

Big Book Maker:TM

TALL TALES & AMERICAN FOLK HEROES



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Network

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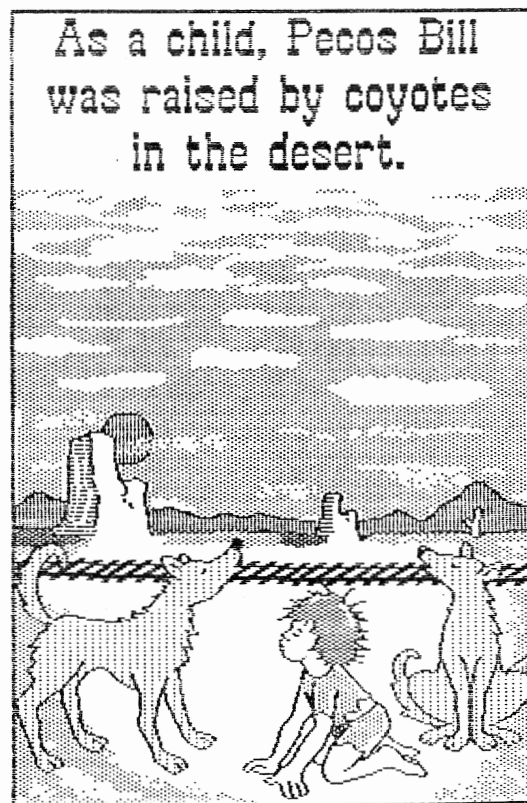
BIG BOOK MAKER:

TALL TALES AND AMERICAN FOLK HEROES

INTRODUCTION

Welcome to Toucan's Big Book Maker, the easy-to-use publishing program that lets you combine graphics and text to create storybooks, BIG BOOKS, posters, reports, bulletin board displays, and so much more!

BIG BOOK MAKER is so versatile! The program comes with a variety of graphics and timesteps. Design your pages with clip art, text and frames. You can print out your creations in four unique sizes- mini-book, book, BIG BOOK, and BIG BIG BOOK! And like all Pelican products, this program is simple to use, with just four key commands needed for designing- SPACE BAR, RETURN, ARROW KEYS and ESCAPE.



A tall tale is a special type of folk-lore in which the truth has been stretched. Tall tales are stories of exaggeration and humor. Tall tale heroes represent various regions and occupational groups in America.

REFERENCE GUIDE

This Reference Guide provides step-by-step instructions for designing a page, saving a page and printing a page.

THE MAIN MENU

When you boot up BIG BOOK MAKER, the MAIN MENU will appear. There are three options listed:

Make a Big Book
Use Utilities
Quit

To select an option from this or any other menu, simply use the arrow keys to move the black highlight bar to the option you want, and press Return.

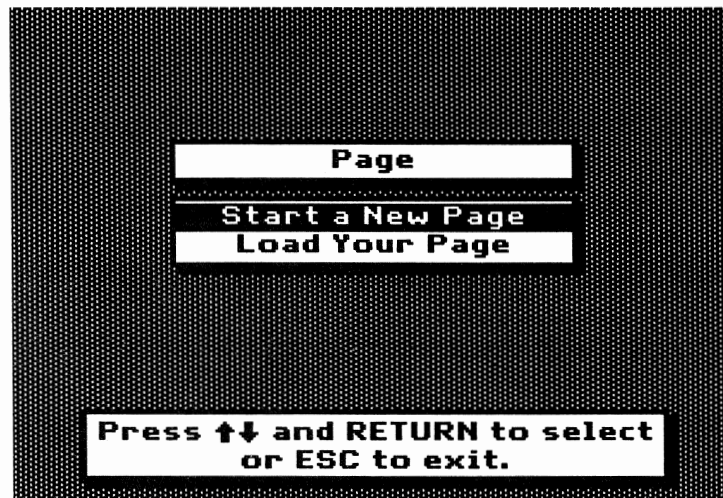


MAKE A BIG BOOK

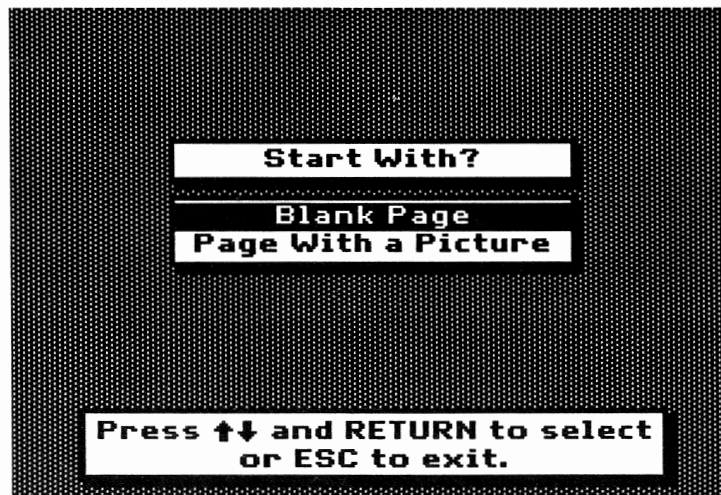
To begin designing pages of a Big Book, select Make a Big Book from the MAIN MENU. *(A Big Book page is two screens long. It can be designed with clip art, frames or text.)*

The next screen presents two choices:

Start a New Page and **Load Your Page**. Select **Start a New Page** to create a new page.



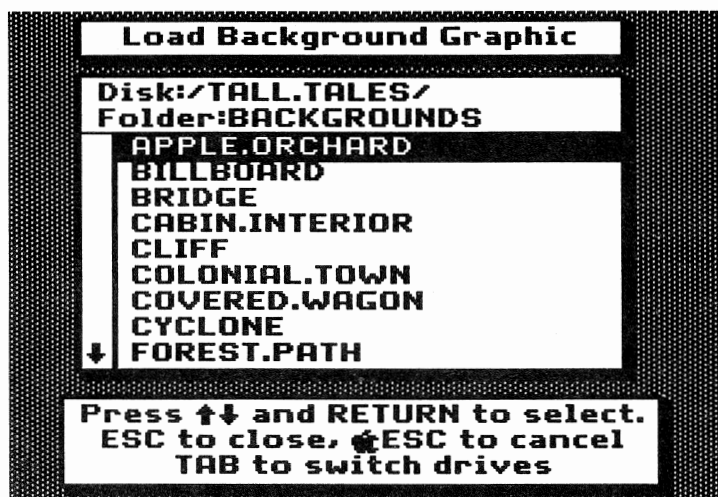
A **Start With?** screen appears with two choices: **Blank Page** and **Page with a Picture**.



The user can choose to start with a blank page or work on one of our colorful backgrounds.

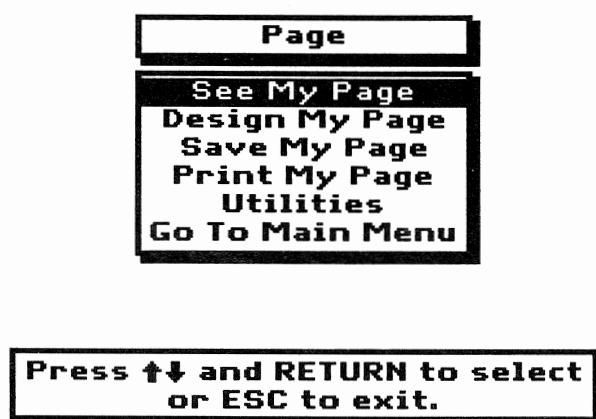
Select **Load Your Page** to work on a page that you have already saved onto a work disk. Insert the work disk on which your page is saved and press Return. The Load Page Menu will appear. Select the page that you want to work on. The page will appear, along with the design menu.

Select **Page with a Picture**. If you are using the 51/4 version, the program will ask you to insert a Backgrounds Disk (Disk 1,side2). A Backgrounds menu will appear, listing all of the background graphics alphabetically. Select a background graphic. The background graphic will appear on the screen along with the **Page Menu**.



The PAGE MENU

The **Page Menu** lists the following options:



See My Page

Use the **See My Page** function to scroll and view your page. Select **See My Page** from the **Page Menu**. Use the down arrow key to scroll through the page. When you reach the bottom of the page, use the up arrow key to scroll back to the top. Press Escape to go back to the **Page Menu**.

Design My Page

You can design your page with clip art, a frame or text. Select **Design My Page** from the Page Menu. The **Design Menu** will appear with four choices: **Clip Art**, **Frame**, **Write!**, and **Erase**.



Press ↑↓ and RETURN to select
or ESC to exit.

CLIP ART

Select **Clip Art** to design your page with clip art graphics. Insert the Clip Art disk (Disk 2, Side 1&2) in any drive and press Return. When the **Clip Art Menu** appears, select a clip art category. Each category contains several pieces of art. (Refer to the Art at a Glance booklet to see the clip art in each category.) An instruction box will appear explaining the key commands to use while working with clip art. Press any key to remove the instruction box.

The first piece of clip art from the file you selected will appear.
Press the SPACE BAR to view the different pieces of clip art in this category.

To Move Clip Art

Use the arrow keys to move the clip art anywhere on the screen.
When you are happy with the location of the clip art, press Return to stamp it.
Note: Press a number from 1 to 9 to change the distance that a piece of clip art moves when you use the arrow keys. To move a piece of clip art a small distance (slowly), press 1 and use the arrow keys. To move a piece of clip art a larger distance (quickly), press the 9 key and use the arrow keys.

To Flip Clip Art

You can flip any piece of clip art horizontally or vertically before you stamp it.
To flip a piece of clip art sideways, press the **H** key.
To flip a piece of clip art upside down, press the **V** key.

To Stamp Clip Art

Press Return to stamp the clip art. The clip art will become part of your page design. You may stamp as many of the same piece of clip art you wish, or a variety of clip art. Press Delete to undo any clip art that you have stamped. Each time you press the Delete key, you will undo clip art in the opposite order in which it was stamped.
Note: Delete will only undo the clip art stamped while you are working within that category. Once you leave that clip art category, by pressing Escape, you must use the Eraser to "white out" the unwanted clip art.
Press Escape to Return to the **Clip Art Menu**. Select another clip art category, or press Escape to go back to the **Design Menu**.

Load Clip Art	
Disk:/TALL.TALES/ Folder:CLIP.ART	
	ANIMALS.1
	ANIMALS.2
	ANNIE.OAKLEY
	DAVY.CROCKETT
	HATS
	ICHABOD.1
	ICHABOD.2
	J.APPLESEED
↓	JOHN.HENRY
Press ↑↓ and RETURN to select. ESC to close, ⌘ESC to cancel TAB to switch drives	

FRAME

Select **Frame** to put a frame around your page.

** This option is ideal for adding a decorative border around a narrative page.*

Insert the Frames disk (Disk 1, Side 2) in any drive and press Return. The **Frame Menu** will appear.

Load Frame	
Disk:/TALL.TALES/	Folder:FRAMES
	FRAMES.1
	FRAMES.2
Press ↑↓ and RETURN to select. ESC to close, ⌘ESC to cancel TAB to switch drives	

Select a Frame category and the first frame in that category will appear. Use the SPACE BAR to view the other frames in the category and press Return to select one. The frame will appear around your page.

Note: *It's a good idea to select a frame for your background first. A frame will cover a portion of your page design.*

A message will ask you if you want to use the frame. Press the **Y** key for yes and the **N** key for no.

WRITE!

The write function allows you to add text to your page. There are six typestyles from which to choose: Big, Wild West, Fancy, Sticks, Small, and Standard. You can combine typestyles on your page.

Select **Write!** from the **Page Menu**. Insert the Typestyles disk (Disk 1, Side 1) in any drive and press Return. The **Typestyles Menu** will appear.

Load Type Style	
Disk:/TALL.TALES/	Folder:FONTS
	BIG
	FANCY
	SMALL
	STANDARD
	STICK
	WILD.WEST
Press ↑↓ and RETURN to select. ESC to close, ⌘ESC to cancel TAB to switch drives	

Select a typestyle. An instruction box will appear explaining the key commands needed to use with the write function. Press any key to remove the instruction box. A cursor will appear in the upper left hand corner of the screen. Use the arrow keys to move the cursor to anywhere on your page that you want to start typing. Use Delete to undo unwanted text.

Note: *Once you press Escape, you can no longer delete the text you have previously written. Use the eraser to "white out" any unwanted text.*

When you are finished typing, or you want to choose a different typestyle, press Escape to return to the **Typestyles Menu**. Press Escape again, to return to the Design Menu.

ERASE

The Erase function allows you to erase graphics and text from your page. The eraser is an adjustable solid block of white which, when stamped, will erase anything underneath it.

Select **Erase** from the **Page Menu**. An instruction box will appear explaining the key commands needed to use with the eraser. Press any key to remove the instruction box and an eraser will appear. Press the SPACE BAR to view the different eraser sizes, stopping at the size you want to use. Use the arrow keys to move the eraser over the part of your page that you want to erase, and press Return. The text or graphics underneath the eraser will disappear.

Note: *You can also use the eraser to "white out" areas of the background to type into.*

Press Escape to go back to the **Design Menu**.

Now that you are familiar with the four functions of designing your page, press Escape again to go back to the **Page Menu**.

Save My Page

You can save your Big Book pages onto a formatted work disk. (To format a work disk, see the Utilities section.)

Select **Save My Page** from the **Page Menu**. A message will appear telling you to insert your work disk. Insert your work disk in any drive and press Return. The **Save Page** screen will appear.

At the bottom of the screen is the word **Name:**, followed by a flashing cursor. Type a name for your page and press Return. The page will be saved onto your work disk, and the **Page Menu** will reappear.

Note: You may use periods instead of spaces to separate words in your page name.

Save Page	
Disk:/DATA/	
	No Page files.
781.5k free	
Name:	

Press ↑↓ and RETURN to select. ESC to close, ⌘ESC to cancel TAB to switch drives
--

Print My Page

Select **Print My Page** from the **Page Menu** and the **Print Menu** will appear offering five options:

Mini-book, Book, Big Book, Big Big Book, and Change Setup.

Print

Mini Book
Book
Big Book
Big Big Book
Change Setup

Current Setup:	
Apple Imagewriter II (color)	
Apple IIgs Printer Port	
Linefeed:On	
Print Quality:Draft	Slot:1

Change Setup

To print out a page with Big Book Maker, you must give the program specific information about the equipment you are using. This information is displayed in the Current Setup box at the bottom of the screen. Select **Change Setup** to change the printer settings displayed in the **Current Setup box**.

(Current Setup information includes printer, interface, linefeed, print quality and printer slot.)

The **Setup Menu** will appear with the following choices:

Printer, Interface, Linefeed, Print Quality, and Printer Slot.

Setup
Printers
Interfaces
Linefeed
Print Quality
Printer Slot

Current Setup:	
Apple Imagewriter II (color)	
Apple IIgs Printer Port	
Linefeed:On	
Print Quality:Draft	Slot:1

Choose each item you need to change. After you change an item press Escape, and the Current Setup box will display the changes you made.

Warning: *If you don't have the correct setup and you try to print, the program will freeze.*

Now that your **Current Setup** is correct, you're ready to print. Select a print size for your page. If you chose Mini-Book or Book, the **Style Menu** will appear offering you two choices: **Normal** or **Outline**. Select Outline to print your page without any patterns. (This works great for coloring pages or to save the life of your ribbon!)

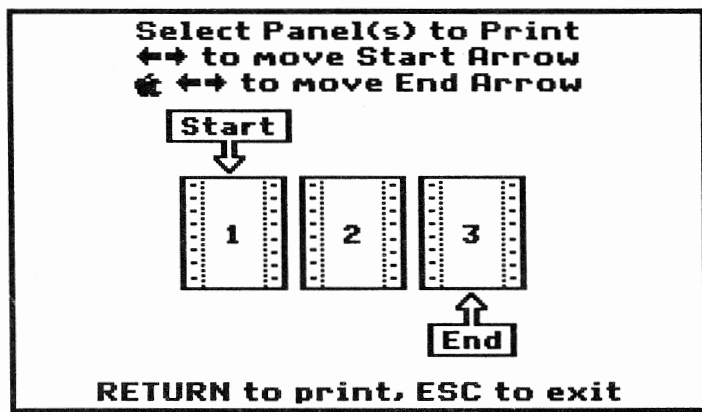
If you chose Big Book or Big Big Book, a screen will appear offering two choices: **All Panels** or **Some Panels**.

Print
All Panels
Some Panels

Current Setup:	
Apple Imagewriter II (color)	
Apple IIgs Printer Port	
Linefeed:On	
Print Quality:Draft	Slot:1

Select All Panels to print your entire page. If you select Some Panels, you will be choosing the section of the page you want to print.

(This feature is offered in case you have a problem with one of the sections during printing. It's also a great time saver... print one section today, the rest tomorrow.) The **Select Panels** screen will appear. A page is divided into panels. The Big Book printout size has two panels and the Big Big Book size has three panels. Select the panels you want to print. Use the right and left arrow keys to move the **Start Arrow** to the panel where you want the printout to begin. Press open Apple right arrow key and open Apple left arrow key to move the **End Arrow** to the panel that you want the printout to end on. Then press Return.



The Print Menu appears with the **Normal** or **Outline** option. (Make sure your printer setup is correct, and that the paper is placed correctly in your printer. If your page prints on more than one piece of paper, the printer will automatically advance to the next sheet.)

Next you'll have the option of printing in color or black and white.

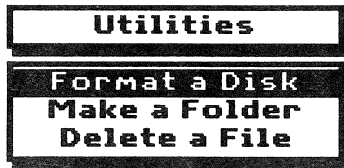
Note: *If you want to print in color, make sure you have selected the correct printer setup that supports color printing and you have a color ribbon in place.* A scale will appear marking the progress of the printing.

A Helpful Hint About Printing:

Note: If you're using an Apple Imagewriter printer and you want your printouts to line up perfectly (so you won't have to do any cutting to line up your sections) this is all you have to do. Move the right tractor feed guide as far right as possible. Next, line up the left perforation line of the computer paper with the red line on the tractor feed bar. Now your Big Book printouts will line up so all you have to do is tear along the perforated line and paste your sections together!

UTILITIES

Select **Utilities** to format a work disk, make a folder, or delete files from a work disk.



**Press ↑↓ and RETURN to select
or ESC to exit.**

Select **Format a Disk**. A **Format Disk Menu** appears with a list of the slot and drive numbers. Insert a blank disk in the drive and choose the slot and drive number. Next, a file box will appear asking you to give your work disk a volume name. Type in a name and the program will format the disk. The pages you make are saved as files onto the work disk. Page files can also be saved into folders. Each folder can save several files. Putting your files into folders makes it easier for you to load and delete files.

GO TO MAIN MENU

Select **Go to Main Menu** to quickly return to the Main Menu.

CREATIVE CLASSROOM GUIDE

This creative classroom guide offers ideas on how you can use "Big Book Maker" to enrich your curriculum. "Big Book Maker" is the perfect publishing tool. Use it to create not only Big Books but posters, beautifully illustrated storybooks, bulletin board displays, reports and more!

CLASSROOM ACTIVITIES

An Interview with Pocahontas

You have been assigned by your city editor to interview Pocahontas after she has met with the king and queen of England. You have been told by your editor to write about her impressions of British people and their impression of her and any other ideas which might interest your readers.

Some questions you might want to ask Pocahontas are:

What are the differences between her home in Jamestown and the homes in England?

What are the differences in food, family life, and social values?

How did she feel when she met royalty?

What was it like to save the life of Captain John Smith when her father tried to kill him?

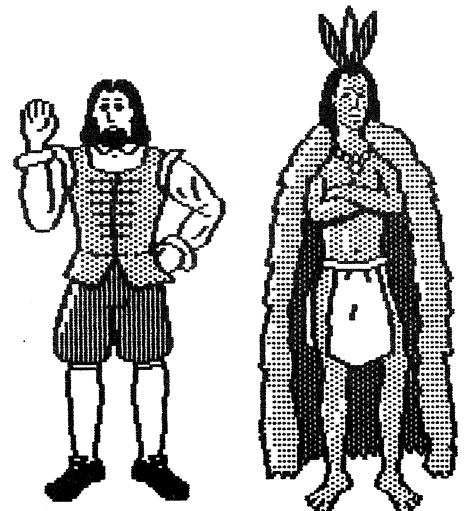
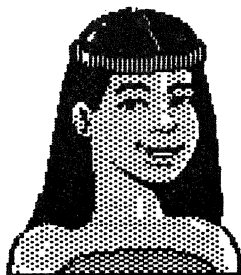
What was it like to be the daughter of an Indian Chief?

Be sure to write your interview in the correct format:

Question:

Answer:

You can include illustrations with your interview.



Rip Van Winkle

1. You have a job with the station KPEL in Connecticut on their award-winning news program. A FLASH news announcement has just been delivered by the town courier. -----*Rip Van Winkle has just been found alive and well after being asleep for 20 years.* You must find Mr. Van Winkle and beat the other reporters to the punch. Your news editor strongly suggests that you do the interview focusing on Mr. Rip Van Winkle's reactions to the changes that he sees around him.

Some suggested questions are:

What has happened to your family?

Who was president when you fell asleep and who is president now?

In what ways is your village different?

Who recognized you first?

What is the first thing that you want to eat or drink?

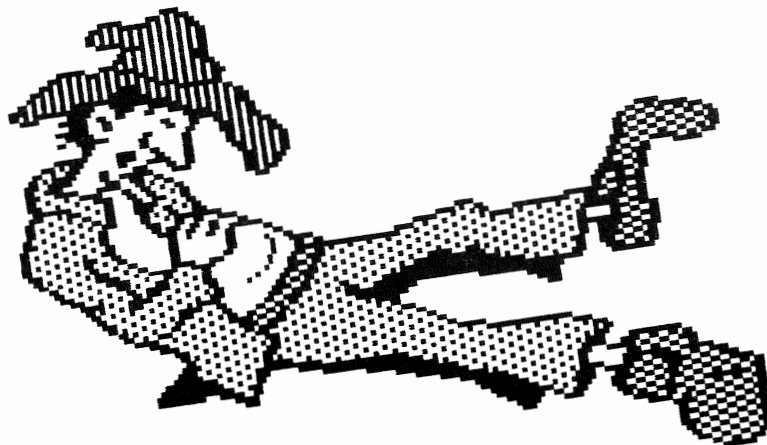
Where will you live now?

After the interview you must write the news story for delivery to other villages. Remember this is a news article. You'll need an eye-catching headline, an accurate sequence of dates and time of events. The problem is to make it believable. Include illustrations for your article.

2. Pretend you have just woken up after 20 years. What changes have occurred in your town? Where you live? What historical events have taken place?

Some suggestions: Go to your town or city hall and look up the plans from 20 years ago. At the library you're sure to find newspapers dating back 20 years... Magazines are also a good source for information.

3. Pretend you fall into a deep sleep and won't wake up for 20 years! When you wake up, what would you do first? Where would you go? Where could you find out what has happened in the last twenty years? What do you think the world would be like 20 years from now?



Paul Bunyan

Create a comic strip---"The Adventures of Paul Bunyan"

1. Design a storyboard on paper- A storyboard consists of several sketches with narrative descriptions.

In planning your storyboard, you will need to know the following facts about Paul Bunyan:

He was a larger than life hero to the lumberjacks.

He was a man who could think, talk, and act big.

He was the greatest of the American legendary workers that helped settle and develop America.

One of his companions was Babe the Blue Ox. Many adventures are based upon their relationship.

Stories and legends of the early west were used to explain natural phenomena.

Once you have completed your storyboard, you are ready to use the computer.

2. Create your Bunyan pictures and stories and save them onto a work disk. Print them out in the miniature size and make copies. Cut and paste them onto a piece of black construction paper in comic strip form.

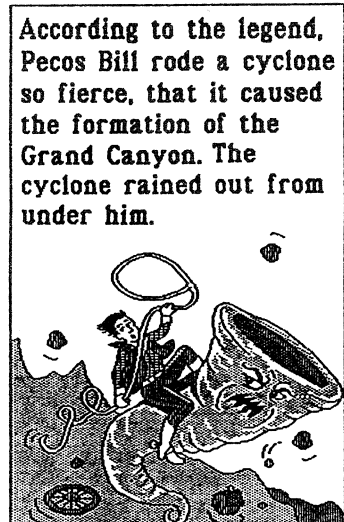
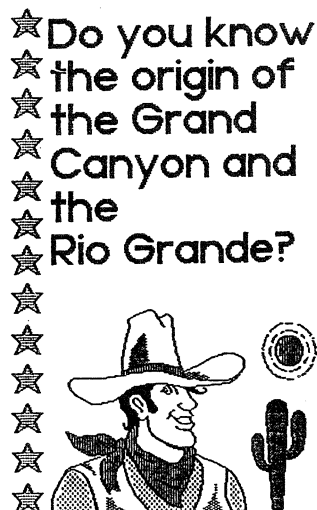
3. Distribute your comic strip to your classmates and other classrooms.

4. It might be fun to use a comic strip format to tell other tall tales.

Pecos Bill

Design your own posters for a Science project!

Design several posters showing how the Rio Grande and the Grand Canyon were made by Pecos Bill. You need to make the poster sensational and believable so that your classmates will understand the scientific nature of his creations.



Tall Tale Jeopardy

Divide the class into two teams. Have each team of classmates make up statements about different tall tale characters, locations, sequence of events or American Folk Heroes, and rate them easy to hard. Choose an announcer who is going to read the statements to the contestants who will then reply with the correct question. Use Big Book Maker and the mini-book print out mode to write the statements. Have the announcer read from these cards. Some examples of statements and questions are:

Worked with Buffalo Bill in the the Rodeo. Who is Annie Oakley?
Fought at the Alamo. Who was Davy Crockett?
Had a blue ox. Who was Paul Bunyan?
Slept for 20 years in New England. Who was Rip Van Winkle?
Was a hero to the Southwestern cowboy. Who was Pecos Bill?
Went to England to meet the Queen. Who was Pocahontas?
Wandered over America planting seeds. Who was Johnny Appleseed?

Write a Rap

Rap lyrics are a form of poetry. Try to write a rap song *about* one of your favorite tall tale characters, or write a song *by* one of the characters. For example, you could write about John Henry's exploits in a rap song format from his point of view.:

I work on the railroad all the day long
while I hammer, I sing this song.

It helps me when my muscles start to ache
pounding those spikes is all I can take.

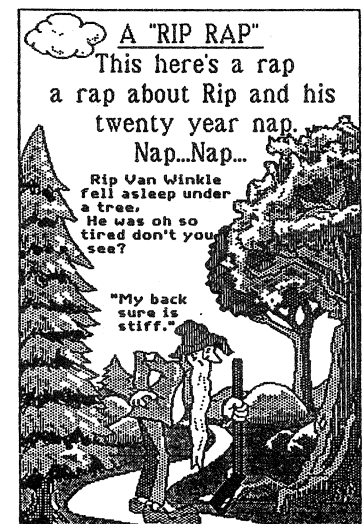
But I know when the day is done
I'm going to have some good time fun.

Or you could write your own "Rip Rap" about Rip Van Winkle:

This here's a rap
a rap about Rip and his 20 year nap.
Nap...nap...nap...

Rip Van Winkle fell asleep under a tree
he was oh so tired, don't you see?

That good 'ol boy's beard grew down to his feet
the town folk stared as he walked down the street.



Map a Tall Tale

On a map of the United States mark the locations where these tall tale and folk heroes lived:

Johnny Appleseed
Pecos Bill
Davy Crockett
Rip Van Winkle

Molly Pitcher
John Henry
Pocahontas
Annie Oakley

After you have located the area for each character, print out a picture of each character to attach to the location. Write a short story about each and print them out in the miniature size and attach them under their pictures.

Compare and Contrast

Compare tall tale heroes to popular Super-Heroes. For example:

Superman--Wonder Woman--Teenage Mutant Turtles--Spiderman

Create a compare and contrast chart, filling in the similarities and differences between characters.

Write dialogue between a tall tale hero and a super hero.

Superman-- "I can leap over tall buildings in a single bound."

Paul Bunyan-- "Big deal! I can leap over large lakes."

Wonder Woman-- "I use my golden lasso to catch villains."

Annie Oakley-- "I catch the bad guys with my trusty six shooter."

Create a Super Hero for a Contemporary Tall Tale

Things to include:

What powers does your hero or heroine possess?

How do they use their powers for good causes?

What do they look like?

What is their occupation?

Where do they live?

What can they do that no one else can?

After you have created your own Super Hero, use Big Book Maker to write a characterization.

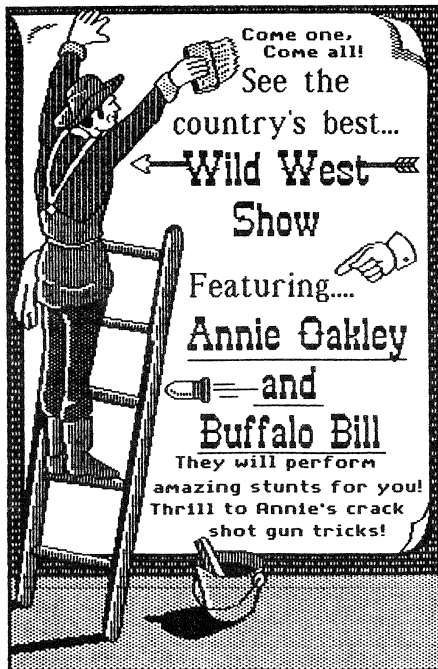
Write a Contemporary Tall Tale

Pick a tall tale character and imagine him/her in a present day setting. Write a modern day story about the character. Think about Paul Bunyan. What if he lived in a city? Would the corner diner need to have an extra grill so they could make all the pancakes he eats? Maybe he'd be a construction worker; he certainly wouldn't need to use a bulldozer!

How about Annie Oakley? With her skills, would she be the Chief of Police? Or would she work in the circus? Maybe she would be a school teacher teaching about the old wild west. Print out the pages of your story in the standard size. Design a cover featuring the main character and the title of the tale. Color the book and bind it with tape or paper fasteners.

Create an Advertisement or Playbill

You are the manager and advance man for the Annie Oakley/Buffalo Bill Wild West Show. In order to sell tickets you will need a poster announcing the show and it's special attractions. Remember that the whole focus of the show was how wild the old west was. The audience loved the lure and excitement of western music, gunplay, animals and the costumes.



Tall Tale Test---Who am I?

Now's your chance to design a test for your friends about their tall tale or American Folk Hero knowledge.

Choose blank page. Select a large piece of clip art of a character and stamp it on the bottom of the screen. On the top of the page type in the instructions: Identify the character and write about him/her.

Type in lines going down the page like a sheet of notebook paper. Save it to a work disk. Print it out in the standard size and make copies for your classmates. Or the person taking the test can load up the page from your work disk and type in the description right on the screen. The completed test page could then be printed.

"Legendary Lookups"

We've supplied you with six capsule summaries of some of the characters featured in the program. Use these as references to re-create tall tales or write your own!

Pecos Bill

Pecos Bill, an American folklore character, is a mythical super-cowboy who is the legendary inventor of lassoing and other cowboy skills. He was born in eastern Texas, and according to the "tall tales" he took his name from the Pecos River after falling into it from the family wagon. He was then raised by coyotes, and he even thought he was one, until he realized he didn't have a tail!

Pecos Bill became a cowboy and rode a horse named Widow Maker because it threw everyone else that tried to ride it. One day, Bill roped and saddled a mountain lion and rode into a camp of bad men. They were so frightened that they made him head of their gang, the toughest in the world. The only time Pecos Bill was thrown was when he tried to ride a Kansas cyclone, and it "rained out" from under him in Arizona. This rainstorm washed out the Grand Canyon. During a dry spell, he dug the Rio Grande River to get water from the Gulf of Mexico. Some say Bill laughed himself to death at the sight of a Boston man in a mail-order cowboy outfit.

Paul Bunyan

Paul Bunyan is the mythical hero of the lumberjacks. He was one of the frontier strong men who think, talk, and act "big". He is the greatest of America's legendary workers who helped the heroes of history settle and develop this country. The legend of Paul Bunyan evolved from the lies and boasts swapped in the bunkhouses of lumber camps from the Great Lakes region to the West Coast. Paul Bunyan had a loyal companion, a giant blue ox named Babe. He could haul a whole forest of logs with a harness made of buckskin. Every time Babe needed a new pair of shoes, Big Ole the blacksmith had to open a new iron mine in Minnesota. According to legend, to provide drinking water for Babe, Paul Bunyan scooped out the Great Lakes.

Davy Crockett

In history and in folklore Davy Crockett stands for the spirit of the American frontier. He was a cunning Indian fighter and hunter. Davy Crockett was born in the eastern part of Tennessee. His father, a Revolutionary War veteran, ran a log-cabin tavern. In all pioneer families the children had to work as soon as they were able. When Davy was twelve his father hired him out to a Dutch settler to drive livestock over the 400-mile route. He became so homesick that he ran away and joined a wagoner who was carrying goods west and arrived home safely. Davy grew very tall and strong and soon became an expert marksman. He began to take part in local frolics and shooting contests. In 1812 war broke out between the United States and Great Britain. The Creek Indians, believing the British would aid them went on the warpath. Davy Crockett and other frontiersmen volunteered for 60 days service under Andrew Jackson.

Davy Crockett served two terms in the Tennessee legislature and three terms as a representative in Congress. When he was 49 years old he died a hero's death at the Alamo, helping Texas win independence from Mexico. In addition to his real achievements, Davy Crockett is the hero of many make-believe stories. He started some of them himself, because he loved to tell "tall tales". Other tales were started by his political supporters.

Johnny Appleseed

John Chapman, better known as Johnny Appleseed, was a historical figure. Pioneers loved to spin tales about his wilderness adventures. Johnny brought his first apple seeds to the Ohio wilderness early in the 19th century. He had gathered them at the cider mills of Pennsylvania. He cleared land and planted orchards so he could supply apples to the settlers he knew would follow.

Although bears, wolves, and wildcats roamed the woods, he traveled without a gun. He walked barefoot where rattlesnakes lurked. Indians hostile to other white men were his friends. They called him "great medicine man" because he scattered seeds of healing herbs. Legends about him spread quickly. Everyone seemed to know a story about Johnny Appleseed. He lived to see thousands of acres of orchards grow until he died in 1845.

Pocahontas

Pocahontas was the younger daughter of Powhatan, chief of the Algonquian Indians, who saved Capt. John Smith's life. Powhatan's warriors had captured Smith and were about to put him to death when Pocahontas pleaded for his life. The name Pocahontas means "playful one". She often visited Jamestown, where the settlers thought she was a very pretty girl. As she grew older, Pocahontas would often bring food to the near-starving settlement. She also warned the colonists of proposed Indian attacks. At Jamestown she met John Rolfe, who requested permission to marry her. Governor Thomas Dale readily agreed and even Chief Powhatan was pleased. Their marriage brought an eight-year peace with the Indians.

In 1615 the Rolfes sailed to England for a visit. The English were very kind to Pocahontas. The king and queen received her and the Bishop of London entertained her. She also renewed her acquaintance with Captain John Smith, who had returned to England. In 1617, the Rolfes prepared to return to Virginia. Before they sailed, Pocahontas died of fever. Her only son, Thomas, was raised in England. In 1640 he returned to Virginia and married. Through him, many Americans trace their lineage to Pocahontas.

Molly Pitcher

Molly Pitcher was the great heroine of the battle of Monmouth in the Revolutionary War. Her real name was Mary Ludwig Hays. American troops waited on a hot, sunny field for British and Hessian soldiers to attack. Molly was married to one of the soldiers, John Hays, and had come from her father's farm to visit her husband. When the battle began she stayed and helped. She carried water from a well to the hot and tired wounded men. When the soldiers saw her they would shout, "Here comes Molly with the pitcher!" Soon this was shortened to "Molly Pitcher!" On her way back through the battlefield, she saw her husband John fall from heat exhaustion. Quickly and gently, she moved John so his head was shaded by the cannon. Molly then took his place at the cannon. She slammed the ramrod down the barrel of the cannon to pound the gunpowder down to fire the iron ball.

In 1822 the state of Pennsylvania voted to give her \$40 every six months for the rest of her life as a reward for her heroic service.

The characters that we have not provided summaries for are:

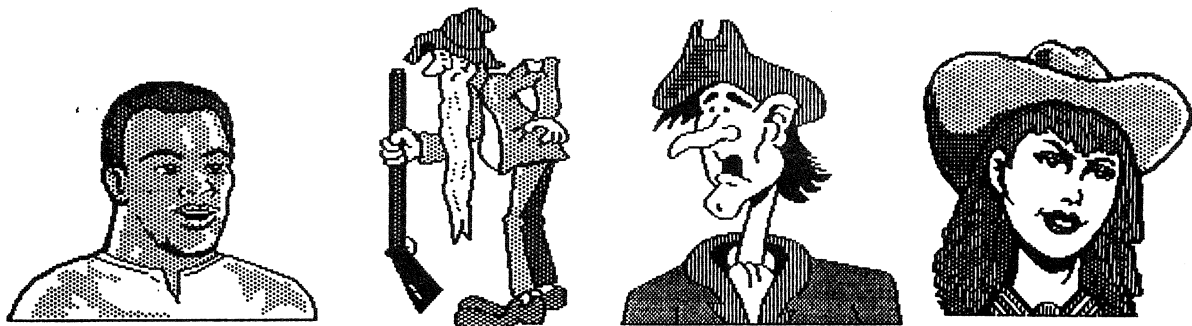
Annie Oakley

Ichabod Crane

John Henry

Rip Van Winkle

Use your library to find books and reference materials to write your own summaries for these characters.



Special thanks to our creative consultants Marsha Lifter and Marian Adams!

Creative Samples

Bullets found in Props. 3
to emphasize your points of interest

Create box with lines
found in Props. 3

"White out" an area on your
background for text using the
eraser!

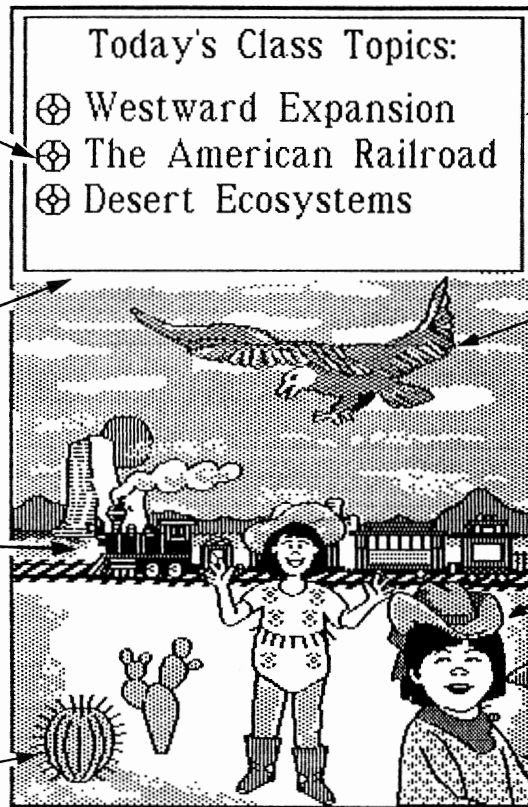
Eagle found in Animals. 2

Stamp individual train cars
from the Props. 3 category

Cowboy hat found in the
Hats category

Cacti found in Props. 1

Children stamped from
Kids category



The Dry Gulch Gazette

June 7, 1873

10 cents

Mighty John Henry Builds Massive Railroad



At the amazement of the Railroad Industry, mighty John Henry has nearly finished building the cross country Railway. His rapid fire hammering of railroad spikes leaves all observers awe-struck. At his quick speed, he can hammer a railroad spike faster than a conventional motorized steam drill.

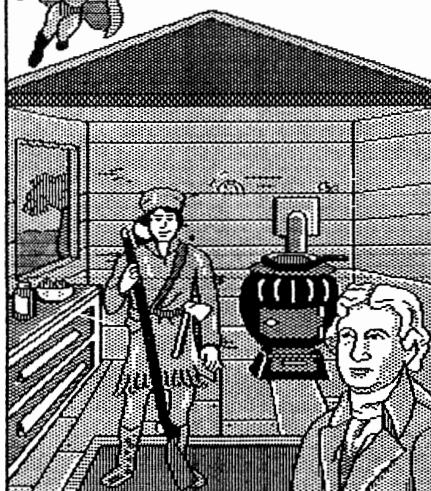
Today's Weather...

The heat wave continues.
Temperatures will top the 90s



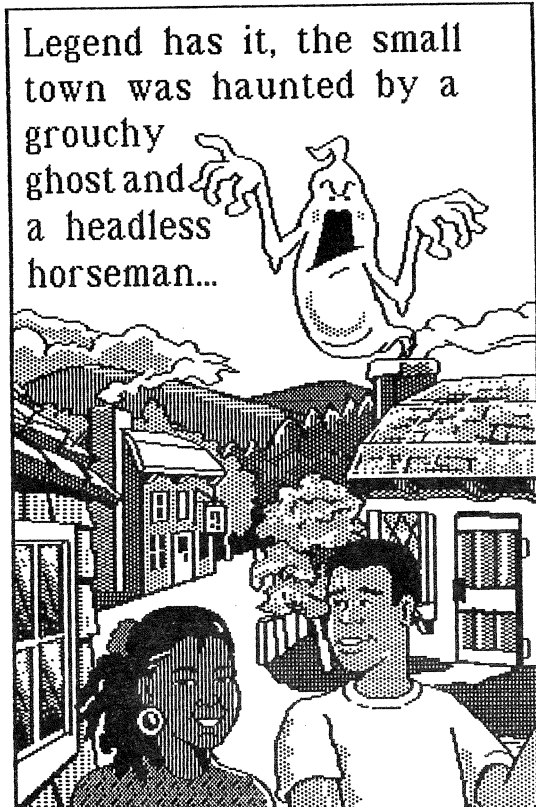
Create a newspaper or
newsletter using clip art
and horizontal/vertical lines
found in Props. 3!

Davy Crockett and Thomas Jefferson had an unexpected visitor in 1812!

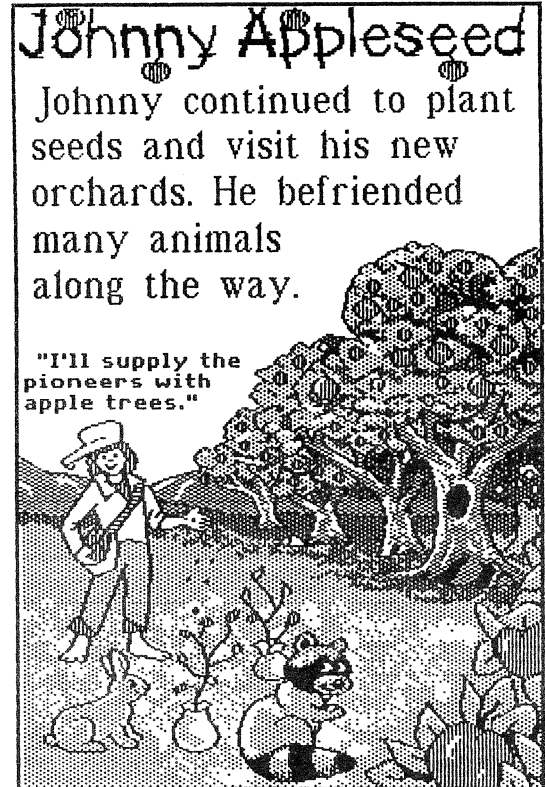


Combine clip art from other programs in
The Creative Writing Series
(Superhero from POW! ZAP! KER-PLUNK!
The Comic Book maker! and Thomas Jefferson
from Story Starters: Social Studies.)

Creative Samples

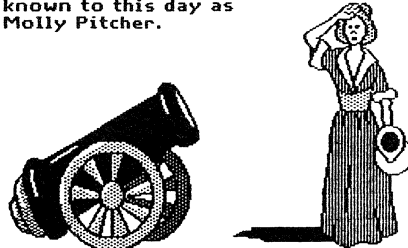


Stamp contemporary people into classic tall tale scenes



★ MOLLY PITCHER ★

The air was filled with the noise of canyons and muskets and rifles. The battle of Monmouth had begun. In between the sounds of battle, Molly could hear the men cry for water. Picking up her long skirts, she grabbed a pitcher and ran to the stream. She filled the pitcher with cold water and hurried back to the battlefield. The air was thick with the smell of gunpowder. A musket ball whizzed by her head. All she heard was the cry for water. Molly moved quickly. She could tell which men were most in need, and she went to them first. She ran from one thirsty soldier to another with her pitcher full of water. That is why she was nicknamed Molly Pitcher. She was a courageous woman and known to this day as Molly Pitcher.



Select a blank background to create a narrative page with minimal graphics. Corner motifs created with star and line clip art found in Props. 3

Support

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