



Short Stories by Values

affection bravery caring nature **charity** **civility** commitment
communication **constancy** **cooperation** **creativity** delicacy
education effort **engagement** **enthusiasm** fair play
fortitude freedom **friendship** generosity good manners **healthy**
life humility **imagination** integration **joy** **kindness** laboriousness
learning **love** **obedience** **optimism** **organization**
overcoming patience **peace** **perseverance** **respectfulness**
responsibility **self control** **sharing** **sincerity** **solidarity** study
teamwork tolerance trust

A book to learn the most important
subjects while having the most fun





FREESTORIESFORKIDS.COM is a different educational approach which, based on the incredible **educative power of short stories**, pretends to teach values to our children using hundred of such short stories written by **Pedro Pablo Sacristán**.

Pedro Pablo is an Spanish writer who started this project when he began to publish the stories he created every day for his own children at bedtime. He encouraged others to do the same, giving away ideas, methods, tips and stories to achieve their educational and fun goals. Currently, the collection of stories at FREESTORIESFORKIDS.COM includes **hundreds of stories, properly shorted and indexed** to make it easier to find the story that best suit your educational needs

Each of those stories has an specific goal: to teach one or more unique values to listening children. So, **kids have fun while they learn** important lessons that will never forget about what is truly important in life: honesty, sincerity, tolerance, generosity... ..

Here at FREESTORIESFORKIDS.COM we hope that all the time, effort and enthusiasm we put to create these materials result in a little aid for those educating and training our children. Let's start training them for a challenging future, a future where values and virtues will play a key role.



Some tips for Storytelling



Short stories are a great way to teach. They were the method chosen by most ancient philosophers, wise men and prophets. This is because stories are an excellent way to link many different minor parts in our memory, as these parts are needed to create a larger, more interesting, entity: the story plot. Cause the more interesting it is something to us, the more easily we memorize it. So **if you build interesting, memorable stories, and tie them to the those values you want to teach, you will be quite successful at teaching.**

But once we create the story, we have to tell it. And we must avoid to sound like a non interesting thing at all! So make sure you prepare yourself to sound and act in a memorable way. Please don't just read the story!! Have you ever seen a child carefully listening news on tv? I haven't, either. That's because children are not "just" interested in words: they are interested in the whole message, the whole story. Unfortunately, or fortunately, they don't get each word's meaning. **They depend a lot on the context, the voice tone, and face and body expression to get the full meaning of a message.**

So your face, your voice and your body must provide the right context for wolves, princess, warriors, ducks, fairies and whatever characters you play. Very often, that means to add some extra words for a character, to create additional dialogs to complement the text, or to be more detailed in a specific description. Go ahead, **you must control the story... and your audience**, and not vice versa.

One last comment, regarding audience's control. Children will tend to follow your time, exaggerating it. So if you want them to be a bit quiet or calm (sometimes you won't, as it is quite funny!), better not to look wacky or too much excited. Be expressive, but talk slowly and whispering. Finally, if they are not more than four children, you can interact with them and let them ask free questions and answer them; but if they are five or more, do not let them interrupt you: if they realize they can control the story time, they will, and you will be lost :-)

So come on. Let's start with this. We will have fun. Happy storytelling!

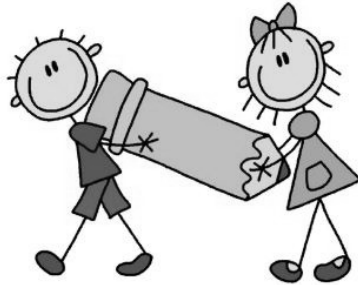
Pedro Pablo Sacristan



The Chain of Smiles

(by Pedro Pablo Sacristán)

Educational Value:
Happyness- kindness



**Moral of the
story**

To smile is to be
cheerful in a
wonderful,
contagious, and
effortless way

Settings

A class of
schoolchildren

Characters

A teacher and
one of her pupils

One day, Miss Ellis gave her pupils a new assignment: an assignment on happiness. Her pupils would be "happiness collectors", and were to see what would happen when they tried to bring happiness to those around them. As part of their assignment, all the students did really delightful, wonderful things, but what Carla Chalmers did left everyone gobsmacked. Several days after the assignment had been handed out, Carla turned up carrying a big sack.

"Here in this bag I have all the happiness I've collected so far," she said, smiling.

On seeing this, everyone was filled with expectation, but Carla didn't want to show anyone what was in the sack. Instead, she pulled out a small box and gave it to her teacher. When Miss Ellis had taken the box, Carla took an instant camera out of her own pocket and stood with it at the ready.

"Open it, Miss Ellis."

The teacher slowly opened the box and looked inside. A big smile shone on her face, and at that moment Carla snapped a photo. Carla's photo popped out the camera, and she offered it to Miss Ellis along with a sheet of paper. The teacher read the paper in silence, and when she had finished she gestured over at the sack.

"Oh, so it's...."

"Yes!" interrupted Carla, undoing the knot which sealed the sack, "It's a great big pile of smiles!"

She opened the sack and hundreds of photos fell out, all of different smiles, each one of them beautiful.

The rest of the class tried to work out how Carla had managed to create such a great big chain of happiness. All there was in the box was a photo of a big smile. But everyone who had seen it had felt happiness being transmitted to them, and in return, without even thinking about it, every person had responded with a smile of their own.

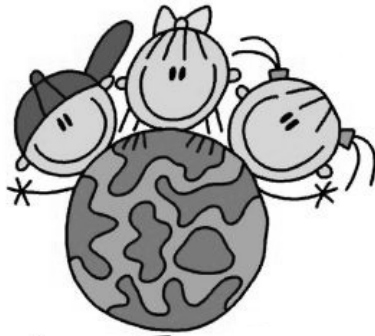
With all her classmates now smiling, Carla took a photo of each one of them. She gave them their own photo along with a slip of paper, which asked them to do the same with other people, and to send a copy of the photos to her home address. And for months afterwards, Carla's post box was always full to the brim with photos of happy, smiling people.

And so it was that she managed to spread understanding of the simple truth that every time you smile you are sending a gift to the world.

The Drawing That Talked

(by Pedro Pablo Sacristán)

Educational Value:
Effort and joy



Moral of the story **Settings** **Characters**

You can do everything better when you practice with effort and joy

A boy's bedroom a boy and his drawing

Pinty Tailor was a little boy who enjoyed going to school and doing all sorts of things, except for art and writing. Using brushes and pencils did not come easy to Pinty, so his works of art did not end happily, and he would just give up in disgust.

But one day Pinty found a pencil of such lovely colours that he could not resist, and he tried drawing a circle. As ever, it did not go well, and he was about to throw the pencil away when his drawing began to speak to him.

'Psst! You aren't going to leave me like this, are you? Come on, the least you can do is draw me a pair of eyes!' said the drawing. Pinty was understandably shocked, but he managed to draw two little spots inside the circle.

'Much better, now I can see myself,' said the circle, looking around at itself... 'Arghh! But what have you done to me?!'

'I don't draw very well,' said Pinty, trying to make excuses.

'OK, no problem,' the drawing interrupted him, 'I'm sure that if you try again you'll do better. Go on, rub me out!' So Pinty erased the circle and drew another one. Like the first one, it was not very round.

'Hey! You forgot the eyes again!'

'Oh, yeah.'

'Hmmm, I think I'm going to have to teach you how to draw until you can do me well,' said the circle with its quick, squeaky little voice.

To Pinty, who remained almost paralysed with shock, this did not seem like a bad idea, and he immediately found himself drawing and erasing circles. The circle would not stop saying 'rub this out, but carefully; it hurts,' or 'draw me some hair, quickly, I look like a lollipop!' and other funny remarks.

After spending nearly the whole afternoon together, Pinty could already draw the little figure much better than most of his classmates could have. He was enjoying it so much that he did not want to stop drawing with this crazy new teacher of his. Before going to bed that night, Pinty gave his new instructor a hearty thank you for having taught him how to draw so well.

'But I didn't do anything, silly!' answered the little drawing, in its usual quick manner.

'Don't you see that you've been practicing a lot, and enjoying it all the while? I bet that's the first time you've done that!'

Pinty stopped to think. The truth was that previously, he had drawn so badly because he had never practiced more than ten minutes at a time, and he had always done it angrily and grudgingly. Without doubt, what the little drawing had said was correct.

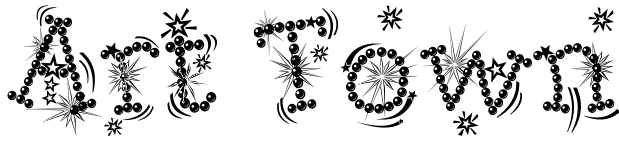
'OK, you're right, but thank you anyway,' said Pinty, and before he went to bed he carefully placed the pencil in his school bag.

The next morning Pinty jumped out of bed and went running to find his pencil, but it was not there. He searched everywhere, but there was no sign of it. And the sheet of paper on which he had drawn the little figure, although still full of rubbing out marks, was completely blank. Pinty began to worry, and he did not know if he had really spent the previous afternoon talking with the little man or whether he had dreamt the whole thing.

So, to try to settle the matter, he took a pencil and some paper and tried to draw a little man.

It turned out not bad at all, except for a couple of jagged lines. He imagined his bossy little teacher telling him to round out those edges, and that it looked like he was trying to give him spots. Pinty gladly rubbed out those bits and redrew them. He realised that the crazy little teacher had been right: it made no difference whether you had the magic pencil or not; to manage to do things, you only needed to keep trying and to enjoy doing so.

From that day on, whenever Pinty tried to draw or paint, or do anything else, he always had fun imagining the result of his work protesting to him and saying 'Come on, my friend, do me a bit better than that! I can't go to the party looking like this!'



(by Pedro Pablo Sacristán)

Educational Value:
Optimism and being positive



Mickey was a nice, cheerful, optimistic boy. No one could remember ever having seen him angry; he didn't mind whatever people said to him. He seemed incapable of insulting anyone. Even his teachers admired his good disposition, which was so unusual that a rumour was going round that Mickey's goodness must be due to some special secret. The fact that there was a supposed secret meant that no one could think about anything else. They interrogated Mickey so much that, one afternoon, he invited his favourite teacher, Mr. Anthony, to tea. When they had finished, Mickey showed Mr. Anthony around the house. When Mickey opened his bedroom door, the teacher froze, and a big smile spread across his face.

The huge far wall was a unique collage of thousands of colours and shapes! It was the loveliest decoration Mr. Anthony had ever seen. "Some people at school think I never think badly of anyone," Mickey started to explain, "and that nothing at all bothers me, and that I never want to insult anyone, but that's not true at all. I'm just like anyone else. I used to get angrier than all the other kids. But years ago, with the help of my parents, I started a small collage. I could use any kind of material and colour for it. With every little piece I stuck on I added some bad thought or act."

It was true. The teacher looked closely at the wall. In each one of the small pieces he could read, in tiny letters, 'fool', 'idiot', 'pain', 'bore', and a thousand other negative things.

"This is how I started turning all my bad times into an opportunity to add to my collage. Now I like the collage so much that, each time someone makes me angry, I couldn't be happier. They've given me a new piece for my work of art."

That day they discussed many things, but what the teacher never forgot was how an ordinary boy had shown him that the secret to having a cheerful and optimistic character is to convert the bad times into a chance to smile.

Without telling anyone, on that very day, Mr. Anthony began his own collage. He would recommend it so often to his students that, years later, they called that neighbourhood 'Art Town'. Each house contained its own magnificent works of art, made by those cheerful and optimistic children.

Moral of the story

Idea for everyone, to help see the positive aspect in all experiences

Settings

A boy's house

Characters

A boy and his teacher

PRINCESS OF FIRE

(by Pedro Pablo Sacristán)

Educational Value:
Love and
commitment



There was once and incredibly rich, beautiful, and wise Princess. Tired of false suitors who were only interested in her money, she announced that she would only marry whoever managed to present her with the most valuable, tender, and sincere gift of all.

The palace filled up with flowers and gifts of every kind, letters describing undying love, and love-struck poems. Among all these wonderful gifts, she found a pebble, a simple dirty pebble. Intrigued, she demanded to see whoever it was who had offered this gift. Despite her curiosity, she pretended to be highly offended by the gift when the young man was brought before her. He explained it to her like this,

"Dear Princess, this pebble represents the most valuable thing one can give - it is my heart. It is also sincere, because it is not yet yours, and it is as hard as a stone. Only when it fills with love will it soften and be more tender than any other."

The young man quietly left, leaving the Princess surprised and captivated. She fell so in love that she took the little pebble with her wherever she went, and for months she regaled the young man with gifts and attention. But his heart remained as hard as the stone in her hands. Losing hope, she ended up throwing the pebble into a fire. In the heat of the fire, the sand crumbled from around it, and from out of that rough stone a beautiful golden figure emerged. With this, the Princess understood that she herself would have to be like the fire, and go about separating what is useless from what is truly important.

During the following months she set about changing the kingdom, and devoted her life, her wisdom, and her riches to separating what is truly valuable from what is unimportant. She gave up the luxury, the jewels, the excess; and it meant that everyone in the kingdom now had food to eat and books to read. So many people came away from their interaction with the Princess enchanted by her character and her charisma. Her mere presence transmitted such human warmth that they started to call her 'The Princess of Fire'.

And as with the pebble, the fire of her presence melted the hardness of the young man's heart. And just as he had promised, he became so tender and considerate that he made the Princess happy till the end of her days.

Moral of the story

True love is the most powerful way to change the world from the inside, starting with ourselves.

Settings

A far away kingdom

Characters

A Princess and a young man

SPARKY HOOVES

(by Pedro Pablo Sacristán)

Educational Value:
Self-control



Moral of the story

The best thing to do with bullies is ignore them

Settings

A bullring

Characters

A brave bull and a boy

Rocky was on the patio, crying. Some of his schoolmates had been picking on him, as they did quite often. Nothing upset him more. But no matter how much he told them, shouted at them, or threatened them, they wouldn't stop. An older boy, who had seen all this, came over and said:

"If you want this to stop you'll have to be like the little bull, Sparky Hooves. Should I tell you his story?"

"Yeah!" said Rocky.

"Sparky Hooves was a fighting bull. His field was next to the farmer's house and Sparky could see through the farmer's window. One day Sparky stood next to the house, watching the farmer's telly, and they were televising a bullfight. Sparky realised that this is what lay ahead of him, and so he spent the rest of his life preparing for that day, the day of his fight.

Soon that day arrived. When Sparky entered the bullring, he was jabbed in the back. It was very painful, and Sparky felt like his blood was boiling, screaming for revenge. But he knew exactly what he needed to do, and he remained still. Soon the bullfighter appeared, trying to provoke Sparky, swishing his cape in the air. Sparky felt like sticking his horns deep into this stupid guy, but he swallowed his anger, kept still, and waited.

No matter what they did, trying to provoke him with jabs, waved flags, and red capes, Sparky kept still. After some time, the crowd started whistling and booing. It got so bad that the bullfight organisers decided to change the bull. This had been the most boring bull anyone could remember.

So Sparky Hooves was returned to his field, and allowed to live out his life in peace. Never again did they put him in a bullring, because everyone knew that he would provide no amusement".

"Yeah, but what does this have to do with me?", asked Rocky.

"Well, everything, my friend. They took Sparky to a bullring because they wanted to have fun at his expense. The more he would have responded to the provocation, the more they would have enjoyed themselves, and they wouldn't have stopped until the thing was finished.

The same is happening to you when they make fun of you. They enjoy it because they see how angry they make you. But if you did what Sparky Hooves did, not reacting to anything, they'd get bored and look for someone else to pick on, someone who provides more amusement".

Rocky believed none of it. However, in the next few days, he gradually tried to put this advice into practice. At first it wasn't easy, but as Rocky kept to his plan, the bullies got bored with him. In a few days they found more interesting things to do than pick on Rocky.

The Princess without a Palace

(by Pedro Pablo Sacristán)

Once upon a time there was a kingdom with an ancient prophecy that spoke of a Princess without a palace. The prophecy said that as soon as that Princess found her palace, she would be the wisest and fairest Queen there had ever been. That kingdom had a royal family who had lived in a beautiful palace for generations. But there was a great earthquake which destroyed the palace and killed the King and Queen. Their two daughters, Princess Nora and Princess Sabina, managed to survive. After this tragedy, Nora understood that she, being the elder sister, might be the Princess mentioned in the prophecy. Accompanied by her sister, Nora devoted herself to finding her new palace. During their travels they met a wise old man who gave them an old key that would open the palace doors.

"I have no idea where the palace will be", said the old man, "All I know is that you should try this key wherever you seek it".

And Nora went with her sister, trying the key on all the palace doors they found. When there were no more palaces to try, they thought maybe the palace would just be some large important house, but neither did the key fit any of those. Fed up, the sisters lost hope of ever finding their palace. They had spent so much time away, travelling and searching, that no one now missed them. Neither did they have any money or jewels left, and when they arrived at a poor village they had to work in the fields alongside all the poor people who, not knowing that the sisters were royalty, took them in as though they were two homeless orphans.

The sisters lived there for some years. They worked hard, and knew what hunger was, and how life could be so difficult, but people loved them so much that they came to be very happy, and they gradually forgot their royal past. One night, while tidying Nora's things, Sabina found the old key. Amused, she took it to her sister, and they reminisced about their search for their own magnificent palace.

"There still must be some palace, hidden in some little forest, just waiting for us to find it," said Nora, with a glimmer of hope.

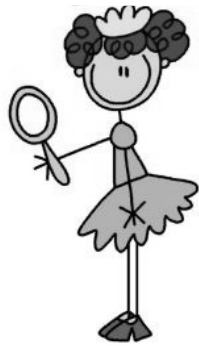
"Well, you know what I think," answered her younger sister, "that I don't need anything else to be happy. We spent months travelling from castle to castle to live the life of Queens, but I have never been so happy as I am now, even though we don't have much. If I had to choose a palace," she continued, joyfully dancing about by the door, "it would be this little cabin." she ended, laughing, and then with a solemn gesture placing the key in the cabin door.

Just then, the room filled with lights and music, and from that old door arose a wonderful palace filled with life and colour. The place became totally transformed; there were fountains, gardens, and animals. The village people marvelled at all of this.

The only thing which remained as it had been was the cabin door, reminding everyone of how Sabina the Wonderful - which was what they called their wise Queen - had found that in a simple, humble life lay the doorway to happiness, not only for herself, but for all the inhabitants of that land.

Educational Value:

Humility and homeliness



Moral of the story

Happiness is not to be found in the showy and sophisticated things in life, but rather in the right way to approach life and live it.

Settings

A faraway kingdom

Characters

Two princesses and a key

Earth, Swallow Me Up!

(by Pedro Pablo Sacristán)



Educational Value:
Humor sense

Moral of the story

The best way to combat shyness and fear of ridicule is to learn to laugh at yourself.

Settings

A school

Characters

A boy

They say that one time someone confused a boy's chubby red cheeks for two tomatoes. And when that person tried to pick the tomatoes he burnt his hand. And that was the least he could expect, because Alfie was the most easily embarrassed person you could imagine; and he greatly feared ridicule.

Even the slightest annoyance would turn his face as red as a chilli. And so it was, that one day something truly ridiculous happened to Alfie, something which almost made him explode with embarrassment.

He was with his friend Jamie, practicing for a play Jamie was going to be in: The Three Little Pigs. After a while spent rehearsing the play, Alfie remembered that he'd invited Dora to his house that afternoon. Dora was the sweetest, prettiest, cleverest girl in his class. Alfie ran straight to the playground, found Dora, and said to her,

"What do you reckon? Should we go to my place? I can give you a sausage sandwich..." And just as he finished saying this, he realised that he had forgotten to remove the mask and costume of the little pig! Dora was speechless. Everyone in the playground started laughing, and poor Alfie, unable to react, just thought, "Earth, swallow me up!"

Suddenly, Alfie disappeared into the ground, and found himself in an incredible place. Everyone in that place had wanted the Earth to swallow them up! And it was no surprise at all, because the faces of the people there were all covered with expressions of utter embarrassment. Alfie met an athlete who had run a race in the wrong direction, and had thought he had won it by a huge distance. He met a bald young lady whose wig had blown off during a storm, and he met a bride who had stepped on the train of her wedding dress, and ended up rolling about like a meatball.

Soon, Alfie found out that the only way to escape from that place was through laughter. But not just any kind of laughter; you could only escape by learning to laugh at yourself. It wasn't easy, some folk had spent years there, under the Earth, refusing to find anything amusing about their own embarrassment.

But Alfie managed to overcome this, and learned how to find the humour in those moments of shame and embarrassment. He also learned to use them in a way that made others laugh, and bring them a little joy. When he remembered himself in the little pig mask, talking about sausage sandwiches with Dora, he couldn't stop laughing at the whole situation.

As soon as he realised all this, Alfie was instantly returned to the playground, in front of Dora, just where he had left her. But this time, far from getting embarrassed and tongue-tied, he smiled at her, took off his little piggy mask, wiggled his little piggy bottom, and said,

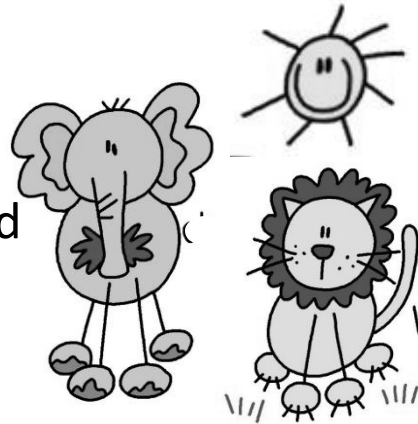
"Come on, cheer up! Today I have great ham in store!"

Dora and the others laughed, and from that day on, Alfie became one of the funniest kids at school, able to make himself and others laugh at whatever happened to them.

PLAYING WITH THE SUN

(by Pedro Pablo Sacristán)

Educational Value:
Companionship and
comprehension



Moral of the story **Settings**

Wanting to bring happiness to all is the foundation of good companionship

The forest

Characters

The forest animals and the sun

There was once a forest where all the animals played happily and contentedly together. So much so, that the sun noticed them and wanted to join in. The animals told the sun he could play with them, but when the sun left his place in the sky, and came down to the forest, none of the animals could stand the heat, and they all went running to hide.

The sun went back up into the clouds, feeling terribly sad. So sad, that no longer did he want to come out every day and light up the world. Without the sun, life was beginning to run down, the lovely forest and its animals included.

Knowing what the problem was, the animals had a meeting to think of ways to cheer the sun up. Someone suggested that they play with the sun at night, when he no longer shone. That would avoid the heat of his rays. So that's what they did.

All the animals had to make a great effort to rest during the day, so that they could play at night. But they so wanted to cheer the sun up that all the animals managed it. Soon the sun and with it, happiness, returned to the forest and to the rest of the world.

THAT'S ENOUGH!

(by Pedro Pablo Sacristán)

Educational Value:
Patience and spirit
of sacrifice



Moral of the story

The spirit of sacrifice helps you to put up with difficult circumstances until things improve.

Settings

A house

Characters

Two doors in a house full of children

There were once two doors in the same house. One was a beautiful living-room door, and the other was just an ordinary bathroom door.

What they had in common was that both led awful lives. The house was full of naughty children who were always slamming and kicking the doors. Each night, when everyone was asleep, the doors would talk about their miserable fortune. The living-room door was always sick and tired, ready to explode with anger, but the bathroom door would calm him down, saying: "Don't worry, it's normal. They're children, they'll soon learn. Put up with it a little longer and you'll see that things will improve."

And so the living-room door would calm down for a while. But one day, after a big party and innumerable slamming and kicking of the doors, the living-room door finally lost it, saying, "OK. That's enough! The next time someone slams me I'm going to break, and they'll learn a thing or two."

his time, he did not listen to the bathroom door, and the next day, the first time he was slammed, the living-room door broke. This caused a great rumpus in the house, and the children were warned to be more careful. This filled the living-room door with satisfaction. Finally he was tasting sweet revenge. However, after the first few days of this, the owners of the house got tired of the inconvenience of having a broken door. Instead of mending the door, they decided to replace it. The old door was removed and thrown outside, next to the rubbish.

There lay the beautiful living-room door, regretting what it had done. For not being able to put up with things for just a little longer, it now found itself discarded, waiting to be turned into sawdust. Meanwhile, his friend, the ordinary bathroom door, remained in its place, and the children were treating it with greater care... Fortunately, the living-room door did not end up as sawdust. Instead, a very poor man found him amongst the rubbish, and although the door was broken, the man knew that this door was the best he would be able to find for his poor house. The door, in turn, was happy to have the chance to be a proper door again, and to graciously accept the discomforts of a job as hard as being a door.

A Flower a Day

(by Pedro Pablo Sacristán)

Educational Value:
Honesty and
Generosity



**Moral of
the story**

Overcoming fear to
tell the truth is
difficult, but in the
end it isn't so bad.

Settings

A palace

Characters

Two boys, a girl
and a King

Once upon a time there were two friends who lived in a palace with their families, who worked in service of the King. One of these boys knew a girl he liked so much that he wanted to give her a present.

One day, he was walking with his friend in the main palace hall, and he saw a big vase filled with the loveliest flowers you could imagine. He decided to take one to give to the girl, thinking that no one would see him do so. He did the same thing the next day, and the next, and the next... until, one day, the King noticed how few flowers were left in the vase. He was so angry that he called everyone in the palace to assemble.

When they were all before the King, the boy thought he should say it had been him who took the flowers. However, his friend told him to be quiet, because the King would be terribly angry with him. The boy was paralysed with fear, but when the King came near he decided to confess.

As soon as the boy said that he had done it, the King went red with anger, but on hearing what the boy had done with the flowers, a smile appeared on the King's face, and he said,
"I couldn't have thought of a better use for my flowers."
And, from that day, the boy and the King became great friends. They went to the vase and took two of those wonderful flowers, one for the girl, and the other for the Queen.

Fiona Famous

(by Pedro Pablo Sacristán)

Educational Value:
True friendship



Fiona Famous was a very popular girl at school. She was clever and fun, and got on well with everyone. It was no accident that Fiona was so popular. From an early age she had made an effort to be kind and friendly to everyone. She invited the whole class to her birthday party, and from time to time she would give presents to everybody. She was such a busy girl, with so many friends, that she hardly got a chance to spend time with individual friends. However, she felt very lucky; no other girl had so many friends at school and in the neighbourhood.

But everything changed on National Friendship Day. On that day, at school, everyone was having a great time, drawing, painting, giving gifts. That day in class everyone had to make three presents to give to their three best friends. Fiona enjoyed the task of choosing three from amongst all the dozens of her friends.

However, when all the presents had been made and shared out among classmates, Fiona was the only one who had not received a present! She felt terrible, and spent hours crying. How could it be possible? So much effort to make so many friends, and in the end no one saw her as their best friend? Everyone came and tried to console her for a while. But each one only stayed for a short time before leaving.

This was exactly what Fiona had done so many times to others.

She realised that she was a good companion and acquaintance, but she had not been a true friend to anyone. She had tried not to argue with anyone, she had tried to pay attention to everyone, but now she had found out that that was not enough to create true friendship.

When she got home that night, she created quite a puddle with her tears, and Fiona asked her mother where she could find true friends.

"Fiona, my dear," answered her mother, "you cannot buy friends with a smile or a few good words. If you really want true friends, you will have to give them real time and affection. For a true friend you must always be available, in good times and bad".

"But I want to be everybody's friend! I need to share my time among everyone!", Fiona protested.

"My dear, you're a lovely girl," said her mother, "but you can't be a close friend to everybody. There just isn't enough time to be available for everyone, so it's only possible to have a few true friends. The others will be playmates or acquaintances, but they won't be close friends".

Hearing this, Fiona decided to change her ways so that she could finally have some true friends. That night, in bed, she thought about what she could do to get them. She thought about her mother. Her mother was always willing to help her, she put up with all of Fiona's dislikes and problems, she always forgave her, she loved her a great deal...

That was what makes friends!

And Fiona smiled from ear to ear, realising that she already had the best friend anyone could ever want.

Moral of the story

True friendship goes much further than superficially knowing people, or getting on well with lots of people

Settings

A school

Characters

A girl, her schoolmates, and her mother

THE GREAT PALACE OF LIES

(by Pedro Pablo Sacristán)



Educational Value:
Sincerity

Once upon a time all the spirits set about building two palaces; a palace of truth, and a palace of lies. Every time a child told the truth, a brick was created for the palace of truth. The spirits of truth would then take it and add it to the growing walls.

In just the same way was the palace of lies built. Each brick was created when a child told a lie. Both palaces were impressive - the best in the world - and each group of spirits worked hard to try to make sure that their own palace was the best. So much so that the lying spirits, who were much more tricky and deceitful, sent a group of spirits to the world to get children to tell more and more lies. These spirits were successful, and started getting many more bricks. As a result, their palace became bigger and more spectacular.

But one day, something strange happened in the palace of lies. One of the bricks turned into a cardboard box. A little later another brick turned into sand, and then another turned into glass, and smashed. And so, little by little, it became clear that whenever a lie was discovered, the brick that it had created changed its form, was crushed, and finally disappeared. In this way, the palace of lies became weaker and weaker, and in the end it completely fell to pieces.

At this, everyone, including the lying spirits, understood that you cannot use lies for anything. They are never what they appear to be, and so you never know what they will turn into.

Moral of the story

An imaginative way to explain why you cannot achieve anything worthwhile with lies because, sooner or later, the truth will come out

Settings

World of Spirits

Characters

The Spirits and their palaces

Bigmouth Fox

(by Pedro Pablo Sacristán)

Penguin, Reindeer and Fox were great friends. One day, Penguin and Reindeer found a load of fruit, and decided to keep it a secret. On the way, they met Fox, who seeing them so happy, asked them why. They told him they couldn't say, because it was a secret, but Fox asked them to trust him, so they told him about the fruit.

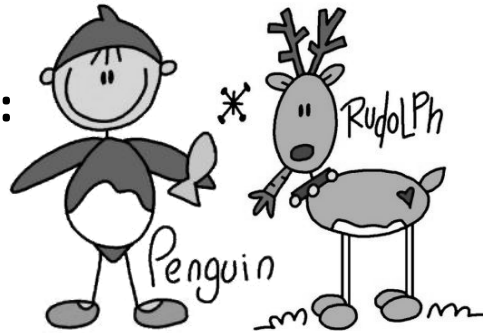
When they arrived at the village, Fox forgot about his promise, and told everyone. When Penguin and Reindeer returned to the place where they had found the fruit, the animals of the village had already been there and eaten it all.

That same day, Penguin and Reindeer found another place full of food, and the same thing happened again with Fox. Angered by these betrayals, they decided to teach Fox a lesson. The next day they told Fox that they had found a lake so full of fish that no effort was needed to catch them. Fox again told everyone in the village about this. The next day, Fox came by, covered in cuts and bruises. After telling all the animals about the lake full of fish, everyone, including even the polar bears, had gone there. But, not finding anything, they felt deceived, and had given Fox a good beating.

Fox learned that keeping people's trust is very important, and that to get it in the first place you have to earn it with loyalty and always keeping your word.

Penguin and Reindeer devised another trick for Fox but, as he was no longer a bigmouth, he did not betray them, and Penguin and Reindeer regained their faith in Fox, thus forgiving him.

Educational Value:
Trust, loyalty and discretion



Moral of the story

A fox asks his friends to trust him. He betrays that trust so they teach him a lesson

Settings

Countryside near the north pole

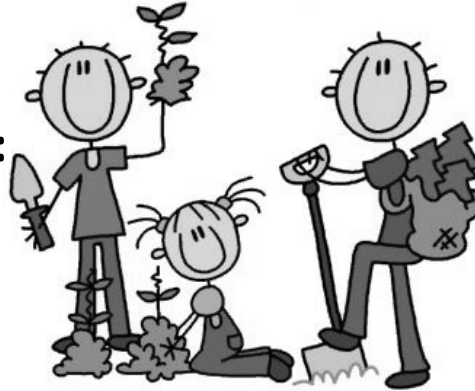
Characters

A fox, a penguin and a reindeer

The Magic Tree

(by Pedro Pablo Sacristán)

Educational Value:
Good manners



A long, long time ago a little boy was walking through a park. In the middle of the park there was a tree with a sign on it. The sign said "I am a magic tree. Say the magic words and you will see."

The boy tried to guess the magic words. He tried abracadabra, supercalifragilisticexpialidocious, tan-ta-ra, and many more... but none of them worked.

Exhausted, he threw himself on the floor, saying: "Please, dear tree!" and suddenly, a big door opened in the trunk. Inside everything was dark, except for a sign which said "Carry on with your magic." Then the boy said "Thank you, dear tree!" With this, the inside of the tree lit up brightly and revealed a pathway leading to a great big pile of toys and chocolate.

The little boy brought all his friends to the magic tree, and they had the best party ever. This is why people always say that "please" and "thank you" are the magic words.

Moral of the story

A fable to explain the origin of good manners

Settings

A park with a big tree

Characters

A boy and a tree

THE RED MOON

(by Pedro Pablo Sacristán)

Educational Value:
Care for
environment



**Moral of the
story**

If we don't actively care for the environment, it could seriously deteriorate

Settings

A dirty planet
and the moon

Characters

A boy and a
flower

There was once a little grey planet that was very sad. The people living there hadn't looked after it, despite them having all the inventions and space ships you could ever need. They had contaminated the whole countryside so much with rubbish and pollution that there were no plants or animals left.

One day, a little boy was walking on the planet, when he passed a cave and noticed a small red flower inside. The flower was very sick - almost dying - so the boy carefully dug up the flower, with roots, soil and everything. Then, he started looking for a place where he could look after it. He searched all over the planet, but everywhere was so contaminated that there was no place the flower could possibly live in. Then he looked up at the sky and noticed the moon. It seemed to the boy that maybe the plant could survive there.°

So the little boy put on his astronaut suit, and climbed into a space ship. He put the little red flower in the back, and off they went to the moon.

Far away from all that pollution - and with the boy visiting it every day to tend it - the flower started to grow. The flower was so well cared for, that it had soon germinated, giving birth to others, and these other flowers spread onto other flowers. Before long, the whole moon was completely covered with flowers.

That's why, whenever the little boy's flowers open up, for a few minutes the moon takes on a soft red sheen, like a warning light. Maybe it's telling us that if you don't look after your planet, a day will come when flowers will only be able to grow on the moon.

An Unexpected

Arrival

(by Pedro Pablo Sacristán)

Educational Value:
Hope. Dealing with
the loss of a mother



Moral of the story

An emotional and positive story to help in dealing with the loss of a mother during childhood

Settings

An ordinary family and heaven

Characters

A mother, her children, and angels

There was a bit of a stir in heaven when Tatiana turned up. No one expected her; she was still young and, what's more, she was the mother of two small children. Saint Peter looked at her, very seriously.

"And what are you doing here? Surely it's not your time yet".

Even so, after checking the ledger, he indeed found her name, but still found it hard to believe. It was true. She had done all the things that allow one to enter into heaven, including leaving her children with everything they would need, and she had managed it all in so little time! On seeing his surprise, Tatiana smiled and said,

"I've always done things quickly. Ever since Adrian and Andrea were babies I gave them everything I had, and I kept it in the form of a treasure which only they could access".

Everyone in heaven knew what Tatiana was referring to. From day one mothers set to work, filling the hearts of their children with love and virtues. And the rule is that mothers can only go to heaven once they have completely filled their children's hearts. This was amazing news. It was very unusual to hear of children having their hearts filled so soon, and everyone in heaven wanted to investigate.

Looking at children's hearts is the favourite pastime of the angels. At night, when children are sleeping, their hearts shine intensely with a purplish light that only angels can see. The angels certainly come to see; they sit around the children, softly singing songs of beauty. And so it was that, that night, in the bedroom of Adrian and Andrea, thousands of angels gathered. Neither of the children had overcome their grief at their mother's passing, but they were managing to sleep. On falling asleep, their hearts started to light up, as always. Gradually the light became more intense until their hearts shone brilliantly and with unmatched beauty.

Without any doubt, Tatiana had left their hearts brimming with such love and such virtue that they could have shared these with thousands of other children. The angels gave thanks for a spectacle of such beauty, they sang hymns of praise, and resolved to return each night. On waking, neither Adrian nor Andrea noticed anything strange, but they did feel filled with a strength to meet the new the day with enthusiasm; ready to grow and learn in the way their mother had always wanted.

So, without ever failing to miss their mother, Adrian and Andrea developed into a pair of wonderful children, overflowing with goodness. Every day they took inspiration from hearts filled with love and virtue, left to them by their mother, and from the nightly presence of thousands of angels who came to see them shine.

PROBLEMS ON THE ARK

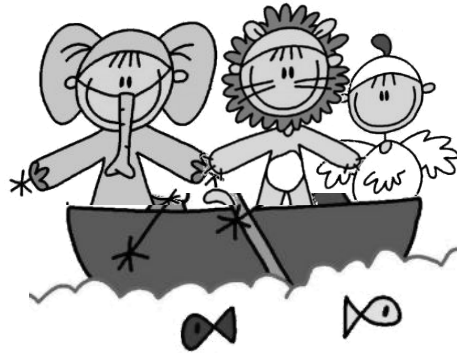
(by Pedro Pablo Sacristán)

On Noah's Ark things were getting a bit boring. Noah and his animals had spent so many days secluded there that they started organising games and activities to amuse themselves. But, with all that pent up energy, the games got rather rowdy, and a woodpecker ended up drilling a hole in the bottom of the ark. As water began entering the boat, the hole got bigger. So, more water came in, and things got a bit worrying.

One by one, different animals tried to fix the hole. They even got competitive about it because everyone wanted to be the animal that had saved the ark. The beaver built a dam over the hole, but not even that worked. Everyone was scared, worried that the boat would sink. That was, until the bee started talking. The bee explained to everyone how it was that bees always worked together, as a team, each one doing the job they were best at. On hearing this, all the animals set about working together, each one playing their part by contributing their own special talent. The birds grabbed onto parts of the ark with their beaks, and flapped their wings furiously, lifting the boat up a little. The elephants sucked up the water in their trunks and shot it back into the sea. The fastest animals ran here and there, collecting materials. Those used to making nests took this material and stuffed it quickly into the hole.

And so, working together, the animals managed to reduce the amount of water coming into the ark, but they still hadn't stopped it completely. Desperate, they kept asking each other if there were any other animals that could help. They searched and searched, but there were no other animals left in the ark. Then, suddenly, a little fish swam in through the hole. The animals realised that they still had not asked for help from all the sea creatures. They asked the little fish to go and summon help to save their boat. He swam off and soon fish after fish arrived at the ark. Even a big whale came, and the whale pressed its great belly against the hole in the ship. This stopped any more water entering, and it gave the animals on the ark time to close up the hole.

Educational Value:
Collaboration and teamwork



Moral of the story	Settings	Characters
Tasks that look impossible for individuals can be achieved by working together as a team	Noah's Ark	Animals from Noah's Ark

August Heat

(by Pedro Pablo Sacristán)

Educational

Value:

Strength and will
power



August Heat was a little city mouse who lived peacefully in a big house. The house had all the comforts any mouse could ever dream of; there was always warm water to bathe in, hot food, plenty of clothes and whatever else. A rather unusual kind of mouse lived with August. His name was Percy Veering, and despite all those comforts, every day he would give something up. He could quite easily wash in cold water as if it were warm, or chew leeks as though they were lumps of cheese. The worst was when he tried to convince August that acting in this way would be for his own good.

"Come on, man, you'll make yourself stronger. You're becoming a real softy!", Percy would say to him.

And poor August would turn away, snuggle into his blanket, and read a good book, wondering how there could be such stupid people around.

Misfortune would have it that, one night, so much snow fell on the city that our two friends' little mouse-house was completely snowed in and cut off from the outside world. They tried to get out, but the cold was intense, and they didn't think they could dig a tunnel through so much snow. They decided to wait it out.

The days went by, and still the snow remained; now there was no food left. Percy endured it quite well, but August - deprived of his hot baths, his food, and his warm shelter, was on the verge of losing control. He was a cultured kind of a mouse, who had studied widely; he knew that he wouldn't be able to stand more than three days without food. This was the same amount of time they had worked out they would need to dig a tunnel through the snow. They now had no choice but to get digging.

But as soon as he touched that cold snow, August turned away. He couldn't do it. Not with something so terribly cold, not even as hungry as he was, not even knowing that he would soon die!

Percy, though, managed it quite well, and started digging, all the time encouraging his friend to do the same. But August was paralysed; he just could not stand such terrible conditions. He couldn't even think straight. Then he looked at Percy, 'that idiot', and understood that that mouse was a lot wiser than he looked. Unlike himself, Percy had trained himself to do things because he really wanted to do them, and not just because they were the most appealing things to do at any given moment.

He could order his legs to dig regardless of whether they were purple with cold - something which was impossible for August, no matter how much he wanted to do it. And with those thoughts, and a tear of helplessness, he lay down upon the mountain of feathers that was his bed, ready to let himself die.

When he opened his eyes, he thought he was in heaven; the face of an angel was smiling at him. But then with great joy he realised that it was just a nurse. She told him they had been treating him for days, ever since a very brave mouse had arrived at the hospital, his four legs frozen, and given instructions on where to find August. Then the brave mouse had passed out.

When August ran to thank Percy for all his help, he found him standing up, having greatly recovered. Percy had lost several fingers, and an ear, but he looked cheerful enough. August felt very guilty since he hadn't lost a thing.

Percy told him, "Don't worry, if it hadn't been for those fingers and that ear, I wouldn't be here either. What better use could they have had?!"

Of course, they continued to be great friends, but August no longer thought of Percy as an idiot. By Percy's side he set about regaining control over his own pampered and demanding little body, each day giving up one of those unnecessary comforts of modern mouse life.

Moral of the story

Settings

Characters

Small daily renunciations are what develop strength and will power

A mouse hole

Two mice

SCUTTLEBALL.

SOCCER FOR ANTS

(by Pedro Pablo Sacristán)

Educational Value:

Fair play, respect and tolerance



Moral of the story

Sport is just a game. It should not arouse feelings of aggression and anger.

Settings

The trunk of a big hollow tree.

Characters

Ants

For those few days the big hollow tree was buzzing with activity. It was time for the Scuttleball World Championship. Scuttleball was soccer for ants; and it was definitely their favourite sport. Ants of all shapes and sizes, from every nook and cranny in the world, had arrived. There were teams of red ants, black ants, flying ants, termites... and even some bizarre multicoloured ants. And, of course, every team had its own loyal band of supporters. As the tournament went on the excitement only increased, and the supporters got more and more devoted to their own particular team.

Before long, the inevitable happened. In the stand a black ant shouted "Midgets!" at a group of red ants. The red ants answered with a bit of pushing and shoving, and almost instantly the whole thing turned into a great big ball of legs, jaws, and antennae. In the end, thousands of ants were in hospital, and the tournament had to be suspended.

No one can deny that there's almost always trouble when different kinds of ant get together. But this time things had gone too far, so a meeting of Ant Elders was called. The Elders discussed the matter for days, trying to reach a solution which would end this kind of trouble once and for all. Finally, they came to a decision:

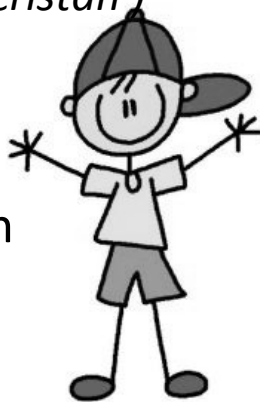
"We believe that ants of all teams are equal. It seems, though, that this tournament is being used to try to prove which kind of ant is the best. We know that all the different types of ant are indeed pretty impressive. Therefore, we say that comparisons should not be made, and that from this day on every Scuttleball team will be made up of different kinds of ant".

That decision caused quite a commotion, but soon the crowds of ants started forming themselves into new teams, mixed teams, and each ant was free to choose which team he would support. The tension on the terraces was reduced, and the ants began to see that they could enjoy the matches without so much arguing.

THE DAY OF SILENCE

(by Pedro Pablo Sacristán)

Educational Value:
Integrate people with
disabilities



Reggie couldn't hear a thing. He was a normal boy, but he had been born deaf. He was well known to everyone in town, and they were all very fond of him. Unfortunately, though, he always seemed to end up being treated differently from everyone else. Children worried that they would hurt him, that maybe he wouldn't hear the ball being hit in his direction. Adults acted like he was incapable of understanding them, as though he was some kind of baby.

Reggie didn't like this very much. But the person who disliked it the most was his friend Michael, who decided one day that things had to change. Michael's father was the town's Mayor, and Michael managed to convince him that this year, in honour of Reggie, they should dedicate one day of the festival to deaf people. During that whole day everyone in town would have to wear earplugs.

People liked the idea, because everyone loved Reggie. The day became known as The Day of Silence, and when it arrived everyone stuck plugs in their ears, in a spirit of great fun. That morning was filled with practical jokes, mischief and laughter. But, as the hours passed, people became more and more aware of how difficult life was when you couldn't hear anything. However, learning about how life was more difficult for the deaf was nothing compared to the greatest discovery of the day: Reggie was amazing!

On that day no one was thinking of Reggie as just a deaf person. This meant he could be treated just like any other little boy; and people saw a whole new side of him. Not only that, but Reggie had a bright and sharp mind. On that day, using his usual gestures, Reggie was the one who could communicate best with everyone. This meant that people paid more attention to what he was saying, and they were surprised by his intelligence, his creativity, and his ability to find solutions to almost any problem. They realised that he had always been like that, and that in normal life all Reggie needed was a little more time than others to communicate. That was the only difference.

So the Day of Silence was the day Reggie's true nature became known. And it was the day everyone realised you have to give people a chance to show how valuable they are. People in town wanted to make sure that others would learn this lesson. So, from that day on, whenever a visitor came to town, they were welcomed joyfully and a helmet was plonked on their head. A helmet with great thick ear flaps; a helmet which meant you couldn't hear the slightest thing.

Moral of the story

We should give everyone with a disability a chance to show their good qualities. We should treat them as normally as possible.

Settings

A town during the festival season

Characters

A deaf boy, his best friend, and the townsfolk

A DIFFERENT TAKE ON HALLOWEEN

(by Pedro Pablo Sacristán)

Educational

Value:

Forgiveness, self
control and joy



Moral of the story

A non-scary
story about
monsters, to
tell to little
ones on
Halloween

Settings

Monster
world

Characters

A girl, several
monsters, and
letters

A long time ago, most monsters were charming, sweet-toothed individuals. Silly, hairy guys who lived happily in their monster world. They talked and played with kids, and would tell them bedtime stories.

But one day, some monsters had a great big argument over a small sweet, and one beast got so angry that his furious cries would have frightened anyone. Among those who got the biggest fright were the most fearful of the letters, like L, T, and D. They ran far from that place.

The monsters kept shouting, and other letters decided to get out of there. As more letters left, what the monsters were shouting became more difficult to understand. Finally, only a few brave letters remained in the world of the monsters; like G and R. This meant the monsters could no longer say anything other than things like "GRRR!!", "AAARRRGHH!!" or "BOOOO!!". From then on, each time they went to visit some of their child friends, the monsters ended up frightening the children. As time passed, the idea spread that monsters are terrifying beings who only think of frightening us before eating us.

One day, a girl was in monster world, looking for her ball. Hidden under some leaves, she found all the missing letters, who were living there, paralysed by fear. This worried the girl, and she decided to take the letters to her house to look after them. She was a very special girl, because she had managed to remain friends with one nice, intelligent, monster.

This monster, seeing that nothing he tried to say came out right, pretended he couldn't talk, so that he would never frighten anyone. He communicated with the girl using gestures. When, that night, this monster went to visit the girl, and saw the missing letters, he was so happy that he asked her if he could use the letters to talk. And, for the first time, the little girl heard her monster friend's sweet voice.

Together they set out to restore the voices of the other monsters, and they visited one after another, leaving letters with them, so the monsters could finally say nice words again. The grateful monsters gave the girl and her friend the best sweets they had in the house.

Finally, it was time to go and visit the grumpy monster who had been at the centre of the original argument. He was old by now, but when he saw the letters, he jumped so abruptly that his old bones almost leapt out of his body. He looked at the frightened letters tenderly, and picked out the right ones to say "Sorry."

He must have been waiting years for that moment, because immediately he warmly invited them all into his house. When they went in, they saw that all the preparations had been made for one enormous party, full of monsters, sweets and candy.

Just exactly like people do these days on Halloween night. That has to be nothing more than a coincidence... right?

MANUTE THE BRAVE

(by Pedro Pablo Sacristán)

Educational Value:
Bravery



"The best man in the whole tribe is Manute the brave", everyone would say. You could see for yourself, at any time of the day, just how brave he was. He would jump to the ground from amazing heights, he would fight poisonous snakes, he would catch scorpions with his bare hands, and could cut the palm of his own hand with a knife - without even a flinch. They said the exact opposite about Pontoma. No one had seen him catch even a monkey.

One day, they happened upon each other in the forest, and Manute was showing Pontoma a coral snake he had just caught, when there began a downpour, the likes of which no one had ever seen. They both ran to shelter themselves under some thick foliage, and there they stayed until the rain had stopped.

However, when they were about to leave the shelter, they heard the roar of a tiger, at a distance of only a couple of metres. The foliage was very thick and dense, and the tiger wouldn't be able to get through it to attack them. However, the tiger was almost at the entrance hole. If it happened to come in and find the two tribesmen there, they certainly wouldn't get out alive. Manute was getting restless. He wanted to get out of that tight hole, and confront the tiger in open space, where he could fully use his great hunting skills. Pontoma was gesturing at him to keep still and be quiet, but Manute, tired of being stuck with a coward, leapt out of the thicket, surprising the tiger.

The tiger suffered a couple of deep wounds, but soon recovered, and hurt Manute with two swipes of its paw, throwing him to the ground. The tiger took the initiative, and leapt upon Manute, but Manute's spear, in the hands of Pontoma, interrupted the tiger's attack. The tiger turned away, wounded, but the spear moved as fast as a beam of light, and with incredible precision, hurting the animal again and again, until it fell to the ground, lifeless.

Manute, shocked, and bleeding freely from his injuries, witnessed all this while lying flat on his back on the ground. Never before had he seen anyone take on a tiger, and use the spear with such calmness and strength, as he had seen Pontoma do just now. Neither of them said a thing. Manute's grateful expression needed no words to be understood. Nor did they need words to know about Pontoma's wounded hand, or the fact that they were leaving a tiger skin there in the forest.

From that day on, people gradually remarked less on Manute's braveness. They thought maybe he was less courageous than before. The strangest thing was that they now noticed that Manute's old spear was among Pontoma's things.

But Manute just smiled, and remembered the day he learned that true bravery lay not in seeking out danger, but in controlling one's fear when danger crosses your path.

**Moral of
the story**

Bravery is a lot different to recklessness. Bravery is not searching out fear or danger, but being able to control fear when it most matters

Settings

The forest

Characters

Two tribesmen and a tiger

TROUBLE IN THE SCIENCE CLASS

(by Pedro Pablo Sacristán)



Educational Value:
Being calm

Moral of the story

Acting when we are furious or annoyed results in less clever and intelligent actions

Settings

A class in a modern school

Characters

A teacher, some students and their parents

The science teacher, Mr Litmus, had asked his students to study some particular animal. They would write a short report, and tell the rest of the class their conclusions. Some talked about dogs, others about horses, some chose fish. But the most interesting discovery of all was made by little Sophie:

"I found that flies are terribly grumpy", she said, very sure of herself.

Everyone smiled, waiting for her to continue. Then Sophie explained: "I spent hours in my house, watching flies. When they flied normally, everything was OK, but when they found a window they would really start buzzing. I had always thought they made that noise with their wings, but they don't. With my daddy's binoculars I inspected the flies really closely, and saw that what they were really doing was shouting and protesting. They were so hysterical that they couldn't fly out the window, and they would just beat their heads against the glass again and again. If only they had watched the butterfly that passed by. They would have seen that the top of the window was open. The butterfly tried to tell them, but it had no effect at all. The flies just kept on shouting and complaining".

Mr Litmus was amused, and explained to the class that that form of fly behaviour had nothing to do with anger. Instead, it was an example of creatures having different levels of intelligence and awareness. They agreed that the next day they would bring a list of creatures in their order of intelligence...

And this was what caused a big rumpus in the science class. Many parents had to come and complain, because their children... had listed their parents as among the least intelligent of creatures! This, said the children, was because the parents did nothing but complain, and they never listened to anyone.

And, although Mr Litmus had to do a lot of explaining, and calm down quite a few parents, it helped some of them realise that, although they weren't stupid, they often behaved not terribly intelligently.

The Sword of Peace

(by Pedro Pablo Sacristán)

Educational Value:

Love peace; hate war



Moral of the story

Two ideas. That wars and battles are not ancient romantic, and that we can all do something to bring about peace.

Settings

A battle between two kingdoms

Characters

A sword and the Kings of two neighbouring countries

Once upon a time there was a precious sword. Now, this sword belonged to a great King, and for as long as anyone could remember, the King spent all his time in his palace, enjoying his shows and parties. One day a great dispute broke out between this King and the King of a neighbouring country. It ended with both declaring war.

The sword was greatly excited at the prospect of taking part in its first real battle. It would show everyone how truly brave and special it was, and would become renowned throughout the kingdom. On the way to the front line, the sword imagined itself the winner of many battles. However, when they arrived, the first battle had already taken place, and the sword got to see the results of war. What it saw had nothing in common with what the sword had imagined. No elegant shining knights, triumphant, with their weapons gleaming in the sunlight. Instead, all the sword saw was broken weapons, and hordes of hungry and thirsty men. There was hardly any food left. Everything was covered in dirt and shrouded in a disgusting smell. Many were half dead and scattered on the ground, bleeding from multiple wounds...

At this, the sword realised it liked neither wars nor battles. It decided it preferred to live in peace and spend its time taking part in tournaments and competitions. So, on the night before what was going to be the big final battle, the sword tried to find a way to prevent it from taking place. After a while, the sword started to vibrate. First it gave out a low buzz, but this gradually got louder, until it became an annoying metallic noise. The swords and armour of the other soldiers asked the King's sword what it was doing. It told them

"I don't want there to be a battle tomorrow. I don't like war".

One answered, "No one likes it, but what can we do?"

"Make yourself vibrate, just like I'm doing", said the King's sword. "If we make enough noise no one will sleep."

So the weapons started vibrating, and the noise became deafening. It was so loud that it reached the enemy camp, and the weapons there, who were equally sick of the war, joined the protest. The next morning, when the battle should have begun, not a single soldier was ready to fight. No one had managed to get even a wink of sleep, not even the Kings or the Generals. So they spent the whole day catching up on sleep. During the evening they started to wake up, and decided to put off the battle for the next day.

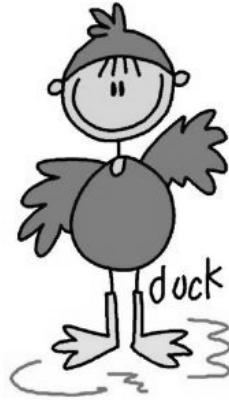
However, the weapons, led by the King's sword, spent the night repeating their peace song, and again no soldier could rest. The battle had to be postponed yet again, and this carried on for the next seven days. On the evening of the seventh day, the Kings of the two armies met to see what they could do about the situation. Both were furious from their previous dispute, but after being together for a while they started to discuss their sleepless nights, the surprise on their soldier's faces, the confusion of day with night, and the amusing situations all this had created. It wasn't long before both were laughing, like friends, at these little stories.

Fortunately, they forgot their old disputes and they put an end to the war, each returning to their own land with the double joy of not having had to fight, and having regained a friend. And from then on, from time to time the Kings would meet up to talk about their experiences as Kings. They now understood that the things which united them were much more numerous than anything that set them apart from each other.

Billy Peck, Tightrope Waddler

(by Pedro Pablo Sacristán)

Educational Value:
Friendship and
sincerity



Billy Peck was a farm duck whose big dream was to become a tightrope walker. Every day he spent hours out on the rope, practicing, encouraged by his faithful friend, Artie Quack. Artie was an older duck who, when young, had practiced that very same art. Both of them were a bit flap-footed at it, but they had never let that get in the way of doing all they could to keep training and hopefully improve.

One day, a new ram arrived at the farm. Soon after noticing the ducks' tightrope practice, he came over and began praising them. He said they were doing great, and he bet they could cross any precipice on that rope of theirs. This left Billy feeling highly encouraged, despite Artie commenting that he hadn't noticed any real improvement.

A few days later, Billy found himself with the ram, looking across a ravine. The gap was so wide that no one could jump it. You could only cross it using a tightrope. Artie tried to talk his friend out of it. He wanted him to realise that he wasn't such a great tightrope walker, and this thing with the ravine would be really dangerous. The ram disagreed, assuring them that Billy Peck was the best tightrope walker in the whole region, and that Artie Quack was just jealous of him. Both ducks got angry, and Artie refused to help with the tightrope walk.

On the ravine, the ram egged Billy on, to reach the other side. But as soon as he had stepped out onto the rope Billy lost his balance, and fell. Fortunately he landed on a small ledge, but when he asked the ram to help him up, he discovered that he had disappeared. Billy Peck had to spend quite some time there, and even worse, his leg was broken.

He realised that his old friend Artie had been telling him the truth all along. He saw that it couldn't have been easy for Artie to tell him that he wasn't a good tightrope walker, and Billy was grateful to have such a good friend who would always tell him the truth...

And Artie really was a good friend, because, knowing what was about to happen, he had gone straight off to find a group of wild ducks - old friends of his. These wild ducks flew much better than the poor old farm ducks. Artie prepared a rescue operation with the wild ducks.

Billy asked Artie to forgive him, and Artie happily did so. And, while being rescued, and flying high, Billy could see that over on the other side of the ravine there was a load of well-hidden and delicious delicacies. Billy realised that that was all the greedy ram had been interested in. He wanted those foods, but couldn't cross the ravine himself, so had tried to use Billy to get them.

Billy felt foolish, but also fortunate, because helped by his new duck friends they managed to gather all that wonderful food, take it to the farm, and have a big party among real friends.

Moral of the story

True friends always tell us the truth, even if it's something we won't enjoy hearing. Those who give us false praise are not worthy of our trust.

Settings

A farm

Characters

Two ducks and a ram

The Incredible Black Rain

(by Pedro Pablo Sacristán)

Educational Value:
Optimism and
being positive



Gus Grumplings was never happy with anything. He had lots of friends, and parents who loved him dearly, but all Gus could think about was what he didn't have, or things he did have which he was unhappy with. If someone gave him a car, it would be too big or too slow. If he went to the zoo, he'd come back disappointed because they hadn't let him feed the lions. If he played football with his friends, he would complain, saying there were too many of them for just one ball...

What caught Gus unawares was Chuckles the prankster cloud. One day, Chuckles was drifting past, and heard all of Gus's complaining. Chuckles wafted over to see. When the cloud was right above Gus, he started dropping heavy black rain on him. That was Chuckles' favourite trick to play on grumpy little kids.

Gus wasn't at all impressed by this new development; it just made him complain even more. He was even angrier after he realised that the cloud was following him. Well, this carried on for almost a week. Gus couldn't get away from the cloud, and he got more and more infuriated.

Gus had a little friend, a happy and generous girl called Gladys. Gladys was the only one who had been willing to hang around with Gus during all those black, rainy days. All the other children had run off to avoid getting soaked and ending up completely black. One day, when Gus was at the end of his tether, she said to him: "Cheer up! What you should realise is that you're the only one of us who has his very own cloud, and even better, its rain is black! We could play some fun games with a cloud like this, don't you reckon?" As Gladys was his only company these days, and he didn't want her to leave as the others had, Gus reluctantly agreed.

Gladys took him to the swimming pool, and left him there until all the pool water was black. Then she went and got other kids. They came and played in the pool. The water being black meant they could play hide and seek! Grudgingly, Gus had to admit it had been a lot of fun, but what was even more fun was playing Wet the Cat.

Gus would find cats and run alongside them. When the cats felt themselves getting wet they would jump about in the craziest way, and run off at top speed, with funny looks on their faces. Before long, all the children in town had gathered around Gus, thinking up new games they could play using the cloud.

For the first time ever, Gus started to see the positive side of things; even things which, at first, had seemed so bad. Chuckles, the prankster cloud, thought that he could now leave; his work had been done. But, before leaving, he gave Gus two days of multicoloured rain, with which the children invented the most fun games ever.

When Chuckles finally left, Gus didn't complain. Now he knew to focus on the good in life, and the good thing about Chuckles' departure was that no longer was Gus soaking wet all day. Now he could go and do dry things, and that's exactly what he did.

Moral of the story

Everything has
its good and bad
side. We are
happiest when
we look for the
good in all
things.

Settings

A town

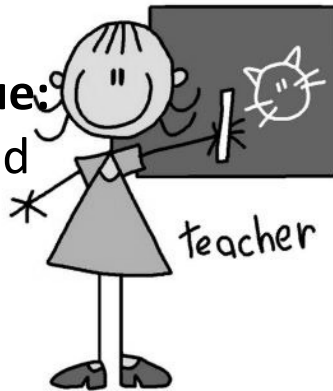
Characters

A boy, a
cloud, and
a girl

An Insignificant Task

(by Pedro Pablo Sacristán)

Educational Value:
Responsibility and constancy



The day when the jobs were handed out was one of the most exciting for all the children in the class. It took place during the first week of the term. On that day, every boy and girl was given a job for which they would be responsible for the rest of that school year.

As with everything, some jobs were more interesting than others, and the children were eager to be given one of the best ones. When giving them out, the teacher took into account which pupils had been most responsible during the previous year, and those children were the ones who most looked forward to this day. Among them Rita stood out. She was a kind and quiet girl; and during the previous year she had carried out the teacher's instructions perfectly. All the children knew Rita was the favourite to be given the best job of all: to look after the class dog.

But that year there was a big surprise. Each child received one of the normal jobs, like preparing the books or the radio for the lessons, telling the time, cleaning the blackboard, or looking after one of the pets. But Rita's job was very different. She was given a little box containing some sand and one ant. And even though the teacher insisted that this ant was a very special ant, Rita could not help feeling disappointed. Most of her classmates felt sorry for her. They sympathised with her, and remarked at how unfair it was that she had been given that job. Even her father became very angry with the teacher, and, as an act of protest, he encouraged Rita to pay no attention to this insignificant pet. However, Rita, who liked her teacher very much, preferred to show the teacher her error by doing something special with that job of such little interest.

"I will turn this little task into something great," Rita said to herself.

So it was that Rita started investigating all about her little ant. She learned about the different species, and studied everything about their habitats and behaviour. She modified the little box to make it perfect for the ant. Rita gave the ant the very best food, and it ended up growing quite a bit bigger than anyone had expected...

One day in spring, when they were in the classroom, the door opened, revealing a man who looked rather important. The teacher interrupted the class with great joy, and said,

"This is Doctor Martinez. He has come to tell us a wonderful piece of news, isn't that right?"

"Exactly". said the Doctor. "Today they have published the results of the competition, and this class has been chosen to accompany me, this summer, on a journey to the tropical rainforest, where we will be investigating all kinds of insects. Among all the schools of this region, without doubt it is this one which has best cared for the delicate little ant given to you. Congratulations! You will be wonderful assistants!"

That day the school was filled with joy and celebration. Everyone congratulated the teacher for thinking of entering them in the competition, and they thanked Rita for having been so patient and responsible. And so it was that many children learnt that to be given the most important tasks you have to know how to be responsible even in what are apparently the smallest tasks. And without doubt, it was Rita who was most pleased at this, having said to herself so many times "I will turn this little job into something really great".

Moral of the story

Responsibility is to be measured by how we approach the seemingly less important tasks in life

Settings

A modern school

Characters

A girl, her teacher, and an ant

The Hair Thief

(by Pedro Pablo Sacristán)

Educational Value:
Sincerity when
talking to children



Valerie was very worried about her daddy. For some time now she had noticed he was going bald. It seemed like every time she looked at him he had less hair than before. One day she rather boldly asked him, "Daddy, every day you have less hair. Why is that?" Her father smiled and said,

"It's the hair thief. Round here there's a little pilferer, and he visits my head during the night when I'm asleep. One by one he pulls out my hairs, as many as he likes. And there's no way to catch him!"

This worried Valerie, but she was determined to help her daddy. That very night she stayed awake as long as she could. As soon as she heard the first snuffles of her father's snoring she grabbed a hammer and went straight to her parents' bedroom. She slowly tiptoed in, being careful not to make a sound. She didn't want the hair thief to hear her. When she arrived at her father's side she began watchfully inspecting his head, determined to catch the hair thief as soon as he appeared. Before long, she saw a shadow on her daddy's head and, with every last ounce of her strength, she swung the hammer down.

Thwack! Her father let out an enormous yelp and in a single movement leapt out of bed. The lump on his head was already big, and growing. Trembling with shock, he turned the light on, and saw Valerie brandishing her hammer in the air.

"I nearly got him, Daddy! I thought I hit him, but it looks like he escaped!"

Meanwhile, all the commotion had woken Valerie's mother up. Seeing the lump on her husband's head, she burst out laughing.

"Well, that's what happens when you tell silly stories," she said, highly amused.

So Valerie's father had to explain to her that the hair thief didn't exist, and that going bald is something that just happens naturally to most daddies. There he sat, with a huge lump on his head, realising just how important it is not to tell children tall tales. And Valerie still worried about her daddy, but she no longer lay in wait for the hair thief. Instead, she bought her daddy a very nice sleeping bonnet.

Moral of the story

We should explain things to children in an honest manner because children deserve respect. We should resist telling them silly stories for our own amusement.

Settings

An ordinary house in the present day

Characters

A father and his daughter

Drums in Space

(by Pedro Pablo Sacristán)

Educational Value:
Respect and
perseverance



Brenda Bongos was a happy, artistic girl, a girl with one big ambition - to play the drums in a band. But one big obstacle lay in her way. To be good enough to play in a band Brenda had to practice a lot, but she lived next-door to a lot of old people - many of them sick - in a care home. She knew that the sound of beating drums and crashing cymbals would really get on their nerves. Brenda was a very good, respectful, girl. She always tried to find a way of practicing her drums without bothering other people. So, she had tried playing in the strangest places; a basement, a kitchen, an attic, and even in a shower. But it was no good; there was always someone it would annoy. However, determined to practice as much as she could, Brenda spent most of her time playing on books and boxes, and looking for new places to practice.

One day, while watching a science documentary on TV, she heard that sound cannot travel in space, because there's no air. At that moment, Brenda Bongos decided to become a sort of musical astronaut. With the help of a lot of time, a lot of books, and a lot of work, Brenda built a space bubble. This was a big glass ball connected to a machine which sucked out all the air inside. All that would be left inside was a drum kit and a chair. Brenda got into the space suit she had made, entered the bubble, turned on the machine, and...

She played those drums like a wild child! It wasn't long before Brenda Bongos - 'The Musical Astronaut' - had become very famous. So many people came to see her play in her space bubble that she had to mount a pair of speakers so that everyone could listen to her play. Shortly afterwards she came out of the bubble and started giving concerts. Her fame spread so much that the government proposed that she form part of a unique space journey. Finally, Brenda was a real musical astronaut, and had gone far beyond her first ambition of playing drums in a band.

Years later, when they asked her how she had achieved all this, she thought for a moment, and said, "If those old people next-door hadn't mattered so much to me, I wouldn't have gone to such lengths to find a solution, and none of this would have ever happened."

Moral of the story	Settings	Characters
There is always a good solution. If we persist in looking for it, we can end up achieving much more than we had envisioned.	A girl's house and outer space	A girl who plays the drums

The Ticklish Kid

(by Pedro Pablo Sacristán)

Educational Value:
Shelf acceptance; making others happier



Pete Sparks was a sensitive boy. So sensitive that even his hair was ticklish. You only had to touch his hair a little bit and he would burst out laughing. And when this ticklish laughter started, no one could make him stop.

So Pete grew up used to strange situations. When his granny's friends came to visit, he would always end up in stitches because there was never any shortage of little old ladies rubbing his head and saying "How cute!"

Windy days were the worst, with Pete on the ground, paralyzed by laughter whenever the breeze blew on his locks, which, incidentally, were pretty long because at the barber shop no one could manage to cut his hair, due to the non-stop giggling. To see Pete laugh, as well as being great fun, was terribly contagious. When Pete started feeling ticklish, everyone ended up in endless laughter, and they had to just give up whatever they were doing.

As Pete grew up, people started to ban him from certain places. Some activities are serious business, and cannot be done amid gales of laughter. So Pete tried everything to control his ticklishness: he tried wearing a thousand different hats, he used ultra strong hairsprays and gels, he shaved his head, and he even went on a yoga course to see if he could bear the tickling by learning to relax himself.

But nothing worked; it was impossible. He wanted, with all his heart, to just be a normal boy. So, as time went on, he began to feel sad and ill-fated for being different.

This went on until, one day in the street, he met a special clown. The clown was very old and could hardly walk, but when he saw Pete in tears, he went to cheer him up. It didn't take long to make Pete laugh, and they started to talk. Pete told him about his ticklish problem, and he asked the clown how such an old man could carry on being a clown.

"I have no one to replace me", said the clown, "and I have a very serious job to do". Pete looked at him, surprised, and thought "serious? A clown?", trying to understand what the old man had told him.

"Come, I'll show you" said the clown.

So the clown took Pete all over the city, to many hospitals, shelters, refuges, schools... All were full of children who were sick, or orphaned, children with very serious problems. But as soon as they saw the clown, their faces changed completely and lit up with a smile. Their short while spent with the clown changed everything for them, but that day was even more special, because in every show Pete's ticklishness would inevitably make an appearance, and his contagious laughter would end up with the kids laid on the floor, dying with laughter.

When the visit came to an end, the old clown winked at Pete and said "Now do you see what a serious job it is? That's why I can't retire, even at my age".

"It's true," answered Pete, smiling and returning the wink, "not everyone could do it, you have to have a special gift for laughter. And that's so hard to find". This said, the wind again set off his ticklishness and his laughter.

And that is how Pete became a clown, and replaced the special old man. And from that day onward, the fact that Pete was different actually made him happy, thanks to his special gift.

Moral of the story

Everything which makes us different makes us, at the same time, special, and there are always ways to benefit from these gifts

Settings

A city and its areas of greatest child deprivation

Characters

A boy and a clown

THE LIFE WASTING POTION

(by Pedro Pablo Sacristán)

Educational Value:
Healthy life



Many, many years ago everyone was strong and healthy. They ate a very varied diet, and especially loved fruit, vegetables, and fish. Everyone took daily exercise, and they enjoyed themselves playing and leaping about. The Earth was the healthiest place you could imagine, and it was clear that both adults and children were full of joy and good moods.

All that made the dark witches furious. They only ever wanted to do harm and make problems for people. The worst of all of these witches was Sourface; she was evil, and could be relied on to come up with the nastiest ideas. She suggested that all the witches combine their energies to invent a potion which would take away people's desire to live happily. So, one night, all the witches gathered down in the swampy forest and worked together on that evil spell. The spell was so powerful, and would need so much energy to cast, that when one of the witches got one of the words wrong, there was a huge explosion. So big was the explosion, that it completely destroyed the forest.

It turned all those evil witches into tiny little creatures, like germs, and left them trapped in a green liquid inside a small glass bottle, which lay lost in the swamp. There they were trapped for centuries, until one day a little boy found the bottle. Thinking it contained some kind of soft drink, he drank the lot. The evil, microscopic witches took advantage of this situation, and even though they were tiny and couldn't hurt anyone, they soon learned to change the little boy's likes and dislikes in order to get him to do what they wanted. In a few days, a funny feeling in his mouth and tongue meant the boy no longer wanted to eat vegetables, fruit, or fish. All he wanted to do was eat ice cream, pizza, burgers, and candy. Then a nibbling feeling all over his body meant he no longer enjoyed playing and running about with his friends. All that stuff tired him out; he now just wanted to stay in the house, sitting or lying about. So, his life got more and more boring, he started feeling ill, and before long he had no desire to do anything. The evil potion had worked! And the worst thing of all was that the witches learned to jump from one person to another, like a virus. They managed to turn the influence of the potion into the most contagious of diseases: the disease of wasting your life.

It was a long while before, with the help of his microscope, Doctor Fitton-Helthie discovered that the little witches were causing all this disease. There was no vaccine or cough mixture to get rid of them, but the good doctor discovered that the witches could not stand joy and good humour. It turned out that the best cure was to make a strong effort to live a healthy, joyful, and happy life. When a person became healthy, the little witches would leave that body as soon as they could, riding off on a sneeze.

From then on, the best remedy was not pills or injections, but just a little bit of effort to eat some fruit, vegetables, and fish, and to do some exercise. And whoever came to see Doctor Fitton-Helthie, and took his advice, ended up totally well, being cured of the waste-of-life disease.

Moral of the story

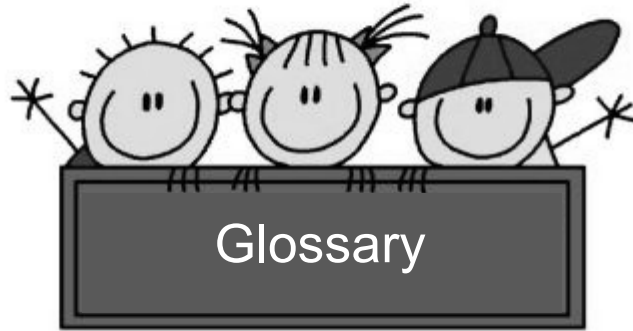
Although you have to make some effort to live a healthy and happy life, it pays to eat a little of everything, and do some exercise.

Settings

The witches' forest

Characters

Some evil witches, a boy, and a doctor



VALUES:

Value can be defined as “a principle, standard, or quality considered worthwhile or desirable”, and is related to those principles, attitudes and feelings that conforms an individual's ethics and moral judgements. Values are closely related to cultural environment and received education since early childhood.

CHARITY:

voluntary activity of or disposition towards donating money, property, or services to the needy or for general social betterment. The theological virtue defined as love directed first toward God but also toward oneself and one's neighbors as objects of God's love.

COMMITMENT:

The state of being bound emotionally or intellectually to a course of action or to another person or persons

CONFIDENCE:

Trust or faith in a person or thing, specially applied to personal and trustful relationships.

CONSIDERATION:

Thoughtful concern for others; solicitude.

COURAGE:

The state or quality of mind or spirit that enables one to face danger, fear, or vicissitudes with self-possession, confidence, and resolution; bravery.

DISCRETION:

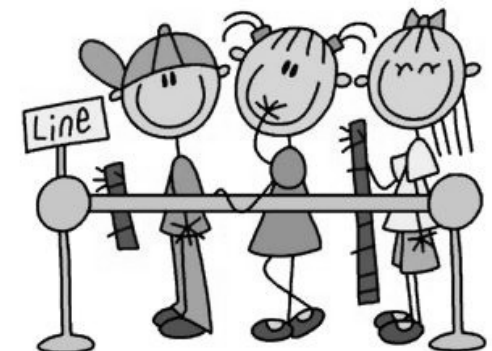
the quality of behaving or speaking in such a way as to avoid social embarrassment or distress.

EFFORT:

The use of physical or mental energy to do something. A difficult exertion of the strength or will.

ENTHUSIASM:

Great excitement for or interest in a subject or cause. A sense of concern with and curiosity about someone or something.



FELLOWSHIP:

The companionship of individuals in a congenial atmosphere and on equal terms.

FORGIVENESS:

compassionate feelings that support a willingness to forgive, renouncing anger or resentment against others.

FREEDOM:

The quality, specific of the will or the individual, of not being totally constrained; able to choose between alternative actions in identical circumstances

FRIENDSHIP:

A feeling of liking for another person who is known and regarded with liking, affection, and loyalty. Enjoy the company of friends.

GENEROSITY:

willingness and liberality in giving away one's money, time, etc.; magnanimity

GOODNESS:

Moral excellence; piety; virtue. The state or quality of being good.

GOOD MANNERS:

The socially correct way of acting; etiquette.

HONESTY:

The quality of a person not disposed to cheat or defraud; not deceptive or fraudulent.

HOPE:

A feeling of desire for something and confidence in the possibility of its fulfillment. The theological virtue defined as the desire and search for a future good, difficult but not impossible to attain with God's help.

HUMILITY:

The quality of being marked by meekness or modesty in behavior, attitude, or spirit; not arrogant or prideful.

HUMOR SENSE:

The ability to perceive, enjoy, or express what is amusing, comical, incongruous, or absurd. Being able to focus in the amusing side of things.

HYGIENE:

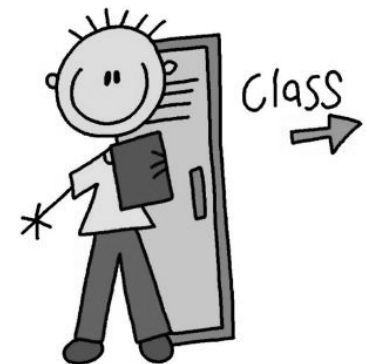
Conditions and practices that serve to promote or preserve health

INTEGRATION:

The bringing of people of different racial or ethnic groups into unrestricted and equal association, as in society or an organization; desegregation.

JOY:

something or someone that provides a source of happiness



KINDNESS:

The quality of being warmhearted and considerate and humane and sympathetic

LOVE:

a feeling of great fondness or enthusiasm for a person or thing

LOYALTY:

The quality of being faithful to a person, ideal, custom, cause, or duty.

OBEDIENCE:

behavior intended to please your parents; and other wiser and older people.

OPTIMISM:

A tendency to expect the best possible outcome or dwell on the most hopeful aspects of a situation. The belief that the universe is improving and that good will ultimately triumph over evil.

ORDER:

A condition of methodical or prescribed arrangement among component parts such that proper functioning or appearance is achieved

OVERCOMING:

Getting on top of problems and personal limits, dealing with them successfully

PATIENCE:

Tolerant and even-tempered perseverance. The capacity for calmly enduring pain, trying situations, etc.

PEACE:

An agreement or a treaty to end hostilities. A state of harmony between people or groups; freedom from strife.

PERSEVERANCE:

Continued steady belief or efforts, withstanding discouragement or difficulty; persistence.

POSITIVISM:

The state or quality of being positive and optimistic.

RESPECT:

Courteous regard for people's feelings. Willingness to show consideration or appreciation, specially for parents and older people.

RESPONSIBILITY:

A form of trustworthiness; the trait of being answerable to someone for something or being responsible for one's conduct.

SELFCONTROL:

The trait of resolutely controlling your own behavior. The ability to exercise restraint or control over one's feelings, emotions, reactions...

SINCERITY:

The quality of being open and truthful; not deceitful or hypocritical.



SOLIDARIDARITY:

A union of interests, purposes, or sympathies among members of a group; fellowship of responsibilities and interests. Usually applied to the human being as a group.

STRENGTH:

The ability to maintain a moral or intellectual position firmly.

TEAMWORK:

Cooperative effort by the members of a group or team to achieve a common goal. The ability to work efficiently as a team.

TENACITY:

Persistent determination. The quality to show a strong resolution.

TIDINESS:

The trait of being neat and orderly. Being marked by order and cleanliness in appearance or habits.

TOLERANCE:

The capacity for or the practice of recognizing and respecting the beliefs or practices of others.

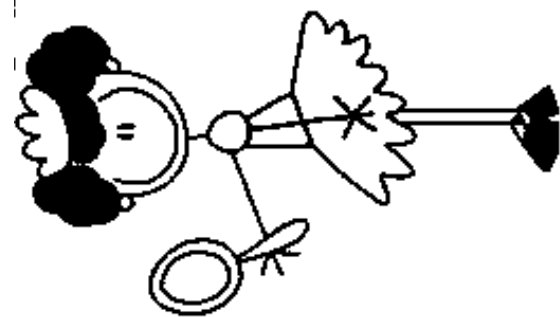
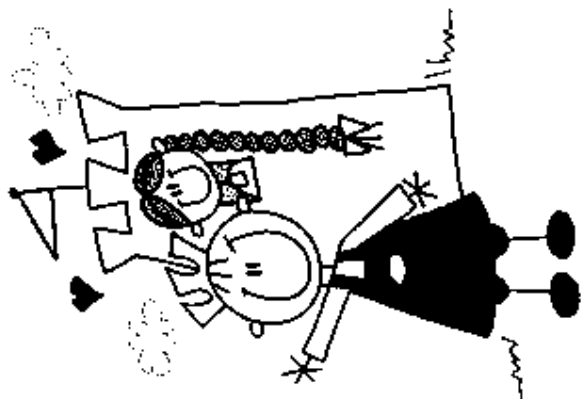
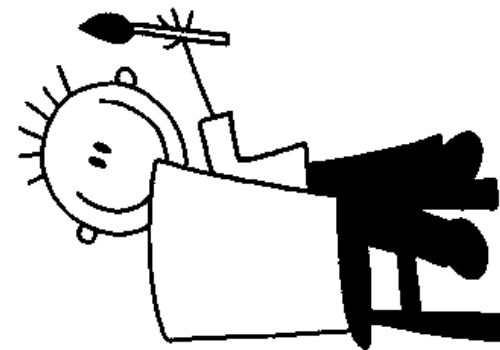
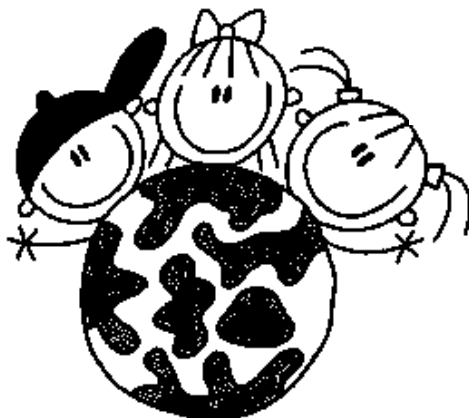
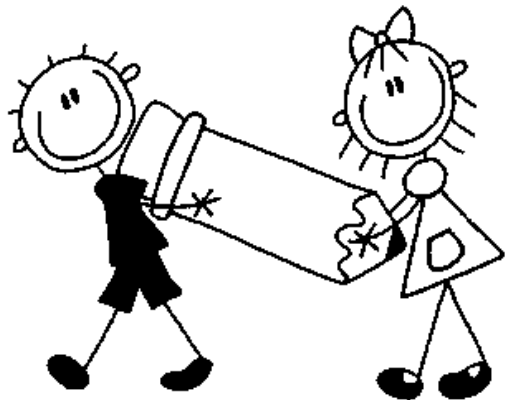
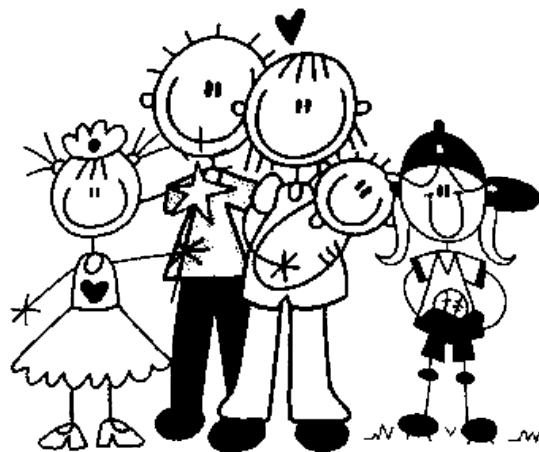
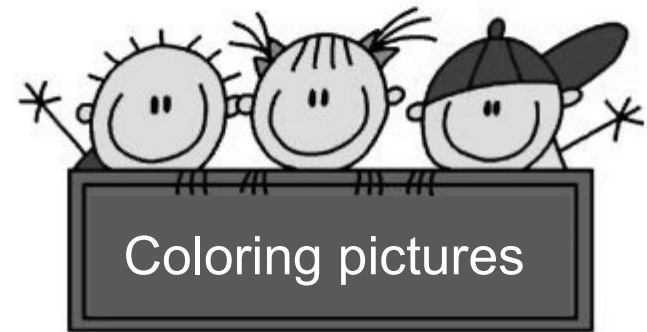
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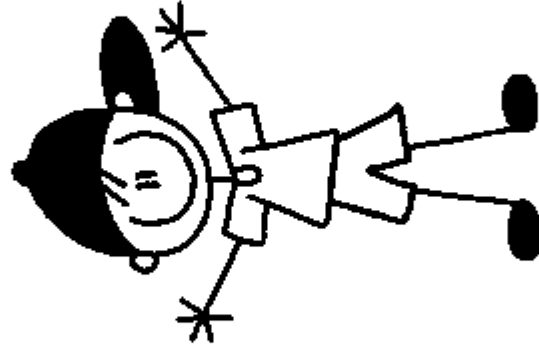
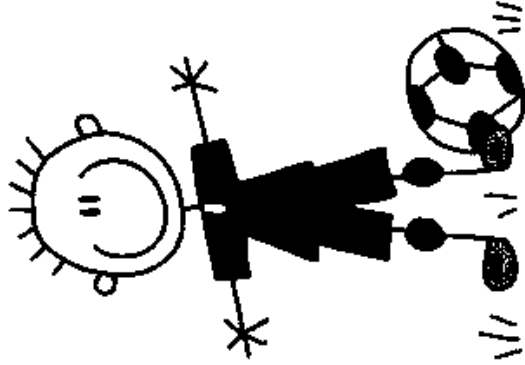
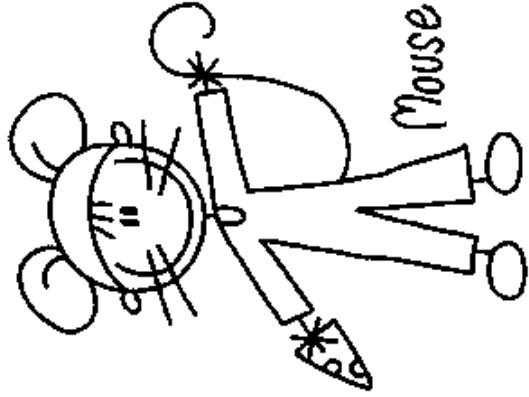
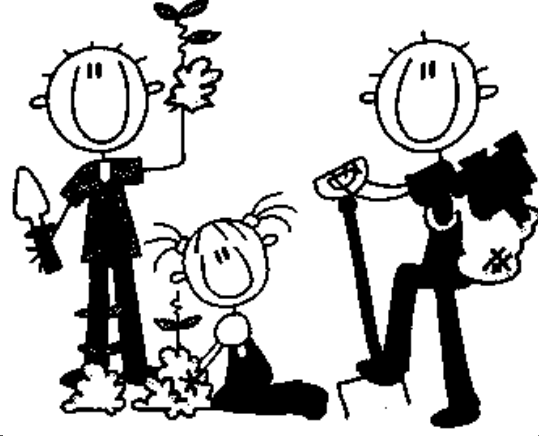
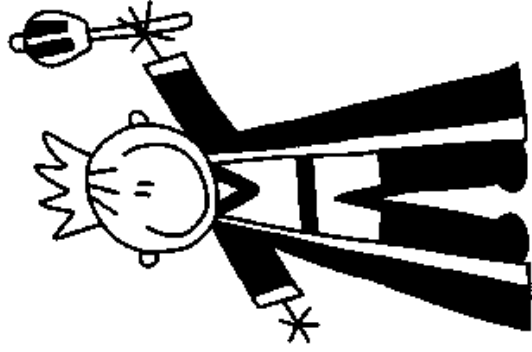
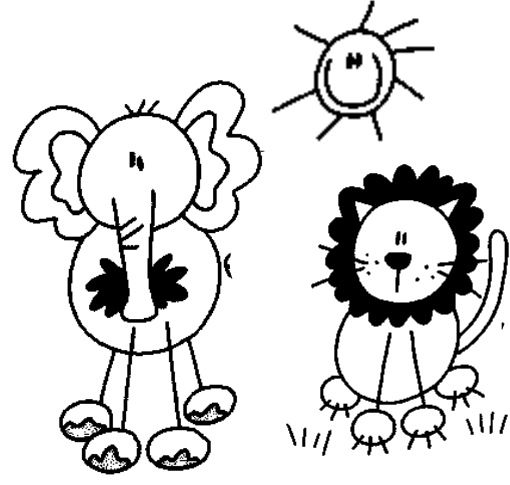
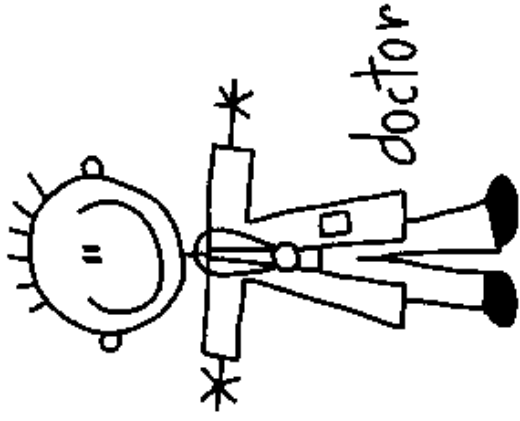
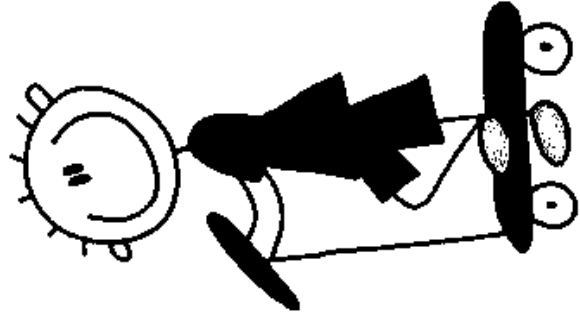
A disposition to appreciate or share the feelings and thoughts of others; sympathy.

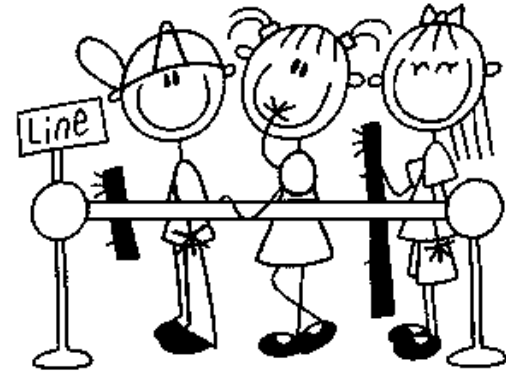
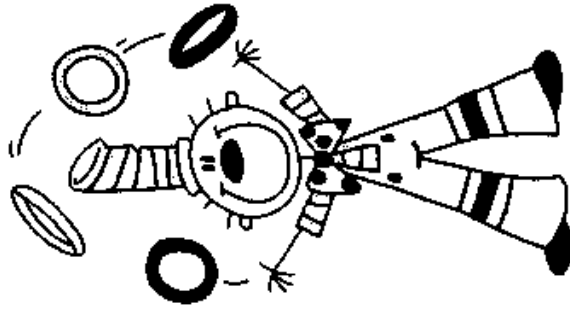
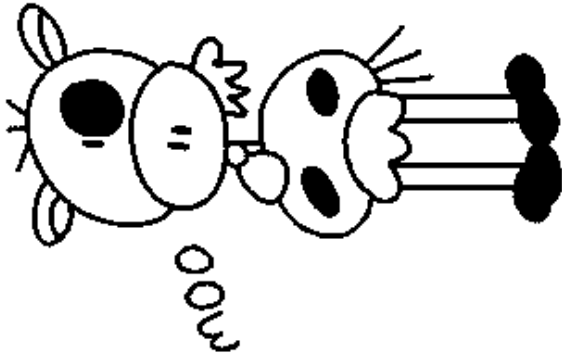
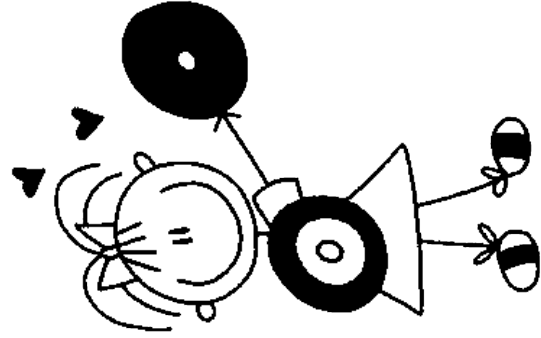
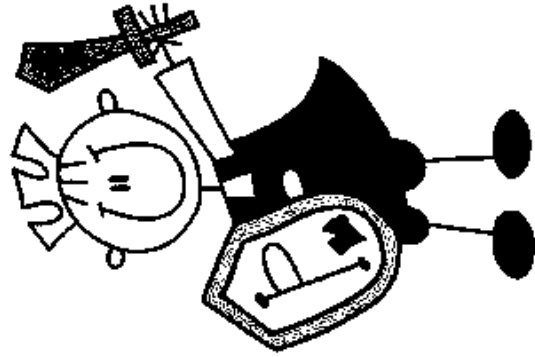
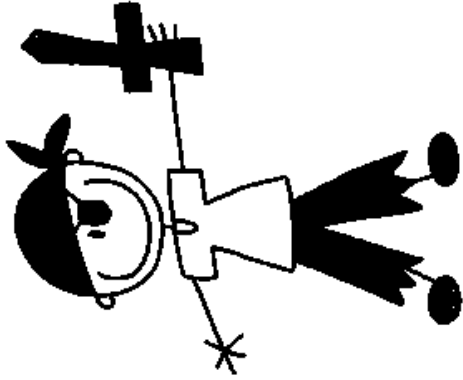
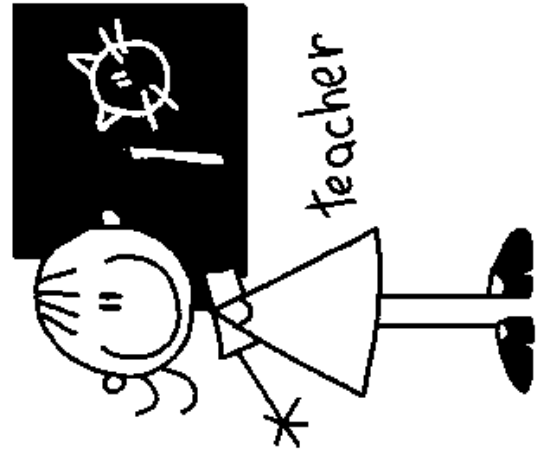
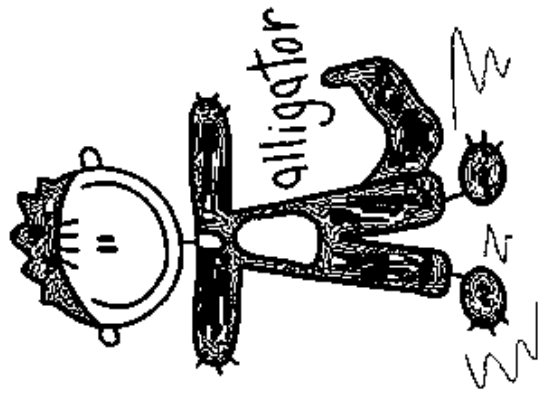
URBANITY:

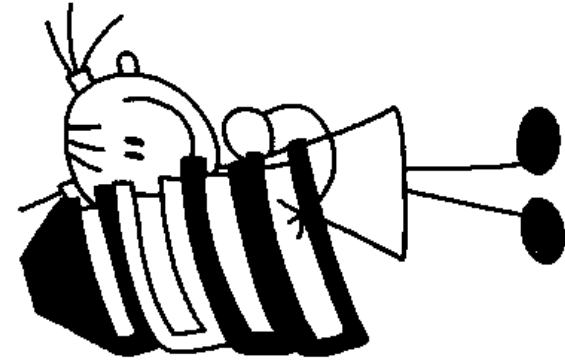
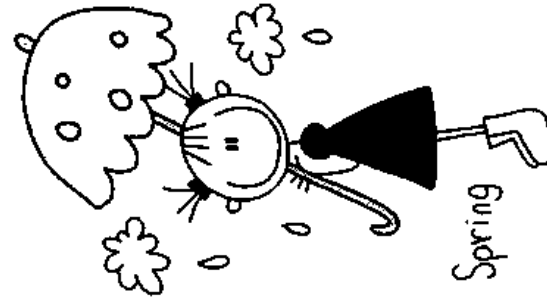
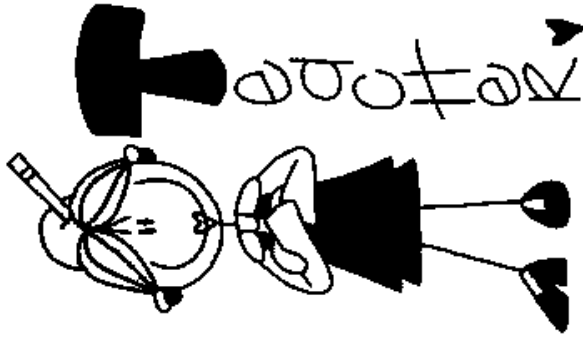
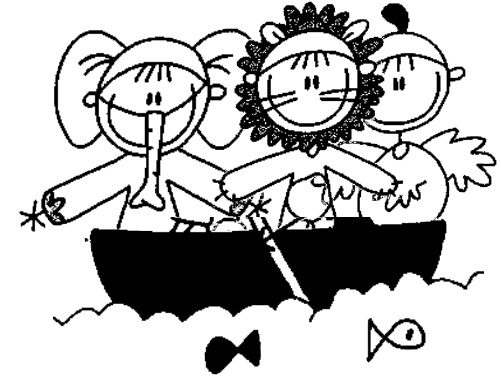
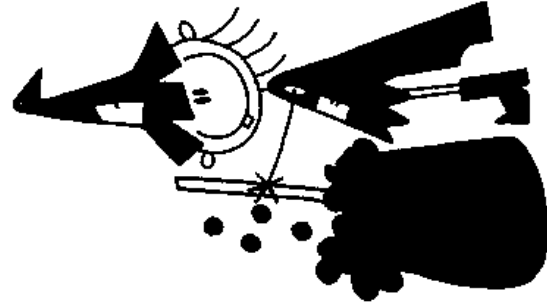
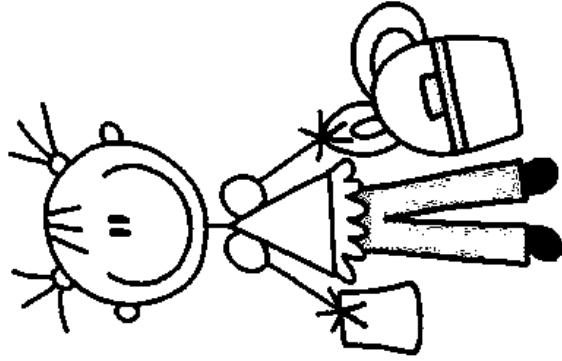
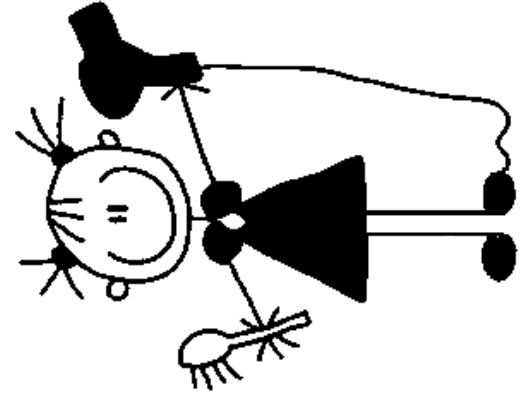
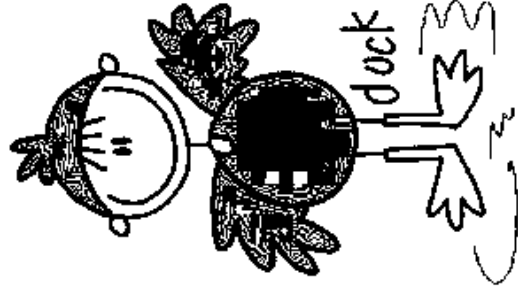
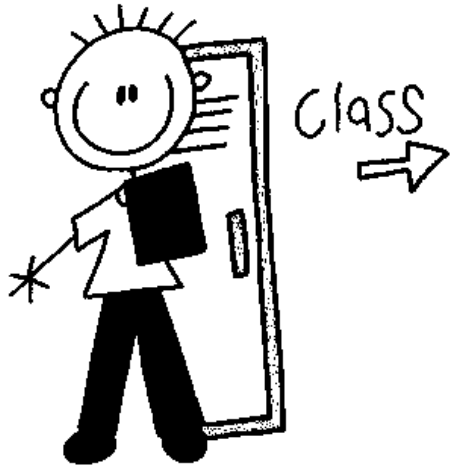
Refinement and elegance of manner; polished courtesy.

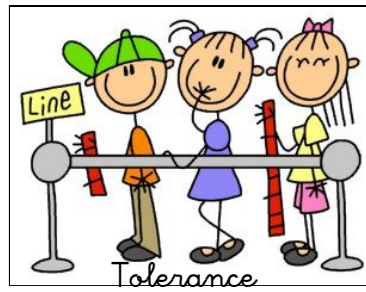
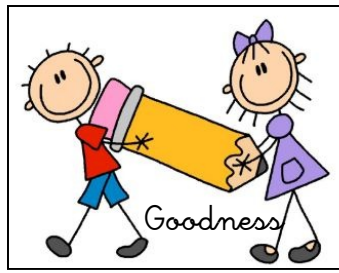




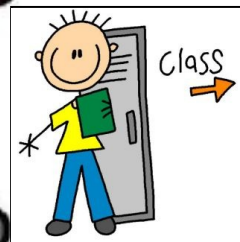
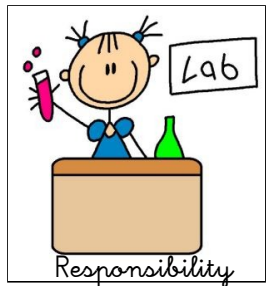
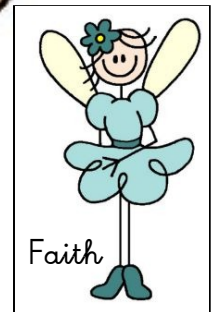
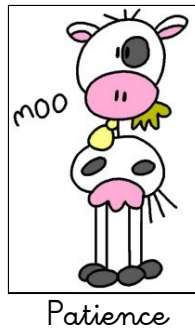
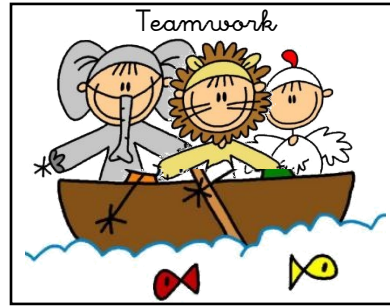








And more...



Values

AGIN62

joy kindness friendship love
selfcontrol goodness humor
sense charity fellowship
understanding commitment
confidence consideration
discretion educación effort
hope teamwork strength
generosity honesty humility
enthusiasm integration freedom
hygiene obedience optimism
order patience peace forgiveness
perseverance positivism respect
responsibility sincerity
solidarity overcoming
tenacity tolerance urbanity
courage healthy living and
more...



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