

Good School Scavenger Hunt Clues Niapa

Two children receive an invitation from their Great-Aunt Martha to visit her incredible house and she sets them a treasure hunt to solve as they explore the rooms. Join the children on their treasure hunt around the great house, lifting more than 50 flaps and solving riddles on every page, whilst learning about famous historical and cultural objects as you go. Find out about instruments in the music room, the history of jeans in the bedroom, see a velociraptor skeleton in the Cabinet of Curiosities and Shakespeare's plays in the library. This magical book is a treasure hunt through the house of every child's dreams that will inspire a love of history. Ideal for anyone who loves exploring houses or playing with doll's houses.

Loosely based on the *Odyssey*, this landmark of modern literature follows ordinary Dubliners through an entire day in 1904. Captivating experimental techniques range from interior monologues to exuberant wordplay and earthy humor.

Students thrive in classrooms where they feel safe, welcome, and supported. Building a sense of community and teamwork is an effective means of facilitating student success. Burns skillfully blends community-building activities with real classroom content, providing students with opportunities to practice language skills while acclimatizing to the classroom. While intended primarily for language arts and English as a second language classrooms, Burns's activities readily adapt to a range of disciplines and age groups. Beginning with a section on setting classroom and instructor expectations, Burns moves on to team-building exercises focused on lesson content. His section on getting-to-know-you activities is designed to foster a sense of belonging, while the five get-to-know-your-teacher exercises introduce you to your students in a fun, relaxed manner. Supported by information on material requirements, time limits, and resources, *Classroom Community Builders* provides handouts and worksheets, available both within the book and online, offering new ideas to experienced and novice instructors alike.

When a class leaves for recess, their just-baked Gingerbread Man is left behind. But he's a smart cookie and heads out to find them. He'll run, slide, skip, and (after a mishap with a soccer ball) limp as fast as he can because: "I can catch them! I'm their Gingerbread Man!" With help from the gym teacher, the nurse, the art teacher and even the principal, the Gingerbread Man does find his class, and he's assured they'll never leave him behind again. Teachers often use the Gingerbread Man story to introduce new students to the geography and staff of schools, and this fresh, funny twist on the original can be used all year long. Includes a poster with fun activities!

The tale begins over three-hundred years ago, when the Fair People—the goblins, fairies, dragons, and other fabled and fantastic creatures of a dozen lands—fled the Old World for the New, seeking haven from the ways of Man. With them came their precious jewels: diamonds, rubies, emeralds, pearls... But then the Fair People vanished, taking with them their twelve fabulous treasures. And they remained hidden until now... Across North America, these twelve treasures, over ten-thousand dollars in precious jewels in 1982 dollars, are buried. The key to finding each can be found within the twelve full-color paintings and verses of *THE SECRET*. Are you smart enough? *THE SECRET: A TREASURE HUNT* was published in 1982. The year before publication, the author and publisher Byron Preiss had traveled to 12 locations in the continental U.S. (and possibly Canada) to secretly bury a dozen ceramic casques. Each casque contained a small key that could be redeemed for one of 12 jewels Preiss kept in a safe deposit box in New York. The key to finding the casques was to match one of 12 paintings to one of 12 poetic verses, solve the resulting riddle, and start digging. Since 1982, only two of the 12 casques have been recovered. The first was located in Grant Park, Chicago, in 1984 by a group of students. The second was unearthed in 2004 in Cleveland by two members of the Quest4Treasure forum.

Adventure, danger, and a thrilling global mission await 12-year-old Cruz Coronado as he joins an elite school for explorers. Cruz leaves his tranquil home in Hawaii to join 23 talented kids from around the globe to train at the Explorer Academy with the world's leading scientists to become the next generation of great explorers. But for Cruz, there's more at stake. No sooner has he arrived at the Academy than he discovers that his family has a mysterious past with the organization that could jeopardize his future. In the midst of codebreaking and cool classes, new friends and augmented reality expeditions, Cruz must tackle the biggest question of all: Who is out to get him, and why? Readers can get in on the excitement with puzzles and codes embedded throughout.

Follow the clues and find the treasure with Max and Ruby! Oh no! A thunderstorm has ruined the picnic that Max and Ruby and their friends, Louise and Lily, have planned. Now the four friends have nothing to do. But Grandma saves the day with an ingenious treasure hunt. The clues are Mother Goose rhymes and jump-rope rhymes, and a missing word in each one leads the bunnies to the next clue, until they reach the prize, a treasure chest of gold-foil-wrapped chocolate coins. This interactive picture book with lift-the-flap clues will keep fans of the bunny siblings entertained for many readings. Max and Ruby star in their own popular show on Nick Jr.

Being a great teacher is more than lesson plans and seating charts. In this revised and expanded new edition of the classic bestseller, you learn what it takes to be the very best educator you can be, starting from day one in your new classroom! Filled with real-world life lessons from experienced teachers as well as practical tips and techniques, you'll gain the skill and confidence you need to create a successful learning environment for you and your students, including how to: Organize a classroom Create engaging lesson plans Set ground rules and use proper behavior management Deal with prejudice, controversy, and violence Work with colleagues and navigate the chain of command Incorporate mandatory test preparation within the curriculum Implement the latest educational theories In this book, veteran teacher Melissa Kelly provides you with the confidence you'll need to step into class and teach right from the start.

A year in the life of a ninth-grade English class shows how participatory culture and mobile devices can transform learning in schools. Schools and school districts have one approach to innovation: buy more technology. In *Good Reception*, Antero Garcia describes what happens when educators build on the ways students already use technology outside of school to help them learn in the classroom. As a teacher in a public high school in South Central Los Angeles, Garcia watched his students' nearly universal adoption of mobile devices. Whether recent immigrants from Central America or teens who had spent their entire lives in Los Angeles, the majority of his students relied on mobile devices to connect with family and friends and to keep up with complex social networks. Garcia determined to discover how these devices and student predilection for gameplay, combined with an evolving "culture of participation," could be used in the classroom. Garcia charts a year in the life of his ninth-grade English class, first surveying mobile media use on campus and then documenting a year-long experiment in creating a "wireless critical pedagogy" by incorporating mobile media and games in classroom work. He describes the design and implementation of "Ask Anansi," an alternate reality game that allows students to conduct inquiry-based research around questions that interest them

(including “Why is the food at South Central High School so bad?”). Garcia cautions that the transformative effect on education depends not on the glorification of devices but on teacher support and a trusting teacher-student relationship.

Share Your Love, Share Your Stories! Your grandchild is the cherished next chapter of your family's story. Let this guided journal help you share your own chapter of this story with your grandchild. The prompts will help you use your own words to tell your life stories from childhood to present day. Share memories of your parents and your schooldays, the important lessons you learned as a young adult, the wisdom you've gained from raising a family, and the hopes and dreams you have for your grandchild. Whether you live around the corner or across the country from your grandchild, the stories you share in these pages will connect the generations of your family for years to come.

#1 NEW YORK TIMES BESTSELLER * The highly anticipated sequel to the beloved worldwide bestseller Ready Player One, the near-future adventure that inspired the blockbuster Steven Spielberg film. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE WASHINGTON POST * "The game is on again. . . . A great mix of exciting fantasy and threatening fact."--The Wall Street Journal AN UNEXPECTED QUEST. TWO WORLDS AT STAKE. ARE YOU READY? Days after winning OASIS founder James Halliday's contest, Wade Watts makes a discovery that changes everything. Hidden within Halliday's vaults, waiting for his heir to find, lies a technological advancement that will once again change the world and make the OASIS a thousand times more wondrous--and addictive--than even Wade dreamed possible. With it comes a new riddle, and a new quest--a last Easter egg from Halliday, hinting at a mysterious prize. And an unexpected, impossibly powerful, and dangerous new rival awaits, one who'll kill millions to get what he wants. Wade's life and the future of the OASIS are again at stake, but this time the fate of humanity also hangs in the balance. Lovingly nostalgic and wildly original as only Ernest Cline could conceive it, Ready Player Two takes us on another imaginative, fun, action-packed adventure through his beloved virtual universe, and jolts us thrillingly into the future once again.

Visit Plymouth Rock with the A to Z Mysteries gang! The hunt is on! Dink, Josh, and Ruth Rose are spending Thanksgiving in Plymouth, Massachusetts. They can't wait to see the sights and have a Thanksgiving dinner, just like the Pilgrims would have eaten. Then the kids learn about a sapphire necklace that went missing on the real Mayflower. Could the 400-year-old treasure be hidden somewhere nearby? And will someone else find it before they do? With A to Z Mysteries Super Editions, chapter book readers can keep on collecting clues and solving mysteries with Dink, Josh, and Ruth Rose. Now with over 8 million copies in print, this classic kid-favorite series is back with a bright new look and hidden messages!

Jack is back in an all-new treasure filled adventure. Come along as Jack zig zags his course from Chicago to Minneapolis, looking for his missing dog and hiding five separate treasures along the way. This is a real-life treasure hunt in the state of Wisconsin. Kayak Jack is a fictional story but his story, this book, is your map to the real-life treasure. Be the first to solve any of the five sections of the book, and you will find one of Jack's Hidden Treasure Chests. Good luck, stay safe and enjoy the adventure.

A New York Times-Bestseller! For twelve-year-old Emily, the best thing about moving to San Francisco is that it's the home city of her literary idol: Garrison Griswold, book publisher and creator of the online sensation Book Scavenger (a game where books are hidden in cities all over the country and clues to find them are revealed through puzzles). Upon her arrival, however, Emily learns that Griswold has been attacked and is now in a coma, and no one knows anything about the epic new game he had been poised to launch. Then Emily and her new friend James discover an odd book, which they come to believe is from Griswold himself, and might contain the only copy of his mysterious new game. Racing against time, Emily and James rush from clue to clue, desperate to figure out the secret at the heart of Griswold's new game—before those who attacked Griswold come after them too. This title has Common Core connections.

Me 'n' Mine Pullout Worksheets English is a complete practice material for students in the form of worksheets through which they can revise concepts and identify the areas of improvement. Assessment of all the topics can be comprehensively done through these sets. The series also comprises solved and unsolved practice papers as per latest CBSE syllabus and guidelines. Along with the basic exercises the series also comprises various elements of the formative assessment like puzzles, crosswords, projects, etc.

More than 400 creative events for community building, outreach, and fun! - Food Events . . . If there's one thing kids know and appreciate, it's food. Here's everything from elegant fetes to slobfests galore. - Games and Sports Events . . . You don't have to be a jock to have fun playing these sporting events. - Outings and Overnights . . . If you're crazed enough to take a group of adolescents on the road -- whether across town or across the state -- here are plenty of trip ideas. - Races and Rallies . . . Your group have a need for speed? Whether it's cars, bikes, buses, or toilets -- if it can be raced, you'll find an idea for it here. - Special Events with a Purpose . . . More than fun. These events carry significant spiritual, moral, or community value. And more -- hunts and parties and theme events of all kinds! Whether you're a youth worker or recreation director in a church, school, club, or camp -- Special Events is your storehouse of proven, youth-group tested ideas.

Meet the interactive book that's reinventing family bonding. Inside you'll find 50+ scratch-off adventures, on-the-go challenges, in-home expeditions, tear-out goodies, and so much more. Developed and created by expert adventurers, this book is brimming with things to do, places to go, everyday excitement, and family fun. The next time your family is itching for an adventure, all you have to do is scratch it off. Adventure categories include: Explore, Create, Spread Joy, Cook, Move, Get Silly, and more. Each adventure can be tailored to fit every family's budget and comfort level.

'Adventures from Scratch: Family Edition' contains hidden challenges, tear-out postcards, a bucket list, and more interactive surprises. It was designed to bring families together, to help them make memories, to spark their sense of adventure, and to lead them into the incredible. This book is designed for all families, with the challenges being the most fun for kids between the age of 3 and 16. Where do you want to go? This book will take you there.

“The recipes in Southern Plate made my mouth water!...This wonderful cookbook made me feel like I was reading something of my own.” —Paula Deen, author of Paula Deen’s Savannah Style “I’ve been testing these recipes in my own kitchen and every single one turns out to be better than anything my grandmother ever made.” —Dorothea Benton Frank, author of Return to Sullivans Island and Lowcountry Summer Christy Jordan, the creator of SouthernPlate.com, serves up a collection of delicious recipes for “classic comfort foods that makes everyone feel like family.” Featuring scrumptious dishes passed down for generations through Jordan’s family, Southern Plate highlights the very best in

southern cooking—for fans of Paula Deen and Ree Drummond's *The Pioneer Woman Cooks*.

The remarkable true story of the high school junior who started his own school—and earned acclaim nationwide—“will make you laugh, cry and cheer” (John Merrow, author of *The Influence of Teachers*). Samuel Levin, a teenager who had already achieved international fame for creating Project Sprout—the first farm-to-school lunch program in the United States—was frustrated with his own education, and saw disaffection among his peers. In response, he lobbied for and created a new school based on a few simple ideas about what kids need from their high school experience. The school succeeded beyond anyone's wildest expectations and went on to be featured on NPR and in *Newsweek* and the *Washington Post*. Since its beginnings in 2010, the Independent Project serves as a national model for inspiring student engagement. In creating his school, Samuel collaborated with Susan Engel, the noted developmental psychologist, educator, and author—and Samuel's mother. *A School of Our Own* is their account of their life-changing year in education, a book that combines poignant stories, educational theory, and practical how-to advice for building new, more engaging educational environments for our children.

Now a Nickelodeon Original Movie! Over 100 Weeks on the New York Times Bestseller List! 44 State Award Lists! Discover what James Patterson calls “the coolest library in all the world” in this fun-filled, action-packed bestseller from the much-loved co-author of *I Funny* and *Treasure Hunters*! “A worthy successor to...Willy Wonka.” —Booklist, Starred Review When Kyle learns that the world's most famous game maker, Luigi Lemoncello, has designed the town's new library and is having an invitation-only lock-in on opening night, he's determined to be there! But the tricky part isn't getting into the library—it's getting out. Because when morning comes, the doors stay locked. Kyle and the other kids must solve every clue and figure out every secret puzzle to find the hidden escape route! Don't miss bonus content in the back of the book—extra puzzles, an author Q&A, and more! And look for the puzzle-packed sequels—*Mr. Lemoncello's Library Olympics* and *Mr. Lemoncello's Great Library Race*! “Full of puzzles to think about, puns to groan at ...this solid, tightly plotted read is a winner for readers and game-players alike.” —Kirkus Reviews, Starred Review

Detective brothers Frank and Joe must solve another intriguing mystery in the fifth book in the interactive *Hardy Boys Clue Book* series. Frank and Joe are excited for the class trip to Bayport Bear Park. When they arrive, the entire class is greeted with a beautiful sight: a pile of prizes and goodies in the middle of the room! Their guide, Marnie, explains that they will be split into teams to complete a scavenger hunt through the park. Whoever solves the clues the fastest will win all of the prizes. But after they come back from solving the first few clues, the entire pile of prizes has been destroyed, with half of the loot completely missing! Can Frank and Joe figure out who the Treat Thief is and save the trip?

It's a little gem for newer teachers who want accessible activities for the first day or week at their fingertips. —Modern English Teacher A treasure trove of creative and practical icebreakers, warm-ups, and activities for building a cohesive class. —Dorothy Zemach Go back to school with confidence! With *50 Activities for the First Day of School*, you can walk in to any classroom and start off with great first day with no preparation. This collection of fun and engaging activities will help you take care of important first day business and have fun at the same time: learn students' names, build rapport, assess their knowledge, introduce language, and establish the class rules. Your students will walk away having had a fun first class. You will walk away with a classroom community that is respectful, work-oriented, and friendly. All of these back to school activities are classroom-tested, student-loved, and teacher-approved. Presented with clear and detailed instructions., there are also suggestions for varying or adapting the activities to your classroom. Even an experienced teacher will come to see old favorites and go-to activities in a new light.

This book is a great tool for helping teachers instill good eating and physical activity habits in their students. It comes with a web resource that offers activity and food cards, worksheets, and separate activity books for grades 1 to 3. The web resource also contains another complete book, *After-School HEAT Club Curriculum*, that offers activities for after-school programs that reinforce the print book's content.

The sexy, action-packed first book in the #1 New York Times bestselling *Court of Thorns and Roses* series from Sarah J. Maas. When nineteen-year-old huntress Feyre kills a wolf in the woods, a terrifying creature arrives to demand retribution. Dragged to a treacherous magical land she knows about only from legends, Feyre discovers that her captor is not truly a beast, but one of the lethal, immortal faeries who once ruled her world. At least, he's not a beast all the time. As she adapts to her new home, her feelings for the faerie, Tamlin, transform from icy hostility into a fiery passion that burns through every lie she's been told about the beautiful, dangerous world of the Fae. But something is not right in the faerie lands. An ancient, wicked shadow is growing, and Feyre must find a way to stop it, or doom Tamlin—and his world—forever. From bestselling author Sarah J. Maas comes a seductive, breathtaking book that blends romance, adventure, and faerie lore into an unforgettable read.

"What kinds of rocks and sticks can you spot in the woods? Come to forest school to find out! Engage your curiosity with exploration through the forest and hands-on activities. Colorful illustrations paired with bright photos make learning about the forest fun"--

If you take a mouse to school, he'll ask you for your lunch box. When you give him your lunch box, he'll want a sandwich to go in it. Then he'll need a notebook and some pencils. He'll probably want to share your backpack, too . . . The famous mouse from the New York Times #1 best-seller *If You Take a Mouse to the Movies* and *If You Give a Mouse a Cookie* is back for his first day of school. Only Laura Numeroff and Felicia Bond could make school this much fun!

Is there anything more fun than a class trip to the zoo? The Gingerbread Man and his classmates don't think so, and they get to solve riddles on a WILD scavenger hunt. They meet giraffes, monkeys, and even a fox (especially scary for a Gingerbread Man). But a zoo full of critters is a tricky place for a tasty cookie—even a very fast one--and the Gingerbread Man ends up separated from his friends. He needs to solve all of the riddles to catch up with his class and help someone else who is lost. I'll be a detective. I know that I can I'll solve all these clues. I'm the Gingerbread Man Animals galore and

a trail of clues make the Gingerbread Man's latest adventure his wildest one yet.

Provides progressive reading techniques by challenging young readers to read and follow various clues, bringing them along on their "treasure hunts," in a learning aid that comes complete with fifty days worth of activities and two pages of die-cut stickers. Original.

Fifty-two scavenger hunt games for youth groups, field trips, children's birthday parties and summer activities.

This scrumptious New York Times bestseller has a whole lot of kick! Dragons love tacos. They love chicken tacos, beef tacos, great big tacos, and teeny tiny tacos. So if you want to lure a bunch of dragons to your party, you should definitely serve tacos. Buckets and buckets of tacos. Unfortunately, where there are tacos, there is also salsa. And if a dragon accidentally eats spicy salsa . . . oh, boy. You're in red-hot trouble. The award-winning team behind *Those Darn Squirrels!* has created an unforgettable, laugh-until-salsa-comes-out-of-your-nose tale of new friends and the perfect snack.

"The Gingerbread Man and his classmates spread holiday cheer by delivering gifts and thank yous to the people of their town"--

What if a brave Captain Cookie stood up to Santa? A fresh, funny story that sparkles with all the excitement of a pirate adventure -- and all the magic of Christmas morning. (Ages 4-10) Features an audio read-along! A funny and magical Christmas story about a gingerbread pirate, Captain Cookie, and his daring adventure on Christmas eve to rescue his crew from a mysterious cannibal named Santa Claus...

"Sixth graders Laurie and Bud attempt to solve an eighty-year-old mystery at their historic school before the building is torn down to make way for a MegaMart"--

Introduces youngsters to the many things that encompass the study of science, such as stars, planets, rocks, and soil, using accessible text and bright illustrations.

The Gingerbread Man Loose at Christmas Penguin

Celebrate the thirtieth anniversary of the Newbery Honor-winning survival novel *Hatchet* with a pocket-sized edition perfect for travelers to take along on their own adventures. This special anniversary edition includes a new introduction and commentary by author Gary Paulsen, pen-and-ink illustrations by Drew Willis, and a water resistant cover. *Hatchet* has also been nominated as one of America's best-loved novels by PBS's *The Great American Read*. Thirteen-year-old Brian Robeson, haunted by his secret knowledge of his mother's infidelity, is traveling by single-engine plane to visit his father for the first time since the divorce. When the plane crashes, killing the pilot, the sole survivor is Brian. He is alone in the Canadian wilderness with nothing but his clothing, a tattered windbreaker, and the hatchet his mother had given him as a present. At first consumed by despair and self-pity, Brian slowly learns survival skills—how to make a shelter for himself, how to hunt and fish and forage for food, how to make a fire—and even finds the courage to start over from scratch when a tornado ravages his campsite. When Brian is finally rescued after fifty-four days in the wild, he emerges from his ordeal with new patience and maturity, and a greater understanding of himself and his parents.

Looking for a new way to explore the St. Louis region? Get out your magnifying glass, or zoom in on your camera to find these buildings, businesses, statues, and architectural details on a scavenger hunt! Follow the photos and cryptic clues to spot the places hidden in plain sight in fifteen neighborhoods around the city. We hope you will search and find out the history and story behind each one on your quest to finish. Plan a day for each section and linger behind to enjoy the shops, restaurants and parks along your trail of discovery from Clayton to Webster and many other destinations in between. Show family and friends a unique way to visit. Or enjoy a staycation with an added twist of mystery and intrigue. Local tour guide Dea Hoover brings her expert eye and love of the city to this one-of-a-kind experience. Once you've embarked on this St. Louis Scavenger, you'll never see the city the same way again.

Want to make learning more meaningful in your classroom? Looking to better prepare your students for the world of tomorrow? Keen to help learners create authentic connections to the world around them? Dive into *Inquiry* beautifully marries the voice and choice of inquiry with the structure and support required to optimise learning for students and get the results educators desire. With *Dive into Inquiry* you'll gain an understanding of how to best support your learners as they shift from a traditional learning model into the inquiry classroom where student agency is fostered and celebrated each and every day. This book strikes a perfect balance of meaningful pedagogy, touching narrative, helpful processes, original student examples, and rich how-to lesson plans all to get you going on bringing inquiry into your classroom. After reading this book educators will feel equipped to design their own inquiry units in a scaffolded manner that promote a gradual shift of control of learning from the teacher to the learner. Exploring student passions, curiosities, and interests and having these shape essential questions, units of study, and performance tasks are all covered in this powerful book. Learn to keep track of the many inquiry topics in your classroom and have students take ownership over their learning like never before! Trevor MacKenzie provides readers with a strong understanding of the Types of Student Inquiry and proposes a framework that best prepares both educators and learners for sharing the unpacking of curriculum in the classroom as they work together towards co-constructing a strong *Free Inquiry* unit. Helpful illustrations for in-class use, examples of essential questions from a variety of disciplines, practical goals for making progress in adopting inquiry into your practice, and powerful student learning on display throughout, *Dive into Inquiry* will energize, inspire, and transform your classroom!

An endearing story of love and grief as one girl follows the clues in a scavenger hunt left behind by her best friend, perfect for fans of *Bridge to Terabithia* and *Nine, Ten*. *WHEN YOU'VE LOST WHAT MATTERS MOST, HOW DO YOU FIND YOUR WAY BACK HOME?* Joy Fonseca is dreading her 13th birthday, dreading being reminded again about her best friend Lukas's senseless death on this day, one year ago -- and dreading the fact he may have heard what she accidentally blurted to him the night before. Or maybe she's more worried he didn't hear. Either way, she's decided: she's going to finally open the first clue to their annual birthday scavenger hunt Lukas left for her the morning he died, hoping the rest of the clues are still out there. If they are, they might lead Joy to whatever last words Lukas wrote, and toward understanding how to grab onto the future that is meant to be hers. "I truly loved it! Baskin and Polisner seamlessly unfold one touching relationship after another in this gorgeous story about everlasting friendship. This tender tale is indelibly etched on my heart." --Leslie Connor, author of the National Book Award finalist *The Truth as Told by Mason Buttle* "Polisner and Baskin's brief tale of two quite distant friends magically manages to bridge an uncrossable gap. *Seven Clues to Home* is both a charming mystery and a real meditation on the complexities of the young heart in love." --Tony Abbott, Edgar Award-winning author of *Firegirl* and *The Great Jeff* "I read this whole book with a lump in my throat. A perfect gem." --Wendy Mass, New York Times bestselling coauthor of *Bob*

In a wondrous world of riddles and hidden treasure, bumbling Jack Hare is on a race against time to deliver a message of love from the Moon to the Sun. Far, far away in a world just like ours, a mother cheers her son Joe with the tale of Jack Hare's adventure. But when Jack's mission goes topsy-turvy, Joe and his mum must come to the rescue, and the line between the two worlds becomes blurred forever. Bringing to life Kit Williams' iconic picture book, *Masquerade* stars a talking fish, a tone-deaf barbershop quartet, a gassy pig, a precious jewel and a few mere mortals. It's a magical adventure that is, at its heart, about the love between a parent and a child.

