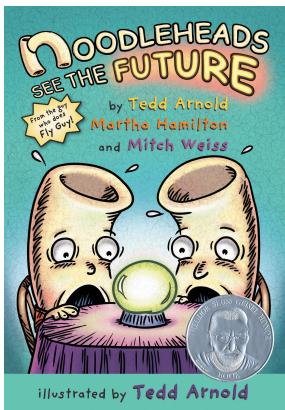




Books and Recordings

by Martha Hamilton & Mitch Weiss:
Reviews and Awards





Noodleheads See the Future (Holiday House, 2017) Co-written with Tedd

Arnold and illustrated by Tedd Arnold

Theodor Seuss Geisel Honor Award Winner 2018

Winner of the Aesop Prize from the American Folklore Society 2017

American Library Association Notable Book of the Year 2018

Junior Library Guild Selection for Spring 2017

*** (Starred Review)**

K-Gr 3 The creator of Fly Guy follows up Noodlehead Nightmares with another hilarious and engaging anthropomorphic book full of wacky slapstick. Brothers Mac and Mac are the titular heroes, and, yes, they are literally pieces of pasta. They are also, well, noodleheads: the literal-minded brothers are incapable of understanding metaphor or grasping simple concepts. The humor is similar to that in the "Amelia Bedevil" series, and youngsters will laugh knowingly at the noodleheads' ridiculous antics as they bumble their way through to a happy conclusion. The author's note explains the worldwide tradition of tales of fools, their use in helping children learn logical thinking, and the specific stories that inspired the noodleheads' adventures. The cartoonish artwork captures the over-the-top feeling of the narrative perfectly. Children will doubtless ask for more titles starring the hapless brothers. **VERDICT** A funny and lighthearted addition to early graphic novel and beginning reader collections; fans of all things goofy will devour the noodle heads. Elizabeth Nicolai, Anchorage Public Library, AK

--School Library Journal

*** (Starred Review)**

Two thickheaded macaroni noodles prove the old adage: a fool and his firewood are soon parted. Fools have been called "noodleheads" for centuries, but until recently few have represented the term quite so literally. Mac and Mac aren't the brightest pieces of pasta in the world, but their hearts are in the right place. Here, the two decide to help their mama out by gathering firewood in hopes that she'll bake them a cake. As they are attempting to cut the very branch they're sitting on, a passing meatball points out that they are mere minutes away from bruised bottoms. When his words come to pass, our heroes decide the meatball is clairvoyant and demand to know their future. Drawing on and smoothly weaving together a variety of folk tales, the brief graphic novel describes how its obtuse protagonists single-mindedly seek cake, even as they anticipate death, purchase "firewood seeds" (aka acorns), and accidentally dig their mother a garden. Emergent readers will appreciate the simple text, short chapters, and comics-inspired paneled illustrations. Adults will appreciate the authors' note, which goes into some detail about each chapter's folk origins. Two delightfully dense heroes bring folk tales into the 21st century, and young readers are all the richer for it. (Graphic early reader. 5-9)

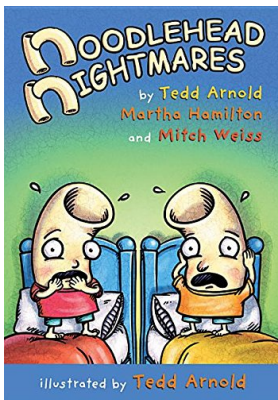
--Kirkus Reviews

"Mac and Mac are a couple of noodleheads, and the stars of Tedd Arnold, Martha Hamilton, and Mitch Weiss's delightful collaboration *Noodleheads See the Future*. What is a noodlehead? A noodlehead is a fool, and as the authors explain, "tales of fools, also called 'noodles' or 'noodleheads,' have been told for as long as people have told stories." Noodlehead stories appear in the traditions of many countries around the world, and the characters are often well known and beloved of the children in those cultures. They frequently share common traits across cultures too: an illogical view of the world, a tendency to take things literally to the point of absurdity, and a general good nature so that things always work out for the best for them.

In *Noodleheads See the Future*, the stories are presented in a brief introduction and 3 chapters, each one corresponding to specific traditional motifs, as noted at the end of the book. Mac and Mac are literally portrayed as noodle-heads, elbow macaroni to be exact. In an overarching quest for their favorite food — cake — Mac and Mac cut firewood, have what may or may not be a near death experience, and inadvertently dig a garden for their mother. Along the way they have an encounter with a trickster Meatball who trades them some "magic" seeds ... with unexpected results.

Arnold, Hamilton, and Weiss make sure that *Noodleheads See the Future* is firmly rooted in traditional tales, evidenced in the substantial source notes at the end of the book. The real magic, however, is the enormously child-friendly graphic novel format, illustrated in Tedd Arnold's signature style, that makes these timeless tales accessible to the very youngest readers. Children love stories in which they are smarter than the protagonist. The Noodleheads are going to be a hit!"

--Aesop Committee, American Folklore Society



**Noodleheads See the Future (Holiday House, 2017) Co-written with Tedd Arnold and illustrated by Tedd Arnold.
2017 Children's Choice Book Awards Finalist**

Gr 1-3 –The one in the red shirt is Mac, and the one in the yellow shirt is Mac. They are noodleheads: walking, talking noodles, most likely macaroni, whose brains are as hollow as their heads. In a series of silly shorts, referred to as “noodle” tales, the brothers encounter their nightmares during their daily routines. While most of their fears are typical, their methods for coping are not. This graphic novel is inspired by themes commonly found in folktales, specifically those featuring fools. Like other famous fools, Mac and Mac make decisions that land them in trouble, and when they try to resolve the problem, their unique brand of logic doesn’t quite work. In this colorful cartoon, there is no underlying message or lesson; the book is purely meant for entertainment. The easy-to-read dialogue is ideal for new readers. Fallacy, exaggerated gestures, and slapstick are the main techniques used to elicit quick laughs. VERDICT This modern take on the foolish folktale is full of goofy humor; great fun for newly independent readers and graphic novel newbies.

–Rachel Forbes, formerly at Oakville Public Library, Ontario, Canada

--School Library Journal

Mac and Mac are two noodleheads, literally: they are noodle-shaped boys with nothing inside their heads. As might be expected, the two Macs are not particularly bright, and consequently they get into all types of goofy gaffes. The tubular tots initially decide to sleep outside because they hate making their beds, despite their mother’s bribe of a pie. Nighttime sounds scare them so much their legs tangle comically, and ultimately they go back inside. At least now they get pie. However, mischievous Meatball is also out for their confection—and gets it. Finally, one of the Macs loses his pillow and tries to compensate for its loss by bringing all sorts of odd objects—like a wooden chest and some food—into bed with him, with disastrous results. Funny nightmares punctuate each episode. Short chapters with large, brightly hued panels and spacious speech bubbles make this an easy choice for emerging readers. Fans of Arnold’s previous work, particularly his Fly Guy series, will recognize his trademark artistic style and gravitate toward this. Opening notes . . . explain the folk origins of each short chapter. Endlessly wacky; fast-moving antics and incessant fretting that would make Chicken Little look mellow give this familiar topic a fresh feel. (Graphic early reader. Ages 5-9)

--Kirkus Reviews

“Arnold (the Fly Guy series) teams up with the husband-and-wife storytelling/performing duo of Hamilton and Weiss for a trio of silly, sleep-centric tales drawn from the rich folkloric tradition of the fool (a detailed opening note delineates the themes and motifs that inspired each story). A pair of literal noodleheads—two macaroni-shaped brothers both named Mac—fumble their way through a spooky night sleeping in the backyard, get tricked out of a freshly baked apple pie, and devise a plan to get out of making their beds forever in crisply delineated vignettes. The Noodleheads’ goofy schemes and over-the-top reactions to their situations are sure to elicit giggles as the stories unfold in comics-style panels (“I’ll eat the pie and you eat the pan,” suggests one of the Macs in the second tale). Arnold employs some of his signature visual flourishes to great effect, including bug-eyed characters and an in-your-face palette. The punchy storytelling and all-around goofiness will entertain emerging readers and graphic novel fans.” Ages 6–10.

-- Publishers Weekly

“Kids moving on from early readers—especially *Fly Guy* fans—may want to check out *Noodlehead Nightmares*, Tedd Arnold’s new collaboration with Martha Hamilton and Mitch Weiss. In a goofy graphic novel for the chapter book set, Arnold brings his bubbly artwork to a pair of silly brothers with actual macaroni noodles for heads.”

--School Library Journal

Arnold, Hamilton, and Weiss have crafted a widely entertaining and thoroughly modern rendering of some traditional folklore motifs and figures. The titular Noodleheads, anthropomorphic cartoon sibling noodles Mac and Mac, partake in various adventures, each emerging from their desire not to make their beds. Written in the style of a graphic novel, the book is comprised of three chapters detailing the siblings’ ongoing efforts to avoid their nightmares—bed-making. The empty-headed noodles, who have “Nothing! Zippo! Nada!” inside their noodles, play the part of the fool, recalling everything from folklore to Shakespeare. All these elements make for a singularly unique book, perhaps nothing more so than the emphasis on the simple joy of reading. While a reader can certainly ascertain meaning from these stories, the book differentiates itself from many other children’s works in its refusal to focus on learning a lesson or an easy moral. The book seems to shout, “Books are fun!” Though geared at intermediate readers, this book will capture the attention of very young children (who may miss some of the themes), with its quirky humor and utter silliness. Older readers will

appreciate the wacky plots and the comic-book qualities. Highly recommended. Reviewer: Kellie Deys, PhD; Ages 6 to 10.
--Children's Literature

"Fly Guy fans get ready - Noodleheads have arrived!

Mac and Mac are noodleheads. Literally. In four short chapters they have some crazy dreams and nightmares and come up with their own solutions for those dreams. First, they sleep outside so they won't have to make their beds - but they have a nightmare and their legs get all tangled up! The next day, they have a contest with their friend Meatball. Whoever has the best dream gets the apple pie! But Meatball has a trick up his sleeve.... Bedtime rolls around again and the Noodleheads have a pillow fight... and lose Mac's pillow! He tries some substitutes, but just gets nightmares. Fortunately, the Noodleheads have a solution for this - and for never having to make their beds again!

Notes at the beginning of the book explain the folklore origins of the tales, which will be of interest to adult readers and teachers. Kids will just have fun laughing at the hilarious antics of the Noodleheads - and maybe get introduced to some fun folktale motifs!

Arnold's trademark bulgy eyes and cartoon characters are a great fit for the foolish stories of the Noodleheads and their nightmares. The art has a scribbly background, which reminds me of Alison Jay's cracked eggshell designs, and gives an interesting texture to the art. The story is arranged in comic panels with bold white dividing lines, large text, and speech bubbles that are easy to follow.

Verdict: Fly Guy fans will be delighted by this new title, hopefully a series, and it makes a great introduction to simpleton/noodle stories. Recommended."
--Jennifer Wharton, Librarian, Jean Little Library Blog

PROFESSIONAL BOOKS FOR EDUCATORS



Children Tell Stories: Teaching and Using Storytelling in the Classroom

(Richard C. Owen Publishers, 2005; original edition published in 1990)

Winner of the Anne Izard Storyteller's Choice Award

Winner of a 2006 Storytelling World Gold Award

"Anyone who works with children will be amazed at the power of storytelling to move listeners and tellers alike. This book exemplifies that power. Adults can easily get children started with the helpful instructions, narratives, examples, quick exercises or hint boxes, and story bibliographies provided. The bibliographies feature a hefty chunk of folktales--the natural structural beginning point--plus easily told picture books. Family stories are encouraged as well. A supplemental DVD shows winsome real children telling stories in a variety of settings: a third grade workshop, a family storytelling night, and at school. Practicing classroom, ESL, and literacy teachers explain why this skill is so important to children's reading, writing, speaking, and thinking. The authors provide guidelines for set-up, helping children use expression and gestures, and being a supportive coach. Venues for celebrating stories, assessment and self-evaluation tips, and stories to print out and jump-start storytellers are also included. It is a great package for parents, teachers, club leaders, and drama coaches to help children discover and rejoice in their, perhaps newfound, abilities to spin stories in ways that will enchant listeners. Appendices include: suggested anthologies keyed to easy, medium, and hard; storytelling resources, websites, and recordings; references; and an index."

--Children's Literature - Susan Hepler

"Hamilton and Weiss have thoroughly revised and updated their award winning *Children Tell Stories* in a new edition that is an indispensable guide to all aspects of teaching storytelling. An accompanying DVD brings the entire process to life, following the progress of third graders as they learn stories, cope with their fears, and master their tellings for presentation at a family event. Interviews with children, teachers, and families provide a broad context for the storytelling process."

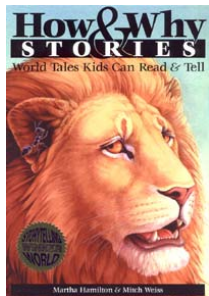
--Book Links

"Combining enthusiasm and inspiration with practical tips, handouts, and resources, Hamilton and Weiss offer a comprehensive second edition that will be useful to both novice and experienced tellers. Citing studies that confirm the educational value of storytelling, the authors demonstrate how such activities correlate well with state standards that involve language-arts skills of listening, speaking, reading, and writing. Step-by-step instructions on effective story selection, learning, and telling will empower even the most timid teller. In addition, the authors give many suggestions

for connecting storytelling with writing and other classroom activities. Children's librarians, library media specialists, and teachers will appreciate the complete bibliographies, listing "Picture Books for Telling in Four Categories of Difficulty," and anthologies whose stories are coded for levels of difficulty. Unit plans, strong bibliographies, numerous activity and exercise suggestions, ideas for differentiated instruction, and a detailed resource-rich appendix add to the value of this book. The accompanying high-quality DVD shows children and adults telling stories, gives Web links, and includes 25 stories to download and print."

--School Library Journal

STORY ANTHOLOGIES (Ages 6-12 or anyone older who likes to tell folktales)



How and Why Stories: World Tales Kids Can Read and Tell (August House, 1999)

**Winner of a 1999 Storytelling World Gold Award
2000 Parents' Choice Approval**

"Hamilton and Weiss have been teaching children (and adults) to tell stories for over twenty years. Their previous titles (*Children Tell Stories* and *Stories in My Pocket*) have proven to be practical resources for teaching the rudiments of story structure, storytelling techniques, and story research. Their latest effort is more loosely structured but just as effective. Twenty-five pourquoi tales ("stories that explain why an animal, plant, or natural object looks or acts the way it does") from a variety of cultures are retold in friendly, conversational language. Each story is followed by two sections: "About the Story," which gives the scientific explanation for the phenomena featured in the tale, and "Tips for Telling," which gives suggestions for gestures, voice changes, and body language. The authors' informal approach results in a down-to-earth collection of stories that can easily be used with younger listeners or by younger readers. This sensible resource closes with "General Tips for Telling Stories," suggestions for "Activities" (making up original pourquoi tales, searching out local how and why stories, learning the scientific explanations for how and why stories through an accompanying bibliography), and "Story Sources," (notes on the origin and variants of included tales). Black and-white line drawings appear throughout."

--The Bulletin of the Center for Children's Books

"Tales from across the globe and through the ages explain such mysteries as why the sea is salty, why a bear has a stumpy tail, and why a baby says 'goo.' Each story's brevity, background information and presentation tips--as well as a general section on telling stories and reference sources--make it easy and fun for children to learn the expressive, entertaining art of storytelling. A 2000 Parents' Choice Approved winner."

--Parents' Choice

"Collected here are twenty-five pourquoi tales from various world cultures that explain some aspect of nature, such as why the sea is salty or how the owl got its feathers. Following each brief tale is a short scientific explanation of the natural phenomenon and helpful tips for telling the story effectively. This collection will inspire budding storytellers, young and old alike. Source notes are provided."

--The Horn Book Guide

"In these 25 "pourquoi" stories, a map shows each story's origin. The book includes information about the story and suggestions for the aspiring storyteller, ranging from facial expressions to voice, posture, and gestures. None of the stories is longer than three pages. Many are less familiar, which makes them especially valuable for the classroom as well as the general reader. The storytelling tips and abundant dialogue make these stories ideal for classroom skits. Additional chapters cover general storytelling hints, activities, and story sources. Large type and pencil sketches provide variety and give the book an "open" feel. Recommended."

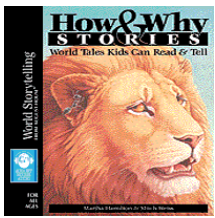
--Library Talk

"A collection of 25 pourquoi tales intended for young storytellers. The authors address readers' possible feelings of apprehension, but encourage them to at least try storytelling--for most satisfying rewards. The selections span the globe, with general notes identifying their origins and more detailed source notes provided in the bibliography. The format is consistent: the story is presented, followed by a brief explanation of the scientific process that the tale explains, and some helpful tips for telling it. Suggestions include tone of voice and specific gestures to use. The majority of the stories deal with explaining certain animal behaviors, but other subjects are included. The book concludes with general tips on selecting, learning, and telling a story. Each tale has at least one black-and-white line drawing. A useful book for anyone eager to learn the storytelling process."

--School Library Journal

"With lively pourquoi stories from [world cultures], this is not only a resource for storytellers, but also an informal guide to encourage kids to tell stories themselves. Chinese, Cherokee Indian, Norwegian, African-American [and stories from other cultures] are told in an immediate, casual voice."

--Booklist



How and Why Stories (recording)

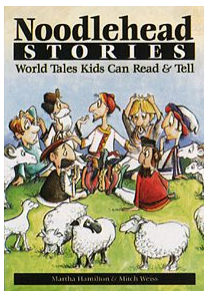
National Parenting Publications Awards (NAPPA) 2000 Gold Award

"Any child who wonders why babies say "goo," why dogs chase cats, and other "mysteries" of life might find the answers in this recording based on the book of the same title. Far-ranging explanations of natural phenomena from around the world come together in this diverse collection. Though authors Martha Hamilton and Mitch Weiss relay some of the stories, most are narrated, with appealing verve, by kids. Although the estimable skills of professional storytellers are easily enjoyed, these youthful narrators serve to encourage young listeners to rediscover this oldest form of entertainment: storytelling. A worthwhile pick for school and public library collections."

--Booklist

"In this collection of oral tales, Martha Hamilton and Mitch Weiss direct several young people in the presentation of stories from their book, *How & Why Stories: World Tales Kids Can Read and Tell* (August House, 1999). The 18 imaginative stories include a short musical introduction, and address such questions as "How Tigers Got Their Stripes" and "Why Babies Say 'Goo.'" Amusingly clever, these multicultural tales offer simple explanations for nature's phenomena. The recording makes an excellent companion to the book, which includes not only the stories themselves, but storytelling techniques, scientific explanations behind the cultural folktales, and a world map of where each story originated. This title will provide a solid addition to any audio collection, but will be particularly useful to children and adults interested in developing storytelling skills, as well as a complement to social studies and language arts curricula. Librarians will also find this recording useful as a programming resource."

--School Library Journal



Noodlehead Stories: World Tales Kids Can Read and Tell (August House 2000)

2001 Parents' Choice Recommendation

2001 Notable Social Studies Book for Young People

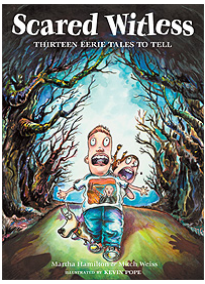
(Award given by the National Council for the Social Studies and the Children's Book Council)

"Some of the stories included here are well known, such as "The Wise Fools of Gotham" (England) and "Seven Foolish Fishermen" (France), while others, like "When Giufà Guarded the Goldsmith's Door" (Italy), will probably be new to most youngsters. In the introduction, the authors explain the popularity of noodlehead tales around the world, and the fact that the same story is often found in more than one tradition. Tellers are also warned to be careful about using derogatory terms such as "dumb" or "stupid" to describe the fool, numbskull, or knucklehead. The selections are very short (none are more than two pages long, some are less than one), which makes them easy for the youngest, most inexperienced storytellers to perform. The fact that they are funny is a bonus: most kids love reading, telling, and listening to amusing stories. A short note about the tale as well as tips for telling it follow each piece. The authors also include ideas on how to choose a story and learn it, along with some basic guidelines for presenting it. There are also ideas for follow-up activities and source notes. Humorous black-and-white sketches appear throughout. A good storytelling tool for children."

--School Library Journal

"Admitting that they are well qualified to be presenting a gallery of numskulls, Hamilton & Weiss, professional storytellers collectively known as "Beauty and the Beast," offer 23 tales from nearly as many countries that take readers to Gotham and Chelm and introduce Juan Bobo, Giufà, and a bevy of unnamed ninnyhammers (mostly male, for as they point out, few tales of this kind feature girls or women). Budding tellers will find these short, simplified versions easy to learn and to perform, particularly because each is followed by practical tips for effective delivery. A section of general storytelling advice caps the lot, and for veteran raconteurs or folklorists, notes on tale types and variants are appended."

--Booklist



Scared Witless: Thirteen Eerie Tales to Tell (August House 2006)

"The latest collection from the duo better known as Beauty and the Beast Storytellers offers recast versions of one-to-three-minute ghost, jump and shaggy-dog tales, interspersed with performance notes addressed to fledgling performers. A mixture of chestnuts like "The Hairy Toe," original stories and borrowings from Joseph Bruchac ("The Brave Woman and the Flying Head") and others, all feature tellable language ("There was one extraordinary thing about this family-they lived right next door to the . . . graveyard. And every day John walked to and from work through the . . . graveyard"); are illustrated with cartoon fright scenes; by and large stay away from explicit gore and violence; and are just right for inducing 'goosebumps, gasps and giggles' in susceptible audiences of any age."

--Kirkus Reviews

"A four-page introduction "Goosebumps, Gasps, and Giggles," provides readers with basic information about telling "jump stories," scary stories with an ending that will make the listener jump. The introduction includes general tips as well as book and media resources for more stories. 13 short stories follow. Some of the stories are classic scary stories based on folktales from the United States, Britain, and Europe. Other stories are extended jokes, and a few stories are built around word puns (coffin, coughing). Each story is followed by specific "tips for telling" that story. A section entitled "Story Sources," with notes about the origins of each story, ends the book. The quirky illustrations will appeal to young readers, and the enthusiasm of this husband and wife storytelling team is contagious. Content of this useful book will encourage would-be storytellers of any age to take the plunge. The specific how-to information provides just enough guidance for first-timers. For librarians with active student tellers and for media specialists and teachers who wish to encourage student tellers, this is a handy book. Grades 3-6. Recommended."

--Library Media Connection



Through the Grapevine: World Tales Kids Can Read and Tell (August House 2001)

2001 Storytelling World Honor Award

Bank St. College of Education Best Children's Books of 2002

"Kids telling stories? Three words: Hamilton and Weiss. Nobody does a better collection of stories for kids to read and tell. So a new volume from these authors is a cause for celebration. If you want the ancient, authentic texts, complete with archaic vocabulary, difficult phrasing, and the kind of musty atmosphere that demands more footnotes than story, you'll need to look somewhere else. But if what you have been searching for is a compilation of easy-to-read, easy-to-tell, kid-friendly, culturally diverse stories, this is it. If you're doing a unit on storytelling, forming a kids storytelling club or troupe, or simply addressing the multitude of framework standards calling for oral language, retelling, and public speaking, you simply can't go wrong with *Through the Grapevine*. Each story (and there are thirty-one) has a complete text in language that reads like people talk, one or two pronunciation aids (useful when a student-teller introduces the story to an audience), a few sentences about the source of the story (which---cleverly---often mention another related story, giving ample opportunity for further exploration), and some tips for telling. The tips for telling are especially welcome. The authors suggest gestures, inflections, character voices and development, even pauses and facial expressions. This is done in a few, non-technical sentences and assures that student tellers will give an animated performance. Success is virtually guaranteed."

--The Story Bag

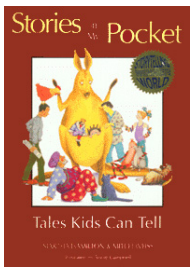
"Martha Hamilton and Mitch Weiss published their first book, *Children Tell Stories*, in 1990. It remains, to this day, the bible for classroom teachers who plan storytelling units. That book was followed by three collections of stories, each aimed at young people and each accompanied by directions/tips on how to tell stories. In this new collection they have really hit their stride. Here, as in the other collections, Hamilton and Weiss have selected tales that will appeal to children and have retold them to make them accessible to young tellers. The stories are illustrated and are presented in typeface large enough to invite children to pick the book up and read it. Each story is followed by notes and a brief section of tips for telling. The authors are careful to say that these tips are only suggestions and they encourage the student tellers to make the stories their own.

In addition to the story-specific tips, there is a whole chapter devoted to choosing, learning, and telling stories. Another chapter offers follow-up activities for children who want to make up their own tales. These are ideas which could also be used by teachers in the classroom. Teachers will, as well, appreciate the world map which is marked to indicate where the various stories in the collection come from. The book's introduction discusses very simply the theories regarding origin and movement of folktales throughout the world, and looks at how, from oral to written to electronic transmission of stories, the grapevine keeps stories moving and changing. Adults who use the book for themselves will find the simple retellings good springboards to the development of their own retellings, and they will be aided in their leap by the multiple sources that are provided for each story. A three page bibliography of story collections is thoughtfully marked to indicate which collections are particularly child friendly. Some of the stories in the book are already favorites passed on by children themselves, while others are destined to be new favorites. Whether the reader meets old friends in the pages or makes new ones, he will find a good solid collection and the inspiration to make the stories jump off the page."

--The Appleseed Quarterly (Canada)

"*Through The Grapevine* is a recommended pick for families as well as small groups. Storytellers Hamilton and Weiss provide over thirty world tales geared to reading aloud-by kids. Kids are encouraged to add drama and personality to the stories, which represent over twenty countries and traditions around the world. An excellent guide for budding young drama students.

--The Children's Bookwatch



Stories in My Pocket: Tales Kids Can Tell (Fulcrum 1996)

1996 Storytelling World Gold Award

"A strong collection of 30 tales for beginning storytellers, conveniently arranged according to the difficulty of the telling. Among those included are Aesop fables and such favorites as "Tilly," which is designed to make an audience jump at the end. The introductory material, written directly to student tellers, contains advice on how to remember stories and develop characters, along with tips on working out the difficulties of telling stories to live audiences. Story text, broken into segments, appears on one side of the page, with suggestions for actions and gestures on the other side. A few guidelines for adults--event planning and handling stage fright, for example--are also included. Source notes cite multiple variants for most tales."

--Booklist



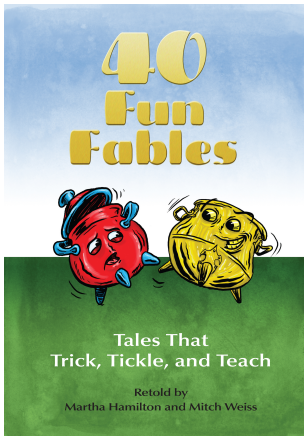
Stories in My Pocket (recording)

1998 Parents Choice Recommendation

National Parenting Publications Awards (NAPPA) 1998 Gold Award

"Martha Hamilton, Mitch Weiss, and five young storytellers from age 5 to 16 share 18 stories in this lively collection. As the title suggests, the emphasis is placed on tales that child and young adult tellers will find tellable as well as enjoyable. The diverse mix of stories selected by the young tellers places emphasis on popular English jump tales like "Tilly," "The Dark Wood," and "The Golden Arm" as well as stories with a liberal dose of humor. A more serious inclusion is the Japanese story, "The Stonecutter." Less familiar but nevertheless enjoyable are the trickster/fool tales "The Fox and His Tail" from Mexico and Nicaragua, in which a foolish fox decides that his tail never really contributed to his flight from an enemy, and "Why Anansi the Spider Has a Small Waist" from West Africa. The remaining stories are told by Hamilton and Weiss, the Beauty & the Beast Storytellers, who worked with the majority of the young tellers. Their tales are also a mix of cultures and telling styles with some tandem telling as in the American folktale, "Oh, That's Good! No, That's Bad!" The telling styles are as individual as the tellers themselves, and the inclusion of confident young storytellers may inspire listeners to try their hand at storytelling. Each tale is prefaced with a brief introduction which includes the story's culture of origin. This excellent collection would be particularly useful to teachers and librarians seeking to introduce storytelling to potential tellers of all ages."

--School Library Journal



Forty Fun Fables: Tales That Trick, Tickle, and Teach (August House 2015)

Illustrated by Baird Hoffmire

Winner of a 2016 Storytelling World Resource Award

"Animals don't talk but they appear in fables to tell us about our very human selves. This classic collection of whimsical stories is told simply with wit that appeals to children of all ages. In reading these tales, the lessons of many cultures are passed along and wisdom is shared. Young readers will be highly engaged and entertained by the fools, tricksters, and clever characters who appear in these timeless stories."

--The Children's Book Council

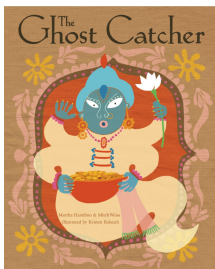
"40 Fun Fables: Tales That Trick, Tickle and Teach is a cleverly illustrated collection of traditional teaching tales, many of them attributed to Aesop, presented in short chapters for an audience of mainly third and fourth grade readers, with some selections for younger grades K-2. The famous husband and wife team known as "Beauty and the Beast Storytellers" presents each tale in a condensed, complete narrative, with witty black and white illustrations of story characters and a pithy moral written in bold and italics at the end of the fable. Fables are an ancient entertainment and teaching genre, popular with young audiences. 40 Fun Fables is divided into four sections: Starter Stories, Next Step Stories, Challenging Stories, and Most Challenging Stories. In addition to some familiar favorites there are additional traditional fables from other countries, such as Two Stubborn Goats (from Cameroon), The Happy Man with Holes in His Bucket (India), and the Oyster and the Heron (China). In addition to the 40 fables, there are suggested activities, story sources, and a discussion of How This Book Can Help Children Meet Common Core State Standards, as well as further suggestions in Common Core State Standards Addressed By Reading, Discussing, Retelling, and Making Up Fables. "40 Fun Fables: Tales That Trick, Tickle, and Teach" is an excellent teaching resource and a fun experience to introduce to children in elementary grades."

-- Midwest Book Review

"The authors have taken these traditional stories and made them more understandable to the child of grade-school age. You can find a variety of books like this. However, where this book truly shines is in its uses for the classroom teacher. The second half of the book, dedicated to using these tales in the "Common Core" education standards is excellent. We think this detailed cross-referencing will be invaluable to the teacher who needs to support great lesson plans using oral storytelling for theater and language arts. As well, short classroom activities are included that round out the usefulness of this volume. While in our opinion this might not be a book you pick up for bedtime stories, if you are doing any type of education of children from the formal classrooms to homeschooling, you'll be able to make use of this book. This is a work-horse book, one that will be a tool for your work with children."

--Storyteller.net

PICTURE BOOKS (Ages 4-8)



The Ghost Catcher: A Folktale from Bengal (August House LittleFolk May 2008)

Illustrated by Kristen Balouch

Irma Simonton Black and James H. Black Award for Excellence in Children's Literature awarded by Bank Street College of Education -- Honor Book

Winner of a 2008 Storytelling World Honor Award

"A Bengali barber loves stories so much he refuses payment when he hears one. His wife worries about their family's welfare and sends him away until he can ensure that they won't starve. Upon leaving, the barber immediately meets a hungry ghost. The quick-thinking barber threatens to trap him in his mirror, whereupon the ghost, aghast, agrees to gather money for the barber and to build a shed and fill it with rice. Unfortunately, the ghost's uncle sees his nephew at work and vows to teach the barber a thing or two about respect. If the barber is to save himself, he will have to use his

wits and his haircutting tools to come up with another plan right away. Balouch's bright, memorable illustrations create a fanciful Indian setting with crisp, colorful figures digitally placed on a fabric background for texture. Teamed with spirited and eminently tellable prose, they conjure up a colorful, magical land where cleverness can save the day."

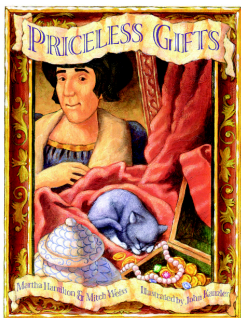
--Kirkus Reviews

"... Storytellers Hamilton and Weiss relate the tale with economy and wit. In an appended note, they comment briefly on barbers in India and demons in Indian folklore and provide sources for the tale. The illustrations' lyrical lines, colorful forms, and linen-textured backdrop create a distinctive look that carries right through to the endpapers, which feature miniature portraits of the characters."

--Booklist

"A fluid retelling of a traditional folktale. A good-hearted barber, who sets up his business under a tree 'in a small village in Bengal,' does not like to charge customers who are down on their luck. His angry wife finally tells him not to return home without money. He goes to the next village and spends the night under a tree, where he encounters a ghost who threatens to eat him. The barber holds up a mirror and scares the ghost into bringing him a pot of gold and building a house filled with rice. When the ghost's uncle appears, the clever barber manages to frighten him with the same trick and ends up with a second building filled with rice and more gold. At the end, the man is back under his village tree with enough riches to share, surrounded by people who tell him stories while he trims their beards or cuts their hair. Digitally created illustrations in solid colors are printed on fabric, lending texture and depth to the artwork. The ghosts' whimsical facial expressions effectively show their gullibility, and the background colors shine through their bodies to emphasize their ethereal nature... A background note includes sources."

--School Library Journal



Priceless Gifts: A Folktale from Italy (August House LittleFolk 2007)

Illustrated by John Kanzler

Winner of a 2008 Storytelling World Gold Award

"Storytellers Hamilton and Weiss invoke the exotic days of the spice trade in their retelling of a traditional Italian folktale. Antonio, a Genoese spice merchant, sails forth to faraway islands seeking to ply his trade, exchanging goods for spices. Entertained by residing royalty on an island he is doing business with, Antonio discovers they are plagued by rodents. The kindhearted trader offers the king a pair of felines to rid him of his pesky problem, and the grateful monarch showers the tradesman with jewels in thanks. When a greed-driven coworker of Antonio's arrives at the same island laden with valuable gifts, he anticipates a wealthy reward. However, Luigi is soon surprised to discover the King's definition of a priceless gift. Kanzler's sumptuous artwork deftly conveys the grandiose tenor of this folktale. Regal red hues and other deep jewel tones dominate the illustrations, while visible brush strokes create the crackled effect of an aged painting, furthering the antique feeling of the text. Readers will enjoy discovering this gem of a folktale from long ago. An author's note regarding spice trade and related titles is included."

--Kirkus Reviews

"Hamilton and Weiss bring to life an Italian folktale about the true value of a gift. A merchant visits an island with no cats to keep the rats at bay and happily gives the king two felines from his ship. The ruler insists on rewarding Antonio with a chest of jewels. Upon Antonio's return to Italy, another merchant, Luigi, hears of this good fortune. He decides to visit the island himself, believing that if the king rewards a gift of cats with such generosity, then he will recompense Luigi even further for the gift of sculptures, paintings, and fabrics. Luigi is dismayed to find himself rewarded with a kitten, but comes to understand that he has been given a most-valued possession. An author's note provides background on the folktale. Kanzler's warm-hued paintings evoke traditional images of European travel, from ornate borders and maps to an exotic turban-clad king and the bare-chested islanders of his company. Despite the mythologized imagery, the feline motif will appeal to a wide audience, and adults looking for folktales that are accessible to younger readers and listeners will appreciate the short text and upbeat tone."

--School Library Journal

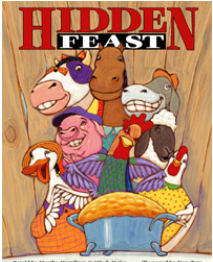
"Award-winning collaborative writers Martha Hamilton and Mitch Weiss present *Priceless Gifts*, a picture book set back in the centuries when merchants sailed the seas in pursuit of spices and seasonings, which were so rare that only the wealthiest could afford them. When Italian merchant Antonio sails to the Spice Islands, he meets a king plagued with rodents. Fortunately, Antonio has just the right remedy aboard his ship - a pair of cats! Richly repaid for his gift, Antonio retells his incredulous story, incurring the jealousy of rival merchant Luigi. 'The king of that island gave Antonio all those rare jewels and stones for two worthless cats,' Luigi said to himself. 'Why, the poorest peasant could have given him that gift. Imagine what the king would give me if I brought him something of real value.' But when Luigi returns to the Spice Islands with riches of every conceivable sort, he fails to keep in mind what is not valuable to him is valuable beyond

compare to others! Sweeping color illustrations embellish this story that young cat lovers especially will find delightful."

--Midwest Book Review

"Husband and wife storytellers Martha Hamilton and Mitch Weiss bring to life an Italian folktale set during the glory days of Italy's monopoly of the Spice Islands. The hero of the story, Antonio, leaves Genoa with a ship filled with goods to trade for valuable spices, such as cinnamon, cloves, and nutmeg, which could be found only on these islands so far from Europe. When Antonio sits down to eat with a king, he is dismayed to see rats run in to share the feast. 'Don't you have any cats on this island?' he asks, but the king has never heard of such an animal. Fortunately, Antonio has several cats on his ship and gives a tabby and a tomcat to the grateful king. In appreciation, the king presents Antonio with a jewel-filled chest. When Antonio returns to Genoa, a rival merchant named Luigi, filled with jealousy, determines to return to the island and shower the king with gifts in hopes of receiving greater treasure in return. The king does share his most precious possession with Luigi - but it is not exactly what the greedy merchant was expecting. Rich, jewel-toned illustrations laced with humor make this engaging tale a perfect introduction to studies of explorers and the spice trade, and will provoke lively discussions about gifts, especially the kind that money can't buy."

--Children's Literature



The Hidden Feast: A Folktale from the American South (August House LittleFolk 2006)

Illustrated by Don Tate

To watch an animated version of the book with Mitch and Martha's voices, go to:

<https://www.youtube.com/watch?v=Mtj-IMBbaGA>

"An invitation to a party brings neighboring animals to visit and play Pin the Tail on the Donkey (Donkey really doesn't want to play that), Hide and Seek and Horseshoes using Horse's shoes. Singing and dancing follows, and then the barnyard animals sit down to dinner. When that turns out to be large pots of cornbread, Rooster rudely leaves, declaring cornbread to be his everyday fare. However, once he learns that a wonderful and varied feast was hidden in the cornbread, he sulks and is never again content to see only what is on top. That's why to this day, he scratches and scratches beneath the food he finds. Tate's lushly painted acrylics capture the animals at their silliest and rooster at his sulkiest. This mostly literary retelling is filled with contemporary clichés and incorporates the motifs and plot structure of the traditional African-American tale. Fun for telling or reading."

--Kirkus Reviews

"Barnyard animals learn a lesson about manners and passing judgments in this moral tale drawn from Joel Chandler Harris' Uncle Remus stories. A cow, a chicken, and their friends are thrilled to attend a party at the neighboring farm. The event begins well, with games and entertainment. Then dinner is served, and the animals are disappointed by what appears to be a meal of cornbread. 'I eat cornbread every day,' scoffs Rooster before stalking off. The remaining animals, though, find a delicious meal beneath the cornbread crust, and Rooster learns to be more thoughtful. Children may have questions about the southern idioms and references, such as hambone (musical percussion played on the body), but the publisher's Web site offers cultural context (along with lesson plans), and the smooth text is well shaped for read-alouds, as are the bright, clearly arranged paintings of the expressive, whimsically outfitted animals. . . . Suggest this for teachers seeking lighthearted material for character education units."

--Booklist

"The barnyard really swings in this Southern folktale . . . Hamilton and Weiss add their own twists to the story of a farm full of animals invited to a party by their neighbors. Donning their Sunday best - Cow in her red polka-dot dress, Pig with his purple cap and striped umbrella - they prance off for an afternoon of games and dancing, including old favorites like 'Pin the Tail on the Donkey' and the Hokey Pokey, happily 'shaking it all about.' When it is time for food, though, they cannot help being disappointed to see bowls of cornbread set before them; only Rooster is rude enough to complain, stalking off to home in a huff. Young listeners will be delighted to discover what Rooster missed and why he has always scratched so diligently for his food ever since. Painted in sharp-toned acrylics, the expressive faces of Tate's large, energetic animals project strong feelings from blissed-out to sulky. Southern idioms and Southern food provide local color . . . browsers can enjoy identifying the hearty Southern dishes temptingly pictured on the endpapers."

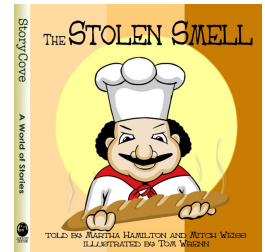
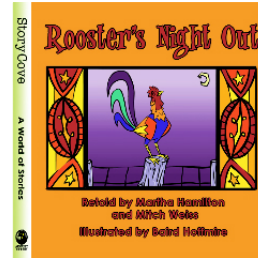
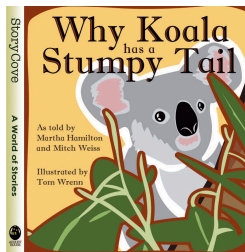
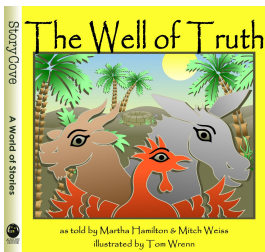
--Children's Literature - Barbara L. Talcroft

Story Cove: a series of Picture Books and animated movies from August House

"'Story Cove' is a series of very highly recommended stories and folk tales from around the world for beginning readers that combines charming and colorful artwork with simple, easy-reader texts ideal for children ages 4 to 8. These 32-page picture books emphasize different character traits and values such as courage, sharing, citizenship, fairness, and resourcefulness, and are further enhanced with a Story Cove website offering series related movies, games, and more. The series titles would make particularly good choices as school and community library reading program incentive prizes."

--Children's Bookwatch of the Midwest Book Review

Mitch and Martha have five Story Cove titles. Watch the animated movies by clicking on the titles below under "Books & Recordings" at www.beautyandthebeaststorytellers.com. The voices for these five stories are Mitch and Martha's.



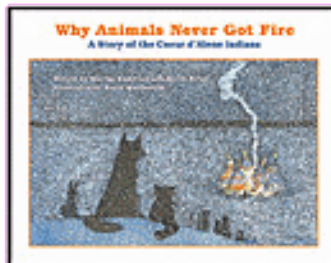
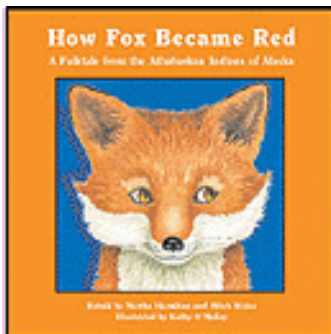
The Well of Truth is a folktale from Egypt in which Goat, Rooster, and Donkey try their luck at farming together. Donkey is unwilling to share and learns his lesson at the Well of Truth. **Winner of a 2010 Storytelling World Honor Award**

A Tale of Two Frogs, which was inspired by a Russian Folktale, tells of how two sister frogs fall into a bucket of cream and learn the importance of never giving up.

Why Koala Has a Stumpy Tail is an Australian folktale in which lazy Koala loses not only his long tail but also his good friend, Tree Kangaroo.

Rooster's Night Out is a chain story from Cuba in which Sun helps Rooster to get cleaned up for Heron's party. As a sign of gratitude, Rooster crows every morning to wake Sun up.

The Stolen Smell is a folktale from Peru in which a baker is so stingy that he wants to charge his neighbor just for smelling his baked goods. When he takes his case to court, the wise judge decides to teach the greedy man a well-deserved lesson.



Books for Young Learners series from Richard C. Owen Publishers
These four small, beautifully illustrated picture books are perfect for telling by children.

Two Fables of Aesop to Read and Tell. In these stories a clever fox outwits a vain crow and a gullible goat.

Tricky Rabbit: A Story from Cambodia to Read and Tell. A banana-loving rabbit devises a plan to never go hungry again.

Why Animals Never Got Fire: A Story of the Coeur d'Alene Indians. A Native American story that explains how Dog, who was sent to get fire for the other animals in the forest, instead stayed to become a favorite pet.

How Fox Became Red: A Folktale from the Athabaskan Indians of Alaska. A story that explains how Red Fox changed from a dull shade of gray to the beautiful color he is today.

For more information, see: www.beautyandthebeaststorytellers.com
or contact: Mitch Weiss/Martha Hamilton, Beauty & the Beast Storytellers
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