

LEOPOLD THE SEE-THROUGH CRUMBPICKER

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by James Flora

Themes: Humor, Imagination

Grade Level: K-2

Running Time: 9 minutes, animated

SUMMARY

LEOPOLD THE SEE-THROUGH CRUMBPICKER is the story of an invisible creature named Leopold who loves to eat crumbs. Leopold just can't wait until some yummy cookies and cakes come his way so that he can scoop up the crumbs!

This wordless adventure takes children on a fascinating journey as Leopold carries a little girl named Minerva to school and initiates a series of catastrophes. What invisible something is eating the children's school lunches? Who is stealing goodies from the bakery? Who is Leopold the See-Through Crumbpicker?

Children will be delighted by the story's quick action and humor and the suspense of waiting for Leopold to be found out as they enjoy this imaginative story.

OBJECTIVES

- Children will learn to follow a series of events in a story without words.
- Children will use their imaginations as they follow this adventurous tale.
- Children will think critically as they try to discover the cause of each calamity in the

story.

BEFORE VIEWING ACTIVITIES

Share the book, LEOPOLD THE SEE-THROUGH CRUMBPICKER. Then ask:

- What do you think Leopold looked like before you saw him at the end of the story?
- Why do you think Minerva trusted Leopold?
- Why do you think Minerva's teacher believed her when she explained what Leopold had done to the lunches?
- How could the people in Minerva's town put Leopold to good use?
- How do you think the other animals in the zoo will get along with Leopold?

Encourage children to invent an imaginary animal: perhaps one that has the trunk of an elephant, stripes of a zebra and mane of a lion. Help children see that their imaginations are very powerful and capable of making almost anything seem real.

Have children share some silly stories, riddles or jokes with their classmates, Ask:

- What is the silliest story you ever read or saw?
- Why did the story make you laugh?
- How did you feel at the end of the story?

AFTER VIEWING ACTIVITIES

Have children close their eyes and try to imagine an invisible machine. Then have children draw pictures of this machine that no one but they can see. Also have children cre-

ate short stories about these machines and the very special things they can do. Later, supply art materials that children can use to create three-dimensional versions of their machines. Have children describe the workings of their machines to their classmates.

Take an imaginary train trip with children. After boarding the imaginary train, have a child describe, without naming, what he/she sees out the window as they travel along.

Have other children in the group try to identify what the child sees from his/her description. Continue the activity until each child in the group has had an opportunity to describe something.

Ask children to think about what it might be like to have an invisible friend. Ask:

- What kinds of things would you do together?
- Where would you want to take your invisible friend?

Have children create short stories about their invisible friends and the adventures they might have together.

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