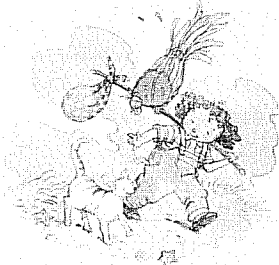


GOLDIE *and the* SEA



Story by JUDITH SALTMAN  
Pictures by KIM LaFAVE

**Goldie and the sea.** Judith Saltman. Illus. Kim LaFave. Douglas & McIntyre, 1987. Unpag., \$11.95 cloth. ISBN 0-88899-060-X; **The Goodman of Ballengiech.** Retold by Margaret Crawford Maloney. Illus. Laszlo Gal. Methuen Children's Books, 1987. Unpag., \$14.95 cloth. ISBN 0-458-81120-3.

In both of these books, wishes and dreams are realized in a fairytale way. Both hold the premise that one must experience a thing to understand it.

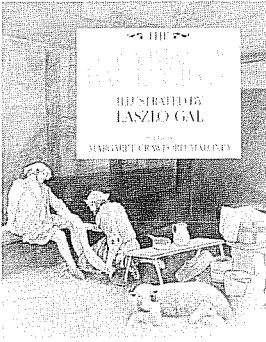
In *Goldie and the sea*, a self-sufficient nine-year-old girl, who lives with her parrot, Jake, and her cat, Foss, (no adults are apparent in her house), tries to paint the sea as her grandfather had painted it years before. She has difficulty because she has not been to the sea. "Even though she used all of her twenty-four coloured pencils to draw ragged, broken waves. . . blue and green, red and violet, . . . something was always missing."

Jake suggests, "Go and see the ocean for yourself." Goldie, Jake and Foss meet a boy and an old lady who try to dissuade them from taking the trip. Finally an old peddler asks Goldie's reason for wanting a ride to the ocean. "Because I want to draw the sea," replies Goldie, "and I can't--not until I've seen it for myself." The old man grants her wish. She experiences the sea in all its splendour. Then the peddler gives Goldie a spiral shell-- "Whenever you want to remember the sea, just close your eyes and hold this to your ear," he says. He also gives her three pots of paint--oyster pearl, sand-dollar grey and, anemone crimson. With her paints, her crayons, her pencils, and her shell, Goldie with Jake on her shoulder and Foss on her lap creates a magical picture.

Thus Goldie's wish to see the ocean firsthand so she can paint it comes true. The trip is long: the reader's trip is also somewhat tedious. One may have the feeling of wanting to get there faster and readers may ask, "Where are Goldie's guardians? Doesn't she have a bedtime, school, a schedule?" Possibly this is all part of the fantasy.

Cartoon-like coloured illustrations of *Goldie and the sea* follow the text.

In *The Goodman of Ballengiech* (pronounced Ba-len-ghée), James V of Scotland, who became King at age sixteen, also wants to experience life firsthand. He dresses in countryman's garb to visit in his kingdom. When robbers attack him, a poor farmer wielding his flail comes to the rescue.



The farmer, Willie, leads the traveller, whom he knows as "The Goodman of Ballengiech", to his barn and washes away the blood from the wounds. Willie then accompanies the "Goodman" partway back to Edinburgh "in case the ruffians should return". The disguised King James learns that Willie's dream, his wish, is to "own for himself the farm on which he worked".

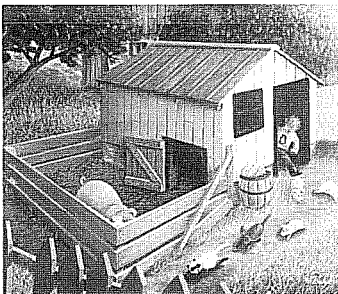
The "Goodman" invites Willie to Holyrood Palace. There, when all men bare their heads except Willie and his friend, Willie realizes that the "Goodman" is the King.

The King grants Willie's wish, giving him sole possession of the farm on condition that whenever the King passes by, Willie or his descendants will provide water for the Royal Guest. The King who disguises himself as a commoner thus experiences the life of his subjects, and makes a wish come true. This story is of historical interest, but text and pictures both carry a lacklustre sense of material retold or reworked. Laszlo Gal's pictures underline the historical quality of the fiction.

In both books a magical intermediary grants wishes to one of the characters, each at a price. Many of us (adults and children) would be pleased to meet/help a stranger and then find out that that person could make our dreams come true. But alas, this is the stuff fairy tales are made of. In this day and age, we are wary of strangers, and find it best to stay away from unknown passersby.

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## UN BIJOU D'ALBUM



**Peux-tu attraper Joséphine?** Stéphane Poulin. Montréal, Toundra, 1987. Non-paginé, 13,60\$ relié. ISBN 0-88776-199-2.

*Peux-tu attraper Joséphine?* fait suite à *As-tu vu Joséphine?* où le petit Daniel partait à la recherche de sa chatte dans un quartier de Montréal. Toujours en quête d'aventures, Joséphine se cache cette fois-ci dans le sac de son jeune maître pour l'accompagner à