

gence allows him to succeed, but his capture of Red Fox does not lead to the fox's unnecessary death. Only when the Boy is deceived into putting his captive in the wrong hands does the sporting capacity of some, who seem disassociated from their animal origins, attempt to destroy Red Fox.

Scholastic-TAB Publications is to be commended for bringing this important work back into print.

Richard C. Davis teaches Canadian Literature at the University of Calgary. His special interests are exploration writing and northern fiction and verse. He is currently editing the correspondence and journals of Sir John Franklin's Arctic Land Expeditions for the Champlain Society.

STORIES AND GAMES: TWO DELIGHTFUL AIDS

Tell me another, Bob Barton. Pembroke Publishers Ltd., 1986. 160 pp. \$9.95 paper. ISBN 0-921217-02-1. **Games for everyone**, David Booth. Pembroke Publishers Ltd., 1986. 160 pp. \$9.95 paper. ISBN 0-921217-03-X.

Bob Barton's bright new book *Tell me another* is akin to his storytelling: it quickly gets to the core of things and makes people believe that they're going to have a good time. *Tell me another*, much more than an exciting and excellent guide for storytellers, educators and parents, is sprinkled with amusing anecdotes (Don't tell us any of those "Once Upon A Time Stories," mister!) and literally hundreds of stories, lessons, ideas and bibliographies suitable for all occasions.

Storytelling, reading aloud, chanting, music and games are explored most effectively in six down-to-earth, easy-to-read chapters that make ordinary people say, "Hey, I can do this!" You can hear the author speaking as he suggests how you can find and select a particular story with recurring sequential patterns. He offers valuable tips on call and response stories, chiming in, sound exploration, hooking words together, chanting, drama games, folk songs, activities, round-robin storytelling and many more.

One of the most important aids for the teacher storyteller is the chapter entitled, "Making the Story Your Own," which gives guidelines on ways to learn the plot, to create characters and to add details step by step. "I cannot give you fool-proof guidelines," says Bob Barton, but he allows you to "be" as long as your dramatization of the story is natural and has that necessary warmth and clarity. Twenty-five years' experience in storytelling, from

formal auditoria to parks with nasty dogs and noisy planes, have enabled Bob to answer the many questions that both novice and experienced storytellers ask:

Do you ask questions after you tell a story?
How do you involve listeners in the story?
What new ideas do you have to develop old stories?
Where do you get your stories?

How refreshing it is to see the Canadian flavour in *Tell me another*. There are suggestions to explore the impressive work of Monica Hughes (*Beyond the dark river*), Sean O'huiagan (*Ghost horse of the mounties* and *Well, you can imagine*), David Booth and Charles Lundy (*Improvisation*), Michele Landsberg (*Guide to children's books*), Edith Fowke (*Sally go round the sun*), Janet Lunn (*The twelve dancing princesses*), Bernice Hunter (*That scatterbrain Booky*), Kathy Stinson (*Red is best*), and Robert Munsch (*Mortimer*), but his references to hundreds of other books and tales indicate that this author knows his stuff. The rights to *Tell me another* were bought by Heinemann Publishing when the book had been on the market for only four weeks.

Experienced storytellers will have philosophies reinforced, drama instructors will gain new insights and ideas for classroom work, parents and teachers will have a rich source of ready-to-tell stories in this practical guide. If you are going to invest in only one book on storytelling, choose this potential best seller. In it, Bob Barton has uncrated an ancient art and made us look at it in some challenging and innovative ways.

A second delightful new book is David Booth's *Games for everyone*. Clap-a-name, Machines, Sardines, Partners-up, Cat and Mouse, Streets and Alleys, Rainstorms, Thumbs Down, Turtle Walk, The Trap and Silent Movie: sounds like a found poem; but in fact these are a few of the titles in this collection of games that spell FUN.

David Booth's joyful celebration of more than 100 lively and easy-to-follow game instructions is the sort of anthology that teachers, parents, child care workers, babysitters, party givers, group leaders, drama instructors, camp counsellors and the young at heart will find eminently practical and enormous fun.

The format seems deceptively simple. But, on closer examination, it is the *raison d'être* which makes this impressive book an outstanding teaching aid. The games that children play release the body and mind to have fun in experiencing and exploring new things, and the author has allowed for these important learning tools. Each game includes learning goals and concise description of how to play it, allowing for extensions that help create new learning opportunities.

One outstanding feature of the book is a clear introduction explaining

the rationale of each type of game, zeroing in on the opportunities which the game presents and creating the atmosphere. For example, the chapter entitled "Dramatic Activity" begins with Viola Spolin's statement from *Improvisation for the theatre*:

Playing a game is psychologically different in degree but not in kind from dramatic acting....Any game worth playing is highly social and has a problem that needs solving within it — an objective point in which each individual must become involved, whether it be to reach a goal or to flip a chip into a glass. There must be group agreement on the rules of the game and group interaction moving towards the objective...

This statement is followed by the writer's own philosophy that the goals of games and drama in the classroom are closely related. The series of drama games which follow present opportunities for chanting, mask making, sounds, playacting, movement, music, lighting and the invention of new games. What more involvement and participation can any instructor desire?

Games offering joy, excitement and good old-fashioned fun — Old Mother Witch, Caveman and Dinosaurs, Guard the Golden Fleece and Who Am I? — have all opened doors to concentration, physical agility, trust and countless thinking strategies.

David Booth offers an extensive bibliography as well as hundreds of ideas to make something rare and magical happen. He proves that the spirit of play is the heart of game playing. *Games for everyone* is an essential resource for your library.

Sonja Dunn *author of Butterscotch dreams, is a broadcaster, writer, storyteller, and President of Canadian Association for Children's Authors, Illustrators and Performers (CansCAIP).*

FAIBLESSES D'UN ROMAN AMBITIEUX

Les griffes de l'empire. Camille Bouchard. Collection Conquêtes. Montréal, Pierre Tisseyre, 1986. 159 pp. 9,95\$ relié. ISBN-2-89051-315-7.

Sur la planète Stilde, Québal, mercenaire humain à la solde des canidés, sauve une jeune fille que les chiens allaient interroger pour espionnage. L'artiste Vérati souffre en silence à la cour du roi Kasbar où il craint la