**RUNAWAY RALPH**  
By Beverly Cleary  
Themes: Fantasy & Imagination, Friendship  
Grade Level: K - 6  
Running Time: 40 minutes  

**SUMMARY**  
Out on the open road, Ralph has a string of fur-raising adventures. Bruised and limping, he survives and encounters with a behemoth camper truck, only to fall prey to Catso, the resident cat at Happy Acres Summer Camp. Rescued from Catso, Ralph is put in a cage on a diet of green pellets. His rescuer is Garfield, an unhappy boy attending Happy Acres. The two quickly become friends, especially when Garfield discovers Ralph can talk. When Garfield is accused of stealing Karen's watch, Ralph persuades him that running away doesn't solve problems. Ralph helps Garfield clear his name and takes his revenge on Catso at the same time. Having learned that the wild is not necessarily better than home, even with all its problems, Ralph returns to the Mountain View Inn. He is last seen happily giving his younger relations rides with his motorcycle.

**OBJECTIVES**  
After viewing, the audience will be able to:  
¥ Describe how enthusiasm for reading, writing, and communication is enhanced by bringing a favorite book to life.  
¥ Discuss the program's theme of friendship.

**BEFORE VIEWING ACTIVITIES**  
Read the book, **RUNAWAY RALPH**, and other books in the series to the class.

**AFTER VIEWING ACTIVITIES**  
Use these discussion topics, activities, and questions to review the program material.  
¥ What makes the image of a mouse on a motorcycle so funny and unusual? Have your students imagine and draw animals enjoying other unexpected activities.  
¥ Garfield is reluctant to attend camp. Why? What are the benefits and drawbacks of attending camp? Write a story or draw pictures of your best and worst experiences at camp.  
¥ Ralph decides to run away but convinces Garfield not to do so. Why? Have your students write or draw pictures about a time they felt like running away. Why did they decide against it?  
¥ How do Ralph and Garfield meet? Why do they become friends so quickly?  
¥ What does Garfield do for Ralph and what does Ralph do for Garfield?  
¥ What kind of person do you think Garfield is? How can you tell?  
¥ What kind of person do you think Garfield is? How can you tell?  
¥ Did Ralph construct a trap for the cat?  
¥ When Ralph is found in the sleeping quarters, some kids scream. Why do mice frighten some people?  
¥ Draw a picture of Ralph doing something from the program, book, or your own imagination.  
¥ Do you have a pet? Draw a picture of him or her and write a story about something you and your pet do together. If you don't have a pet, make one up.  
¥ What are the responsibilities of pet owners? Have each pet-owning student consult several manuals on pet care to ensure that his or her pet is cared for properly. Have students report on changes made in pet care due to this research.

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**THE MOUSE AND THE MOTORCYCLE**

By Beverly Cleary  
Themes: Fantasy & Imagination, Friendship  
Grade Level: K - 6  
Running Time: 41 minutes

**SUMMARY**

Stuck at a rundown hotel for the weekend, young Keith finds his prized toy motorcycle missing. The unlikely thief is an adventurous and rather careless young mouse named Ralph! With Keith's permission, Ralph takes the motorcycle out for a spin to open it up; see what it'll do and roars off on a series of exciting and dangerous adventures. Though warned to take good care of the motorcycle, Ralph loses it in the laundry basket after a narrow escape from a hungry vacuum cleaner. Things get worse when Keith suddenly falls ill. The pressures on as Ralph commandeers the boy's toy ambulance on a crazy midnight ride through the hotel in search of medicine. He encounters all the dangers his mother warned him about — a night feeding owl, an excitable dog, and a mouse-hunting cat.

**OBJECTIVES**

- To promote enthusiasm for reading, writing, and communicating by bringing a favorite book to life.
- To stimulate discussion about friendship.

**BEFORE VIEWING ACTIVITIES**

Read the book, *THE MOUSE AND THE MOTORCYCLE*, and other books in the series to the class.

**AFTER VIEWING ACTIVITIES**

Use these discussion topics, activities, and questions to review the program material.

- How do Ralph and Keith meet? Why do they become friends so quickly?
- What does Keith do for Ralph and what does Ralph do for Keith?
- Why do both Ralph and Keith like the toy motorcycle so much?
- What kind of trouble does Ralph get into with the motorcycle? How does he save the day with the ambulance? What kind of mouse do you think Ralph is? creative thinker? resourceful? adventurous? disobedient? cautious? How can you tell?
- What kind of person do you think Keith is? How can you tell?
- Draw a picture of Ralph doing something from the film, book, or your own imagination. Write a brief description of the picture.
- Tell the class about one of your favorite toys and how you play with it (with or without mouse or human friends.)
- Do you have a pet? Draw a picture of him or her and write a story about something you and your pet do together. If you don't have a pet, make one up.

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- **The Little Match Girl** by Hans Christian Andersen
- **The Red Shoes** by Hans Christian Andersen
- **The Marzipan Pig** by Russell Hoban
- **The Talking Eggs**
- **Abel's Island** by William Steig
- **Runaway Ralph** by Beverly Cleary
- **Ralph S. Mouse** by Beverly Cleary
- **Stanley and the Dinosaurs**
  Based on the book **STANLEY** by Syd Hoff
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