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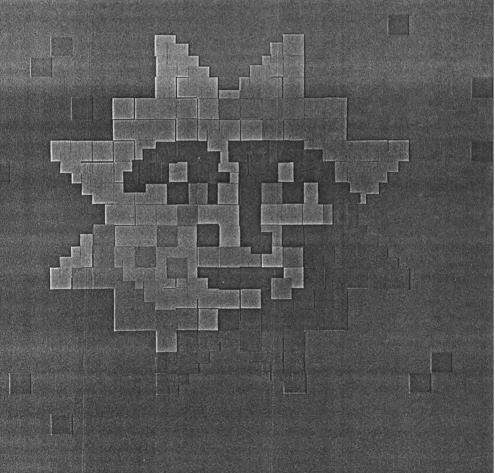
Colin Hinson

In the village of Blunham, Bedfordshire.



Scott, Foresman

Ages 6-8 Grade 2 Reading Level

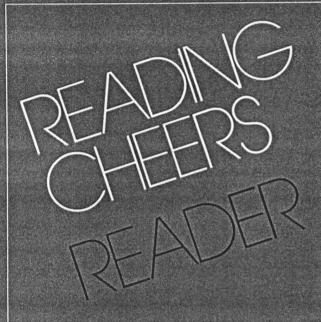


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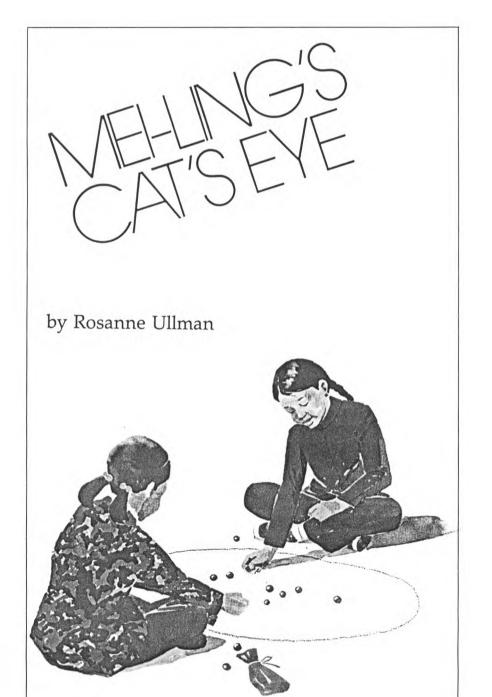
Mei-Ling's Cat's Eye 2
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Mei-Ling was seven years old. Her mother and father kept a fish store in San Francisco's Chinatown. Whenever Mei-Ling was not at school, she helped her parents.

Mei-Ling watched as her mother wrapped paper around two fish. Then Mei-Ling put the fish into a bag for a customer.

"This has been a busy day!" said Mei-Ling's mother. "Mei-Ling, you can go outside for a few minutes if you like."

Mei-Ling skipped out into the bright sunshine. She looked up and down the street. It was a bustling street. There were many kinds of stores. There were vegetable markets, restaurants, drug stores, and laundries. There were other fish stores. There were crowds of people.

But Mei-Ling felt a little lonely. She spent most of her time with her family. She sometimes wished for a friend.

Mei-Ling turned back into the fish market. She went back to work.



Mei-Ling's jobs were sweeping, taking out garbage, and wiping off the cutting boards. When she was older, maybe she could help customers too.

Mei-Ling's father burst into the store.

"Mei-Ling, you're such a good worker. I have
a present for you!" He gave Mei-Ling a small
cloth bag. "These are marbles," he said.

"Thank you, Papa," said Mei-Ling.
"They're pretty!"

Mei-Ling put the marbles on the counter. Blue, red, yellow—the colors winked at her. Just then the door opened. In walked a woman and a little girl. The woman had come to buy fish. The little girl went right up to Mei-Ling.

"You have marbles!" she said to Mei-Ling. "I have marbles at home. Would you like to play marbles with me?"

"But I don't know how to play marbles!"

"I'll teach you," said the girl. "I'll come
here tomorrow and bring my marbles. If your
store is busy tomorrow, we'll just try again
the next day! By the way, I'm Su-Ging."

Mei-Ling smiled. "My name is Mei-Ling. That's a good idea. See you tomorrow!"

The next day, Grand Street was nearly empty. Mei-Ling brought her new marbles to the fish market. Su-Ging came at noon.

"Mei-Ling!" she called. "I brought my marbles. Can you play today?"

"Yes. We're not too busy today. Let's sit on the floor. There's plenty of sunlight here." Su-Ging spilled her marbles from her pocket. The marbles darted across the floor.

"The trouble with marbles," said Su-Ging, "is that they go wherever they please."

Su-Ging gathered up her marbles. "Here's how you play," she said. "First, choose a shooter. I use this yellow cat's-eye."

"Which one should I use?" asked Mei-Ling.
"I don't have a cat's-eye."

"Use your blue marble," suggested Su-Ging. "It's a little bigger than the others. It will make a good shooter.



"Now," Su-Ging went on, "put all the marbles inside this circle."

Then Su-Ging showed Mei-Ling how to shoot. "Now, flick your shooter so it knocks another marble out of the circle."

Su-Ging sat about two feet from the circle. She flicked her yellow cat's-eye. It darted into the circle and knocked the red marble out of the circle.

Mei-Ling laughed. Then she shot her big blue marble into the circle. It knocked two marbles out of the circle.

"You catch on fast," laughed Su-Ging. Mei-Ling felt proud.

The two girls played and talked the rest of the afternoon. Then Su-Ging looked up and said, "I'd better go home. It's almost time for dinner!"

"Can you come again?" asked Mei-Ling.
"Sure!" replied Su-Ging. "Or maybe you
can come to my house. I'm glad you live
nearby."



"Me too!" said Mei-Ling. She laughed happily. "See you soon!"

Su-Ging gathered up her marbles.

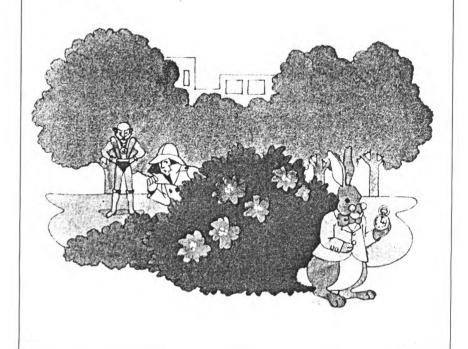
"Good-by!" she said. She stepped out the door.

Then Mei-Ling saw a gleam of yellow on the floor. It was Su-Ging's cat's-eye. Mei-Ling picked it up. She ran out the door.

"Su-Ging! You forgot your yellow cat's-eye!" called Mei-Ling.

But just before Su-Ging disappeared around the corner, she called back, "I didn't forget it! It's for you, my new friend." by Anne V. McGravie

A play in one act



Characters:

Three Children

Dream Lady

Dohmal, King of Thenas Major

Tiger

Spy Number Nine-Nine-Nine

Three Women

A Talking Rabbit

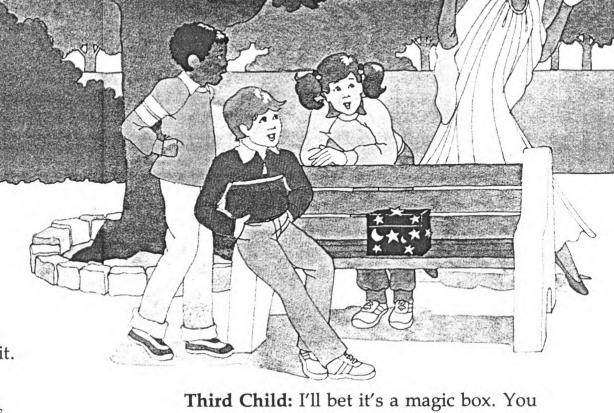
Setting: Summer. Half the stage is a park with a bench. On the bench is a black file box. It has half-moons and stars pasted on it. The other half of the stage is a children's bedroom and an area in which their dreams take place.

Three children enter. They notice the box on the park bench. They go to the bench.

Dream Lady enters. She looks for the box.

First Child: I'll bet a spy left that box here. There's a message hidden in it.

Second Child: No, it's from outer space.



Third Child: I'll bet it's a magic box. You open it and a talking rabbit jumps out.

Dream Lady (sees box and runs to bench. Hugs box.): My dream box! I thought I'd lost it!

First Child: Dream box? I thought it held a secret message from a spy.

Second Child: No! It came from outer space.

Dream Lady: Oh, dear, no—but then again, yes! I'm the Dream Lady. This box is full of dreams.

First Child: You mean you give people

dreams to dream at night?

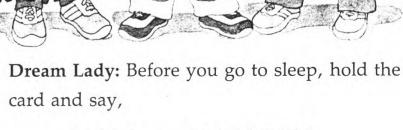
(Dream Lady nods.)

Second Child: . . . You mean if I wanted to dream about being in outer space . . .

Third Child: . . . or a talking rabbit . . .

First Child: . . . or spies?

Dream Lady (opens box. She hands cards to Children): Red card for spy dreams—or is it red for talking rabbit dreams? No, that's blue—I think. Definitely yellow for outer space dreams—unless it's red for outer space dreams and blue for spy dreams. (Each Child now holds a card of a different color.)



I wish I may, I wish I might Have my chosen dream tonight.

Then put your head on the pillow, and hey, presto! That's all there is to it. Sweet dreams! (Exits. Children stand.)

First Child: I hope I have the right card. I don't want to dream about a talking rabbit.

Second Child: I don't want to dream about spies.

Third Child: I don't want to dream about outer space!

(Children separate. Third Child yawns, then lies down, holding card.)

Third Child:

I wish I may, I wish I might Have my chosen dream tonight.

(Falls asleep. **King Dohmal** enters. He holds a **tiger** on a leash. **Tiger** looks unhappy and afraid of **King**.)

King Dohmal: I am King Dohmal. You are on my planet, Thenas Major.

Third Child: I can't be in outer space! I wanted to dream about a talking rabbit.

Tiger: Your Majesty, you're hurting me.

Third Child: Let him go, King! Please!

King Dohmal: Do you command me? You need to be put on a leash too. (Reaches for Third Child. Tiger leaps on King and holds him. King reaches into his pocket.)



Tiger: Look out, Earthling! The king has a deadly ray!

(Third Child grabs ray from King. Child gives ray to Tiger. King runs offstage crying. Tiger takes off leash.)

Tiger: Thank you, Earthling. You've saved Thenas Major from an evil ruler. We're free now! Farewell, brave Earthling!

(Tiger exits. Third Child smiles, lies down, and goes back to sleep. Second Child yawns. Both children are still holding their cards.)

Second Child.

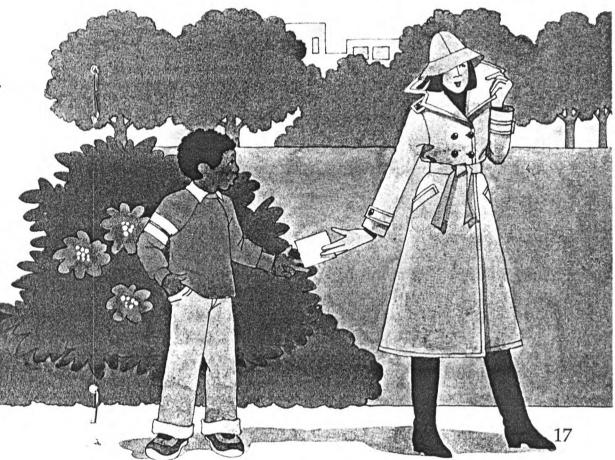
I wish I may, I wish I might Have my chosen dream tonight.

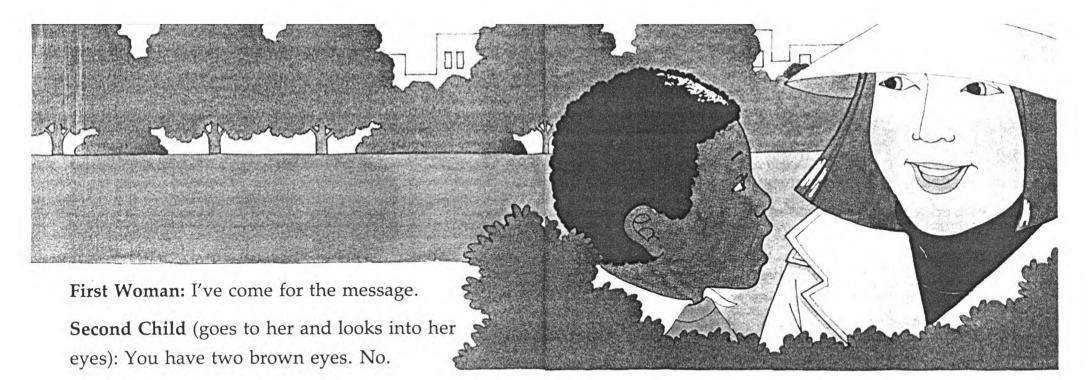
(Falls asleep. Spy enters. Spy stands silently. Spy glances at Second Child.)

Second Child (sleepily): Are you from outer space?

Spy (aside): That's the code question. (Hands a slip of paper to Second Child. Looks away.) Give this to a woman with one blue eye and one green eye. Don't fail! (Exits.)

(Second Child rises. First Woman enters.)





(Second Woman enters.)

Second Woman: I've come for the message.

Second Child (goes to her and looks into her eyes): You have one blue eye and one brown eye. No.

(Third Woman enters.)

Third Woman: I've come for the message.

Second Child (goes to her and looks into her eyes): You have one blue eye and one green eye. Yes! (Hands Third Woman the slip of paper.)

Third Woman: You have saved the world!

This is a formula for controlling people's minds. In the wrong hands, we would all become robots. Good-bye and thank you.

(Third Woman exits. Second Child lies down. First Child yawns.)

First Child:

I wish I may, I wish I might Have my chosen dream tonight.

(Falls asleep. A large brown **Rabbit** enters.) I wanted a dream about a spy.

Rabbit: Funny you should say that. I was a spy once. I was working for a magician. We were traveling through Europe. We discovered a plot. A palace mouse was going to kidnap one of the queen's children. I went to the palace and hid. That night a giant mouse came into the room. The mouse snuck up behind the child. I pounced on the mouse . . . (Looks at pocket watch.) I've got to run. (Disappears.)

(First Child settles down to sleep, smiling. Dream Lady enters. She tiptoes around, picking up the cards.)

Dream Lady: Sometimes I give out the wrong dreams. But not this time. Tonight everyone got the right dream. (Waves to the sleeping Children.) Toodle-oo! And sweet dreams.



by Connie Fletcher

Do you ever pretend you're someone or something else?

Like a princess?

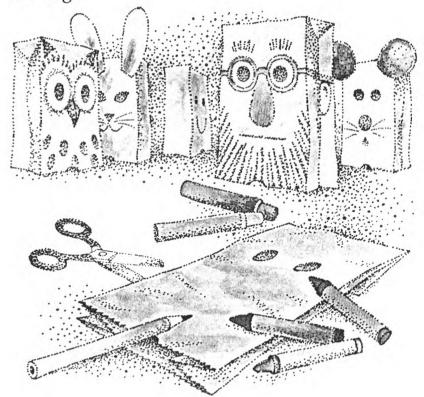
Or a clown?

Or a lion?

You can pretend you're anything you want. All you need is your imagination. But, if you really want to look like a monster, an animal, or a Martian, you can make your own costume or mask at home.

Do you have any paper bags from the grocery store in your house? You can make a great mask from a paper bag.

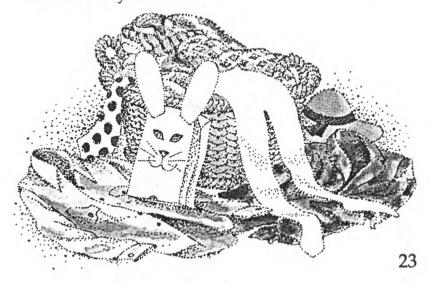
Lay the bag flat on a table. Cut out two holes near the top for eyes. Then use a crayon or felt-tip pen to draw the rest of the face on the bag.

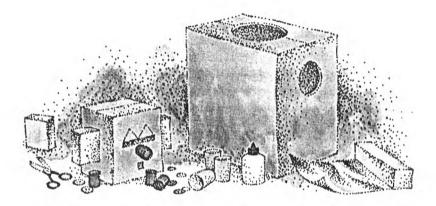


You can draw an owl, a man with glasses and a beard, a rabbit—any face you like. For a rabbit or a mouse, you can cut the ears from another paper bag. Then paste the ears onto your mask.

Put the bag over your head, and you're someone new for a while!

Are there some old clothes lying around your house? Clothes of different sizes and colors can make you look funny. A grownup's old brown jacket, a green shirt, and green tights can make you look like a rabbit. Add a rabbit mask to this costume, and no one will know who you are!

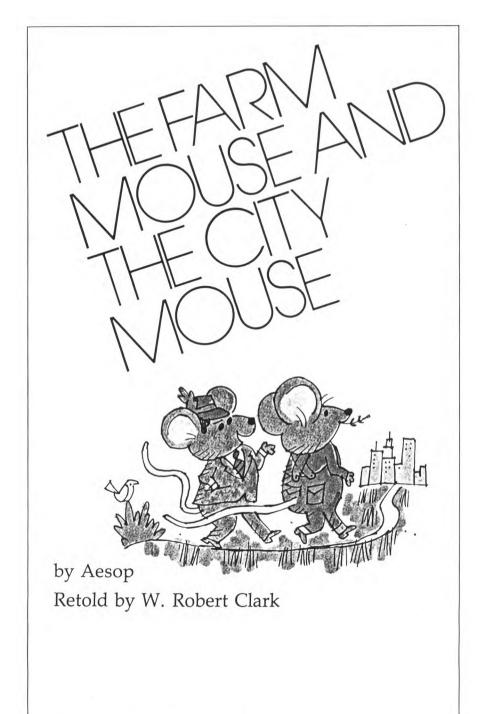




If you want to be a really good robot, you need one large cardboard box and one medium-sized cardboard box.

The large box is for the robot's body. Cut off the flaps at one end. Cut out a hole for your head. Cut two holes in the sides of the box for your arms. Glue old yogurt cartons, film spools, and buttons on the box. These are your robot controls. Cover the box with shiny aluminum foil. Then slip this over your head.

Use the medium cardboard box for your head. Cut an opening in the box so that you can see. Glue two small cereal boxes to the sides of the box. These are your robot ears. Cover the box with aluminum foil. Now you are ready to follow a friend's commands.



Clem was a mouse. He lived in the country. His house was in a small hole in the wall of a barn. Clem was happy in the country. All around him were wide fields. Clem enjoyed resting in the shade of trees.

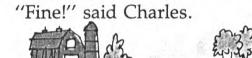
His hole was cool in the summer. It was warm and cozy in the winter. He never had any trouble finding food. There were always beans, bacon, and grain in the barn.

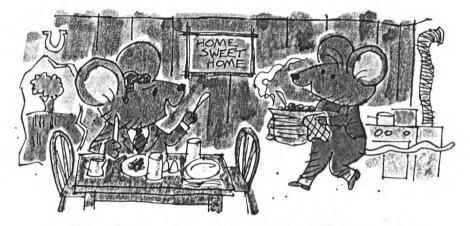
Sometimes he even found a piece of cheese.

One day Clem's cousin from the city came to visit him. Clem's cousin's name was Charles. Charles was very well-dressed. He wore a gray suit, a bright white shirt, and a tie. Clem wore overalls.

Clem was happy to have a visitor. He was especially happy to see Charles. He hadn't seen Charles for a long time.

"Can you stay for dinner?" said Clem.





So Clem scurried about his kitchen. He made a big dinner of beans, bacon, and cheese. While Clem worked, Charles told him all about the city.

"Clem, you really should come to the city," said Charles. "Beans and bacon are fine if you've nothing else. But they just don't compare with the fine foods you can eat in the city. There are pies, cakes, muffins. And the city's exciting, Clem. . . . "

Charles talked on and on about the city. He told Clem how much fun it was.

But Clem kept thinking about food. His stomach growled. He looked at the meal he had fixed so proudly. It didn't look so good to him now. Clem was dreaming of pies and muffins.

"Cousin, I've got an idea," said Charles.
"Let's go back to the city together. I'll show you how to really live. We'll leave first thing in the morning."

The next morning, they set out for the city.

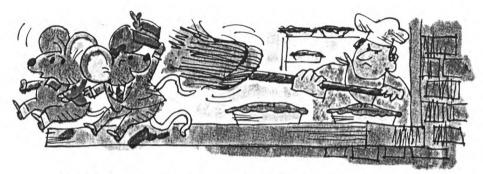
It didn't take long to get there. The two mice scrambled down one busy street after another. The crowds of people frightened Clem. A woman stepped on his tail. Big, noisy buses and taxis whizzed over the city streets.

Then Charles called to Clem, "Stop!"
Charles pulled himself up on a window sill.
"Come up here!" he called down to Clem.

Clem wriggled up onto the sill. In the window were the tastiest-looking pies he had ever seen. It was a bakery.

"I've had some great meals here," said Charles.

Just then, Clem felt a thud on his back. He fell from the sill. He went sprawling to the sidewalk. Charles fell next to him. Clem



looked up. An angry-looking person wearing an apron had just knocked them from the ledge with a broom.

Clem and Charles ran as fast as they could. They ran all the way to where Charles lived. His home was in the wall of a big apartment.

Charles took Clem by the paw. He led Clem to a hole in the wall. "Our dinner is out there. But it's getting cold. Are you hungry?"

"I'm starving!" gasped Clem.

The two mice ran from the hole into a huge room. They climbed onto a table covered with a fine white tablecloth. There, Clem saw more good things to eat than he had ever dreamed of. There were ham, cakes, jellies, milk, bread, and mashed potatoes. Clem and Charles started in on the food. Then Clem heard an awful noise.



"What's that?" asked Clem. His mouth was full of mashed potatoes.

"Oh," said Charles. He swallowed a bite of ham. "Those are just the dogs of the house growling."

"The dogs of the house?" exclaimed Clem. "Their sounds are not helping me enjoy this fine meal."

As Clem spoke, two large bulldogs raced into the room. Clem and Charles ran for their lives. They found the hole in the wall. They slipped inside.

"Good-bye, Cousin Charles," said Clem. Though they were now safe inside the wall, Clem kept running.

"Wait, Clem!" said Charles, trying to keep up. "You're not leaving so soon?"

"I sure am!" called Clem back to his cousin.
"I'd rather eat beans and bacon in peace than cakes and ham in fear!"

Comprehension Questions



Mei-Ling's Cat's Eye

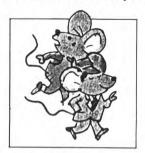
- 1. Where did Mei-Ling's family live?
- 2. Why did Su-Ging introduce herself to Mei-Ling?
- 3. Did Su-Ging give her marble to Mei-Ling on purpose? Why might she have left the marble?

Sweet Dreams

- 1. What objects would you need to put on this play?
- 2. What masks or costumes would you want to make?
- 3. Did the children get the dreams they asked for?
- 4. Were the children happy with their dreams?

Making Masks and Costumes

- 1. What masks and costumes does this article tell about?
- 2. Did this article give you ideas for making masks and costumes that aren't mentioned in the article? Tell about your ideas.



The Farm Mouse and the City Mouse

- 1. What did Clem do to prepare for Charles' visit?
- 2. Why wasn't Charles happy at Clem's house?
- 3. Why wasn't Clem happy at Charles' house?
- 4. Which mouse's life would you rather have? Why?

Answers

Mei-Ling's Cat's Eye

- 1. In San Francisco's Chinatown
- 2. Answers will vary, but should reflect the fact that both girls were Chinese and they both had marbles.
- 3. yes, to show she wanted to be Mei-Ling's friend

Sweet Dreams

- 1. bench, decorated file box, small cards of different colors
- 2. fairy, tiger, king, rabbit, Dream Lady
- 3. No, the Dream Lady got mixed up.
- 4. Yes, the children seemed happy with their dreams.

Making Masks and Costumes

- 1. masks: owl, man with glasses and beard, rabbit, mouse; costumes: robot, rabbit
- Answers will vary. Pupils should recognize that there are many more things that can be found around the house from which they can make costumes.

The Farm Mouse and the City Mouse

- 1. Clem straightened up his house and gathered food for their dinner.
- 2. Charles thought it was too dull and the food wasn't very good.
- 3. Clem was frightened of all the dangers of the city and the house where Charles lived.
- 4. Answers will vary, but should show an understanding of what each mouse's life was actually like.

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