



Visit ancient ages and worlds full of wonder — or even travel through time!

or even traver through THIS ISSUE BELONGS TO:

SPOT I!
"She taught him her
wisdom, and he
grew strong
and tall."

Storytime™ magazine is published every month by **Storytime**, 90 London Rd, London, SE1 6LN.

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With stories from Scotland, Russia and ancient Egypt!



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NEW YEAR MADNESS HALF PRICE OFFER!

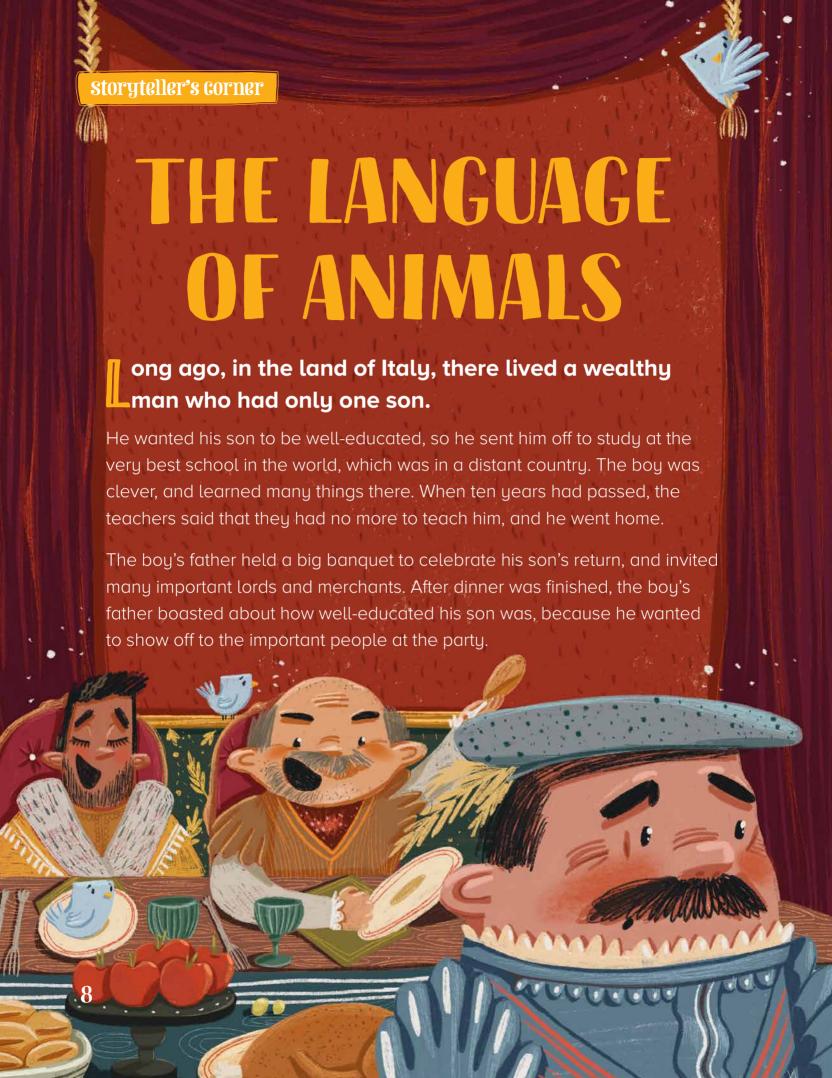


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The young man could understand what the dogs were saying, and told the treasurer, "They say that a gang of burglars are hiding outside the castle, waiting to break in and steal your gold!"

The treasurer sent his guards to find and arrest the burglars, and thanked the young man for his help. He gave him a fine dinner and some good walking boots, and the young man set off again the next morning.

As evening fell, the young man came to the king's castle. An old lady outside said that the king's daughter was sick, because the frogs in the pond outside her window croaked so loudly that she couldn't sleep.

The young man listened to the croaking of the frogs, and he found out that they

were upset because the princess had dropped a golden necklace in their pond. When he fished it out, they stopped croaking. The princess was so grateful that she invited him to dinner and gave him a nice hat that would protect him from the

The young man then set off on his journey again and met three other travellers on the road. They walked together and soon became friends.

sun and the rain.

They decided to camp for the night in a shady grove, but when they sat down, a flock of pigeons settled in the trees and began cooing loudly.

"Why are they making such a racket?" one of his companions asked. The young man listened to the song of the birds, and his eyes widened in wonder.



"The birds say they are excited because the princess of this land will marry soon — and her husband will be one of us!"

With that, a pigeon sat upon the young man's head and began cooing.

It was then that a messenger on a horse galloped up — which made all the pigeons flutter away.

"I have come looking for the clever young man who stopped the frogs from croaking outside the princess's window and foiled a robbery at the treasurer's castle! The princess has decided that she would like to marry him... if he agrees!"



The young man and his companions went with the messenger to the king's castle, and a wedding was soon arranged between him and the ruler's daughter.

The young man invited his father to the wedding in the royal castle. His father felt terrible about throwing his clever son out of the house, but the lad forgave him.

The young man and the princess were very happy together. When the king died, they were crowned as the new king and queen, and ruled wisely for many years.



Tales from Today

AWAY GAME!

t never would have happened if Jakub hadn't suggested that they take a short cut home.

Lincoln, Jakub and their friend Biggie Dean were walking back to the village after football practice when Jakub said they should turn down Caulfield Lane and cut through the Stony Field.

"It's much faster than going along the main road!" he told them enthusiastically.

"We can cut across the fields and jump over my back fence!"



Lincoln wasn't sure, but Biggie Dean just shrugged his shoulders and nodded. It looked like they were taking the short cut.

They set off down the narrow lane in the warm spring sunlight, swinging their schoolbags as the wind blew across the green fields. They had Lincoln's football with them and passed it to each other as they went.

Ahead, they could see the Stony Field and the standing stones that gave it its name. They weren't big and fancy like the ones at Stonehenge, of course. They were just weather-worn rocks, covered in lichen and arranged in a rough circle about ten metres across. Nobody knew who had built the circle or when, but it was certainly there when the village was founded. They could see the village of Trowbury in the distance beyond the stones, with the row of new houses that they lived in and the old church tower behind.

When they got to the end of the lane and turned into the field, the sun got into Lincoln's face, blinding him for a moment. He blinked hard and then opened his eyes. He could see again, but things looked slightly different. They were still in the Stony Field, and the stones and the walls were still there. But why did they look slightly less weathered and lichen-





The big kid then said something to him in a language Lincoln couldn't quite understand. He spoke slowly, and the words seemed to go on for a long time, but he thought he caught the name 'Daniel'.

Daniel then pointed at the other, skinnier boy and the girl, who had freckles and red pigtails that stuck out from her head at strange angles.

"Thomas. Mabel." Thomas gave a shy wave, while Mabel grinned and took a big crunchy bite out of an apple.

Lincoln pointed at Jakub and Biggie. "This is Jakub, he's the best player in our team. And this is Biggie Dean. You can call him Biggie." The three strangers started talking among themselves while staring at the bright red football kit Lincoln and his friends were wearing.

"What language are they speaking?" asked Lincoln. Jakub shrugged and said, "It's definitely not Polish!"

Biggie then spoke up, which didn't happen often. "It sounds a bit like English – but with different sounds and slower..."

Daniel then pointed at Lincoln's football shirt, and said something that sounded like a question. Lincoln held out the front of his top and said, "This is the kit of Trowbury Rovers, our team. Do you play football?"

Lincoln picked up the ball and showed it to the other kids. "This is a football. You kick it!"

He did a few keepie-uppies, juggling the ball with his feet. Daniel, Mabel and Thomas looked impressed.

He then kicked the ball to Jakub, who did his favourite trick – the around-the-world crossover combo!

Using a lot of pointing, the boys taught the strangers how to play football, and they soon got the hang of it. They divided into teams — Lincoln, Daniel and Mabel against Jakub, Thomas and Biggie.

At first, they thought Mabel couldn't play because she was in a dress, but she charged about the field with the rest of them! They used the standing stones as goalposts and began kicking the ball about!

Lincoln's trick of rolling the ball out the way of tackles made Daniel laugh, and Mabel soon figured out how to do that too! Thomas didn't use fancy footwork, but just charged at the ball with his face curled into a scowl and kicked it as hard as he could! They had a great game, and by the time the sun was going down it was three-all and they were tired out.

"Hey Daniel! Thank you for the game!"
Lincoln said. He took off his shirt and
handed it to the other boy. "I want you
to have this!" Daniel accepted it with
a big grin.







THE LION LEARNS A LESSON

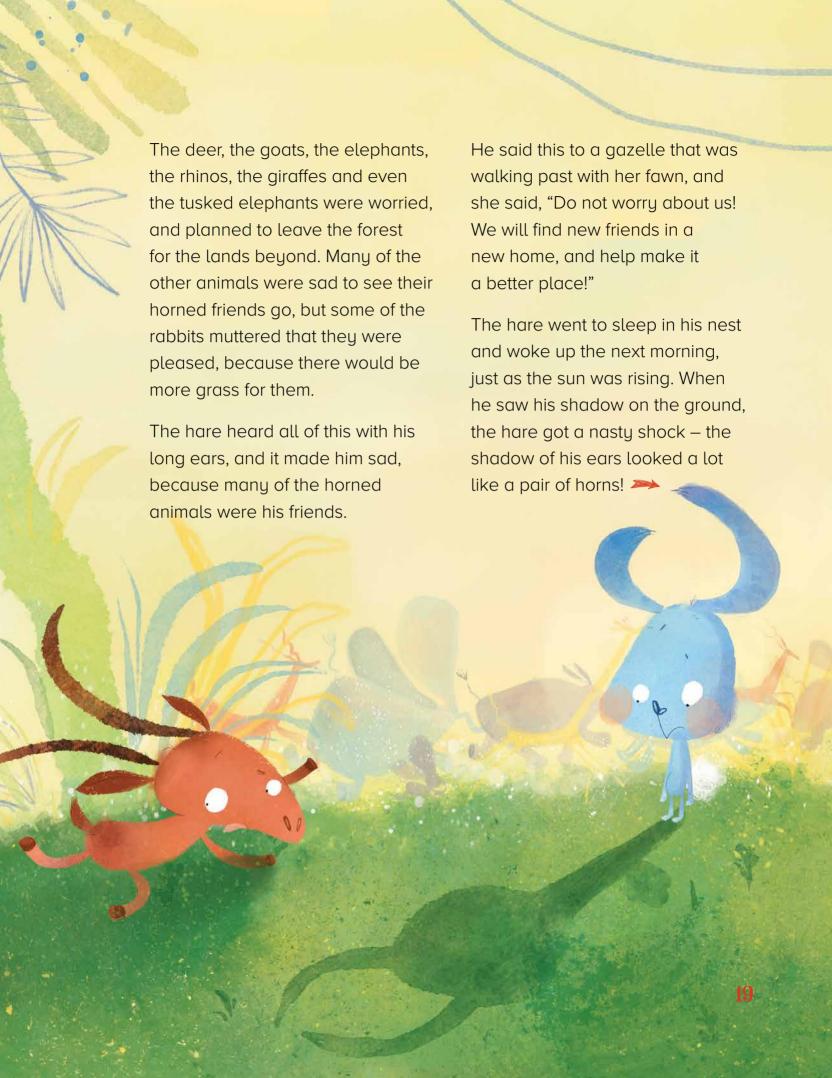
Adapted from Aesop's fable "The Rabbit and his Horns"

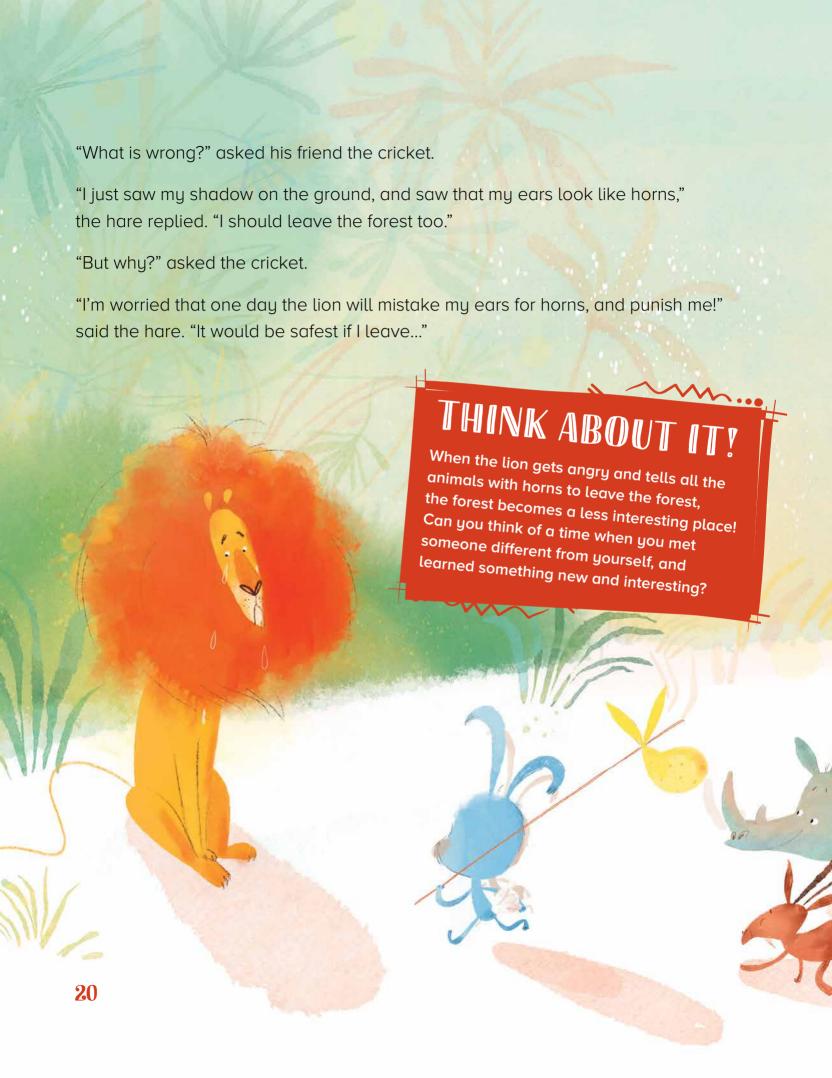
The lion was the king of the forest, and all the animals that lived there feared him. He was a grumpy ruler, and had a terrible temper.

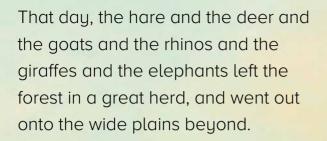
One day, when the lion was out hunting, he tried to pounce on a billy-goat — but the billy-goat butted him with his pointy horns and ran away. The lion was a little bit bruised, but what was really wounded was his sense of pride.

He was furious that a mere herbivore was able to hurt him, and told all the animals to gather and hear his announcement.

"Yesterday, a goat was rude enough to butt me with his horns!" he roared to the assembled animals. "All animals with horns must leave the forest!"







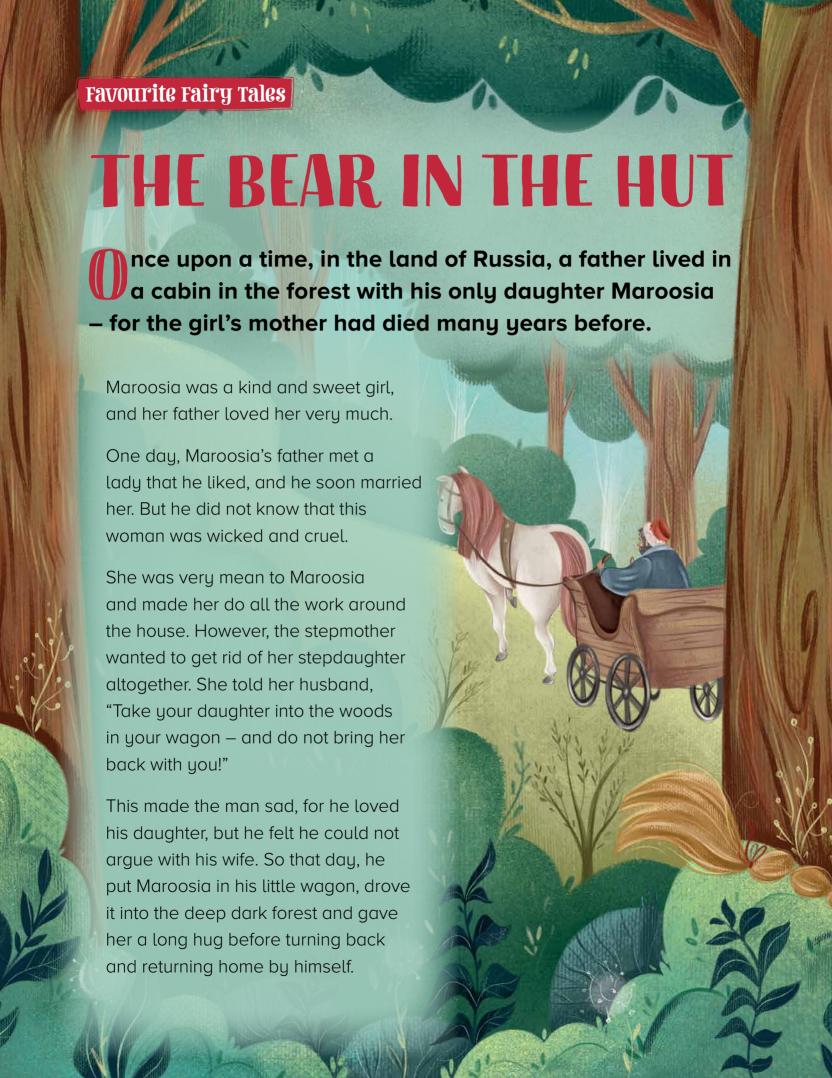
The next day, when the lion strode through his kingdom, it was very quiet. It felt empty, too, and the few small animals that still lived there hid at the lion's approach.

The lion found that he was sad, as his kingdom was now a miserable and lifeless place. Full of remorse, he sent mouse messengers out far and wide,

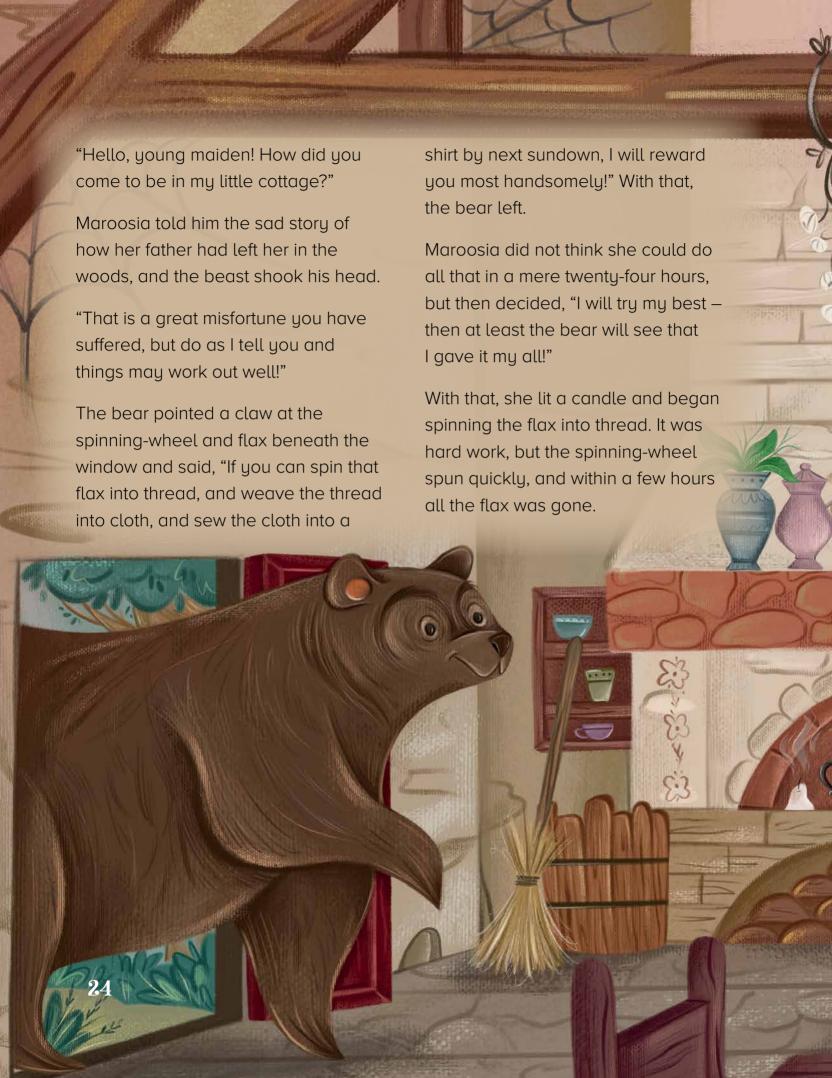
letting all the animals know that they were welcome in his forest, whether they had horns or not.

Soon, the hare and the goats and the deer and all their friends returned. The lion was content, for his forest kingdom was happy and full of life once more.

















She also fed the bear a great basin of porridge. Once he had eaten, he told her, "Thank you for the meal! This evening, I will sleep in this cottage – but you must stay up all night and keep jingling these keys!" He gave her a ring of great iron keys, and went to sleep in the bed.

When he was snoring, the little mouse crept out from behind the stove and told Maroosia, "Dear girl, hide safely behind the stove, and I will jingle the keys for you!"

She did as the mouse asked, and the little rodent began jingling the keys. This made the grumpy bear stir in his sleep and throw a log at where the noise was coming from – but it sailed over the mouse's head and clanged against the stove Maroosia was

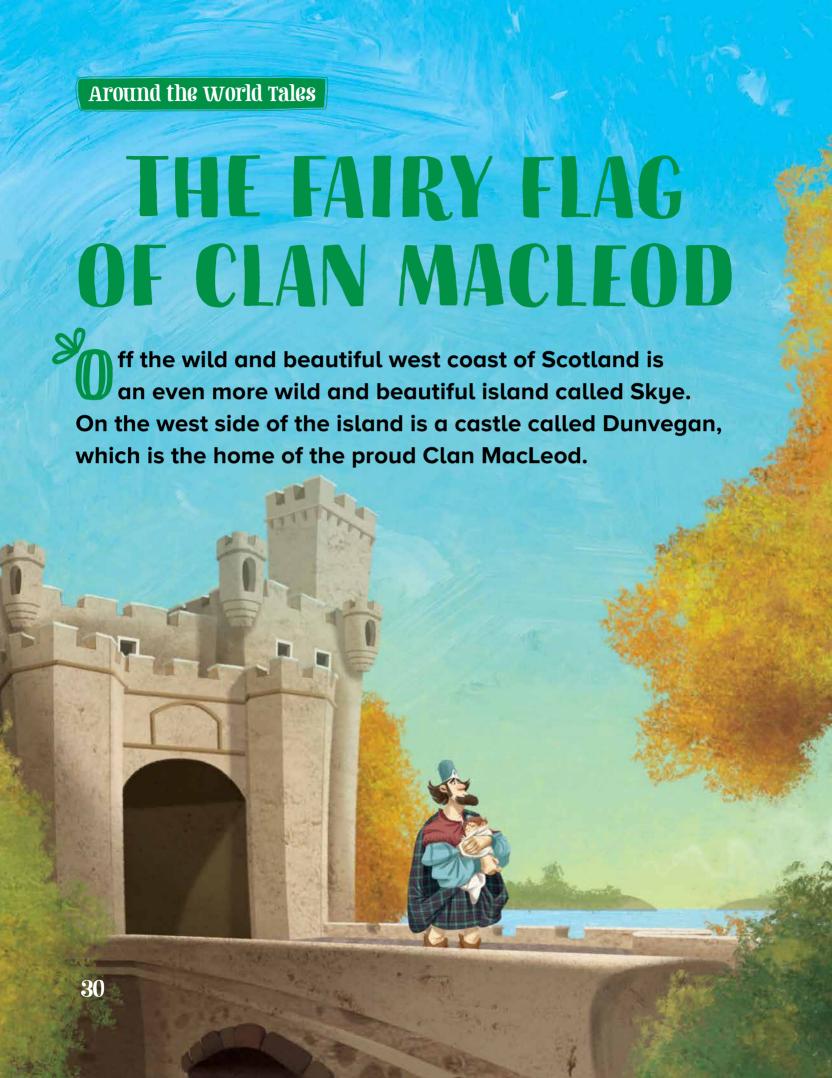
hiding behind. Every so often, the bear would hurl a brick or a rock or a candlestick at the source of the jingling noise, but both the mouse and Maroosia were safe.

When the sun rose, the mouse gave Maroosia the keys and hid, while the bear began to stir in his bed.

He stretched, gave a great toothy yawn, and told her, "Thank you, young lady! As a reward, you must look in my left ear!" Maroosia peered into the bear's left ear and saw a great kingdom, with bustling towns, mighty rivers, and fields full of crops.

The bear then told her to look in his right ear, and she saw a fine castle, with tapestries, soldiers, and stables full of horses.





In their castle, the Clan MacLeod keep many special heirlooms, including the Dunvegan Cup and Sir Rory Mor's horn, but the most special of all is the Fairy Flag. Legends tell us that they got this many centuries ago.

According to the stories, a young and brave chieftain of the clan fell in love with a fairy princess, whose father ruled the hidden fairy kingdom. The princess begged the fairy king to let her marry the chieftain, but the king did not want her to. He knew that the chieftain would one day die, as he was only human, while his daughter would live on forever, heartbroken.

However, the princess would not give up the idea, so her father finally declared that she could marry the chieftain for a year and one day, but she must then leave and return to his hidden kingdom.

The princess agreed. She and the young chieftain were married, and she soon gave birth to a fine baby boy. The days flew past, and soon it was time for the princess to leave and go back to the hidden kingdom. At the bridge to the land of the fairies, she kissed her baby and her husband goodbye.



"Promise me you will take good care of our child!" she told the chieftain.

"Never let him cry, or I will hear it and it will make me sad!"

The chieftain promised he would, and watched with tears in his eyes as his beloved crossed the bridge into the misty fairy kingdom.

The chieftain returned to Dunvegan with his child, but was sad for many months because he missed his fairy-wife. His friends held a great feast for him, though, with much piping and dancing, and he briefly forgot about his sadness.

The music and dancing were so joyous that even the nursemaid who was minding the baby went down to listen, leaving the child alone.



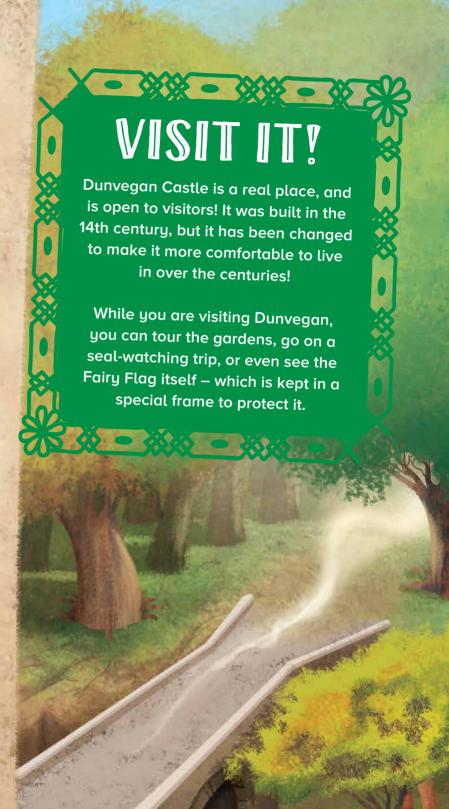
When the nursemaid came back, she found the baby in the arms of a mysterious fairy woman, and wrapped in a flag of yellow silk.

"I am the baby's fairy-mother," the woman said, "and I have come to comfort him. Take good care of both the baby and the banner he is wrapped in! When the banner is unfurled, the fairy king will send help to your clan — but it will disappear the third time it is used!"

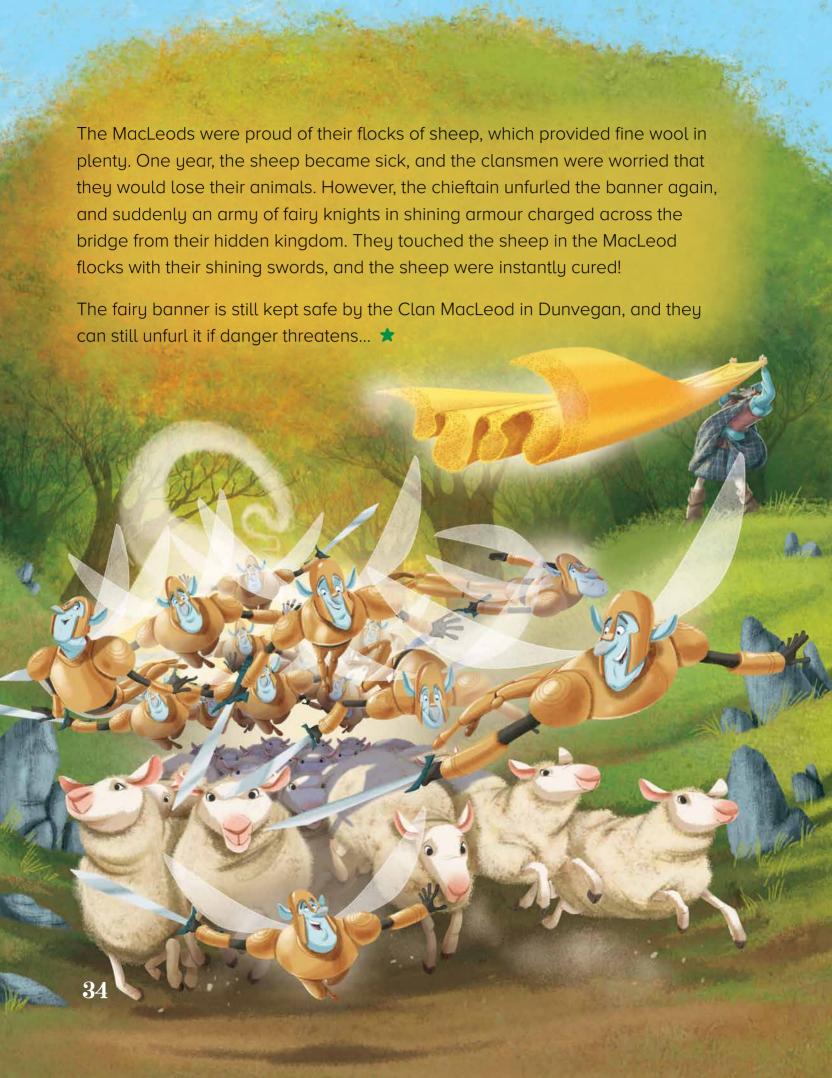
The nursemaid told all this to the chieftain, who ordered the flag to be kept carefully in a special chest until it was needed.

ووی دی

Many years later, the MacLeods were attacked by their enemies the MacDonalds, who burned their castle and trapped the remaining MacLeod warriors on a beach. However, the MacLeod chieftain unfurled the fairy banner, and the MacLeod warriors were joined by a great host of fairy knights in shining armour. They let out a mighty yell and drove the MacDonalds away.



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ALEX'S AMAZING SCHOOL

ome 2400 years ago, in the kingdom of Macedonia, a very special boy was born.

His mother, who believed the legendary hero Achilles was her ancestor, was called Olympias, while his father, King Philip II of Macedonia, claimed to be descended from Hercules himself! They named their son Alexander, and were sure he would be just as mighty as his legendary ancestors!

Macedonia was a wild and mountainous kingdom just to the north of Greece. It was always at war with its neighbours, and Philip had to be smart and tough to protect his kingdom. He wanted Alex to be the same, so he would be a strong king one day.

Philip fought many battles against the Greek cities, but he admired the people of Greece.

"The Greeks are brilliant at art and philosophy and science!" Phillip told his son. "I will get you a Greek teacher, so you can learn how to be a great king!"

35



very strict – especially about meals!

"Early-morning marches will give you an appetite for breakfast – and a scanty breakfast will give you an appetite for dinner!" he said. Mean Leo would even search Alex's room to make sure that Olympias didn't sneak him any treats!

Alex didn't like Leo much, but the grumpy man taught him how to read, write, and play music on the lyre (a kind of harp). Alex also got to have some fun – he learned how to ride horses, hunt, and fight with a sword and shield with his friends. They were the sons of Macedonian lords, and were called his Companions.

could teach him, and Philip decided to get his son the very best teacher money could buy. Someone who was an expert in physics, biology, politics, maths, languages, poetry and much else besides!

The Greek philosopher Aristotle was said to be the most brilliant man in the world at the time, so Philip chose him to be Alex's teacher.

Philip gave Aristotle a temple in the countryside to be his classroom. The philosopher often taught Alex and his Companions out in the sunshine, and they also had fun running around and exploring the green hills and fields.

Aristotle taught Alex how to think things through, and what it meant to be a good and just leader, because he knew that the boy would need this knowledge in the future. He also showed Alex maps of far-off lands, and the lad was thrilled to learn about distant countries like Egypt and Persia. Alex quizzed visitors from other countries about where they came from – and especially about their armies and treasures!

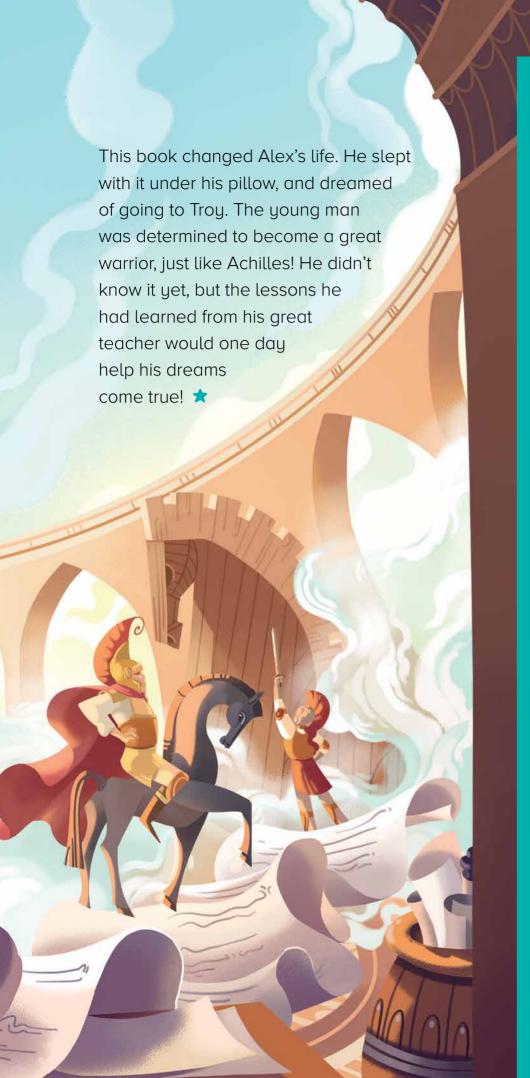
Aristotle loved to study animals, and he passed on this love to his pupil. Alex often asked Macedonian hunters to bring them more animals to study.

The things Aristotle had taught him came in useful when Philip showed Alex a big, powerful horse that he wanted to buy. The problem was, the horse was so fierce and nervous that nobody could ride it!

Alex watched the horse carefully to see how it behaved. After thinking it through, he realised that the animal was scared of its own shadow! He carefully moved the horse around to face the sun, so that it couldn't see its shadow – and was able to mount it with no problem.

King Philip was impressed, and bought the horse for Alex. the boy named it Bucephalus, and they would ride everywhere together.





- WHAT = HAPPENED NEXT...

lex put his education to good use! When he was just 20 years old, his father died, and Alex became king. The Greek cities declared war on him, but the young king taught them a lesson by beating them in battle.

The young man then set off on one of the greatest expeditions in history.
Riding Bucephalus, and with his Companions at his side, he would invade the mighty Persian empire and conquer it in just a few years. However, that was not all. He also took over Egypt and became its pharaoh, and led his troops all the way to India, where he won many battles.

Alex's cleverness, bravery and determination helped him to become one of the most famous rulers in history – he would be known forever after as Alexander the Great!

You can visit the temple where Aristotle taught Alexander, at Mieza in Macedonia.

OSIRIS AND SET

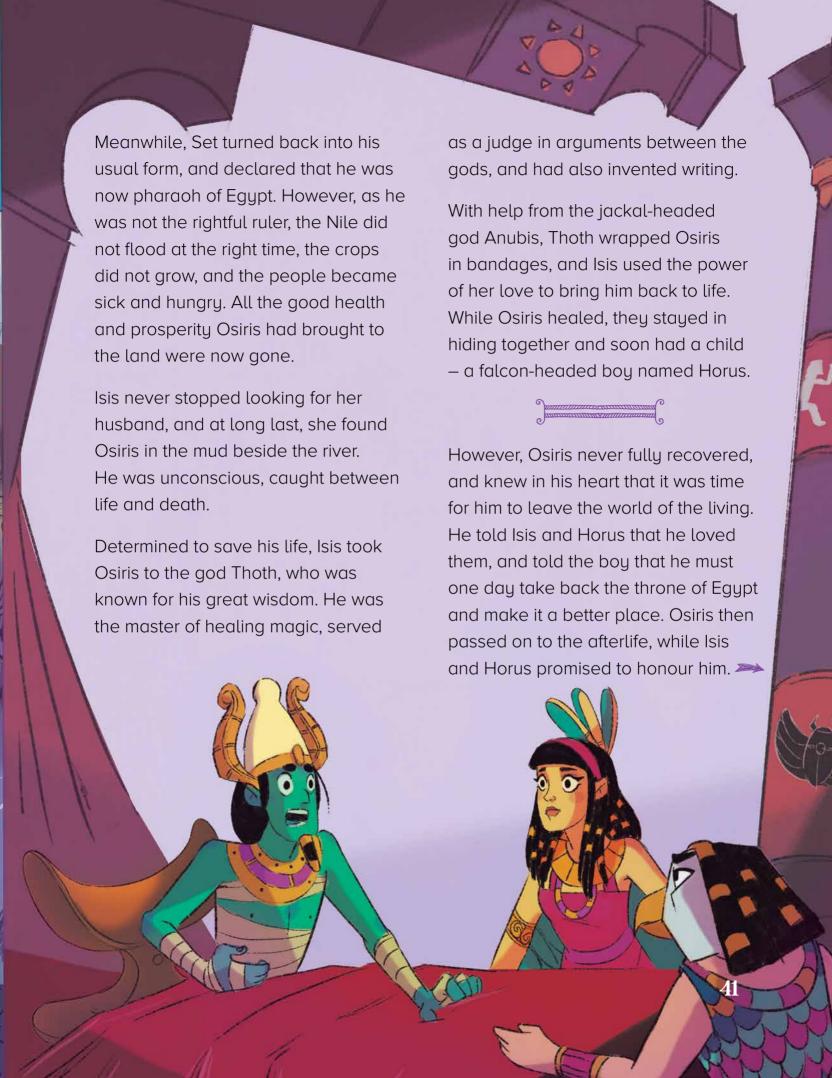
n the long-ago age of myths and legends, the god Osiris was the ruler, or pharaoh, of all Egypt. He was married to Isis, the sky goddess.

Under Osiris's rule, the mighty river Nile flooded at the right time, bringing rich soil to the farmlands. The crops grew in plenty, and the people were well-fed and happy.

But Osiris's brother Set, the god of storms and the desert, was jealous of him. He plotted to get rid of Osiris and become pharaoh in his place.

So Set used his powers to change into a giant crocodile, and he lurked in the river where Osiris liked to bathe. When Osiris came down to the river, Set seized him and dragged him beneath the dark waters!

Isis was worried when she found out that Osiris had disappeared, and she used her magic to turn into a bird called a kite so she could fly high above Egypt and look for him.



Isis was scared that Set would hunt for her and Horus, so she took her son to a secret island of reeds in the Nile. Horus lived there in hiding with his mother. She taught him her wisdom, and he grew strong and tall.

When it was time, the brave and heroic Horus left the island behind to claim his father's throne. He challenged Set to see who should be the true pharaoh of Egypt, and while the rest of the gods looked on in judgement, they fought a mighty duel that lasted for many days. Horus was wounded in one eye and Set was injured in the stomach, but in the end Horus won.

In a grand ceremony, the god Thoth healed Horus's eye, and he was then crowned as the true pharaoh and successor to Osiris.

For his part, the wounded Set was transformed into a snake and banished to the desert. From there, he tried to cause trouble for the people of Egypt, and Horus promised to one day hunt down his cowardly uncle.

Horus was a kind and just pharaoh, and under his rule the Nile once again flooded at the proper time, the crops grew plentiful, and the people of Egypt were happy.





Have a tabletop penalty shootout, work out what animals are saying, and find out how to bake a delicious cake!



Four horned animals are hiding from the lion in the woods.

Can you spot and name all of them?

What did Maroosia see when she looked into the bear's left ear?

B Keyring

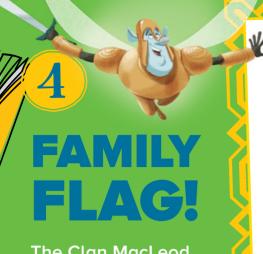
Spindle

Kingdom

COUNT IT!

3

Alexander has left his books on these pages!
Can you find them all and write how many there are here?

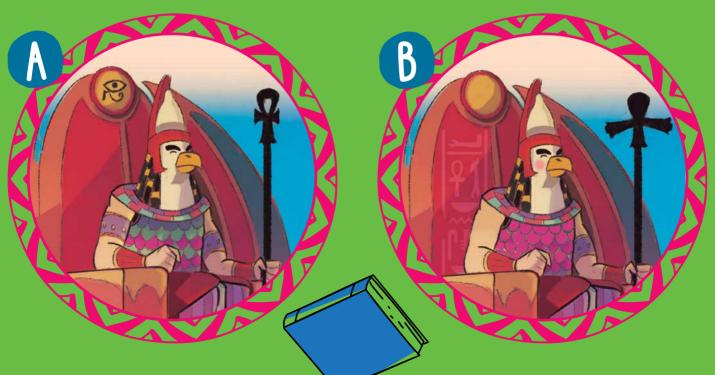


The Clan MacLeod are proud of their special flag. What would YOUR family flag look like?

Draw a flag here. What should be on it? Don't forget to colour it in and do a pattern around the border.



Can you spot the six differences between these two pictures of the



6 ANIMAL TALK

The young man wants to work out what these creatures are saying – but the letters have been mixed up! Can you unscramble the words?

Tip: The clues are in the story!

BASHNUD

ECKLANCE!

GLURARBS!



ASK A GROWN-UP!



BAKE A TOTALLY BANANAS CAKE!

Follow this recipe to make a cake that the Queen of Hearts would be proud of!

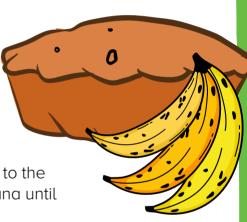
YOU WILL NEED:

- large bowl
- cake tin
- fork
- whisk (optional)
- teaspoon
- 3 ripe bananas
- 150ml sunflower or vegetable oil
- 3 large eggs, beaten
- 100g soft brown sugar •
- 275g self-raising flour
- 1 tsp baking powder
- 1 tsp cinnamon
- icing sugar and sieve for dusting (optional)

- Preheat the oven to 180°C (160°C in fan oven) or Gas Mark 4.
- Peel the bananas and mash them in the bowl with your fork.
- Add the oil, beaten eggs and sugar to the bowl and mix into the mashed banana until well combined.
- Add the flour, baking powder and cinnamon to the bowl and mix with the other ingredients to make a batter.
- Rub the inside of the cake tin with extra oil.
- Pour the cake mixture into cake tin and put it in the oven.
- Bake for 40 minutes or until a fork stuck into the middle of the cake comes out clean.
- Let the cake cool in its tin for 10 minutes.
- Turn out onto a plate or baking rack to cool. If you want, dust with icing sugar by putting a tablespoon of icing sugar in a sieve over the cake and tap the sieve to make the icing sugar come out.



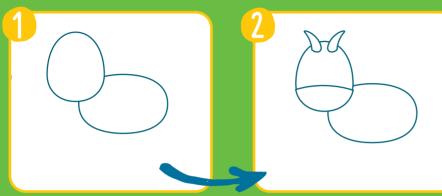
You can add chocolate chips to your cake for an extra-delicious touch!

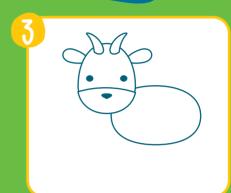


8 DRAW A GOAT!

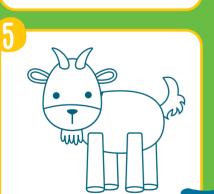
Want to draw a picture of a billy-goat?
Just follow these five simple steps!

Don't forget the horns!









TEE-HEE!

Why do they put bells on cows?

A. Because their horns don't work!



5. A Pharaoh with a Difference – see right; 6. Animal Talk – the words are husband, necklace and burglars.

2. Quick Quiz – C; 3. Count It! – 5;

rhino and a giraffe are hiding in the forest;

ANSWERS: 1. Hiding Horns! – a deer, a goat, a

storytime BIGQUIZ

Can you answer all these tricky questions correctly?

Set was Osiris's brother (and Horus's uncle).

TRUE FALSE

The White
Rabbit told the
Wonderlanders
that visitors
were coming.

TRUE FALSE

Maroosia hid behind the table to avoid the things the bear threw.

TRUE FALSE

Pigeons knew that the hero of 'The Language of Animals' would marry a princess.

TRUE FALSE

3 Alexander the Great's favourite poem was The Odyssey.

TRUE FALSE

Biggie Dean was the best player in Trowbury Rovers.

TRUE FALSE

The hare left the forest because he missed his friends.

TRUE FALSE

The MacLeods used the power of the Fairy Banner twice.

TRUE FALSE

7. – false, 8. – true.

PENALIS SHOOTOUT!

Lincoln and his friends from 'Away Game!' are having a penalty shootout! Challenge your friends to this game of table-football skills...

How to Play

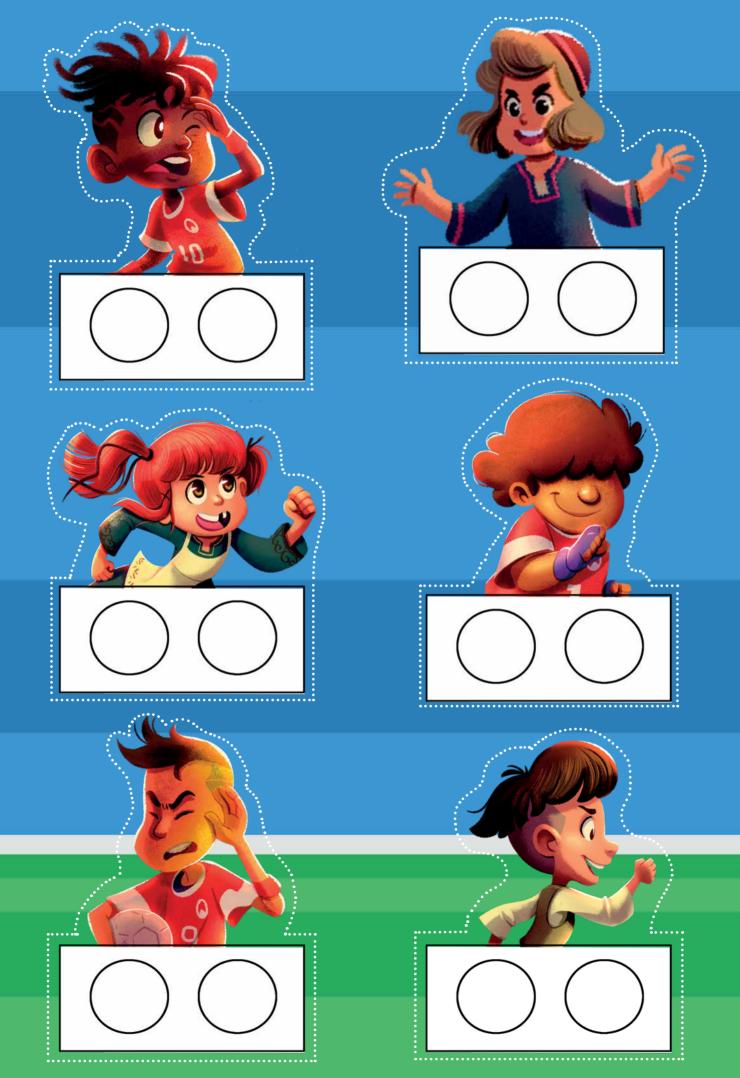
You will need two or more players. Cut out the finger-puppet players opposite (including the finger-holes) or download them from storytimemagazine.com/free.

- To set up your game, you will also need:
 - A place to play! It could be a tabletop or even a smooth area of floor.
 - A ball! Use a marble, a rubber ball, a ping-pong ball, or even a bottle cap.
 - Goalposts! you will need two. You can use books, cans, or stones.
 - Chalk or tape to mark where the penalty spot is!
 - A ruler, and a pen and paper to keep score!
 - Put the goalposts 15cm apart to make a goal.
 - The penalty spot is 20cm away from the goal. Mark it with chalk or a square of tape.

- Players take turns trying to kick the ball through the goalposts with their pointer finger (with their finger puppet on), while another player puts their pointer and middle fingers (with finger puppet on) between the goalposts as the goalie. The youngest player takes the first shot.
 - When in goal, try to block the shots with your goalie!
 - After each player has taken five shots, the player with the most goals wins.
 - If any players get the same number of goals, the players take turns shooting at the goal the first one to score, wins!

SPECIAL RULE:

If the goalie player touches the ball with a finger that is *not* their pointer or middle finger while stopping a goal, that counts as a goal for their opponent!





This month's books star a hungry monster, a real-life rabbit and a bashful penguin who performs at the circus!

BOOKS OF THE MONTH

WOLFBOY by Andy Harkness (Bloomsbury) stands out because of its unique art style – the characters and scenes are all sculpted out of modelling clay! The story, about the wild and hairy title character and his hunt for bunnies, is great fun to read out loud.

THE GREATEST SHOWPENGUIN by Lucy Freegard (Pavilion) is about Poppy, a penguin who grows up performing at a circus with her family. But when she realises that being in front of a crowd is not for her, she finds a new career! A sweet and beautifully illustrated tale that might inspire readers to think about what they would really love to do as a job!

BEATRIX AND HER BUNNIES by Rebecca Colby & Caroline Bonne Müller (Nosy Crow) tells the real-life story of a girl named Beatrix and her rabbit friend. When her bunny passes away, Beatrix creates wonderful books about him, which become bestsellers. This gorgeously illustrated tale is sure to appeal to any fan of animal stories!

MAKE THE MOST OF YOUR PAPER

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Also remember that

wrapping-paper can be reused for other presents!

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