

## **Junkyard Tales: All Together Now**

### All Story Descriptions by Season

In the Junkyard, Sergeant, the steadfast Junkyard Watchdog, insists on two simple rules: take care of each other, and stay out of sight of the Junkyard Warden. Well, like with any diverse community, "taking care" requires generosity, openness, attention and creativity. But for the dog, cat, possum, skunk, rat, mice, rabbit, chipmunk, mole, family of raccoons and beaver brigade, that is how it is when you are "all together". Join the Junkyard crew for adventures, challenges and laughter, as they explore what it means to be a friend, a neighbor and a community.

#### **Autumn Season:**



*This is a collection of 13 autumn stories, for the 13 weeks of autumn.*

#### **So Many Apples**

Angus the Camel returns to the Junkyard, but this time he brings a gift: two large sacks of apples. Georgia Bean suggests they celebrate by having an Apple Festival. Ben, though he doesn't like apples, is excited to play all the apple-based games. But he is surprised at what the "festival" turns out to be.

#### **Time with the Grand'kits'**

Lil Mamma is going to take care of seven grand 'kits' for one night. She has the two days all planned out. When they arrive, however, she realizes that the seven kits need more attention that she can give! With the help of all of her Junkyard friends, she realizes that, indeed, it takes a community to care for children!

#### **Little Pip**

When Lil Mamma's youngest grand 'kit', Little Pip visits the Junkyard, he quickly makes friends with the mice. Instead of being considered shy and small, he now feels a part of a special group. He feels at home. But how do you leave a home, when you feel like you finally found it?

#### **Kind Favors**

Ben Thompson's home in the china cabinet needs a thorough clean, but his paws are too big to get in the nooks and crannies. He asks a group of mice for a favor, which launches a delightful series of "kind favors" throughout the Junkyard. In the end, everyone gets a chance to help out and also receive something they really want!

### **Cat and Skunk Tricks**

When Ben joins in a traditional day of “tricks” played between the neighborhood skunks and cats, he doesn’t realize that the biggest trick of all is about to be played on him.

### **Afraid of the Dark**

Winnie, the puppy assistant, is afraid of the dark and won’t come out of the Warden’s office after the sun sets. The others try to coax her out to enjoy the night-time fun, but she is adamant. Sergeant talks to the Rowlands, a family of raccoons, and they know exactly how to help Winnie not only face her fears, but learn to enjoy the night.

### **A Quiet Festival**

When everyone tells Georgia Bean that they have other plans and can’t attend this year’s Harvest Festival, she is initially disappointed — but then gets excited about having a quiet festival with Mr. Flinch. And then Ben announces he has changed his mind and will bring friends from town. The number increases when Sally says she will bring her brother. More and more change their mind until the festival transforms from quiet — to crowded!

### **Zippy the Artist**

On a visit to the lake, Zippy encounters the beautiful sculptures of a woodworking beaver and is inspired. He wants to be an artist too! He returns to the Junkyard full of excitement, and sets right to work. And how his first two works of art create a stir!

### **A Real Adventure**

When Harriet Hawk stops by the Junkyard on her way south to Mexico, she mentions to everyone that they ‘should join her sometime.’ Some of the mice take her on her word and plan their own beach vacation! Oh the adventures they’ll have with Harriet in the far far south! But as they make their preparations for travel, they begin to discover the sweet appeal of home.

### **Reading Lessons**

Tandy Mouse wants to learn how to read, but she has never heard of a mouse reading. She asks Mr. Flinch to teach her, but also asks that he keep it a secret. The old possum honors her request but believes her new skill would be a benefit to the mice. Finally a fateful accident brings her lessons out in the open, and she is delightfully surprised by the response.

### **Even Moles Need a Hand**

Merryweather Mole is in a fix. She accidentally ended up in the bicycle basket of a Junkyard visitor and is trying to get out. She considers asking Sergeant for help, but she remains stubborn: she can take care of herself. When things get worse, she finally admits that even moles sometimes need a helping hand.

### **Just Like Pico Mouse**

It is a cold day at the Junkyard and the younger mice want to rest in Mr. Flinch's warm House of Chairs. When he tells them a story about the early days of the brave and powerful Pico Mouse, the young mice are inspired to change their perspective on the cold weather.

### **Between Friends**

Spiro has a very rough morning: he is stuck by a quill, his food is frozen and he slips on the ice. Zippy also has a bad start — he falls down an icy slope and loses his stash of birch bark. When they finally meet that morning, they take out their frustrations on each other — and it takes the work of all the Junkyard friends to help them resolve what happens.

### **Winter Season:**



*This is a collection of 13 winter stories, for the 13 weeks of winter.*

### **Into the Snow**

Winnie doesn't like the snow, so most of the Junkyard animals come to visit her in the Warden's office (after hours of course). But when Sergeant realizes that Winnie has forgotten who Mr. Flinch is — because it's been so long since she's been out in the Junkyard — he makes a plan to convince his Puppy Assistant that it is time to go into the snow.

### **The Gift of Inventor Mouse**

Ben and Sergeant marvel over some curious tracks in the snow, and eventually discover that it is from Newberry — a small but very gifted mouse — and his clever bottle-cap snow shoes. When Ben tells him that his 'snow shoe' invention needs to be shared with others, the shy mouse wants nothing to do with it. Newberry loves to invent things but he doesn't like a lot of attention. Ben finds a way for the little mouse's gift to shine — without bringing him too much attention.

### **Snow Possums**

Georgia Bean has an idea to help the Junkyard animals take advantage of all the snow — a snow sculpture spectacular! She divides everyone into teams. Ben is a little disappointed at first to have Mr. Flinch, the old possum as his partner. But he is quickly surprised and impressed by what the old possum can do!

### **The Old Tree and the New Friend**

When a thick coat of snow breaks off a big branch of the old maple tree (Lil Mamma and Sally's home), the two friends are forced to find a temporary home. The Junkyard animals offer to help, and discover something unexpected as they start to dig — a new friend!

### **Rocket Ship**

In the Junkyard, there is a special section called “The Treasures”. This is where all sorts of wonderful and surprising things can be found: bags of marbles, boxes of sparkly shoes, jars of seashells and various tasty treats. But one day, Sally the chipmunk finds something that truly amazing: a giant rocket ship!

### **Puppy School**

Everyone loves little Winnie, Sergeant’s puppy assistant, but she does have some important lessons to learn. The Junkyard friends do their best to guide her: Mr. Flinch tries to teach her manners and Spiro tries to teach her how to walk in a straight line. But it’s Sally the chipmunk who knows exactly how to teach a puppy.

### **Conquest of the Junkyard Pond**

It is cold in the Junkyard, very cold. When Mr. Flinch runs out of water for tea, he asks his Junkyard friends for help. They simply need to go to the Junkyard pond to retrieve some ice to thaw. But the whole world is frosty and frozen. Who will step forward as brave arctic explorers?

### **Superheroes**

Ben Thompson and Sally are hiking to the lake to deliver some healing tea to Fredland the Moose. They secretly hope to spy the “Brave and Busy Beaver Brigade” along the way. “They are real superheroes!” claims Sally. But what are “real superheroes”? Listen and find out.

### **Because We Take Care of Each Other**

Winnie the puppy assistant has her first appointment at the vet — and she is nervous. She insists that her Junkyard friends come too. When Ben promises that he and Spiro will be there, Sergeant asks, “Why go to such risk?” “Because we take care of each other,” answers Ben, and thus the adventure begins.

### **Melody the Crow**

One morning, while enjoying his morning rounds, Sergeant hears singing coming from a nearby pine tree. At first he can’t spot the source of the beautiful sound. But moments later he is surprised to see not a songbird but — a crow! And oh, how her music inspired the Junkyard friends.

### **Letting Go**

Just when it seems like spring has sprung at the Junkyard, the sky darkens and it begins to snow. The snow takes Lil Mamma by surprise, for her daffodils have just begun to sprout, and she fears for their well-being! She doesn’t have long to worry, however, because the mysterious mouse Mitzie Niegel appears at her door with some kind help and sage advice.

### **Funny How Things Work Out**

When Spiro and Zippy’s duct work home is suddenly taken away by a flatbed truck, the Junkyard animals rally to find them a new home. The two friends trust that things will work out, but the options aren’t great. Finally they are delighted to see that indeed things do work out — just not in the way you might expect it.

## **In the Stillness**

It is a cold snowy day in the Junkyard, and a single muskrat arrives through the back gate with some incredible news — she is going to have a baby! All the animals then rally to make a warm bed, provide nourishing food and together anticipate the arrival of the new baby.

## **Spring Season:**



*This is a collection of 13 spring stories, for the 13 weeks of spring.*

### **Zippy's Dream**

When Ben and his Junkyard friends have a conversation about 'hopes and dreams', everyone shares something they'd love to have one day. After hearing some unique and exciting dreams, Zippy offers his. And after all the animals move through their surprise, they resolve to grant him his dream.

## **The Lucky Statue**

The mice stumble upon a little golden statue that seems to be magic! When Spiro identifies it as a bowling trophy, they are initially disappointed - but then Spiro experiences the magic first hand...

## **I'm Sorry**

Ben loses a special statue that was important to all of the Junkyard animals, and he fails to apologize. Instead, he is determined to replace it. This proves more challenging than he anticipated, but it luckily leads him to understand the true meaning of taking responsibility.

## **Mud Boat Races**

It's raining in the Junkyard again. It has been raining for days. It is not only muddy, but now there are streams flowing everywhere, all along the paths. Most of the animals are stuck in their houses, but a few brave mice have a fun idea: mud boat races! It's not long before all the Junkyard friends join in.

## **False Alarm**

When a shy little mouse named Newberry mistakes a discarded stuffed animal for a fierce badger looking for a tussle, he whips all the Junkyard animals into a tizzy. The alert goes out, and small groups form to meet the ferocious invader. Everyone converges on the site at the same time - ready for anything - and guess what happens next?

## **Home**

Ben is out of sorts. He doesn't feel quite at home in the Junkyard and longs to have some quality time with his friends in town. But when his visit doesn't go as planned, Ben realizes what "home" truly means to him.

### **Slow, Steady, and Invisible**

Terrance and Thaddeus are two snapping turtles who winter in the mud next to the Junkyard pond. When they finally emerge and start their trek to Beaver Lake, the animals realize that their route takes them right past the Junkyard Workers!

### **The Excavator**

It's moving time for the mice again! The mulch pile that they call home is scheduled for removal. Most of the mice know the drill. However, three young mice have never moved before, and they are overwhelmed by the process. Just the sight of the Junkyard excavator sends them into hiding, deep in a hay bale! It takes both Ben and Sally and a little something special to coax them out again.

### **The Junkyard Way**

The Junkyard mice have a challenge: a bluejay stranger keeps taking the little Junkyard treasures they have found. The animals decide to enlist the support of the "Beaver Brigade," but soon realize that there might be a better way. . .

### **Risky Rabbit**

Ricky Rabbit, one of Lil Mamma's grandkits, likes to call himself "Risky" because he is always looking for adventure. He complains that his family doesn't understand him, but is surprised to find out that he is not the only adventurous rabbit he knows...

### **The Sleepless Cat**

Ben Thompson, clever cat, can't fall asleep. When he enlists the help of Rebecca Rowland, the mother of the raccoon family, he learns some helpful relaxation techniques, but he still can't stop worrying and thinking. It takes the unexpected appearance of a sleepwalking friend to help him use his imagination to fall asleep, rather than to keep him awake.

### **Farm Trip**

When Dreamy, Starlight and a number of other young mice learn that they are now old enough to go to Mr. Arnold's Bug Farm, most of them are very excited. Dreamy, however, is nervous and doesn't want to go. It takes the wise words of Georgia Bean and the happy smile of Mr. Arnold for her to realize that she can not only do this, but she will have a wonderful time!

### **Big and Small Alike**

The mice really want to see Mitzie Niegel, the mysterious mouse who lives on the Far Side — but they are not allowed to enter the gates. While Spiro thinks that they should be allowed to enter, Ben and Lil Mamma don't think it is safe. This sparks an important debate with the Junkyard animals — should everyone have the same rights and privileges, both big and small?

## Summer Season:



*This is a collection of 13 summer stories, for the 13 weeks of summer.*

### Smells Like You

Some treasure-hunters come to the Junkyard to see what they can find. They can smell Spiro the skunk's distinct smell, and make some critical comments about his scent. Spiro is crushed and assumes his friends feel the same way. He decides to hide his scent with some found perfume, and oh are his friends surprised!

### A Porcupine's Home

Zippy's mother doesn't think a Junkyard is the proper kind of home for a porcupine. She encourages him to move back with her into the forest, and for a little while Zippy thinks it might be a good idea. But then he takes note of his dear Junkyard friends and remembers why the Junkyard is truly home.

### Let's Get to Work

It is hot in the Junkyard, and the little pond in the back just won't cut it for keeping the Junkyard friends cool. But Ben, Spiro and Sally have an idea: they can make rain! It takes a little ingenuity and a lot of hard work, but in the end, they give a cool gift to all of the Junkyard animals.

### Now That's a Camp!

Ben wants to create a summer camp for the mice, but he isn't sure how to do it. Sally gives him advice and encourages him to enroll the other Junkyard animals - but Ben knows they are all very busy. But when he suggests they all offer to teach something they truly love, the camp quickly comes together. And what a unique camp it is!

### A Taste of the Wild

It is a beautiful summer day, and Spiro decides to try something he has always wanted to do: taste a junebug grub. He knows that wild skunks who live in the forest and meadow eat grubs all the time, but he, himself, had never tried one. When he finally makes it to the meadow, digs one up and tastes his first grub, however, he sets himself up to learn a valuable lesson about what it is to be wild.

### The Pirate Queen

Georgia Bean, the kindly rat, is looking for something for the mice to do. The other animals suggest putting on a play and all offer to help in the production. They agree on a pirate theme, but everyone is surprised when one of the mice takes her part very very seriously.

### Have a Heart

When Sergeant learns that the Warden is going to use a 'have-a-heart' trap in the Junkyard, he must mobilize to warn all the animals to stay away. Unfortunately, Spiro, the fun-loving skunk, doesn't get the message in a timely manner, and it takes the nimble hands of a friendly raccoon to get him out.

### **Angus the Camel**

Angus the camel feels very out of place. He spends his days guarding a flock of sheep; he never sees other camels, and he never encounters anyone who knows anything about camels! And so he decides to go in search of the desert, where he is sure to feel at home. In his search, he happens upon the Junkyard. There he learns that "home" is where you are welcome - and the Junkyard is a very welcoming place!

### **Quiet Time**

Sergeant needs some time alone without the constant questions from his puppy assistant Winnie. He enlists the help of Sally the chipmunk, who happily takes Winnie on an adventure. But when Winnie decides to have some of her own "quiet time," the whole Junkyard must be set loose on a search!

### **The Ring Game**

Tomorrow is the annual Junkyard Ring Game, and the Junkyard friends can't find the special ring! Ben is in charge of finding it and wonders if the ring might have been taken by the territorial mole, Merryweather. Mr. Flinch offers to find out. The old possum not only retrieves the ring, but also makes a friend in the process.

### **In Need of a Bath**

It hasn't rained in weeks, and the Junkyard Pond is almost empty! This means that the animals have only enough water to drink - but not enough to take baths. Between the heat and the dust, they all get pretty dirty. Luckily Ben has a plan - but will it work?

### **Dancing on a Bridge**

It is a very hot day at the Junkyard, and the animals are out of sorts. No one seems to be able to get along! By dusk, when the Rowlands (a family of raccoons) makes their nightly visit, they can smell the conflict in the air. Luckily Roger Rowland has an idea that might help...

### **Junkyard Games**

It is hot at the Junkyard. No one wants to work at anything - except finding cool spots to hide from the heat. But the heat doesn't phase Sally the chipmunk or Winnie the puppy -- they can run and play all day! At the weekly meeting, the two have a suggestion for their grumpy Junkyard friends: to turn their daily chores into summertime games! And oh, what fun they have, and what work gets accomplished in the process!