

# Storytime™

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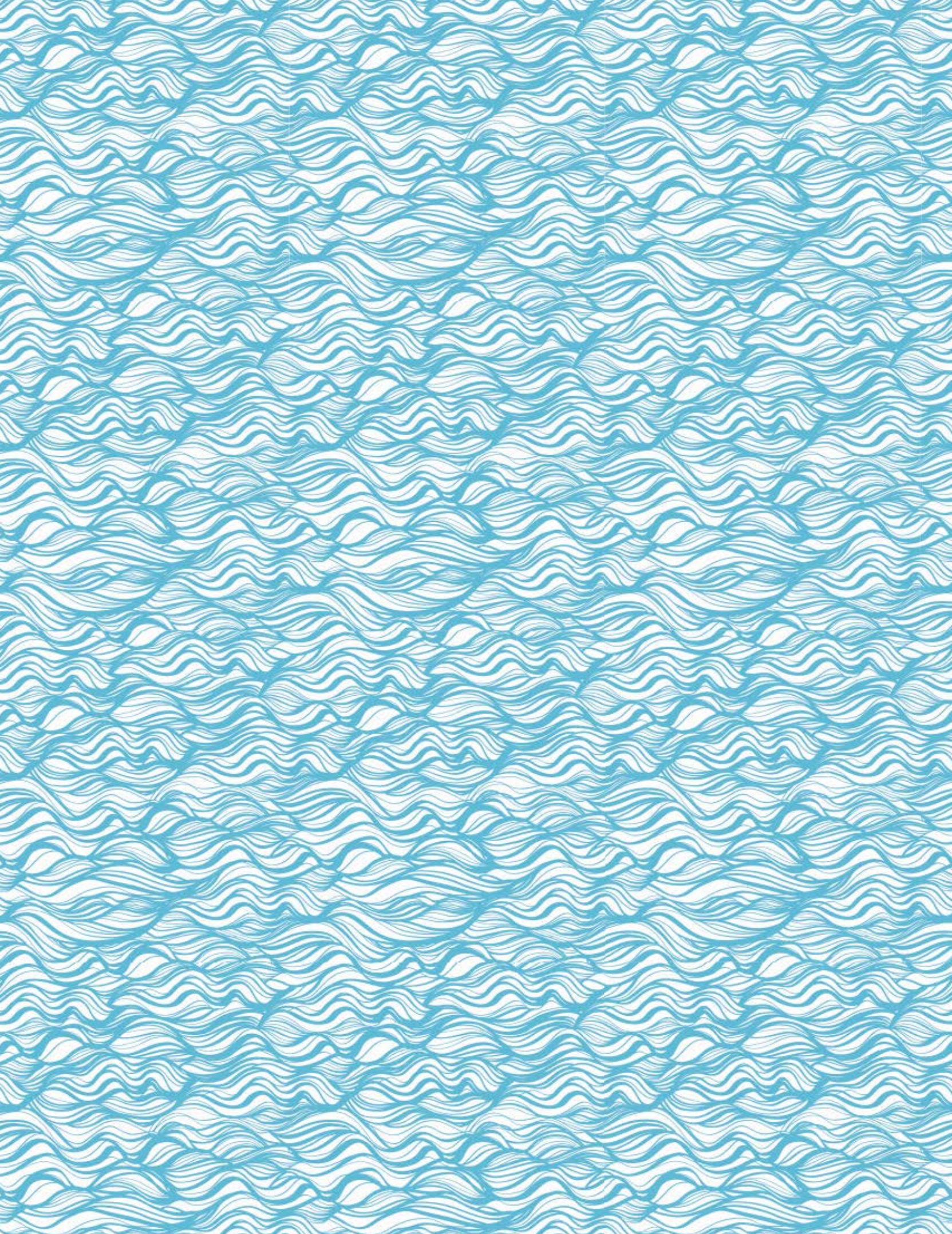


**DAEDALUS AND ICARUS**  
fly away on an adventure!

**6<sup>TH</sup> ANNIVERSARY  
EDITION!**

**BAMSE**  
**THE SEA DOG**

**How the First Letter**  
**Was Written, a first**  
**day at circus school,**  
**and a FAIRY PIRATE!**



# STORYTIME'S SIXTH BIRTHDAY!

Celebrate by checking out the NEW  
'Short Stories, Big Dreams' and 'Awesome  
Adventures' sections in this special edition!

THIS ISSUE BELONGS TO:

SPOT IT!

See if you can find  
me hiding in one of  
our story pictures!



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**Saoirse Louise** *Daedalus and Icarus*

**Margherita Ende** *Freddie's Fabulous First Day*

**Tran Dac Trung** *Urashima Taro*

With stories from Japan,  
Norway and the Philippines!



# READ HAPPILY EVER AFTER...

I COULDN'T PUT THIS ISSUE DOWN!



## Famous Fables

### THE WAR OF THE CRABS

When the noisy sea disturbs their sleep, the crabs decide to go into battle against the ocean itself!

6

## Myths and Legends

### DAEDALUS AND ICARUS

Greece's greatest inventor and his son make a daring escape by flying from their island prison!

30

## storyteller's corner

### HOW THE FIRST LETTER WAS WRITTEN

A Stone Age girl tries to write a letter – but things soon go hilariously wrong!

9

## Tales from Today

### FREDDIE'S FABULOUS FIRST DAY!

It's all fun and games on the first day of circus school!

34

## Short stories, Big Dreams

### TINKER BELL AND THE FOREST IN THE SKY

Neverland's favourite fairy decides to become a pirate!

14

## Around the World Tales

### URASHIMA TARO

A sea turtle takes a kindly fisherman to a magical underwater kingdom.

38

## Awesome Adventures

### BAMSE THE SEA DOG

The true story of a big-hearted dog who goes to sea and becomes a war hero!

16

OUR COVER STORY

## storytime playbox

Guide Tinker Bell through a cloud maze, play a minesweeping game – and enter our new competition to win great prizes!

43

## Favourite Fairy Tales

### THE SPELLBOOK

When her sisters get enchanted by an evil magician, a young girl must break his spell!

22

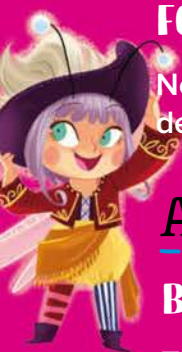
## Story Magic

Read reviews of two stunning new books and help celebrate six years of Storytime!

50

Enter our competition for Earth lovers!

SEE PAGE 48!





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# THE WAR OF THE CRABS

**M**any years ago in the Philippines, the crabs lived happily on a beautiful beach. The sand was soft and white and there were many palm trees and plenty of coconuts to eat.

There was only one problem: the sound of the waves kept them awake at night as they curled up in their burrows.

The crabs held a meeting to decide what to do about this.

After arguing for many hours, the biggest and oldest crab said, "We have to declare war on the sea and make it stop its noise!"

The rest of the crabs agreed, because the biggest and oldest crab was very big and very old indeed, and they thought it knew best.

The next day, all of the male crabs prepared themselves for battle and clashed their claws together fiercely to show how brave they were. They then set off down the beach to attack the sea.

Along the way, they met a shrimp, who asked them, “Where are you going? You look like you are going to war!”

The crabs replied proudly, “We certainly are! We are going to fight the sea, to stop it making such a terrible racket at night!”

The shrimp said, “But how can you fight the sea? It is so big and powerful, you will never beat it!”

The crabs laughed at the shrimp, and one of them grabbed him in its claws.

“What do YOU know, shrimp? Your eyes are on the side of your head, not in front like ours – so obviously you have no idea what you are talking about!”

One of the little crabs poked the shrimp and said, “Look, he doesn’t even have a weapon – nothing like our big claws!”

The shrimp said, “But I have a lance on my head that is a fine weapon!”

The crabs jeered at him and told him, “If you have a weapon, then you should join us in our war!” ➡



With that, the crabs charged at the sea, carrying the shrimp with them. However, they were no match for the ocean! A huge wave crashed down on them, and all the male crabs were washed out to sea and lost forever.

The only one to survive was the shrimp, who managed to swim back to the shore.



The next day, the female crabs wondered where their husbands had gone, so they decided to attack the sea and get them back. They bravely charged at the waves, but it did no

good, and they were also washed out to sea and lost.

Only the little crabs were left behind, and they did not know what to do. Some of them wanted to attack the sea to get their parents back, but the shrimp told them not to.

“Both your mothers and your fathers tried to attack the sea, and the waves washed them away. Do not fight the sea, because you will never beat it!”

The baby crabs learned their lesson. From that day on, they still wanted to attack the sea, but ran back when they saw the waves approaching. Even now, you can see crabs running at the sea and running away, because they do not want to be taken like their ancestors were! ★

## LIFE LESSONS!

Fables often teach us valuable lessons! What can we learn from a story about crabs fighting the sea?



# ◇ HOW THE FIRST ◇ LETTER WAS WRITTEN

Adapted from a story by Rudyard Kipling

**M**any thousands of years ago, there lived a man named Tegumai Bopsulai. He lived in a cave, wore simple clothes of animal skins, and could not read or write. Despite this, Tegumai had a happy life, which was easy because he knew nothing else.

He shared his cave with his wife Teshumai Tewindrow, whose name means 'Lady who asks very many questions', and their daughter Taffimai Metallumai, which means 'Small person without any manners'.

One day, Tegumai went down through the beaver-swamp to the Wagai river so he could spear some fish for their dinner, and Taffimai went with him, as she loved to share her father's adventures.

Tegumai had a fine spear he had made himself from a hardwood sapling, with shark's teeth at the end, but when he threw it into the river it broke on a rock before he had caught any fish! ➡



"It will take me half a day to fix this!" grumbled Tegumai.

"You have your fine black spear at home!" said little Taffy. "Why don't I run home and get it?"

"It is too far for your little legs!" Tegumai said. "You might fall into the beaver-swamp and be lost forever!" He sat down on a big rock by the river and began to fix his broken spear with leather, beeswax and resin from his leather mendy-bag.

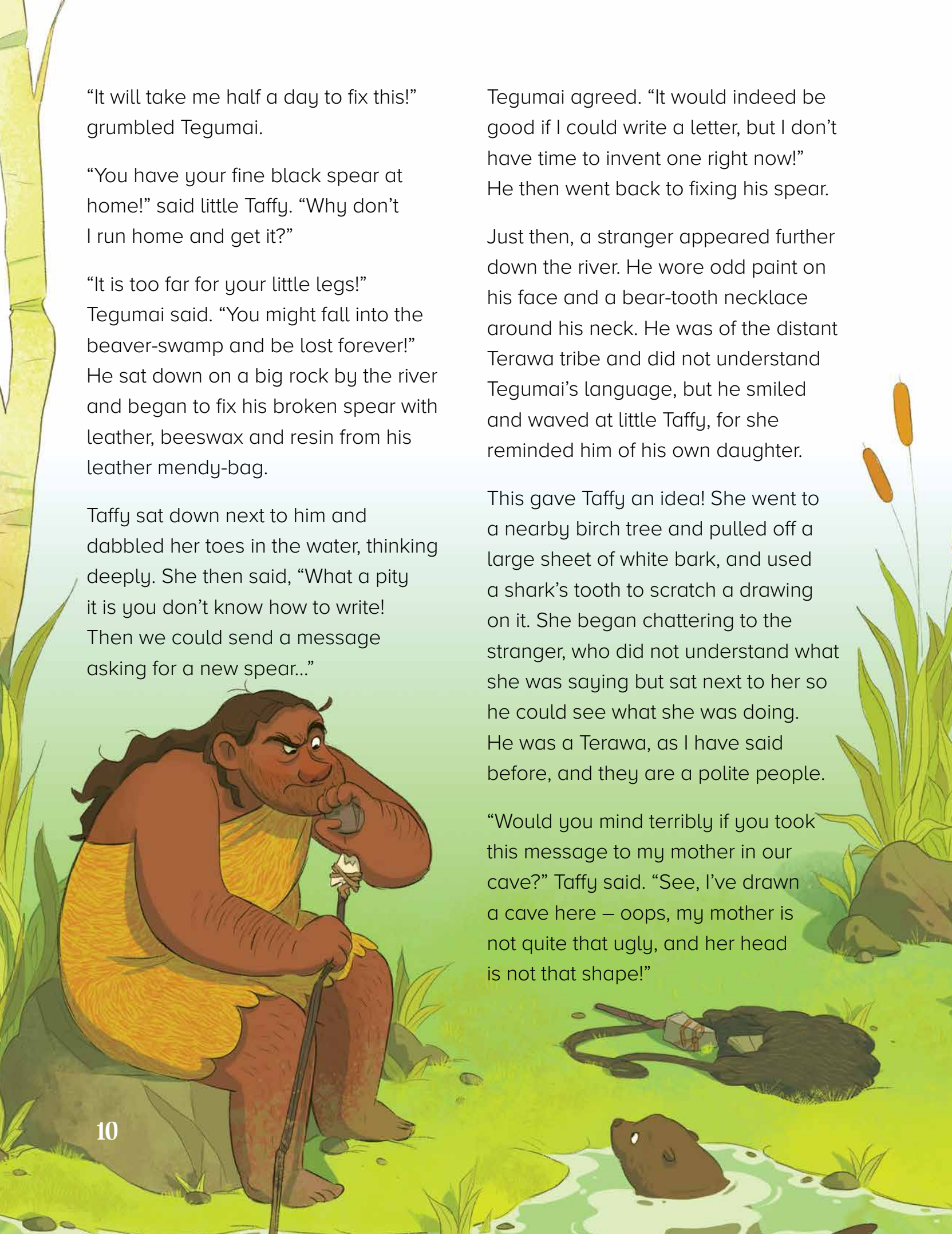
Taffy sat down next to him and dabbled her toes in the water, thinking deeply. She then said, "What a pity it is you don't know how to write! Then we could send a message asking for a new spear..."

Tegumai agreed. "It would indeed be good if I could write a letter, but I don't have time to invent one right now!" He then went back to fixing his spear.

Just then, a stranger appeared further down the river. He wore odd paint on his face and a bear-tooth necklace around his neck. He was of the distant Terawa tribe and did not understand Tegumai's language, but he smiled and waved at little Taffy, for she reminded him of his own daughter.

This gave Taffy an idea! She went to a nearby birch tree and pulled off a large sheet of white bark, and used a shark's tooth to scratch a drawing on it. She began chattering to the stranger, who did not understand what she was saying but sat next to her so he could see what she was doing. He was a Terawa, as I have said before, and they are a polite people.

"Would you mind terribly if you took this message to my mother in our cave?" Taffy said. "See, I've drawn a cave here – oops, my mother is not quite that ugly, and her head is not that shape!"



She continued scratching on the bark with the tooth. "You get to our cave through the beaver-swamp..." Taffy sketched in some beavers, but they looked more like people with big loincloths.

"I'll show Daddy with a broken spear... oops, that spear was wonky... and that one... so I'll draw it again... oh no, I've run out of bark, that spear shouldn't be sticking into the picture of Daddy. And I'll draw Daddy's black spear that Mummy should give you, and show you holding it. And here is a picture of me so she knows who sent this. My hair doesn't stick up like that, but it is too tricky to draw it properly..."

Finally, she was satisfied with her message and handed it to the Terawa with a smile. The stranger did not understand what she had said, for he was a Terawa, but he gave a funny little bow and smiled to thank her for

this strange present before running off up the hill.



The Terawa quite enjoyed his nice run that afternoon. He managed to find his way through a swamp full of beavers, ate some tasty berries for lunch, and while climbing a hill he stumbled across a cave where several ladies were sitting around sewing animal-skins to make loincloths and hunting-bags.

They looked quite surprised to see him, for they did not often meet Terawas.

The stranger noticed that one of the ladies looked like the funny little girl he had met by the river, so he grinned and showed her the piece of bark Taffy had given him. ➡





Teshumai (for it was she!) looked at the scratched pictures on the bark and gave a scream!

“Grab him!” she yelled to her friends. “This savage has given me a picture of him throwing many spears at my dear husband, and along with him he had his tribe, who all look like beavers!”

Teshumai peered at the bark more closely. “One spear is sticking into my husband, so he must be dead. But where is dear little Taffy? In this picture she looks so frightened, her hair is standing on end!” Teshumai pointed at one corner of the bark. “As if killing my husband and kidnapping my daughter were not enough, he thinks I have a strange-shaped head!”

Teshumai’s friends all grabbed the surprised stranger, knocked him over,



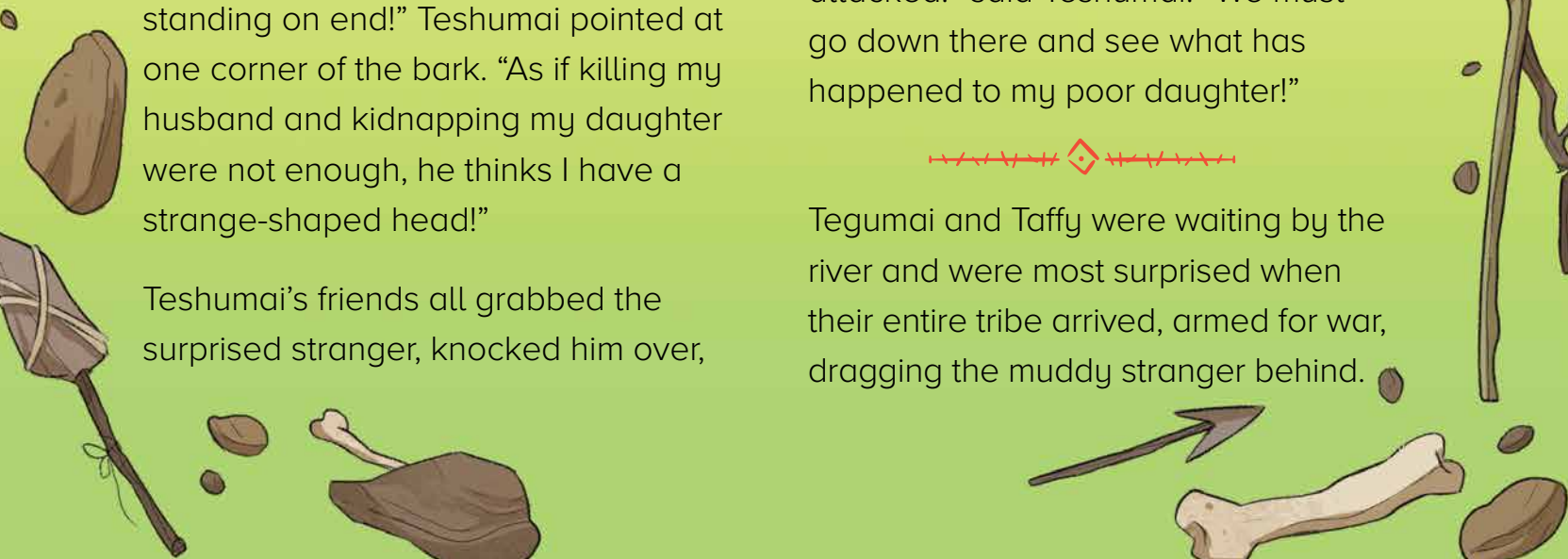
and then sat on him. Teshumai then began rubbing mud into his hair, which was a most impolite thing to do.

One of the women went to gather all the rest of the tribe – the Neguses, Woons, and Akhoonds, the Angekoks, Jujumen and even the most important Bonzes in their fancy fur breechcloths. They came to see the befuddled Terawa and hear Teshumai’s story about what he and his tribe had supposedly done to her husband.

“Tegumai and Taffy went down to the river to catch fish this morning – that is probably where the savages attacked!” said Teshumai. “We must go down there and see what has happened to my poor daughter!”



Tegumai and Taffy were waiting by the river and were most surprised when their entire tribe arrived, armed for war, dragging the muddy stranger behind.



"See?" Taffy told her father. "My letter worked! But Mummy, where is my father's black spear, and what have you done to the nice stranger?"

Teshumai was happy to see her daughter and husband alive and well, but was very confused. "What do you mean? This man gave me a picture showing that he and his beaver-tribe had stabbed my husband, frightened my daughter and drawn me with a very strange head!"

It was then that little Taffy had to explain to the Neguses, Woons, and Akhoonds, the Angekoks, Jujumen and even the Bonzes in their fur breechcloths, what she had actually tried to show in her letter.

The tribe was at first a bit miffed at coming all the way through the beaver-swamp for nothing, but then the oldest and most dignified of the

Bonzes began to chuckle, and then laugh. The rest of the tribe began to laugh too, for it was terribly funny. The poor Terawa did not understand any of this of course, but he joined in. The tribe washed the mud from his hair and invited him to dinner, to say sorry for what they had done to him.

That evening, beside the fire, a sleepy Taffy told her father. "I'm sorry that my little picture caused so much trouble!"

Tegumai ruffled her hair and said, "Dearest, do not worry. Your idea for sending a letter was a good one – the only problem was that pictures are too easily misunderstood! Someday we will find ways to write words with special symbols so you can always say exactly what you mean!"

And that is the story of how the very first letter was written. ★



short stories, Big Dreams

# TINKER BELL

## AND THE FOREST IN THE SKY

**N**everland is an amazing place, but Tinker Bell was discovering that even a land of mystery and magical mermaids can get boring!

The Lost Boys had gone to live in England with the Darlings, and while Peter Pan was fun to share a cave with, he left his smelly socks everywhere!

Tink wanted new adventures. Now that Captain Hook and his crew had left Neverland, why couldn't Tinker Bell become a pirate herself? She could become Tink of the Seven Skies, explorer and cloud-pirate!

With her needle, Tinker Bell sewed herself a new pirate outfit, took one of the Lost Boy's old toy ships as her vessel and used pieces of silk to sew a balloon to carry her ship into the air!

Her friend Buttons came to join her crew, and brought her collection of maps and atlases. When everything was ready, Tink said goodbye to Peter Pan and lit the candle on her ship.

Hot air filled the balloon, and it carried her ship up on the morning breeze!



High in the sky, the clouds towered like castles, and Neverland soon disappeared beneath them.

Then Tink saw something shining behind them, bright like the sun. A flock of beautiful birds were soon alongside them, with wide wings and feathers that shone like fire.

“They are the sun-birds!” cried Buttons.  
“Hardly anyone ever sees them, for they live so high in the sky.

“Look, they have no feet,  
because they never  
touch the ground,  
and no mouths,  
for they live on  
sunlight!”

Tink and Buttons stared in wonder as the red-and-orange birds glided past.

Following the sun-birds, Tink’s little ship wended its way through a maze of cloud-towers when they came across an even more amazing thing – a jungle of plants that floated in the sky, with rich green leaves and large flowers that filled the air with a beautiful scent. Dragonflies flew between the plants, whose roots hung down to drink water from the clouds.

“A secret sky-forest!” Buttons whispered. “I’ve never even heard of such a thing.”

“This is only the start!” laughed Tinker Bell. “The world is full of wonders – and we’re going to see them all!” ★



# BAMSE THE SEA DOG

**O**ne day many years ago, in the town of Honningsvåg in Norway, a sea captain named Erling Hafto came home carrying a very special gift – a little puppy.

It was the little dog's first time away from home and he was nervous, but Erling gave him a basket to sleep in, next to the fire in the Haftos' little wooden house.

The captain's four children fell in love with the puppy immediately.

"What shall we call him?" asked Captain Hafto.

"He is cuddly like a teddy bear, so we should call him Bamse!" declared his daughter Vigdis. 'Bamse' is the Norwegian word for teddy bear, and they all agreed that it was the perfect name for such an adorable dog.

Bamse may have been a small puppy when he arrived in Honningsvåg, but that didn't last long. You see, he was a Saint Bernard, and they are BIG dogs that grow quickly – in fact, Bamse soon outgrew his basket.

Saint Bernards are also known for having big hearts, and Bamse was certainly no exception! He took care of the Hafto children as if they were his own puppies, herding them through town to visit their father at the harbour, and even giving them rides on his broad back!

Mrs Hafto was slightly less happy about having Bamse around. She was already very busy raising four children in a little house, and Bamse was so burly and strong that he could swipe

everything off the table just by wagging his tail.

And that wasn't the worst thing. "That dog is always hungry!" she complained. "He will eat us out of house and home!"

Bamse didn't know this, of course, but war was coming to Norway. Germany had begun invading its neighbours in Europe, and Norway was the next target. Captain Hafto joined the Royal Norwegian Navy to help protect his country and was put in command of a small ship called the *Thorodd*.

The family was upset that he was going to war, and his wife told him, "I can't take care of four kids *and* a big dog while you're away – you have to take Bamse with you!" ➡





That was how the *Thorodd* became Bamse's new home. He was sad to leave his family, but Captain Hafto was there to keep him company, and he got his own cabin – a broom closet.

Bamse quickly became everyone's favourite member of the crew because he was so friendly. The sailors made him an official member of the Navy and gave him his own sailor's hat!

When Germany invaded Norway, Bamse and the rest of the crew soon discovered what it was like to be at war! German planes shot at the little ship or tried to drop bombs on it.

Many dogs would have tried to hide from the sound of bombs and gunfire, but not Bamse. He climbed onto the ship's anti-aircraft gun platform and barked at the attacking German


planes while the gun fired away behind him. The sailors were worried that Bamse might get hurt, so they made him a special helmet to wear. He was a fine sight as he stood high above the ship, courageously looking for enemies on the horizon!



Despite the bravery of the Norwegian defenders, the Germans managed to conquer the country. King Haakon and his family escaped and went to the UK where they could keep fighting for their country's freedom. Captain Hafto and the crew of the *Thorodd* followed him too.

Many of the crew were scared – they were at war, their home had been conquered, and now they were going to a foreign land.





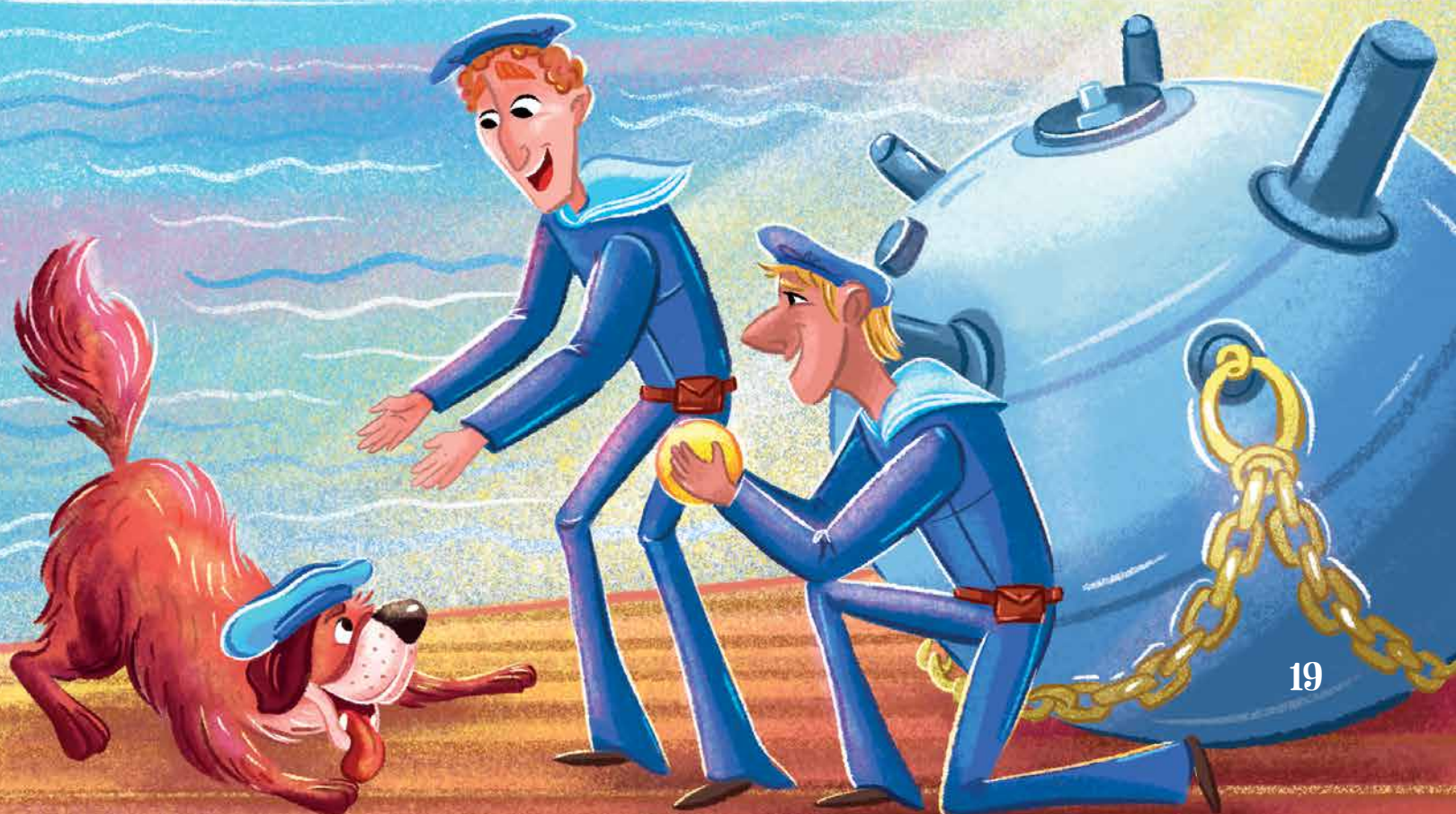
Luckily, they all had a best friend to keep them company: Bamse! After weeks at sea, they became like a family, and Bamse gave comfort to his nervous shipmates.

Bamse relied on the crew for comfort too, of course... sometimes a sailor would wake up in the middle of the night with a wet nose in their face! This happened when Bamse was feeling seasick and needed some pats to help him feel better. The *Thorodd* was a good home really, but sometimes he missed the comfort of his old life in Honningsvåg and warm nights by the fireplace.

The *Thorodd* was given the job of finding mines, which are underwater

bombs that blow up when a ship hits them. This was very dangerous work, and took a lot of courage. The crew worked tirelessly in the months that followed, finding mines and saving many ships from getting sunk, while Bamse faithfully kept them company.

Bamse's ship was based in Scotland and soon he got used to living there. He joined the sailors when they went into town and helped keep them out of trouble, herding everyone back to the ship when it was dark. If anyone objected, he would stand up on his hind legs, put his forepaws on their shoulders, and stare at them until they did what he wanted! ➡




He certainly knew how to make everyone notice he was around – but he was a good fellow and very helpful. His shipmates even got him a special bus pass so he could take a bus whenever he wanted – and get a lot of pats from the passengers, too.

One thing the Scots, the Norwegians, and other Allied sailors all loved was football! Bamse often joined in, knocking everybody out of the way and running off with the ball! In one game between Polish and Norwegian sailors, Bamse chased the ball right off the ship and had to be fished out

of the harbour. That's how he overcame his fear of water.

Soon, Scotland became his new home. He even got a taste for local food and sniffed out new treats in town. At lunchtime, he would go and visit the young ladies who were working in the ammunition factories to get pats and sandwiches, then go to the baker's for broken pastries and get trimmings from the butcher. His sailor friends liked to come along, because hanging around with a big cuddly dog was a good way to make friends with Scottish people, even if they couldn't speak Norwegian!





Those years of war were very eventful and certainly Bamse would have many stories to tell – if only he could speak! But he was sure his friends would be talking about their adventures together for many years to come. It's not often one comes across such a brave sailor dog!

Bamse would always be a much-loved hero and mascot, not just for his friends on the *Thorodd*, but for all the Norwegians who were fighting for freedom. The Scots that gave him his second home adopted this brave Saint Bernard as one of their own, and he became a symbol of friendship between the two nations, touching the heart of everyone he met on his voyages. ★

## WHAT HAPPENED NEXT?

Though this might seem like a story from an adventure movie, Bamse was a real dog who is still loved and remembered in both Norway and Scotland. He joined the Norwegian Navy on 9 February 1940 and went to Scotland on the *Thorodd* after Norway was conquered. He had many adventures there.

When Germany was defeated by the Allies (including the Free Norwegian forces), the crew of the *Thorodd* was able to return home, but sadly Bamse was not with them – he died of natural causes on the dock beside his ship on 23 July 1944.

However, Bamse is still remembered as a beloved hero by Norwegians, and he was awarded the 'Norwegian Order of Dogs' medal. Statues of Bamse were put up in Montrose in Scotland and in Honningsvåg, Norway, to celebrate this heroic hound.

# THE SPELLBOOK

**O**nce upon a time, in the mountains of Poland, there lived a couple who had three daughters. The eldest was beautiful and vain, and she liked nothing better than looking at herself in a mirror or pond, trying new hairstyles or showing off new clothes.

The middle daughter could not stop dancing – even when she was working, her feet would move, and she would whirl and twirl as she walked. If there was a festival in town, she would be in the middle of the dancefloor until the band stopped playing!

The youngest daughter was quiet, but her sharp eyes missed nothing, and she was always asking questions about how the world worked. Her father believed that such a clever girl should be taught how to read, but he and his wife did not know how, and they could not afford to pay a teacher.



However, one autumn, an old lady knocked on their door, asking if they could spare some hot soup to keep her warm. The farmer noticed that she was carrying an old book and asked if she could read.

The old woman replied that she could, so the farmer offered to give her a warm bed and meals for the rest of the winter if she would teach his youngest daughter. The old lady agreed, and over the winter months she taught the youngest daughter what the squiggly symbols on the parchment meant, and by spring the youngest was able to read. Her sisters also tried to learn to read, but they did not pay attention and got bored. They soon went back

to primping in front of the mirror or dancing and twirling around the house.



Some years later, a wealthy enchanter came to town looking for a wife, for he had heard that the farmer's daughters were very pretty. He was an impressive man, with a smart beard and a robe trimmed with fur and embroidered with gold thread. The enchanter told the eldest daughter that if she married him, he would give her silver mirrors and fine gowns a-plenty.

Flattered by the rich man's attention, she agreed to go to live with him in his grand mansion and was given a magnificent wardrobe-chamber. ➡



The room had beautiful gilded mirrors and gorgeous



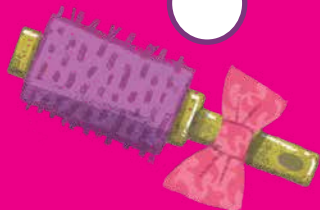
## HIDDEN TREASURES

Can you spot where all of these items are hidden in the room?



Answer: there are 5 hats.

dresses, with shoes and jewellery everywhere!



He told her that she could go anywhere in the house, and his servants would do anything she wanted, but she must never go into the room at the end of the corridor.



However, one night when the enchanter was away, she gave in to her curiosity and sneaked down to the end of the corridor, opened the door just a crack and peeked inside.

But the enchanter had come up behind her, and he was furious.

"You are no longer my wife!" he thundered, and cast a spell that transformed the girl into a bird.

A month later, the enchanter visited the farmer again, and courted the middle daughter. He told her that he

had many musicians in his house, as well as a dancing-master who could teach her all the most fashionable dances. She was fascinated and decided to go and live with him.

When she arrived, he showed her his ballroom, and his servants who played many instruments, and introduced her to his dancing-master. However, he warned her never to enter the forbidden room at the end of the corridor.



Unfortunately, the middle sister got curious one night and decided to sneak a peek into the forbidden room. The enchanter was waiting for her, however. He was enraged and cast a spell that turned her into a bird too.



Some weeks after that, the enchanter was back at the farmer's house, for he had come to meet the youngest daughter. He told her that he had the most fantastic library, and that she could read whenever she wanted.

Despite the fact that her sisters had gone to live with the enchanter and never returned, she was charmed by him and agreed to stay at his home.



The enchanter showed her his library with its many rare and wonderful books, but warned her never to enter the room at the end of the corridor.

Now, the youngest daughter may have been cleverer than her sisters, but she was just as curious. One night,

when she was sure the enchanter was asleep, she tiptoed carefully to the end of the corridor and sneaked into the forbidden room.

Looking around, she could see that it was the enchanter's workroom, for it contained telescopes and strange bones and preserved creatures, as well as many musty-smelling books. Even stranger, hanging from the rafters were many golden birdcages, each holding a sad-looking bird.

On a lectern in the middle of the floor was a large and impressive-looking book, and the youngest sister could read it by the light from the window – it seemed to contain magic spells! ➡



She began to turn the pages curiously. There were spells that could turn a person into a rodent, make another person fall in love with you, or even undo another enchantment.

Looking around the room, the sister thought that the birds in the gilded cages must be the enchanter's other wives, transformed by a spell. She quickly opened the cages and set them free, and then recited a charm to break the spell on them. The birds were turned back into girls – and her dear sisters were among them!

The enchanter then burst through the door in a fury. He saw the youngest

sister, his spellbook, and his former bird-brides, now transformed back into human beings.




“You are no longer my wife!” he thundered at the youngest sister and began to recite what the girl recognised as a powerful spell.

However, before he could finish, she quickly shouted out, “Reductus mousamillus!” The enchanter disappeared into his own robes, which collapsed on the floor. Out of the robes crept a mouse – it was the enchanter, who had been transformed by the youngest sister's spell!



She quickly scooped up the mouse and put it in a cage, and then took it and her sisters back to their village. Their mother and father wept tears of joy and welcomed the three back with open arms.

The youngest sister became a teacher, and was famous throughout the land for her learning. I would like to say that the enchanter lived a happy life as a mouse, but one day someone forgot to close the cage door properly after feeding him. Nobody knew quite what happened to him after that, though the family cat did burp rather a lot after the mouse disappeared! ★



## SHAPE-CHANGERS

'The Spellbook' is just one story where characters get turned into animals. Can you think of any other stories with similar spells?

# DAEDALUS AND ICARUS

**M**any centuries ago, a man named Daedalus lived on the island of Crete with his son Icarus. Daedalus was famous for being the greatest inventor in the known world.

Daedalus worked for Minos, the cruel and powerful king of Crete. The king paid Daedalus well and gave him everything he needed to make his inventions, but kept him and Icarus imprisoned in his workshop, which was in a tall tower in the king's palace. Daedalus was kept busy building amazing creations for King Minos.





The greatest thing Daedalus created for Minos was the Labyrinth, which was a great maze beneath the king's palace at Knossos. The Labyrinth was so complicated that no one could find their way out. The maze was home to the king's pet – a monster called the Minotaur, which was half-man and half-bull!



Late one night, a servant knocked on the door of Daedalus's tower and gave him some shocking news: an Athenian hero named Theseus had entered the Labyrinth, killed the Minotaur, and found his way out again (with help from Minos's daughter Ariadne and a long piece of string).

Theseus and Ariadne had then sailed to Athens before Minos's troops could stop them.

Daedalus knew that Minos would want to punish him, because the Labyrinth was supposed to be inescapable. Daedalus and Icarus had to escape, but Minos's fleet would find them if they tried to sail away – and in any case they were trapped in their tower!

However, Daedalus had an idea. He had studied the way that seagulls flew over the palace, and that night, he crafted wings of bronze, wood and leather, and stuck feathers onto them with wax. ➡

When he strapped on the wings, Daedalus could flap them with his arms and fly like a bird! He also made a smaller pair for Icarus so they could fly off together. However, he told his son, “Do not go too close to the sun, for the wax holding the feathers will melt, and you will fall!” Icarus agreed, but he was very excited and was not really paying attention.

As the sun rose the next morning, Daedalus and Icarus put on their wings and took flight from their tower-prison, heading north towards freedom. King Minos saw them fly away, but they were going too high and fast

for the arrows fired by the tyrant’s soldiers to hit them.

As they flew over the sparkling blue sea, Icarus was incredibly excited. The rocky green island of Crete disappeared behind them, and seagulls were gliding alongside them, curious about these strange new birds. Far below, new islands appeared: Samos, Delos and then Lebynthos. Above them, the sun was blazing in the clear blue sky, and Icarus decided to go higher to see what he could see. He flapped harder – soon he left his father far below, and could not hear Daedalus’s shouted warnings.

## DON'T FLY TOO HIGH!

The story of Icarus teaches us an important lesson: it is good to try and achieve great things – but we also should not ignore the advice of our parents!

He was now flying higher than the highest birds, and began to feel dizzy as the air got thinner. When he looked at his wings, he saw that the heat of the sun was melting the wax that held the feathers on. They became unstuck and fluttered away on the wind.

In a panic, Icarus tried flapping harder, but this just made the feathers fall off more quickly. Soon, his wings had no feathers at all, and he began to fall like a stone. He plunged through the air towards the deep blue sea.

Far below, Daedalus watched helplessly as his son fell out of the sky, leaving fluttering feathers behind him. When Icarus plunged into the sea, Daedalus flew down to look for him, but his son had disappeared beneath the waves.

Heartbroken, Daedalus flew all the way to the island of Sicily. There, he built a temple to Apollo, god of poetry and invention. He hung his wings on the wall of the temple, and never flew again. ★



# FREDDIE'S FABULOUS FIRST DAY!

**F**reddie was nervous. Starting at a new school is always a little bit scary – and he was not going to any ordinary school! His father, who was riding in front of him on their tandem bike, must have sensed how he was feeling.

“Don’t worry, Fred! I remember when I first went to St. Boffo’s. I felt like I was going to be ill – but it is the most fun school in the world!”

When they pulled up outside, Freddie felt butterflies in his stomach. The school was a great big red and orange tent, with a banner out front reading ‘ST. BOFFO’S COLLEGE OF THE CIRCUS ARTS’.

There was a big crowd of children outside, and many of them looked just as nervous as him. However, one tall freckly girl with red hair had a smile on her face and was walking on her hands with her feet in the air! She came up to Freddie and introduced herself.

“Hi, I’m very pleased to meet you! You have a nice face so I’m sure we will be friends! You can call me Jemima, or Jem if you’re in a hurry!”



Before Freddie could even reply, Jem balanced on one hand and with the other she pointed at a quiet boy with dark hair. “This is my friend Ranjan! Ranjan, this is my new friend...”



Freddie reached out to shake Ranjan’s hand. “Hi, my name is Freddie...” he started, but he was so nervous that he fumbled with his textbooks and dropped them. Quick as lightning, Ranjan grabbed the books before they hit the ground, tossed them up in the air, and caught them in a neat pile. Grinning, he handed them to Freddie.

Just then, a bell rang. His father waved goodbye, and the new students were herded into the tent.

Luckily, Freddie was placed in the same class as Jem and Ranjan.

The first lesson they had was Tightrope and Acrobatics with the Sensational Sharon, who taught them how to balance safely on a tightrope high above the Big Top floor. When the class had to take turns on the rope, Jem went first.

It looked as if she belonged up there – she even did a somersault! Ranjan also crossed the rope, with help from a balancing pole, and then it was Freddie’s turn.

He was nervous and felt shaky as he stepped onto the rope. The first couple of steps were fine, but then he lost his balance. ➡





After waving his arms for a few seconds, he fell! The safety net caught him, but as he bounced in the net, Freddie could hear the class laughing.



The next lesson was Juggling, with Mr Marvello. Ranjan quickly mastered all of the tricks, including juggling one-handed, but when it was Freddie's turn, the balls went all over the place as he desperately tried to grab them. Even worse, when he went back to his desk, he tripped over a ball and fell flat on his back!

That lunchtime, Freddie could still hear the laughter of the class as he chewed on his sandwich.

Jem patted him on the shoulder. "I think you did well for your first day."

"I guess so..." muttered Freddie. "What's after lunch?"

Ranjan just grinned and said, "I think you'll like it!"

The next class was Introduction to Clowning, taught by old Mr Pagliacci. After they put on their clown makeup, baggy clowning trousers and big clown shoes, he challenged them to walk to the end of the room and back, but in a funny way.

Freddie did his best, but halfway across the floor he tripped over his feet and began to fall forwards.

He tried to stop himself, but tumbled head over heels before falling flat on his back. His classmates giggled, but Mr Pagliacci looked at him and said, "Hmmm, very interesting. I think you should try the unicycle!"



Freddie had never been on a unicycle before, but he managed to climb up on it and put his feet on the pedals. It kept moving forwards and backwards under him as he waved his arms to keep his balance.

It swerved off to one side, before spinning in a circle. Then it skidded out from under him and he went up in the air as his giant clown shoes flew off his feet!

He fell face-down, and as he sat up, one of his shoes bonked him on the head! This made the entire class break out in laughter.

Freddie blushed (not that you could tell under the makeup!) and wished that the ground would swallow him up. However, Mr Pagliacci offered him his hand and pulled him to his feet. The teacher grinned and patted him on the back.

"Freddie, that must be the most magnificent performance I have ever seen from a new student. You are a natural clown – and making people laugh is a wonderful gift to the world!" Freddie grinned proudly, while the rest of the class cheered for him! ★



# URASHIMA TARO

**I**n the olden days, in the land of Japan, there lived a man named Urashima Taro. He was a skilled fisherman and also a very kindly person.

One day, when he was walking on the beach, he saw a group of children poking something with a stick. When he walked up, he saw that it was a large sea turtle, which had large sad eyes.

Urashima Taro did not like to see an animal suffer, and he knew that turtles were ancient and wise creatures. He said to the children, “Why are you doing that? Leave the poor turtle alone, he has done nothing to you!”

The children made fun of him, saying, “Why should we stop? We were bored, and poking this turtle is fun!”

Urashima replied, “If you leave him alone, I will give you money so you can find something else to do.”



He put his hand into his pocket and took out the few coins that he had. He gave them to the children, and they went away towards the town.

When they were gone, Urashima Taro told the turtle, “I am sorry for what those children did to you. It was not nice, but they are good at heart.”

He then picked up the turtle gently and carried it on his back down to the sea, where he let it go. The turtle swam off, but Urashima Taro could swear that it waved a fin at him before it disappeared.

The next day, Urashima Taro went out fishing in his little boat. He paddled far

out to sea, past where the other fishermen cast their nets, to where the big ocean waves rocked his boat. Many people would have been afraid, but not Urashima Taro, because he felt peaceful when alone at sea.

When he was pulling in his nets, Urashima was surprised to see the turtle he had saved surface beside his boat – and he was even more surprised when it spoke to him!

“Urashima Taro!” the turtle said, “I have told my mistress, the Sea Princess Otohime, about your kind deed, and she would like to invite you to her underwater palace. ➡

Please climb on my back, and I will take you there!”

Urashima was surprised, but he climbed onto the turtle’s back and held on tight. The turtle dived beneath the waves, and Urashima Taro thought he might drown, but through some magic he could breathe underwater.

As the turtle swam under the water with its big fins, Urashima Taro saw many amazing things – giant sponges and corals, thousands of shiny tuna the colour of silver, and crabs with legs taller than a man!

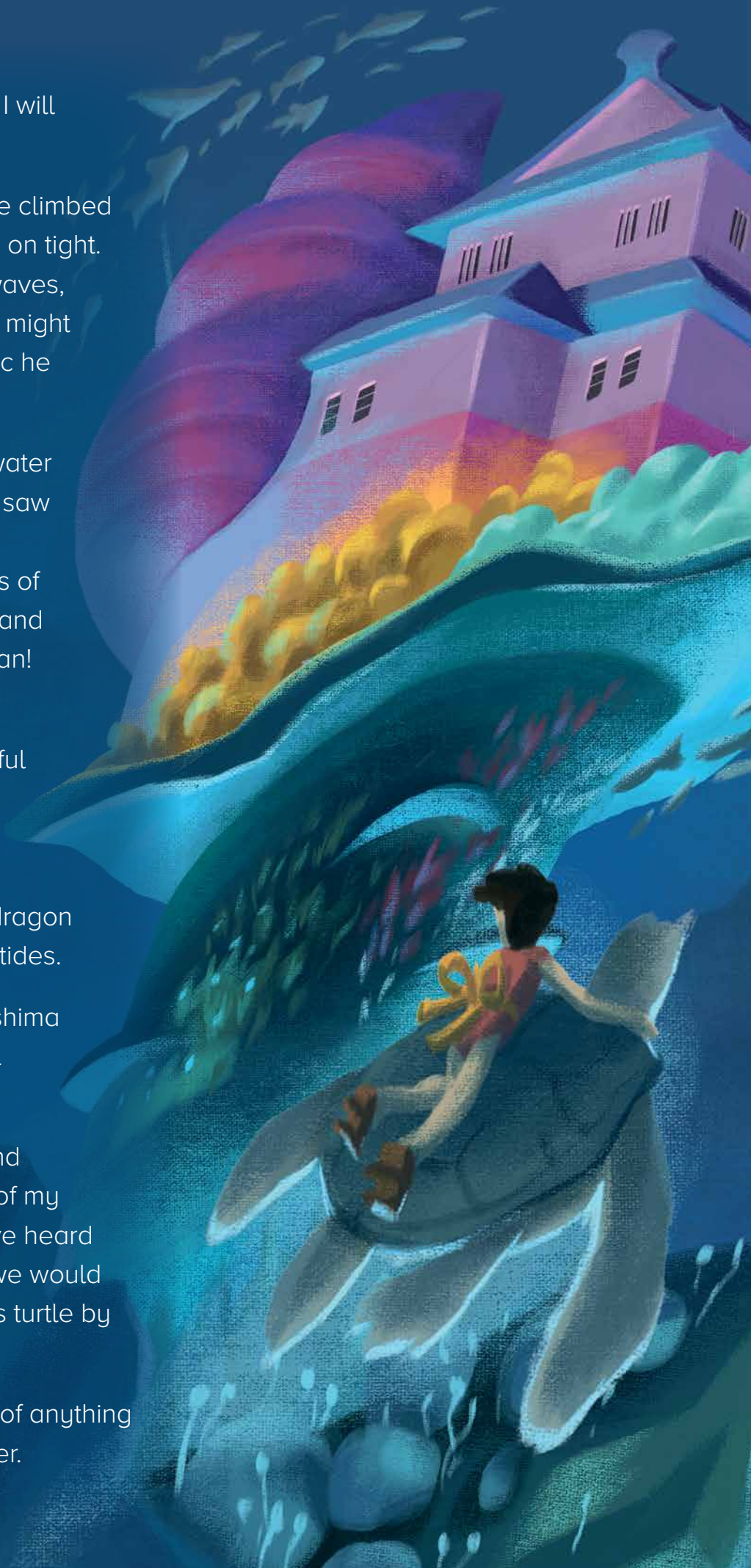


At last they arrived at a beautiful underwater palace carved of blue and lilac coral. It was called Ryügü-jō, and it was the home of Ryūjin, the great dragon of the sea, who controlled the tides.

At the gate, the turtle and Urashima Taro were met by the beautiful Princess Otohime.

She curtsied to Urashima and said, “Welcome to the palace of my father, the sea dragon. We have heard that you are a kind man, and we would like to thank you for saving this turtle by inviting you to stay with us!”

Urashima Taro could not think of anything to say, but bowed deeply to her.



An illustration of Otohime, a woman with long dark hair adorned with a green and blue headpiece, wearing a blue kimono. She is handing a small, dark, square box tied with a red ribbon to Urashima Taro. Urashima is a young man with dark hair, wearing a red and orange garment with a large yellow sash. They are standing on a dark, rocky surface. In the background, a traditional Japanese building with a thatched roof is visible on the left, and a large, dark, curved shape, possibly a sea dragon, is on the right. The overall color palette is dark with vibrant accents of blue, red, and yellow.

## FUN FACT

*Urashima Taro is a very old story from Japan that has been told many different ways! In some versions, he was even turned into a bird called a crane at the end and flew up to heaven!*

Otohime took him inside and showed him the many beautiful rooms of the palace, where there lived many strange creatures of the sea. She fed him special and delicious foods that can only be found beneath the oceans, and played him music made by the sea-folk, which is stranger and more beautiful than anything that can be heard in the surface world.

Urashima was amazed by all that he saw, and did not know how long he stayed in the sea dragon's kingdom. As time passed, though, he missed the surface world and became homesick.

He said to Otohime, "Thank you so much for showing me your kingdom, but I miss the surface world and must go back there!"

Otohime looked serious, and said, "Of course you can leave, but you will discover that many things have changed up there. Before you go, I have one more gift for you."

She handed him a beautiful box of carved pink coral, and told him, "This is yours, but you must never open it!"

Puzzled, Urashima put the box in his sash and said goodbye to Otohime.

The turtle carried him back up through the ocean to the beach where he had saved it from the children. He waved goodbye to the turtle as it swam away and then turned around to look at the surface world he had left behind.

Urashima expected to see his village, but it was not there. ➡

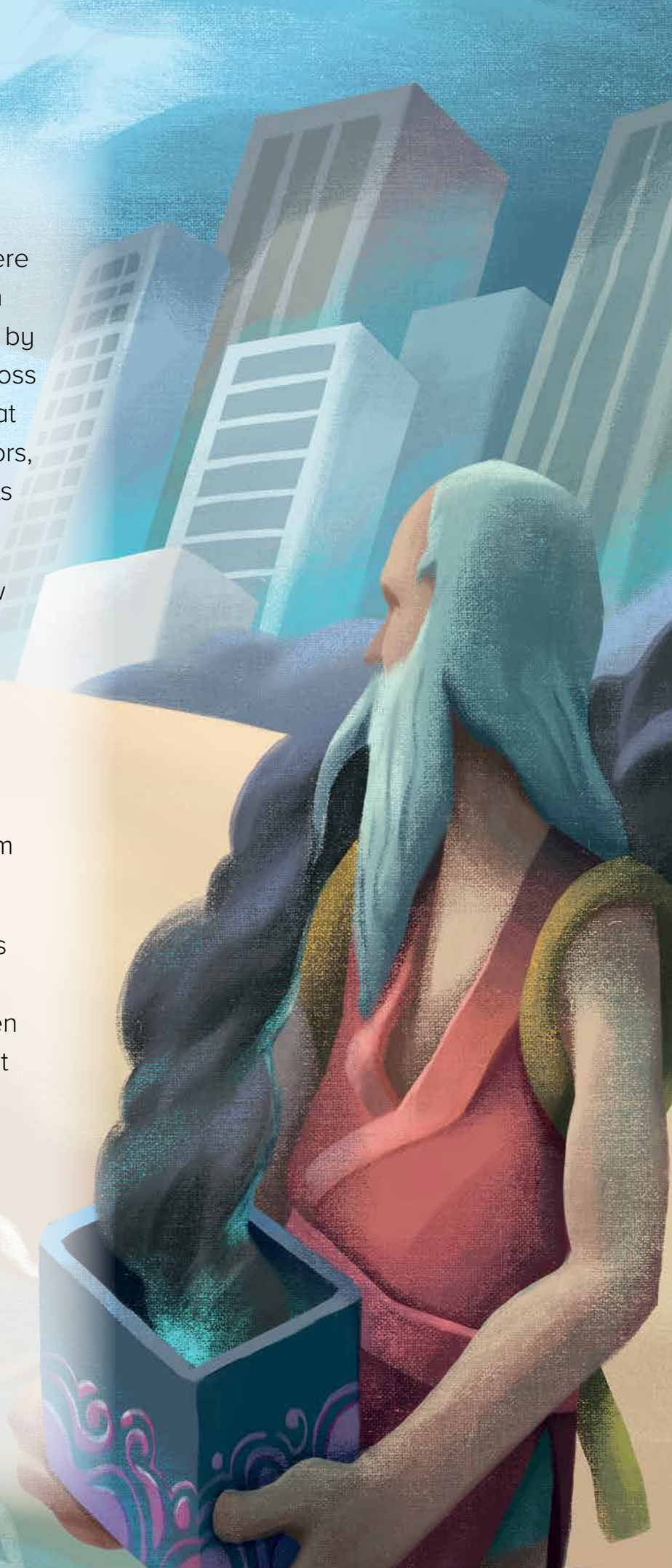
This was his beach, but somehow everything had changed. Now, a great grey road and bank were where the path had been, and the wooden houses of his village were replaced by new white square buildings. Far across the bay, he could see tall towers that looked like they were made of mirrors, and big white boats that had no sails but let out clouds of grey steam.

Though Urashima Taro did not know it yet, many hundreds of years had passed while he was in the sea dragon's kingdom, and the village he had known had disappeared.

Shocked and surprised, he took out the coral box Otohime had given him and opened it.

He then began to feel weak, and his back began to bend. He felt a long beard sprout from his face, and when he looked down, he could see that it was white, and that his hands were spotty and wrinkled.

He then realised that Otohime's box had held the years that he had lived under the water, and when he let them out, he had transformed into an old man. ★





# storytime PLAYBOX

This month, send a 'magic' message, write a Stone Age letter, and help Bamse avoid dangerous sea mines in our fun board game!

1

## SKY MAZE

Can you help Tinker Bell and Buttons steer their ship through the clouds to the sky forest?

2

## QUICK QUIZ

What did Daedalus **NOT** use to make his wings?

- A. WAX**   **B. ALUMINIUM**  
**C. BRONZE**  
**D. FEATHERS**

3

## COUNT IT!

Some crabs from our fable ended up in our puzzle pages! Write **how many** you found here!



## 4 WRITE LIKE TAFFY!

Can you please go to the shop and get some bread so I can make a sandwich?

Can you write a letter in pictures like Taffy did in “How the First Letter Was Written”? In the space to the right, try and draw the message shown above, then show it to your parent or carer and see if they can understand it!



## 5 CIRCUS SHADOW

Jem from St. Boffo’s School is doing her tricks for the crowd – but **which of these shadows belongs to her?**



A



B



C



D



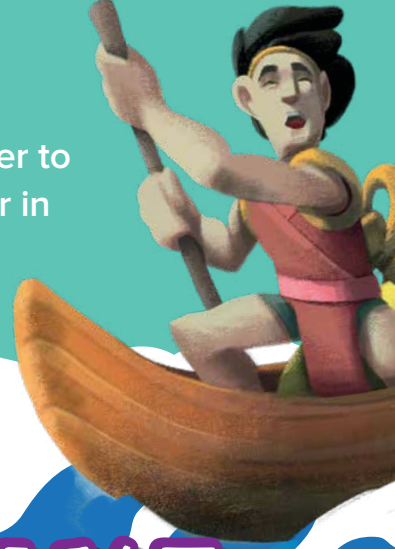
E



6

# CRACK THE CODE

Cross out every second letter to find the name of a character in the 'Urashima Taro' story.



# ORTMOZH YIQMXE

7

## MAKE INVISIBLE INK!

**Do you want to write secret messages that magically appear when you put them near heat?**

- You will need half a lemon, a cup, some water, a spoon, a cotton bud and a blank sheet of paper.
- Squeeze the juice from the lemon into the cup. Use a lemon-squeezer if you have one!
- Mix in a few drops of water and stir with a spoon.
- Dip your cotton bud into the lemon juice and use it to write your message. Keep dipping your cotton bud into the lemon juice as you write to keep it wet!
- Wait for the letter to dry properly.
- To make the message appear, hold the sheet of paper near a hot radiator or light bulb (or a hair dryer) until you can see the letters. The lemon juice turns brown when it is heated!

ASK A GROWN-UP!



**TIP!**

**WATCH OUT!** Do not touch the warm object you are holding the paper up to – and do not let the paper touch it either. It might catch fire!



ANSWERS: 1. Sky Maze – see right; 2. Quick Quiz – B; 3. Count It – 6; 5. Circus Shadow – E; 6. Crack the Code – Otohime.

# MINESWEEPER!

START

Join Bamse and the crew of the *Thorodd*! See if you can find the most mines off the coast of Scotland and return safely to port...

## How to Play

Each player needs a counter – you can use coins or counters from other boardgames, or special **Minesweeper!** counters downloaded from [storytimemagazine.com/free](http://storytimemagazine.com/free) and printed out.

★ Download, print and cut out all of the 13 cards from [storytimemagazine.com/free](http://storytimemagazine.com/free). The cards should be shuffled and placed face-down in a pile. The players take turns placing the cards face-down in squares on the board. No card can be placed next to another card.

★ Each player places their counter on the coast of Scotland, on the space marked **START**.

★ The aim of the game is to move around the board and collect as many **SEA MINE CARDS** as you can. Once all the cards have been turned over, the player with the most **SEA MINE CARDS** wins.

★ Players take turns rolling a dice and moving their counter. The youngest player moves first.

★ When it is your turn, you get to roll a dice and move up to the number of spaces rolled, in any direction. If you land on a space with a card on it, you can turn it over – see below to find out what happens! When you turn over a card, that is the end of your turn. Keep **SEA MINE** cards, but discard the other ones.

### WHAT THE CARDS MEAN:



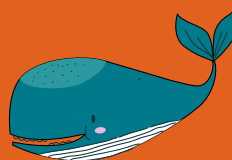
SEA MINE:  
KEEP IT

**BOOM!**

MISS A TURN



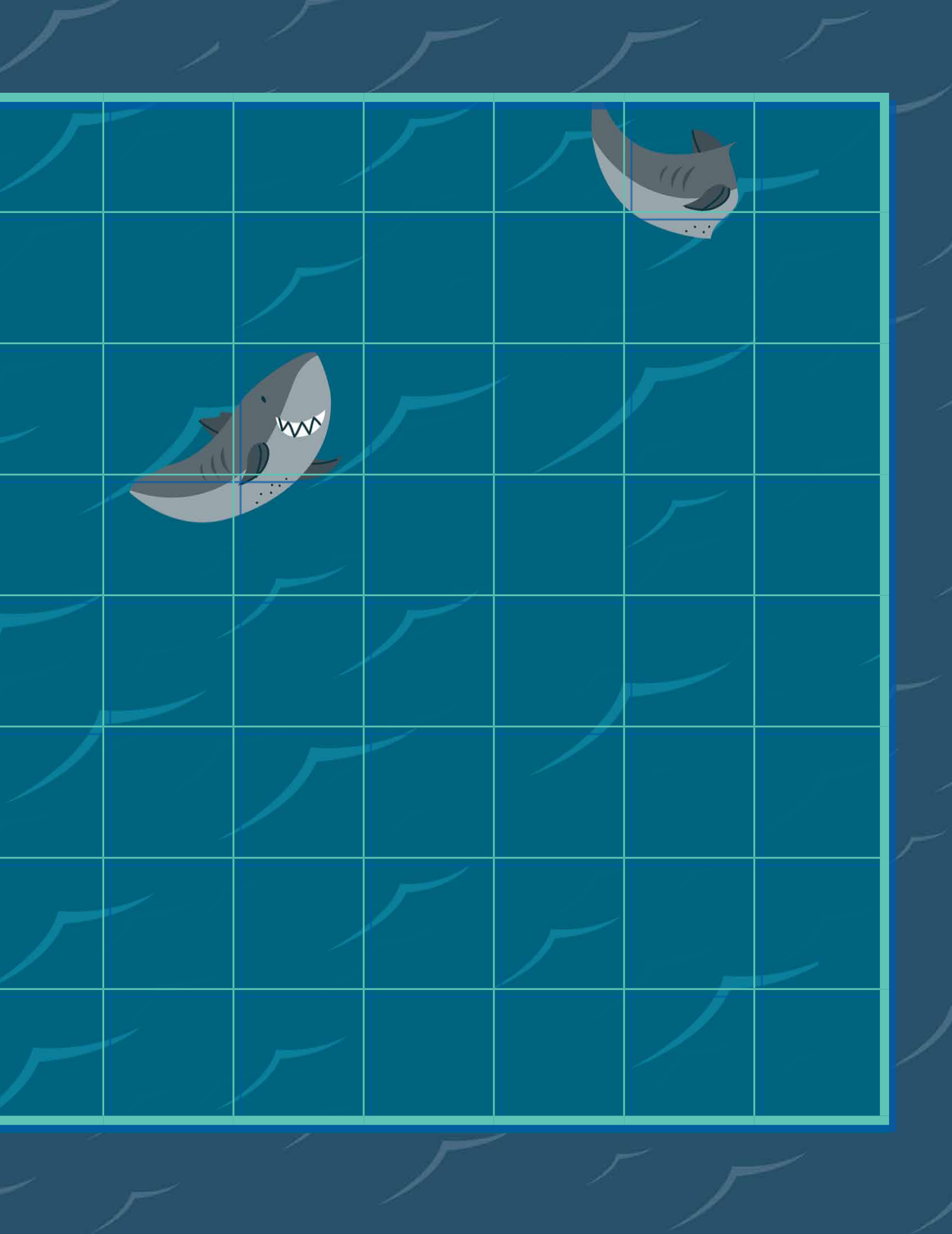
LOSE A SEA  
MINE CARD



GO BACK  
ONE SQUARE



GO BACK  
TO START



# STORYTIME COMPETITION

# LETTER TO PLANET EARTH!

Being kind  
to the planet  
is good for  
all of us!

**At Storytime we love the beautiful blue planet that gives us our air, water and food.** We love sharing stories with you taken from all corners of the globe, and we never have plastic toys or packaging. For this competition, we would like you to write a short letter to the Earth, letting it know why you care about it and what you will do to help it keep healthy and happy. Send us your letter, following the instructions below!

## THE RULES

- Entrants must be aged 3 to 9.
- Your letter must be original and not have been published before. It should not be longer than 60 words.
- Cut out or photocopy the form on the opposite page. Write your letter on it and fill out your details! Or you can download the form from [storytimemagazine.com/earth](http://storytimemagazine.com/earth).
- Email your completed form to [editor@storytimemagazine.com](mailto:editor@storytimemagazine.com) or post your entry to: The Editor, Storytime Magazine, 61 Bridge Street Kington, Herefordshire HR5 3DJ.
- Closing date: 30 November 2020.

## TIPS FOR LETTER-WRITING SUCCESS

- It helps to organise your ideas so they work together in your letter. For example, your first sentence might say why you are writing to the Earth, the second one could say why you care about the Earth and a third one might mention what you are going to do to help the environment.
- If you are having difficulty thinking of things to say, use your imagination! A letter is a great way to express yourself.
- You can learn how to write a letter by doing the fun activities on pages 12-16 of the **Letter to Planet Earth Activity Pack**, which you can download from [storytimemagazine.com/earth](http://storytimemagazine.com/earth).

## PRIZES

- A printed certificate
- An awesome book bundle
- Your letter will be published in Storytime!

# LETTER TO PLANET EARTH COMPETITION FORM

Dear Planet Earth,



Handwriting practice lines for the letter body.

Yours sincerely,

\_\_\_\_\_ [your name]



NAME AND AGE: \_\_\_\_\_

SCHOOL: \_\_\_\_\_

PARENT, CARER OR TEACHER'S EMAIL\*: \_\_\_\_\_

\* Not necessary, but it makes it much easier for us to contact you if you win!



# STORY MAGIC

This month we have reviews of two incredible new books, and are celebrating the sixth anniversary of Storytime with an amazing deal on our back issues!

## BOOKS OF THE MONTH

★ **THE WORLD MADE A RAINBOW** by Michelle Robinson, illustrated by Emily Hamilton (Bloomsbury) is a very special book that we can all relate to. When a girl feels sad because she can't go outside or visit her friends, her mother gets her to make a rainbow that she can put in the window as a message of hope for everybody passing by. We can take inspiration from this sweet story – and use our art to keep in touch with the people that we care about.

★ **MYTHOPEDIA** by Good Wives and Warriors (Laurence King) is a must-read for fans of *Storytime*'s 'Around the World Tales' and 'Myths & Legends' sections. This book is both an encyclopedia of myths from around the world and an atlas that shows exactly where these exciting tales come from. Reading it is like going on a fabulous voyage to a world of wonders – and the colourful artwork in this very special volume has to be seen to be believed!



## HAPPY BIRTHDAY TO US!

As incredible as it may seem, this issue marks our 6<sup>th</sup> birthday!

It has been a very special thrill for us to bring you hundreds of illustrated stories to enjoy, and we hope to continue doing so for many years to come. We are marking this occasion by selling an awesome **Greatest Hits Bundle** of our favourite issues – one from each year – now available from: [storytimemagazine.com/bundles](http://storytimemagazine.com/bundles)



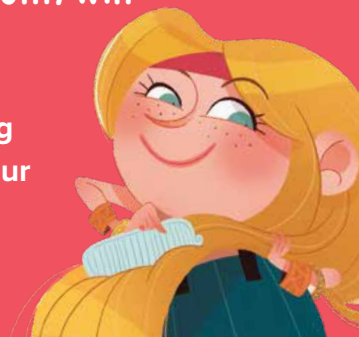
Do you know which story the beaver on page 3 is from? Send us your answer and get the chance to win these awesome books – go to:

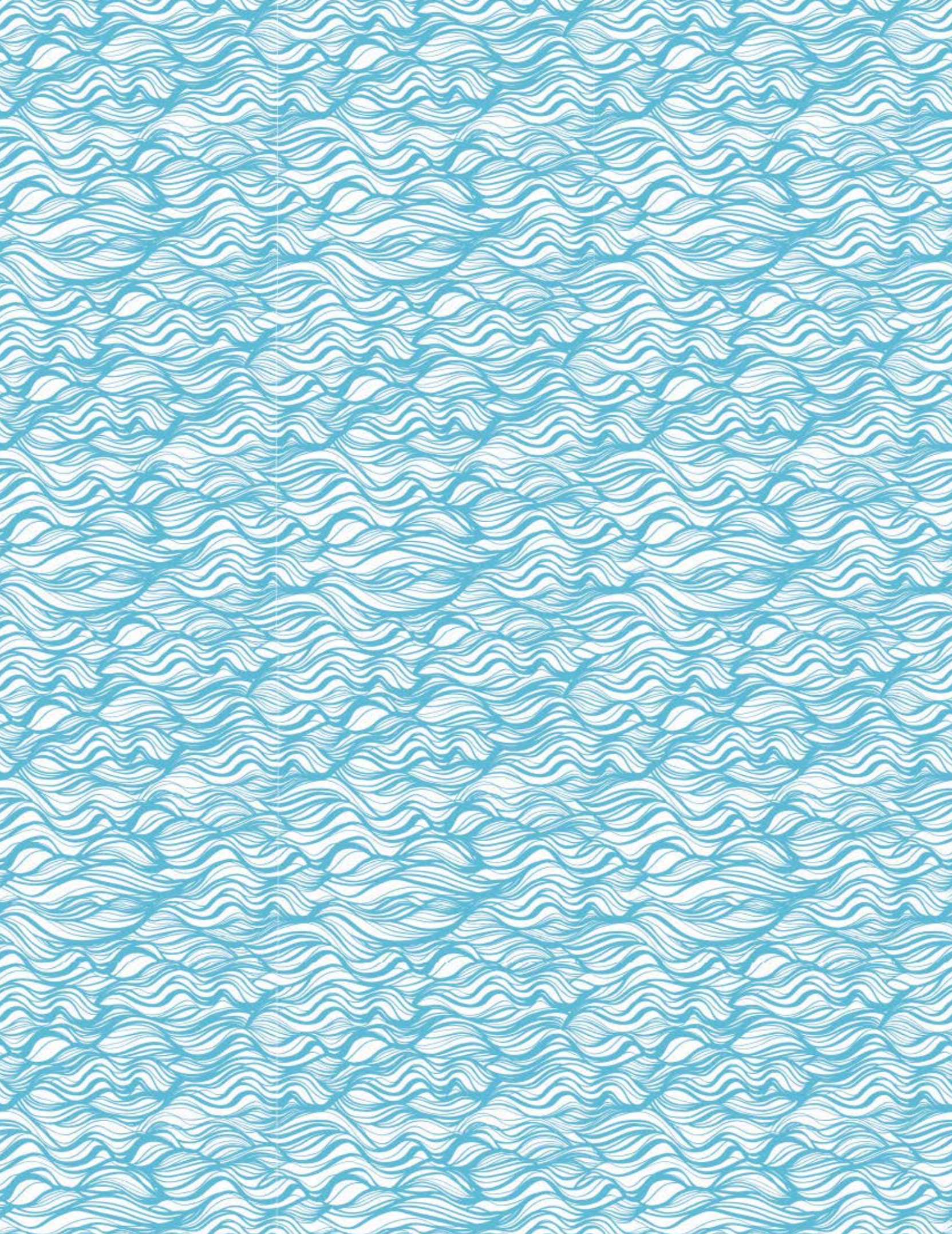
[storytimemagazine.com/win](http://storytimemagazine.com/win)

WIN!

### NEXT MONTH:

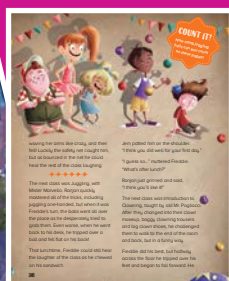
Meet a princess wearing a wooden petticoat in our fairy tale!





# CELEBRATE SIX FABULOUS YEARS OF STORYTIME!

**WIN**  
Brilliant  
Books!



GET FREE GOODIES AND EXTRAS FROM:  
[www.storytimemagazine.com/free](http://www.storytimemagazine.com/free)

**NEXT  
MONTH:**  
MAKING A  
ROBOT PET!

