

## CHILDREN'S CLASSICS

### THE ADVENTURES OF TOM THUMB, PART II

#### Introduction

Tom's experience with King Arthur makes a thrilling introduction to tales of the era "when knighthood was in flower." A tiny character and high adventure provide powerful stimuli to children's imagination. For creative storytelling (Grades 1 or 2) or writing (Grades 3 or 4) ask, "If Tom Thumb is still traveling all over the world, where do you think he is now?"

#### Vocabulary

astride  
knights  
barley  
nobility  
butler  
palace  
castle  
popularity  
ceremony  
raven  
charger  
suit of armor  
composure  
tailor  
furrow  
throne

#### Activity Suggestions

1. Legends Continued: The Adventures of Tom Thumb, Part II contains more information on the court of the legendary King Arthur and should provide ample stimulation for further research in this area. Students who are interested should check in the school library for material and, if possible, prepare reports for the class. This could make an exciting small group project.
2. Arithmetic: Tom's trip to his parents' house presents an interesting mathematical problem. In the story we learn that the trip took him 48 hours. If we estimate how far he could step with each stride and how long it would take to go so many strides, we can come up with a good estimate of how far he walked. What would be other considerations in figuring this out? (He had a heavy gold coin on his back. He might have stopped to rest. He might have had to go uphill, which might take longer.)
3. Map Making: Some students might be interested in making a map which would display Tom's adventures. The map would picture such

locations as Tom's home, the field where he met the cow and the raven, the ocean in which he was dropped, the castle of King Arthur, etc. The figures that are decided upon in activity #2 might suggest drawing the map to scale.