

At Home Activities

Books Alive! - Pick your own favorite picture book to bring to life at home. Take turns acting out pages of the book—how does your character act, sound, or move? Find some simple props and costumes and put on a show. Create paper doll, felt or clay characters and recreate the story or change the sequence.

Silly Tales - Help your child think of a main character, "Let's make up a silly story about a funny animal?". Encourage them to start the story with a simple beginning, "One day (the funny animal) went ...". Keep the story going with questions, "What happened next?". Help him/her create an ending for the story, "How should our story end?". Record the story in words, video tape, sound track, or pictures. Use the same character to make up new stories while you're in the car or whenever you have free time together.

Resources

Books for Children:

Coyote: A Trickster Tale from the American Southwest by Gerald McDermott

Coyote Stories for Children by Susan Strauss

Raven: A Trickster Tale from the Pacific Northwest by Gerald McDermott
Ten Rowdy Ravens by Susan Ewing

Books for Adults Working with Children:

Gerald McDermott and You by Jon C Stott

Websites:

About Gerald McDermott:

www.geraldmcdermott.com

Native American Stories:

www.civilization.ca/aborig/ried/reid14e.html

www.americanfolklore.net/folktales/wa.html

Reading and Literacy Skills:

www.readingrockets.org

www.rif.org www.reachoutandread.org



Soar into story The Adventures of Raven and Coyote

Gerald McDermott's books, *Raven: A Trickster Tale from the Pacific Northwest* and *Coyote: A Trickster Tale from the American Southwest*, come to life in the Children's Museum of Tacoma's newest exhibit; **Soar Into Story**. Join tricksters, Raven and Coyote, as they soar off the pages and lead you through their environments, their adventures, and their stories.

Through play in the exhibit, you and your child will build literacy skills, express creativity, and explore the world of stories. Stories and art offer endless opportunities for self expression and communication, important literacy skills. So, soar into stories and build literacy skills with the resources in this guide, throughout the exhibit, and with the **Soar into Story** bookmarks free to all visitors.

Author & Artist Gerald McDermott

"McDermott is not only a picture-book artist of the first rank but also one of our most gifted retellers of myth and folktale." - NY TIMES

Gerald McDermott has created many beautiful picture books during his long career. His rare ability to evoke the power of myth through simple language and brilliant art has garnered him a large international following and many honors, including a Caldecott Medal for *Arrow to the Sun: A Pueblo Indian Tale*; a Caldecott Honor for *Anansi the Spider: A Tale from the Ashanti*; and a Caldecott Honor for *Raven: A Trickster Tale from the Pacific Northwest*.

Through his bold, graphic rendering of timeless tales from around the world, McDermott communicates the transformative power of myth. A Joseph Campbell Foundation fellow, Mr. McDermott was born in Detroit, Michigan, and now lives in California. He began his career as an artist early—at age four—when he began art classes at the Detroit Institute of Arts. He has written and illustrated more than twenty five children's books and several animated films. To learn more about Gerald McDermott visit his website at www.geraldmcdermott.com.

Exhibit Activity Areas

Story Listening Theater

Step inside the theater and hear Gerald McDermott read *Raven* and *Coyote*. Become the narrator, retelling the story in your own words.

Raven's World

Bring Raven's story to life by becoming your favorite character. Wear a costume and play with props—the box of light, a Raven child doll, or a stuffed Raven—to act out the story in your own words. Transform Raven in the *Hidden Ball of Light* activity. Help Raven throw the sun in the sky, then thank him for bringing the light to the world by fishing for and feeding him salmon. Learn about the Native American storytelling art form, story poles, and then build your own to tell a story.

Coyote's Mesa

Crawl into Coyote's story, become the characters with costumes, and follow your nose to find trouble. Help your little adventurer find canyon cavers in the Toddler Mesa. Help Coyote fly by placing feathers in his arms. Change Coyote from blue to gray and alter the mesa's landscape in the Color Theatre. Create and record your own version of Coyote's story in the animation station.

Reading Areas

Enjoy Raven, Coyote, and McDermott books in all exhibit areas. Take time to explore new ideas, answer questions, and build on your child's experiences playing with the stories.

Gerald's Studio

Visit the artist's studio to create your own characters on the light table and then design your own book. Explore items on loan from Gerald McDermott that inspired his creativity as he researched for his books. Find inspiration to make your own art and stories.

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Building Skills through Play

Reading is an important aspect of literacy, and play is a wonderful strategy to building a child's lifelong love of reading. Engaging, interactive, and hands-on activities can help children develop the following literacy skills. Look for opportunities throughout the *Soar Into Story* to help your child play to learn!

- ◆ **Story sequence**—playing with the beginning, middle, and end of the story helps children understand how a story is created.
- ◆ **Recognizing symbols**, understanding that pictures, letters, and words can represent ideas, helps build print and letter awareness.
- ◆ **Developing characters** by playing make-believe helps children consider how story book characters think, talk, and act.
- ◆ **Retelling stories**, gives children a sense of familiarity and master with stories, helping them feel more confident about reading and telling stories.
- ◆ **Print Motivation**, a desire to read more, is built by encouraging familiarity with and enjoyment of books.
- ◆ **Building vocabulary**, learning new words, makes it easier for your child to understand what they read.

soar into story Vocabulary

Coyote—A small wolf-like carnivorous animal native to western North America, regarded as a cultural hero and trickster by Native Americans of the West.

Story Pole—A type of totem pole which conveys a story.

Mesa—A broad, flat topped elevation with one or more cliff-like sides, common in the Southwest.

Stop Motion Animation—Frame by Frame video which makes it appear as though objects move on their own.

Symbol—A material object or image used to represent something else or another idea.

Raven—The largest member of the crow family, genus *Corvus*, distinguished by wedge shaped tail feathers and thick beak.

Tale—A story.

Transform—To change in appearance, character, or nature.

Trickster—Someone who is clever and plays jokes.

