



Do you like stories about jousting knights, brave girl warriors with swords and bears who need haircuts? This is the magazine for you!

SPOT IT!

Find where I'm hiding in this issue to WIN brilliant books!

THIS ISSUE BELONGS TO:

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With stories from China, Germany, Vietnam and Great Britain!



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VISIT STORYTIMEMAGAZINE.COM/SHOP FOR EXCLUSIVE STORYTIME MERCHANDISE Storyland Adventures

DADDY BEAR'S HAIR

pring was springing in Storyland, and it was time for the three bears to leave their beds after a long snoozy winter.

Baby Bear was up first. He ran into his parents' room. "Time to get up, Mummy and Daddy! The sun is shining and spring is here!"

Mummy Bear yawned and stretched and stuck a paw out of the covers. She put on her slippers and said, "Let's have porridge to celebrate. Wake up, Daddy Bear!"

Daddy Bear grumbled and groaned and snuggled deep under the covers. "Too cold!" he moaned.



"Come on, Daddy!" said Baby Bear.
"It's not cold. It looks lovely outside."
With a twinkle in his eye, he crept
over to Daddy Bear's side of the bed
and tugged off the covers — then he
shrieked and jumped back in surprise.

Mummy Bear looked over and yelped too.

> VANA III VANA (

Over the winter, Daddy Bear's hair had grown so long, it was covering his eyes and hanging off the end of his paws like a big, shaggy dog! He was an extremely hairy bear.

"How did that happen?" exclaimed Mummy Bear.

"Must have been all that salmon I ate," said Daddy Bear, struggling to push hair out of his eyes.

"You'll have to get it cut," said Mummy Bear firmly.

"Too cold!" cried Daddy Bear.

"This hair is so warm. It's like being wrapped in a blanket. I'm keeping it."

He shuffled out of bed and got his hairy legs in a knot as he tried to get dressed. He almost fell down the stairs tripping over his hairy feet and he kept dipping his hairy arms in his porridge at breakfast. In fact, he stopped eating because he was spending too much time moving his hair away from his mouth.



"Are you sure you don't want to get a haircut?" asked Mummy Bear.

"Definitely not – too cold! Perhaps we could clip it back instead?" he said.

Mummy Bear fetched some hair clips and tried to pin back Daddy Bear's hair, but the clips made no difference. "Too much hair!" said Mummy Bear.

"What about a ponytail?" suggested Baby Bear.

Mummy Bear found a hair band and tried to pull back Daddy Bear's hair, but the band snapped in two. "Too thick!" said Mummy Bear.

"How about plaits?" said Baby Bear.

Mummy Bear plaited Daddy Bear's hair on each side of his head. Baby Bear giggled. "A bit strange!" said Mummy Bear, "But it will have to do."

The three bears decided to go for a walk in Bramble Woods. It was a beautiful day. The sun was beating down, the ground was carpeted with wood anemones and the first daffodils were in flower.

Mummy Bear breathed in the fresh air and Baby Bear ran ahead, exploring and scrambling over fallen trunks. Daddy Bear, however, was soon puffing and panting. He had to sit down for a rest.







"Still too cold?" asked Mummy Bear.

Daddy Bear shook his shaggy head and tried to mop his brow. He was so hot and bothered, his plaits unravelled and hair fell over his face again. Now he couldn't see where he was going.

"I thought so," said Mummy Bear.
"Come with me." She and Baby Bear guided Daddy Bear through the woods to Storyland's square, where they stopped at Rapunzel's Hair Salon.

> V V V I I V V V C

By the time they got there, Daddy Bear felt like he might melt with the heat of his heavy hair. "Too hot!" he huffed.

Inside the salon, Mummy Bear told Rapunzel they had an emergency.

"No problem!" said the princess, whipping out a pair of scissors and a comb. "Long hair isn't for everyone."

An hour later, there was an enormous pile of hair around Daddy Bear's chair.

"There you are!" said Mummy Bear.
"It's nice to finally see you again.
Too cold?" she asked.

"Not at all," said Daddy Bear, admiring his smart new reflection in the mirror. "I feel just right!"

The three bears thanked Rapunzel

and set off to enjoy spring together in Bramble Woods. *

**VEXT TIME: You'll never gives why pigs can fly!

Tales from Today

EDITH THE INVENTOR

By Helly Douglas

Edith was an inventor – the best inventor in town. Well, almost. Most of her inventions still needed some work!

Edith's amazing self-closing cat flap was brilliant – if only it hadn't shut just when the cat was halfway through! And Edith's whistle for calling her dog was wonderful. It was just a shame that everyone else's dogs came running too when she blew it.

When Edith heard there was a competition to invent a brand-new machine, she had to enter. Her idol, the famous inventor Jenny Rocket, was going to be the judge!





Edith stood back to admire her machine. It was a masterpiece — a giant, light-up music box! She was sure it would win first prize. Everyone would certainly gasp when the lights sparked up and the music began to play.

Edith grabbed the handle and slowly turned it. Nothing happened. The machine needed more power.

Edith turned the handle faster, but no matter how quickly she went, she couldn't get more than a flicker from the lights. Exhausted, Edith slumped to the ground. There was no way this would win and she had run out of time to fix it.

machine with a heavy heart. The other children were excited. They couldn't wait to show the judge their designs. Edith felt like a total failure. Maybe she wasn't an inventor after all.



Jenny Rocket burst through the doors on her bike and rode around the hall, waving. Everyone applauded. She leant her bike against the wall and strode around the room to see the inventions on display.

Edith gulped as she came over.

"Can you tell me about your wonderful machine?" she asked.





"It's a music machine that lights up," Edith muttered.

Jenny Rocket clapped delightedly. "What a fantastic idea! Show me how it works."

Edith furiously turned the handle faster than she'd ever managed before.

Horribly slow music started to whine and the lights flickered on and off.

Someone nearby laughed. Defeated and out of breath, Edith dropped the handle. Her cheeks were bright red.

Jenny Rocket smiled. "Don't worry," she said. "All my inventions went wrong when I was younger. You mustn't give up."

Edith hid behind her machine as the judge moved on. She couldn't wait for the competition to end.

The judging had almost finished when suddenly the lights went out, plunging the hall into darkness.

No one could get the lights to work and they couldn't carry on in the dark. The competition was going to be cancelled, and all the children felt very disappointed.

Edith thought for a moment. If only she was stronger, she could have turned the handle of her machine faster and lit up the room.

In the gloomy dark, Edith could just see Jenny Rocket climbing onto her

bike. The light from her helmet lit up the spokes of her wheels. It gave Edith an idea.

"Don't go!" she shouted, and ran across the hall. "I know how to light up the room!"

Edith carefully connected Jenny Rocket's bike to her machine. She then jumped onto the bike and started pedalling furiously.

With a groan, the machine flickered on and music began to play. As Edith pedalled faster, the lights shone brighter and brighter. Everyone cheered as light and music from

Edith kept cycling as Jenny Rocket finished her judging. Around her, children started to dance to the music. The competition was turning into a dance party!

Jenny Rocket stepped up to the stage and cleared her throat. The hall fell silent. "The best inventions solve a problem. Tonight, we had a problem and one person saved the day. The winner is... Edith!"

The hall erupted with cheers. Everyone started dancing around Edith and her wonderful music machine. She had done it. She really was the best inventor the machine filled the room. in town! ★

SIR LANCELOT'S QUEST

Sir Lancelot was the bravest knight at King Arthur's Round Table, but he was very rarely at Camelot because he was nearly always on a quest.

The other knights longed to be as strong and courageous as Lancelot and wished they could join him. One day, this wish came true for Sir Lionel, who was Sir Lancelot's young nephew.

"Mount your horse," said Sir Lancelot. "Let's seek an adventure."

Sir Lionel was greatly honoured to be asked and rode off with Sir Lancelot into the green forest and over the hills beyond.

The sun was beating down and the two knights felt hot in their armour, so they stopped for a rest in the shade of a large tree. Sir Lancelot decided to take a nap, so Sir Lionel kept guard.



It wasn't long before he spotted three riders in the distance being pursued by another much larger man. The large man grabbed their horses by the reins and wrapped the reins around the men, binding them tightly.

"This is my chance to be a hero," thought Sir Lionel, and he quietly mounted his horse and rode off to save the prisoners.

As he drew closer, he saw that the large man was also a knight, but

his face was mean and he wore dark and battered armour. He was no friend of King Arthur's!

The large knight laughed when he saw Sir Lionel riding towards him. "What do you want, weakling?" he asked, and he galloped towards Lionel, knocking him to the ground with his lance.

Before Lionel could fight back, the large knight had bound him to the other three men. He dragged them all back to his castle and locked them in his dungeon.

While this was happening, one of the older knights of King Arthur's court, Sir Hector, had also set out to join their adventure.



He couldn't find Lancelot or Lionel, but he eventually came to a menacinglooking castle in a dark forest. Outside stood a large tree, which had many shields hanging from it.

Sir Hector recognised Sir Lionel's shield among them. He was so angered that he bashed his sword against a large gong that was also hanging from the tree.

At once the large knight appeared. "Do you dare to fight me?" asked the knight. "I am the great Sir Turquine."

Sir Hector had heard of this powerful knight – many of King Arthur's allies had tried to overthrow him and failed. But Hector was brave, so he began to fight fearlessly. Though he managed to wound the large knight, he was soon overcome by the mighty warrior.

"You are the first knight who has ever wounded me," said Turquine. "I will give you your freedom if you swear to be my follower."

"I will never swear that," said Sir Hector.
"I follow King Arthur."

"Then I will treat you in the same way as my other prisoners." Sir Turquine threw Hector into the dungeon, where the old man found Sir Lionel and many other knights.

"Is Sir Lancelot here?" asked Sir Hector.

"No," said Sir Lionel.

This lifted Sir Hector's spirits. "Good. He will find us and we will soon have our freedom again."

When Sir Lancelot woke at last, he was troubled to find Sir Lionel missing. He looked for him for many days, and with each passing day became more anxious about the fate of his nephew.



One morning he met a young woman riding along the road. "Fair damsel," said Sir Lancelot, "have you passed a young knight on your travels?"

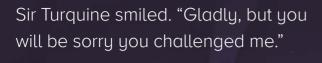
"No," she replied, "but I know of some knights who need your help. There is a castle in the forest, and its owner, Sir Turquine, has been boasting about how he has captured some Knights of the Round Table."

Sir Lancelot thanked her and galloped into the forest as quickly as he could. It wasn't long before he found the tree covered in shields – and he recognised many of them, including Sir Lionel's and Sir Hector's.

Sir Lancelot rode closer to the castle and spotted Sir Turquine on foot, leading his horse through the castle gates. Another knight, Sir Gaheris, was bound and draped over the back of his horse.

Sir Lancelot was enraged. "Release the knight, then mount your horse and fight," he demanded.





The two knights rode at each other, their horses kicking up clouds of dust. Their swords clanged against each other fiercely and they fought until they were breathless.

Gasping for air, Sir Turquine said, "I admire you. I have never fought anyone with such strength. You fight like you are the knight I hate most in this world."

"Tell me, who is this knight you hate so much?" asked Sir Lancelot.

"He is Sir Lancelot of the Lake. He is the reason I imprison Knights of the Round Table."

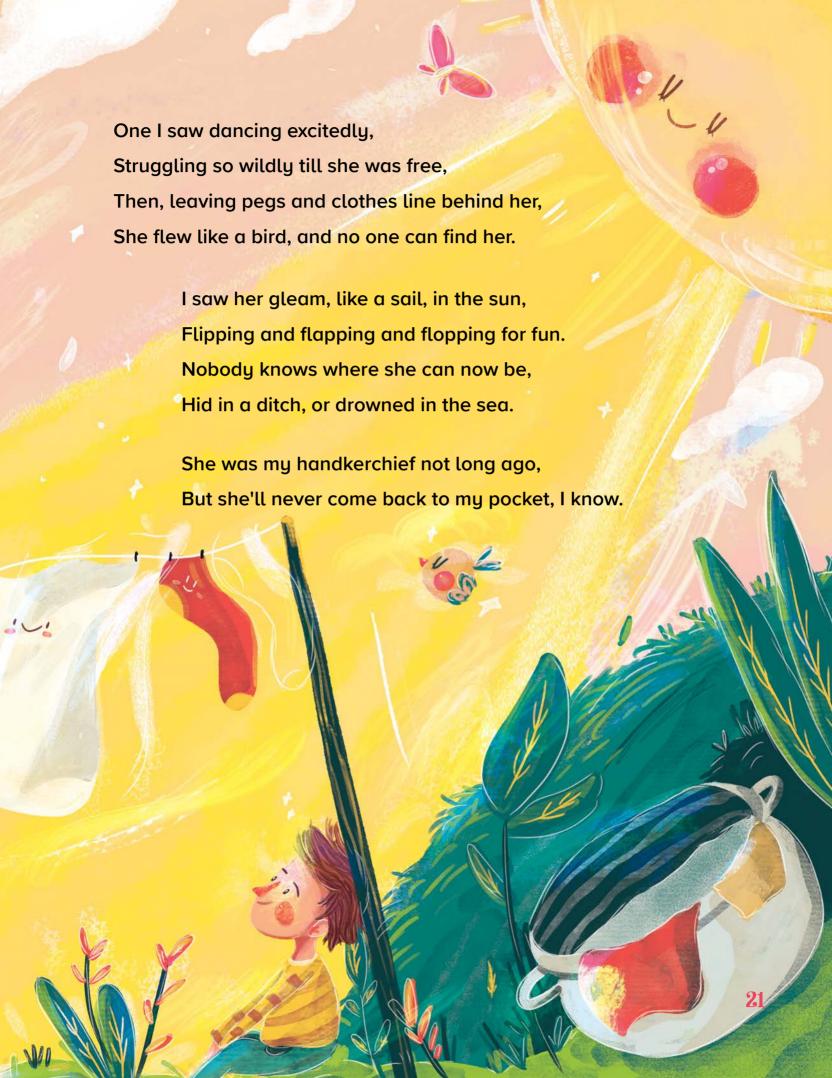
"Then let us fight again," said Sir Lancelot, "because I am Sir Lancelot of the Lake."

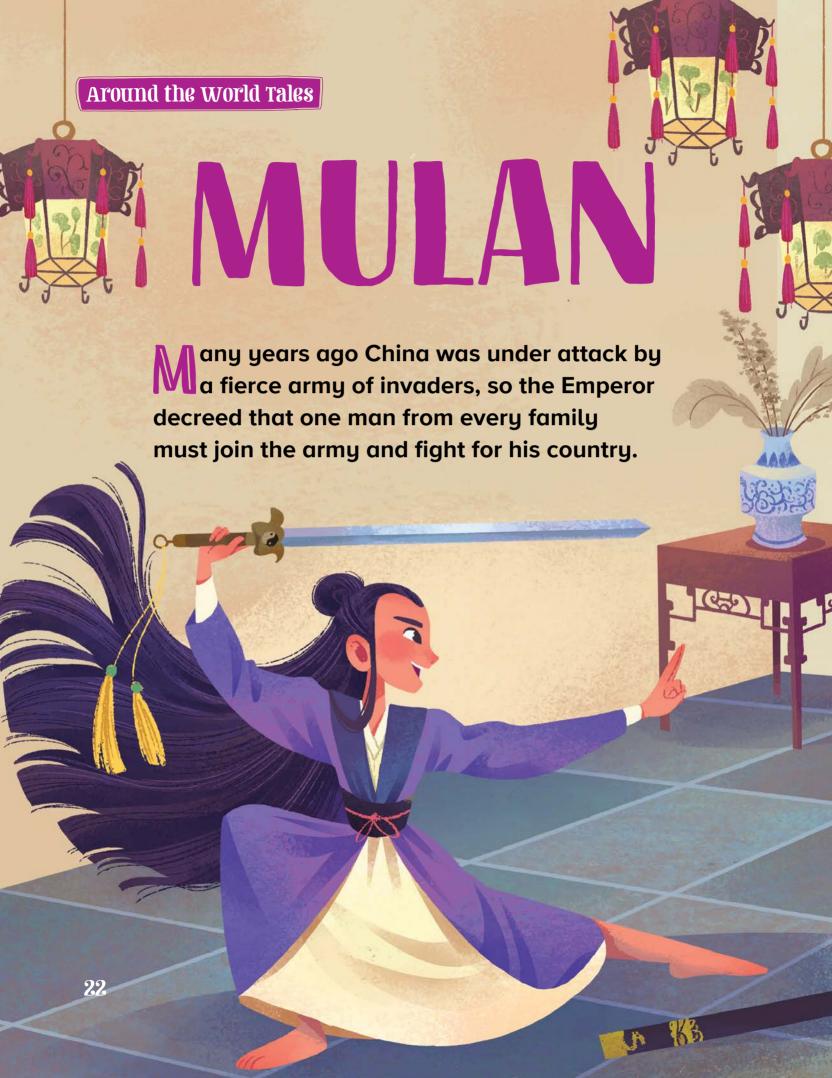
They began to strike at each other furiously. The clangs of their armour rang out through the forest. Soon they had wounded each other many times, but Sir Turquine was not as strong or as skilled as Sir Lancelot and he fell to the ground exhausted, begging for mercy. The battle was over.

Sir Lancelot ran into the castle and released the poor knights from their prison.











"But you are a woman!" cried her mother. "They will never allow it."

"They will never know," said Mulan confidently. "I will cut my hair and once I am wearing your armour, it will be impossible for them to tell. I will not bring shame on you, I promise."

Mulan continued to argue until her parents gave in. By the time the army officials knocked at their door, Mulan had cut her hair and was wearing her father's full suit of armour. When she reported for duty, they had no idea she was a teenage girl.

And so Mulan's deception began.
She marched for many miles among fellow soldiers to the battlefield, where she proved herself to be remarkable at martial arts, an excellent sword fighter and a fearsome foe.

Mulan quickly got a reputation for being highly skilled with weapons and brilliant at strategy, so much so that she was soon leading her own battalion. When Mulan charged across the battlefield on her horse, her enemies ran for their lives. No foe could match her in combat.



All this time, she was only ever seen in her armour, so still nobody had any idea of her true identity. When Mulan was eventually given the rank of general, she smiled, knowing her family would be so proud.



After ten challenging years, the war was drawing to a close. Mulan was readying herself for one last decisive battle when a messenger ran into her tent. "The enemy is fast approaching – it's a surprise attack!"

Mulan leapt to her feet and summoned her troops. "We cannot give them an advantage. Abandon your tents and grab your weapons. We will hide in the forest and creep up behind them. We will surprise them while they try to surprise us."

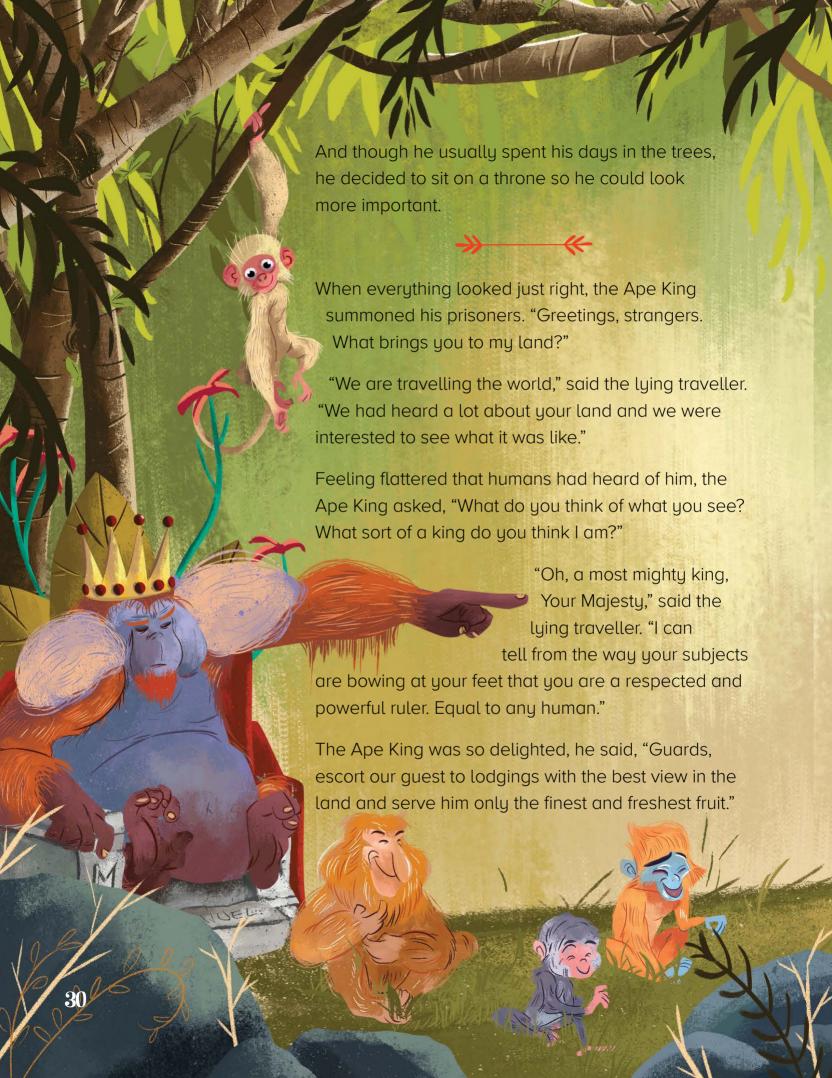
The soldiers cheered and followed Mulan's instructions closely. The plan was a huge success – the invaders had no idea they were coming and, within hours, they had either fled or surrendered.













THE INCREDIBLE CROW

Adapted from Franz Xaver von Schönwerth

nce upon a time, the son of a rich baron was riding along when he came to a meadow filled with beautiful purple flowers. He decided to take a shortcut through the field, but within moments he fell asleep.

The horse stayed grazing in the meadow while the rider slept in the saddle. At last a crow flew down and pecked the horse. It reared up so suddenly, the rider was jolted awake. "What's happening?" he cried.

"I pecked your horse to wake you up," squawked the crow. "This field is enchanted and you have been asleep here for three years!"

The rider realised his beard was over a metre long, so he knew the crow was telling the truth.

"How can I thank you, crow?" asked the rider.

"You can ask one of your three sisters to marry me. Take this picture of me with you and I will join you soon." The crow gave the rider a little picture of himself and flew off.

When the rider returned home, his they thought they had lost him forever. However, when he told his sisters about the crow and its strange request, his parents weren't happy. He showed his sisters the picture of the bird. The eldest wrinkled her nose in disgust, the second sister shrieked in horror, but the youngest sister smiled. She thought she saw something special in the crow's eyes.

(F)

The following day, a splendid carriage drawn by four horses pulled up outside their house. The sisters prince must be calling upon them, they raced to the door. When a black crow stepped out of the carriage, the two older sisters ran back into the house and hid. Only the youngest sister was polite enough to invite him in. Still. the crow invited all three sisters to come and stay with him in his castle.

for, so they encouraged the sisters to travel with the strange bird. That evening, they set off together.







The prince and the princess were thrilled, and gave the youngest sister a wardrobe of fine clothes as a reward. Now everyone saw the ragged young lady in a different light, and several of the palace staff fell quite in love with her.

The head of the royal guard was so enamoured, he tiptoed to her room and tried to peek in. She chased him down the hallway but he kept coming back, so she wrote down with the

feather quill, "Let him spend

all night running up and down the hallway." And that is exactly what happened. In the morning the guard was so exhausted, he limped away.



The next evening, the head butler came to her room to see her. She chased him to the door at the end of the hallway and said, "Shut the door and stay away!" But he didn't listen, so she wrote down with the feather quill, "Let him spend all night opening and shutting the door."









Now as soon as it was light, the poor seamstress began to work. She sat at her sewing machine and sang loudly. Her song floated up to the rooms of the rich man and woke him.



One morning, the rich man cried, "Enough! I can't stand the singing of that silly seamstress any longer. If she had something to worry about like I do, she wouldn't sing so much."

The rich man tried to come up with a plan to stop the seamstress singing. "Let me see," he thought, "what worries people most? Why, money, of course! Some people worry they have too little, but not the seamstress. She is always singing!

In fact, she's the happiest person I know. Perhaps if she had too much money, she would finally worry and be quiet. That's it!"

That morning the rich man knocked on the seamstress's door. "I have a gift for you," he said, and he gave the seamstress a heavy bag.

She opened it and it was full of shining gold pieces. "I can't take this!" she cried. "I haven't earned it."

"Yes, you have," answered the rich man. "You earned it by singing every day. You are the happiest person I know."

The rich man left before the seamstress could argue with him.

The seamstress stood in the doorway counting out the gold pieces. As she reached fifty, she looked up and saw a man passing by and watching her with curiosity. She quickly hid the bag under her apron and went into the bedroom where nobody could see her. She piled the coins up on the bed.

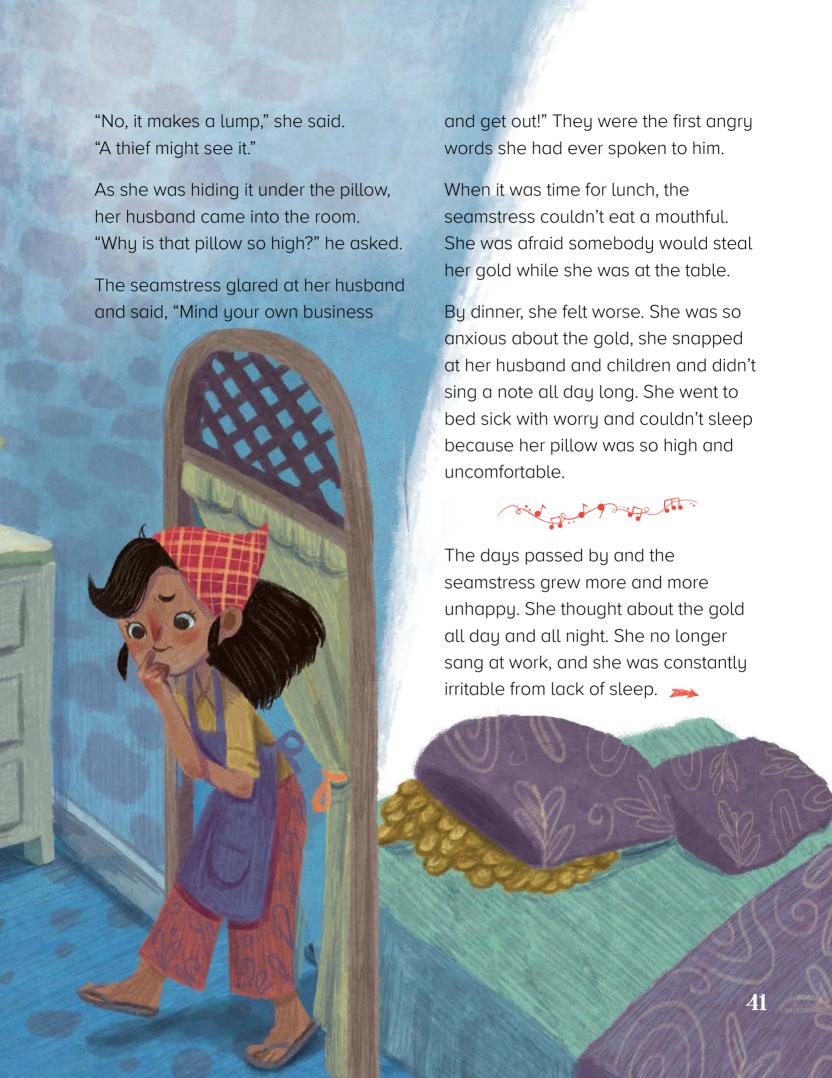
How golden they were! How bright!
She had never seen so much money.
She counted it out slowly until she reached one hundred.

"One hundred pieces of gold! How rich we are! But I probably shouldn't tell my family — they might tell someone else who might try to steal it. Where shall I hide it for safe keeping?"

First, she hid it under the bedcovers.

WRITE IT!

Can you **write a song** for the seamstress to sing when she's making and mending clothes? Use words like 'stitch', 'thread' and 'sew' if you can.



But upstairs the rich man was happier than ever before. "That was a clever plan," he thought. "Now I can sleep all morning without being woken by that seamstress's annoying song."

For a month the seamstress fretted over what to do with the hundred gold coins. She grew thin and pale, and her husband and children were unhappy too – they hated how quiet and sad the house had become.

At last, one night, the seamstress couldn't bear the worry any longer and told her family the whole story. Without hesitation her husband said.

"Dear wife, give him back the gold.
All the money in the world is not worth as much to us as hearing you sing your happy song."

The seamstress felt like a huge burden had been lifted off her shoulders. Relieved, she grabbed the bag of gold and ran up to the rich man's house. When he answered the door, she thrust it into his arms and cried, "Here's your gold. Take it back. I can live without money, sir, but I cannot live without happiness."

She sang every day after that as loudly as she could. ★





Fly away with an enchanted crow, invent something awesome, give Daddy Bear new hair and complete our Big Quiz!

1 APE JAPES

Look at this picture of the Ape King and circle only the sentences that are true.

A. HIS CROWN IS SILVER.

B. HE LOOKS BORED.

C. HE ISN'T WEARING A TIE.

ODD SOCKS

A gust of wind has blown **6 socks** off the washing line. Colour in this odd sock when you've spotted them all.







Unscramble the letters on each shield to work out which knights they belong to.









Bring the Incredible Crow from our fairy tale to life and act out the story!

- Copy the body shape and wings on the right onto black paper or card and cut them out. Alternatively, print out our Crow Template from **storytimemagazine.com/free** and colour it in.
- Fold the wings in half down the centre if you're using our template.
- Now fold the other two dotted lines in the opposite direction (up), so the folded area sits upright in a triangle shape in the centre.
- Glue or tape the triangle part of the wings to your crow's body.
- Punch a small hole in the top centre of the body and tie a length of string or elastic through it.
- Bounce the string up and down to see the crow's wings flap.

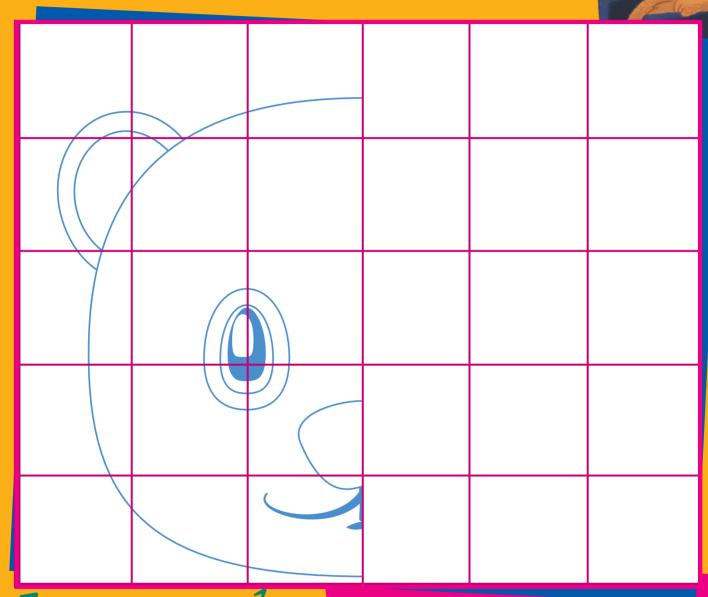




Why not stick black craft feathers to your crow's wings, just in case somebody needs an enchanted quill?

7 DRAW DADDY BEAR

Complete the picture of **Daddy Bear** and give him a funny hairstyle!



HA HA!

What do you call a cold bear?

A. A brrrrr!

DID YOU KNOW?

In the wild, grizzly brown bears pong because they roll in rotten materials or food to hide their own scent!

storytime, Samuel Storytime, S

Were you paying attention?

Take our quiz and find out!

- What did the Ape
 King sit on when he
 met the travellers?
 - a) A branch
 - b) The ground
 - c) A throne
- In The Singing
 Seamstress, what
 did the rich man
 worry about?
 - d) Money
 - **b)** Singing
 - c) Lack of sleep

- 2 In our poem, what blew off the clothes line?
 - a) Shirt
 - b) Handkerchief
 - c) Socks
- How long did the baron's son sleep for in The Incredible Crow?
 - 3 months
 - b) 3 years
 - c) 3 weeks

- Which hairstyle worked best on Daddy Bear?
 - a) Ponytail
 - b) Bun
 - c) Plaits
 - What colour is Sir Lancelot's horse?
 - a) White
 - b) Brown
 - c) Black

- Which of these skills was Mulan trained in before she went to war?
 - a) Rodeo
 - b) Acrobatics
 - c) Martial arts

- Which story features a helmet with a light on it?
 - a) Mulan
 - b) Sir Lancelot's Quest
 - c) Edith the Inventor

MULAN'S BATTLE

Can you help the warrior Mulan defeat her enemy? Play our game of luck and skill.

How to Play

To play, you need two players, a dice, two sheets of paper, two pencils and our **Mulan's Battle Counters**. Print them off at **storytimemagazine.com**/

free

- Roll a dice to decide who will be Mulan and who will be the enemy. The highest number is Mulan. Also roll a dice to see who will move first the player with the highest roll takes the first turn.
- Now each player must decide where they are going to place four of their warriors on the grid. They are in hiding, so don't actually put them there and don't let your opponent know! Secretly write down the grid references on your piece of paper.
 - Player 1 chooses a square from the grid and places a warrior on it in plain sight. If the square is completely free, stay there. If the square has one of player 1 warriors hiding on it, then you must battle each other. Roll the dice.

If you roll a **1, 2 or 3**, you win
If you roll a **4, 5 or 6**, your opponent wins

- The player who wins the battle stays put.
- The defeated player removes his or her warrior from the board and plays with fewer warriors from now on.
- Take it in turns to play. You can put your warrior on a square where you can see your opponent or on an empty square where an opponent might be hiding. It's up to you.
 - If you reach a point where you only have hidden warriors left, you'll have to bring one of them out of hiding to fight.
 - The winner of the game is the player with the most living warriors at the end.
 - You can either play with a time limit or with a limited number of turns twenty for each player, for example. Alternatively, you can keep playing and battling until you've wiped your opponent off the board.

SPECIAL RULFI

If you take control of square F6, roll a dice. If you roll a 6, a soldier arrives by boat – get an extra warrior!



STORY MAGIC

Check out the winner of our Design A Playground competition and find out about two new must-read picture books!

BOOKS OF THE MONTH

ROB GOES POP by Marion Denchars (Laurence King) is a wonderfully illustrated story about two bird artists, a painter named Bob and a sculptor named Roy, and how they get into a battle over who can create the most amazing art. This tale has important lessons to teach about how cooperation can be better (and more fun!) than competition.

THE PROBLEM WITH PROBLEMS by

Rachel Rooney and Zehra Hicks (Andersen Press) is about something we all face – the presents us with vivid images of the monsterlike problems we might encounter, while Rachel Rooney's bouncy verse gives sage advice on how to deal with them. An ideal book to read and discuss with your children!

CONGRATULATIONS to **Luther**

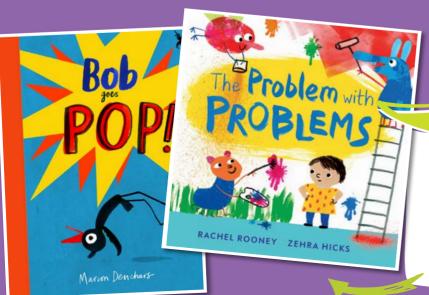
STORYTIME ISSUE Dalton-Dale, who is aged 6, for winning our **Design A Playground** competition, from Storytime Issue 55. Luther's playgound design has many of our favourite things, including a pond, a sandpit, a catapult and even a FORTRESS! Great job, Luther we're sending you a set of beautiful Storytime prints!

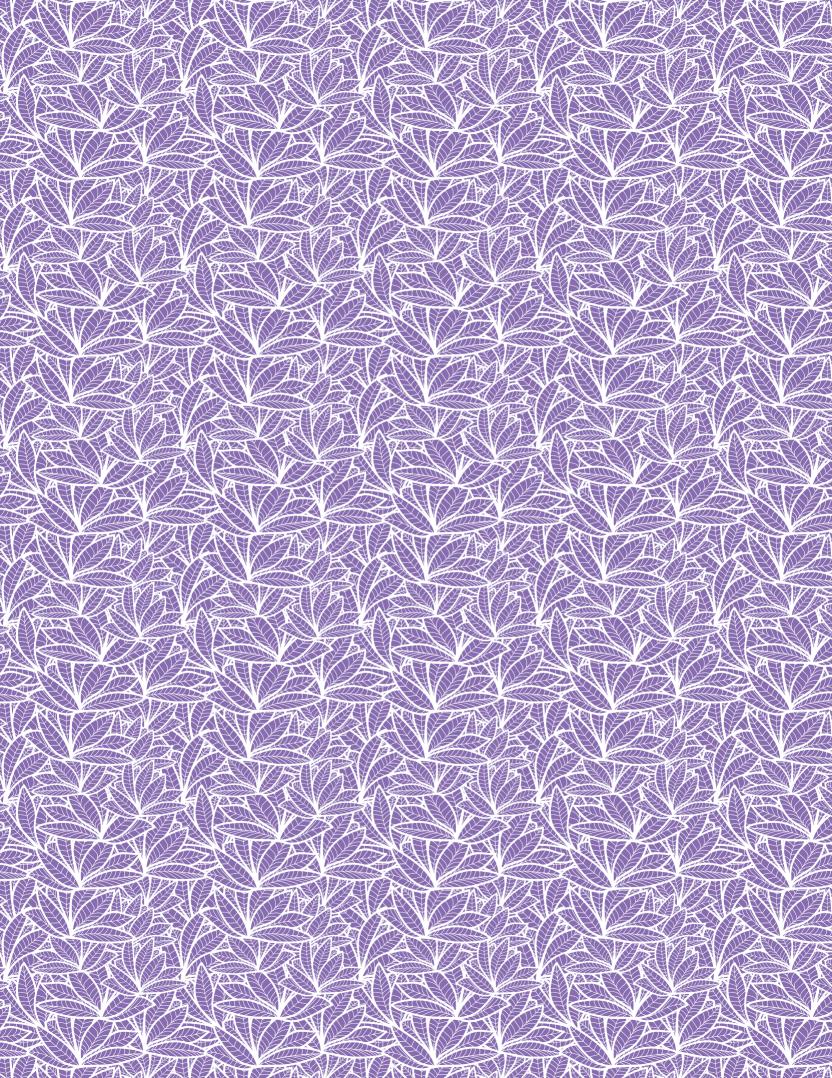
MEET ME IN YOUR NEXT



Have you spotted which story the little dog on page 3 is from? To send us your answer and get the chance to win these awesome books, just go to:

storytimemagazine.com/win









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Story

