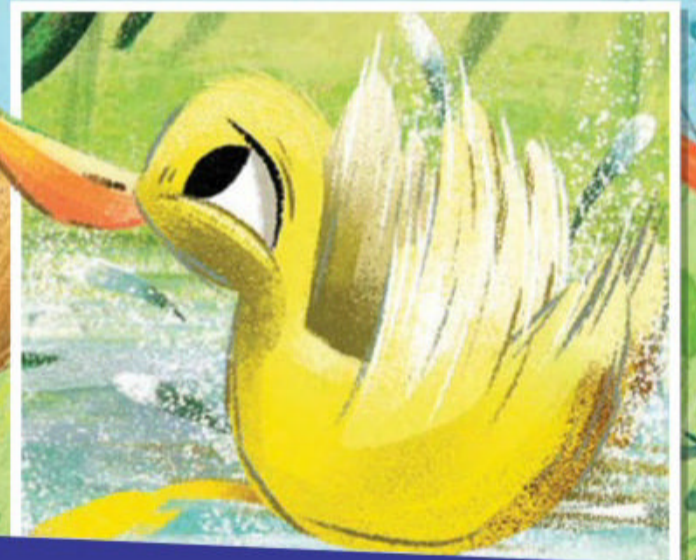


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# Storytime™



**BEAUTY'S BEAST IS BACK**  
And he's solving a mystery!



**DABBLE WITH THE DUCKS!**  
In a poem by Kenneth Grahame

## FUNNY BUNNY

**Voyage to Easter Island, a Grimm Fairy Tale,  
The Fox and the Cockerel and a BIG QUIZ!**

“They saw green sea turtles rolling through the waves.”

**Cock-a-doodle doo...  
Awesome animals for you!**

**Meet our menagerie of clever cockerels,  
tricky sheep, dabbling ducks, performing pigs,  
funny bunnies, scary sharks and magic goats!**

**This issue belongs to:**

**SPOT IT!**

Bet you can't find  
me hiding in one  
of our stories.



**Storytime**<sup>™</sup> magazine is published every month by **Luma Works**, Studio 2B18, Southbank Technopark, 90 London Rd, London, SE1 6LN.

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POLYNESIA AND GERMANY!**

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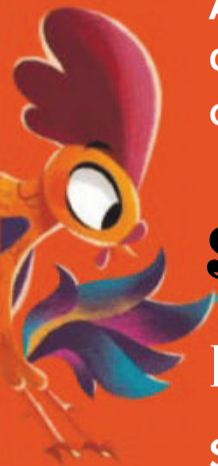
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# PERFECT BEDTIME STORIES!



**SUBSCRIBE TODAY  
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CLASSIC ISSUE**

A collage of four Storytime magazine covers. The top-left cover is 'Puss in Boots' featuring a cat in a red hat and boots, with the text 'The Boy Who Cried Wolf, The Fire Eater, a Greek Myth, Weird Witches & Puzzles!'. The top-right cover is 'Three Billy Goats Gruff' featuring three goats and a troll, with the text 'The Turnip and the Gnome, The Secret Garden, A Norse Myth, Poetry, Puzzles and a New Game!'. The bottom-left cover is 'Pinocchio' featuring a boy and a man, with the text 'The Magic Puppeteer, The Fox and the Dog, Apple Pie ABC and MORE STORIES!'. The bottom-right cover is 'Rapunzel' featuring a girl with long blonde hair, with the text 'The Princess and the Frog, The Three Little Pigs, The Three Little Pigs and a Giant Hammer!' and a red starburst that says 'NEW! Brilliant Books!'. The entire collage is on a teal background with a red pushpin at the top right.

**VISIT** [www.storytimemagazine.com/classic](http://www.storytimemagazine.com/classic)

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# The Fox and the Cockerel

**E**arly one morning, at the break of dawn, the cockerel flew up to the highest perch in the farmyard and crowed ‘Cock-a-doodle-doo!’ as loudly as he could to wake everyone up.

The other farm animals yawned and nestled deeper into their beds of straw, but one animal was awake and alert and had been on the prowl all night. It was a fox – a hungry fox – and she was lurking around the hen coop trying to find a way in.

When she spied the cockerel, she licked her lips. She stalked up to him and said, “Cockerel, while you’re up there sounding your morning alarm, you should tell everyone the exciting news.”

## WRITE IT!

Pretend you are the queen or king and write a special treaty demanding peace among all animals. Use your neatest handwriting!

“What’s that?” asked the cockerel, wary of his old enemy.

“Haven’t you heard? The queen has issued a special treaty. She has called for peace between all animals. No birds or beasts can hunt each other ever again. Isn’t it wonderful?”

“Yes, that does sound wonderful,” agreed the cockerel.

“Perhaps you could fly down and we could share a hug?” suggested the fox. “We can live in harmony at last.”

“What an excellent idea. But wait a moment! Before I fly down, I can see someone approaching

who would love to join in our hug. I think it will make his day.”

“Who is it?” asked the fox, a little nervously. “Who do you see?”

“The farmer’s dog. He’ll be so happy that he doesn’t have to chase after you any more.” →



At that, the fox turned and bolted across the farmyard to make her escape.

“Where are you going?” cried the cockerel. “Don’t you want our hug?”

“Oh, I do,” called the fox, wriggling through a hole in the fence, “but I’d better dash, just in case the dog hasn’t heard the queen’s treaty yet.”

Of course, the farmer’s dog wasn’t coming at all. The wise cockerel stayed on his perch, happy to have outwitted the cunning fox. ★





# Beast and the Bloom Thief

**B**east was the best gardener in Storyland. In fact, his gardens led him to first meeting Beauty – when her father plucked one of Beast’s roses for her without asking his permission.

After meeting Beauty, Beast became much less selfish about sharing his flowers. He even opened a flower shop called Beast’s Blooms. Beauty helped out sometimes if she wasn’t teaching.

One morning, he was putting his finest flowers on display and planning how to prune the climbing roses around his shop when Rose Red approached. She looked distressed.

“Beast, the heads have disappeared from my roses – it must be a disease. Could you look at them, please?”

Rose Red plucked a rose for her mother every morning, but today, all she found were bare stems. ➔



Just then the wicked witch stormed over, clasping a bunch of wilted stalks. “The heads on all of my herbs have disappeared – it must be insects!”

Beast studied the rose and the herbs. “If there is a disease or a plague of insects, I’d better get to the bottom of it before I end up out of business. I’ll close the shop and investigate.”



Beast put up a ‘Back Soon’ sign, left his flowers and followed the wicked witch to her herb garden.

“Everything’s ruined,” she shrieked, turning bright green with anger.

Sure enough, almost every herb was destroyed. Beast looked closely. “It looks like they’ve been eaten.”

“I knew it!” cried the witch. “A deadly plague of insects, and I can’t even cast a spell without my precious herbs.”

“Let’s check your garden, Rose Red. Witch, stay here. If you spot anything strange flying around, trap it!”

Beast set off with Rose Red and found her garden was a sorry sight. Every rose bush was bare. Something had clearly nibbled them.

“These have definitely been eaten. We need to find the culprit and fast,” said Beast, worrying about his castle



gardens. “I’ll check my gardens. Meet me at Beast’s Blooms in half an hour.”

Beast ran to his castle and pushed open the heavy garden gate. He was relieved to find his flowers in full bloom. “Perhaps whatever is eating the flowers can’t get through gates,” he thought. “And it didn’t fly over them, so it can’t be birds or flying insects – or dragons. Could it be giant slugs?”

Beast set off for town again, trying to work out what it could be. As he neared the town square, he heard wailing. It was Old MacDonald.

‘My market stall!’ he moaned. ‘I was only in Goldie’s Café for a minute and when I got back all my vegetables

were gone. What with my farm fence falling down this morning and now this, it’s been a terrible day.”

“The culprit must be close, and it can’t be a giant slug to move so quickly,” said Beast. “We have to catch it!”

He swung round searching for the greedy rascal and noticed that the flowers outside his shop had also been eaten. “Oh, no! It got me too. Hang on, is that a trail of rose petals? Let’s follow them!”



Rose Red and the wicked witch arrived just as Beast and Old MacDonald started to follow the trail. ➔

## Follow It!

You can follow the trail too. Just download our **Storyland Map** to find the locations in this story. Visit: [storytimemagazine.com/free](http://storytimemagazine.com/free)

The red petals led them round the back of Beast's Blooms, where Beast discovered that his climbing roses had been eaten. It went through the garden of Mother Goose and Old Mother Hubbard, and they lost their daffodils to the mystery muncher. It went behind Hansel and Gretel's house, where the scoundrel scoffed their carrot tops, and it wound all the way down towards Moon River.

Beast, Rose Red, the wicked witch and Old MacDonald hurried to catch up. Finally, they reached the vegetable patch at Old MacDonald's farm, where the rose petal trail ended right at the feet of Baa Baa Black Sheep.

The sheep was happily gnawing on a big juicy lettuce leaf.

"Baa Baa," cried Old MacDonald. "You naughty sheep! What have you done?"

Baa Baa Black Sheep looked up at him innocently. Her wool was covered with flower petals and she had herbs and leaves hanging out of her mouth. "Baaaa," she said.

"I'm so sorry," said Old MacDonald, blushing a deep shade of red. "She must have escaped when the fence fell down. I thought I'd got all the sheep back inside. She's always so hungry – it must be all those bags of wool she has to carry."



The wicked witch spluttered with rage, but Beast sighed with relief. “Well, at least it’s not a disease or a plague of insects – or giant slugs! Perhaps the witch can cast a spell to make sure your fence never falls down again.”

“That would be so helpful,” said Old MacDonald to the witch. “I have lots of herbs I can give you to make up for the ones you lost. You can use or take whatever you like for your spells.”

The wicked witch calmed down and turned a paler shade of green.

“And, Rose Red, I can deliver a new rose to your mother every day until

yours grow back. Hopefully it won’t take too long.”

Rose Red smiled. “Thank you.”

“Would you like some roses, Beast?”

Beast shook his head. Beauty had taught him that losing a few roses wasn’t the end of the world. “That’s okay,” he said. “My climbing roses needed pruning anyway.”

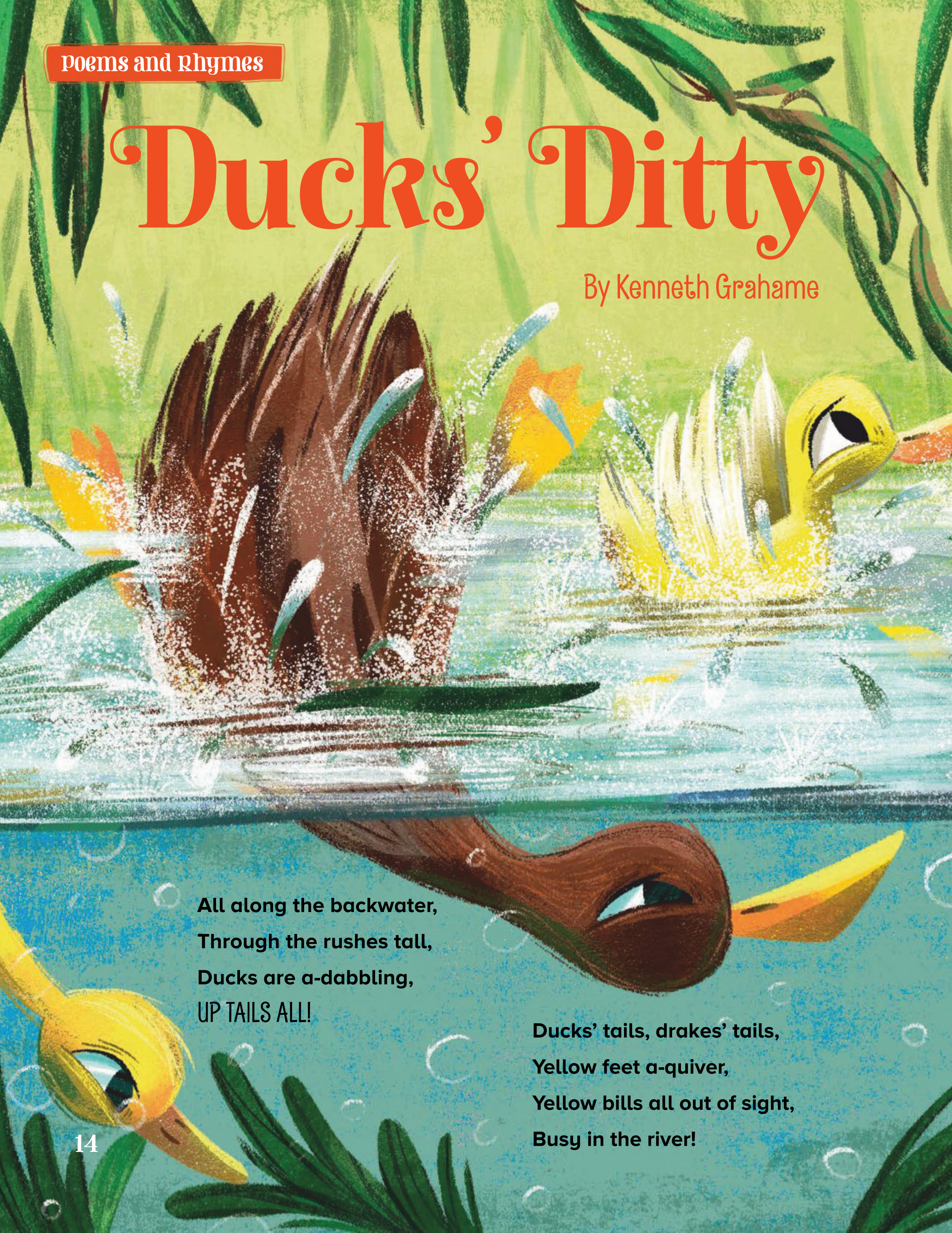
So Beast went back to his flower shop, ready to tell Beauty all about Storyland’s unexpected Baa Baa Bloom Thief. ★



*Next time:* Storyland gets a very special surprise visitor!

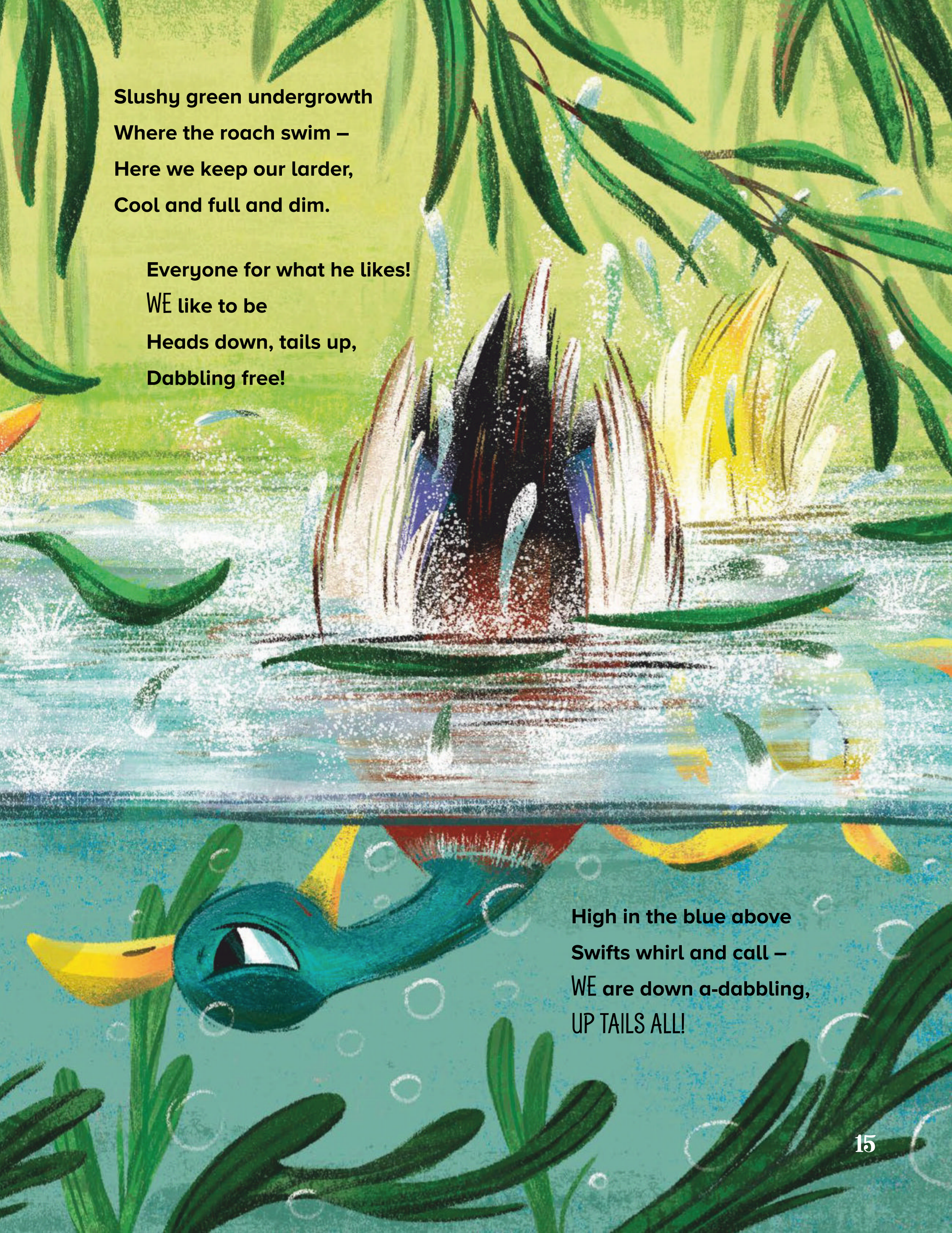
# Ducks' Ditty

By Kenneth Grahame

A vibrant, painterly illustration of a pond scene. In the center, a large splash of water is being kicked up by a duck, with a brown duck's head and neck visible in the foreground. To the right, a yellow duck is swimming, its head and orange beak visible. The background is filled with green reeds and lily pads. The water is a mix of blue and green, with white splashes and bubbles. The overall style is whimsical and colorful.

All along the backwater,  
Through the rushes tall,  
Ducks are a-dabbling,  
UP TAILS ALL!

Ducks' tails, drakes' tails,  
Yellow feet a-quiver,  
Yellow bills all out of sight,  
Busy in the river!



Slushy green undergrowth  
Where the roach swim –  
Here we keep our larder,  
Cool and full and dim.

Everyone for what he likes!  
WE like to be  
Heads down, tails up,  
Dabbling free!

High in the blue above  
Swifts whirl and call –  
WE are down a-dabbling,  
UP TAILS ALL!

# That's Not True!

**L**ong ago in Hungary, a strong-minded princess called Elizabeth grew tired of her parents trying to marry her off to the perfect prince. One day, she declared she would only marry the man who could tell a story that made the king say, "That's not true!"

Of course, this didn't deter princes and knights from distant realms coming to try their luck, but none of them were very good storytellers, let alone tellers of tall stories, so they all failed to win the princess's hand in marriage.

In a faraway village, a clever young peasant called John heard the princess's proclamation and decided to try his luck too. He made his way to the palace and demanded an audience with the king.





The king was certain that if a dashing prince or knight couldn't succeed, then a peasant stood no chance, so he invited John to perform before himself, the queen and the princess.

"Good morning, young lad," said the king. "What brings you here?"

"Oh, I'm looking for a strong-minded, clever wife," answered John, bowing to the princess.

"But how would you support her?" said the king, gesturing at John's threadbare clothes.

"I think we would get by just fine. You see, my father owns a pig."

The king and queen raised their eyebrows, but the princess laughed.

"It's a marvellous pig, Your Majesty," said John. "It has kept my father, my mother, my seven sisters and me going for over twenty years. Firstly, every morning it gives us several pints of milk as good as any cow's milk."

"Indeed," said the king.

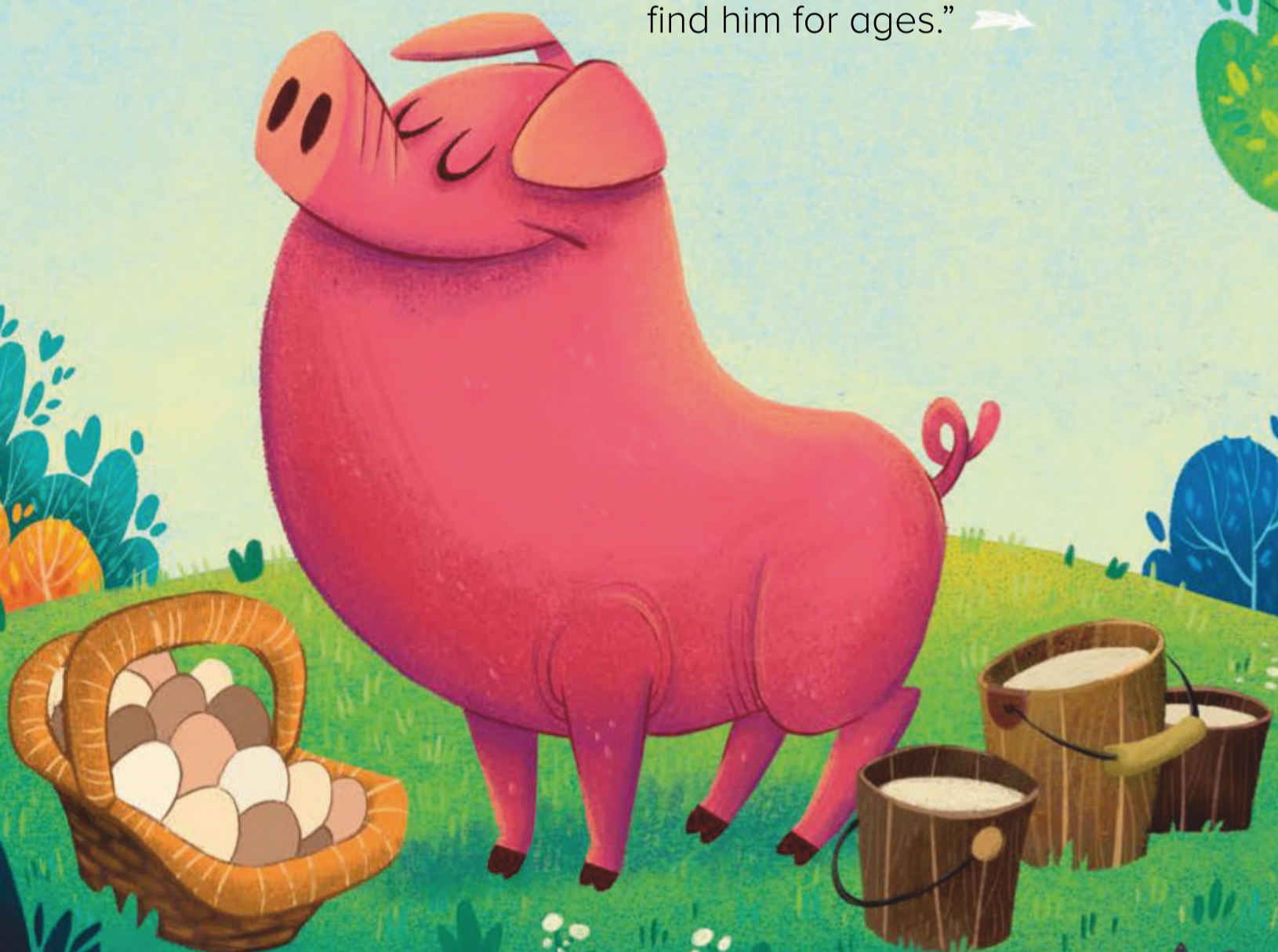
"And it lays the most delicious eggs for breakfast every day."

"Really," said the king.

"And it even harvests the wheat for us so we can bake bread."

"Astonishing," said the king, who was not fooled at all.

"The pig disappeared the other day and we searched high and low for him, but we couldn't find him for ages." →



“That’s a pity,” said the king.

“But then we found him in the barn, catching mice as well as any cat.”

“A most helpful pig,” said the king.

“Yes, we send him into town every day to do errands for us.”

“Most wise,” said the king.

“In fact, he even ordered us new clothes from your royal tailor. He’s picking them up next week.”

“I see,” said the king.

“You might wonder how we can afford such fineries. You see, our pig has an excellent sense of smell. He sniffs out any gold coins that fall on the road.”

“So gifted,” said the king.

“But lately our pig has been feeling a little out of sorts.”

“Oh no,” said the king.



“Yes, sometimes he won’t go where he is told, and the other day, he didn’t lay any eggs.”

“You should scold him,” said the king.

“We would, but he’s getting old and his eyesight is weak. Sometimes he can’t even see where he’s going.”

“He should be led,” said the king.

“Yes, we thought the same. That’s why we’ve employed the queen to look after him.”

“*That’s not true!*” cried the king, and as soon as he said it he realised what he had done – his daughter would now have to marry this lowly peasant.

But the princess roared with laughter. At last, she had found her match!

Elizabeth and John were married the very next day and went on to be wise and respected rulers.

And *that* is true! ★

## INVENT IT!

Invent a tall story and make it as imaginative as possible. See if you can make someone say, “**That’s not true!**”



# Voyage to Easter Island

**M**any moons ago, King Hotu Matu'a and Queen Vakai ruled a beautiful land called Hiva at the edge of the Pacific Ocean.

All was well and their clan lived in harmony until, one day, the king's wise man Hau-Maka came to the king in great distress. A vision had come to him in the night. He had seen the future of Hiva and it was not good.

"A flood will destroy our land," he told the king. "We must leave here as soon as we can, but all is not lost. Our god Make-Make came to me in the dream and he led my spirit far across the ocean towards the place where the sun rises. We reached a new and better land. It is an island in the middle of the sea."

Hau-Maka went on to describe the new island in great detail.

King Hotu Matu'a wasted no time. He summoned the strongest families on Hiva and asked for volunteers to search for their new island home. The eldest children from each of the seven main clans agreed to the mission.

"It is important that you find this land. Make-Make himself has led us there," said the king. "Make sure it is fertile so we can plant yams there. Return as soon as you can with good news."

That morning, the brave adventurers packed a large double canoe with

supplies, including plenty of yams, and they paddled towards the east.

It was a long journey and the sun beat down brighter and stronger every day. On their voyage, they saw hammerhead sharks lurking just below the surface of the sea. They saw green sea turtles rolling through the waves and seagulls diving for their dinner.

Using only the sun and the stars to guide them, they paddled for several weeks until, at last, they spotted land. "It's just as Hau-Maka described it," they cried. ➔



With renewed energy, they paddled into a large bay and rejoiced as they stepped onto land again.

Once rested, the seven adventurers explored the island and found it was rich and green. No human had ever set foot there before – only seabirds.

“Let’s plant some yams and seeds,” said one of the sailors, “so when we return, crops will be waiting for us.”

The adventurers became gardeners and set about ploughing and planting the island’s soil. When their work was done, they began the long voyage back to Hiva.

The king and queen were overjoyed to see them return, especially when they heard about the wonderful green isle that was soon to be home.



Over the next few weeks, the people of Hiva packed up their belongings and their animals, plants and food.

At last, the whole population of Hiva set sail on two big ships to the island in the middle of the sea.

The background illustration depicts a sunset or sunrise over a landscape with several large, stylized moai statues. The sky is a gradient of orange, red, and purple, with a bright yellow sun or moon on the right. Silhouettes of people are visible in the distance. In the foreground, there are stylized, colorful plants in shades of blue, purple, and yellow. A yellow speech bubble with a black outline is positioned in the lower-left quadrant, containing text about Rapa Nui.

Many people know Rapa Nui as ‘Easter Island’. It is famous for its giant statues with large heads. These are known as moai (pronounced ‘mow-eye’). There are over 900 moai on Easter Island – all carved over 500 years ago!

They were sad to leave Hiva, but Hau-Maka knew that his vision would soon come true and Hiva would be swallowed by the ocean.

When they finally arrived on their island, the yams and crops were good to harvest. Everybody saw this as a sign that their god Make-Make was watching over them, and they would flourish and prosper here.

King Hotu Matu'a named their new home Rapa Nui. To honour the seven adventurers who had crossed the sea to find it, he ordered seven gigantic statues to be carved.

When they were finished, the statues looked west towards Hiva – to remember the place of their birth. ★



# Funny Bunny

By Anna Colney

**P**earl had been in training to be the Easter bunny since she was a ball of fluff. Her mother, grandmother and many generations before her had been entrusted with the magical Easter basket.

Pearl's friends envied her. "Imagine being surrounded by chocolate," they sighed.

But that was precisely the problem. Pearl didn't like chocolate. It was brown and melty and, somehow, it always ended up on her pale fur. Pearl took great pride in her neat and tidy fur.

"You're a funny bunny," said her mum when Pearl complained.

It was Easter soon and Pearl was old enough to help her mum with preparations. She was dreading it.

"You won't get messy – the eggs are covered in foil," said her best friend Suki, trying to reassure her.

"It's not delivering eggs that worries me," said Pearl, frowning. She had mastered high-speed hopping and basket-carrying a long time ago. "It's making the eggs. I only have to look at chocolate and it's all over me. Yesterday,





I fell in the chocolate vat and Granny had to scoop me out. It took ages to wash the chocolate out of my ears.”

Just then, Pearl’s mum shouted, “Pearl! Where are you? We have another thousand eggs to mould!”

Pearl groaned and hopped into the Easter egg factory.

Suki was wondering how to help her accident-prone friend when she heard Pearl’s mum wail, “Not again!”

Pearl darted out of the factory – she was splattered with chocolate.

“I was so busy trying to stay clean, I forgot to put the lid on the stirring machine,” she spluttered, wiping chocolate off her nose.

Suki stifled a laugh. “I’ve got a good idea. I’ll see you later.”



When Suki returned, she was carrying a neatly wrapped parcel. “Maybe this will help,” she said, handing it over.

Pearl eagerly tore off the paper to find a raincoat and hat inside. “Are these in case it rains when I’m delivering eggs?”

“No, they’re for when you’re working with chocolate,” Suki explained. “To protect you from any splashes!”

Pearl laughed and tried them on. They were perfect. She hugged Suki and hopped into the factory. “Follow me!” she called. ➔



Pearl's mum and granny were busy melting chocolate and wrapping eggs in shiny foil.



**SPOT IT!** Can you spot these yummy eggs in the picture?



Answers: There are 5 broken eggs in the box and mice are nibbling the chocolate.



How many broken eggs are there in the box? Write your answer here.



Which animals are secretly nibbling on chocolate? Write your answer here.



When they saw Pearl wearing her new raincoat and hat, her mum said, “What are you up to, funny bunny?”

“Oh, I’m just making Easter eggs in style!” said Pearl. She switched on the stirring machine and, this time, she remembered to put the lid on. She poured chocolate into the egg mould and, when it splashed, it landed on her raincoat and hat instead of getting stuck in her fur.

When the chocolate had set, Pearl carefully wrapped the biggest egg in foil, and it didn’t even melt in her paws or crack. She tied a huge satin bow around it.

“Here you go!” she said, handing it to Suki. “It’s to say thank you for your help. Look, I didn’t get any chocolate on my fur at all. It worked! I’m going to wear my new coat and hat all the time – even when I’m delivering.”

Suki grinned and nibbled on a chunk of delicious chocolate. “I think you’re going to be the best Easter bunny we’ve ever had, Pearl.”



“And I think I even like chocolate now!” said Pearl, nibbling on a chunk too.

So if you see a bunny hopping about in a blue raincoat and yellow hat on Easter morning – maybe with a few splats on it – you’ll know that Pearl has just been delivering your eggs. ★

## SEND IT!

Send your friends our **Pearl the Easter Bunny Cards** this Easter. Print them out from [storytimemagazine.com/free](http://storytimemagazine.com/free). There’s also a black and white card for you to colour in.



# One Eye, Two Eyes, Three Eyes

**O**nce upon a time, there was a woman with three daughters. They were called One Eye, Two Eyes and Three Eyes. Strange names, you might think, but they're not so strange when you know how they got them.

The eldest daughter was called One Eye because she only had one eye. The middle daughter was called Two Eyes, because she had two eyes, and the youngest daughter, Three Eyes, as you can guess, had three eyes!

Two Eyes' sisters were so jealous that she looked like everyone else, they were endlessly cruel to her. "You're as ugly as any other common person," they taunted her. "You aren't special like us!"

They were so spiteful, they forced Two Eyes to do the worst chores, wear their old rags and eat their cold leftover scraps.

One day, Two Eyes felt so alone and upset, she walked the goats up to the pasture, sat down and wept bitterly.

"Why are you crying, Two Eyes?" said a kind voice. When she looked up, a wise woman in green robes was sitting beside her.



“I’m crying because, no matter how hard I try to be kind, my mother and sisters bully me for having two eyes – and they make me go hungry.”

“Dry your tears. Do you see this white goat? When you’re hungry, just stroke it and say this spell:

**‘Bleat, little goat, bleat,  
Cover a table with something to eat.’**

A table will appear with all the food you need. When you are full, stroke the goat again and say the words:

**‘Bleat, little goat, bleat, I say,  
Take this table and food away.’**

Then the table will vanish,” said the wise woman. “I’ll leave you to try it.” She disappeared in an instant.

Two Eyes didn’t hesitate to try the spell. She stroked the goat and said,

**“Bleat, little goat, bleat,  
Cover a table with something to eat.”**

She had scarcely finished speaking when a table appeared before her, spread with a feast. There was freshly baked bread and hunks of cheese, a tall glass of milk, a steaming hot stew and a fresh green apple. When Two Eyes was full, she simply said,

**“Bleat, little goat, bleat, I say,  
Take this table and food away.”** →



Immediately, the table vanished. Two Eyes was so happy. The spell couldn't stop her family's cruelty, but at least she wouldn't go hungry.



When she returned later that day, her mother had left her some crusts to eat, but Two Eyes was so full, she didn't touch them. The same thing happened the next day and the day after that. Her family grew suspicious.

Three Eyes said, "See how healthy and happy Two Eyes looks – and she's not eating our leftovers. She must have a secret food supply."

One Eye agreed. "I'll go with her tomorrow when she takes the goats out and see what she's up to."

So the next day, One Eye took the goats to the pasture with Two Eyes. "I've come to see if you're looking after our goats," said One Eye, but Two Eyes guessed her sister was spying on her.

When they reached the pasture, One Eye felt exhausted. She wasn't used to walking so far. "Maybe you should rest," said Two Eyes, and she started to sing a gentle lullaby to her sister:

**"Close your eye, go to sleep.  
Close your eye, go to sleep."**

Soon, One Eye closed her eye and drifted into a dream. While she slept, Two Eyes stroked the little white goat, said the words of her magic spell and enjoyed a delicious feast.





One Eye slept through it all. When it was time to go, Two Eyes woke her.

At home, One Eye was forced to admit to her mother and sister that she had fallen asleep.

“I’ll go with her tomorrow and see what she’s up to,” sighed Three Eyes.

The next day, Three Eyes walked to the pasture with Two Eyes. When they arrived, Three Eyes was tired too, so Two Eyes sang her lullaby again:

**“Close your eyes, go to sleep.  
Close your eyes, go to sleep.”**

Three Eyes began to feel drowsy. She closed one eye. She closed two eyes, but she kept her third eye slightly open and just pretended to sleep.

Later, when Two Eyes stroked the goat and summoned her magical feast, Three Eyes saw the whole thing and memorised every word of the spell.

When they got home, Three Eyes cried, “She’s been eating enormous feasts behind our backs, thanks to this little white goat and a magic spell.”

“How dare you?” screeched Two Eyes’ mother and, to spite her daughter, she gave the little white goat to a farmer who happened to be passing by.

Two Eyes ran to the pasture and wept.

Suddenly, the wise woman appeared again. “Why are you crying, dear Two Eyes?” she asked. ➡



“Because my goat is gone and all I have to look forward to is loneliness and hunger,” said Two Eyes.

The wise woman looked at her with kindness. “If you plant this seed in your garden, good fortune will come your way again.”

The wise woman vanished as quickly as she had appeared, and Two Eyes ran home again. When her mother and sisters had gone to bed, she crept outside and planted the seed.



The next morning, everyone was astonished to find a tree with silver leaves and glittering golden fruit growing in their garden. It was the most beautiful tree in the world.

It so happened that a knight rode by just as they were admiring it. He was captivated by the sight of the tree and galloped towards their house.

“Quick, get indoors, Two Eyes,” said her mother. “I won’t let you shame us!”

So Two Eyes hid in the house and peeped through the window.

“Who owns this magnificent tree?” asked the knight. “If you can give me just one branch, I will give you whatever you desire.”

“It’s ours,” boasted One Eye and Three Eyes. “We’ll get a branch for you.”

One Eye quickly climbed the tree and reached out for a branch, but as she stretched towards it, it moved away

Answer: There are 15 golden fruits.



from her. She was unable to grip it. She tried and tried until she slipped and fell to the ground.

“Out of the way, I’ll try,” said Three Eyes, and she climbed the tree and reached for a branch, but the same thing happened to her. Every time her fingers brushed against a fruit, it moved away.

Feeling foolish, she scrambled down and her mother climbed the tree. But it was no use! Every branch she tried to grab swayed away from her too.

“It seems strange that you own this tree, yet it won’t let you pluck a single branch,” said the knight.

Just then, he spotted Two Eyes at the window. “Who is in your house?”

“Our sister,” said One Eye and Three Eyes reluctantly.

“Perhaps she can try,” said the knight.

Two Eyes stepped out and curtsayed to the knight. She climbed the tree and snapped off a branch with silver leaves and a golden fruit with ease. →



As she handed the silver branch to the knight, she said, “This tree belongs to me, sir. I planted it.”

The knight thanked her and asked, “What do you wish for, fair lady?”

“I’d like to live in a place where I’m not bullied for how I look and starved day and night, please.”

Her sisters and mother looked down, ashamed of themselves.

The knight helped Two Eyes onto his fine horse and they rode away to his castle, where Two Eyes lived like royalty with a room of her own, new clothes, good food and loyal friends.

After she had gone, her mother and two sisters were wild with jealousy, but One Eye said, “Well, at least we still have this tree. We can’t pick the golden fruit, but perhaps people will pay to come and see it and try their luck. We’ll be rich!”

However, when they woke the next morning, the tree was gone.

When Two Eyes woke, she was amazed to find the beautiful tree growing just outside her window in the castle garden. So in the end her mother and sisters got exactly what they deserved... Nothing! ★



# Miser and Merry

**T**here was once a farmer who was so mean-spirited, everyone knew him as 'penny-pincher', but his real name suited him even better – he was called Farmer Miser.

Farmer Miser was famous for never giving anything away, never missing a bargain and always buying the cheapest of everything. He wasn't poor, but he wasn't rich and this annoyed him. What irritated him even more was that his neighbour, Farmer Merry, was famous for his generosity, yet he seemed to grow wealthier every year.

Never was the difference in their fortunes more obvious than when Farmer Miser ploughed his fields. His scrubby underfed land ended at the brow of the hill, giving way to Farmer Merry's lush green fields. How Farmer Miser wished he could carry on ploughing right over that hill! ➔



Some of Farmer Merry's success was because a dwarf lived on his side of the hill. Everyone knows that if you treat a dwarf well, he'll bring you luck – and Farmer Merry always treated the dwarf with kindness and respect.



One day, the dwarf made a wager with Farmer Merry. "I bet I can make Farmer Miser give me something for free," he said, "and out-bargain him."

"Impossible!" said Farmer Merry.

So the dwarf set off for Farmer Miser's house and knocked on the door. When Farmer Miser answered, the

dwarf said, "Good morning. Could you spare a bag of flour, please? I'll return the sack in fine condition."

Farmer Miser was going to slam the door in the dwarf's face, but then he remembered that dwarfs bring good luck, so he decided to be polite. He grabbed a sack and put in a stingy scoop of flour.

Spying the small portion, the dwarf said, "I'm making a big pudding. If you can fill the sack, I will give you anything under the sun you wish for."

"Anything under the sun!" cried Farmer Miser gleefully. "You have a deal!"





As he scooped flour into the sack, his mind raced, thinking of all the riches he could ask for.

“I’ll give you a week to think it over,” said the dwarf. “Come to the top of the hill in seven days at midnight and you shall have your half of the bargain.”

The farmer tied the sack with string but, as he handed it to the dwarf, he started to get greedy.

“Seven days is a long time to wait,” he complained. “Look at all this flour I’m

giving you. Not to mention the flour I spilled on the floor as I scooped it, and the sack and the string – and the time I’ve spent scooping for you. Perhaps you could throw something extra into the bargain.”

“Like what?” asked the dwarf, amazed by Farmer Miser’s greed.

“It’s up to you,” said Farmer Miser. “Just put a little something in the flour sack.”

“Very well,” said the dwarf. “I’ll decide what it will be.” ➔



Farmer Miser grinned. He imagined a big sack of gold coins – as well as whatever he requested for his wish!



For seven days, Farmer Miser could hardly sleep for scheming.

“Anything under the sun,” he thought. “I don’t want to be like that silly man who wasted his wishes on sausages. And I don’t want to rule the world like the fisherman’s wife. Hmm...”

At last, he decided that what he wanted more than anything in the world was what his neighbour had.

He wanted Farmer Merry’s farm.

On the night of the meeting, in the light of a full moon, he set off for the hill. At the stroke of midnight, the dwarf appeared on Farmer Merry’s land carrying the sack.

“I hope you are going to honour our agreement,” said the farmer. “You said I could have anything under the sun.”

“So what is it you wish for?” asked the dwarf.

“I want Farmer Merry’s farm and wealth,” said Farmer Miser.



“What, the land I’m standing on now?” asked the dwarf.

“Every acre,” said Farmer Miser.

“I’m sorry, I can’t do that.”

“What?” spluttered the farmer. “You have to keep your half of the bargain.”

“Our agreement was for ‘anything under the sun’ and, as you can see, Farmer Merry’s land is under the moon right now. Choose again.”

Farmer Miser stamped his feet with rage. He had spent so long agonising over his decision, he couldn’t think

of a single thing that wasn’t under the moon. The dwarf had tricked him.

“At least give me my sack back,” yelled the farmer. “And my string – and the extra gift you promised!”

“There’s your sack,” cried the dwarf. “You’ll find the string inside and a slice of pudding. Perhaps if you were more like Farmer Merry, you wouldn’t want to steal his land.”

The dwarf went home, pleased to have won his wager, and Farmer Miser stormed off down the hill, cursing his bad luck. ★

## THINK ABOUT IT!

Was Farmer Miser unlucky or did he make his own bad luck by the way he behaved? Who would you rather be – Farmer Miser or Farmer Merry?



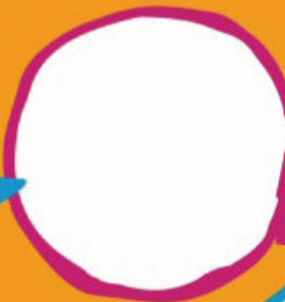
# storytime playbox

Can you triumph in our True or False game, plough through our puzzles, create cool art, and conquer our Big Quiz? Find out here!

## 1 FARM FUN

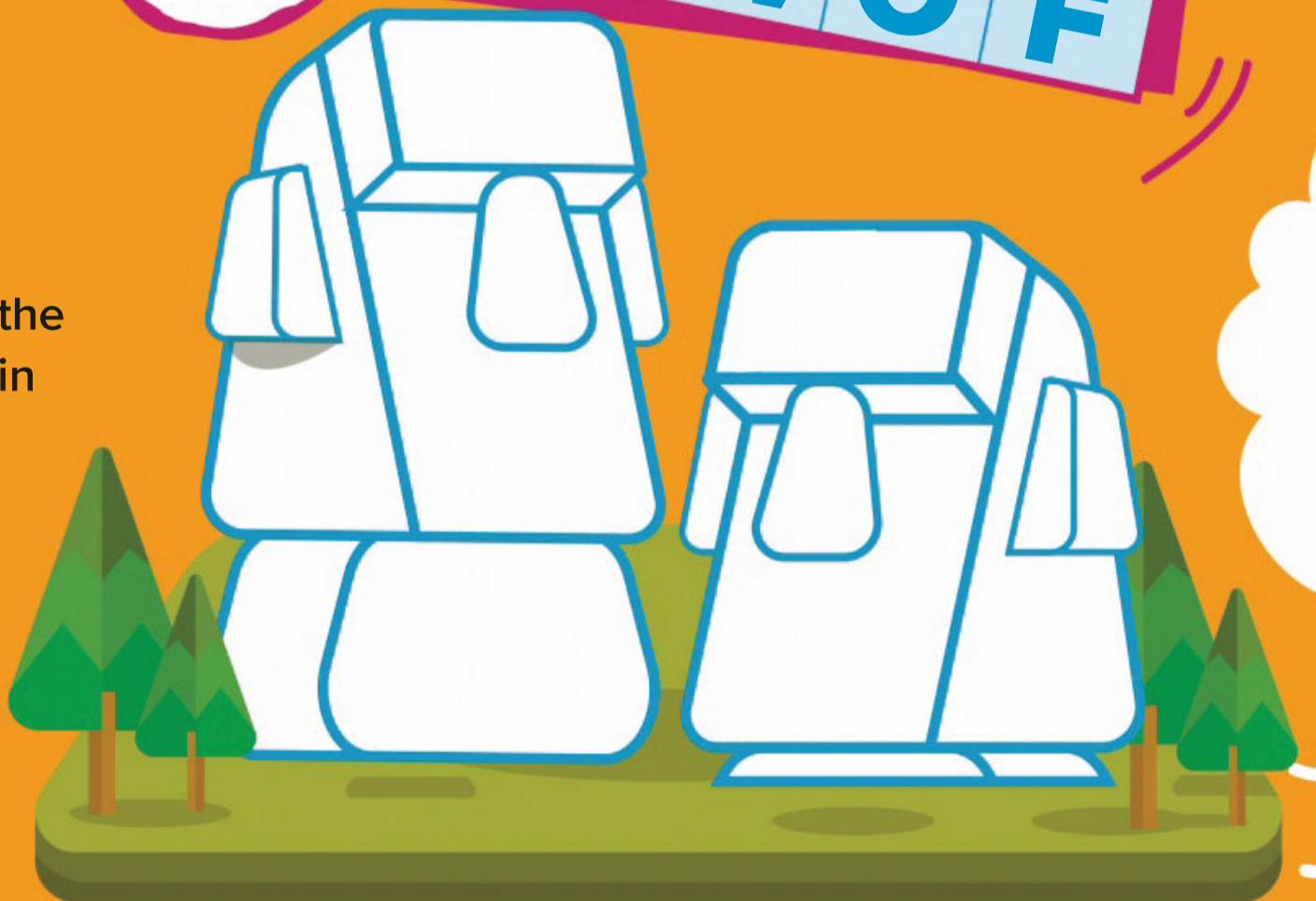
Starting in the top left corner, see **how many animals you can find in this grid**. Each animal follows on from the one before it.

WRITE HOW MANY ANIMALS  
YOU SPOTTED HERE.



## 2 MOAI MAD

Draw mouths and make the moai smile. Colour them in too! **Did you know that moai statues aren't just heads? Their bodies are sunk below the ground!**



# 3 SCRAMBLED EGGS

Something has gone wrong at the Easter egg factory and the wrappers have got messed up. Draw lines to match the mixed-up halves.



# 4 SUN AND MOON

Spot five differences between these two pictures from **Miser and Merry**. One picture is under the sun and the other is under the moon.



# 5 SPOT IT!

Baa Baa Black Sheep has broken loose again. Tick the box when you find the naughty sheep hiding.





6

# EYE EYE!

Add up how many eyes there are in each situation – and include the animals!



**A. Two Eyes and Three Eyes take the goat to pasture.** =

**B. One Eye and Three Eyes stay home with their mother.** =

**C. Two Eyes rides away on a horse with the knight.** =

**D. Two Eyes invites her two sisters to meet the knight.** =

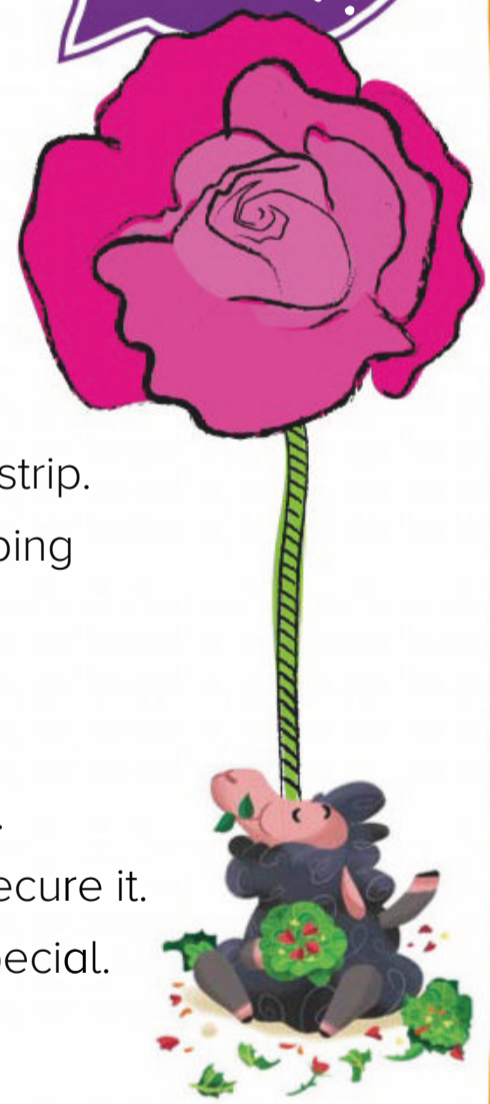


7

# MAKE A ROSE FOR BEAST

Follow our easy steps to make a rose for **Beast** or **Beauty**.

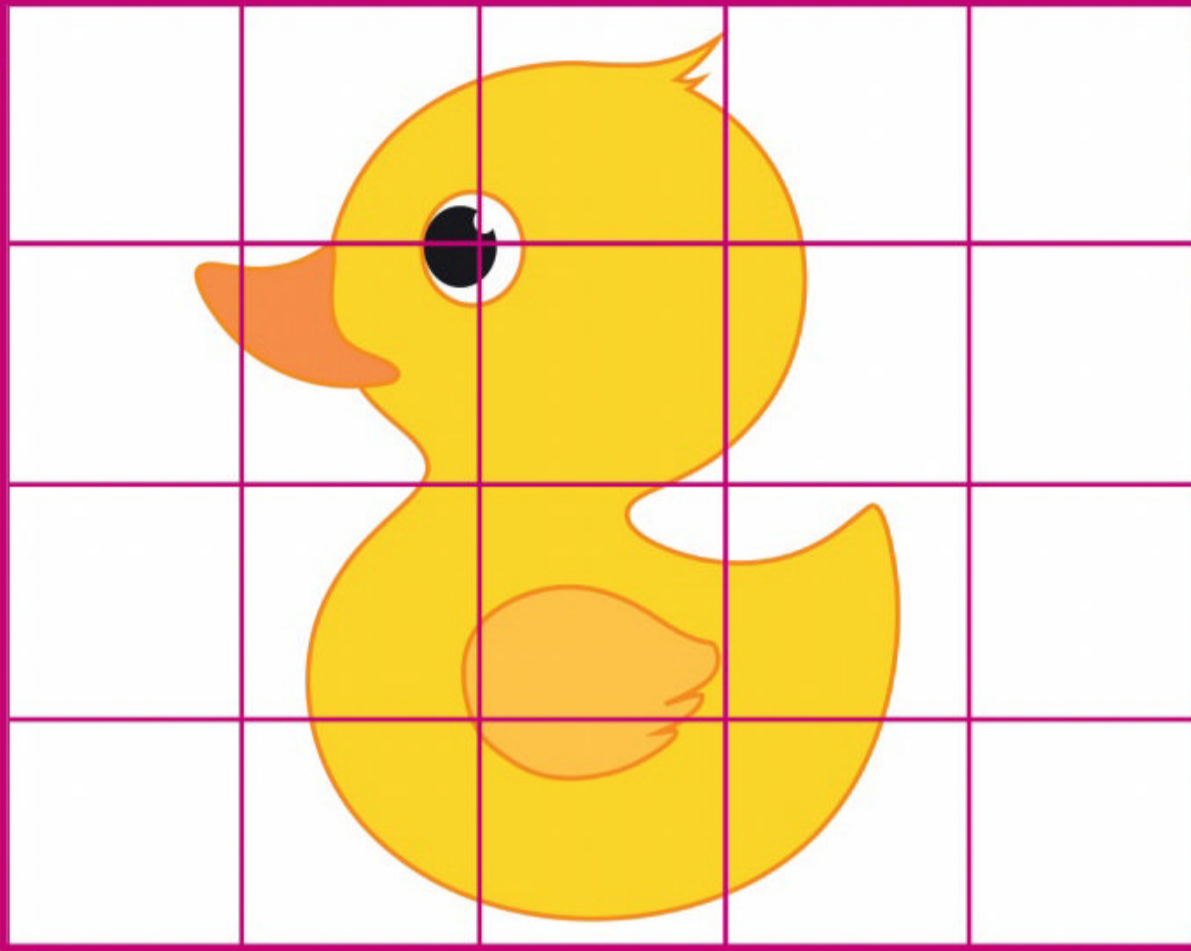
- To get started, you need a big sheet of red tissue or crepe paper, a pair of scissors and a green pipe cleaner, lollipop stick or twig.
- Cut a 10cm-wide strip along the edge of your paper. If you want your rose to look fuller and frillier, cut two strips and hold them together when following the steps below.
- Stick your pipe cleaner, lolly stick or twig to one end of the paper strip.
- Start to wind the paper around the pipe cleaner, stick or twig, keeping a firm hold of the base of the rose.
- Every now and again, stop winding and pull the 'petals' down and back to make your rose look fuller and flatter.
- When your rose is at the right size, trim away the rest of the paper.
- Wrap sticky tape or floristry tape around the base of the rose to secure it.
- Arrange and puff out the petals, then give the rose to someone special. You could even make a bouquet!



**To make a more realistic rose, after cutting your strip of paper, fold it accordion-style and cut a curvy petal shape from the top edge. When you open it out again, the strip will be scalloped. When you fold it, it will look more like petals.**

8

# DRAW A DUCK!



Inspired by our poem, **Ducks' Ditty**, draw a duck. Copy this duck using the grid below to help you.

TEE HEE!

**Q.** What do ducks watch on TV?

**A.** Duckumentaries!

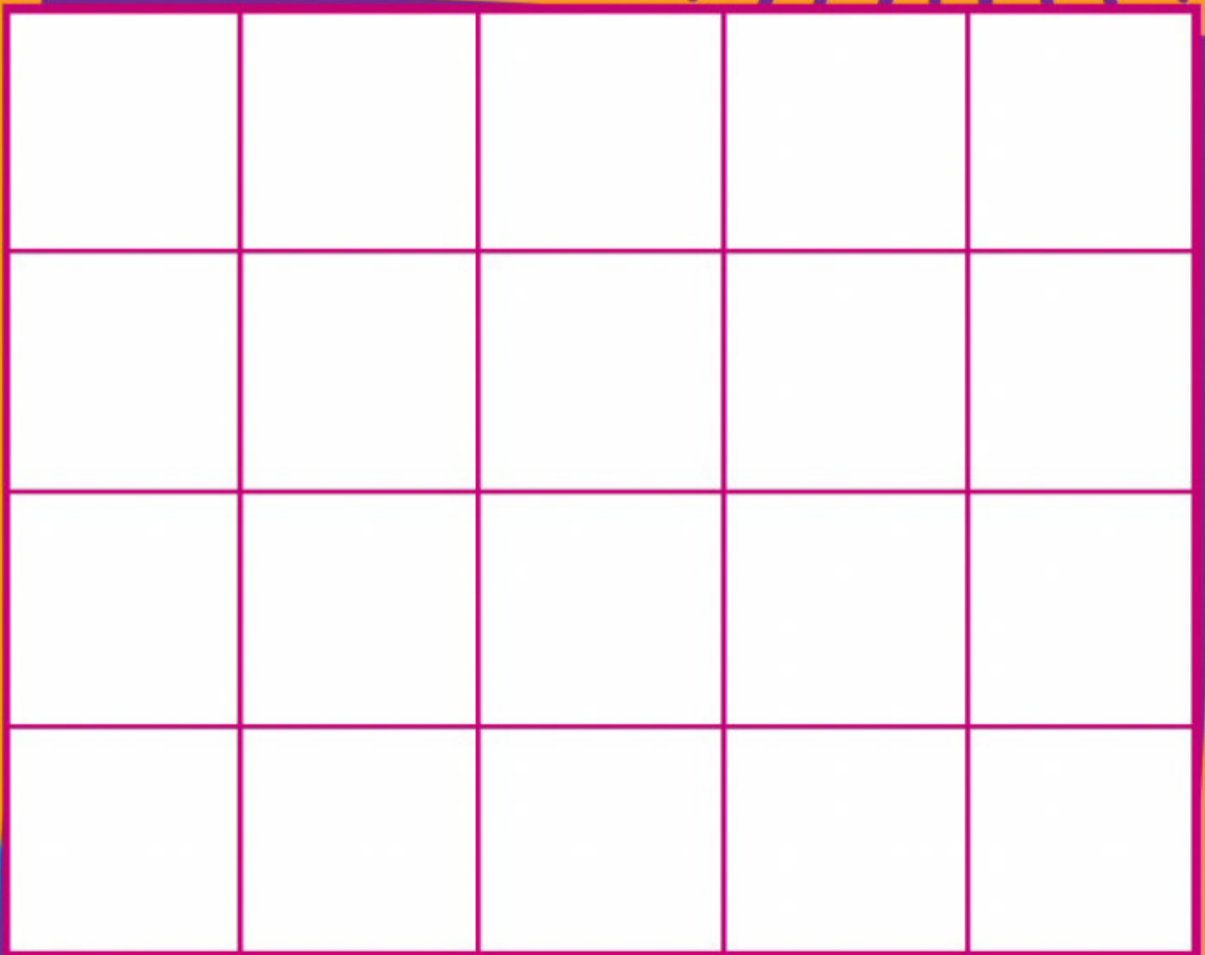
HA HA!

**Q.** What time do ducks wake up?

**A.** At the quack of dawn!

DID YOU KNOW?

Only female ducks quack. Male ducks make a different, quieter range of sounds.



**ANSWERS:** 1. Farm Fun – 6 animals: Cockerel, Fox, Dog, Pig, Horse, Cow. 3. Scrambled Eggs – a2, b5, c6, d1, e4, f3. 4. Sun and Moon – In B the scarecrow is missing, the lamp is missing, the mouse has a closed mouth, Miser has a flower in his hat, and there is a sheep behind Miser. 6. Eye Eye! – A, 7, B, 5, C, 6, D, 8.

# storytime.



Whose hat do you like best in our magazine?

# BIG QUIZ

How well do you remember the stories and characters in this issue? Test your memory with our mammoth quiz. See the answers at the end to find out whether you're a story expert!

1

Who issued the special treaty in **The Fox and the Cockerel**?

- a. The king
- b. The queen
- c. The farmer



2

How many duck heads can you see under the water in **Ducks' Ditty**?

- a. 3
- b. 4
- c. 5



3

What colour were the rose petals that Beast and his friends followed in our **Storyland Adventure**?

- a. White
- b. Pink
- c. Red



Read my fairy tale **Snow White and Rose Red** in **Storytime Issue 41!**

4

In the Hungarian story **That's Not True!** which talent did John claim his pig had?

- a. It could lay eggs
- b. It could herd sheep
- c. It could do the washing up

5

Which story features a white goat?

- a. Beast and the Bloom Thief
- b. The Fox and the Cockerel
- c. One Eye, Two Eyes, Three Eyes

6

In **Voyage to Easter Island**, what did the king call their new home?

- a. Make-Make
- b. Rapa Nui
- c. Hiva



7

What pattern is on the egg Pearl carries at the end of **Funny Bunny**?

- a. Spots
- b. Stars
- c. Squiggles



Can you write a new story about Pearl and Suki?

8

What did Two Eyes sing to One Eye to lull her to sleep?

- a. Close your eye, go to sleep
- b. Time for bed, sleepy head
- c. Rock-a-bye, One Eye

10

What colour is the witch's hat in **Beast and the Bloom Thief**?

- a. Black
- b. Purple
- c. Green



9

In **Miser and Merry**, what happens if you treat dwarfs with kindness and respect?

- a. They trick you
- b. They bring you bags of flour
- c. They bring you luck

WHO AM I?



Which Storytime character is this?

- 1. I live on a farm
- 2. I don't have fur
- 3. I wake everyone up in the morning

ANSWERS: 1b, 2a, 3c, 4a, 5c, 6b, 7b, 8a, 9c, 10b, Who Am I? It's the cockerel. True or False 9. True, 10. True, 11. False, 12. False, 13. True, 14. False, 15. False, 16. True.



# TRUE OR FALSE

Can you make someone say “That’s Not True!” and do you know the difference between the truth and a lie? Find out in this new game, inspired by our Around the World Tale.

## How to Play

You need three or more players and our **True or False Cards** from [storytimemagazine.com/free](http://storytimemagazine.com/free). The aim of the game is to get the most correct answers and win the most cards.

- ★ Players take it in turns to be the Question Master in this game, so choose who will read out the first statement from those on the right.
- ★ The Question Master can read any statement he or she likes, but can’t repeat a statement.
- ★ If the first player guesses right, he or she takes a **True or False Card**, depending on the answer given. If you think something is false, remember to say “That’s not true!” – just like in the story.
- ★ If the player guesses wrong, he or she takes over as Question Master.
- ★ Keep moving round your players, reading the statements on this page and collecting cards.
- ★ Add up your cards at the end of the game. The player who has the most cards is the winner. Congratulations!
- ★ Now add up your **False Cards**. The player with the most **False Cards** has to make up a tall story for everyone.

COCKERELS  
ARE FEMALE.

1

ONE-EYED CYCLOPS  
REMAINS HAVE BEEN  
FOUND IN GREECE.

2

**TIP!**

If you’re not sure whether a statement is true or false, see the answers on page 47.





**3**

EASTER ISLAND IS  
WHERE EASTER EGGS  
COME FROM.

THE SUN  
IS A STAR.

**4**

**5**

YAMS GROW ON TREES.

A MALE DUCK IS  
CALLED A DRAKE.

**6**

WITHOUT THE  
SUN, WE WOULDN'T  
BE ABLE TO SEE  
THE MOON.

**7**

**8**

YOU CAN MILK A GOAT.

**9**

SWITZERLAND EATS  
MORE CHOCOLATE THAN  
ANY OTHER COUNTRY  
IN THE WORLD.

THERE ARE MORE  
SHEEP THAN PEOPLE  
IN NEW ZEALAND.

**11**

BROWN COWS PRODUCE  
CHOCOLATE MILK.

**10**

FOXES CAN SEE AT NIGHT.

**13**

OLD MACDONALD  
HAD A ZOO.

**12**

THE PEOPLE OF  
HUNGARY ONCE MADE  
A PIG THEIR KING.

**14**

**15**  
MOLE IS THE AUTHOR  
OF THE POEM  
DUCKS' DITTY.

PIGS CAN'T SWEAT.

**16**

# STORY MAGIC

There are so many great picture books out this month, so check out our top three reading treats – the perfect companion to Storytime!

**BOOKS OF THE MONTH!**

**AWESOME ART!**

**LITTLE GREEN DONKEY** by Anuska Allepuz (Walker Books) follows a donkey who won't eat anything other than grass. However, when he eats too much, the colourful result makes him rethink his stubborn behaviour and he agrees to try new things. Perfect for picky eaters.

**THE ONE-STOP STORY SHOP** by Tracey Corderoy and Tony Neal (Little Tiger Press) plunges readers into a magic world of stories as a brave knight seeks adventures in outer space, the Wild West, a jungle and the deep, dark ocean. Along the way he also finds an unexpected sidekick. Brilliant fun!

**NORM** by Sylvia Liang (Thames & Hudson) is an ode to being individual, told and illustrated in the most amusing, heartfelt way. Norm and his best friends Plain and Simple like everything neat, tidy and the same. But when Norm meets Odd, he discovers an exciting new way of life.

**CONGRATULATIONS** to Jacob Fry, age 5, from New Zealand who has won our January cover illustration competition! We especially liked how he gave our Not A Robot a yummy ice cream to eat. Special mentions to his sister Grace and brother Samuel, who also sent in wonderful entries.



GO ON AN ADVENTURE WITH ME IN NEXT MONTH'S STORYTIME!

**WIN!**

Would you like to win one of these wonderful new books?

Enter our competition here:

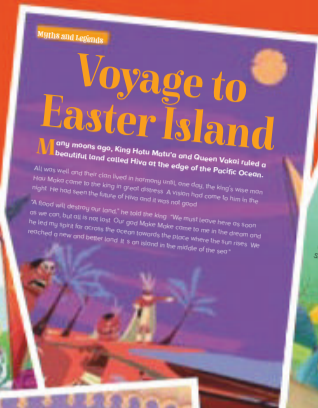
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