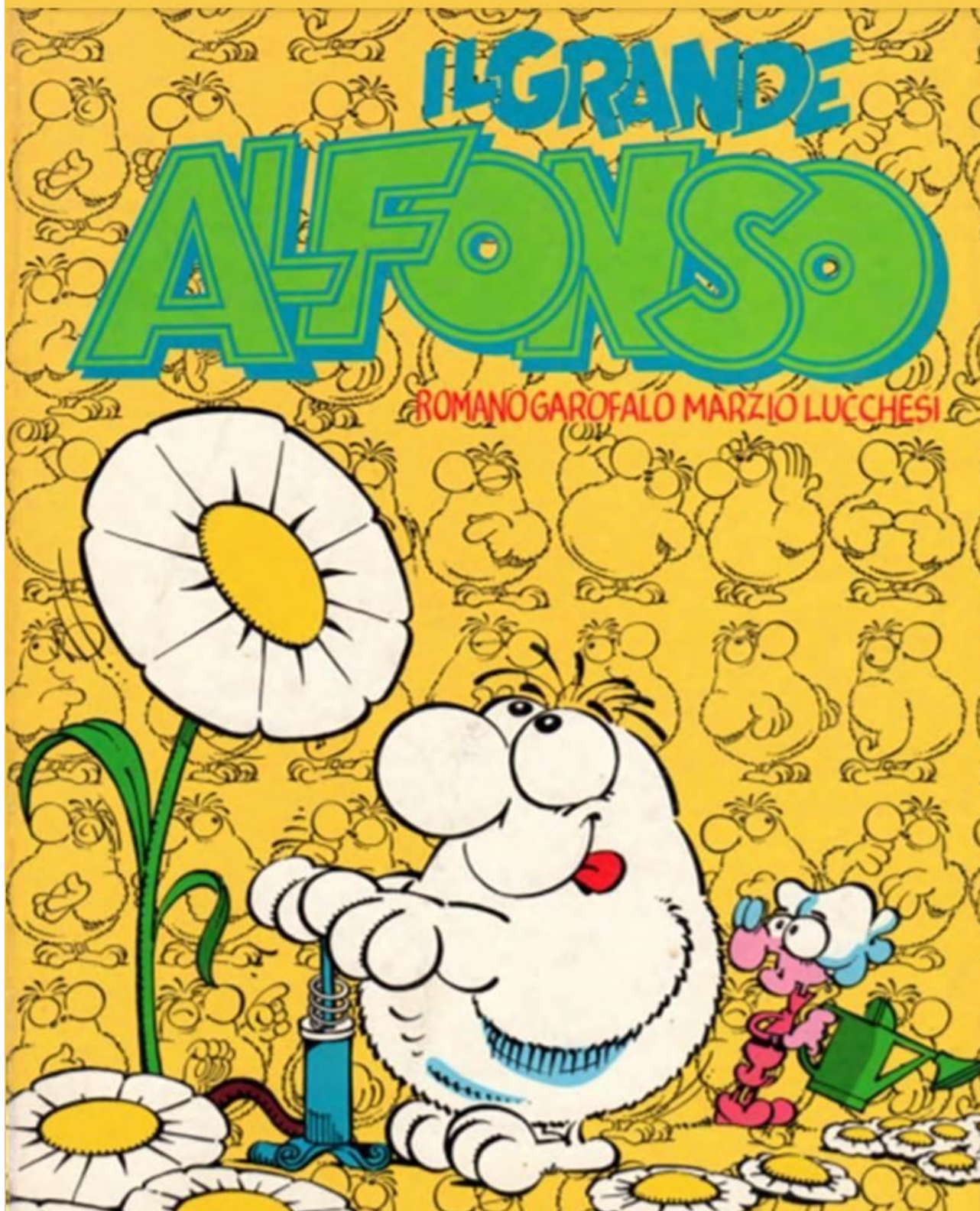




Animated stories of MostrAlfonso.

General scheme of the series

Alfonso is a small Yeti, happened by chance to civilization. He is adopted by an elderly and amiable lady whom he immediately calls "grandmother" and who, with the help of a school teacher, Teacher Dante, is concerned about his insertion into society. One day a week, for 30 weeks, the three meet at their grandmother's house, and here, Alfonso "tells himself".

Each time the little Yeti proposes a life situation that we could define "outside the box", as it highlights a certain way of entering into a relationship with reality, which does not fall within the behavior models accepted by most.

The contrast with Teacher Dante that would like to convince the student to follow the rules of reason, rather than the chimeras of dreams and unbridled imagination, is inevitable.

The grandmother, for her part, is very understanding towards her Alfonso. On this track, always the same, situations unfold which, on the contrary, are a swirl of inventions, fantasies, paradoxes, sometimes played, up to the limit of "nonsense".

Episodes: 32

- **Duration: 13 minutes per episode**
- **Target: from 6, 7 years to 13, 14 years (and over)**

Introductory episode

Alfonso is a Yeti puppy who moves away from his habitat, among the snowy hills, and suddenly finds himself in a structured and organized city. Intrigued by the people, the lights and the sounds, he decides to venture through the streets, and gets on the first vehicle he finds himself in front of: a bus.

Alfonso is curious towards the world and human beings, he is naive, good and simple, but his journey to discover the city will be a continuous clash with civilization. A clash that begins already on the bus, from which Alfonso is kicked out in the butt because without a ticket. After his first misadventure,

Alfonso begins to get in touch with the city and the first clash between civilization and nature appears. Alfonso is attracted to shops, items for sale, food, but obviously he has no manners or money and is therefore badly chased away

Grandmother: finally, for her education, since she is a "tabula rasa", she is entrusted to the only person who will be able to understand him, love him, pamper him: an elderly and understanding lady whom he learns almost immediately to call grandmother.

Inside the home of Alfonso's grandmother, this is the name that his grandmother gives him, he begins his first life experiences: he learns the first rudiments of language, even if he uses it in an imprecise and completely personal way, he begins to use the personal hygiene items such as toothbrush and toothpaste, familiarizes with household appliances and has, like all children of his age, a particular interest in TV.

From the warm and protective home of his grandmother, the little Yeti also begins to project himself outside, he attends the playmates, makes his first sentimental experiences by falling in love with a girl seen on an advertising poster, he has to defend himself from Berto the dog-catcher who insists to affirm that he is not a child but a dog.

To counter external pitfalls, such as the obstinate Berto, Alfonso also creates a safety object, a can opener found inside an Easter egg and invents Mr Brig, his special imaginary friend.

In short, a whole series of protections and defenses are created that help him adapt better in a society that is certainly not made for the "different" like him



1. The harassing wind chimes Baloons

The plot in brief

Alfonso arrives in his grandmother's garden with some balloons, of the light ones that fly through the air, and which he holds through a light string.

He needs balloons because he puts all the thoughts that distress him every day and makes them fly through the air.

Alfonso makes a list of all his problems that he solves in this way: the thought of the school desk, which is a little clumsy as it is, always breaks, the thought of bad grades, the thought of the friend of her grandmother who he always eats cakes, the thought of Clarabella always squeezing his nose to see if it sounds like a trumpet, etc.

"You know, Alfonso, I really don't think that making thoughts we don't like fly, even if comfortable, is the right thing? - Teacher Dante observes - Our thoughts, Alfonso, are part of us, we must take responsibility for them: we cannot download them elsewhere, it would be too simple".

But, in the end, the certainties of the master begin to waver a bit ... "Of course, this thing of the unpleasant thoughts that are eliminated with balloons seems unlikely to him, but with Alfonso one can never say - think to himself - ... and if it really worked? It would solve several problems: - Listen, Alfonso, where did you say you bought your balloons? " - the master inquires with studied carelessness as he hints to leave ...



2. The Hunter of ... mirages

The plot in brief

Today Alfonso arrives at the usual weekly appointment with his grandmother and Teacher Dante dressed in a hunter's leather jacket and a curious hat on his head. Teacher Dante asks him what he intends to hunt: quails, partridges, partridges etc., but our boy replies that he hunts for "mirages".

As usual, the master tries to dampen this new fantasy and explains that mirages are optical phenomena so you see things that are not there. In other words, they are simple illusions: one cannot hunt for illusions.

Alfonso replies that his friend Tonio the blacksmith told him that the mirage is certainly an illusion but, in life, it is important to have illusions.

In fact, if you are disheartened but you have a mirage hidden somewhere, you take it out, you look at it, and your confidence returns.

There are many types of mirage - continues Alfonso: - for example, the mirage of a cake that Alfonso has captured and keeps in his vase. When the grandmother does not make the cake, he looks at the mirage, and with the mirage the hope that the grandmother makes the cake again is reborn.

Sometimes the illusion can be more interesting than reality, grandma concludes.



3. The Tamer of...doormats

The plot in brief

Alfonso shows up at the usual appointment with his grandmother and Teacher Dante dressed as a circus tamer: he has a small stool in his hand and a whip in the other and affirms, peremptorily, that he wants to be a tamer.

Teacher Dante and his grandmother are a bit worried because it is a dangerous job to tame wild beasts, but Alfonso explains that he does not want to tame the lions, but the doormat of the house that makes him fall continuously.

Followed by a series of situations in which Alfonso shows the various strategies he puts in place to tame his doormat, while the master, initially skeptical, a little at a time gets caught up and influenced by the situation.

In particular, it almost seems that a lion's roar comes from the doormat and Teacher Dante tries to explain that it is a simple suggestion, but he too, throughout history, begins to have some fears ...



4. The game with itself

The plot in brief

Alfonso plays, in the home garden, with himself, that is, as he says: "Fonso plays with Fonso, and has a lot of fun. Teacher Dante and his grandmother observe him while playing "imaginary ball" with another himself ... Alfonso throws the ball to the other Alfonso and then runs to get it.

Then he plays to hide ... always with himself, that is, with the other Alfonso.

In vain Teacher Dante tries to explain to him that you have to play with friends:

"I understand - says Dante - that Alfonso can also have fun playing alone, but it would be better to get used to playing with other boys. The game is an activity that is done together with others: no boy feels joy in isolated play".

But if this applies to the other boys, it does not apply to Alfonso who also enjoys playing with "the other Alfonso" a lot.

In any case, in the end, Teacher Dante convinces him to play with his friend Paolone and waits for him to arrive; but, at the last moment, Paolone is not coming because he has to finish his homework.

At that point Alfonso plays with "imaginary" Paolone as he previously played with the other "imaginary" Alfonso.

- So, do you understand, Paolone? ... let's play jumping. First Fonso jumps, so he shows you how to do it ...



5. The ring-around-the-rosey

The plot in brief

Alfonso arrives at the usual weekly appointment with his grandmother and Teacher Dante with a curious shirt on which it is written: "Do not fight, do the Ring-around-the-rosey".

Ring-around-the-rosey, that is, that game of children which consists of holding hands and rotating, all together, in a circle, is a half-second Alfonso to pacify people when they have contrasts.

According to Alfonso, everyone can resolve their conflicts by going round and round. Even the grandmother's kitchen items, after a fight, overcome the contrasts with a nice merrygo-round.

Teacher Dante understands that he cannot cope with Alfonso's fantasies and goes to the door ... he goes out and walks briskly towards home, even if he has the impression of being followed by the musical band of his grandmother's kitchen, accompanied by Ring-aroundthe-rosey some glasses.

He does not turn to look because he, who is a man of science, knows how engaging suggestion can be, and then he certainly does not want to show the pot, the pan, the ladles, the dishes and the glasses that he believes in this kind of thing ... "



6. The Book

The plot in brief

Today Alfonso reads a book that has no title and the sheets are white, all white ... in this way he reads the stories he wants to read, that is, he imagines and constructs the stories as he sees fit.

Teacher Dante immediately notes the oddity of reading a book in which there is nothing written, but Alfonso insists that he reads many things in his book, then tries to prove it by beginning to read the

stories that, according to him, are found there, such as the story of the little mouse that was small, but so small that the cats could not see it.

Teacher Dante was certainly not convinced that we can make a culture by reading a book with all white sheets, so he goes out and buys a good book of stories to Alfonso, with his stories and his good title and delivers it to our friend which, however, does not show appreciation for the gift.

Until Dante decides to give him back his white book with which Alfonso invents his stories ranging far and wide with his inexhaustible fantasy.



7. The Painter of sad images

The plot in brief

This time Alfonso shows up with a painter's outfit and says that he is a painter, but not just any painter, but a painter of "sad images".

If someone is sad, he paints "the image" and makes him come back happy, then he lists the brilliant results obtained.

"You know, Dante, Fonso has become popular with friends since he paints sad pictures. The other day Fonso painted the sad image of Paolone who is unable to jump the gymnastic stand, then the image of Elisabetta, Tonino, Adalberto, Ulisse etc.

To each of his friends Alfonso has solved a problem, painting the sad image, and he wants to solve it also to Teacher Dante who, first reluctantly, finally lets himself be convinced and willingly undergoes the treatment:

"Teacher Dante is a serious guy and when he promises one thing he keeps it, so he remains firm in his place while Alfonso continues to paint his sad image. When she leaves she has a colored striped face: white, red and green, like the flag, while the dress follows the example of the face with a few more touches of color, according to the inspiration of the moment "...



8. The Realm of King FourHumps

The plot in brief

Alfonso took it into his head to play the jester, from which Teacher Dante takes his cue to tell the story of the jester Sneer who lived in the realm of King FourHumps.

King FourHumps was so distressed by his four humps that he thought everyone looked at him and mocked him. For this reason one bad day promulgated a singular law: it was forbidden to laugh.

Throughout the realm one could not, under pain of prison, laugh. Only in this way did King FourHumps believe that no one could make fun of him and his four humps.

But here comes a jester named Sneer who begins to narrate nursery rhymes that spoke of kings and peoples, of powerful and humble, with such exuberant joy that, little by little, infects all those who listen to him and start laughing again .



9. Return Taxi

The plot in brief

Alfonso shows up at the usual appointment, dressed as a taxi driver, with the wheel of a car in his hand: - for now the taxi has only the steering wheel, which does not prevent him from "returning from anything or situation".

Yes, because yours is the taxi that only works to "return" from the events and situations that involved us but we didn't like them.

Let's see if I understand Alfonso, Teacher Dante says: you say that with your return taxi you can get back the situations, the events? Do you load a guy in your taxi, make him go backwards and erase everything that happened to him unpleasantly?

Alfonso begins to make a list of the things he solved with his return taxi. He got a badly made dress back, the pastries he couldn't pay, a bad grade, a bad school trip on a pouring rain day, etc.

With his return taxi he eliminated all the unpleasant situations by making them go back in time, until the moment they did not exist yet.



10. The New Year's Eve party of good memories

The plot in brief

Alfonso says he was at the New Year's Eve party. It was not a party like all the others, but the "The New Year's Eve party of good memories " where all the beautiful memories of the past year come together to celebrate and thank the past year for all that has given us good.

- At the New Year's Eve party of good memories Alfonso met many memories: the memory of that time that he took a good vote in reading, a memory of Dante, he also met a memory of his grandmother ...

- The New Year's Eve party of good memories, then, the old year made a speech and said that he did his best to leave good memories and that he hopes that the new year, still very young, will work to give only good memories.

Then he also said that he was now going to rest in Annoland where all the old years go when they finished their task.

After the party, the good memories have all returned to their rightful owners and hope not to be forgotten. Alfonso also took his memories and returned home, but next year he will return to the The New Year's Eve party of good memories because he had a lot of fun.

11. The vigilant of thoughts ...

The plot in brief

Alfonso appears at the usual weekly appointment dressed as a policeman, with the classic hat on his head, headstock, and a nice whistle with which he immediately blows his whistle, announcing himself in this way to his grandmother and Teacher Dante.

Alfonso explains that he wants to be a policeman to "direct his thoughts".

- Correct me if I'm wrong, Alfonso: do you watch over your thoughts, that is, do you want to keep under control your ideas, your way of thinking and acting?

But Alfonso, after all, making mistakes is human: from the teaching that comes from the mistakes made we find a great benefit, says Teacher Dante.

But Alfonso insists that every time he makes a mistake he loses ... "Fonso is tired of losing it, Dante". Below is the list of situations in which Alfonso has not been "vigilant" and has suffered damage.

It seems, however, that since he is the vigilant of his thoughts, things are definitely better. In the end, even the Teacher gets involved, puts on the classic brigadier's hat on his head and decides to try to direct his thoughts to solve some problems that worried him a little ...



12. The wait

The plot in brief

Today, Alfonso is in the garden and, with a large telescope, observes the horizon waiting for who knows what news. Actually, he doesn't wait for something specific because he is an "expectant", and just wait ...

"All people, grandmother, always know what and who is waiting and he instead of nothing ... he waits for something to happen to him, but he doesn't know what at all ... - says Teacher Dante a little controversial ..

But Alfonso explains that, as an "expectant", he could go to the City of RubberLand where the jumping tires live, or to visit GreedyLand, the city of gluttons, on whose trees hang chocolates and nougats, or to DropLand, the country of the ballerinas drops, or in any other place...

The grandmother explains that Alfonso prefers to wait without knowing in advance what. In this way he can think and fantasize that anything will come to him. To the certainty of the things that are known Alfonso prefers the unknown, the unexpected that he colors with the colors of his fantasy ...



13. The Window

The plot in brief

Alfonso arrived at the usual appointment with his grandmother and Teacher Dante, carrying with him and laboriously dragging a window put on the best, with four nailed axes and a support surface to observe more comfortably what is happening outside: in short Alfonso a personal window is built and placed in the garden ...

When everyday life is too busy and you get tired, he goes to his window and looks at everything that happens outside, taking in this way "a moment's break".

Immediate criticism of Teacher Dante who explains to him that in life one must commit oneself, participate, one cannot stand at the window and watch what happens.

But Alfonso begins to tell what he sees from his window:

he sees a guy in the car very angry because he got stuck in the center, among many other cars ... Then he sees the accountant Rossi who is scrambling to chase the bus. He also sees many other people getting agitated and fatigued.

As often happens to him Teacher Dante gets involved, begins to appreciate Alfonso's window and he too starts to observe in peace, eating pastries and drinking tea, the chaotic life that takes place outside.



14. The drop of water

The plot in brief

Alfonso says that he is sad because, "this morning, he met a drop of water and did not have time to greet her: she ran fast fast on the window glass and disappeared. ".

You must know, Alfonso - explains Teacher Dante - that everything on earth is born, has a more or less short life, then disappears into thin air: it is in the natural order of things.

- Droplets disappear into thin air? No, Dante, - Alfonso replies - Tonio the blacksmith says that the droplets, after the end of their run, go to DropLand,

a country that is in the clouds where the droplets, all together, dance, sing, play with each other all day.

Following a description "so fantastic and suggestive" of the country of DropLand, by Alfonso that, in the end, even Teacher Dante begins to see and appreciate DropLand and its inhabitants, and no longer seems so convinced of his scientific and rational explanations...



15. The Gum Of Godfather Fate ...

The plot in brief

This time Alfonso arrives at the usual appointment with his grandmother and Teacher Dante with Cowboy hat on his head and a gunslinger belt fastened to the waist but, instead of the gun, he has a curious big rubber, of those that the students a little bunglers use it at school to clear mistakes.

Alfonso, in fact, has an eraser that erases problems and that previously belonged to an employee who had received it as a gift from Fate - godfather of the clumsy employees.

In the country of the bunglers, Dante, - says Alfonso - there was an old employee who made a lot of messes ... he was a really messy guy and used many tires to erase mistakes ... but one day the fate of Godfather clumsy employees ... the gum that erases problems ”.

Got, in turn, the rubber, Alfonso, who as for messes is no less, uses it to successfully solve all his problems, then also lends it to Teacher Dante to solve his problems too ... but to the Teacher the rubber does not work because ... he forgot to recharge it before going into action.



16. The Thief of dreams

The plot in brief

Grandma's house. Early morning: Alfonso appears dressed as Sherlock Holmes, the famous investigator, with the characteristic hat, English cape and the classic magnifying glass in his hand. To the amazed Teacher Alfonso explains that he is looking for a thief who, during the night, stole him ... a dream

"Fonso fell asleep and had a beautiful dream during the night, but then when he woke up Fonso's dream was gone: someone stole the dream from Fonso."

Teacher Dante immediately tries to bring Alfonso's new "fantasy" to a healthy reality: "see, Alfonso, dreams cannot be stolen ... you have only forgotten it". But the rational argument of the Teacher does not convince Alfonso at all, until our friend specifies that he dreamed they had stolen a dream from him.

In any case, the dream is no longer there, so ... dream thieves exist ... Alfonso reaffirms with conviction.



17. Nostalgia for old things ...

The plot in brief

Alfonso is in the garden with all his old things that Teacher Dante considers "scrap" but which, for Alfonso, are objects that have followed him throughout his life and which, therefore, have become almost friends, to whom he also gave a name.

Alfonso presents all his friendly objects: Gennaro the screwdriver; Adam the fender; Carlotta the tennis ball; Martina the folder; Luigina the pen; Giuseppina the racket etc.

Teacher Dante, as usual, if at first he seems unconvinced, then gets involved to the point that he too, who had given his old dress to the tatter, begins to remember everything that "he and the dress have gone through together, the beautiful things that have lived "and, finally, taken by nostalgia, he goes to get his dress back and places it in Alfonso's garden together with the other" friends ".



18. The Bench

The plot in brief

Today the grandmother has a dreamy appearance because she remembers her first, distant love, and confides it to Teacher Dante. Alfonso's bench also has memories, Alfonso immediately says that he is in the garden, sitting on his bench.

One moment, Alfonso, we humans have memories, certainly not objects such as benches: Teacher Dante hurries to stop Alfonso's new fantasy.

People sat on the bench, explains Alfonso, and she listened carefully to the conversations, then recorded them in her memory and, occasionally, remembers them. The bench, for example, has put the memory of the rain in its memory.

The bench recalls that there are so many types of rain ... there is the spiteful rain, the prank rain, finally there is the rain leader. The rain leader is the rain that, before coming down, calls for help from thunder, wind and lightning. Then Alfonso's bench also recalls the stories of the wind. Vento is a guy who turns around a lot, hears many stories and then takes them away.

Teacher Dante's objection finds absolutely no citizenship in Alfonso's wild imagination.



19. The Magic Pot

The plot in brief

Grandmother and Teacher Dante are in the garden when Alfonso arrives, quite fatigued, because he is carrying a large and heavy earthenware pot; he holds it with both hands and trudges a little funny. He stops and lays it with extreme care, beside himself, silently looks at his two friends, then suddenly exclaims: - Fonso has a magic pot!

At this point, and throughout the course of history, Teacher Dante and his grandmother try to understand what the magic that Alfonso's magic pot can do.

They make several attempts until Teacher Dante discovers the magic of the pot: cook a delicious pasta and beans.

Indeed, a scent of pasta and beans comes out of the pot that immediately captures the interest of Alfonso, Dante and grandmother.

After all, the simplest of objects, when we need him, really does a magic, serving us in the best way ... comments the grandmother.



20. The Household Appliances Rebellion

The plot in brief

Alfonso gets up one morning and tells his grandmother and Teacher Dante that he was persecuted by the appliances that, in his grandmother's house, rebelled and started to malfunction.

This is a fantasy, Teacher Dante is quick to explain: appliances are at the service of man, they were built for this and cannot be rebelled.

But Alfonso, far from convinced, begins to tell everything that "MonsterAppliances" have done, starting with MonsterIron who wanted to do the "steam horse in the wild west"; MonsterDishwasher that did not wash the dishes but threw them out; MonsterRefrigerator really irritated, who took everything he found and turned it into ice cubes that he threw across the room. Even the juicer had rebelled and had begun to squeeze many things: lampshade, ashtray, coffee cup, flower pot etc.

After various humorous situations, the grandmother explains that the appliances are bad and become hostile, that is, "MonsterAppliances" only if they are not used in the correct way, otherwise they are good and a great help for humanity.



21. The Lady in the fog

The plot in brief

Today Alfonso claims to have seen a mysterious thing. In fact, she met an old woman ... but not an old woman like many others: she is the "Lady of the fog". She appeared to Alfonso out of nowhere, walked lightly, did not touch the ground, and was dressed in fog ...

The woman was wrapped in dense fog and, for this reason, she seemed to have a dress of fog: it was only an illusion, Teacher Dante intervenes immediately.

But Alfonso, as usual, does not grasp Teacher Dante's observation and continues saying that the Lady of the fog walked among the people, but no one saw her except him, then she silently left and disappeared into thin air.

The story goes on between Alfonso's "foggy" fantasies and Teacher Dante's attempts to give a rational explanation to this event, until the fog arrives suddenly, and Dante sets off for home: even if a mysterious old woman, shrouded in fog, it seems to follow him ... or at least he appears to be ..



22. The Suitcase

The plot in brief

Alfonso today showed up with a travel suitcase but has no intention of going anywhere. In vain Teacher Dante tries to explain to him that it is necessary to make "proper" use of objects: if one turns with a suitcase it means that he wishes to make a journey.

Alfonso shows him everything you can do with a suitcase even without taking a trip: "Fonso with suitcase walks and everyone looks at Fonso with suitcase, and they say: - look, there's Fonso with suitcase" ... that is, you impose yourself on the attention of the people and your friends - the Teacher looks puzzled

With his suitcase Alfonso does gymnastics- adds our friend: "Fonso first brings the suitcase in his left hand, then brings it back to the right, then brings it back to the left, then to the right ... - so saying Alfonso passes the suitcase by one hand to the other !.

Of course, Teacher: this is called travel gymnastics. I heard about it - says grandmother amused.

Teacher Dante tries to hypothesize a series of places where Alfonso could go if he embarked on a journey with his suitcase, but each one presents risks, so Alfonso is convinced to make a trip, but domestic: from the garden ... to his grandmother's house. Less adventurous than those proposed by Dante, but certainly safer ...



23. Don Alfonso without Tip

The plot in brief

Alfonso had a book as a gift, the Don Quixote of La Mancha, Cervantes' masterpiece, the story of an eccentric knight without spot and without fear and his trust.

Inspired by this book, Alfonso presented himself dressed in an ancient dress, in the fashion of ancient knights, but instead of the sword he has a barber's equipment hanging on his belt: brush, soap and brush because he works as a barber apprentice.

And he plans to do heroic endeavors too, but he complains that "he never gets a tip", that is, he doesn't get a profit every time he soapes a customer, to allow the barber to shave.

Teacher Dante explains that the ancient knights defended the weak and the oppressed out of generosity of soul and did not do the daring endeavors to get a tip.



24. Mr. Brig, the Fantasy Catcher

The plot in brief

Alfonso has an imaginary friend that he "lives" as real: Mister Brig. Teacher Dante, who doesn't understand, tries to explain to him that it's his new fantasy. The whole story flows between Dante who denies its existence and Alfonso who speaks and interacts with Mister Brig as if he were present.

Dante, driven by Alfonso, tries in every way to see Mister Brig, but without success.

Mister Brig - Alfonso says - said that if you make him a beautiful smile, he becomes your friend and shows up ... Is this smile okay? - asks the Teacher showing a smile to all teeth. - Yes, Dante but Mister Brig said that you must also raise your right leg. ... Mister Brig then said that you must greet with your left hand ...

Teacher Dante has a beautiful smile on his face, his right leg raised, and now he greets with his left hand ... Mister Brig, Dante, said that you didn't like him and that you have to do it all over again ...

All useless: Teacher Dante will not be able to see Mister Brig because only his friend Alfonso can see it.



25. The Snowman

The plot in brief

This morning Alfonso got up, hasn't seen his snowman Giovannino anymore and he doesn't understand why he left without saying goodbye.

Teacher Dante explains to him that his snowman is more likely to melt due to the temperature which obviously increased during the night. But Alfonso insists that his puppet was a good puppet: he did not go away without warning him.

Alfonso is very sad without his snowman and goes in search of him: first he encounters a snowflake and asks for information about his puppet: in fact, the snowflakes are like a "ramblers" type and they know many things, but the snowflake he knows nothing of Giovannino.

Then he turns to his friend Elisabetta, but she is a provident type: in the evening, the snowmen close them in the garden so that they cannot leave and, in any case, even Elisabetta cannot help him.

So Alfonso turns to his cousin Giovannino, the cloth puppet who lives in a department store but, also in this case, without success until he arrives at the workshop of his great friend, Tonio the blacksmith.

Tonio tells him that the puppets don't melt in the sun, as Teacher Dante says.

They leave to go to the country of the snowmen where they spend the warm period of the year then, however, the following year, they return to the children who built them: and Alfonso likes to think so.



26. The Clouds

The plot in brief

Alfonso, with a large telescope, is observing the sky with great interest. Grandmother and Teacher Dante ask him why and he replies that he observes "the clouds playing hide and seek with the sun".

Teacher Dante immediately tries to contrast the boy's fantasies and give a slightly more scientific explanation of atmospheric phenomena.

Alfonso does not allow himself to be convinced, on the contrary, he "raises" that in the sky besides the clouds that play hide and seek with the sun there are other things such as "people's dreams", "children's wishes" and "the race for good intentions".

Then he invites Teacher Dante to forget his worries, to trust people and to believe in the imagination, that is, to look at the sky with the innocent eyes of a child: only in this way will he also be able to see everything that moves in the celestial sphere.

At that point Teacher Dante, freed from worry and suspicions, begins to wander around the sky and see everything Alfonso sees: people's dreams, the race for good intentions, the wishes of children, etc.



27. The Mainland Sailor ...

The plot in brief

Alfonso is inside a small boat: he has a sailor's cap on his head and a striped T-shirt, and "gives a voice" as sailors usually do ... only that he is on a boat in his grandmother's garden.

- Quit the shell, raise the sail, go on like this ... hello Dante, hello grandmother, today Fonso is a sailor ... follow the current, go on slowly ...

Is the boy a sailor, grandmother? - Teacher Dante says, then turned to Alfonso: - I don't understand, Alfonso, why did you decide to be a sailor in your grandmother's garden? Wasn't it easier to be a sailor in a place, which I know, more banal but also more logical, like the sea?

Alfonso does not take it for granted and continues his navigation, while explaining his reasons to the Teacher: - Fonso sailed South South East and arrived in his grandmother's garden ...

- Here, Teacher - my grandmother intervenes - it seems clear to me: Alfonso made a south-south east route and arrived in the garden, if he was on a north-north west course he certainly arrived somewhere else. Right, Alfonso?

Alfonso, with the approval of his grandmother, is sailing towards the city center



28. The Chimney Sweep

The plot in brief

It is Alfonso's habit, when something or someone solicits his fantasy, to assume, so to speak, his appearance. In this case he presents himself at the usual appointment with his grandmother and Maestro Sdante, dressed as a chimney sweep.

That is, those characters who, at the beginning of the last century, when the gas boiler was not yet in use, went from house to house, cleaning the fireplaces, which still went to wood, and produced a lot of soot.

Of course, this new oddity also met Teacher Dante's criticism, who hastens to explain to his young pupil that, nowadays, chimney sweeps were a profession of the past and no longer existed.

But Alfonso does not take it for granted, and reiterates that he has met a chimney sweep. Now he works as a gas employee but, in his spare time, he still looks for some old chimney to be cleaned "out of nostalgia".



29. The Rainbow

The plot in brief

Today Alfonso, in his grandmother's garden, is scrambling to put objects, one on top of the other, in order to create a pile on which he can then climb on it and "touch the rainbow with a finger".

This time Teacher Dante does not launch into his usual rational criticism, but bursts into a thunderous laugh: "I'm afraid the rainbow is a little bigger than your finger raised to the sky, Alfonso" ...

But since the boy does not give it up and continues to put things on things on his pile to which he also gave a name "Patapum", also in this case, the master tries to give a scientific explanation: "The rainbow, Alfonso, is a very spectacular phenomenon that is formed after the rain, and is caused by the rays of the sun which are refracted on the tiny droplets of water, still suspended in the atmosphere.

Alfonso is not there: his friend from the heart, Tornio the blacksmith, explained to him that the rainbow depends on a painter who, tired of painting the usual things, ventured to the sky to paint the sky of so many stripes colored.

Faced with Alfonso's determination, Teacher Dante gives up, and then who knows what the boy doesn't have.



30. The alarm signal

The plot in brief

Suddenly a shrill and frankly annoying sound literally startles Teacher Dante and his grandmother in the usual home garden.

And here Alfonso appears who, with a whistle very similar to the alarm system of a train, rings as much as I can and has a lot of fun.

Teacher Dante: "can you know what you are doing, Alfonso?". "Fonso sounds an alarm signal, Dante". And so saying here is a new deafening whistle ...

But you want it, stop ... and then what are you doing with an alarm signal "" When something Fonso doesn't like, he pulls his alarm signal and goes down ".

"Here we go again, grandmother, the boy has brought out a new oddity: you must know, Alfonso that, in life, problems are not solved by pulling an alarm signal and going down, that is, avoiding to face them".

This time it seems that the maestro has hit the mark ... hopefully he observes Alfonso as he appears pensive and perplexed ... then, suddenly, a high-pitched sound, more deafening than the others.

The master, give up.

