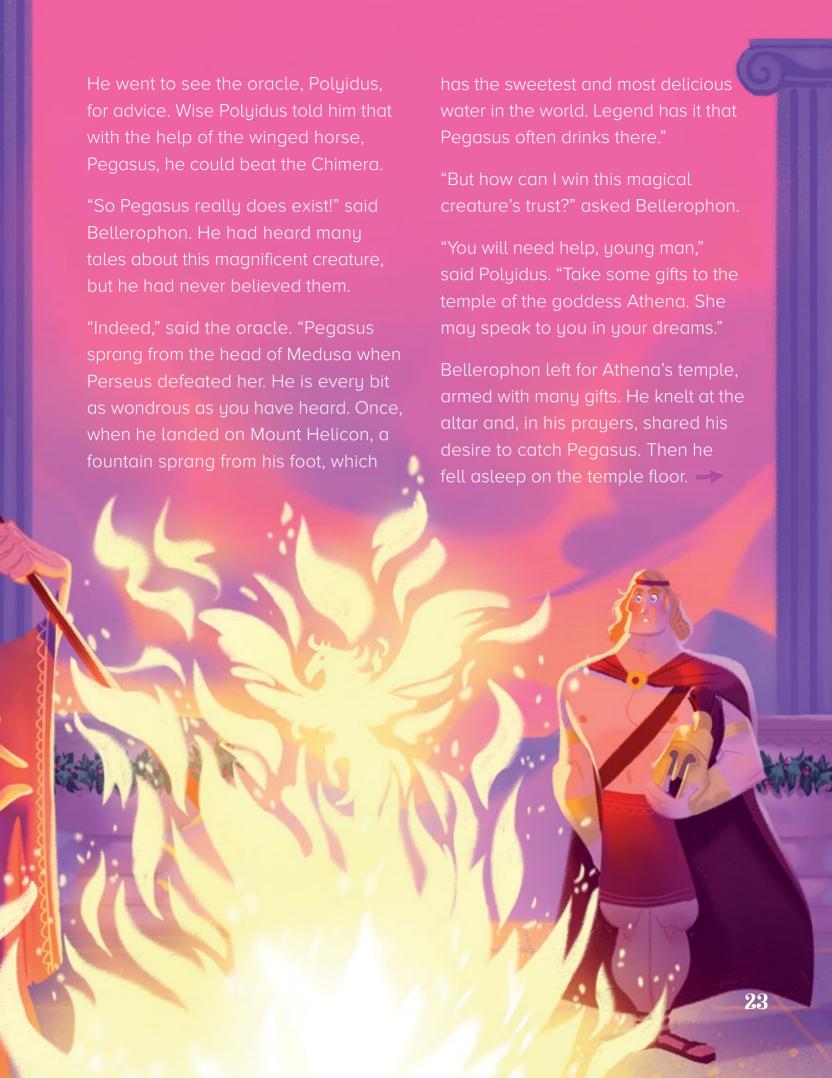
- the powerful god of the sea.

Though Bellerophon was brave and honest, he often had bad luck. First, his brother died and, then, when he visited the court of King Proetus in Argos, the king's wife fell in love with him. When the handsome young hero rejected her, she was so offended, she told lies about him to the king! The king believed her and threatened to take Bellerophon's life unless he agreed to slay the deadliest monster of all — a fire-breathing horror known as the Chimera.

The Chimera had the tail of a dragon and three heads — one of a lion, one of a goat and one of a serpent. It also breathed redhot flames. It lived in the mountains of Lycia, where it terrorised people and animals. Everyone lived in fear of this terrible beast.

Courageous Bellerophon wasn't afraid, but he knew that, to succeed in this difficult task, he would need a special weapon.





The goddess Athena came to him in his dreams, just as Polyidus had said.

"Brave hero," she said. "This will lure the winged wonder that you so long for." And she held out a spectacular bridle made from pure gold, and adorned with exquisite embroidery.

When Bellerophon woke at dawn, he was astonished to find the golden bridle by his side — it was no dream; Athena really had visited him! Filled with confidence, he set off to find the famed fountain of Mount Helicon, hoping that Pegasus would be there.

When he arrived, Bellerophon knew at once that this was a magical place. The grass was lusher and greener than any he had ever seen before. Around the fountain, there was a carpet of sweet-scented wild flowers in every colour of the rainbow, and the water itself sparkled like a million crystals.

Bellerophon found a good hiding place and waited for Pegasus. Several days and nights passed, with the hero often mistaking a rustle of leaves for a rush of wings or the splash of the fountain for the sound of a hoof. But he didn't give up. He was patient.



At last, one night, when the full moon was shining brightly, Bellerophon was stunned to see Pegasus land next to the fountain. The horse's silvery wings seemed to radiate moonlight and his body was muscular and powerful, yet had all the elegance of a swan.

Bellerophon rose slowly and walked towards the fountain, where Pegasus sipped. When the magical horse saw him, he let out a nervous whinny and stepped backwards, but Bellerophon held out the golden bridle to him.

Pegasus looked at the bridle with great curiosity and took a step

towards it, and then another step, and another. To Bellerophon's surprise, the winged horse slipped his head straight into the bridle. He had been charmed by its powers!

Bellerophon stroked the horse's mane. "Pegasus, my beautiful steed, will you let me ride you and help me to defeat the Chimera?"

Pegasus neighed in reply. Bellerophon mounted him, and they soared away into the night sky, climbing higher and higher until Bellerophon felt he could touch the stars. Excited by the journey ahead, he cried:



On a cloudless night, you might spot the starry constellation of Pegasus in the sky – it looks like a great big square. Learn more at: dkfindout.com/uk/space/ constellations/pegasus/ To Lycia, home



Pegasus effortlessly changed direction, speeding towards their destination as swiftly as an arrow in flight.



They spotted the Chimera's searing flames long before they spotted the beast itself. In the dead of night, it had invaded a mountain village in Lycia, burning many homes to ashes. Men, women and children were grabbing anything they could to fight off the monster and save themselves.

The Chimera was looming over a young boy and about to lunge at him,

when Bellerophon cried out, "Now, Pegasus! Now!"

The miraculous winged horse didn't hesitate for a second. It plummeted through the air towards their ferocious fire-breathing enemy.

When they were just an arm's length away from the monster, Bellerophon pulled out his spear. Narrowly missing a jet of searing hot flames, he plunged the spear into the Chimera's heart, dealing it a fatal wound.

Pegasus landed safely and the young boy scrambled out of the way just in time, as the three horrible heads of the Chimera came crashing to the ground.



Its flames and its reign of terror were extinguished forever. The beast was dead and the people of Lycia were safe at last!

Triumphant, Bellerophon rode Pegasus all the way back to Argos to tell King Proetus the news.

The king forgave him, and declared him the bravest adventurer he had ever met. Bellerophon stayed at the court and took on even more heroic quests, before eventually marrying the king's daughter.

Pegasus, however, flew to Mount
Olympus, where he was welcomed by
the gods and treated with the greatest
respect and care. He was considered
to be the most important of all the
magical creatures they owned.

The ruler of the gods, Zeus, valued
Pegasus so highly that he gave the
winged horse the job of carrying his
thunder and lightning for him. So if you
ever see a shimmering streak of white
on a stormy night, it might just be
Pegasus cantering across the sky. 6



Stanley and the Rampaging Robot

By Stan Byford

tar date: 01/05/2020. Just before breakfast. Captain Stanley awoke, stretched, and pulled on his space suit.

As he headed towards the kitchen, Chief Medical Officer Mummy called, "Hello, Captain! How are you today?"

"Figgleflobble," replied Stanley.

"Oh my!" said Mummy. "Captain Stanley has space sickness again. We need to get you to the medical centre."

"It's okay, Mummy," said Stanley. "I'm just using my imagination to make up new words. It's good to keep practising."

"Yes, it is," replied Mummy, feeling relieved. "Without his imagination, Engineer Daddy couldn't make all those amazing inventions of his."





the R.E.M.O.T.E. and climbed into their spacecraft. Captain Stanley took the controls and they whooshed off into space. It was going to be a long trip, so Stanley was glad he had brought the jam sandwiches.

@@@@

To pass the time, Stanley brushed up on his knowledge of Mars. He typed 'Mars facts' into the computer. After some whirring, a computerised voice said, "Mars is the fourth planet from the Sun. It has two moons, called Phobos and Deimos. Its red colour comes from iron oxide on its surface, and it has the tallest mountains in our solar system. It's also where all the odd socks live."

Captain Stanley knew that last bit wasn't correct, but Daddy had built the computer, which explained a lot.

Finally, they arrived at the base on Mars and tried to make contact with the scientists who lived there. The radio was quiet for a moment, then a rather shaky voice shouted, "Help! Our robot is on the rampage and it's locked us all in the fridge. We're freezing cold – please hurry!"

But just as Captain Stanley and his crew were heading for the shivering scientists, the robot appeared. It seemed very agitated.

In an angry robot voice, it said, "All humans must be refrigerated. All humans must be refrigerated or they will go off and smell like cheese!"

Captain Stanley looked at Engineer Daddy suspiciously. "Did you build this robot, Daddy?"

Daddy blushed and looked up at the ceiling, pretending he hadn't heard.

Suddenly, the rampaging robot was hurtling towards them. Leaping into action, Captain Stanley pulled out the R.E.M.O.T.E. and pressed the button, but nothing happened. The robot was getting closer. Stanley tried again. Still nothing happened.

Daddy looked at Stanley with a guilty expression and shrugged. "Sorry. I forgot to put the batteries in!"

What was Stanley going to do? The robot would soon be upon them and they would all be stuck in the fridge forever! Then, he had an idea.

"Robot, wait!" shouted Stanley. The robot came to an abrupt halt.

"Wibbergoffle, diddleput, plonkytang," said Stanley.

The robot shook.

Stanley continued, "Ribbyklop, slappygum, kizzlesquash!"

"Does not compute," said the robot.

"Figgleflobble, tribblywoot, hufferjeckle!" cried Stanley.



"Does not compute ... Does ... not ... compute!" said the robot, and in a big puff of smoke and an explosion of twangs and clangs, it shut itself down.

After releasing the chilly scientists from the fridge, everyone cheered for Captain Stanley.

"How did you know that would work?" asked Daddy.

Stanley looked at Mummy, who gave him a wink, and said, "Well, robots may have brains, but what they don't have is very good imaginations, so I overloaded its system."

"I would never have thought of that!" said Daddy. "You can achieve a lot with a great imagination."

After more jam sandwiches and a cup of tea, the crew said goodbye to the scientists on Mars and set off for home.

"We all need to get a good night's sleep," said Mummy. "You never know what exciting adventures tomorrow may bring!" 6

Act It Out!

Print off our rampaging robot from Mars mask and act out this story! Download it from storytimemagazine.com/free





There's no place on earth we'd rather be! Let's meet animals beginning with D and E!

oo is excited and Bonnie is too

To show us an animal new to their zoo –

An African antelope, ever so small,

The **Dik-Dik** is named after its own call.

To fool predators, they zigzag and leap,

And mark out their land with tears they weep.

Savannah sweethearts, together for life,

The romantic **Dik-Dik** and his wife! 🗪

DIK-DIK

Animal Fact!

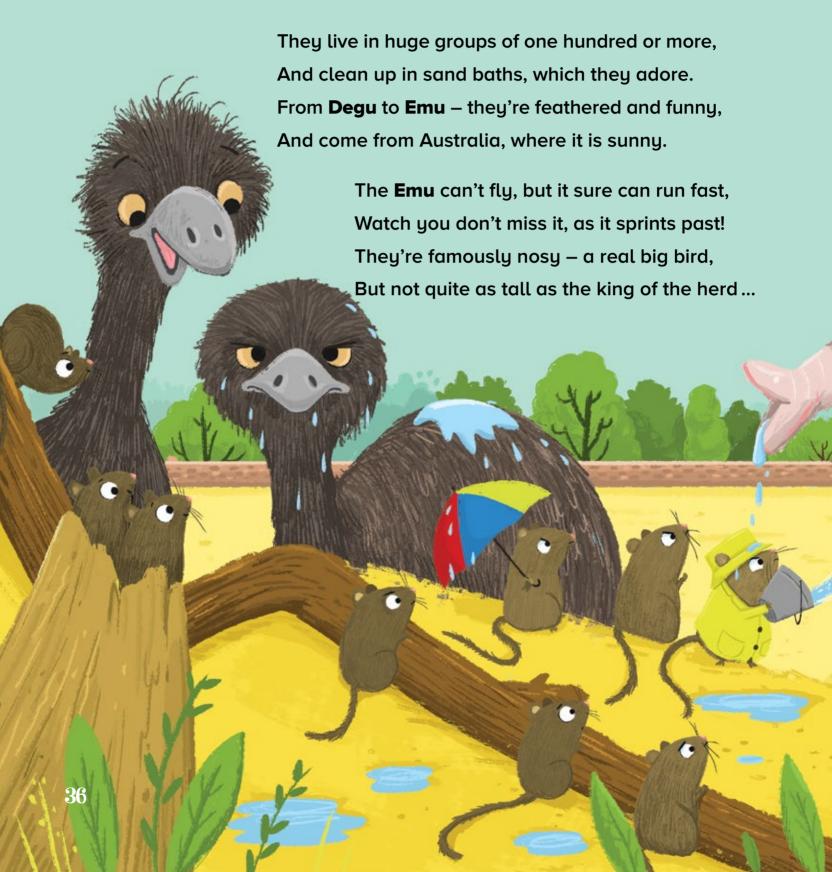
Dik-Diks really do mark their territories with tears. The black markings around their eyes contain a gland, which produces scented tears to ward off rivals. Download our Alphabet Zoo Factsheet at storytimemagazine.com/free for more fun facts!

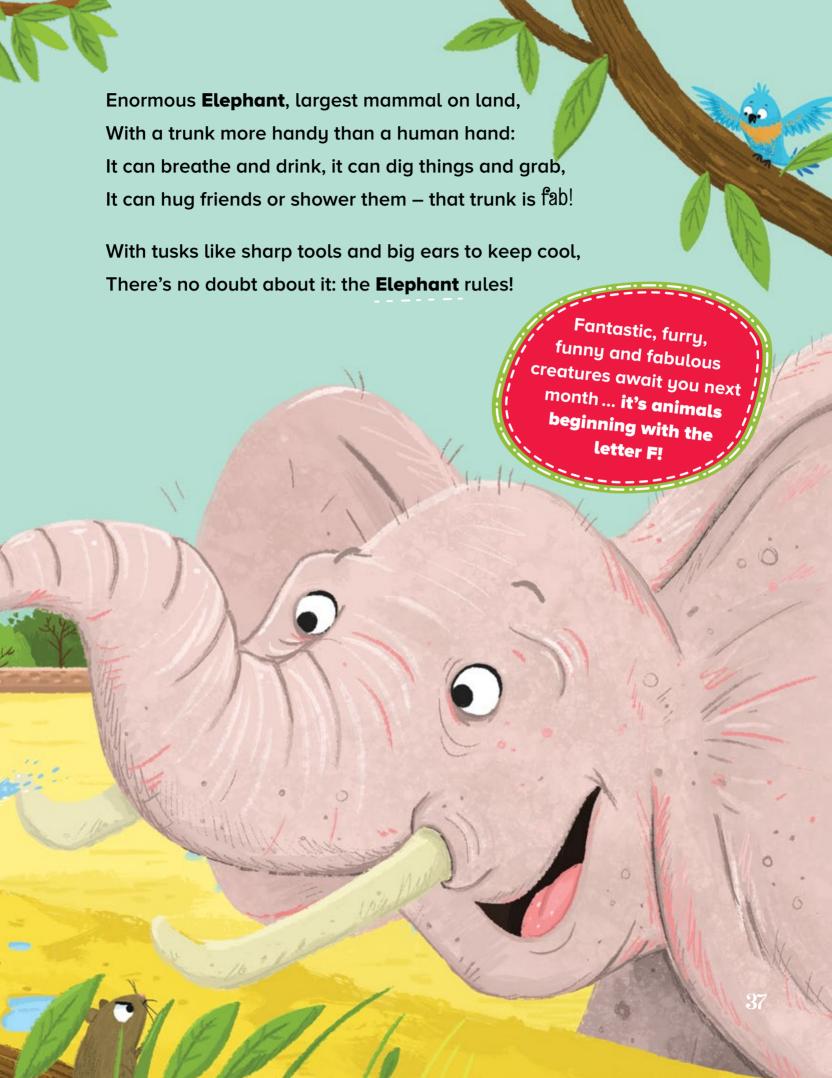
The **Degus** next door look like big fat rats,

But don't let them hear you call them that!

These rodents from Chile have tufty tails,

And dig mega burrows with their claws and nails.





Moscione the Fool

here was once a rich merchant who had the best of everything.

He had a grand house and lived in luxury. But, alas, his son

Moscione was rather a fool.

Moscione just lay around all the time, daydreaming. The merchant joked that his son couldn't tell a bean from a cucumber but, deep down, he suspected it was true.

One day, tired of seeing his simpleton son doing nothing again, he gave him a wallet filled with money and said, "Son, it's time for you to stop lazing about. Go and see the world. Go and make a living."

Moscione wasn't happy. He loved idling about, but he packed his bag, said farewell to his family and set off for the city.

After a while, he met a young woman, who was sitting in the shade of a tree.

"Good afternoon," said Moscione.
"May I join you?"

"Yes," said the woman. "My name is Lightning – pleased to meet you."

"Lightning. That's an unusual name," said Moscione.

"Not when you see what I can do," said the woman. "I can run faster than lightning."

"I don't believe it!" cried Moscione.

"It's true. I'll show you!"

Just then, a deer came bounding towards the tree and, when it spotted Moscione, it darted away.

Lightning let it get a head start, then she sprinted towards the deer at incredible speed. In four steps, she had overtaken it.

"Amazing!" called Moscione. "Will you join me on my journey? I will pay you very handsomely."

"Why not?" agreed Lightning, so they set off along the road together.

Think About It!

There is a moral that goes with this story — it's better to be a fool who surrounds yourself with clever people than a clever person who surrounds yourself with fools. Do you agree?





"No," said the young woman. "Just having some fun. My name is Shoot-Straight, and I can hit any target, no matter how far away or small it is."

"I'd like to see that!" said Moscione.

Shoot-Straight placed a pea on top of a pebble on a fence post a few hundred metres away. She aimed her bow and hit the pea with ease.

"Unbelievable!" gasped Moscione.
"You must join us. I will pay you
very handsomely."

Shoot-Straight agreed, and all four of them set off towards the city gates. There, they met a young man who was bulging with muscles.

"Good evening," said Moscione. "You look like a man who isn't afraid of hard work!"

"True," said the young man. "My name is Strong-Back, and I can carry a mountain as if it's a feather."

Before Moscione could ask him to prove it, he lifted a passing cart, along with its passengers and four horses. It was as though they weighed nothing.

"Excellent!" laughed Moscione. "Join us, and I will pay you handsomely."

Strong-Back agreed, so he too joined forces with Moscione, Lightning,

Quick-Ear and Shoot-Straight.

When the curious quintet reached the city square, the first thing they saw was a proclamation from the king challenging people to race his daughter, who was as fast as the wind. The person who could beat her would win her hand in marriage!

Moscione put his name down for a race, and the time and place were set for the following morning in the city square.

But the next day, Moscione sent a messenger to the palace to say that he was ill and a friend would run on his behalf. The princess greeted the news with a shrug. "It doesn't matter to me who I race. I'll win," she said.

When it was time for the challenge, the princess stood beside Lightning, preparing for victory. A trumpet tooted and the race began! The pair shot off around the great square, their feet barely making contact with the ground. They were a blur to all who were watching, but it was Lightning who crossed the line first!

The crowd roared with delight, but the princess wasn't pleased, especially when Moscione stepped forward and bowed before her.

The princess huffed away with her courtiers, refusing to speak to him.

But, later that night, the princess sent a note to Moscione, apologising for being rude. With it was a jewelled ring. Moscione put it on to admire it and fell to the ground in agony.

Quick-Ear put his ear to the ground. "I can hear the princess talking to the king. The jewel in the ring has been bewitched! Help!"

Shoot-Straight leapt up, grabbed her bow and shot an arrow straight at the ring on Moscione's writhing hand. It hit the jewel, which shattered into a thousand pieces. Moscione instantly felt better, and thanked his friends.



When he appeared at the palace the following morning, the princess was horrified to see him, and the king was not amused.

"Thank you for your kind letter and the gift," said Moscione. "I have come for my prize now."

The princess whispered frantically in her father's ear and the king nervously cleared his throat.

"How would you feel if we changed the prize?" he said. "Instead of



marrying my daughter, you can have gold. Just name your price!"

"Sounds like a good deal to me!" said Moscione. "I'll take as much as my friends and I can carry."

"Agreed!" said the king, chuckling to himself. He led them to his vaults, which were piled to the ceiling with heavy gold bars, bags of money and jewels.

Moscione called for Strong-Back and, with the help of Lightning, Quick-Ear and Shoot-Straight, he began to load his mighty friend with chest after chest and bag after bag of crowns, coins and jewels, until Strong-Back was carrying a tower of treasures!

They tried to protest, but Moscione said, "We have an agreement, Your Majesty!"
There was nothing the king could do but to look on in horror.

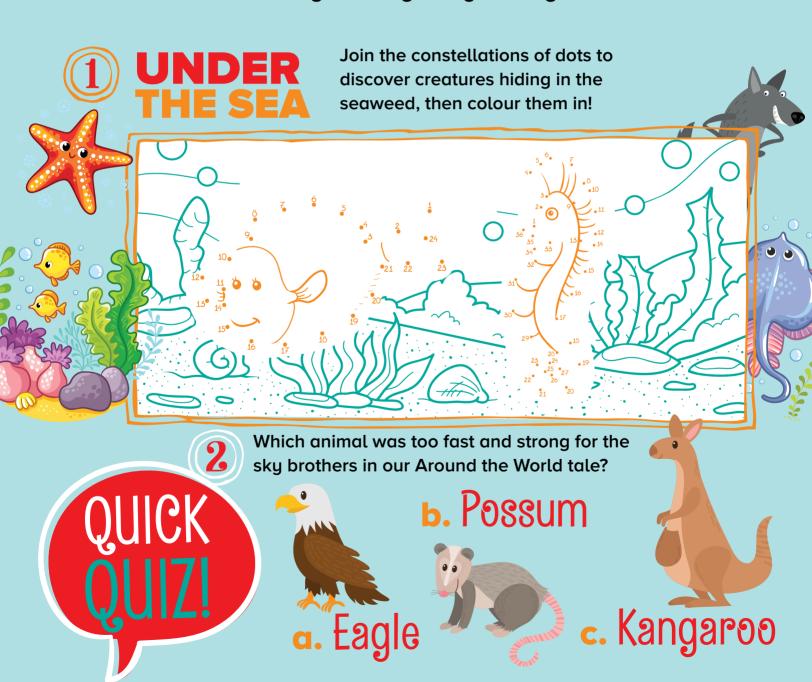
When they could truly carry no more, Moscione returned home, where he and his new friends split their prize equally.

Moscione's father was astounded to see his son come home with a wealth far greater than his own. And he was even more astonished to meet the talented friends his son had made.

"Perhaps," he thought, "my son is no fool after all." 6









Use your imagination, just like Stanley, to invent a rampaging robot on Mars.

Draw it here!





5 MAKE A SENSORY TRAY

Can you find a diamond in the dirt, just like the cockerel did in this issue's fable? What else can you find?

- Take a deep tray or baking dish and half-fill it with play sand, rice or pulses. You could also do this in a sandpit, if you have one.
- Hide five small items in the tray they can be small toys, plastic jewellery or even photos.
- Alternatively, print out and cut out our **Sensory Tray Treasures**. Download them from **storytimemagazine.com/free**. You could even laminate them to make them last longer.
- Hide them in the tray, burying them deep in the sand. If you're using pictures, you could attach them to the bottom with sticky tack.
- Time how long it takes you to find each item or just one of the five items.



Make this more fun using coloured sand, dyed rice or scented rice.

To do this, pour rice into a sealable bag, add a couple of drops of lavender or peppermint oil, squidge it around and leave it overnight.



Quick-Ear has overheard a secret conversation between the king and the princess. Cross out every second letter to work out what they said!

PEUYTFMIORSJCBILOKNTEGISNTJRAVIFL



The big, bad wolf is hiding somewhere in Storytime Playbox. Can you spot him? Colour in this cake when you find him.



MONS

200000000000000000000

Can you invent a monster as weird as the Chimera for Pegasus and Bellerophon to battle? Grab a dice and let the monster mash-up begin!

How to play

You need three or more players to make this game really fun. Print off our Monster Cards with heads, bodies and legs from storytimemagazine.com/free or get creative and draw your own! You need at least eight cards in each pile.

- 🏋 Using coins for counters, place them on the Start square.
- 🏋 Player 1 rolls the dice. If you land on monster eyes, pick up a head card; if you land on a mouth, pick up a body card; if you land on monster legs, a tail or tentacles, pick up a feet card. Add it to your pile.
- 🏋 Players take it turns to roll the dice and collect monster cards.
- 🏋 If you land on a 'Bad Luck' square, you can't pick up a card. If you land on a 'Pick a Part' square, pick a card from any of the three piles.
- X Keep going around the board until there are no monster cards left.
- Now each player assembles their monsters, using the head, body and legs cards they've collected. The player who can make the most complete monsters is the winner!

START











STORY MAGIC

Our favourite books this month – you're guaranteed to love them too!

Books of the Month!

GRANDAD'S SECRET GIANT is by one of our favourite authors and illustrators, David Litchfield. Billy's grandad has talked about the town's friendly giant for years, but nobody has ever believed him. But one night, Billy discovers that Grandad might just have been telling the truth. A beautifully illustrated book about acceptance, friendship and allowing yourself to see the magic around you. A great follow-up to the award-winning The Bear and the Piano. (Frances Lincoln Children's Books)



We have loads of new free downloads for you to print out and use at home or in school for fun story-themed activities and to make storytimes extra-special. They include colouring sheets, masks, puppets, activities, game counters and our Alphabet Zoo Factsheets, which come with ABC animal posters for you to collect and display! Visit:

storytimemagazine.com/free

We have two copies of

Grandad's Secret Giant by

David Litchfield and Charlie &

Mouse by Laurel Snyder and

Emily Hughes to give away.

To enter our competition, visit

storytimemagazine.com/win



