

English

Lucy's Guide To Jumping into a Story

Mr. Williams

First draft

Lucy loves excitement:

"I want to ride my big horse in small places!"

Lucy loves questions:

"Did the baby cow at the Saanich Fair have to ride in a car seat?"

"Does Lochlan have a badina?"

Lucy loves to create stories:

"When I was little, I used to play golf and the ball was squishy, squishy, squishy!"

But most of all Lucy loves to jump into stories.

Before jumping, important information Lucy wants you to know:

"Wear pants, long sleeve shirt and that little thing around your neck."

"Only jump in the afternoon. In the morning the story is too big and you can't read it. In the afternoon, the story is small like a snail. Daddy, how big is a snail?"

And now the jump:

"Don't rip! Go for a hole in the story,"

And what to do with the characters in the story:

"Bring a backpack with their toys, one for each person, and bring some of your own toys for yourself."

What if the story is dark and scary:

"Turn the light on and paint the room red."

And what if the monsters look hungry?

"Feed them cauliflower and noodles."

If the monsters look sad, what should you do?

"Stuffedies can give kisses. Gulfa, the orca whale gives hugs as well."

Now what if the story is in French:

"Bring your dad. If he doesn't speak French, bring my dad."

How do you leave?

"Get a ticket (so you can come back) and draw a door so you can leave."

But before you leave:

"Clean up so people don't trip over your stuff!"

Notable experience Lucy has had jumping into stories, first a family story:

"I jumped in when Baby Duncan grabbed the power cord to the pig-shaped humidifier. I traded him for a clangey toy!"

That's a nice ending.