Chatterpack

“The Tale of Despereaux” Libraries’ Promotion
Read the Book! See the Film!

To celebrate the release of the film ‘The Tale of Despereaux’ in cinemas on December 19th, The Reading Agency, Walker Books and Universal Pictures have put together this special Chatterpack containing everything you need to run exciting Chatterbooks Sessions and Family Reading Activities in your libraries.

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www.walker.co.uk
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1. The Film

Once upon a time, in the faraway kingdom of Dor, there was magic in the air, laughter aplenty and gallons of mouth-watering soup. But an accident left the King broken-hearted, the Princess filled with longing and the townsfolk without their soup. Sunlight disappeared. The world became grey. All hope was lost in this land…until Despereaux Tilling was born.

A modern fairy tale, The Tale of Despereaux tells the story of several unlikely heroes: Despereaux (Matthew Broderick), a brave mouse banished to the dungeon for speaking with a human; Roscuro (Dustin Hoffman), a good-hearted rat who loves light and soup, but is exiled to darkness; Pea (Emma Watson), a Princess in a gloomy castle who is prisoner to her father’s grief; and Mig (Tracey Ullman), a servant girl who longs to be a Princess, but is forced to serve the jailer (Robbie Coltrane).

Tiny and graced with oversized ears, Despereaux was born too big for his little world. Refusing to live his life cowering, he befriends a Princess named Pea and learns to read (rather than eat) books—revelling in stories of knights, dragons and fair maidens. Banished from Mouseworld for being more man than mouse, Despereaux is rescued by another outcast, Roscuro, who also wants to hear the tales. But when the Princess dismisses Roscuro’s friendship, he becomes the ultimate rat and plots revenge with fellow outsider Mig.

After Pea is kidnapped, Despereaux discovers he is the only one who can rescue her…and that even the tiniest mouse can find the courage of a knight in shining armour. In this tale of bravery, forgiveness and redemption, one small creature will teach a kingdom that it takes only a little light to show the truth: what you look like doesn’t equal what you are.

2. The Website

Check out Universal’s fun websites http://www.thetaleofdespereauxmovie.co.uk and http://www.thetaleofdespereauxmovie.com

See the trailer of the film, play ‘mouse catapult’ and download stickers, posters, bookmarks, greetings cards and iron-ons.

There are ideas for recycling crafts including making button bracelets and puppets. There are also downloadable activity sheets including colouring sheets, word searches, mazes and ‘join the dots’.

Show the website on your People’s Network PCs to enhance your Chatterbooks and Family Sessions.
3. Organising Cinema Tickets

See if your local cinema can offer any free tickets for your Chatterbooks members and their families to see the film. Contact your local cinema by telephone or letter and explain to them that your library is taking part in the national ‘The Tale of Despereaux’ reading promotion organised by The Reading Agency, Walker Books and Universal Pictures.

**Draft Letter for Cinema Tickets**

*I am writing to see if your cinema can support our ‘The Tale of Despereaux’ reading activity, which is linked to the release of the film on December 19th, by providing free cinema tickets.*

*Our library is taking part in the national reading promotion featuring the film ‘The Tale of Despereaux’. This promotion is being organised by The Reading Agency in conjunction with Walker Books and Universal Pictures.*

*We are putting on activities in the library themed around the book in a special promotion in December and January. It would make our activities extra special if we could offer free tickets to families who attend our session to see the film.*

*We are organising the following event (give details: date, time and brief outline)*

*We will work with you on a press release to promote the project. We hope the benefit to you will be increased editorial press coverage and greater awareness of the film among families throughout the area.*

*We would really appreciate support from your cinema to help us with our event. If you need any more information please contact (insert name and telephone number).*
4. The Book and Film Tie-in Titles

The Tale of Despereaux by Kate DiCamillo.
Walker, 9780744598698 £6.99
Here, reader, is the tale of a tiny, sickly mouse with unusually large ears. It is the tale of a beautiful princess, who laughs often and makes everything around her seem brighter. It is the tale of a poor deaf serving girl, who entertains foolish dreams of splendour. It is the tale of impossible love, of bravery and old-fashioned courage. And, reader, it is the tale of treachery … unlimited treachery. It is the tale of Despereaux … Winner of the Newbery Medal and Number 1 New York Times Bestseller.

The Tale of Despereaux: The Deluxe Movie Storybook.
Candlewick Press, 9780763640743, £9.99
Packed with novelty features including flaps to flip and a pop up surprise.

The Tale of Despereaux Movie Tie-in Junior Novelization by Jamie Michalak
Walker, 9780763640767, £4.99
Follow the adventures of Despereaux the mouse and his friends. Ideal for encouraging newly independent readers.

£4.99
The adventures of Despereaux and his beloved Princess Pea come into focus in this romantic story

The Tale of Despereaux Movie Tie-In Graphic Novel by Matt Smith and David Tilton. Walker, 9780763640750, £5.99
This graphic novel based on the major motion picture brings the story and characters to life. Ideal for encouraging reluctant readers.
The Tale of Despereaux Movie Tie-in Storybook: A Hero’s Quest Candlewick Press 978-0763640804, £3.99 Kate DiCamillo’s literary classic. A mouse in love with music, stories and a princess called Pea. Illustrated with colour stills from the film, it highlights Despereaux’s courage, bravery and knight-like actions

5. More ideas for books to read

**Stories about Mice**

Town Mouse Country Mouse – Jan Brett – Putnams  0698119864

The Tale of Two Mice – Ruth Brown – Walker  9781406309393

The Ralph Mouse Collection – Beverley Cleary – Harper Trophy (The Mouse & the Motor Cycle & Ralph S Mouse)  978-0064410045

Little Mouse’s Big Book of Fears – Emily Gravett – Macmillan  
978-0230016194

The Mouse & his Child – Russell Hoban – Faber  
978-0571226177

The Deptford Mice series – Robin Jarvis – Hodder

Martin’s Mice – Dick King-Smith – Puffin  978-0141317540

Mouse Soup – Arnold Lobel – HarperCollins  978-0061336102

The Stone Mouse – Jenny Nimmo  978 140630 6057

The Church Mouse – Graham Oakley – Templar  978-1840115666

Tale of Two Bad Mice – Beatrix Potter – Warne  978-0723247746

Stuart Little – E B White – Puffin  978-0141305066
**Other books by Kate DiCamillo**

The Miraculous Journey of Edward Tulane – Walker 978 140630 7702

Because of Winn Dixie – Walker 978 07445 78294

The Tiger Rising – Walker 978 07445 89641

**It doesn’t matter if you’re small or unusual – you can do it!**

The Ugly Duckling – Hans Christian Andersen - Walker 978 07445 93501

The Sheep Pig (Babe!) – Dick King-Smith – Puffin 978-0141316000

One Tiny Turtle – Nicola Davies – Walker 978-1406311983

Charlotte’s Web – E B White – Puffin 978-0141317342

**Bedtime Stories and Fairy Tales**

The Tales of Hans Christian Andersen – Walker 978 140630 9515

The Tinderbox – Hans Christian Andersen – Walker 978 140631 3642

Hansel and Gretel – Anthony Browne – Walker 978 140631 8524

The Princess and the Pea – Lauren Child – Puffin 978-0141317342

Princess Smartypants – Babette Cole – Puffin 978-0140555264

Cinderella, the Fairy Tale Files – Alan Durant – Walker 978 074457 0823

Beauty and the Beast – Eilenberg/Barrett – Walker 978 184428 7208

The Pea and the Princess – Mini Grey – Red Fox 978-0099432333

The Frog Prince – Margaret Mayo – Orchard 978-1843624561
Sir Gawain and the Green Knight – Michael Morpurgo – Walker
978 184428 7307
Jack and the Beanstalk – E Nesbit – Walker  978 140630 9973

A Finder’s Magic – Philippa Pearce – Walker  978 140630 9225
Fairy Tales – Jane Ray – Walker  978 07445 94034
Night-Night, Knight! – Michael Rosen – Walker  978-0744548846
The Bear Skinner – Laura Schlitz – Walker  978 076362 7300
The Frog Prince Continued – Jon Scieszka – Puffin  978-0140542851
How to be a Knight – David Steer – Templar  978-1840119282

King Arthur and the Knights of the Round Table – Marcia Williams – Walker
978-0744547924

**Stories from Walker Books about Magic and Princesses**

The ‘Never Land’ series – Dave Barry & Ridley Pearson

Dragon Fire - Charles Ashton  978 07445 90616

Princess Princess – Penny Dale  978 184428 4658

The Third Elephant – Penny Dolan  978 140630 0826

Zal and Zara and the Great Race of Azamed – Kit Downes  978 140630 9195

Aristotle – Dick King-Smith  978 07445 66802
Lady Lollipop – Dick King-Smith  978 97445 83298
(there’s also Clever Lollipop & Lady Lollipop: the Play)

The Twin Giants – Dick King-Smith  978 140631 3475

Merlin’s Apprentice – Tanya Landman  978 140630 2011

What the Dickens – Gregory Maguire  978 140631 6018

Pointy-hatted Princesses – Nick Sharratt  978 140630 9898

The Tale of Despereaux by Kate DiCamillo won the Newbery Medal – here are some more award winning books for children

Newbery Medal
Walk Two Moons – Sharon Creech – Macmillan  978-0330397834

Mrs Frisby and the Rats of Nimh - Robert C O’Brien – Puffin  978-0140366143

Holes – Louis Sachar – Bloomsbury  978-0747544593

Carnegie Medal
Skellig – David Almond – Hodder  978-0340944950

Millions – Frank Cottrell Boyce – Macmillan  978-0330450843

Tom’s Midnight Garden – Philippa Pearce – OUP  978-0192792426

Pigeon Post – Arthur Ransome – Red Fox  978-0099427193

Here Lies Arthur – Philip Reeve – Scholastic  978-1407103587

Kate Greenaway Medal
Pumpkin Soup – Helen Cooper – Doubleday  978-0552545105

Can’t You Sleep Little Bear? – Barbara Firth/Martin Waddell – Walker  978-1844284917
Chatterbooks: The Tale of Despereaux

6. Ideas and Activities for your group

Getting Started - Warm Up Ideas

1. Rhyming Words

Write down as many words as you can that rhyme with - mice, rat, king, pea or quest.

- Choose one word at a time
- Do this activity altogether as a group
- Do it individually or in teams and then feed back your answers to the group
- Take it slowly or speed it up by setting a two minutes time limit.

2. Write down all the French words you know, in 3 minutes

3. Play Consequences

Use the characters in the book, and your Chatterbooks group members

Name 1 ............
Met
Name 2 ............
At .................
Name 1 said ......................
Name 2 said ......................
And the consequence was ......................

4. Light and Dark

List all the words you can think of to describe the dark dungeon and then list all the words you can to describe Princess Pea’s bedroom.
Chatterbooks: The Tale of Despereaux

Wordsearch

Find the following words

- Despereaux
- Mice
- Quest
- Miggery Sow
- Cook
- Princess Pea
- Roscuro
- Kate DiCamillo
- Rats
- Soup
- Dungeon
Chatterbooks: The Tale of Despereaux

Quiz

Circle the correct answers

1. What is Despereaux’s mother called?
   a. Antoinette
   b. Hovis
   c. Lester

2. What is different about Despereaux?
   a. He has an extra large nose
   b. He has unusual large ears
   c. He wears a red cloak

3. Who lives in the dungeon of the castle?
   a. Big fat cats
   b. Hungry hippos
   c. Large and mean rats

4. What does King Phillip do for Princess Pea before she falls asleep?
   a. He reads her a bedtime story
   b. He makes her a cup of hot chocolate
   c. He plays a guitar and sings to her

5. For breaking ‘castle-mouse’ law where is Despereaux sent?
   a. To the dungeon and to the rats
   b. To help cook in the kitchen
   c. To be removed from the castle

6. What’s the name of the castle’s jailer?
   a. Phillip
   b. Hovis
   c. Gregory
7. Why is Roscuro different from all the other rats?
   a. He is a vegetarian
   b. He likes light
   c. He doesn’t like soup

8. What material holds the locket around Botticelli’s neck?
   a. Whiskers of mice
   b. A gold chain
   c. String

9. What does Miggery Sow’s father sell her for?
   a. Pots and pans, a handful of foreign coins and a golden blanket
   b. A red tablecloth, a hen and a handful of cigarettes
   c. A red handkerchief, a goose and a packet of biscuits

10. What does Miggery Sow call the jailer?
    a. Mr Deep Downs
    b. Mr Upperty
    c. Mr Darkness

11. How does Roscuro persuade Miggery Sow to help him capture Princess Pea?
    a. He tells her she will swop places with Princess Pea
    b. He threatens to send Miggery Sow back to her Uncle
    c. He threatens to lock Miggery Sow up in the dungeon with the rats

12. How does Princess Pea persuade Roscuro to lead them out of the dungeon?
    a. She says she will get the King to organise a banquet for Roscuro and all the rats
    b. She says she will let Roscuro and all the rats sleep in the kitchen
    c. She says she will get Cook to make some soup and Roscuro can eat it in the banquet hall.
Chatterbooks: The Tale of Despereaux

Answers to the Quiz

1.a. Antoinette
2.b. He has unusual large ears
3.c. Large and mean rats
4.c. He plays guitar and sings to her
5.a. To the dungeon and to the rats
6.c. Gregory
7.b. He likes light
8.a. Whiskers of mice
9.b. A red tablecloth, a hen and a handful of cigarettes
10.a. Mr Deep Downs
11.a. He tells her she will swop places with Princess Pea
12.c. She says she will get Cook to make some soup and Roscuro can eat it in the banquet hall.
Chatterbooks: The Tale of Despereaux
Planning a Banquet

The queen loved soup and there was always soup at the banquets at the castle. How would you organise a banquet?

<table>
<thead>
<tr>
<th>Question</th>
<th>Answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>What type of food would you have?</td>
<td></td>
</tr>
<tr>
<td>Who would you invite?</td>
<td></td>
</tr>
<tr>
<td>What would you wear?</td>
<td></td>
</tr>
<tr>
<td>What music would you play?</td>
<td></td>
</tr>
</tbody>
</table>
Chatterbooks: The Tale of Despereaux

Escape from the Dungeon

The dungeon stank. It stank of despair, suffering and hopelessness. The dungeon is treacherous. Only Gregory and the rats can find their way through this maze ...or could you? If you were sent to the dungeon would you get out?

<table>
<thead>
<tr>
<th>What plans would you make to get out?</th>
</tr>
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<tbody>
<tr>
<td></td>
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</table>

<table>
<thead>
<tr>
<th>What would you need to help you get out?</th>
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<td></td>
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</table>

<table>
<thead>
<tr>
<th>What special powers would help you escape?</th>
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<td></td>
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</table>

<table>
<thead>
<tr>
<th>If you were sent to the dungeon, which book character would you like to go with you and why?</th>
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</table>
Chatterbooks: The Tale of Despereaux

Dungeon Maze: *Help Despereaux find Princess Pea!*

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Chatterbooks: The Tale of Despereaux

Arts and Crafts

Junk Drums

Despereaux’s dad called the mouse council by beating his drum, which was made out of a thimble. Get your Chatterbooks group to make drums out of junk. They can be big or small. They can be filled with dried peas for extra sounds. Use cardboard boxes, tins, newspaper etc. Look at books in your arts and craft sections for ideas. Get recycling and make some wonderful drums with some amazing sounds.

Boom! Tat-tat! Boom!

Stained Glass Windows

The castle was full of stained glass windows, which fascinated Despereaux who loved looking at them.

Make some stained glass windows. Use card, coloured tissue paper, Sellotape or glue to produce some imaginative artwork.
Chatterbooks: The Tale of Despereaux

Hopes and Dreams

Miggery Sow hopes and dreams that she might one day meet Princess Pea again – and even that she might be a princess herself. Although she didn’t become a princess, the story says that her father treated her like one for the rest of his days.

What does Despereaux hope for?

What does Roscuro hope for?

What do you hope for?

Your Hopes and Dreams

<table>
<thead>
<tr>
<th>Three things you hope for</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
</tr>
<tr>
<td>2.</td>
</tr>
<tr>
<td>3.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>How could you help to make these dreams come true?</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
</tr>
<tr>
<td>2.</td>
</tr>
<tr>
<td>3.</td>
</tr>
</tbody>
</table>

Talk with each other about what you want to do – through your ideas and planning and working, you could make some dreams come true!
Chatterbooks: The Tale of Despereaux

Book Chat

Talking about books that have been made into films

The Tale of Despereaux is one of many books that have been made into a film. Get together in a group or in pairs and think of other books that people have read that have been turned into films. Write them all down, as these titles can be used as examples in the discussion.

Here is a set of trigger questions that should get the session moving and get children talking about books that have been made into films.

You can use the questions in two ways
• everybody talking about the same books or
• everyone giving examples from different books and films.

Trigger Questions

1. How do authors create suspense in a book and is it different in a film? (eg: film - dramatic music, sounds, lighting, special effects; books- descriptions, shorter sentences, cliff hangers )
2. Did you imagine the book characters to be like the ones in the film? (eg. Harry Potter, Charlie Bucket, Matilda etc)
3. Do the films follow the story accurately or do they cut too much out?
4. Do you like seeing the film before you read the book?
5. Do you like reading the book before going to see the film?
6. Which books have you read that have made you want to go and see the film?
7. Have you ever been disappointed by the way a film was made based on a book?
8. Have you been to see a film and then been inspired to read the book or other books by that author?
9. Which books have you read that you think would make a good film and why?
10. Do the special effects in a film make you more frightened than reading the words in the book?
11. If you could star in a film of a book you’ve read, which character would you be and why?
<table>
<thead>
<tr>
<th><strong>My favourite character in The Tale of Despereaux is….</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>I like this character because .....</td>
</tr>
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<td></td>
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<tr>
<td><strong>My favourite part of the story is ….  (Write or draw a picture)</strong></td>
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</tbody>
</table>
Family Activities: The Tale of Despereaux

Word Games

1. Word Games
   a. Rhyming Words –
      Work in family teams and write down all the words that rhyme with
      • Mice
      • Rat
      • Pea
      • Mouse

      Share all the answers and make one huge long list

   b. French Words –
      Work in family teams and write down as many French words and phrases you can in 3 minutes. Share all the answers to make one long list

   c. Work in family teams and write down all the words you can make out of ‘Despereaux’ in 3 minutes. Each team takes turns to read out their answers. Cross out words that are the same. The team with the most words that no other team has is the winner.

2. Play Consequences

   Work in family teams and play Consequences.

   Use characters in the book and people at the session

   Name 1 …………..
   Met
   Name 2………..
   At ……………..
   Name 1 said ………………………..
   Name 2 said ………………………..
   And the consequence was ………………………

3. Light and Dark

   Work in family teams and list all the words you can to describe the dark dungeon and then list all the words you can to describe Princess Pea’s bedroom. Draw pictures of the dark dungeon and Princess Pea’s bedroom to decorate the library.
Family Activities: The Tale of Despereaux

Soup! Soup! Soup!

The queen loved soup. One of her favourite soups was chicken, watercress and garlic. What are your family’s favourites soups? Make up a new soup recipe.

<table>
<thead>
<tr>
<th>Write down all the favourite soups of people in your family -</th>
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</table>

Make up a new soup

Write down all the ingredients you would need.

How would you cook it?

Give it a name –
Family Activities: The Tale of Despereaux

Planning a Banquet

Everybody at the castle loves having a banquet. Choose a special occasion to plan a banquet for your family.

<table>
<thead>
<tr>
<th>What’s the special occasion?</th>
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<table>
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<tr>
<th>Where would you hold your family banquet?</th>
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<table>
<thead>
<tr>
<th>Whom would you invite?</th>
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<table>
<thead>
<tr>
<th>What food would you eat?</th>
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</table>

<table>
<thead>
<tr>
<th>What entertainment would you have?</th>
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</tbody>
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<table>
<thead>
<tr>
<th>What would everybody wear?</th>
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</table>
Family Activities: The Tale of Despereaux

Fairy Tales

Despereaux loved fairy tales. What are your favourite fairy tales? Think about the characters in these stories.

<table>
<thead>
<tr>
<th>Question</th>
<th>Answer</th>
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</thead>
<tbody>
<tr>
<td>What are your family’s favourite fairy tales?</td>
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<tr>
<td>Which fairy tales does your family not like?</td>
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<tr>
<td>Which fairy tale characters would you like to be, or to meet - and why?</td>
<td></td>
</tr>
</tbody>
</table>
**Family Activities: The Tale of Despereaux**

**Writing Fairy Tales**

What fairy tales do you know?
What are your favourite ones?
Here are some people and things that often turn up in fairy tales.

<table>
<thead>
<tr>
<th>Which stories do you know with these themes in them?</th>
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</thead>
<tbody>
<tr>
<td>Knights</td>
</tr>
<tr>
<td>Princesses</td>
</tr>
<tr>
<td>Castles</td>
</tr>
<tr>
<td>Falling in love</td>
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<tr>
<td>Magic</td>
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<tr>
<td>A quest</td>
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</tbody>
</table>

Write your own fairy tale

Once upon a time . .

*Who are your characters?*

*What do they want?*

*What is the problem or danger in their way?*

*How do they overcome it?*

And they lived happily ever after.
Evaluation

What did you think of this Chatterpack? Which parts did you find most useful?

Which ‘The Tale of Despereaux’ books did you read and which were most popular?

Did you talk about other related books?

What activities did you use? Which activities worked? Which activities didn’t work?

Next January we will ask you for feedback. We will send out an email to you with a link to ‘SurveyMonkey’, which is an online professional survey system and is very simple and easy to use.

We really value and appreciate all your feedback and comments.

Patricia.sharkey@readingagency.org.uk

And

Tricia.kings@readingagency.org.uk