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opening extract from

StoryWorld: Faery Magic

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"And if thou keep my just command,
One day thou shalt see Fairy Land."

From 'Robin Goodfellow', Anonymous,
17th century

ONCE UPON A TIME... when people still lived in caves and would sit around the fire every night, storytellers used their magic to keep the vast and silent darkness at bay. Their tales hopped off the tongue and into the ear, taking root in the imaginations of their listeners. There, each tale grew wide and tall, put flesh on its bones, and then walked about in the world.

This Faery Magic pack is part of the StoryWorld series, a wonderful toolkit to inspire storytellers. In this pack you will discover some of the people, places, creatures and special objects that can be found in the ever-living world of the faeries. By taking just a few cards and using their pictures, titles or questions as inspiration, even those who are new to storytelling will be able to create their own tales.

Faeries such as THE FAERY GODMOTHER often help humans, becoming an essential part of what we call 'fairy tales', which are told all over the world. Faeries are a race of beings who live beside us, though we rarely see them. Unlike human beings who live through time, faeries live outside of time. But some humans have visited them, like Tam Lin, who met THE FAERY QUEEN and lived in FAERYLAND for seven human years. (His story became a Scottish folk tale.) You can meet faeries too, if you look and listen carefully.



PICTURE YOUR STORY

Begin by taking out all the Faery Magic cards and looking at them. Which ones seem to jump into your hands right away and demand to have their stories told? Lay these cards in front of you and look at their pictures – pictures tell their own stories, so look carefully at each card – what ideas for tales are they whispering to you? Every time you place two cards side by side, a different tale will spring to your mind.

The picture on each card also contains a hidden visual link to another card in your Faery Magic pack. Take out a few cards now and see if you can spot one. Every card is connected to another in the pack, creating a circle of hidden links. Try playing a game where you arrange all of your cards in the order of their hidden links, then use that order to tell a story. (If you need help spotting the links, go to page 23 for the full list.)

FREE YOUR IMAGINATION

There are a huge number of ways in which the cards can be used to spark story ideas. The suggestions we give you here are just a starting place – using your imagination and inventiveness, you will find a limitless number of new ways to create your stories. The names and pictures of four or five cards can inspire a whole adventure. Try randomly picking a few cards to see where you can take those characters. Look at the questions on each card – they might take your tale in an unexpected direction.

There is no right or wrong way to use the StoryWorld Cards. Free yourself from that idea and you will discover millions of untold stories. There are more StoryWorld Cards to collect, available in separate packs with themes such as quests, sea adventures and animals.

TELL THE TALE

There are many ways to tell a story: you can tell it out loud to someone else, write it down in pictures or words, or you can act it out with a group of friends – each of you can be a character, or you can take turns telling different parts of the story.

The great thing about telling a tale with the StoryWorld Cards is that you can create a new story every time. Try choosing your favourite cards to make a story or, if you like a challenge, pick some cards at random and see what kind of tale unfolds!

Remember, you are the storyteller and you have the power to bring to life the millions of untold tales that lie within your imagination. If you want to include an interesting character, place or object that isn't in your StoryWorld Cards, why not create a card of your own? Take a piece of blank cardboard, lay a StoryWorld Card on top of it and draw around it. Cut out the new blank card, draw or stick a picture on it, give it a title and some questions, then add your new StoryWorld Card to your pack.

STORYTELLING GAMES

You can play games with your StoryWorld Cards, alone or with friends, to discover new tales. With a friend, try taking a card each and pretending to be that card. For example, what happens if THE GREEN CHILDREN meet THE GUARDIAN OF THE WAYS? What does it feel like to be those characters and what do they say to each other? If you get stuck, try asking the questions on the back of the cards. Pick another card to end your story.

If you are alone, or on a long journey, choose three cards to be the beginning, middle and end of your story. For a special game to play with your Faery Magic cards, go to page 22.

KEEP ASKING QUESTIONS

Questions are the key to great storytelling. If your story gets stuck, ask questions about the story, place or object on the StoryWorld Card. Where are they travelling to and what will happen next? Who might be watching them? If you ask enough questions, you'll find there is a story to be told about everyone and everything.

Once you are familiar with your Faery Magic cards, read the yellow section of this book to discover more ideas about each card in the pack. Use the Keywords in your storytelling.

A NOTE FOR THOSE WORKING WITH YOUNG STORYTELLERS

StoryWorld is first and foremost intended to be inspiring and exciting, but this also makes it a very useful educational tool.

Storytelling is a vital way to stimulate the imagination and is a cornerstone in the development of literacy and communication skills like listening, speaking, reading and writing. It also builds vocabulary and the understanding of key concepts such as comprehension and sequencing (deciding the correct order of things) – vital knowledge for storytellers of all ages.

Whether a child is pre-literate, learning to read or already a confident reader, he or she can benefit from playing with different aspects of the cards. If you are using the StoryWorld Cards with a child or a group of children, you will discover new ways to stimulate their imaginations through sharing the magic of storytelling.



THE THREE WISHING EGGS

Cards used in this story:
THE FAERY SHIELD, THE THREE WISHES, THE MERRY SHOEMAKER, THE HILL OF PLAYING, THE FAERY GODMOTHER

One day while Jamie was playing, he found a shield on the ground. Suddenly a mist came down and he had to feel his way until it cleared. Before him was a tree, with a nest in its low branches. In the nest were three fat eggs, and on the nest sat a strange bird which sang, "Wishes three I grant to thee."

Jamie thought quickly, "I wish for a good pair of shoes."

"Granted," said the bird.

One of the eggs cracked open and out jumped a pair of magic shoes that immediately started to run away.

"I wish for friends who will play with me and come on adventures," said Jamie hastily, hoping he would be able to catch the magic shoes.

"Wish granted," said the bird.

Another egg cracked open and the sound of laughter and playing drifted down to Jamie. Now, Jamie had heard tales about faeries and knew he had to choose his last wish carefully – he did not want to waste such good luck.

"Lastly, I wish for a faery godmother who will always help me to get out of trouble," he said.

"She shall be yours," said the bird.

The last egg cracked open, and out of it rose a magic wand which immediately flew over Jamie's head. The bird said to Jamie, "Run quickly and catch your wishes, boy!"

Jamie ran after the shoes first. They led him past the Merry Shoemaker, who was stitching a pair of green boots.

"Sir, please help me – how can I stop those shoes from running away?" asked Jamie.

"Shout, 'You were made for me!', and when they stop, put them on as quickly as you can," said the Shoemaker.

"You were made for me!" shouted Jamie. The shoes stopped in the middle of the path and Jamie put them on.

With the magic shoes on his feet, Jamie could run much faster. He followed the sound of laughter and playing that drifted on the wind, until he came to a high hill. The hill was covered in children, playing games, running races and telling stories. A beautiful girl with a crown of flowers smiled when she saw Jamie and said to him, "Come and join us!"

She took Jamie's hand and he joined their games – he ran races, climbed trees, and won the tug-of-war. They played all day. As the sun set over the hill, Jamie noticed that the flowers on the hill were as tall as trees.

"I have become very small," he said, beginning to feel frightened – he would never get home on these tiny legs! But then Jamie remembered he still had one last wish.

He ran after the magic wand, waggling in the air, and saw it jump into the hand of the Faery Godmother.

"Faery Godmother," panted Jamie, "I'm too small to get home. Please, I need your help!"

The Faery Godmother waved her wand, saying:

"Wishes three you chose today:
Magic shoes led you to play.
You shrank small, now grown once more.
Be as happy as before!"

Jamie opened his eyes – he was back to his normal size, standing on the path that led home. He felt very glad that he'd wished for a faery godmother.



THE FAERY KING

KEYWORDS: protection, guidance, strength.

I AM the ruler of all the Lands of Faery. When you come into my realm you must tread carefully, speak wisely and behave as if everything you see and meet is your friend. If I hear that you have brought evil into my realm, you will regret it, for my hounds will chase you far away from here. But fear not! If you come with an open mind and a warm heart, you are welcome. My hounds will show you the secret paths through the forests and you will grow strong in my service.



THE FAERY QUEEN

KEYWORDS: wisdom, hope, compassion, tenderness.

I AM the queen who can grant wishes. The Land of Faery is my delight and pleasure. Those who are pure of heart will easily find me, for their goodness makes a bridge between us. I have powers to open doors for those who have lost hope. I offer my magical draft to all who want to share my wisdom: drink from my shell if you so desire. But beware – you will never be the same again, for you will see things as I do. I am the heart of Faeryland and the answer to your tangled problems. If you call out to me, my messengers will find you.



THE FAERY GODMOTHER

KEYWORDS: comfort, help, magical protection.

I AM the one who will give protection when parents cannot. Be assured that everyone has their own faery godmother, though not everyone knows how to contact her. When you are feeling sad and sorry, I bring comfort and listen to your side of the story. From my bottomless bag I can draw out whatever you need. My wand directs help to you, though it will not take away those problems that you must solve for yourself. While you are growing, I will always be near you, ready to help and listen.



THE MERRY SHOEMAKER

KEYWORDS: making and mending, destiny, luck.

I MAKE shoes that lead the wearer down paths never dreamed of. When you are asleep at night, I take the measure of your feet and return to my secret workshop. A few mornings later, you will wake up to find a pair of shoes beside your bed. If you are a curious child, I will make you a pair of shoes that will lead you into mischief, for that is what you enjoy best. If you are seeking adventure, I will make special shoes that will lead you along unknown ways to seek treasure or find new friends.