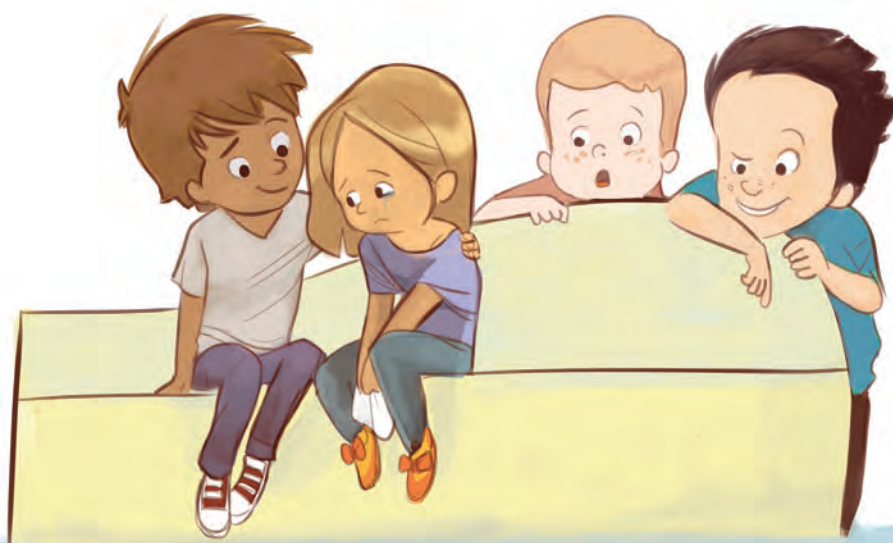


Consoling Alice

Alice is sad because she has lost her doll. Yesterday evening, her big sister Marcia threw it out of the window. They had been fighting and Alice was miserable. Marcia soon realised that she had been silly. Feeling ashamed, she went out to look for the doll, but it had disappeared.

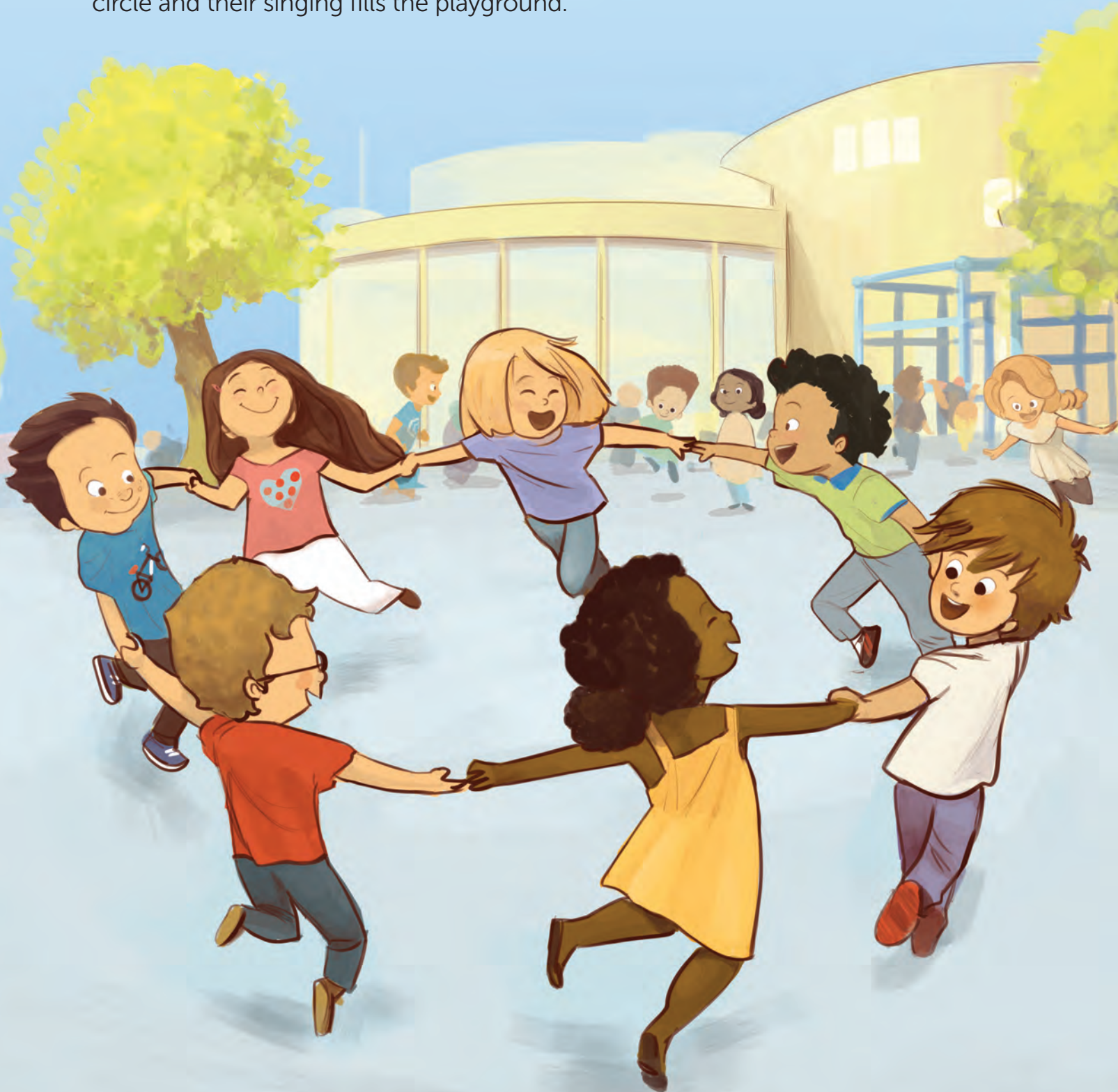


When Alice arrives at school, Charlie notices something is wrong. He tries telling a funny story, but Alice still looks sad. She wipes away tears with a hanky, unable to smile. Jack is watching what is going on. He pushes her, and then begins teasing her: "Alice is a cry baby". The teacher comes up and tells Jack to be kind to Alice when she is upset and leave her alone.



Then Alice's friends arrive. Emma has invented a new song. George begins to dance to it. Martin looks on, a bit shy. He would like to join in but doesn't dare to in front of the others. Little by little, Alice begins to move to the music. She forgets about her doll and starts to cheer up.

George takes Alice's hand and then Charlie's. Charlie takes Emma's hand, and she grabs Martin who in turn links with Jack. All the children dance round in a circle and their singing fills the playground.



In the park

Charlie and his mum set off for the park earlier than usual. They are the first to arrive and the park looks empty. Charlie's mum sits herself down on a bench and pulls out a book.

Charlie is keen to try out the new seesaw. For once there's nobody else on it. But by himself he can't push himself up or stay in the air and it isn't much fun.

"I know," he says, getting off. "I'll have a go on the swing."

"Good idea," says his mum, going back to her book.

But without anyone to push him, Charlie can't get the swing going.

He is getting cross.



At that moment, some of his playmates arrive.

"Shall we play hide-and-seek?" Sophie asks.

"No, let's go on the seesaw," suggests Charlie.

When they have tried out all the games in the playground, the children decide to play marbles.



"Look at what I got for my birthday!" says George, pulling out a pack of cards from his pocket.

"Oh, you're lucky, they're great!" exclaims Charlie. "Hey! There's two of this card. Can I have one?"

"OK, I'll swap for a marble. You've got more at home," replies George. "Or if you like I'll lend you my card and you can give it back tomorrow."

