Joan Holub , Suzanne Williams

Echo the Copycat (Goddess Girls, 19)

United States (2016)

TAGS: Amalthea Aphrodite Apollo Ares Artemis Athena Calliope Daphne Echo Hera Heracles Hercules Narcissus Pan Persephone Tiresias Zeus





We are still trying to obtain permission for posting the original cover.

General information	
Title of the work	Echo the Copycat (Goddess Girls, 19)
Country of the First Edition	United States of America
Country/countries of popularity	Worldwide
Original Language	English
First Edition Date	2016
First Edition Details	Joan Holub and Suzanne Williams, <i>Goddess Girls: Echo the Copycat</i> . New York: Simon & Schuster Children's Publishing Division, Aladdin Press, 2016, 261 pp.
ISBN	9781481450010
Genre	Alternative histories (Fiction), Bildungsromans (Coming-of-age fiction), Fiction, Humor, Mythological fiction, Novels, School story*
Target Audience	Children (Older children, 8-12 years old)
Author of the Entry	Ayelet Peer, Bar-Ilan University, ayelet.peer@gmail.com
Peer-reviewer of the Entry	Lisa Maurice, Bar-Ilan University, lisa.maurice@biu.ac.il Daniel A. Nkemleke, University of Yaoundé 1, nkemlekedan@yahoo.com



Creators



Photo courtesy of Joan Holub.

Joan Holub , b. 1956 (Author)

Joan Holub is a prolific children's author from the USA. Graduated from college in Texas with a fine arts degree. Worked as an art director at Scholastic trade books in New York. She has written and/or illustrated over 150 children's books. She has developed a range of series for teenagers on mythological themes: *Goddess Girls*, set in Mount Olympus Academy, *Grimmtastic Tales* series, set in Grimm Academy, *Thunder Girls*, about Norse gods set in Asgard Academy, and *Heroes in Training*, in which the male Greek gods, as very young men, set out on a range of adventures. For pre-school children, Jan Holub has written on a range of topics including several works with religious and historical themes. These include: *This Little President*; *This Little Trailblazer*, *Hooray for St. Patrick's Day!*, and *Light the Candles: A Hanukkah Lift-the-Flap Book*. Joan Holub trained in fine art and worked as an art director at a graphic design company before becoming a children's illustrator and then author.

Sources:

Official website (accessed: July 2, 2018).

Profile at the penguinrandomhouse.com (accessed: July 2, 2018).

<u>Profile</u> at the simonandschuster.com (accessed: July 2, 2018).

Bio prepared by Sonya Nevin, University of Roehampton, sonya.nevin@roehampton.ac.uk and Allison Rosenblum, Bar-Ilan University, allie.rose89@gmail.com and Ayelet Peer, Bar-Ilan University, ayelet.peer@gmail.com

Questionnaire





1. What drew you to writing / working with Classical Antiquity and what challenges did you face in selecting, representing, or adapting particular myths or stories?

I learned to love Greek and Norse mythology in elementary school. I'm very comfortable adapting the framework of an existing myth or fairy tale by pushing it into a different setting, adding humor, and/or building in a nonfiction component. Staying true to the essential core of each myth along the way is important to me. A young *Goddess Girls* reader once told me she enjoyed the series because she "learned something". In other words, while she liked being entertained, she appreciated that her familiarity and factual understanding of the original myths was broadened at the same time.

2. Why do you think classical / ancient myths, history, and literature continue to resonate with young audiences?

Kids have questions about their world. So it's interesting to them to learn how ancient Greeks and other cultures answered questions about how their world worked in exciting tales of heroes and beasts. How did the sun cross the sky? In a chariot drawn by the god Helios. What caused night? The goddess Nyx's starry cape covered the sky. Thrilling stories of courage and danger, such as Heracles' twelve labors, the Trojan Horse, and the Argonauts never go out of style.

3. Do you have a background in classical education (Latin or Greek at school or classes at the University?) What sources are you using? Scholarly work? Wikipedia? Are there any books that made an impact on you in this respect?

I have an entire shelf of mythology resource books. Some of my favorite go-to sources are the *Scholastic Mythologia* series, Edith Hamilton's *Mythology, Timeless Tales of Gods and Heroes*, and www.theoi.com (accessed: May 28, 2018).

4. How concerned were you with "accuracy" or "fidelity" to the original? (another way of saying that might be - that I think writers are often more "faithful" to originals in adapting its





spirit rather than being tied down at the level of detail - is this something you thought about?)

Each book in the *Goddess Girls* series (ages 8–12, Simon and Schuster) and *Heroes in Training* series (ages 7–10, Simon and Schuster) is a retelling of one or two Greek myths, with a twist. We stay as true as possible to the core bones of an original myth in order to give young readers a good understanding, but we include kid situations and humor to entertain. As an example, in *Goddess Girls #1: Athena the Brain*, Athena is summoned to attend Mount Olympus Academy, where Zeus is the principal. MOA teachers include Mr. Cyclops, who teaches Heroology, a class where students are graded on their abilities to maneuver small hero figures such as Odysseus, around a gameboard to enact the Trojan War, etc. Meanwhile, Athena, who is the goddess of invention among other things, inadvertently turns mean-girl Medusa's hair to snakes and gives her the power to turn mortals to stone by means of a shampoo-like invention called Snakeypoo at the MOA invention fair.

5. Are you planning any further forays into classical material?

Suzanne Williams and I have written a new middle grade series called *Thunder Girls* (accessed: May 28, 2018), which is a twist on Norse mythology featuring strong girl characters. The first book Freya and the Magic Jewel releases May 2018 for ages 8–12, published by Simon and Schuster.

Prepared by Allison Rosenblum, Bar-Ilan University, allie.rose89@gmail.com and Ayelet Peer, Bar-Ilan University, ayelet.peer@gmail.com

Suzanne Williams , b. 1953 (Author)

Suzanne Williams is an American prolific children's author and former elementary school librarian. She has written over 60 books for children.







Courtesy of the Author from her personal website.

She grew up in Oregon and graduated with a bachelor's degree in sociology and a master's in library science from the University of Oregon. She currently lives in Reno, Washington.

Source:

Official website (accessed: May 29, 2018).

Bio prepared by Ayelet Peer, Bar-Ilan University, ayelet.peer@gmail.com

Questionnaire

1. What drew you to writing / working with Classical Antiquity and what challenges did you face in selecting, representing, or adapting particular myths or stories?

Writing about Greek mythology was my co-author, Joan Holub's idea. She's loved mythology since childhood. Her enthusiasm for the subject got me excited about it too. *Goddess Girls* (ages 8–12) was our very first collaboration. Soon there will be 26 books in that series. One of the challenges we've faced in writing our (soon to be four) myth-based series for young readers is how to handle the sexual and violent content of many of the myths.

To downplay the violence, we often make it cartoonish and lighten it with humor. Since most of our gods and goddesses are pre-teens (as are our readers!), we deal with inappropriate sexual content by making changes that still allow us to keep to the spirit of the myth. For example: in introducing the Adonis myth, in which Aphrodite and Persephone fight over a beautiful youth they both desire, we decided to make Adonis a kitten, rather than a young man.

Another challenge has involved familial relationships among the various gods and goddesses. In *Goddess Girls*, Zeus is an adult, the principal of Mount Olympus Academy, the school attended by our "goddessgirls" and "godboys". In mythology he would likely have



fathered a good portion of the student body! So we made a decision that only Athena would call him "Dad". (Until Hebe popped forth from a lettuce in Book 21, that is.) We do acknowledge many other family relationships. For example: Apollo and Artemis as brother and sister. Medusa and her sisters Euryale and Stheno. Persephone and her mother, Demeter.

2. Why do you think classical / ancient myths, history, and literature continue to resonate with young audiences?

Myths have got all the elements that draw us to stories: action, conflict, drama, humor, etc. What's not to like?

3. Do you have a background in classical education (Latin or Greek at school or classes at the University?) What sources are you using? Scholarly work? Wikipedia? Are there any books that made an impact on you in this respect?

Neither Joan nor I have a classical education. I did take an online Greek and Roman mythology class a few years ago, however. (Taught by Peter Struck, University of Pennsylvania.) Terrific class!

For our Greek mythology-based series, Edith Hamilton's *Mythology* is the reference we rely on the most. My co-author and I do consult Wikipedia and other online resources, especially for lists of monsters and maps and general information about ancient Greece. References for *Thunder Girls*, our soon-to-be-published Norse mythology-based series include: *The Norse Myths* by Kevin Crossley-Holland, D'Aulaires' *Book of Norse Myths*, *Norse Mythology: A Guide to the Gods, Heroes, Rituals, and Beliefs* by John Lindow, *The Poetic Edda* (translated and edited by Jackson Crawford), and *The Prose Edda* by Snorri Sturluson (Penguin Classics).

4. Are you planning any further forays into classical material?

In addition to *Goddess Girls*, my co-author and I have also collaborated on a second Greek mythology-based series called *Heroes in Training* (ages 6-9). It's a humorous quest/adventure series with Zeus,





Poseidon, Hades and other Olympians as ten-year-olds on the run from King Cronus and the Titans. *Freya and the Magic Jewel*, the first book in *Thunder Girls*, our Norse mythology-based series, publishes May 1, 2018. I travel to Norway frequently to visit my daughter, granddaughter, and Norwegian son-in-law, so I am very excited to be doing a Norse-myth series. Aladdin (Simon & Schuster) publishes all three of Joan's and my mythology-based series. We will be doing a fourth myth-based series with them soon – for ages 5–8. Tentative title is *Little Goddess Girls*, and it will be another Greek myth-based series.

Prepared by Ayelet Peer, Bar-llan University, ayelet.peer@gmail.com



Additional information

Summary

In this installment, we meet Echo, the forest nymph (Oreiad nymph). We get a chance to be introduced to a different character from the usual goddesses from MOA. Echo loses her tree in a lightning-bolt accident, and blames Zeus by mistake. Her trip to MOA will teach her about friendship, copying and being true to one's self. Echo finally finds out where she belongs and where she wants to be. Home is truly where your heart is.

Analysis

Echo is a different character from our usual variety of godboys and goddess girls. She is a nymph who attends her own school in the forest and has already read about the immortal students from magazines. Echo is jealous of them; "stuff that happened on Mount Olympus always seemed way more exciting than whatever happened in the forest." (p. 3). This is a classic situation of "the grass is always greener" and it is of course a universal feeling, shared by adolescents as well as adults, that others always lead more interesting lives. It takes time to discover where one's heart truly belongs. In Echo's case, it would take the trauma of the destruction of her tree to make her realize her true destiny.

Echo is greatly interested in fashion, yet she does not understand the fine line between inspiration and cheating (this is of course a play on her name). She has to copy things that appear better to her; "she simply couldn't resist." (p. 9). This is also a common feature with some teenagers (or small children), who do not understand why copying is wrong. Echo herself believes that copying is a form of flattery. She hides her own originality while copying others and it takes her time to understand she is more talented than she gives herself credit for.

Another character is Narcissus, whom Echo meets by accident. She does not fall for him, like in the original story, although she does play along with his plans before realizing his true character. Narcissus is, like his name, self-absorbed. The authors made him a model, perhaps as a humorous criticism of the fashion industry and of people who value appearance above all else. While Echo is budy copying others, Narcissus believes that, because of his appearance and fashion sense, he should be a "model" – male model and model for others. Yet it is Echo who emerges as the talented and more gifted of the two.



Interestingly, the character of Tiresias appears here depicted as a young boy who presents himself as Narcissus' agent. He does not share the prophetic wisdom of his mythological predecessor. It is an interesting choice by the authors, to reduce the character of an aweinspiring prophet to that of a seemingly unimpressive boy. There is no explanation to this decision. Perhaps the authors, in a more comical tone of the series, thought it would be a refreshing view point to treat the revered prophet as a regular boy. Furthermore, Tiresias is an agent; in the overly-commercial world, agents are all-powerful and some possess the power to create the new royalties- celebrities. Thus Tiresias, who had dealings with all the famous people of myth, has a real power to make or break stars (like Narcissus). This is a hidden critique on pop culture and the power of images, as well as commercialism of heroes (See the entry on Calliope the Muse (Goddess Girls, 20).

Classical, Mythological, Traditional Motifs, Characters, and Concepts Amalthea Aphrodite Apollo Ares Artemis Athena Calliope Daphne Echo Hera Heracles Hercules Narcissus Pan Persephone Tiresias Zeus

Other Motifs, Figures, and Concepts Relevant for Children and Youth Culture Adolescence Appearances Character traits Coming of age
Communication Desires Emotions Fashion Friendship Gaining
understanding Girls Homesickness Humour Identity Individuality
Integrity Invention Journeys Judgement Learning Magic Magic powers
Names Peers Relationships Respect School Success and failure
Teenagers Truth and lies Values



