

Pollyanna

e-artnow presents the Christmas Specials Series. We have selected the greatest Christmas novels, short stories and fairy tales for this joyful and charming holiday season, for all those who want to keep the spirit of Christmas alive with a heartwarming tale. "Pollyanna" – Pollyanna Whittier is an eleven-year-old orphan who goes to live in the fictional town of Beldingsville, Vermont, with her wealthy but stern and cold spinster Aunt Polly, who does not want to take in Pollyanna but feels it is her duty to her late sister. Pollyanna's philosophy of life centers on what she calls "The Glad Game," an optimistic and positive attitude she learned from her father. The game consists of finding something to be glad about in every situation, no matter how bleak it may be. It originated in an incident one Christmas when Pollyanna, who was hoping for a doll in the missionary barrel, found only a pair of crutches inside. "Pollyanna Grows Up" – Pollyanna, now cured of her crippling spinal injury, spends her time teaching the "glad game" to new town, and a very bitter woman, Mrs. Carew, who became very bitter hearted since her sister's son, Jamie, was missing. Along the way she makes new friends, such as Sadie and Jamie: Jamie is a delicate literary genius whose withered legs compel him to rely on a wheelchair and crutches.

As soon as Pollyanna arrives in Beldingsville to live with her strict and dutiful maiden aunt, she begins to brighten up everybody's life. The 'glad game' she plays, of finding a silver lining in every cloud, transforms the sick, the lonely and the plain miserable - until one day something so terrible happens that even Pollyanna doesn't know how to feel glad about it.

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game" to new town, and a very bitter woman, Mrs. Carew. Along the way she makes new friends, such as Sadie and Jamie: Jamie is a delicate literary genius whose withered legs compel him to rely on a wheelchair and crutches. Six years later, Pollyanna and her aunt fall upon hard times. Following the death of Dr. Chilton, as a means of making money, Pollyanna and her aunt are forced to take in the friends Pollyanna made six years earlier as boarders. However, there are many skeletons lurking in people's closets, causing numerous misunderstandings and many revelations, including how old childhood friend Jimmy 'Bean' Pendleton ended up alone.

Eleanor H. Porter's 1913 classic is combined with its 1915 sequel, with the original black-and-white illustrations by Stockton Mulford and H. Weston Taylor. The books are unabridged in this edition but have had some spelling and punctuation updates. Pollyanna is orphaned and moves in with her strict, duty-bound aunt. Pollyanna's intentional and contagious gladness spreads through the entire town, but it has no effect on Aunt Polly--until something happens that endangers Pollyanna's own ability to "just be glad." In the included sequel, Pollyanna goes to Boston to stay with a wealthy widow whose only nephew has been missing for eight years. Ruth Carew is a bitter, lonely woman who has given up on the search--until Pollyanna moves in with her. Can Pollyanna help Mrs. Carew find her lost nephew, or learn to appreciate life even in his absence?

Although Eleanor Porter's Pollyanna is widely considered a classic of children's literature. Pollyanna is a kind novel advocating an optimistic outlook, which is summarized in a famous quote 'When you look for the bad in mankind expecting to find

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it, you surely will'. Pollyanna, a young orphan, is living with her stern aunt, who is taking care of her out of 'sense of duty'. Under any circumstances Pollyanna prefers to see only their best side, taking joy in simplest things, she affects everyone around her. Hence a popular term 'Pollyannaism', or the Pollyanna Principle, a subconscious bias towards the positive. The tale of Pollyanna will undoubtedly infect the reader with cheer and gladness. Pretty illustrations by Nataliia Gerasimenko provide you with new impressions from reading this legendary story.

The whole town is playing the game, and the whole town is wonderfully happier—and all because of one little girl who taught the people a new game, and how to play it.

Suddenly orphaned, Pollyanna is sent across the country to a small town in Vermont, where she will live with her strict Aunt Polly. But Pollyanna doesn't seem to notice how stern and unfeeling her aunt really is. When feeling unhappy, she simply plays her "glad" game—finding a silver lining in every cloud. Eventually, Pollyanna brightens the lives of everyone in town with her infectious game, and finds a home for every stray cat, dog, and child she encounters. But then a terrible accident happens and Pollyanna can't find anything to feel glad about anymore. All her new friends turn out to support her, but will that be enough to restore Pollyanna's cheerful outlook on life?

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The story of Pollyanna, the girl of gladness or as later called in the beautifully done anime series from 1986 and recent movie, the girl of love, is a tale of pure wonder that will stay within you forever. This book is for children and grown-ups, for anyone will find the simple beauty of this book, followed by a sequel that was just as wonderful. After her father's death, the newly-orphaned ten-year-old Pollyanna moves to Beldingsville to live with her strict and dutiful Aunt Polly. In this great new house Pollyanna is at first kept sleeping up in the attic room, for Aunt Polly feels that that is enough for her to accomplish her 'duty.' If not for Old Tom and good, kind house-keeper Nancy, Pollyanna's stay would have been very dull indeed. Although she never realized it, Pollyanna has a great talent, a great gift for gladness. Just by talking she manages to bring life and joy into the lives of her loved ones, and everyone Pollyanna knows is a 'loved one' as she sees it. Little Pollyanna is one day sent to visit the old invalid woman, Mrs. Snow, her illness keeping her in a gloomy room under old bed-sheets. Mrs. Snow

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is unhappy and hopeless, but soon Pollyanna cheers the woman up with her usual gladness that seems to be very contagious. At a very young age, Pollyanna was taught by her father a little game, today known as the 'Glad Game.' Being poor and depending on charities to keep alive, Pollyanna and her father received barrels containing supplies and needed things. Pollyanna had wished that one of these would contain a pretty doll, which never arrived, a pair of crutches arrived instead. Pollyanna had naturally cried, but her father told her that she could be 'glad' that she didn't 'need' them, and that's when the game of finding a silver lining in every cloud began. The 'Glad Game' was soon known to everyone in the town, from the cross Mr. John Pendelton to the 'trying-hard-ter-learn-ter-play-it' Nancy. Everyone that is, except for good Aunt Polly. For reasons unknown to Pollyanna, Aunt Polly had forbidden the mentioning of her late father and for this, Pollyanna cannot let her know of the game, since Pollyanna is known for taking everything literally. However, very dark clouds surround the town of Bendinsville when little Pollyanna is hit by a speeding automobile and loses her ability to walk, so dark these clouds are, that not even Pollyanna knows how she'll be able to find a silver lining in them. I shall write no more, for the rest is for the reader to discover. Pollyanna may at first be accused of having similarities to 'Anne of Green Gables' and maybe even 'Rebecca of Sunnybrook Farm, ' but those will only last during the first few chapters, 'Pollyanna' soon changes into a very original (And quite interesting) novel. This book is anything but dull, as a previous reader and reviewer had stated, and you

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simply cannot make such a remark after only having read 'the first few chapters.' Pollyanna will delight its readers, but its whole wonder cannot be lived until the wonderful sequel, 'Pollyanna Grows Up' is read as well. It's true, when you meet Pollyanna, imagining her all grown up is hard, but although she grew older, she never did really change.

Pollyanna is a best-selling novel by Eleanor H. Porter that is now considered a classic of children's literature, with the title character's name becoming a popular term for someone with the same very optimistic outlook. Pollyanna has been adapted for film several times. Some of the best known are Disney's 1960 version starring child actress Hayley Mills, who won a special Oscar for the role, and the 1920 version starring Mary Pickford. The book was such a success that Porter soon produced a sequel, *Pollyanna Grows Up* (1915). The sequel *Pollyanna Grows Up* is the only one written by Porter herself; the numerous later additions to the Pollyanna franchise were the work of other authors. Eleanor Emily Hodgman Porter (1868–1920) was an American novelist.

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Pollyanna is a best-selling novel by Eleanor H. Porter that is now considered a classic of children's literature. The book was such a success that Porter soon produced a sequel, *Pollyanna Grows Up* (ISBN 9781439297513). The novel's success brought the term "Pollyanna" (along with the adjective "pollyannaish" and the noun "Pollyannaism") into the language to describe someone who seems always to be able to find something

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to be "glad" about no matter what circumstances arise.

Pollyanna is a 1913 novel by American author Eleanor H. Porter, considered a classic of children's literature. The book's success led to Porter's soon writing a sequel, *Pollyanna Grows Up*. The title character is Pollyanna Whittier, an eleven-year-old orphan who goes to live in the fictional town of Beldingsville, Vermont, with her wealthy but stern and cold spinster Aunt Polly, who does not want to take in Pollyanna but feels it is her duty to her late sister. Pollyanna's philosophy of life centers on what she calls "The Glad Game," an optimistic and positive attitude she learned from her father. The game consists of finding something to be glad about in every situation, no matter how bleak it may be. It originated in an incident one Christmas when Pollyanna, who was hoping for a doll in the missionary barrel, found only a pair of crutches inside. Making the game up on the spot, Pollyanna's father taught her to look at the good side of things in this case, to be glad about the crutches because she did not need to use them. As Pollyanna grows up she continues her philosophy of gladness, bringing happiness to all those around her.

Family! Friendship! Gladness! Drama! She's a ray of sunshine. Pollyanna encourages everyone she meets to find something to be glad about in every situation, however dark things may seem. Her approach to life brings happiness

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to all, but when something terrible happens to her will Pollyanna be able to follow her own advice? Oxford Children's Classics present not only the original and unabridged story of Pollyanna in a beautiful new edition, but also help you to discover a whole world of new adventures with a vast assortment of recommendations and activities.

When her beloved father dies, Pollyanna is sent to live with her strict Aunt Polly in the dour town of Beldingsville, Vermont. Luckily, Pollyanna has the Glad Game - a joyous, warm-hearted exercise where she finds the best in every situation. Whether delighting in the view from her bare attic room, or interpreting her punishment of a meagre supper as a wonderful treat, Pollyanna cannot help but see the best in the world, and inadvertently changes it for the better as she goes. With its wonderfully infectious good cheer, *Pollyanna* by Eleanor H. Porter spawned a real-life 'Glad' movement and endures today as a true classic of children's literature. This elegant Macmillan Collector's Library edition features an afterword by children's book critic Imogen Russell Williams. Designed to appeal to the booklover, the Macmillan Collector's Library is a series of beautiful gift editions of much loved classic titles. Macmillan Collector's Library are books to love and treasure.

Pollyanna is a best-selling 1913 novel by Eleanor H. Porter that is now

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considered a classic of children's literature, with the title character's name becoming a popular term for someone with the same very optimistic outlook. Also, the subconscious bias towards the positive is often described as the Pollyanna principle. The book was such a success that Porter soon produced a sequel, *Pollyanna Grows Up* (1915). The title character is named Pollyanna Whittier, a young orphan who goes to live in Beldingsville, Vermont, with her wealthy but stern and cold spinster Aunt Polly, who does not want to take in Pollyanna, but feels it is her duty to her late sister. Pollyanna's philosophy of life centers on what she calls "The Glad Game," an optimistic and positive attitude she learned from her father. The game consists of finding something to be glad about in every situation, no matter how bleak it may be. It originated in an incident one Christmas when Pollyanna, who was hoping for a doll in the missionary barrel, found only a pair of crutches inside. Making the game up on the spot, Pollyanna's father taught her to look at the good side of things—in this case, to be glad about the crutches because "we didn't need to use them!" With this philosophy, and her own sunny personality and sincere, sympathetic soul, Pollyanna brings so much gladness to her aunt's dispirited New England town that she transforms it into a pleasant place to live. The Glad Game shields her from her aunt's stern attitude: when Aunt Polly puts her in a stuffy attic room without carpets or pictures, she

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exults at the beautiful view from the high window; when she tries to "punish" her niece for being late

Appearing first as a weekly serial in *The Christian Herald*, Eleanor H. Porter's *Pollyanna* was first published in book form in 1913. This popular story of an impoverished orphan girl who travels from America's western frontier to live with her wealthy maternal Aunt Polly in the fictional east coast town of Beldingsville went through forty-seven printings in seven years and remains in print today in its original version, as well as in various translations and adaptations. The story's enduring appeal lies in Pollyanna's sunny personality and in her glad game, her playful attempt to accentuate the positive in every situation. In celebration of its centenary, this collection of thirteen original essays examines a wide variety of the novel's themes and concerns, as well as adaptations in film, manga, and translation. In this edited collection on *Pollyanna*, internationally respected and emerging scholars of children's literature consider Porter's work from modern critical perspectives. Contributors focus primarily on the novel itself but also examine Porter's sequel, *Pollyanna Grows Up*, and the various film versions and translations of the novel. With backgrounds in children's literature, cultural and film studies, philosophy, and religious studies, these scholars extend critical thinking about Porter's work beyond the thematic readings that have dominated

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previous scholarship. In doing so, the authors approach the novel from theoretical perspectives that examine what happens when Pollyanna engages with the world around her—her community and the natural environment—exposing the implicit philosophical, religious, and nationalist ideologies of the era in which Pollyanna was written. The final section is devoted to studies of adaptations of Porter's protagonist.

Orphan Pollyanna Whittier goes to live with her cold, unhappy Aunt Polly. She plays the glad game - it helps her find things to be glad about. Before long, Pollyanna is helping people in the town play the glad game, and they feel happier. Then, one day, a terrible accident happens Can it stop Pollyanna's smile?

Pollyanna

Pollyanna's story of how cheerfulness can conquer adversity has made this one of the most popular children's books ever written. This edition includes the sequel, Pollyanna Grows Up. The orphan girl Pollyanna moves in with her strict aunt in New England. Despite a difficult start, Pollyanna's exuberance and positivity affect everyone who meets her, and she spreads joy and love wherever she goes. But when tragedy strikes, Pollyanna finds her optimistic attitude tested, and she must learn to find happiness again.

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“Oh, Ruth, aku ingin memberimu satu dosis Pollyanna!” “Aku tidak menginginkannya, Della, aku bukan pasienmu yang perlu diberi obat...” “Pollyanna bukan obat, Sayangku, meskipun beberapa orang bilang dia sejenis penambah tenaga. Banyak orang mempraktikkan permainan sukacita yang dilakukannya.” “Permainan sukacita? Sungguh tak lazim!” *** Pollyanna beranjak dewasa, tapi perangnya tak berubah. Ia masih berusaha mempraktikkan permainan sukacita setiap saat. Ia menghadirkan keceriaan di rumah sahabat barunya, Mrs. Ruth Carew, yang dirundung duka akibat kehilangan keponakannya. Namun, masih dapatkah Pollyanna melihat sisi menggembirakan dalam hidup ketika pamannya yang baik hati, Dr. Chilton, meninggal dunia dan perekonomian keluarganya merosot? Mampukah ia menopang dan menghibur Bibi Polly, yang kembali menjadi pemuram dan menarik diri dalam kesedihan? Keberadaan Jimmy Bean, Jamie, dan Sadie di sekitar Pollyanna juga menghadirkan beragam warna dalam hidup gadis itu. Lika-liku persahabatan, keluarga, dan romantika cinta. [Mizan, Noura Books, Nourabooks, Novel, Roman, Terjemahan, Indonesia]

When optimistic orphan Pollyanna is sent to live with her stern Aunt Polly in the dismal town of Beldingsville, the sweet-natured eleven year old relies on "the Glad Game" to boost her spirits. The Glad Game—which involves looking for the silver lining in every situation—allows her to remain cheerful no matter how coldly and harshly her aunt treats her. Pollyanna teaches the

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town's residents how to be glad, too, and her sunny outlook soon reanimates the town. Not even strict Aunt Polly is entirely immune to Pollyanna's infectious charm. But when misfortune strikes, Pollyanna will find her irrepressible optimism put to the test. This is an unabridged version of the heartwarming children's tale by American author Eleanor H. Porter, first published in 1913.

A Classic of Children's Literature Pollyanna By Eleanor H. Porter Pollyanna is a best-selling 1913 novel by Eleanor H. Porter that is now considered a classic of children's literature, with the title character's name becoming a popular term for someone with the same optimistic outlook. The book was such a success that Porter soon produced a sequel, *Pollyanna Grows Up* (1915). Eleven more Pollyanna sequels, known as "Glad Books," were later published, most of them written by Elizabeth Borton or Harriet Lummis Smith. Further sequels followed, including *Pollyanna Plays the Game* by Colleen L. Reece, published in 1997. Pollyanna has been adapted for film several times. Some of the best-known are Disney's 1960 version starring child actress Hayley Mills, who won a special Oscar for the role, and the 1920 version starring Mary Pickford. The title character is named Pollyanna Whittier, a young orphan who goes to live in Beldingsville, Vermont, with her wealthy but stern and cold spinster Aunt Polly, who does not want to take in Pollyanna, but feels it is her duty to her late sister. Pollyanna's philosophy of life centers on what she calls "The Glad Game," an optimistic attitude she learned from her father. The game consists of finding something to be glad about in every situation. It originated in an incident one Christmas when Pollyanna, who was hoping for a doll in the missionary barrel, found only a pair of crutches inside. Making the game up on the spot, Pollyanna's father taught her to look at the good side of things-in this case, to be glad about

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the crutches because "we didn't need to use them!" With this philosophy, and her own sunny personality and sincere, sympathetic soul, Pollyanna brings so much gladness to her aunt's dispirited New England town that she transforms it into a pleasant place to live. The Glad Game shields her from her aunt's stern attitude: when Aunt Polly puts her in a stuffy attic room without carpets or pictures, she exults at the beautiful view from the high window; when she tries to "punish" her niece for being late to dinner by sentencing her to a meal of bread and milk in the kitchen with the servant Nancy, Pollyanna thanks her rapturously because she likes bread and milk, and she likes Nancy. Soon, Pollyanna teaches some of Beldingsville's most troubled inhabitants to "play the game" as well, from a querulous invalid named Mrs. Snow to a miserly bachelor, Mr. Pendleton, who lives all alone in a cluttered mansion. Aunt Polly, too-finding herself helpless before Pollyanna's buoyant refusal to be downcast-gradually begins to thaw, although she resists the glad game longer than anyone else. Eventually, however, even Pollyanna's robust optimism is put to the test when she gets hit by a car and loses the use of her legs. At first she doesn't realize the seriousness of her situation, but her spirits plummet when she is told what happened to her. After that, she lies in bed, unable to find anything to be glad about. Then the townspeople begin calling at Aunt Polly's house, eager to let Pollyanna know how much her encouragement has improved their lives; and Pollyanna decides she can still be glad that she at least has had her legs. The novel ends with Aunt Polly marrying her former lover Dr. Chilton and Pollyanna being sent to a hospital where she learns to walk again and is able to appreciate the use of her legs far more as a result of being temporarily disabled.

- This version of Pollyanna includes a biography of the author Anna Sewell at the

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end of the book - This includes life before and after the release of the book The central character is young orphan Pollyanna Whittier, who on the death of her parents, is sent to live with her strict Aunt Polly in Vermont. Pollyanna has been taught by her Father to play "The Glad Game", where you find something to be glad about, no matter what the situation.

The stern Ms Polly's household is disrupted when her orphaned niece comes to live with her. The endearing child is always ready to please, but doesn't really believe in doing what her heart rejects. She brightens the serious household with her optimistic attitude, playing what she calls 'just being glad' game. Always smiling and helpful, Pollyanna touches the lives of many people in the neighbourhood – teaching them a new way to live. Pollyanna is a story which emphasizes there is always something to be glad about in life, only if one really looks for it.

“When you look for the bad, expecting it, you will get it. When you know you will find the good—you will get that.”

When orphaned, eleven-year-old Pollyanna comes to live with austere and wealthy Aunt Polly, her philosophy of gladness brings happiness to her aunt and other unhappy members of the community.

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