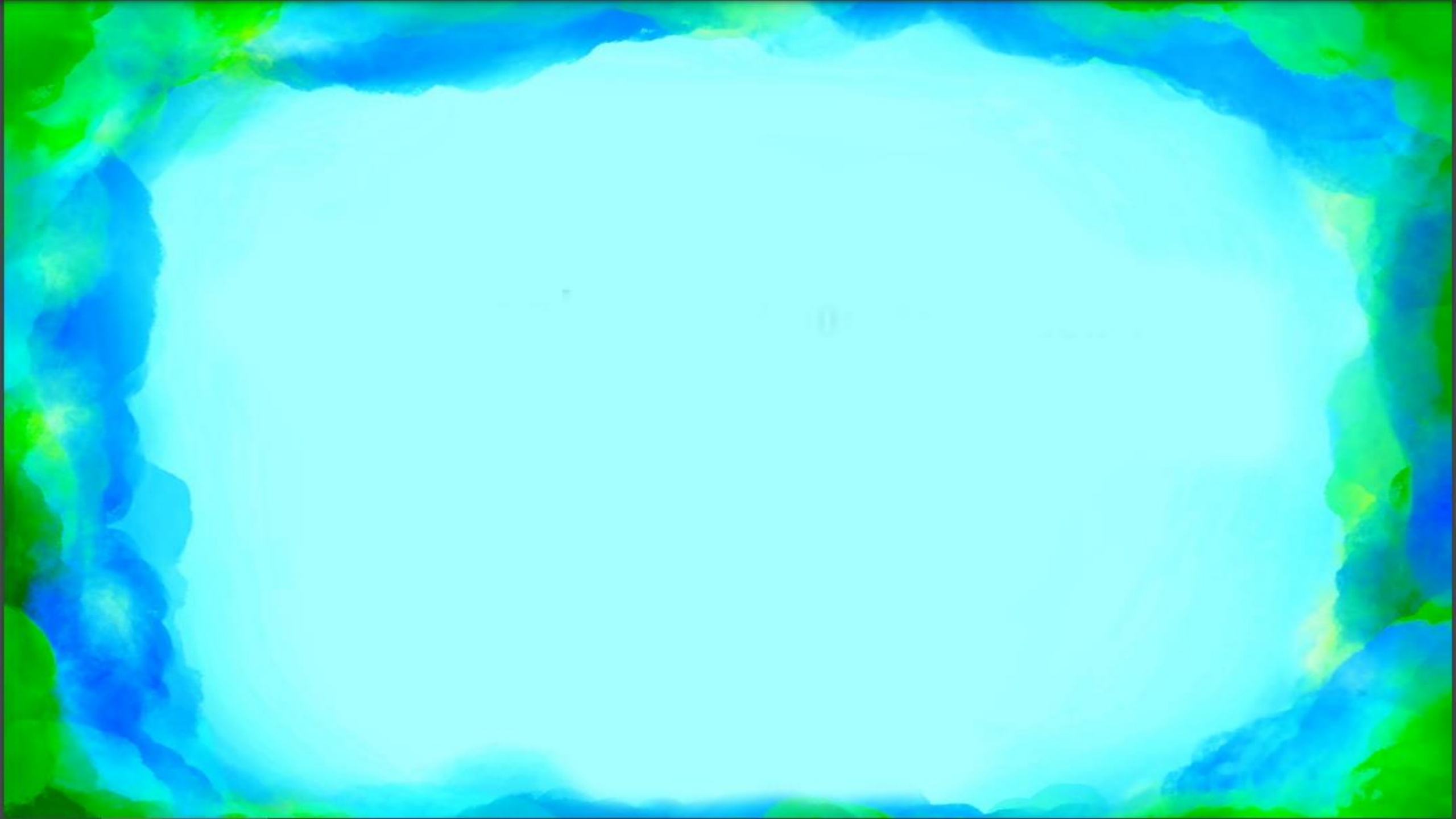


S.E.A.L. TEAM



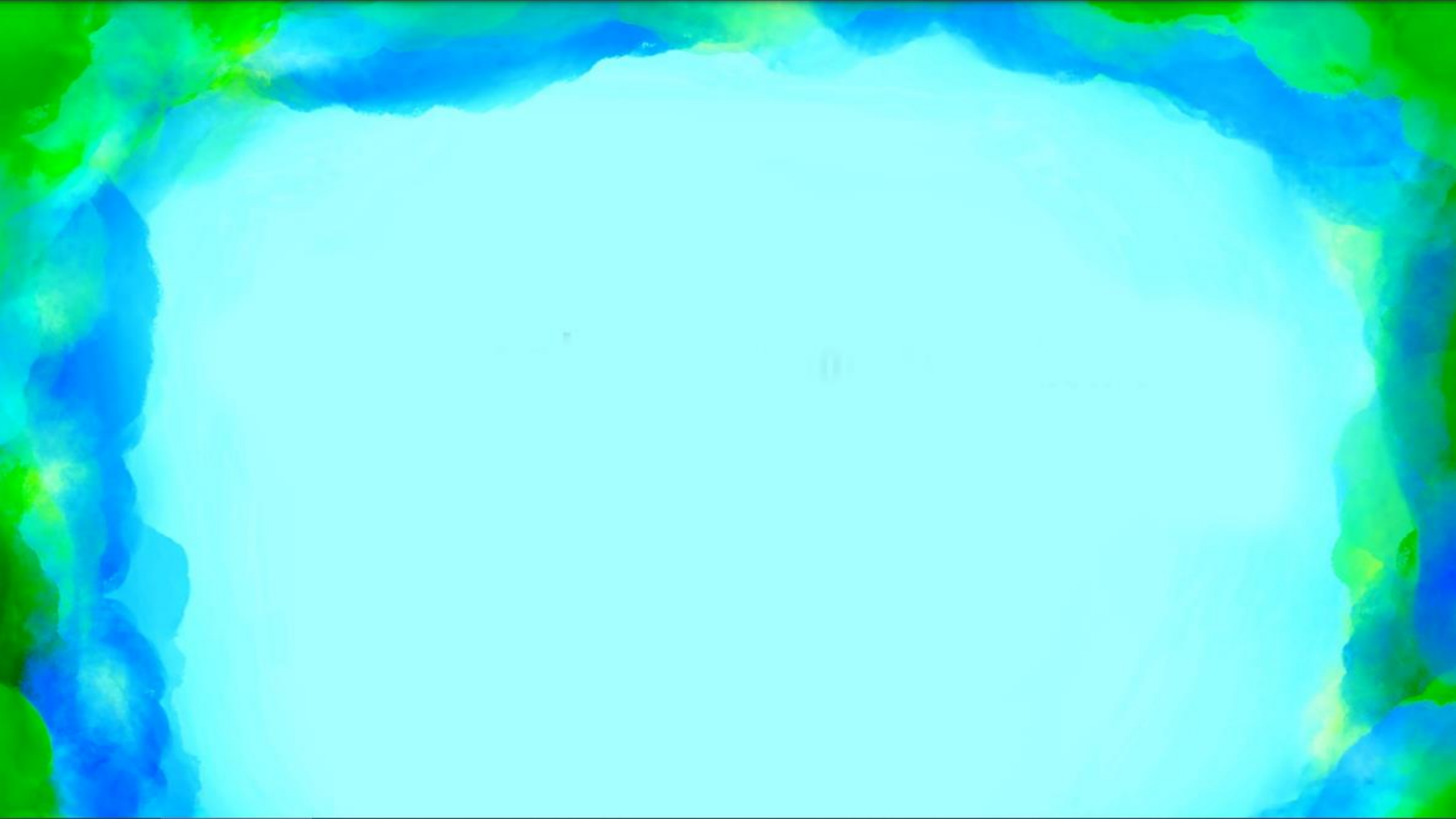
I.S. 201



A decorative border made of watercolor washes in shades of blue, green, and cyan, framing the central text.

For all those who need kindness in their lives.

- The S.E.A.L. Team



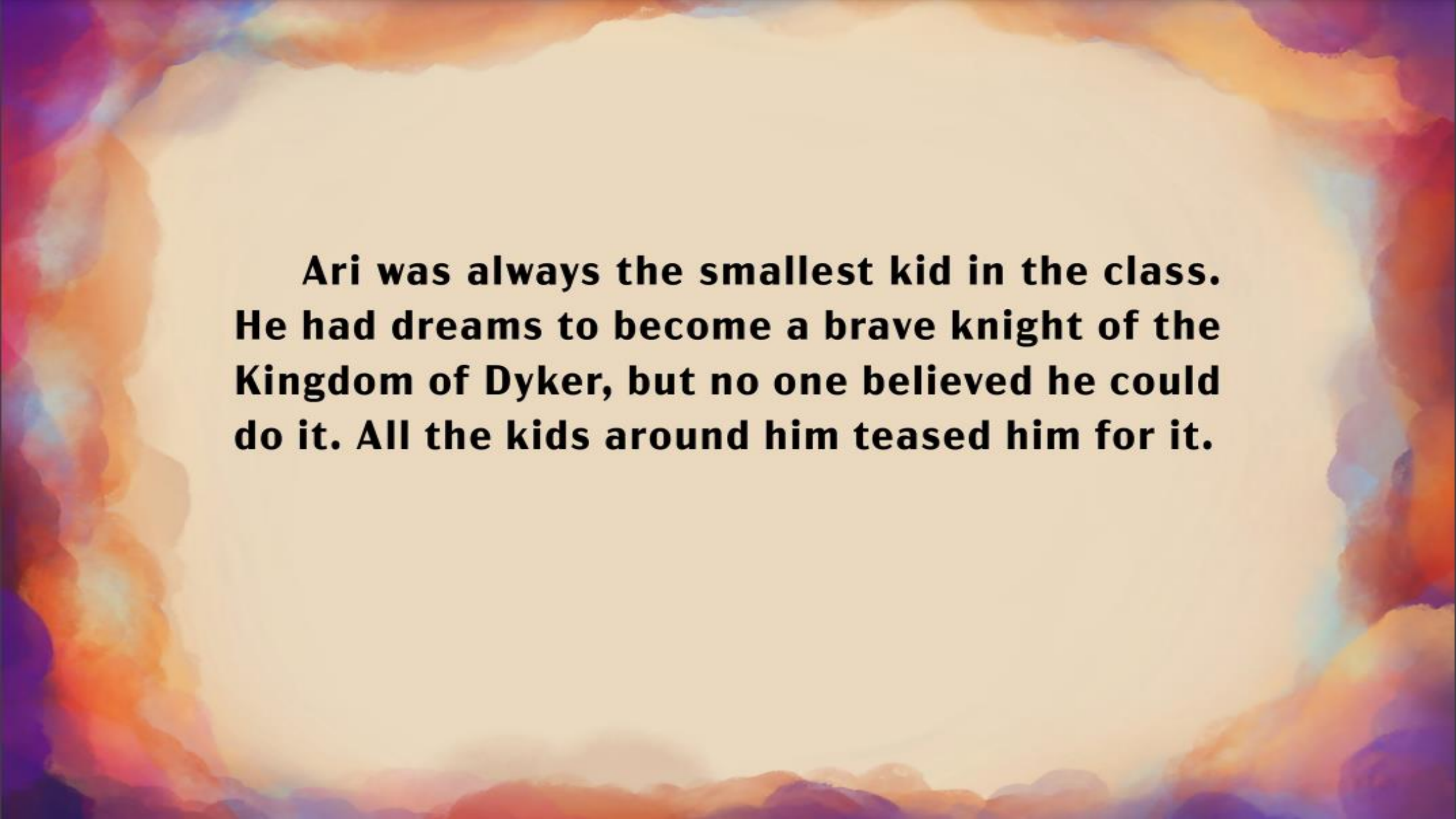
A KNIGHT'S JOURNEY

It's Nice To Be Nice

Written by Stilian Raptis

Illustrated by Cho Kiu Situ and Alara Eris

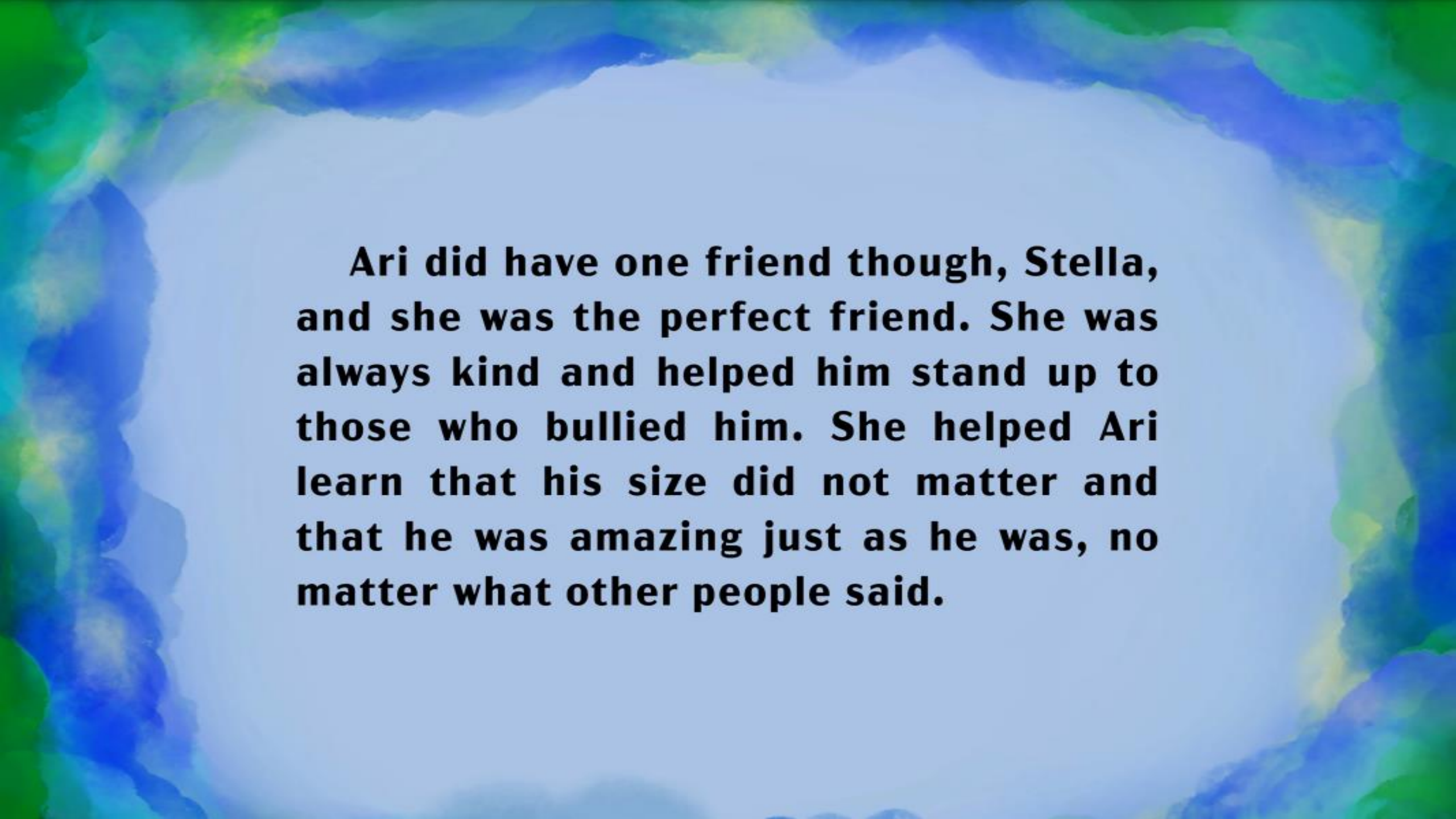
Managing Designer Dina Pizzarello



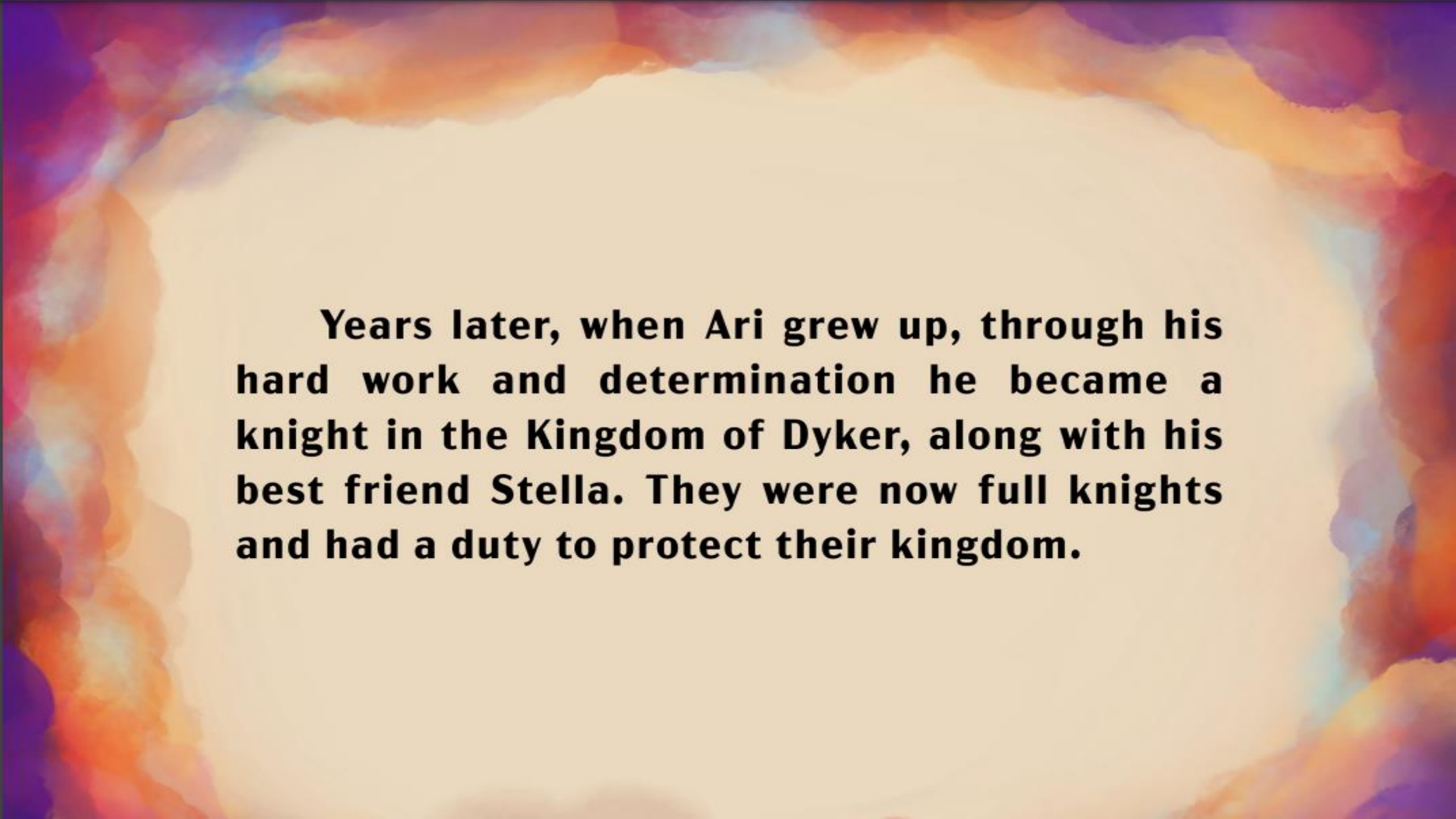
Ari was always the smallest kid in the class. He had dreams to become a brave knight of the Kingdom of Dyker, but no one believed he could do it. All the kids around him teased him for it.







Ari did have one friend though, Stella, and she was the perfect friend. She was always kind and helped him stand up to those who bullied him. She helped Ari learn that his size did not matter and that he was amazing just as he was, no matter what other people said.

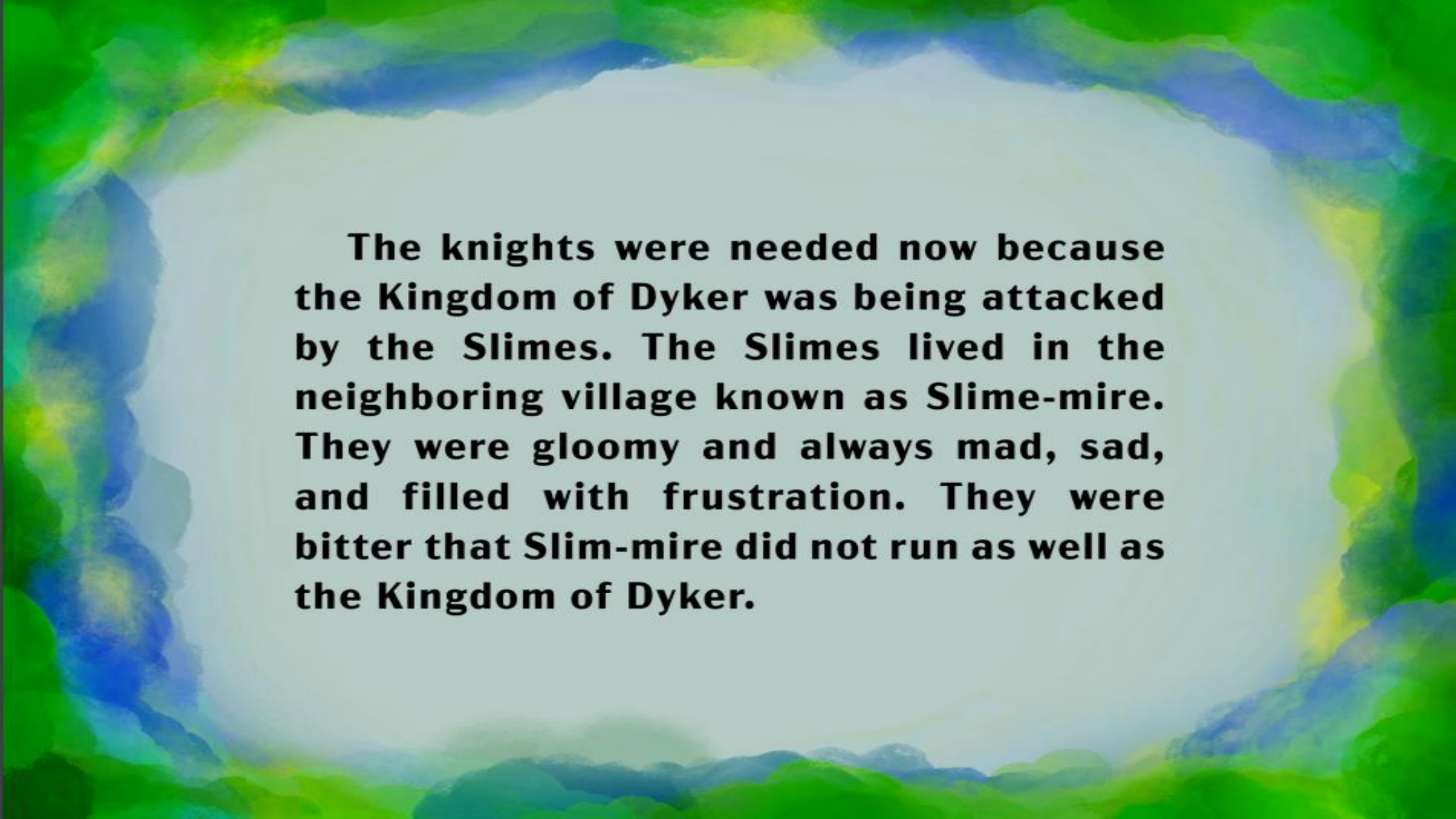


Years later, when Ari grew up, through his hard work and determination he became a knight in the Kingdom of Dyker, along with his best friend Stella. They were now full knights and had a duty to protect their kingdom.

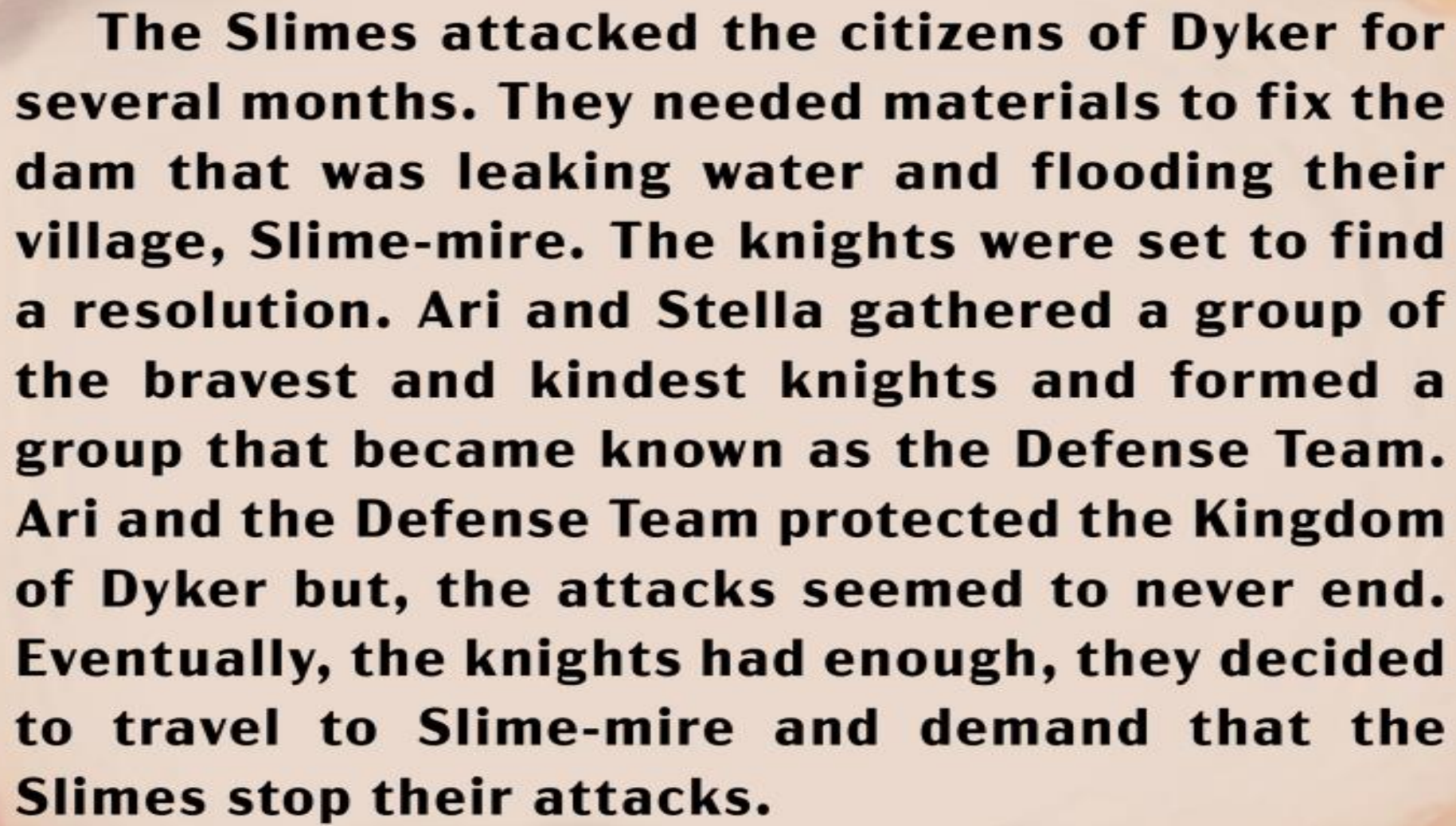


BEST KNIGHT
REWARD





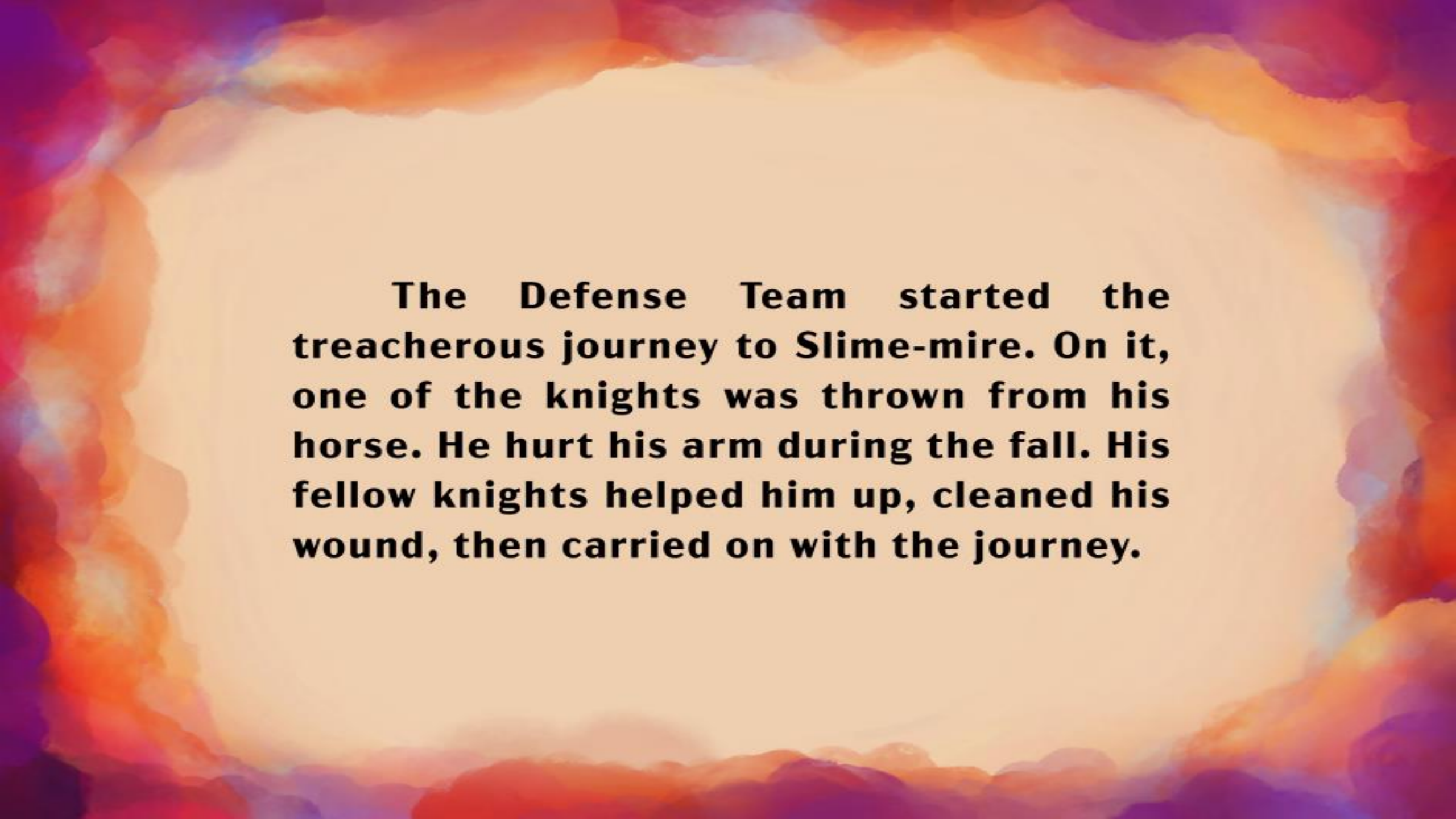
The knights were needed now because the Kingdom of Dyker was being attacked by the Slimes. The Slimes lived in the neighboring village known as Slime-mire. They were gloomy and always mad, sad, and filled with frustration. They were bitter that Slim-mire did not run as well as the Kingdom of Dyker.



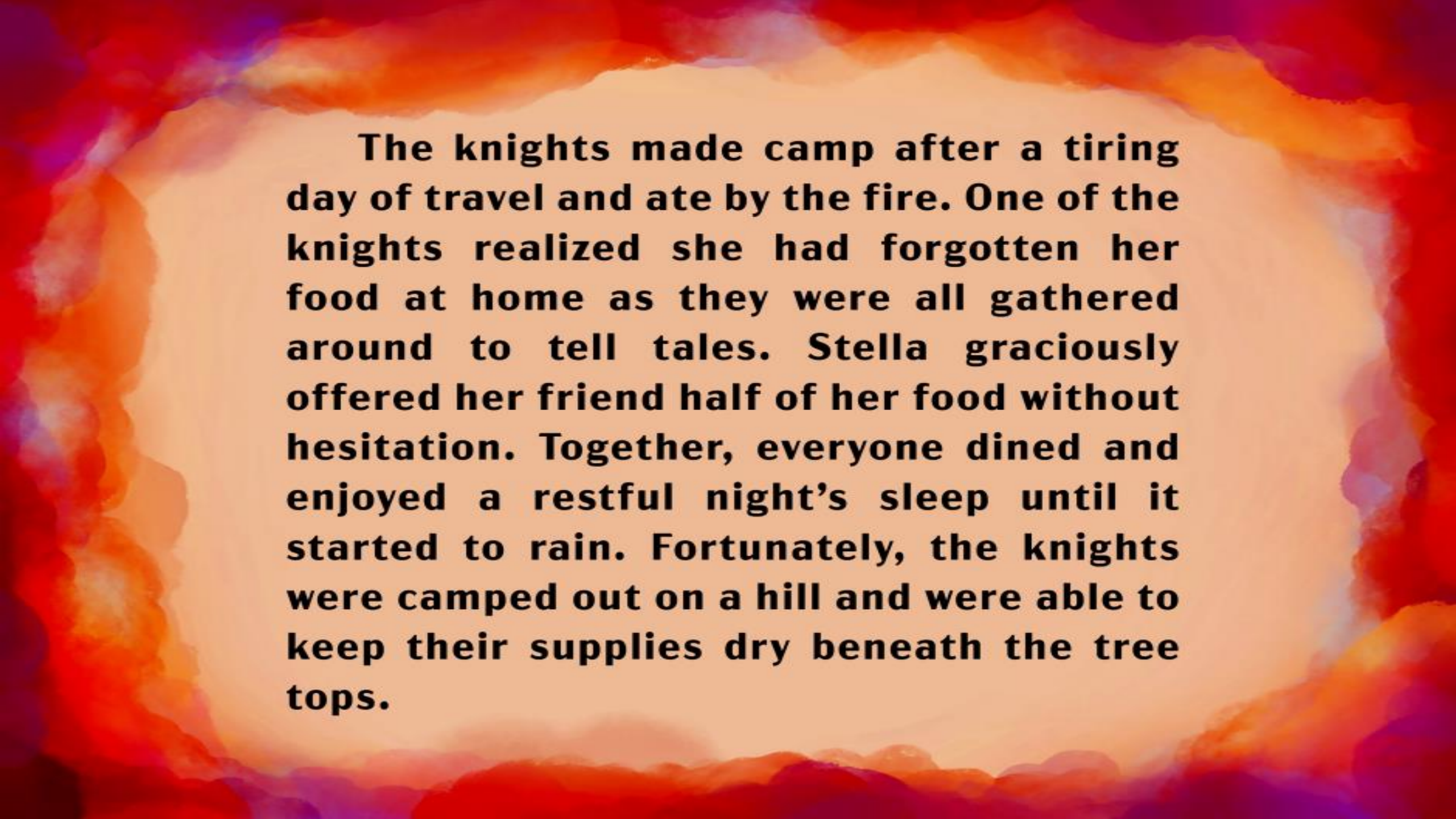
The Slimes attacked the citizens of Dyker for several months. They needed materials to fix the dam that was leaking water and flooding their village, Slime-mire. The knights were set to find a resolution. Ari and Stella gathered a group of the bravest and kindest knights and formed a group that became known as the Defense Team. Ari and the Defense Team protected the Kingdom of Dyker but, the attacks seemed to never end. Eventually, the knights had enough, they decided to travel to Slime-mire and demand that the Slimes stop their attacks.







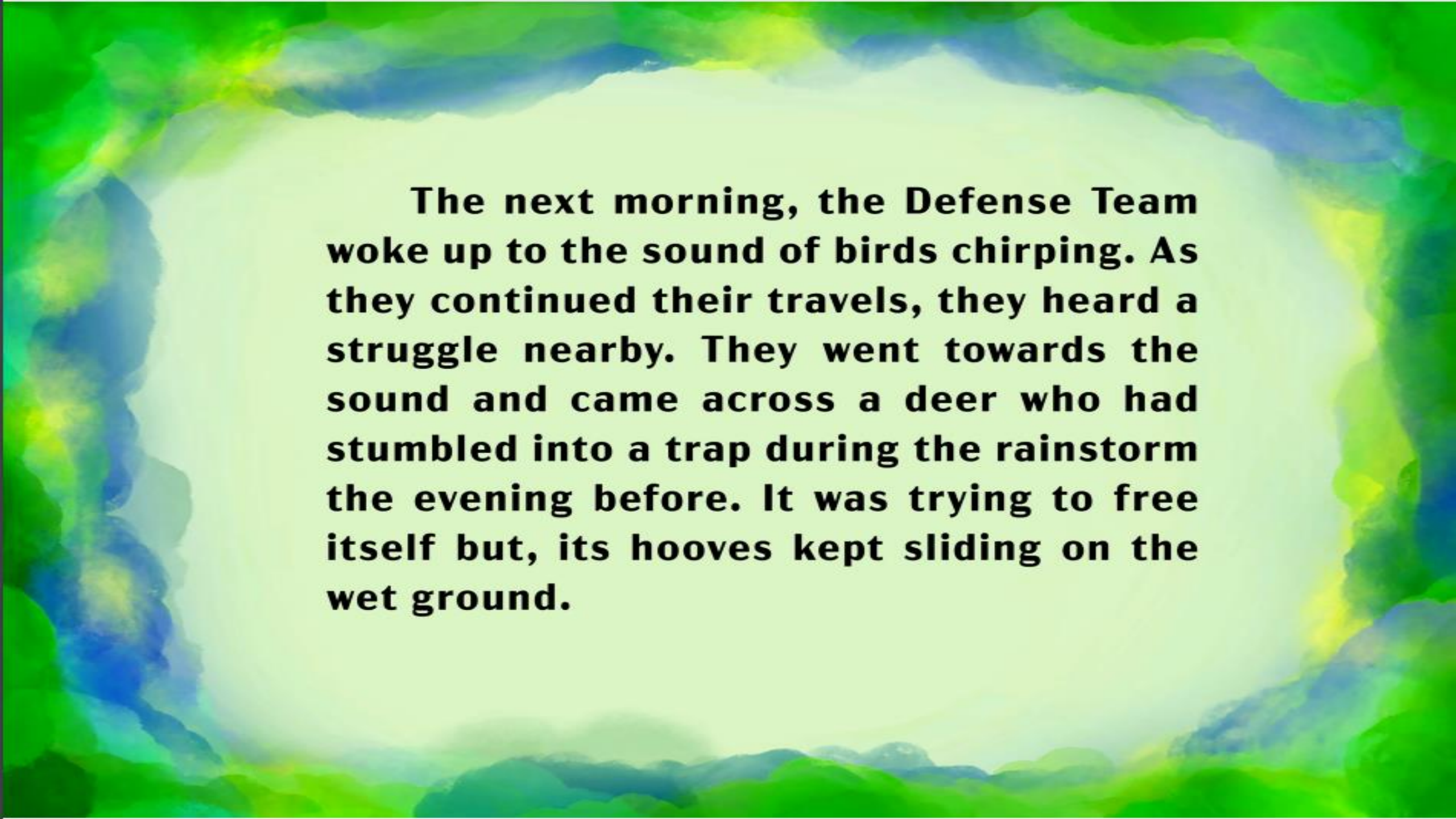
The Defense Team started the treacherous journey to Slime-mire. On it, one of the knights was thrown from his horse. He hurt his arm during the fall. His fellow knights helped him up, cleaned his wound, then carried on with the journey.



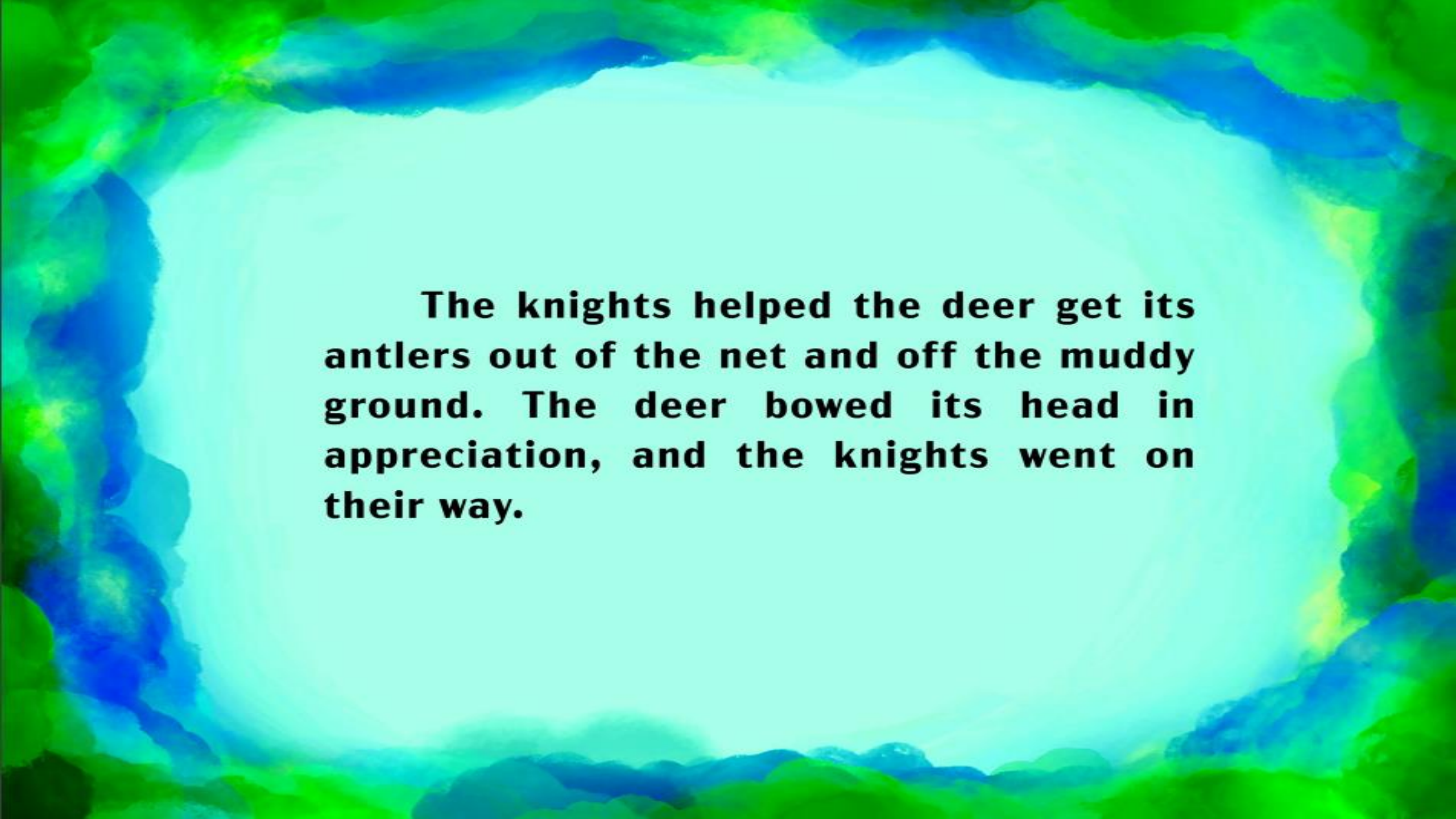
The knights made camp after a tiring day of travel and ate by the fire. One of the knights realized she had forgotten her food at home as they were all gathered around to tell tales. Stella graciously offered her friend half of her food without hesitation. Together, everyone dined and enjoyed a restful night's sleep until it started to rain. Fortunately, the knights were camped out on a hill and were able to keep their supplies dry beneath the tree tops.







The next morning, the Defense Team woke up to the sound of birds chirping. As they continued their travels, they heard a struggle nearby. They went towards the sound and came across a deer who had stumbled into a trap during the rainstorm the evening before. It was trying to free itself but, its hooves kept sliding on the wet ground.

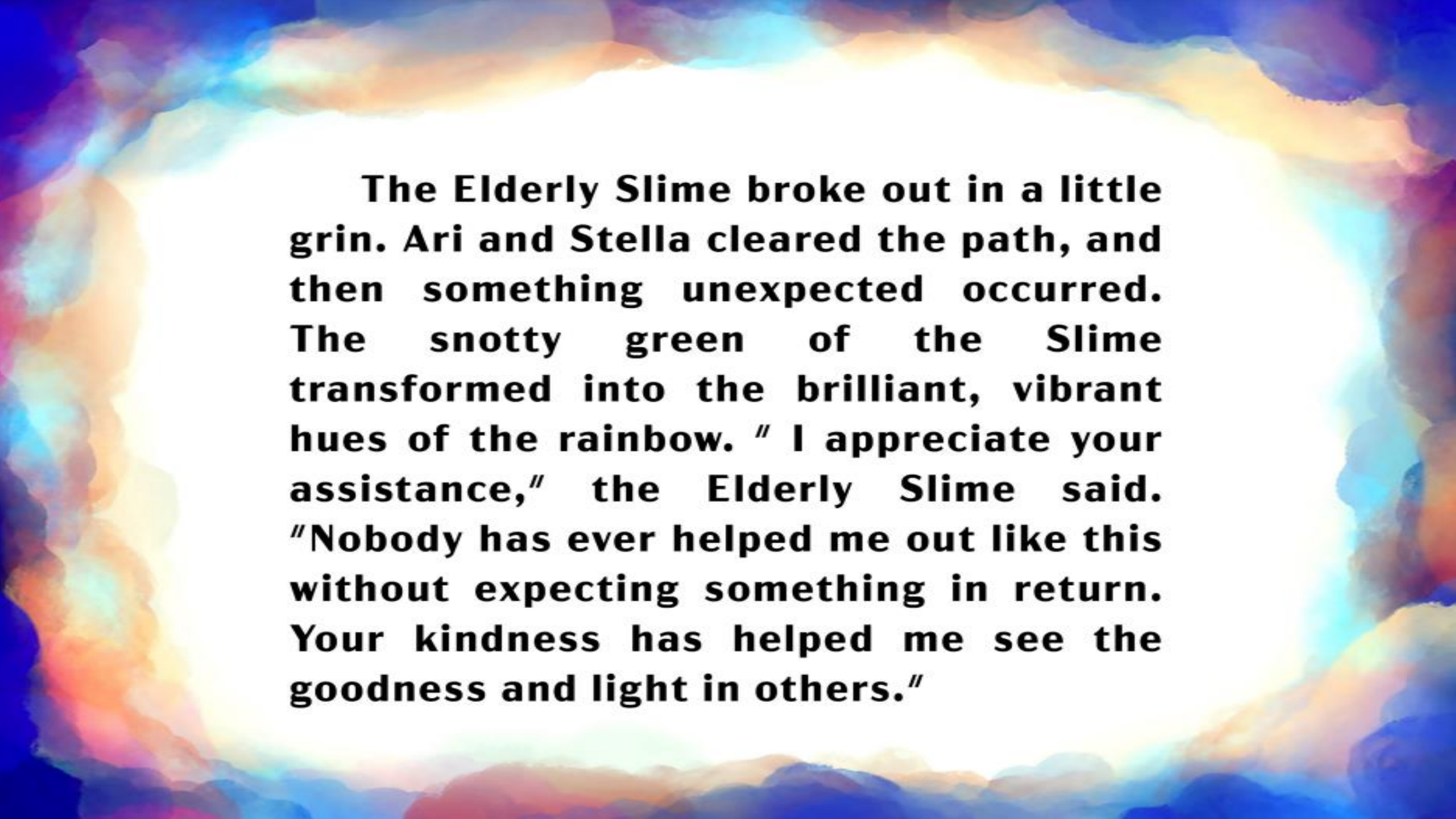


The knights helped the deer get its antlers out of the net and off the muddy ground. The deer bowed its head in appreciation, and the knights went on their way.





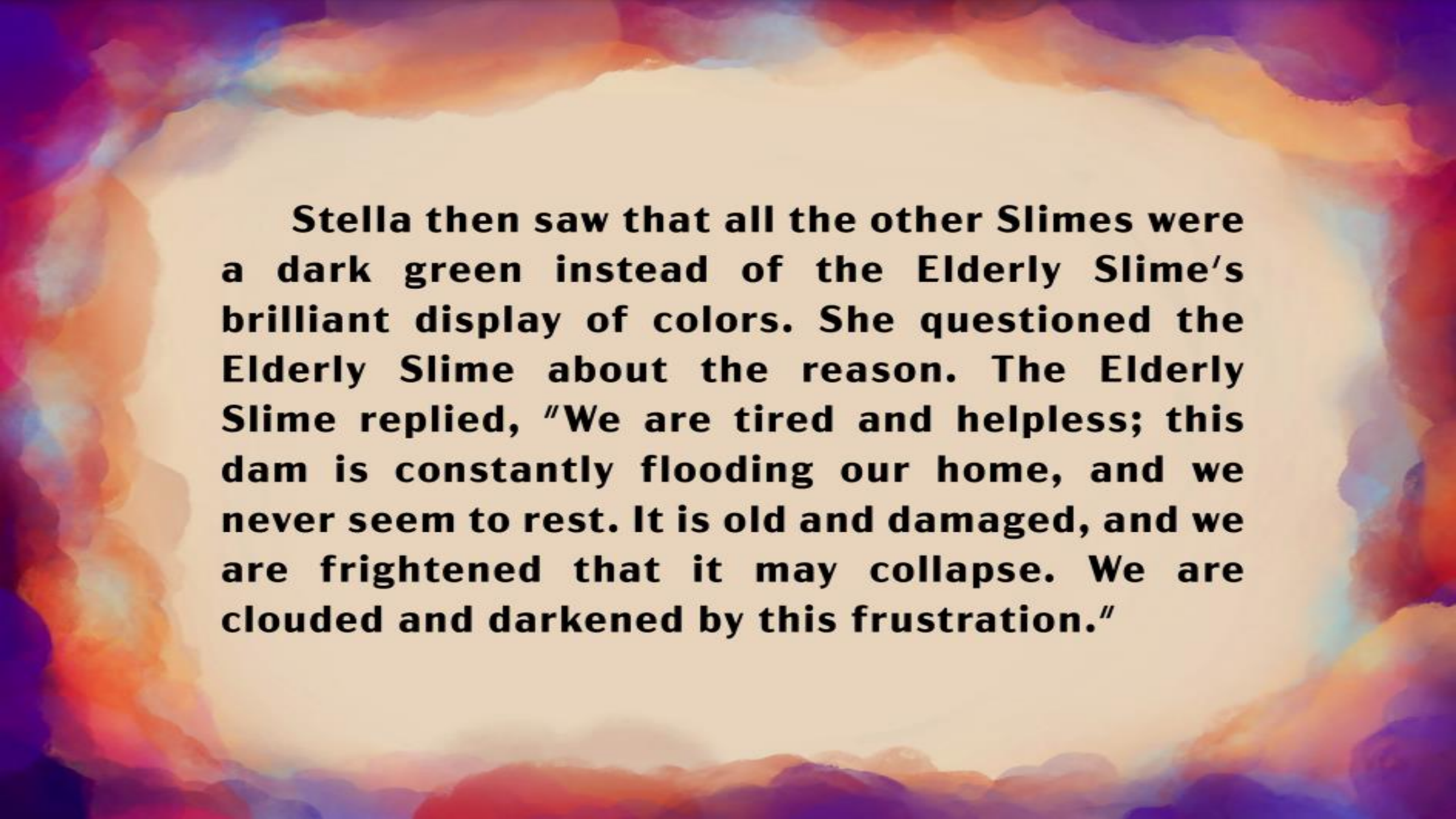
The Defense Team eventually reached Slime-mire, where all the Slimes were angry and frustrated. As the knights approached the village's gates, Ari saw an Elderly Slime trying to manually clean the muck that the thunderstorm had created. Ari decided to assist the Slime on his own. The Elderly Slime bellowed, "What do you want from me?" abruptly. Ari responded, "I'm simply trying to help you, sir. "Well!!!! What will I owe you for this?" the Elderly Slime demanded.



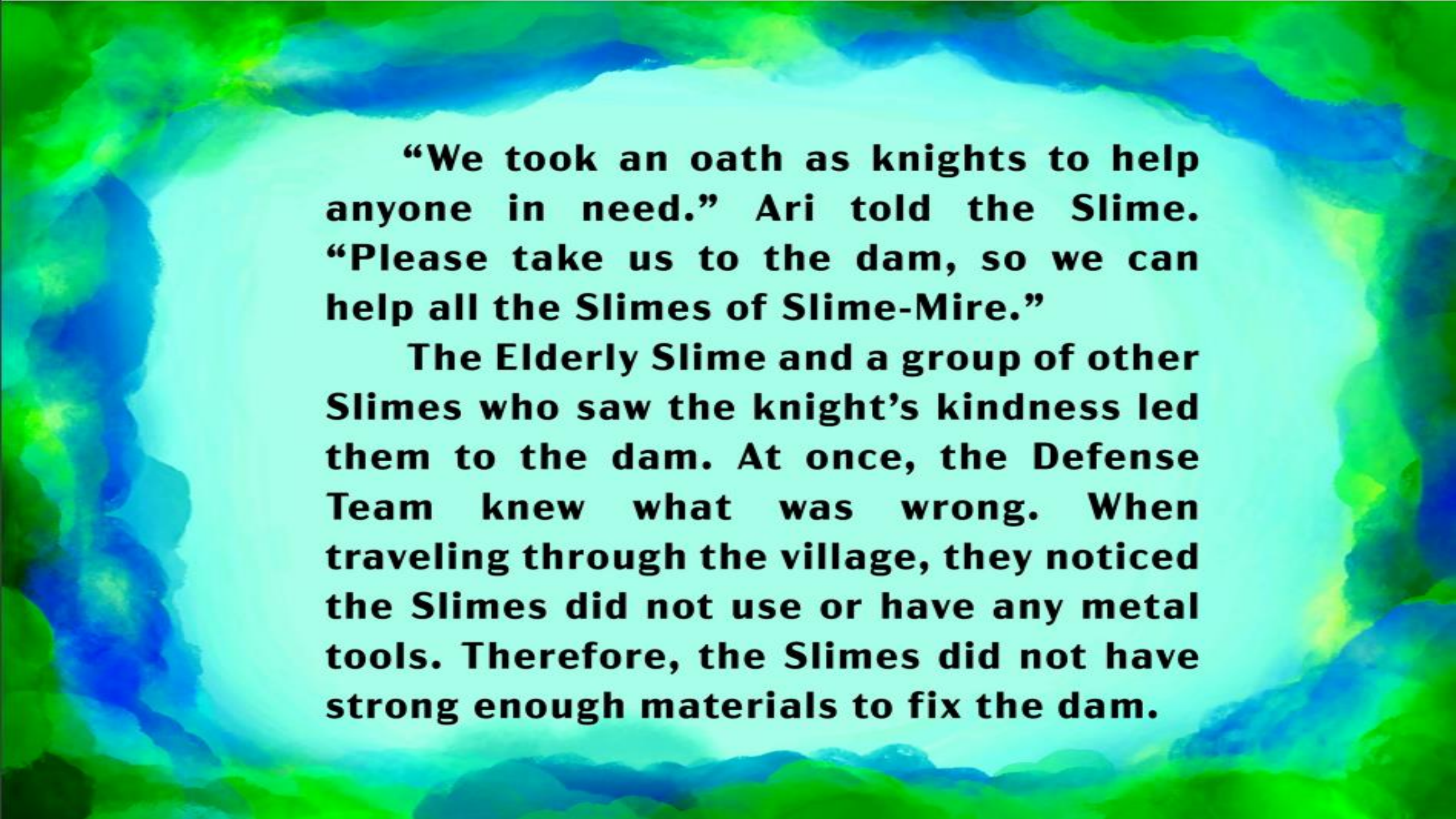
The Elderly Slime broke out in a little grin. Ari and Stella cleared the path, and then something unexpected occurred. The snotty green of the Slime transformed into the brilliant, vibrant hues of the rainbow. " I appreciate your assistance," the Elderly Slime said. "Nobody has ever helped me out like this without expecting something in return. Your kindness has helped me see the goodness and light in others."





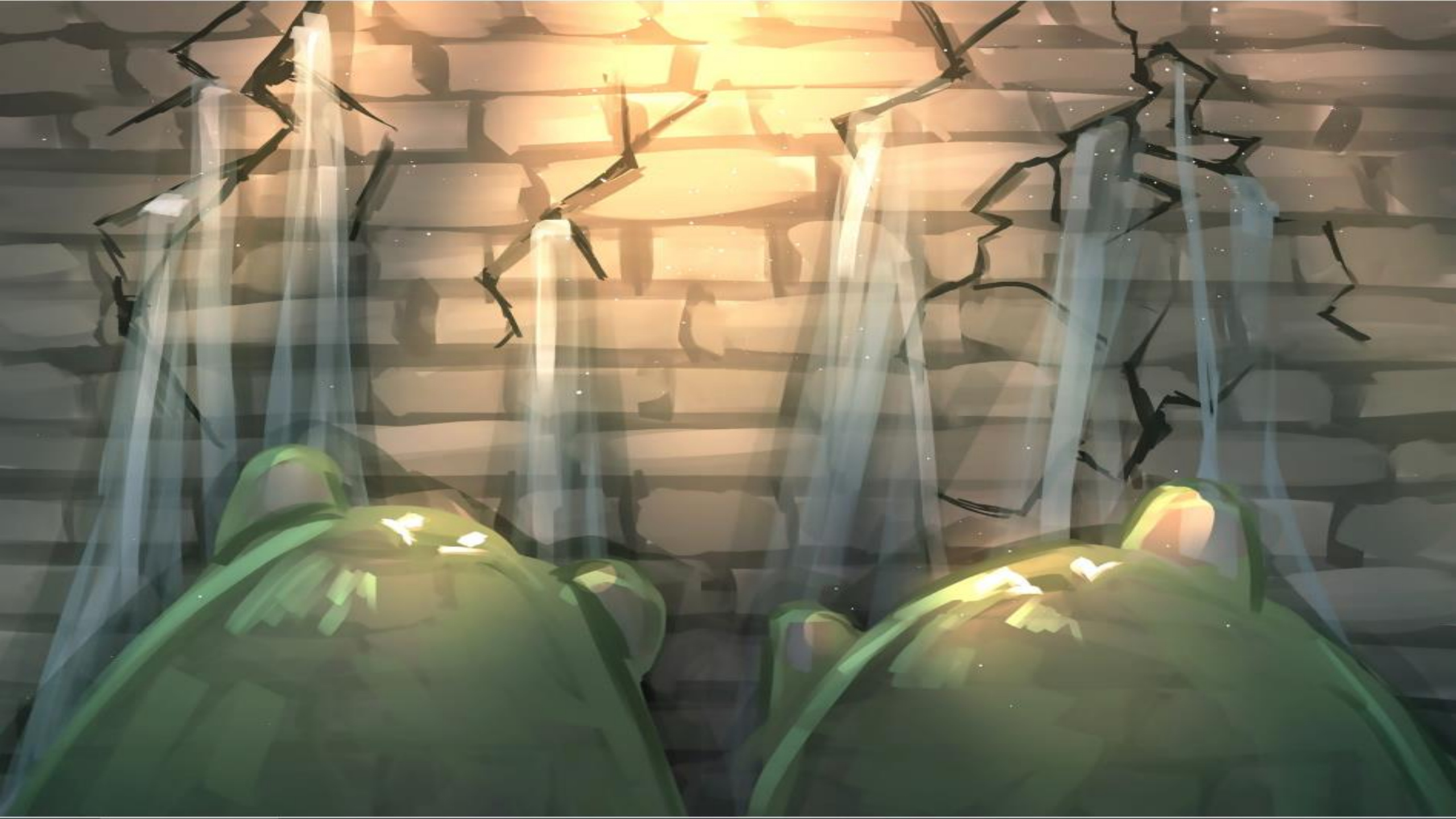


Stella then saw that all the other Slimes were a dark green instead of the Elderly Slime's brilliant display of colors. She questioned the Elderly Slime about the reason. The Elderly Slime replied, "We are tired and helpless; this dam is constantly flooding our home, and we never seem to rest. It is old and damaged, and we are frightened that it may collapse. We are clouded and darkened by this frustration."

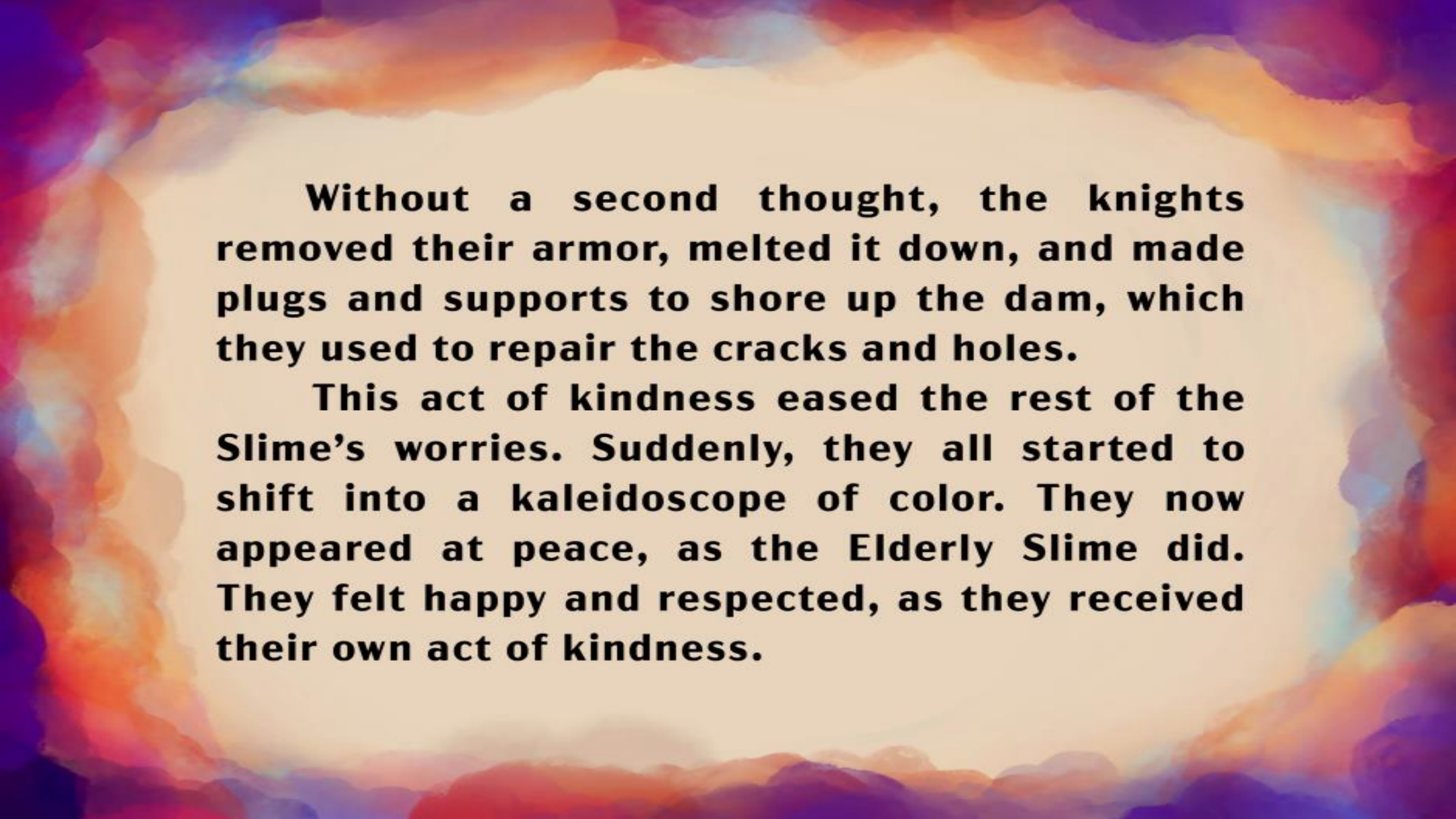


“We took an oath as knights to help anyone in need.” Ari told the Slime. “Please take us to the dam, so we can help all the Slimes of Slime-Mire.”

The Elderly Slime and a group of other Slimes who saw the knight’s kindness led them to the dam. At once, the Defense Team knew what was wrong. When traveling through the village, they noticed the Slimes did not use or have any metal tools. Therefore, the Slimes did not have strong enough materials to fix the dam.

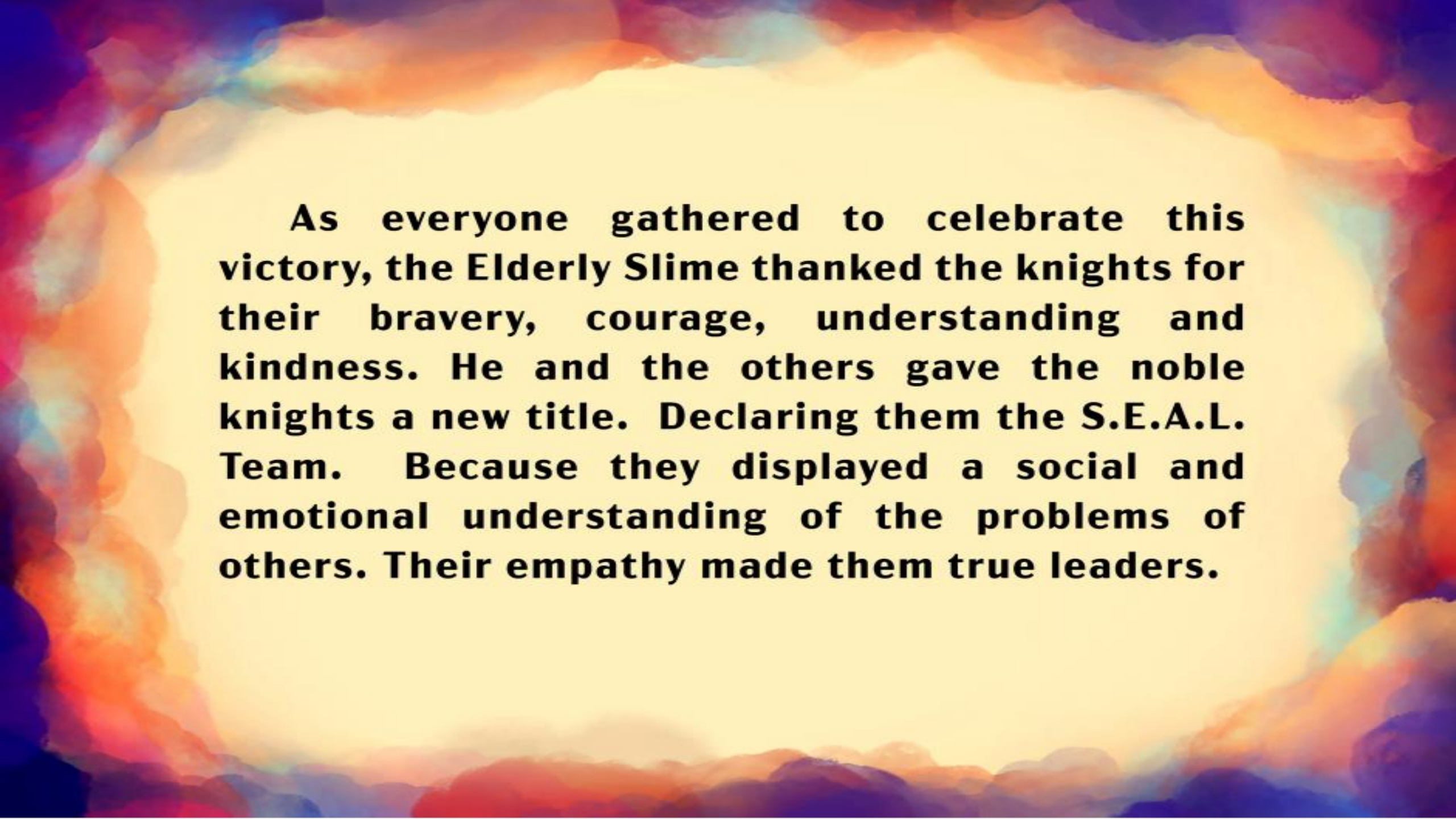






Without a second thought, the knights removed their armor, melted it down, and made plugs and supports to shore up the dam, which they used to repair the cracks and holes.

This act of kindness eased the rest of the Slime's worries. Suddenly, they all started to shift into a kaleidoscope of color. They now appeared at peace, as the Elderly Slime did. They felt happy and respected, as they received their own act of kindness.



As everyone gathered to celebrate this victory, the Elderly Slime thanked the knights for their bravery, courage, understanding and kindness. He and the others gave the noble knights a new title. Declaring them the S.E.A.L. Team. Because they displayed a social and emotional understanding of the problems of others. Their empathy made them true leaders.

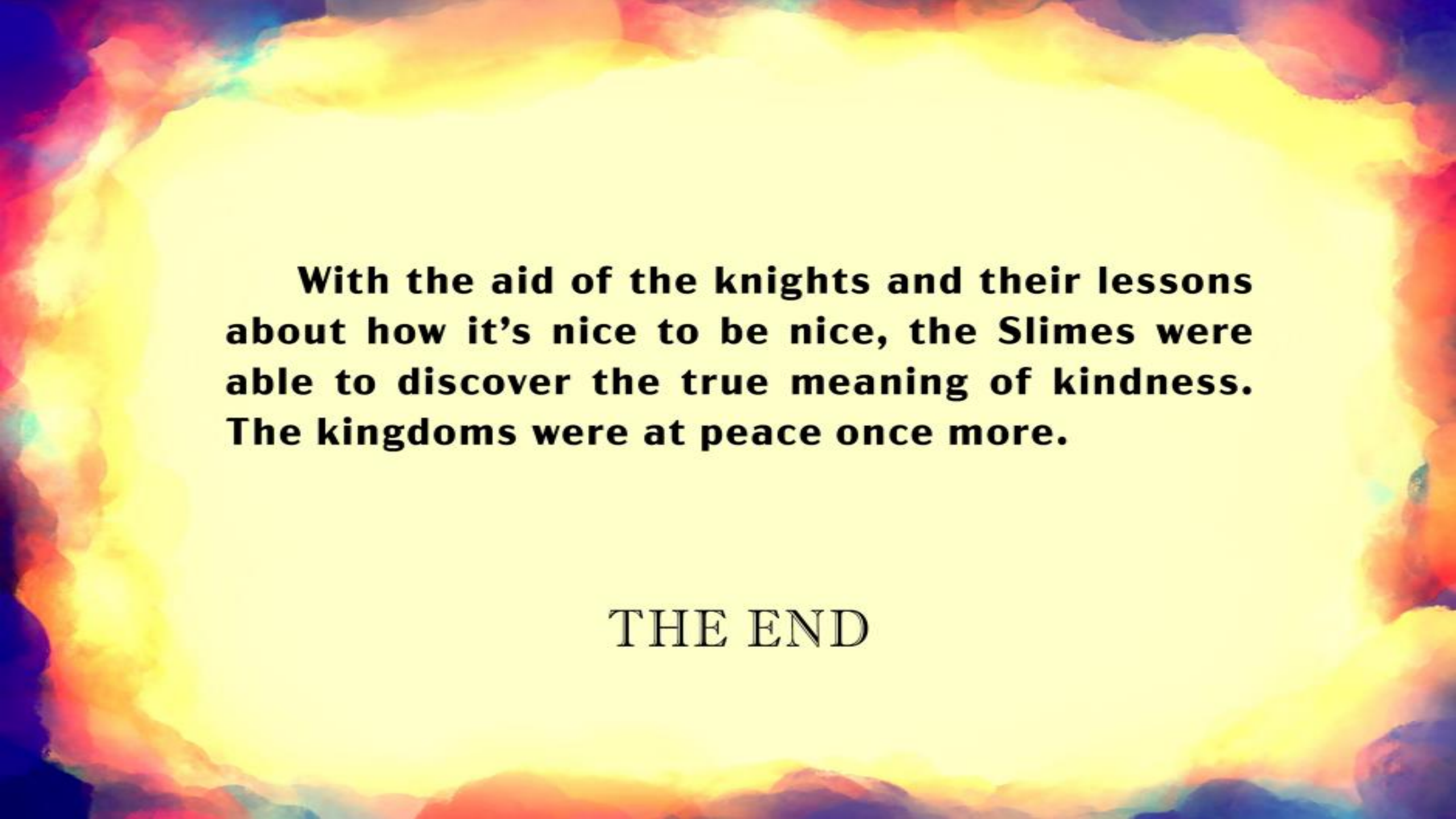


LADY CATIE SIMONS
BEST KNIGHT
REWARD





The S.E.A.L. Team (SOCIAL EMOTIONAL AWARENESS LEADERSHIP) returned home as heroes as a result of their generosity because the Slimes no longer had a reason to be angry and take their emotions out on others.



With the aid of the knights and their lessons about how it's nice to be nice, the Slimes were able to discover the true meaning of kindness. The kingdoms were at peace once more.

THE END



Academic Vocabulary

Antlers (n) The horns on the head of an adult deer

Appreciation (n) gratefulness

Armor (n) Metal coverings worn by knights to protect them

Array (n) a display of different things

Awareness (n) Knowledge of a situation or fact

Bandaged (v) Wrap a wound with a protective cloth

Citizens (n) A person who lives in a particular place

Collapse (v) To fall down or in

Dam (n) a barrier created to hold back water

Defend (v) To fight against an attack; to protect from harm or danger

Determination (n) a will to do something

Duty (n) a job or obligation

Elderly (adj) old

Empathy (n) the ability to understand and share the feelings of another

Emotional (adj) to have feeling

Extraordinary (adj) out of the normal

Faint (adj) barely seen

Gloomy (adj) dark and depressing

Grin (n) A large smile

Howl (v) Speaking words loudly

Kaleidoscope (n) a toy made of a tube filled with colored glass or paper pieces and mirrors, which, when turned, produces shifting patterns that may be seen via an eyehole.

Leadership (n) to guide or lead a group of people

Lively (adj) bright

Motto (n) a phrase that explains the ideals of an individual or group

Mire (n) Swampy ground or area

Muck (n) slimy dirt or filth

Peace (n) a time in which there is no war or fighting

Restore (v) to bring back

Shift (v) a move or change

“Shore Up” (v) to support (something) or keep (something) from falling by placing something under or against it

Social (adj) interaction with others

Struggle (adj) to make a great effort to do or achieve something

Stella, Latin word for “star”, used to describe bright things

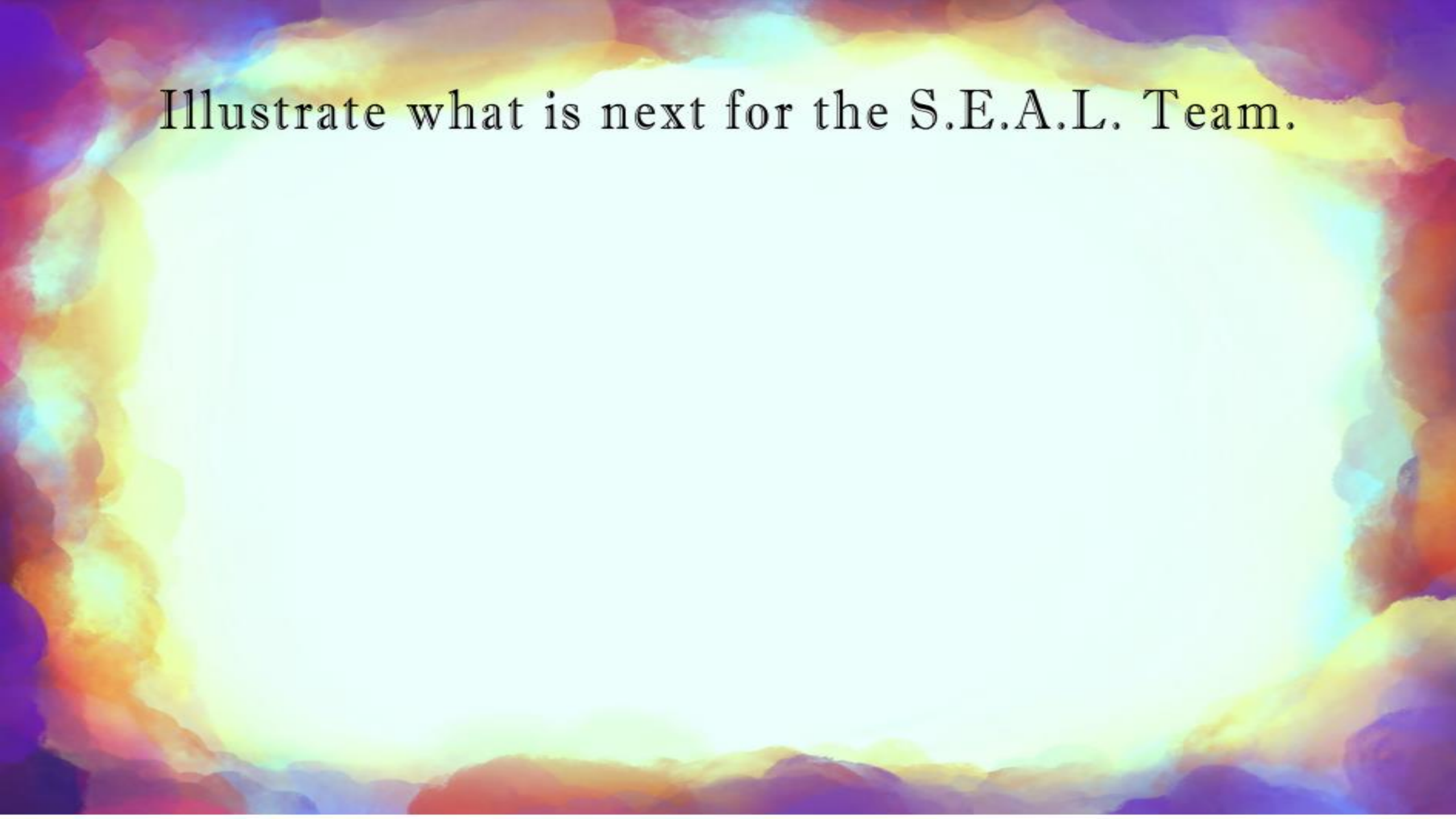
Transform (v) change

Treacherous (adj) dangerous and unsafe

Vibrant (adj) bright and intense

Discussion Questions

1. How are you feeling now that you have heard this tale?
2. Was there ever a time when you compared yourself to Elderly Slime from Slime-mire?
3. What caused you to change into a kaleidoscope's vibrant colors?
4. What, in your opinion, does "It's nice to be nice" really mean?
5. Which section of the fable did you find to be the most entertaining?
6. Which character in the narrative is your favorite? Why?
7. What do you think would happen if the "Knight's Journey" account were to be continued?
8. What would you have changed about the story? Why?
9. What do you believe the tale's key takeaway is?
10. Would you join the SEAL team if given the chance?

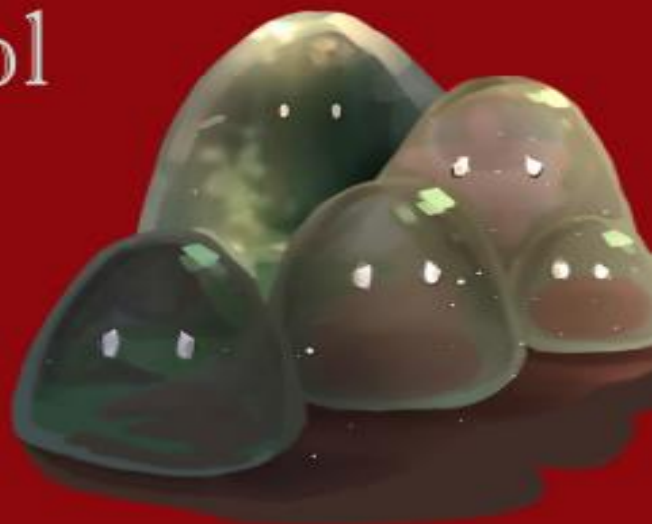


Illustrate what is next for the S.E.A.L. Team.

The Madeleine Brennan School Intermediate School 201

Robert Ciulla, Principal

S.E.A.L. Team



This is a story about finding the true meaning of kindness. As a group of knights go out on a mission, they discover that all it takes to make a difference in the world is for them to be nice. Because of their social and emotional awareness of others, they are able to recognize the importance of empathy and compassion in everyone's life. This illustrates the genuine importance of kindness.

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