



mouse



owl



rooster



elephant



snake



prairie dog



In the *Martin & Sylvia: Saturdays!* story “**Mother’s Helper**,” Sylvia and Martin help take care of three-year-old Laura. They make a list of fun things to do with her. On the list is a game called **Scudge Pundleman**.

Here’s how you play:

One of you becomes a fairy man named Scudge Pundleman and transforms into the animal of your choice. While you transform, the others chant: “Scudge Pundleman, Scudge Pundleman.” When you have become the animal, they then try to guess what you are. They can ask questions like ‘what do you eat’ or ‘where do you sleep?’ Do your best to show them, but no talking! The others guess until they get it right. As you play, each person gets a turn to be Scudge.