

Curriculum Guide

Denton the Dragon in Tales of Bubbleland

Version 1.2

Introduction

Children love stories. They love to read and they love to have stories read to them. Often, children learn best when a story is followed by a discussion and then activities to delve into the deeper meanings of what they just read. The Tales of Bubbleland series of story books are designed to be read as stand-alone books, but the curriculum guide that follows will help children gain insight and understanding into these simple moral tales. The guide is set up for nineteen weeks, but this can be modified for fewer weeks, depending upon the time available. No matter what time frame is chosen, the first week should be spent creating magical cushions so the children know that they will be carried away to the world of Denton the Dragon every time they settle in to listen to a story. Every week follows the same format, beginning with the story read aloud, followed by some wondering questions, then by a song and a chance to be silly, create art, or make a gift for another person. Creating a world that is fun, supportive, and nurturing is the goal of this curriculum guide. We wish for the children who participate in this program an opportunity to learn and then teach others about some very important ideas to help make this world a better place.

Sybil Argintar
Education Development Coordinator
Asheville, North Carolina

A NOTE TO TEACHERS AND OTHER READERS

We recommend you read each story to yourself before reading it aloud to the children.

The stories are short; each will take you between five and ten minutes to read aloud. Although this Guide numbers the lessons in “Weeks,” you may wish to present the Tales more closely together. After *The Last Dragon*, the order of the stories does not matter.

Denton the Dragon in Tales of Bubbleland

Curriculum Guide

For Grades K - 3

(Multi-age classroom or by individual grades)

Each week will include:

- **Moral themes**
- **Materials**
- **Suggested songs**
- **Discussion questions**
- **Activities**

Weekly format:

- **Fifty to seventy minutes, depending on activities**
- **Come into the space with cushions, close eyes and imagine...**
- **Read the story and play the song**
- **Discussion questions**
- **Activities—start with an active game, then art, then snack**

Setting:

- **Comfortable and cozy. Children sit on cushions in a circle as they hear the stories and travel to Bubbleland, followed by activities**

Plan ahead:

- **Read the story, plan the voices, read the activities**
- **Obtain supplies and prepare as much as possible ahead of time**

Allergy disclaimer:

- **Allergies to milk, eggs, nuts, wheat, soy, and gluten are common**
- **Be sure to check for allergies and adapt recipes and snacks as needed!**

Curriculum Weeks and Supplementary Information

Week 1—Magical Carpet Ride

From *The Last Dragon*:

Week 2—The Last Dragon

Week 3—Denton for Mayor

Week 4—Tangorra DePri

Week 5—Cobby Barnbuckle

Week 6—Cobby and the Big, Bad Bully

Week 7---Marshmalloween (perfect for Halloween)

From *If Dragons Could Fly*:

Week 8—If Dragons Could Fly

Week 9—Denton the Optimist

Week 10—The Gratitoad (perfect for Thanksgiving)

Week 11—The Way to Puddleburg

Week 12—Nelliebecca Hates Furfels

Week 13---The House of the One-Word Children

From *Denton and the Cryalot*:

Week 14—Denton and the Cryalot

Week 15—Lily Rose

Week 16—Denton and the New Year (perfect for New Year's)

Week 17—The Trust Bank

Week 18—Little Rachel and the Boolon

Week 19—Diamond Day

BONUS STORY—Hilwin, the Boy with Wheels (read any time after Week 5) (Also in Spanish)

Supplements

- Songs of Bubbleland (available on the website)
- Annotated Lyrics to *Not Far Away*
- Script for The House of the One-Word Children (as a play)
- INDEX of Themes (find which Tales have the themes you want)

Week 1—Magical Carpet Ride

Children will get to know each other and make a special magic carpet (cushion) to use for the remainder of the story weeks.

Materials

Large sheet of white paper, marker, masking tape to put paper on a wall.

White paper, cut into 18" x 18" squares

Pencils

Markers

Transfer paper, available at fabric stores

Fabric: light-colored, no pattern for making designs, patterned for the back of the cushion
(several patterns to choose from for the backing)

fabric should be pre-cut in 18" x 18" pieces

Fabric markers

Quilt batting, pre-cut into 18" x 18" pieces

Sewing machine

Song

Many of the Tales of Bubbleland have inspired original songs by nationwide singer-songwriters. In each week's guide, we will recommend one of the Songs of Bubbleland that you can play for your class sometime during the lesson, perhaps as a reward.

For this introductory week, we recommend *The Bubbleland Theme Song*. It tells the story that is the basis of all the Tales: how Little Rachel met Denton the Dragon and invited him to live in her yard. It's a good overture before reading the book.

Activities

Introduction and Getting to Know You Game

Setting Up A Covenant

Making Magic Carpet Cushions (extra grown-ups will be needed to help with this!)

Snack

Introduction

- Gather children in a circle, either in chairs or seated on the ground
- How many of you have ever been to a place different from where you live now?
- Do you have a special place you would like to visit? It can be real, or make-believe.
- Today, we'll make some special cushions, our magic carpets, which will take us to a special place called Bubbleland.

- Every week after this week, we'll gather together in a circle on our magic carpet cushions to hear some stories and do some fun things together. First, though, let's get to know each other.

Getting to Know You Game (or something similar of your choice):

Go around the circle, everyone says his/her name and something he/she likes to eat.

The next person has to say his/her name and favorite food, and repeat what the person before has just said.

One of the teachers should keep track of the favorite foods, because that can be snack for the following week, since dragons eat everything.

Setting Up A Covenant

Now that the children have had a chance to get to know each other a little, a classroom covenant (promises to each other) should be established. The children should make these "rules" or promises. Ask how they would like to treat each other, throw a few prompts in as needed, such as, Is it okay to hit each other? Is it okay to scream out an answer? Record the promises as the classroom covenant and refer back to this through the story weeks as needed for any behavioral issues. When children make their own rules/promises, they are more amenable to following them when things come up!

Magic Carpet Cushions

Step 1: Draw a simple design on paper, color if desired

Step 2: Transfer design to light-colored fabric with transfer paper and pencil

Step 3: Color design with fabric markers

Step 4: Select a patterned backing fabric

Step 5: Turn design and patterned backing face down, with a batting square in between

Step 6: An adult sews three sides of the cushion

Step 7: A second adult turns the square right-side out and hand sews the fourth side shut



Magic Cushion

Week 2—The Last Dragon

Moral themes

Being brave

Not always following what others tell you; search for your own truths

Being open to meeting someone different from you

Apologizing when you make a mistake or hurt someone's feelings

Materials

The Last Dragon story (from *The Last Dragon and other tales*)

Cushions

Make several plume-like dragon tails from feathers for the game

Large picture of Denton the Dragon, laminated

White drawing paper

Pencils

Markers

Tacks or masking tape for hanging drawings

Snack foods—nuts, berries, cheese, meats—dragons are omnivores and eat everything!

Song

For this first story, we recommend *Denton and Rachel*. Done in a mountain-music style, it is an alternate take on the fateful day that Denton met Little Rachel and moved to her yard.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Little Rachel, Denton, various Townspeople

I Wonder....

Do you think your parents would let you go looking for dragons all by yourself?

What would you do if everyone told you the dragon was mean and fierce?

What if you knew differently, would you be friends with the dragon?

Was Denton like most dragons you know?

How many of you have ever gone up to a new boy or girl in school who looked different than you?

What did you say, or what would you say?

Activities

Game:

Pin the Tail on the Dragon Game

Pin long plume-like dragon tails on a large picture of Denton while blindfolded

Art:

What would YOUR dragon look like?

Everyone draws their own dragon on paper. Display on wall.

Snack:

What do dragons eat?

Make a dragon snack (omnivores, so a little of everything)



My Dragon

Week 3--Denton for Mayor

Moral themes

You can have a voice in things that are important to you

Use the democratic process to decide things in a fair way

Materials

Denton for Mayor story (from *The Last Dragon and other tales*)

Cushions

Red and blue bubbloons (balloons), enough for the game and for everyone to take one home

Poster Board

Markers

Snack foods: cookies, popcorn, chips, carrot sticks, grapes, crackers, apple juice, water

Song

For this story, we recommend *Mayor Peasandcorn*. Children's entertainer Billy Jonas provides a fanciful – and very silly – account of how Blossom Peasandcorn was elected Mayor of Pingletown, replacing the corrupt and inept Mayor Rinsenspit.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for Mayor Peasandcorn, Little Rachel, Denton

I Wonder....

What choices do you get to make about chores you might have to do at home or at school?

What would it feel like if you didn't get to choose?

What does it feel like if someone makes you do something you don't want to do?

Activities

Game:

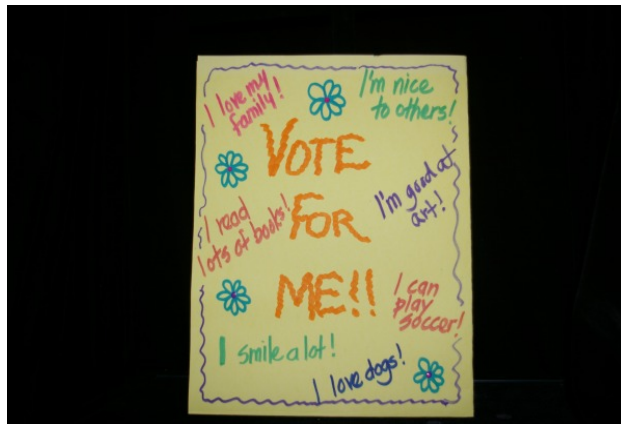
Bubbloon races. Make two teams (count off 1, 2). Have a start and finish point marked. One is the red team, and one is the blue. Each team gets a blown-up bubbloon (balloon), either red or blue. Each team gets a large spoon to place the bubbloon on. At 1, 2, 3, go.....the first person must move as quickly as possible to the finish without dropping the bubbloon off the spoon. If it drops he/she must go back to the beginning. Each person must get to the finish and then back to the front of the line to hand off the balloon to the next person. Keep going until everyone on one of the teams has had a turn. That team wins! Prizes for everybody for trying, a bubbloon (balloon) to take home.

Art:

Make campaign posters. Have the children draw or write why someone should vote for them. Help along by asking what things they like about themselves or things they are good at doing and that can be part of their “campaign”.

Snack:

Have several things available and have the children vote on which items to have for snack (e.g. cookies, popcorn, chips, carrot sticks, grapes, crackers, apple juice, water) Make a chart and pick the top three items to eat and enjoy!



Vote for Me Poster

Week 4--Tangorra DePri

Moral themes

Seeing the good in others

Respecting everyone's contributions

Materials

Tangorra DePri story (from *The Last Dragon and other tales*)

White paper

Pencils

Masking tape

Flashlight

Markers

Crayons

Cushions

Snack foods—bubble pudding (see below)

Song

For this first story, we recommend *Back to You (A Song for Tangorra DePri)*. Balladeer David LaMotte has crafted a beautiful song that tells arrogant Tangorra that she will find love and acceptance if she gives it, instead of worrying about not being the center of attention.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Tangorra DePri, Mayor Peasandcorn, the teachers, the school principal

I Wonder....

How many of you have friends who like to brag about things? What do you think about that?

What do you do if a friend or someone you know does that?

What do you think is really special about one of your friends or someone in your family?

Activities

Game:

Children get in pairs and stand back to back

Each child in the pair takes turns saying something nice about the person he/she is paired with

Art:

Silhouette faces

Each child comes up one at a time; might be good to have two stations, so this moves a little more quickly

Tape paper to wall, at height of the child sitting, so his/her profile fits on page when light is shined on wall

Trace around the profile

After all are done, children exchange profiles and decorate the face of a friend

Snack:

Bubble pudding. Recipe below.

Bubble Pudding

Cups of vanilla and chocolate pudding (make yourself and put in small cups or buy pre-packaged; enough for one cup per child)

Things to mix in such as ground-up Oreo™ cookies, bananas, sprinkles, etc.

Spoons to add the mix-ins and to eat!



Silhouette

Week 5—Cobby Barnbuckle

Moral themes

Being truthful
Caring about others

Materials

Cobby Barnbuckle story (from *The Last Dragon and other tales*)
Cushions
Craft foam, variety of colors
Masking tape
Pipe cleaners
Ribbon
Snack foods—see below

Song

There is no song specifically written about Cobby, but this would be a good time to play *Not Far Away*, a song that summarizes ALL the Tales. See the annotated lyrics in the SUPPLEMENTS to this curriculum guide.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Cobby Barnbuckle, Cobby Barnbuckle's mommy, Cobby Barnbuckle's daddy

I Wonder....

Is it ever okay to tell a lie?
What would you do if you had to keep a secret?
What could you do to surprise your mom or dad for her/his birthday?

Activities

Game:

Gossip Game. Standing in a circle, whisper a simple phrase into the first child's ear. That person repeats what they heard to the next person, and on around the circle. The last person says what the phrase is. Repeat two times.

Art:

Foam Flower Bouquets (to give as a gift). Children make their own flowers or trace around patterns and cut out flower designs. Tape to pipe cleaner stems, arrange in a bouquet, and tie a bow with ribbon.

Snack:

Crackers, cheese, peanut butter, celery, cream cheese



Foam Flower Bouquet

Week 6—Cobby and the Big, Bad Bully

Moral themes

It's not okay to be a bully or to hurt someone emotionally or physically

Materials

Cobby and the Big, Bad Bully story (from *The Last Dragon and other tales*)

Cushions

Small slips of paper cut up for written statements, folded in half.

Six small baskets or bowls

11 x 17 sheets of paper, folded in half

Markers

Assortment of stickers

Snack foods: cookies, crackers, apples, etc.

Song

There is no song specifically written about this Tale. You might want to consider playing Peter Yarrow's song called *Don't Laugh at Me* (available through many online sources).

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for Cobby, Nelliebecca, Little Rachel, Denton

I Wonder....

Have you ever had someone be mean to you? What did that feel like?

What would you have done if you had been Cobby? Little Rachel? Nelliebecca?

What would be something you could do if you saw someone being bullied?

Activities

Game:

Nice and Mean. Ahead of time, write on small slips of paper sayings such as "You're fat", "You're nice", "You have funny hair", "Your shoes are ugly", "You have a nice smile", "You are good at art", etc. Have a larger number of nice sayings on the slips of paper, equal for both teams. Have a tray of cookies, apples, treats, etc. where everyone can see them, but don't explain what this is just yet.

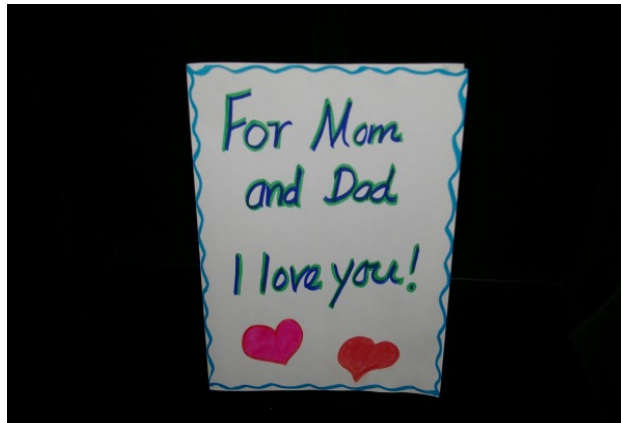
Make two teams (count off 1, 2). For each team, have three small baskets or bowls. Put slips of folded paper with sayings written on them, in one of the baskets. Have two empty baskets on either side of this, one labeled “Nice” and the other labeled “Mean”. Make two teams (count off 1, 2). Each person on a team picks a slip of paper out of the central basket, and the team decides among themselves if it is something nice or something mean to say to someone, and puts it in the appropriate basket. When all the pieces of paper have been distributed, check in the nice or mean baskets to make sure all the sayings are where they should be! Then explain to the children that each team will get a cookie, cracker, apple, etc. (whatever snack is chosen) for every nice saying. But, they will have to give back one item for every mean saying. Save these items and they can have for snack time!

Art:

Make big cards for someone you love. Have big sheets of paper pre-folded and ready for children to draw on. They can add stickers if they like.

Snack:

Cookies, apples, crackers, etc.



Big Card

Week 7--Marshmalloween

Moral themes

Be yourself

Materials

Marshmalloween story (from *The Last Dragon and other tales*)

Cushions

Clay (any that air hardens)

Wax paper

Beads, small jewels, etc.

Electric burner

Pot

Ladle

Bowls, spoons

Snack foods—Alphabet Soup

Song

There is no song specifically written about this Tale.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Little Rachel, Denton the Dragon, Nelliebecca

I Wonder....

What grown-up do you most admire?

If you could be anyone in the world, who would that be?

What do you like the most about yourself?

Activities

Game:

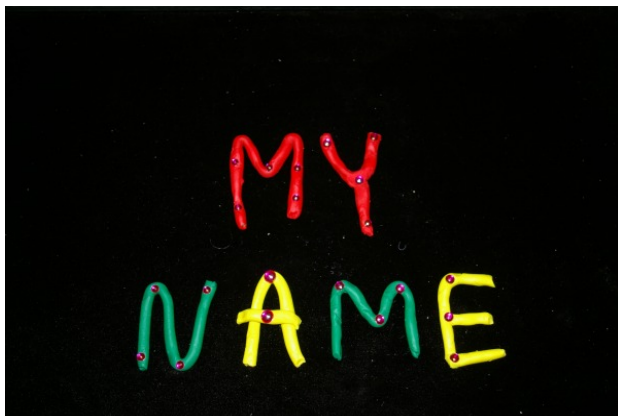
Stand in a circle. Take turns doing a silly dance, like Denton, or not. The others can try to copy.

Art:

Make long coils out of clay. Each child shapes the letters of his/her name. Press beads, jewels, into the letters to decorate. Set on wax paper to dry.

Snack:

Alphabet Soup. Heat up alphabet soup to share.



My Name

Week 8—If Dragons Could Fly

Moral themes

Everyone has his or her own special gifts and talents

Materials

If Dragons Could Fly story (from *If Dragons Could Fly and other tales*)

Cushions

Square boxes (bakery box or other cube, recycled if possible)

Plain white wrapping paper or other thin white paper

Small paper cups (8 or 9 oz. size)

Masking tape

Gold paint

Other colors of paint

Paint brushes

Markers

Snack foods: purple plums in honor of the purple bubblethrush, other snacks of choice, such as purple grape juice

Song

For this story, we recommend the song called *If Dragons Could Fly* and the 8-minute video of the same name.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Little Rachel, Denton the Dragon

I Wonder....

What are you good at?

What would you like to learn to do better?

Activities

Game:

Stand in a circle. One person stands in the middle and does some kind of silly action (flapping wings like the bubblethrush perhaps, or reaching into the trees like Denton the Dragon)

Everyone copies that action

Person in the center picks another child to be in the middle and lead the group

Art:

Make award trophies.

Wrap small boxes in plain white paper

(bakery box or other square cube, recycled is good if available)

Glue two paper cups together, bottom to bottom

Wrap the paper cups in masking tape

Paint the cups gold

Paint the box any color or make designs with markers

Glue both painted cups onto top of painted box

After everything is dry, make a label with "I Am Special", and glue to front of box.

(Have snack while everything is drying)

Snack:

Everything purple! Plums, grape juice, etc.



Special Trophy

Week 9—Denton the Optimist

Moral themes

Keep a good attitude

Be kind when others are sad

Materials

Denton The Optimist story (from *If Dragons Could Fly and other tales*)

Cushions

Clay (reusable that stays soft or any kind that air dries)

Pipe cleaners

Buttons

Beads

“Googly” eyes, variety of sizes

Thread spools

Snack foods—pingles (recipe below)

Song

For this story, we recommend *Good Things Will Happen to You* by Jane Kramer.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Little Rachel, Denton the Dragon, Nelliebecca

I Wonder....

Do you like being happy?

Is it hard to be happy all the time? Why?

What things make you happy?

Activities

Game:

Laughter is contagious. Stand in a circle. Do the Hokey-Pokey game with as many silly commands as possible (e.g. put your left toe in, put your right thumb in, put your nose in, put your lips in, and shake it all about, etc.)

Art:

Silly creatures out of clay

Everyone designs his/her own creature out of clay

Add eyes, arms, hats, etc. from “googly” eyes, pipe cleaners, buttons, beads, thread spools

Snack:

Pingles

Recipe for Pingles:

- 12 eggs, hard-cooked, cooled and peeled
- 24 green olives stuffed with pimientos
- Miracle Whip
- Mustard

Cut eggs in half lengthwise, take out yolks. Mix yolks, some miracle whip and mustard until you have a smooth paste. Spoon this mixture back into the eggs. Add one olive to the center of the mixture in the egg.



Silly Creature



Pingles

Week 10--The Gratitude

Moral themes

Always be grateful for the nice things others do for you

Be courteous and polite

Materials

The Gratitude story (from *If Dragons Could Fly and other tales*)

Cushions

Paper

Markers

Clay (preferably green color, any that stays moist or air hardens)

Paper plates

Plastic knives

Snack foods—Frogs On A Log, recipe below

Song

For this story, we recommend *The Gratitude's Song*. Explain to the class that Walter the Gratitude lives in the zoo and likes to talk to the people who come to see him and his wife.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Little Rachel, Walter, Mayor Peasandcorn, and various Townspeople

I Wonder....

What are you grateful for?

Activities

Game:

Pick an open area outside. Children line up, with plenty of space between them, kneel down and rest their heads on their hands on the ground. Child at the end of the line gets to be the first frog, jumping and saying "thank you" as he/she jumps over each child in the line. When the frog gets to the front of the line, he/she kneels down like the others, and the next person at the end of the line is the frog. Repeat until everyone has had a turn.

Art:

Children can draw a frog or make one out of clay. Write on the paper or make a sign for the clay frog to hold, for one thing they are grateful for.

Snack:

Frogs On A Log. Thick pretzel rods, peanut butter, cream cheese, green and brown M&Ms or other similar candy. Place pretzel rod on plate, spread with peanut butter or cream cheese. Place green or brown M&Ms, on the peanut butter or cream cheese. Eat!



Gratitoad

Week 11--The Way to Puddleburg

Moral themes

There are many paths to follow in life
We each choose our own way

Materials

The Way to Puddleburg story (from *If Dragons Could Fly and other tales*)

Cushions

Paper

Markers

Clay (kind that stays moist or air hardened)

CD player with earphones, variety of CD's

Snack foods—grapes, apples, cookies, cheese, crackers, etc.

Song

There is no song specifically written for this Tale.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Little Rachel, Cobby Barnbuckle, and Nelliebecca

I Wonder....

Have you ever had to make a choice between two things?

What would you like to be when you grow up?

Activities

Game:

Scavenger Hunt. Form three teams (count off 1, 2, 3). Pick a meeting up place at the end of the game. Each group has a list of things to find (make this simple, such as places outside, specific objects, etc.). Make sure each team has one thing the same, so their paths “cross”. Once each team has found all of their items, they come back to a central meeting place.

Art:

Have three separate stations set up. One could be drawing or painting, one could be working with clay, one could be listening to music, etc. Each child gets to choose two activities, but not three.

Snack:

Have a variety of snacks available. Each child gets to choose two items.



Week 12--Nelliebecca Hates Furfels

Moral themes

Learning to be responsible

Admitting mistakes and saying you're sorry

Materials

Nelliebecca Hates Furfels story (from *If Dragons Could Fly and other tales*)

Cushions

Hat

Small slips of paper with types of pets on them (e.g. dog, cat, bird, snake, etc.)

Shredded paper in variety of colors

White paper

Outlines of flowers, animals, etc.

Glue

Snack foods—Furfels of course (recipe below)

Electric fry pan

Paper towels

Paper plates and napkins

Song

There is no song specifically written for this Tale.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Little Rachel, Denton the Dragon, Nelliebecca, Nelliebecca's daddy

I Wonder....

Who here has a best friend? What things do you like to do together?

What would happen if your friend asked you to do something you didn't know how to do?

Would it be okay to ask your friend to do something he/she didn't know how to do or didn't want to do?

What does it mean to be responsible for something?

If you make a mistake, especially if it hurts someone's feelings, what should you do?

Activities

Game:

Taking Care of Pets Charades

Each child draws a piece of paper from a hat with the name of an animal on it that could be a pet. The child gets to act out silently (like charades) some of the characteristics of that animal. Once the other children guess what the animal is, everyone takes turns saying how you would take care of it.

Art:

Shredded Paper Objects. Trace the shape of a flower, an animal, or other design onto a piece of paper. Spread glue over the whole outline. Then add strips of paper onto the glue, within the drawn outline, adding more glue and paper as needed. Let dry.

Snack:

Furfels

Children can help mix the ingredients or you can make ahead of time. Adults only should do the frying.

2 cups all-purpose flour, sifted

1/4 cup sugar

1 tablespoon baking powder

1 teaspoon salt

1 teaspoon nutmeg

1/4 cup vegetable oil

3/4 cup milk

1 egg

1 teaspoon vanilla

oil (for frying)

Directions:

Mix flour, sugar, baking powder, salt and nutmeg until thoroughly blended.

Add oil, milk and egg and mix well.

Drop by spoon into hot oil.

Fry until light brown on both sides turning once.

Drain well on paper towels or brown paper bag.

Turn in or sprinkle with plain, powdered or cinnamon sugar while hot.



Shredded Paper Flower



Furfels

Week 13--The House of the One-Word Children

Moral themes

The importance of teamwork

Listen carefully to what other people say

Materials

The House of the One-Word Children story (from *If Dragons Could Fly and other tales*)

Cushions

Paper

Markers

Stickers

Paper plates

Napkins

Plastic knives

Snack foods: sandwich fixings, desserts, drinks

Song

There is no song specifically written for this Tale.

Stage Play

You may wish to have the children perform this story as a play. You will need at least 8 children for this production, plus a Narrator (who could also play the mother, or you can have another child play the mother). See SUPPLEMENT #3 at the end of this Guide for the scripts.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Little Rachel, Denton the Dragon, the nice lady, various children (e.g. Hannah, Kelsey, Benjamin, Megan, Meredith, Seth)—this story will be presented as a play, so select readers ahead of time or the morning of the story.

I Wonder....

If you could only say one word, what would your one word be?

Why is it important to work together?

Activities

Game:

Sense or Nonsense? Stand in a circle. Start with one child, who says the first word that comes into his/her mind, jumps into the circle, and then picks another child who hasn't had a turn yet. Keep this going until everyone has a turn. An adult should write down the words in order and read them aloud. Then ask, was this sense or nonsense? Do two or three times before moving on to the next activity.

Art:

One-Word Art. Each child chooses a favorite word and writes it in big block letters. Then decorate the word with stickers or other small drawings all around it.

Snack:

Prepared by the children, assembly line fashion. Make sandwiches, drinks, dessert. Assign each child a task—e.g. one gets the bread laid out, one spreads the peanut butter or other sandwich fillings, one lays out dessert, one pours drinks. Since this is the last class, children could make enough for parents, too, and have them join the group after class for a meal. Teamwork!



One-Word Art

Week 14—Denton and The Cryalot

Moral themes

Making sacrifices for others

Being a hero

Materials

The Cryalot story (from *Denton and the Cryalot and other tales*)

Cushions

Hat

Slips of paper

White paper

Markers

Pencils

Crayons

Snack foods—the blues (blue corn chips, blueberries, etc.)

Song

There is no song specifically written for this Tale. However, you might want to play the song *Why Change the World?* as preparation for next week's Tale about Lily Rose.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Little Rachel, Denton the Dragon, Little Rachel's mommy

I Wonder....

Why is it important to do something for someone else, even if it's hard for you?

Who are the heroes in your life that do things for others all the time?

What can you do to help others and be a hero?

Activities

Games:

My Heroes. Standing in a circle, each child draws a slip of paper out of a hat and then tells how that person is a hero to them (names on paper should be friend, mom, dad, sister, brother, etc.)

Connected Web. Stand in a circle. One person holds onto the end of a ball of yarn, and tosses the ball across to another person. The second person grabs onto the yarn and passes the ball to someone else. Keep this going until everyone is part of the web.

Art:

Draw a picture of your superhero.

Snack:

Everything blue, for the cryalot bush! Blueberries, blue corn chips



Superheroes

Week 15—Lily Rose

Moral themes

Don't be afraid to express your own ideas!

Materials

Lily Rose story (from *Denton and the Cryalot and other tales*)

Cushions

Paper

Pencils

Markers

Crayons

Clay

Beads

String

Snack foods—mixtures, see below

Song

For this story, we recommend two songs. If you did not use *Why Change the World?* with the previous lesson, you may want to use it now. Play it after the story and discuss what the children would want to change in the world or in their life. We also suggest the song called *Lily Rose*, which tells about Lily generally, and does not recount the details of the story.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Lily Rose, Lily Rose's friend, the teacher, the Government, the class, various children

I Wonder....

Close your eyes. Stop thinking. I'm going to tell you what you should think (express a variety of opinions about things here). Open your eyes. Was it hard to stop thinking? How did that feel that I told you what to think?

Why is it important to have your own ideas?

Activities

Game:

Stand in a circle. Say a word. Children take turns saying what that word makes them think about or it could be rhyming words. Say silly words too. Example: Heart—valentines; Gravy-navy, etc.

The word “preposterous” is made of two words with opposite meanings. Can you think of some other opposite words? Can you make up a new word from these opposites? (e.g. goodbad, happysad, etc.)

Art:

Have paper, scissors, markers, crayons, pencils, clay, beads, string available. Children should just create whatever they would like. Expressing their own ideas!

Snack:

Things to mix together, like chocolate and peanut butter, apples and cheese, or raisins and sunflower seeds



Own Creation

Week 16—Denton and The New Year

Moral themes

Hold memories in your heart, and always try to do better each New Year

Materials

Denton and the New Year story (from *Denton and the Cryalot and other tales*)

Cushions

Paper

Markers

Crayons

Stapler

Glass “stones”

Waffle iron

Paper plates, forks, napkins

Snack foods—waffles with syrup (recipe below)

Song

There is no song specifically written for this Tale. This would be a good opportunity to teach the children the traditional song *Auld Lang Syne*, and explain its general meaning. The lyrics are:

Should auld acquaintance be forgot,
And never brought to mind?
Should auld acquaintance be forgot
And auld lang syne?

Chorus:

For auld lang syne, my dear,
For auld lang syne,
We'll take a cup o' kindness yet
For auld lang syne.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Little Rachel, Denton the Dragon

I Wonder....

What good things happened to you this year? Were there any bad things?

What can you do better next year?

Activities

Game:

Stand in a circle. Each child has three glass “stones”. Taking turns, each child throws one stone in the middle for something bad that happened that year. They can say out loud what it is for, or just remain silent. After everyone has had three turns, pick up the stones in the middle and set aside. Then give out three new stones, and repeat, with each child putting a stone in for what they wish for the coming year.

Art:

Memory Books. Draw or write about special places and people. Make several pages, then staple together into a book. Decorate the cover.

Snack:

Waffles with syrup.

Ingredients:

1 cup all-purpose flour

1 cup whole-wheat flour

½ tsp. baking soda

1 tsp. baking powder

1 tsp. salt

3 tblsp. sugar

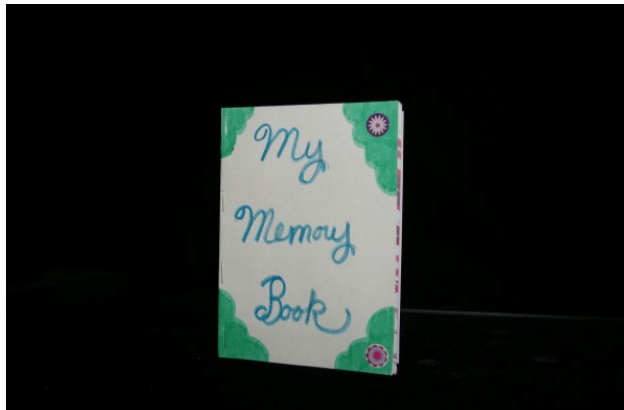
3 whole eggs

16 oz. buttermilk

Vegetable spray for waffle iron

Maple syrup

Mix up waffle batter and have ready, or the children can help mix it up. Heat waffle maker—an adult should do the cooking. Serve warm with syrup!



Memory Book

Week 17--The Trust Bank

Moral themes

Trust is very important and once it is broken, it is hard to get back

Materials

The Trust Bank story (from *Denton and the Cryalot and other tales*)

Cushions

Small unfinished wood boxes with lids

Paints

Markers

Glass “jewels” with flat bottoms

Small wooden disks for trust coins

Glue

Pinocchio noses—make small paper cones ahead of time, attach to elastic to go around each child’s head

Chalk, draw Beeblescotch board on sidewalk ahead of time. “Safe” space at end should have the word “Trust” in it

Bean bag

Snack foods—Pingle Pie (pumpkin, pecan, apple, etc.)

Song

There is no song specifically written for this Tale. An excellent song about trust is *Old Pigweed* by Mark Knopfler. Pigweed is the mostly British name for an herb used in cooking, but when it gets old, its flavor becomes bitter and unpleasant.

I Wonder....

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Tangorra DePri, Tangorra DePri’s daddy, Tangorra’s teacher, Tangorra DePri’s mommy

Discussion questions

Are you good all the time? Do your friends and family trust you?

Is there a time when you told a lie or did something you weren’t supposed to do?

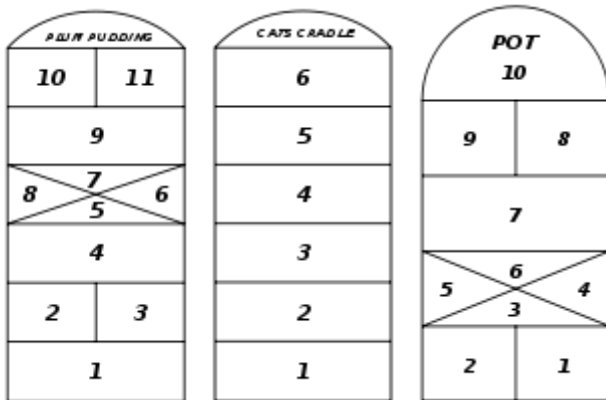
How did that make you feel? What did you do afterwards?

Activities

Game:

Beeblescotch (based on Hopscotch). Briefly tell the story of Pinocchio and how his nose grew when he told a lie. Everyone puts on a Pinocchio nose. Go over the rules of Hopscotch. Each player tosses a small beanbag onto the game board. Then he/she must hop onto the sequential numbers, on one foot for single squares, or straddle for side by side numbers. When he/she gets to the Trust square, the child turns around, and must stop and pick up the beanbag on the return trip. At the end, the child may remove the Pinocchio nose because trust has been earned again.

Sample boards:



Art:

Make a trust bank. Decorate small wooden boxes with paint, glass “jewels”, markers, stickers. Fill with trust coins.

Snack:

Pingle Pie—choose a pie to share—Pumpkin, Pecan, Apple, etc.



Trust Banks

Week 18--Little Rachel and the Boolon

Moral themes

Don't be afraid to try something new

You will grow up to be an adult someday, and you will be ready for it when you do

Materials

Little Rachel and the Boolon story (from *Denton and the Cryalot and other tales*)

Cushions

Jars with lids

Black paint or cloth

Grapes, cooked spaghetti, cooked oatmeal, jello, peanut butter

White paper

Variety of light-color crayons

Black poster paint

Brushes

Wooden sticks with points

Snack foods—see below

Song

There is no song specifically written for this Tale. You might want to consider playing the song *Teddy Bears' Picnic*, which is available online by many artists.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Little Rachel, Little Rachel's mommy, Denton the Dragon

I Wonder....

How many of you have pets? How do you know your pet loves you?

Is it scary sometimes to have to take care of a pet all by yourself? Why?

What other kinds of things make you feel afraid?

What can you do to not feel afraid?

Activities

Game:

What Is It? Have several jars with lids that are black around the outside so children can't see inside (paint black or cover with dark paper or cloth). Fill with things such as grapes, cooked spaghetti, peanut butter, jello, cooked oatmeal, etc.

Each child gets to feel inside the jar but can't look inside it while doing so.

Even if they know what they're feeling, they can't say out loud.

After all jars are completed, then go around and have children say what was in them.

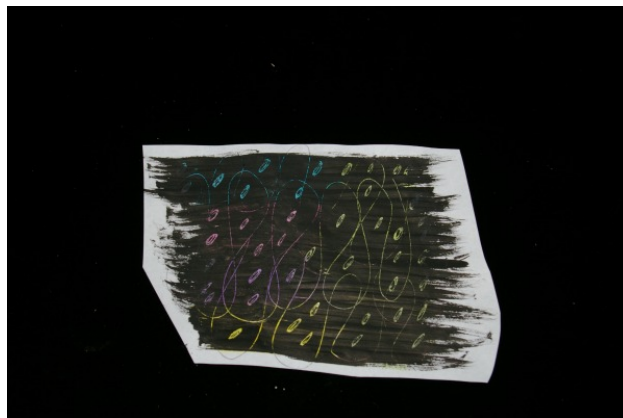
Art:

Scratch Art. Each child colors designs with light-color crayons over an entire sheet of paper, in splotches of colors, until the entire sheet is covered. Apply a thick coat of crayon for best results. Then paint with black paint over the entire page. Let dry thoroughly. With small wooden sticks with points, scratch off a design in the crayon. The bright colors show through!

Snack:

Eat some of the things that were in the jars (separate from what everyone was feeling in the jars!).

Grapes, jello, crackers, cereal.



Scratch Art

Week 19--Diamond Day

Moral themes

Everyone has something to treasure

Different people treasure different things

Materials

Diamond Day story (from *Denton and the Cryalot and other tales*)

Cushions

Variety of fabric, cut into 4" x 6" pieces

String

Sewing machine

2" smooth stones

Glittery paints

Variety of glass gemstones

Small bags to collect gemstones

Snack foods—Bubble Double Flakes

Song

For this story, we recommend *Pretty Little Diamond*. Singer/songwriter Jessica MacAdam has written a sweet account of how Little Rachel went diamond hunting on Diamond Day.

Read the Story

Set the stage by having children set their cushions in a circle, close their eyes for a moment, and get ready to listen.

Prepare voices ahead of time for the Narrator, Little Rachel, Rachel's mommy, the guide, Roger, Denton the Dragon

I Wonder....

How many of you have special collections of things? Do you keep them in a special place?

Who are some special people in your life? What makes them special to you?

Activities

Game:

Find the Gemstones. Before class begins, hide the glass gemstones around the room and outside if it's a warm day (maybe 5 or 6 per child). Children will hunt for them like an Easter egg hunt and each will be able to add them to their keepsake bags at the end of class. It's important to set rules of how many gemstones each person can find. If they find more, they have to give some away to another person or put them back for others to find.

Art:

Make Keepsake Bags and Painted Rocks

Children select fabric for the front and the back of the bag and place the two right sides together.

An adult sews along three sides and loops over the edges at the top, leaving a space to draw a string through.

While part of the group is doing this, the others can be painting rocks with glittery paints, or it can be left plain and just placed in the keepsake bag.

Children can add their gemstones to the keepsake bag also.

Snack:

Bubble Double Flakes—any type of corn or rice cereal flakes



Keepsake Bag and Rock

Supplements

Songs of Bubbleland (available at www.dentonthedragon.com/songs or iTunes)

The Bubbleland Theme Song	Song written by Jeff Hutchins & George Scott Performed by Barrett Smith
Oh Bubbleland (National Anthem)	Song written by Jeff Hutchins & George Scott Performed by Leeda "Lyric" Jones, Crystal Bray Choir under the direction of Linda Metzner
Not Far Away	Song written by Timmy Abell Performed by Timmy Abell
Denton and Rachel	Song written by Laura Blackley Performed by the Swayback Sisters
Mayor Peasandcorn	Song written by Billy Jonas Performed by Billy Jonas
If Dragons Could Fly	Song written by Jeff Hutchins Performed by Isabel Hardwig & Jeff Hutchins
Good Things Will Happen to You	Song written by Jane Kramer Performed by Jane Kramer
The Gratitoad's Song	Song written by Jeff Hutchins & George Scott Performed by Howard Wilson
Why Change the World?	Song written by Matthew Gould & Griffin Matthews Performed by Matthew Gould & Griffin Matthews
Lily Rose	Song written by Dave Foster Performed by Dave Foster
Pretty Little Diamond	Song written by Jessica MacAdam & Matt Cleary Performed by Jessica MacAdam & Matt Cleary
Back to You (A Song for Tangorra DePri)	Song written by David LaMotte Performed by David LaMotte
All Day	Song written by Jeff Hutchins & George Scott Performed by Jeff Hutchins

Annotated Lyrics to “Not Far Away” by Timmy Abell, © 2014

**I am never far away from Bubbleland, Bubbleland
Close my eyes, I can play
Anytime, in my own mind
With my friends in Bubbleland**

Which Story Is It?

**Where Nelliebecca, Tangorra DePri,
Lily, Cobby, Rachel and me
And Denton too, we all play around
Growing up in Pingleton**

The Last Dragon

**There’s a friendly dragon and a bubblethrush
Mountains are moved with a little push
So many things that might seem strange
But not to all the Bubblonians**

If Dragons Could Fly
Tangorra DePri

**And it’s Bubbleland, and it’s not far away
Where I love to learn, play all day
With my friends in Bubbleland**

**We’ll never hear a bubbloon pop
Won’t be late ‘cause they wind the clocks
Where our honesty turns into trust
And good things happen to the optimists**

Denton for Mayor
Tangorra DePri
Cobby Barnbuckle, The Trust Bank
Denton the Optimist

**Where every year on Thanksgetting Day
Gratitude comes and goes both ways
What kind of grown-ups do we want to be?
Dress up like them on Marshmalloween**

The Gratitoad

Marshmalloween

**It’s Bubbleland, and it’s not far away
Where I love to learn, play all day
With my friends in Bubbleland**

**Get the great big picture by listening
That’s how we know what they think
But what’s popular is possibly preposterous
So we don’t let others think for us**

The House of the One-Word Children

Lily Rose

**And I’ll make my own way to Puddleburg
If the path is easy or if it’s hard
It might take a little time
But I’ll find my treasures in the diamond mine**

The Way to Puddleburg

Diamond Day

THE HOUSE OF THE ONE-WORD CHILDREN (AS A STAGE PLAY)

Here is the script you will need for your class to perform this play. Print as many copies as you need. The play takes about 12 minutes to perform.

No costumes are needed, although you may want to have the children make a facemask and a tail for Denton. No props are needed, either. If you want signs for the six children to hold up with their word, write to info.please@dentonthedragon.com and we will email you six PDF's to print on regular paper.

The speakers are color-coded so the actors can find their place more easily.

PLEASE NOTE: *The names of the children in the book are only suggestions. You should have the performers use their real names instead.*

Characters:

Narrator (this part is off-stage, and could be read by the teacher)
Little Rachel
Denton the Dragon
Child A
Child B
Child C
Child D
Child E
Child F
Lady (their mother)

Set Design:

No set is needed to produce the play. The six doors at which the children appear can be marked by tape on the floor or by small objects.

The children should be arranged as follows

Door 1: No	C
Door 2: You	B
Door 3: Now	A
Door 4: Oui	E
Door 5: Think	F
Door 6: What	D

At the end, when the one-word children all speak, this is the order:

1st to speak = A
2nd to speak = B
3rd to speak = C
4th to speak = D
5th to speak = E
6th to speak = F

THE HOUSE OF THE ONE-WORD CHILDREN

A PLAY IN ONE ACT

Narrator: Little Rachel was out walking one day in Bubbleland with her friend, Denton the Dragon. Because Denton was so large, they usually walked out of town where the roads were less crowded and Denton would be less likely to break things with his very long tail. Sometimes they would walk together in town down to the marketplace when Little Rachel's mother asked her to pick up some milk, or when they ran out of peanut butter for Denton, who had grown VERY fond of peanut butter. But this day, Denton wanted to explore some other streets in Pingletown, and so, they went out the gate of Little Rachel's home and took a left instead of a right. And then they took two more lefts, two and a half rights, and one and a half hops, and found themselves on a street that Denton had never seen before.

As they walked up the street, Denton noticed a house that was rather different from the other houses in Pingletown. While most of the houses had one big door in front and many, many windows to let in the bright sunshine that almost always shone on Bubbleland, this house had six doors and only one window! It was a big window, to be sure, and it was round. Denton had never seen a round window, and he stopped to look at it.

Denton: If a bug crawled around that window, it would just keep going in circles and never get anywhere.

Narrator: Little Rachel thought about that, and decided that Denton had to be the smartest dragon in the world.

Little Rachel: I suppose you're right.

Denton: That's why I would never want to be a bug. I should be very hungry if I never got anywhere.

Narrator: Denton looked hard at the window, and then he saw someone inside the house walk right past the window. Before he could see what they looked like, they were gone.

Denton: Who lives in this house?

Little Rachel: This is the House of the One-Word Children.

Denton: One-Word Children? What does that mean?

Little Rachel: Well, I've never been inside, but my mother says that the children in this house can only say one word, and each child says a different word.

Narrator: Denton thought at least three times about this peculiar news.

Denton: I've never met a one-word child. Do you think we could go in?

Little Rachel: I'm sure it would be all right. We'll never meet them if we stay out here.

Narrator: And so Little Rachel and Denton the Dragon opened the gate and went up the steps.

Denton: Which door should we knock on?

Little Rachel: All of them, I guess.

Narrator: So, Little Rachel knocked on the three doors on the left, and Denton knocked on the three doors on the right. Then they waited, Little Rachel at the far left doorway, and Denton at the far right doorway. Soon, all six doors opened and one child stood in each doorway, looking at Little Rachel and Denton. None of the children said a word, so soon Little Rachel said,

Little Rachel (at door #1): Can we come in and visit?

Child C: No.

Little Rachel: What did you say?

Child C: No.

Little Rachel (frowning): Oh. I suppose that's your only word. Well, Denton, why don't you talk to your child?

Narrator: Denton straightened himself up, although a Dragon can never be very straight.

Denton (in front of door #6): Can we come in and visit?

Child D: What?

Denton: Can we come in and visit?

Child D: What?

Little Rachel: Oh, it's no use. Let's try the other doors.

Narrator: And so she moved to doorway number two, a bit closer to Denton, who moved to doorway number five.

Little Rachel: Can we come in and visit?

Child B: You?

Little Rachel: Yes, me, and my friend over there. His name is Denton.

Child B: You?

Little Rachel: Have we met before?

Child B: You. You, you, you.

Little Rachel (frustrated): Oh, dear, we're not getting very far.

Denton (in front of door #5): Can we come in and visit?

Child F: Think.

Narrator: So, Denton looked up at the sky and tried thinking. He thought as hard as Dragon brains would think, and then he said...

Denton: I think we can come in and visit.

Child F: Think.

Narrator: So, Denton thought some more.

Denton: I think I better try the next door.

Child F: Think.

Narrator: So Denton walked away to door number four. By now, Little Rachel was at doorway number three. Little Rachel was no longer confident that they would ever get in the House of the One-Word Children.

Little Rachel: Can we come in and visit?

Child A: Now?

Little Rachel: Yes, now. Is this a bad time?

Child A: Now. Now, now.

Little Rachel: Now, now, yourself.

Narrator: Little Rachel was getting just a little bit impatient, as Denton moved to doorway number four, right next to Little Rachel, where the last child awaited.

Denton: Can we come in and visit, please?

Child E: We.

Denton: We what?

Child E: We.

Little Rachel (smiling): Perhaps she is saying, 'oui,' which means 'yes' in French.

Denton: What's French? Does it taste good?

Little Rachel: No, silly, French is a different way of talking. It's how all the people talk in... Frenchland.

Denton (rolling his eyes and shaking his head): Oh, sure.

Narrator: Denton rolled his eyes and thought Little Rachel must have gotten too much sun.

Little Rachel: Are you trying to say 'yes' in French?

Child E: Oui.

Little Rachel: So we can come in?

Child E: Oui.

Narrator: And so Little Rachel and Denton entered doorway number four and stood inside the House of the One-Word Children. All the doors entered the same big room, and all six children gathered around their visitors. A very nice lady appeared at the top of the stairs and came down into the big room. Little Rachel recognized the lady, whom she had often seen in the market.

Lady: Hello. You are Little Rachel and you are Denton the Dragon, am I right?

Denton AND Little Rachel together: Yes. Are you their mother?

Lady: Indeed, I am. Would you like me to introduce you to my children?

Little Rachel: Oh, yes, please.

Lady: Very well. Line up, children.

Narrator: The children did as their mother asked, and lined up facing their guests.

Lady (standing behind Child #1): This is [name of child A]. Greet our guests, now, [name of child A].

Child E (smiling): Now!

Lady (standing behind Child B, she places her hands on the child's shoulders): And you are [name of child B], aren't you?

Child B: You.

Lady (standing behind Child C): Next may I present [name of child C]?

Child C (smiling): No.

Lady (standing behind Child D): Here is [name of child D]. What do you say, [name of child D]?

Child D (nodding politely): What.

Lady (standing behind Child E): Here is my [name of child E]. We are all very proud of [name of child E].

Child E (looking very grown up): Oui.

Lady: Finally, may I introduce [name of child F].

Narrator: The lady stepped behind her last child. She looked at Little Rachel and Denton and said...

Lady (standing behind Child F): Well, what do you think?

Child F: Think.

Little Rachel (smiling and looking back and forth at all the children): I'm so happy to meet all of you, and I have an idea. I want each of you to say your word just once, starting with you, [name of child A].

Little Rachel looked at [name of child A], and [name of child A] said,

Child A: Now.

Little Rachel points at each child as they speak, from A to F.

Child B: You.

Child C: No.

Child D: What.

Child E: Oui.

Child F: Think.

Little Rachel: Say it again.

All the children from A to F: Now you know what we think.

Narrator: And from that day on, the House of the One-Word Children became the House of the Very Chatty Children.

Of course, there is a moral to this story, or it wouldn't be a very good story, would it? And the moral is this: Each person has a different idea of what to say and how to say it, but the world would be a very boring place if we all just said the same thing. We need everybody's ideas together in order to be really smart. When everybody is saying something different, then we have to listen to each person or we never get the whole story. And even though each person says something unique, each person's words are just as valid and just as important. When we listen to many voices, we gain real understanding, just like Little Rachel did that day in Bubbleland.

THE END