

Seraphin

written and illustrated by Philippe Fix
translated from the French by
Donald Nicholson-Smith



Educator's Guide

About the Book

Seraphin, dreaming of gardens full of birdsongs, sunny avenues, and flowers, works as a ticket seller in a metro station underground. One day, he learns that he has inherited an old, dilapidated house. Overjoyed by the possibilities, he and his friend Plume set about building the house of their dreams, and much more besides! Philippe Fix's illustrations, cinematic in their scope, have enchanted children since their 1967 début. In a fresh translation, Seraphin now allows a new generation to experience the wonder of the original.



What Then?



When Seraphin reached the age when he had to decide what he was going to be, he faced a problem as serious as it was complicated: what career should he choose?

What career would *you* choose if you could do anything you wanted?

Write a page or two describing the job of your dreams.



Or, for younger students, have them draw a self-portrait in the uniform and setting of their dream job.

Dream House

Together, Seraphin and Plume build the house of their dreams. Have the kids draw, build, or somehow construct their dream house. For older students, have them write an accompanying page describing it! Mixed media strongly encouraged!

Material suggestions:

doll furniture
felt
beads
cardboard
crayons
string
popsicle sticks
legos
markers
tinker toys
...anything and everything!



A Day With a Character

The characters in posters, pictures, drawings, and books magically come alive in Seraphin's dream house. If you had to choose one character from your favorite book to come alive, who would it be? What would you choose to do with them?

Have the students write a page describing their dream afternoon with a character from their favorite book. For younger kids, have them illustrate a comic of what they'd do.

