

Educational Media Library

SEPTEMBER 2019

Bugg Book Readers are written for beginning, struggling, and reluctant readers in Grades K–5. Stephen Cosgrove, author of the series, has created a group of delightful characters to teach important life lessons.

BUGG BOOKS



2013

Includes:

Books
Cassette
Activity Sheet

Titles and Lessons

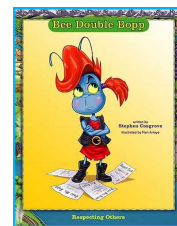
- *Bee Double Bopp (Respecting Others)*
- *Big “Bubba: Bigg, Jr. (Dealing With Bullies)*
- *Bigg Family (Getting Along With Others)*
- *Buglar Brothers (Consequences of Stealing)*
- *Cricket Clickett (Finding Your Talents)*
- *Flynn “Flea” Flicker (Sticking To The Truth)*
- *Hickory B. Hopp (Paying Attention)*
- *Katy Didd Bigg (Standing Up For Yourself)*
- *Melody Moth (Practice Makes Perfect)*
- *Mizz Buggly (Doing Your Best)*
- *Snugg N. Flitter (Facing Your Fears)*
- *Shrugg LaBugg (Learning To Share)*

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BEE DOUBLE BOPP AU 263

Book Tape, Audio, PI

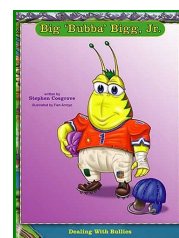
Set 1 book 5. Includes 6 books, audio cassette, and reproducible activities. Concept: respecting others. Bee D Bopp's parents thought everything Bee D said was hilariously funny. In fact, her remarks were cruel and disrespectful. On her first day at a new school, Bee D was suspended for the lack of respect she showed the teacher, students and principal. Over the next few weeks, two retired school teachers who tutor Bee also show her that respecting others is the true way to win friends. Story by Stephen Cosgrove.



BIG BUBBA BIG JUNIOR AU 262

Book Tape, Audio, PI

Set 1 book 4. Includes 6 books, audio cassette, and reproducible activities. Concept: dealing with bullies. Bubba, one of nine sons from the Bigg family, is a bully. He is big, strong, and wins all arguments by bopping smaller bugs on the head and calling them names. He plays so rough on the bumpball team, that some bugs stopped coming to practice and other bugs quit the team because they are afraid of Bubba. Finally, Glance McSquint, the bumpball team manager, decides to stand up to Bubba and tell him he is not nice and is a bully. Story by Stephen Cosgrove.



BIGG FAMILY AU 259

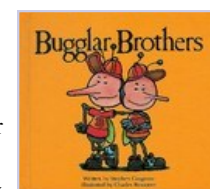
Book Tape, Audio, PI

Set 1 book 1. Includes 6 books, audio cassette, and reproducible activities. Concept: getting along with others. The Bigg family has ten children who have a hard time getting along. Their house is so small that the Bigg children are always bumping into one another. After so many Bigg bug bumps, angry words would fly. Discover what the Bigg children and their parents learn about getting along as you read this story by Stephen Cosgrove.

BUGGLAR BROTHERS AU 269

Book Tape, Audio, PI

Set 2 book 11. Includes 6 books, audio cassette, and reproducible activities. Concept: Consequences of stealing. The Bugglar brothers were thieves who stole anything and everything. Their favorite store to steal from was the Buggville Toy and Game store. One day, the Bugglar brothers convinced little bugg Snugg Flitter that it would be okay to "borrow" (actually steal) a buggball mitt that he wanted. Snugg Flitter is caught in the act of stealing and is taken to City Hall to receive his punishment. Story by Stephen Cosgrove.



CRICKET CLICKETT AU 270

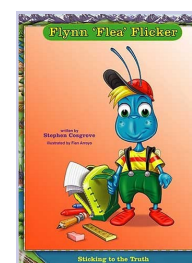
Book Tape, Audio, PI

Set 2 book 12. Includes 6 books, audio cassette, and reproducible activities. Concept: Finding your talents. A young bugg named Cricket Clickett was sad because she couldn't sing, and all the young bugs laughed at her because she couldn't carry a tune. When Cricket's father saw how upset she was, he suggested she play a musical instrument instead. Cricket tried a variety of instruments, but nothing sounded quite right. Suddenly, she remembered Grandpa Clickett's old fiddle that was stored in the attic. After two weeks of practicing everyday, Cricket Clickett discovered she could make beautiful music on Grandpa's fiddle. Story by Stephen Cosgrove.

FLYNN "FLEA" FLICKER AU 264

Book Tape, Audio, PI

Set 1 book 6. Includes 6 books, audio cassette, and reproducible activities. Concept: sticking to the truth. The most normal bugg family of all in Buggville are the Flickers. They live a normal life, in a normal house, on a normal street. The Flickers all liked being normal, except for the youngest son named Flea. He thought normal was BORING! One day at school, Flea fibbed about his family being very sick. As he exaggerated about the sickness and told more fibs, his life went from normal to great. Before long, however, Flea was caught in his web of lies! He ended up wishing things would get back to normal soon. Story by Stephen Cosgrove.



HICKORY B. HOPP AU 267

Book Tape, Audio, PI

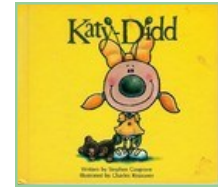
Set 2 book 9. Includes 6 books, audio cassette, and reproducible activities. Concept: paying attention. Hickory B. Hopp didn't like to sit still for too long in one spot. It was hard for him to concentrate, to keep his mind on one thing. He had a hard time doing homework because something would distract him. He couldn't play sports because he forgot what he was supposed to do. Hickory's first attempt with working at a job in the city clerk's office was unsuccessful. But, Hickory B. Hopp had to make a decision. He was not going to give up, he was going to finish what he started. Story by Stephen Cosgrove.



KATY DIDD BIGG AU 266

Book Tape, Audio, PI

Set 2 book 8. Includes 6 books, audio cassette, and reproducible activities. Concept: standing up for yourself. Katy Didd had nine older brothers who were always getting into trouble and blaming her when something went wrong. Many times Katy was sent to her room for something her brothers did. Katy Didd was not a snitch, so she took the punishment, while her brothers got to stay outside and play. One day, Katy decided it was time to stand up for herself and stop taking the blame for her brother's trouble. Story by Stephen Cosgrove.



MELODY MOTH AU 261

Book Tape, Audio, PI

Set 1 book 3. Includes 6 books, audio cassette, and reproducible activities. Concept: practice makes perfect. Melody Moth's parents buy a piano for her birthday. She becomes discouraged after several days of practice and starts sneaking outside to play with her friends instead. Not practicing catches up with Melody when she is unable to play a single song for her parents and a group of their friends. Story by Stephen Cosgrove.

MIZZ BUGGLY AU 268

Book Tape, Audio, PI

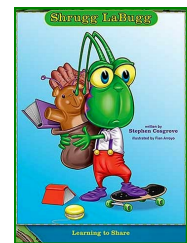
Set 2 book 10. Includes 6 books, audio cassette, and reproducible activities. Concept: doing your best. The new school year started and Katy Didd Bigg had been assigned to the toughest teacher in school - Mizz Buggly. Mizz Buggly had many rules, believed in a lot of homework, expected her students to pay attention all the time and allowed no fun in the classroom. Mizz Buggly expected each student to do their best and she would accept no less. Each year, the school held a math contest. Although Katy and her class didn't win, Mizz Buggly rewarded the whole class with a party because they all did their best (and no less)! Story by Stephen Cosgrove.



SHRUGG LABUGG AU 260

Book Tape, Audio, PI

Set 1 book 2. Includes 6 books, audio cassette, and reproducible activities. Concept: learning to share. In Buggville, there lived a little bug by the name of Sherman LaBugg, whom everyone called Shrugg. Shrugg and his parents lived in the sharing part of town. Any bug who has too much of this or that share it with a friend - good words, thoughts, deeds, all are shared. However, Shrugg LaBugg was not a bug who liked to share and because of his unwillingness to do so, he had no friends. Shrugg discovers the true meaning of sharing and friendship in this story by Stephen Cosgrove.



SNUGG N. FLITTER AU 265

Book Tape, Audio, PI

Set 2 book 7. Includes 6 books, audio cassette, and reproducible activities. Concept: facing your fears. Snugg N. Flitter was small, even for a bug, but he had a gigantic imagination. At night, as poor little Snugg laid in bed, his imagination created scary monsters and more from the shadows on his walls. Snugg had many sleepless nights because of his fears of these shadows. A wise school librarian advised Snugg to search the shadows to find his scary dreams and make them his friends.



RESOURCES AVAILABLE IN THE MEDIA LIBRARY



THE SIX PILLARS OF CHARACTER SERIES

CITIZENSHIP DV 718, DVD, PI, 28 min., LIVE WIRE MEDIA,

Nubbs becomes a hero to his friends by helping them tap into their power to make an important difference in their community. When Nubbs leads his friends in a successful effort to transform an ugly vacant lot into a beautiful grove of shady trees, they all experience the satisfaction and the benefits that come from being good citizens.

CARING DV 717, DVD, PI, 23 min., LIVE WIRE MEDIA,

Burna discovers (by being a "reading buddy") the personal rewards that come from giving yourself to help somebody else. When Burna has to make a hard choice between doing a community service project and playing soccer, she learns that *caring* is more about what we do than about how we feel.

RESPONSIBILITY DV 715, DVD, PI, 23 min., LIVE WIRE MEDIA,

Groark and Burna learn that being irresponsible can be unfair and hurtful to everyone, including themselves. When Burna neglects an important responsibility by dumping it on Muggsy, and Groark makes a mistake and lets Muggsy take the blame, the result is a tangle of hard feelings that nearly brings their friendships to a painful end.

RESPECT DV 714, DVD, PI, 26 min., LIVE WIRE MEDIA,

Burna discovers that name-calling, teasing, and put-downs are not good natured fun. When her friends ostracize her for treating them disrespectfully and for bullying a new kid on the playground, Burna learns that the way to have good friendships is to treat people the way you would like them to treat you.

TRUSTWORTHINESS DV 713, DVD, PI, 22 min., LIVE WIRE MEDIA,

Groark and Muggsy learn how important honesty and trust are in building good friendships. When Muggsy tries to impress Groark by stealing an expensive birthday present for him, Groark struggles to figure out the right thing to do, and teaches Muggsy that it is better to have friends you can trust than expensive toys

AUTO B GOOD CHARACTER EDUCATION



COURAGE, INITIATIVE, SELF-RELIANCE *DV 1168* DVD, P, 30 min., 2008

COURTESY, FAIRNESS, CONFIDENCE *DV 1171* DVD, P, 30 min., 2008

INDEPENDENCE, RESOURCEFULNESS, CLEANLINESS *DV 1170* DVD, P, 30 min., 2008

JOYFULNESS, PATIENCE, COOPERATION *DV 1165* DVD, P, 30 min., 2008

OBEDIENCE, SELF-CONTROL, POLITENESS *DV 1162* DVD, P, 2008

PATRIOTISM, CITIZENSHIP, LOYALTY *DV 1167* DVD, P, 30 min., 2008

PERSERVERANCE, SPORTSMANSHIP, SELF-DISCIPLINE *DV 1169* DVD, P, 30 min., 2008

PUNCTUALITY, PROMPTNESS, READY *DV 1160* DVD, P, 30 min., 2008

RESPONSIBILITY, RESPECT, DEPENDABILITY *DV 1161* DVD, P, 30 min., 2008

THANKFULNESS, GENEROSITY, GOODWILL *DV 1164* DVD, P, 30 min., 2008

TOLERANCE, CONSIDERATION, UNIQUENESS *DV 1166* DVD, P, 30 min., 2008

TRUTHFULNESS, HONESTY, KINDNESS *DV 1163* DVD, P, 30 min., 2008

CONFLICT MANAGEMENT SKILLS (*SK 00282*)

Study Kit, PI, SUNBURST VISUAL MEDIA, 2009

This conflict-management curriculum is based on the premise that every child is capable of becoming a peacemaker. Designed around Kelso the *Frog*, an appealing hand puppet, this program offers nine options students can choose from to resolve conflicts. Helps students differentiate between problems they can handle on their own and those requiring adult intervention. Empowers them with the skills to make their own choices and become accountable for them. The curriculum can be implemented school-wide, in a classroom, in a small group setting or for individual counseling. Includes a leader's guide w/ 14 lessons and a CD containing reproducible masters; a DVD w/five vignettes for both grades K-2 and grades 3-5; a storybook; posters; and Kelso the *Frog* puppet.

