

Creatures' Cup-Of-Africa: It'll Make You Feel Good



Africa was the locale of some of Chris and Martin's greatest creature adventures. But when Allison's Creature Log crashed and Martin's Creature Notebook looked a little skimpy in the information department, they almost came back with "nada" — no souvenirs!

Now you can create your own souvenir of Africa, inspired by Chris and Martin's intrepid journeys through savannas, woodlands and deserts, and across lakes and ravines. All you need are the following materials and imagination to make a cup-of-Africa, Krattstyle.

MATERIALS

- white paper
- colored paper
- glue
- scissors
- crayons/markers
- 2 16-ounce Styrofoam cups
- needle
- white thread or fishing line
- tape
- 3"x5" index cards

RELAX, CLOSE YOUR EYES, VISUALIZE

Recall an African location that fascinated you. Picture the creatures and plants that live there. Now, pretend that you are designing a stage set based on what you're summoned up in your mind. What's in the background? Colorful mountains, ancient trees? And what do you visualize directly in front of this background? Jagged hills, a primitive village, a waterfall? Or maybe you see animals? Now look closer to you, in the foreground. There should be smaller objects or figures there. Or maybe interesting rock formations or a river? Whatever you decide upon, you don't want to block the figures in front to block what you have placed in the middle and background. Oh, yes, and don't forget the sky!

ALL THE WORLD'S A STAGE (OR A CUP)!

Start your Kratts' cup-of-Africa with the background. Place the bottom of a Styrofoam cup on white paper and trace. Draw and color the background scene you imagined in this circle. Cut out and glue to the inside bottom of the cup. Place the cup on its side so that your background looks upright.



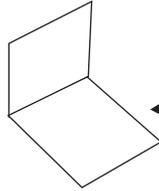
Draw, color and cut out plants and animals that will appear in your scene. They need to be small enough to fit inside the cup. Make different sizes, some an inch high, some smaller.

Glue a small, folded paper tab to the back of your cutouts. Tabs will allow the cutouts to stand upright.



Create the illusion of depth by placing your cutouts inside the cup at varying distances from the drinking edge. Now glue the bottom of each tab in place.

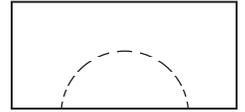
GLUE TO CUT OUT →



← GLUE TO INSIDE OF CUP

To include birds and other creatures of the sky, omit the tab. Instead, tie a thread to the top of a creature. With the needle, poke a hole through the top side of the cup. Place the threaded creature inside the cup and guide the loose end of the thread through the hole. Tape the thread to the outside of the cup.

Take the index card and trace the bottom of the second paper cup along one edge (as shown). Set the index card aside.

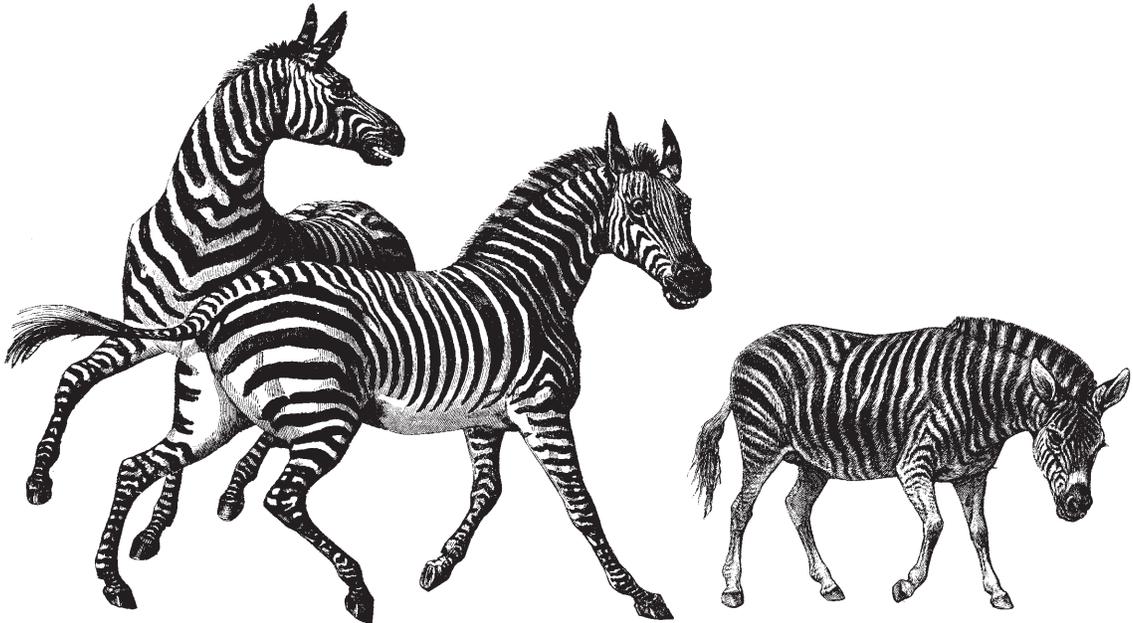


Cut the bottom out of the second Styrofoam cup. Hold the two cups together, drinking-edge to drinking-edge. Securely tape them together in this position.

On the index card, describe the African scene you have created in your cup.

Attach a tab to the index card and place it on top of your cup-of-Africa. The card will inform viewers of what they will see and it will keep your cup upright.

ENJOY YOUR CREATURES' CUP-OF-AFRICA!



Go Out A Krattster! Come Back A Krattstar!



Once upon a time, musical revues were the most popular form of entertainment. (There were no TVs, Gameboys or PCs.) In many of these movies, kids would put on a show or revue featuring skits, dances and songs. Invariably, the whole shebang would start when one kid would say something like "Hey, my dad has a barn. Let's use it to put on a show!"

MATERIALS

- attached patterns
- 5 small paper bags
- glue
- scissors
- crayons, paints, etc.
- index cards
- notepad/paper
- pen/pencil

Well, Krattsters! We don't have a barn, but let's put on a show anyway. All you'll need are the basics to make your own most-excellent Krattstar 3-D Original Paper Bag Puppets. So move over, Miss Piggy! Chris and Martin will be the producers. You'll be the writers, directors and — ta-ta!! — stars. OK, so the parts have already been promised to a lion, a buffalo, an elephant, a rhino and a hippo. So now you have to write a script and then you're off to see the wizard (or whomever?! Here are some script tips from Chris and Martin:



1. Think about a form. Do you want a musical, a western, science fiction, a drama, an adventure, a comedy or a Muppet-type revue? Try your own unique combination.
2. Just like in the movies, you'll need a story to tell. Decide on what will happen. That's the plot.

3. Who are your characters? What are their personalities? Why are they doing what it is you have them doing? Are there heroes and villains? Do you have a cowardly lion or a lion king?

4. Plays are usually written in three acts — that way you have a beginning, a middle and an end. This makes it easier to organize yourself.

5. Work out your story and characters on index cards. Once you're satisfied with your story, commit it to paper in script form.

6. Now that you've written a script and you are on your way to becoming a world-famous author, it's time to prepare for your big premiere. But, first, you have to contact the Costume Department (that's you!).





7. **Lion** — Slit part A and slide over bottom of bag. Glue on parts B and C. Part D should be glued onto the bag underneath part C.

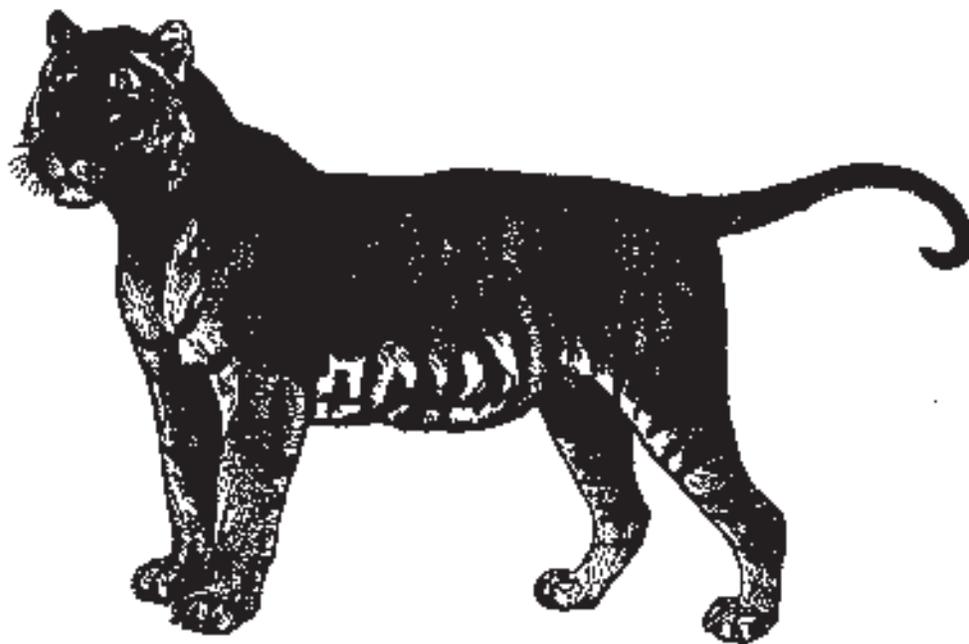
Elephant — Part A is glued on the bottom of the bag. The dotted line slits are cut for the tusks. Parts C and D are cut and folded in the center to form two tusks. These are inserted into the slits on part A. The trunk (part B) is glued underneath part A. The ears (E and F) are glued to the side of the bag.

Rhino — Part A is glued on the bottom of the bag. Part B overlaps part A. The horns (parts C and D) are cut and folded in the center and should be attached to part A and part B. Part E is glued underneath part B.

Buffalo — Part A is glued on the bottom of the bag. Part B overlaps part A. Part C is glued underneath part B. Part D (the horns) should be glued on top of part A.

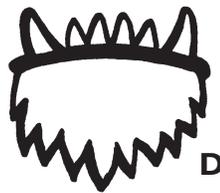
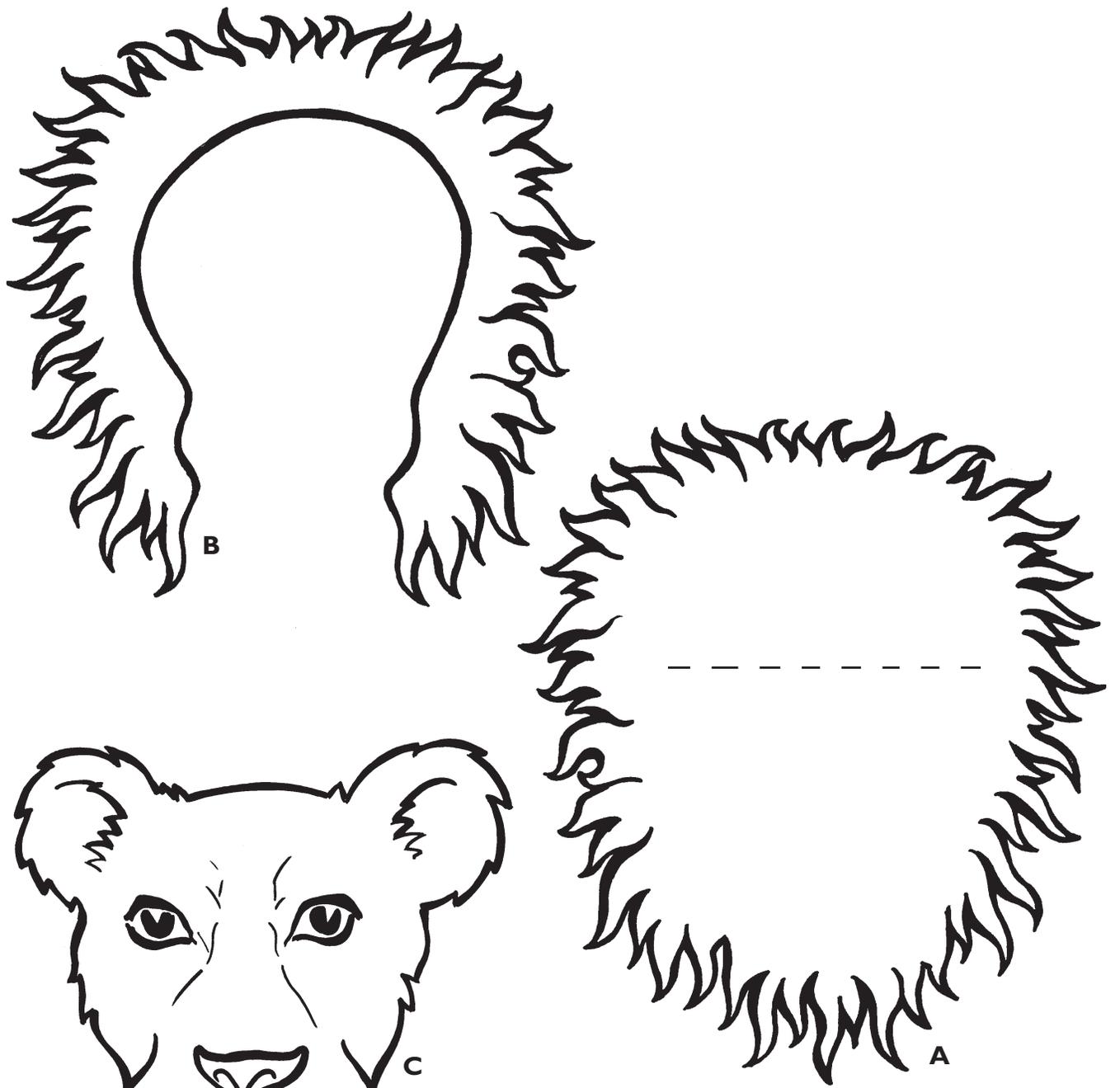
Hippo — Part A is glued on the bottom of the bag. Part B overlaps part A. Part C is glued underneath part B.

8. In between the calls from your agents and fans, make a copy of your script and send it to Chris and Martin. C/M Kratt Brothers International will select the five most original scripts. These scripts will be incorporated into the Kratts' Creatures Web Site, enabling Krattsters all over the world to download them and reenact them in their own homes.



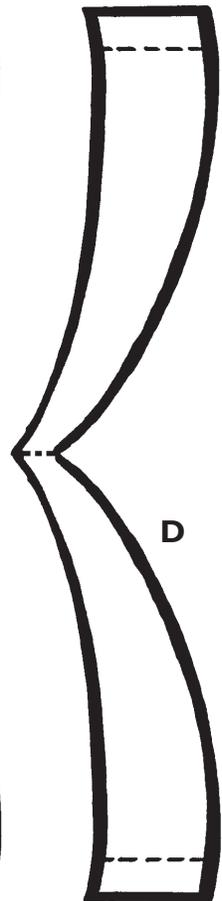
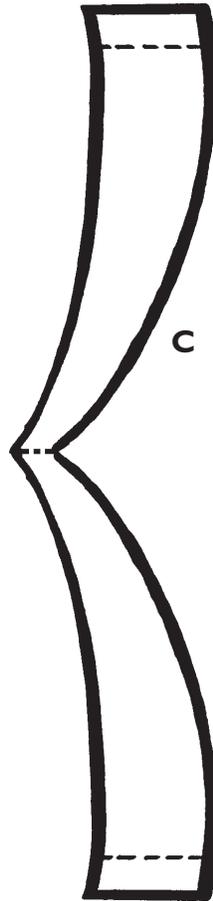
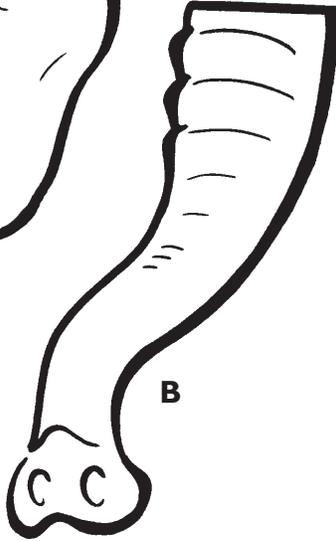
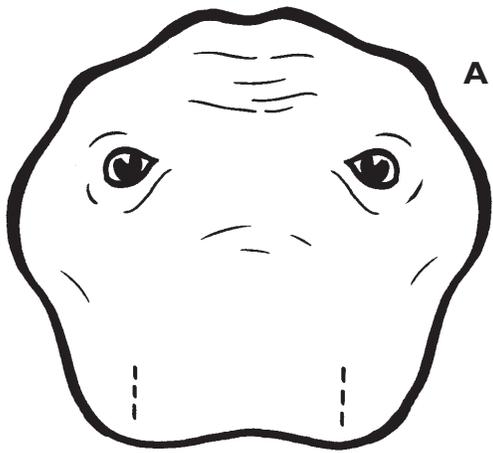
So go out there a Krattster, and come back a Krattstar!



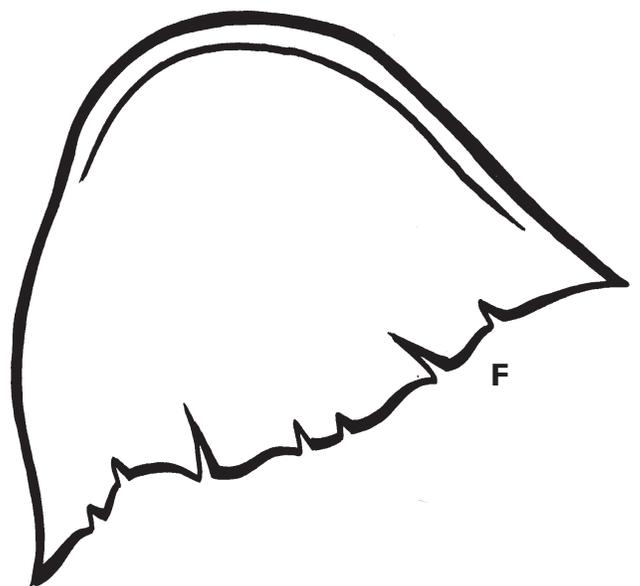
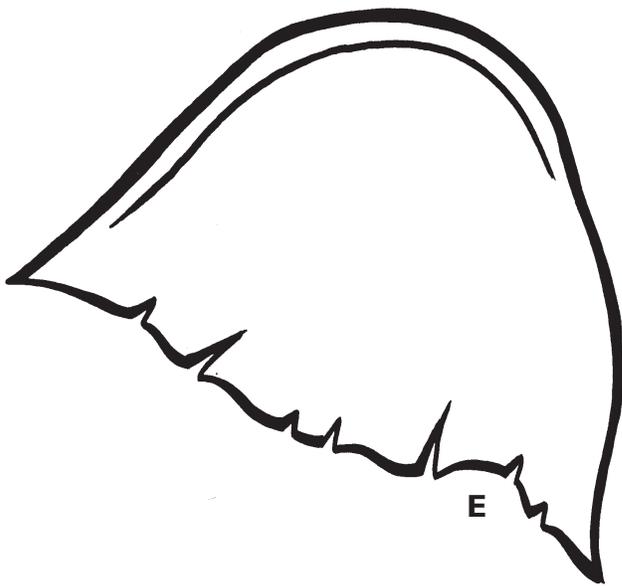


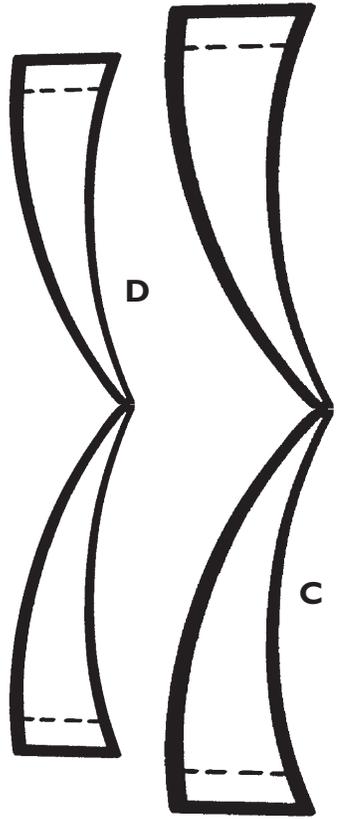
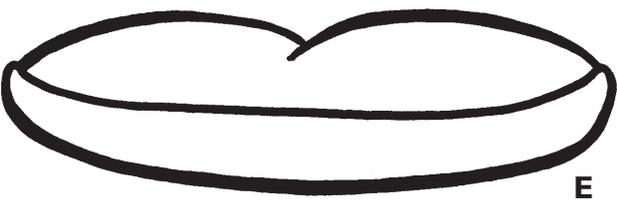
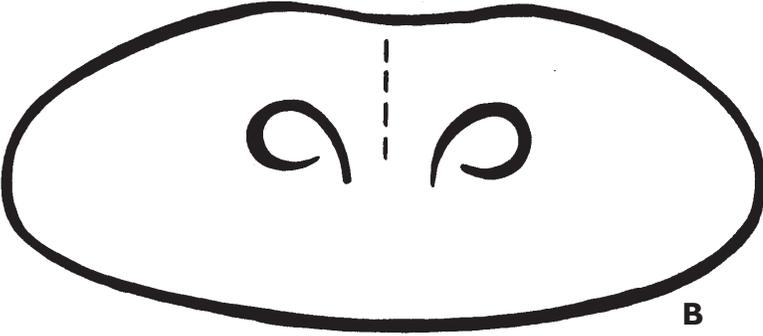
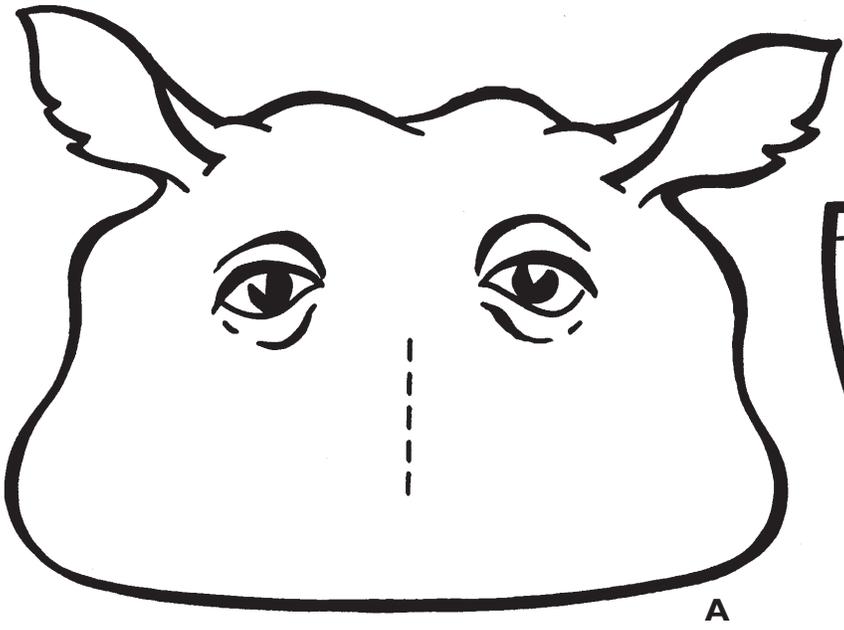
LION





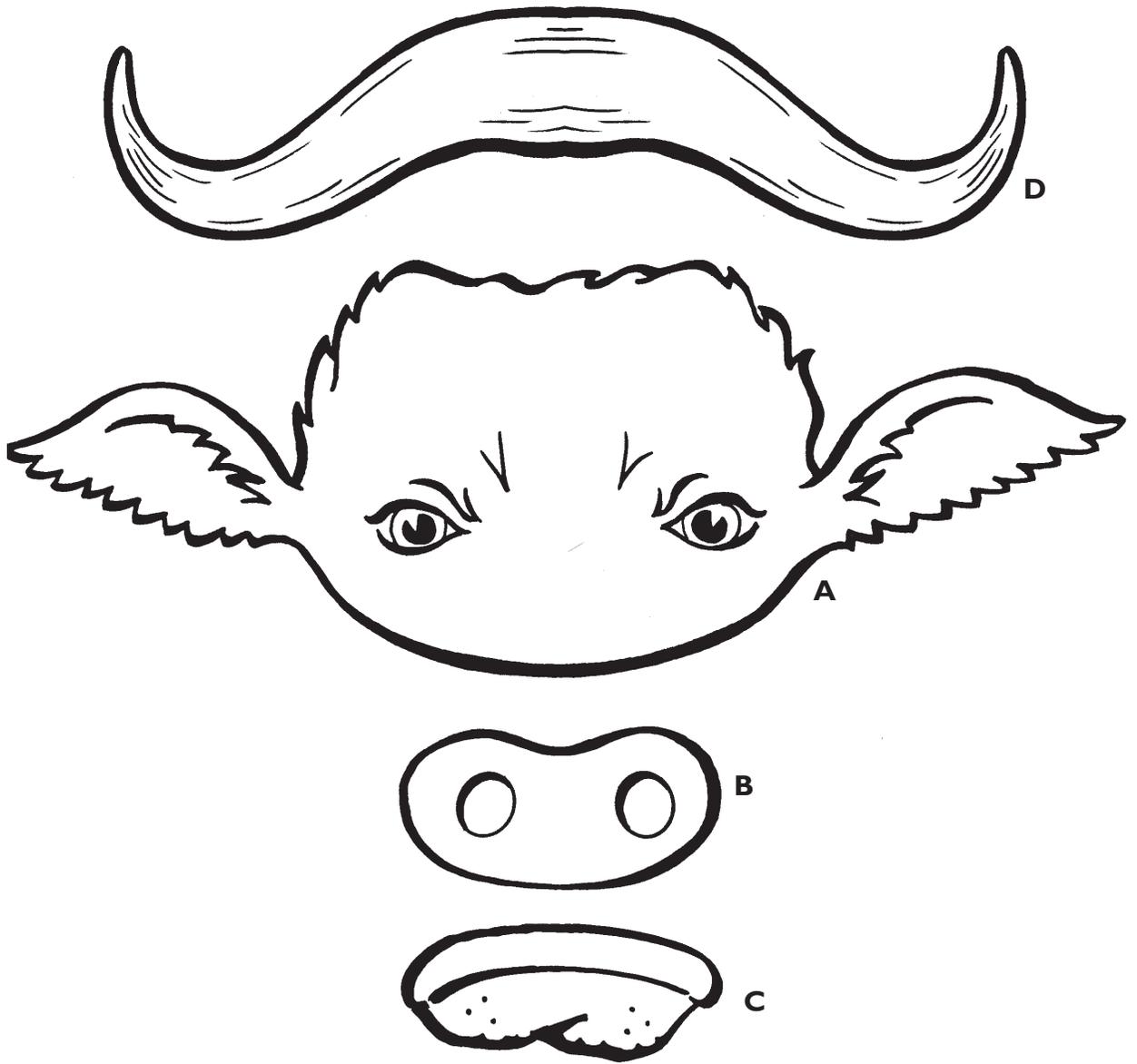
ELEPHANT





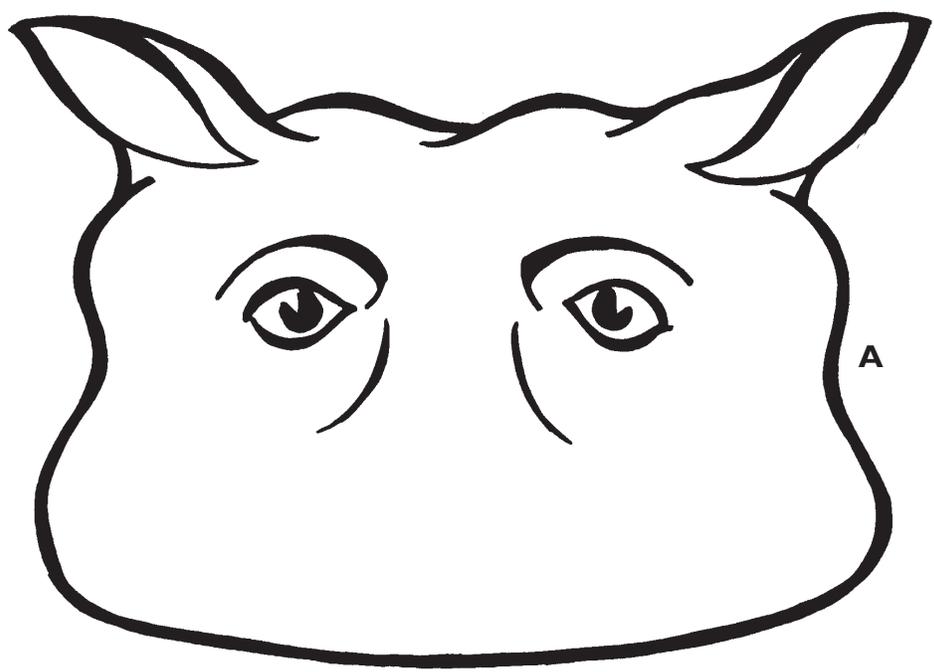
RHINO



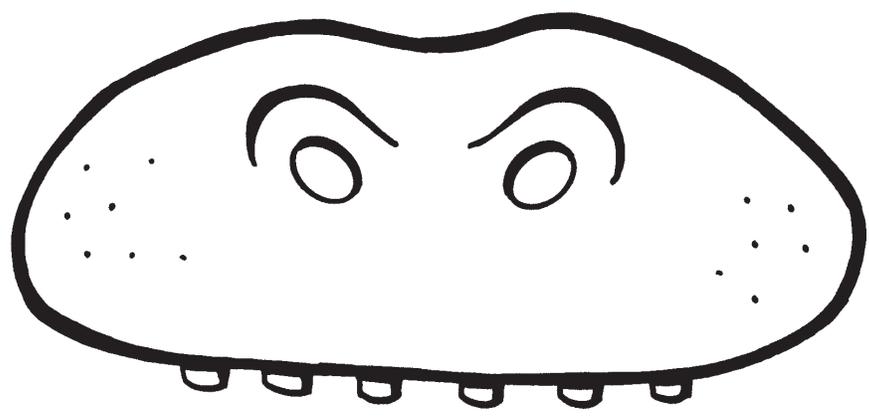


BUFFALO

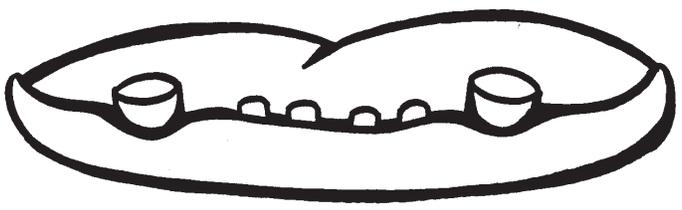




A



B



C

HIPPO





Around Here In An Hour



It was a Creature Club record! Chris and Martin retraced their eight-month trek through Africa in eight hours! (But we all know that is not really possible!) And in one Big Dramatic Creature Moment after another, they realized how much they missed the first time. Kratts' moral: No matter how much you've seen of the creature world, you still haven't see it all!

MATERIALS

- pencil

You can share Chris and Martin's excitement. Check out the vastness of our natural world in your own area. There are "ecosystems" all around you. Identify five different ecosystems,

e.g., a wooded area, a grassy hill, a parking lot, a rocky patch. Carefully observe the spot. Be patient! Then fill out the boxes below to make your own Creature Log.

Ecosystem: _____

What types of habitats are there?

What creatures do you see?

List evidence of wildlife (don't forget insects).





Ecosystem: _____

Habitats:

Creatures:

Wildlife:

Ecosystem: _____

Habitats:

Creatures:

Wildlife:

Ecosystem: _____

Habitats:

Creatures:

Wildlife:

Ecosystem: _____

Habitats:

Creatures:

Wildlife:

Ecosystem: _____

Habitats:

Creatures:

Wildlife:

Ecosystem: _____

Habitats:

Creatures:

Wildlife:



The Great Migration



Ever get the travel bug? That's when you have the strongest urge to go somewhere. It's like an itch in your heart and, usually, it means going somewhere further than the mall. And if it's the true travel bug, you want to pack up your belongings and have your family, friends and neighbors go with you.

MATERIALS

- butcher paper/copy paper
- tape
- scissors
- pencil
- yard stick
- crayons/markers
- 15" x 30" piece of cardboard
- 2 empty paper towel rolls
- newspaper

When we were in Botswana, Africa, with the Kratt bros, we witnessed humongous flocks of pink flamingos flying from lake to lake, in a search for food, and saw an awesome wildebeest migration. And in Masai Mara, Chris almost became a crocodile sandwich when he tried to check out a rhino migration. (You have to be careful when you're out on the creature trail, whether at home or abroad.)

Migration means large numbers of animals moving from place to place. It can be daily, monthly or seasonally.

And there are many reasons for their movement — food, temperature or water are prime.

Make a list of creatures that migrate and list their reasons for moving. It will prepare you for this next Creature Club activity.

ACTION

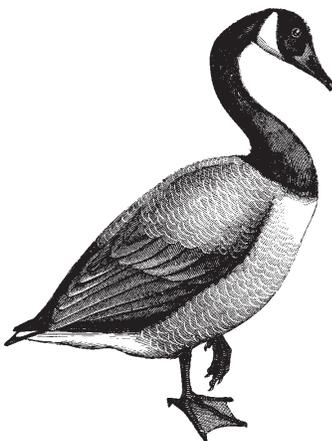
First off, choose an animal from your list that migrates. Now you are going to make a very simple story board and frame. Here's how you do it.

Story Board:

1. Cut a 7-inch by 45-inch roll from the butcher paper. Or tape 4 sheets of copy paper together along the 8-inch edges and cut to a 7-inch width. Tape only one side of the paper, matching the edges carefully.

2. Draw a dark line 4 inches from one end of the roll.

3. Draw faint lines 11 inches and 22 inches from your 4-inch line. Draw a dark line 33 inches from the 4-inch line. You should now have three frames.



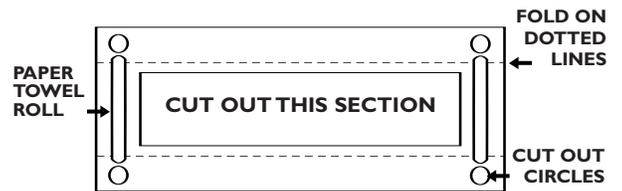


4. Visualize the migrating creature you picked. What is its habitat?
5. In the first frame, draw the habitat to which your creature will migrate. Do NOT draw your creature in this frame. (If you're using a roll that has been taped together, be sure to draw on the untaped side.)
6. In the second frame, draw your creature in the habitat from which it will migrate. If your creature migrates with a group, draw several.
7. In frame three, draw the habitat from which your creature will migrate, but do NOT draw the creature.
8. Erase all faint lines.

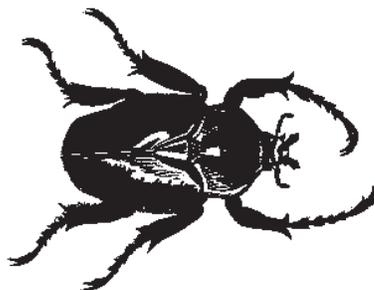
Cardboard Frame:

1. Take a piece of cardboard that measures approximately 15 inches by 30 inches. Cut a 7-inch by 22-inch section from the center to create a frame. Do not cut through the edge of the frame.
2. Using an empty paper towel roll, trace a circle in each corner of the frame. Place each circle an inch in from both edges.
3. Cut out the circles, taking care not to cut from the edge of the frame, or you'll blow it.

4. Measure and lightly draw a line 3 inches along both long edges of the cardboard. Fold up the cardboard along these lines. Your frame should look like this:



5. Pack two empty paper towel rolls tightly with newspaper and insert them into two opposite holes. If necessary, adjust the size of the holes so that the rolls turn freely. You don't want any wobbling.
6. Tape the leading edge of your migration story board to one paper towel roll.
7. Tape the final edge to the other roll and rewind the extra paper onto this roll.
8. Plan a narration that you can read as your animals appear to migrate across the frame.
9. When you are ready to begin, turn the rolls so that your migration story board moves across the cardboard frame and onto the roll.
10. Save your frame for future shows. You can use this technique to tell many stories.



Savanna Tag



Some tourists have come up with some new words for an old song. In this version, it's "Home, Home, On the Savanna." And it goes something like this: "Oh, give me a home where the lions and elephants roam and seldom is heard a discouraging word, and the skies are not cloudy or gray."

MATERIALS

- bandannas or scarves
- popcorn or lima beans
- plastic bags or paper bags
- 4 sheets of newspaper

Plant eaters and meat eaters aren't exactly playing games on the grasslands of Africa. They're trying to survive. Taken together, their lives form part of a food chain. Think of it as several links that compose a circle. Grass and other plants change the sun's energy to food. Herbivores, the savanna's vegetarians, graze on these greens. And carnivores, the meat eaters, feast on the herbivores. Finally, when all living things die in the wild, they become food for scavengers and decomposers (molds, fungi and bacteria). The end result is compost to enrich the grass and plants.

To show the feelings of life on an African savanna, the Kratt brothers have devised the following game, Savanna Tag.

Assemble a group of Krattsters and divide them into two groups: "gazelles," the herbivores, and "lions," the carnivores. There should be one carnivore for every eight herbivores. For example, if you have 16 kids in

your group, there should be two carnivorous lions.

PREGAME:

Tie the bandannas or scarves around the arms of the lions. (Grrr!)

Give each gazelle a paper bag. The bag represents the gazelle's stomach.

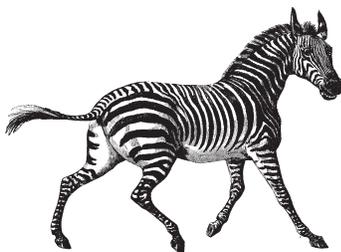
Scatter popcorn (or lima beans) around your savanna, any large, grassy open space.

Place the four sheets of newspaper at various spots throughout the savanna. The newspaper represents safety areas for the gazelles.



Gazelles are placed in the center of the savanna and must stay within the designated savanna area throughout the game.

Lions should be outside the savanna. Each lion chooses a "den," an object like a fence or a bench to which a tagged animal is brought.



GAME:

Once the game begins, lions can circle the area, crouch and sneak into it at any time.

The gazelles feed by picking up the popcorn and placing the kernels in their bags.

Once the group leader signals for the game to begin, lions try to tag gazelles. Once a gazelle is tagged by a lion, the hunter must bring back the tagged creature to its den before more prey can be stalked.

Gazelles protect themselves by running fast or blending in with their surroundings. They also can herd together — a herd can consist of up to four gazelles.

A gazelle can also protect itself by covering itself with a sheet of newspaper. Lions are not allowed to tag such a protected gazelle.

The game continues until each lion has tagged at least two gazelles.

POST-GAME:

Assemble the players for their responses to such questions as:

- Which gazelle defense was more effective?
- Why is herding beneficial to the group?
- Would you rather be a herbivore or carnivore?
- Would it be more difficult if you were protecting your little brother or sister, your elderly aunt or uncle, a sick friend?
- How would you feel about being threatened in each situation?
- How is being threatened or offering protection different for humans?

