

A TWINKL ORIGINAL

Fee!
Fi!
Fo!
Fum!





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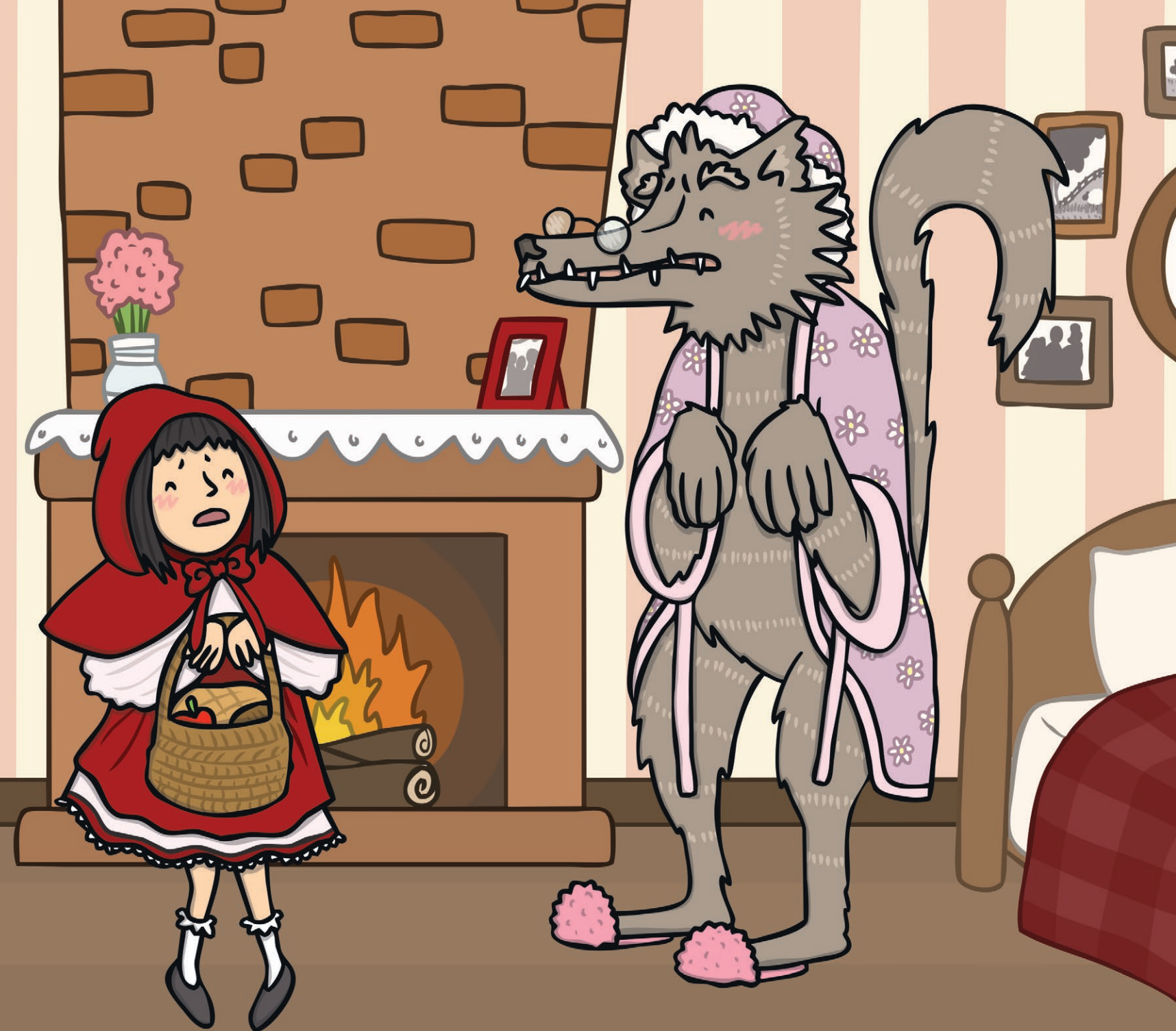


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Wolfie's plan to eat the girl in the red cloak had gone well to start with. He'd hidden Granny in the cupboard and put on her nightclothes before the girl walked through the door.

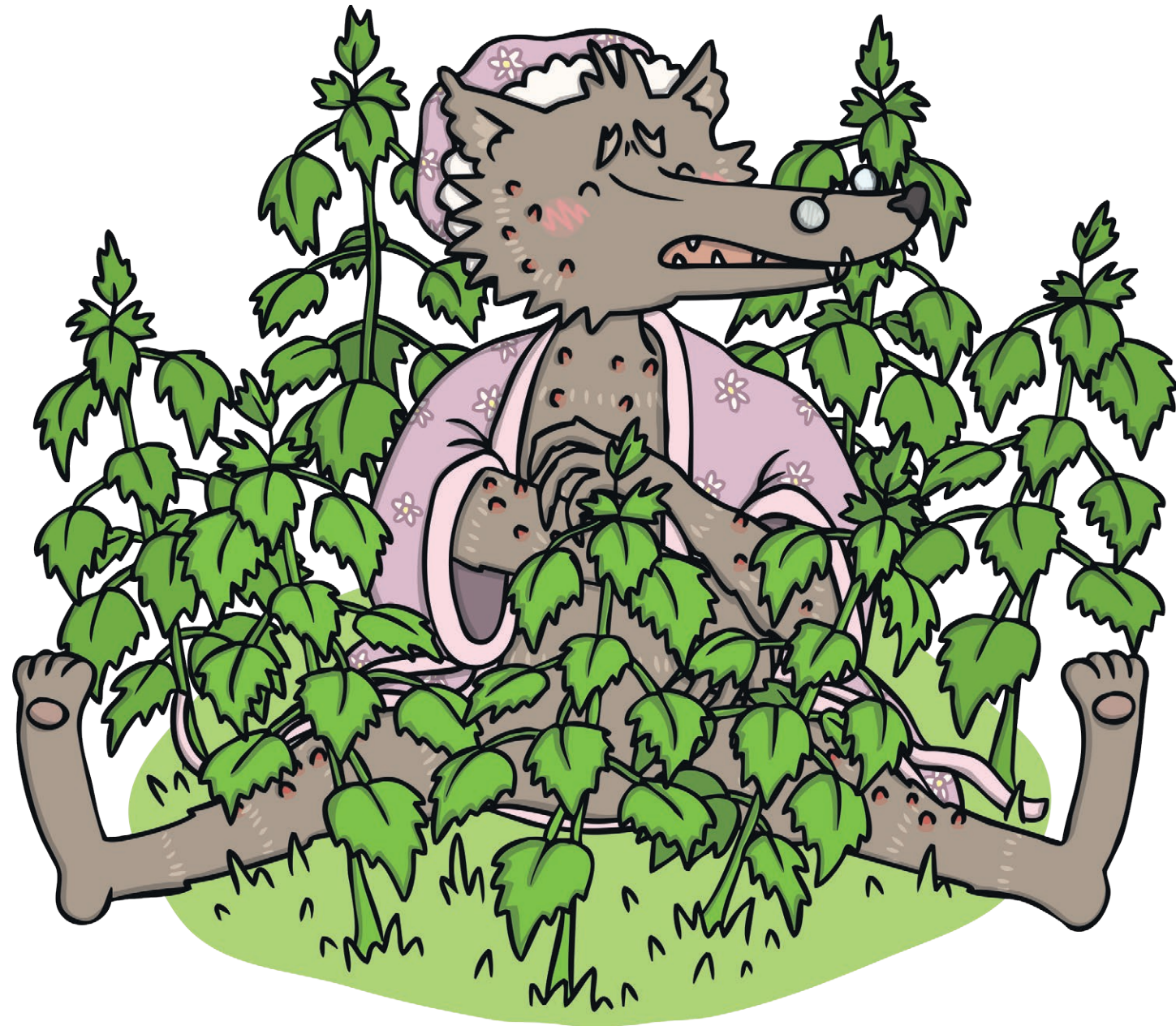


If only he hadn't shown the girl his teeth!



She had screamed so loudly (well, wouldn't you if you saw the big bad wolf?) that Will the Woodsman had heard her and come running to her rescue.

In a panic, Wolfie dived out of the nearest window and landed with a yelp in an enormous patch of stinging nettles. Could his day get any worse?



Luckily, he managed to outrun the angry woodsman, who was weighed down by his heavy axe.

Not taking any chances, Wolfie kept running, forgetting that he was still wearing his Granny disguise. Just as he thought he was safe, the nightie slipped down around his ankles, making him trip and fall into a thorny bush.



Once his head had stopped spinning, he saw that he had landed outside a little cottage.

Inside, he could hear an angry woman shouting, "Oh Jack, what on earth are we meant to do with these silly beans?"

Before Wolfie could move, the beans came sailing out of the open window and rained down on his head. "Ow," he said, "I've had enough of this!"



It was starting to get dark. Wolfie was exhausted, so he settled down to sleep. As he lay dreaming, a beanstalk began to grow from one of the beans.



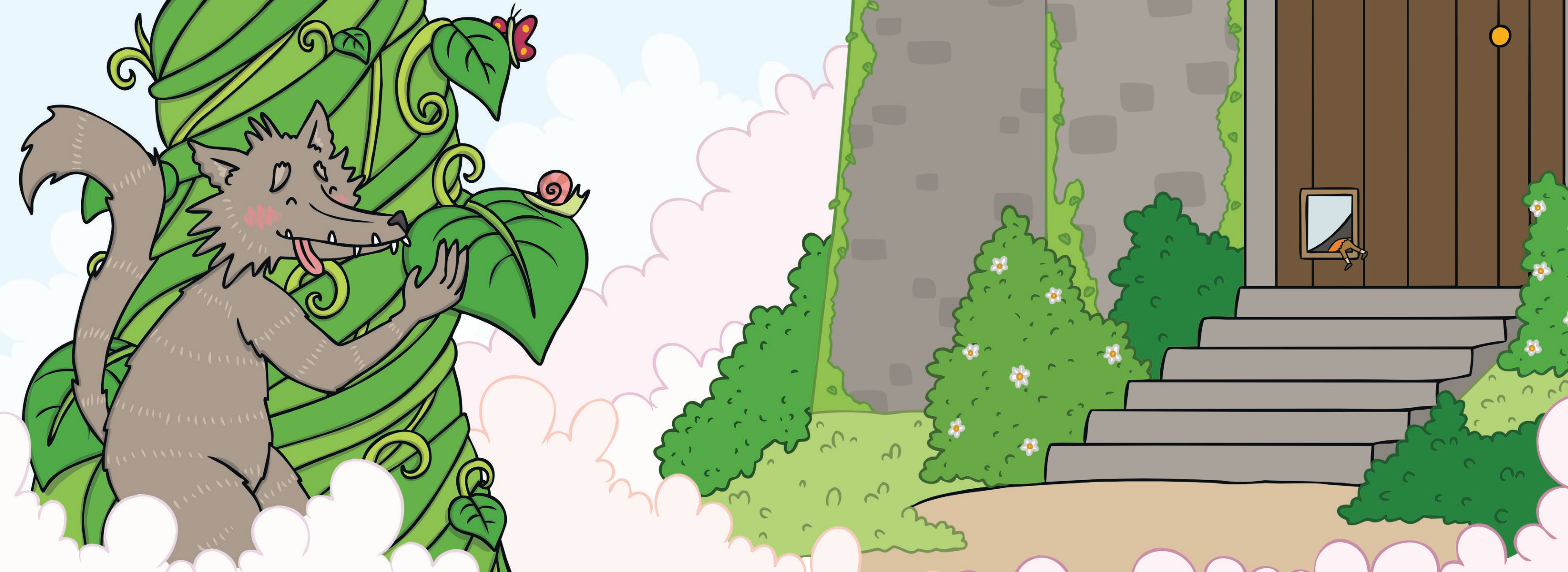
It stretched higher and higher into the sky and by the time Wolfie woke up, it was disappearing into the clouds.

He heard the sound of rustling leaves from above and caught a whiff of smelly socks. "A boy!" he exclaimed hungrily.

“No more red-cloaked girls or little pigs for me,” he said to himself. “I’m heading after that boy. Soon it will be lunchtime!”



Wolfie climbed as quickly as he could, using his claws to grip the stalk as he clambered higher and higher.



When he finally reached the top, he gasped in amazement as he stared up at a gigantic castle. It was so huge that it looked like it belonged to a giant!

In the door was an enormous cat flap, through which he just saw a boy's legs disappearing.

Wolfie struggled as he waded through the soft, fluffy clouds but, eventually, he reached the flap and clambered inside. He tried to follow the scent of boy but was distracted by another smell that crept inside his hairy nostrils...



Someone who smelt even worse than the boy was nearby!



Wolfie crept quietly through the empty halls until he reached the kitchen. There, on top of a huge table, stood the boy – with a goose under one arm and a harp under the other. Without making a sound, Wolfie tiptoed towards him.

But the silence was suddenly shattered as the harp played a noisy tune.

“Uh oh,” said the boy, as the ground began to rumble.



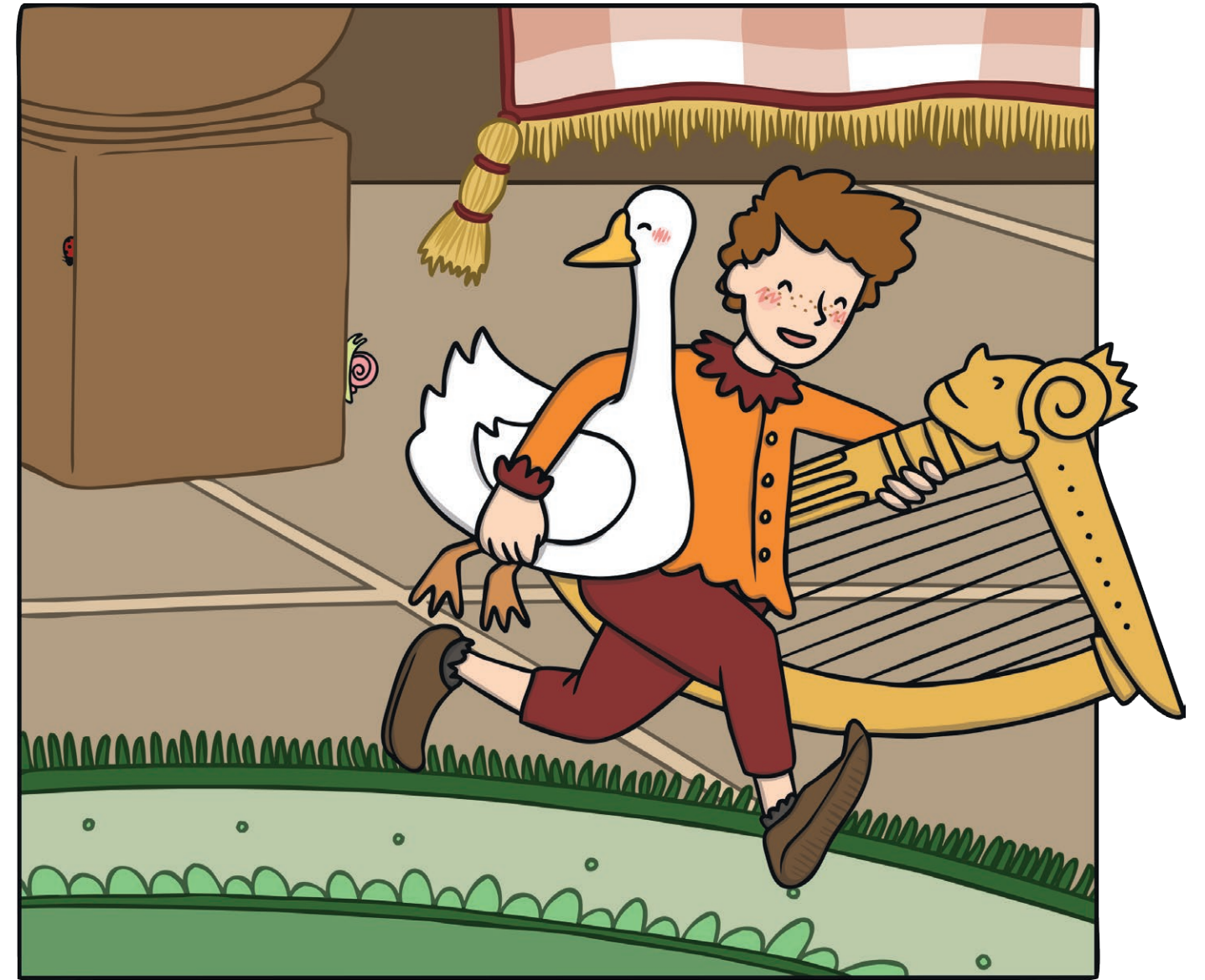
A terrifying voice boomed, “**Fee! Fi! Fo! Fum!**”

“Fee! Fi! Fo! Foff!” muttered Wolfie to himself.
“I think it’s best if I head off!”



But at that moment, the boy jumped down from the table and landed on Wolfie, pinning him to the floor!

“Sorry!” said the boy, grinning, as he ran towards the door.
“And thank you for the soft landing!”

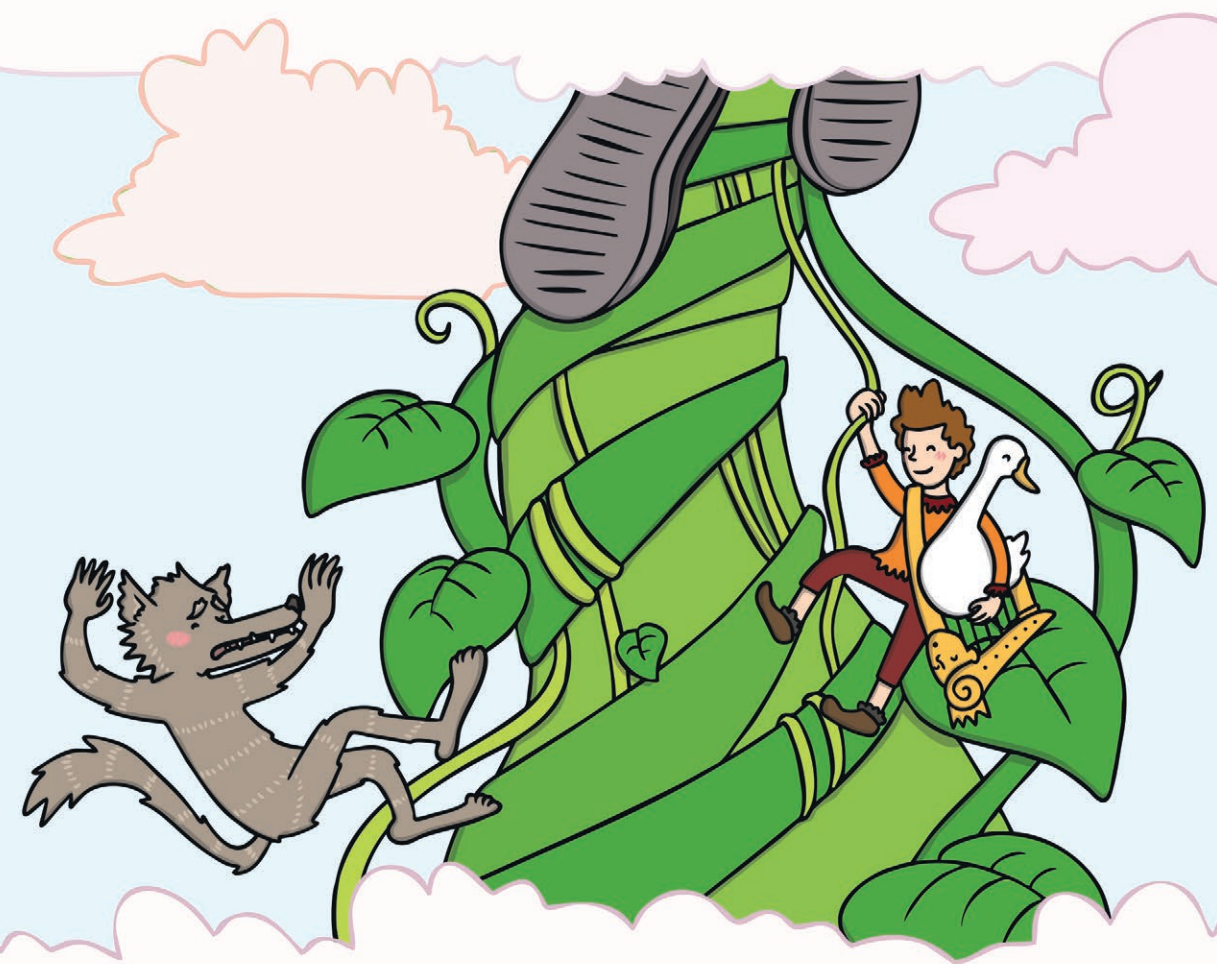


Wolfie struggled to his feet and raced after the boy, with the **thud, thud** of the giant’s footsteps close behind him.

The boy hurried through the cat flap and raced ahead but poor Wolfie was too slow. The giant yanked open the door and sent him flying through the air with a colossal kick. Wolfie landed in a painful heap next to the beanstalk.



Determined to catch the boy, the persistent wolf scrambled down the beanstalk with the giant in hot pursuit.



In his haste, Wolfie slipped and tumbled, overtaking the boy and bouncing from branch to branch, before meeting the ground with a bone-shuddering thump.

Now, you might think this is where Wolfie's problems would end. But, unfortunately for him, there was one last horrible surprise waiting...



There, in the garden, stood Will the Woodsman with his sharp, shiny axe!

“Not you again!” Will yelled. He chased after Wolfie, accidentally hacking at the beanstalk with every swing of his axe.



Soon, a creaking sound filled the air and the beanstalk began to topple. The giant and the beanstalk came crashing to the ground.

As the boy headed back to his cottage, Wolfie stalked away, furious after a disastrous day of bumps and bruises - and no dinner! 'Maybe I'll go and visit those little pigs again,' he thought. 'Third time lucky, after all!'



Some wolves never learn!



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Use your playdough to make 5 golden goose eggs.

Use your playdough to make the beanstalk reaching up to the sky.

Use your playdough to make a garden for the cottage.

Use your playdough to make the woodman chopping down the beanstalk.

Use your playdough to make Little Red Riding Hood.

Use your playdough to make the wolf running away from the cottage.

Feel Fi! Fo! Fum!

Wolfey plans to eat the girl in the red cloak but goes well to sleep with the girl sleeping in the cupboard and put on her nightgown before the girl wakes through the door.

Wolfey has been thinking about the girl for hours!

He had dreamed of finally eating her, wouldn't you? If you were the girl, how would you feel about that? Would you be scared? Would you be angry? Would you be sad? Would you be happy? Would you be surprised? Would you be excited? Would you be nervous? Would you be shy? Would you be brave? Would you be kind? Would you be mean? Would you be nice? Would you be naughty? Would you be smart? Would you be silly? Would you be funny? Would you be serious? Would you be calm? Would you be loud? Would you be quiet? Would you be happy? Would you be sad? Would you be angry? Would you be surprised? Would you be excited? Would you be nervous? Would you be shy? Would you be brave? Would you be kind? Would you be mean? Would you be nice? Would you be naughty? Would you be smart? Would you be silly? Would you be funny? Would you be serious? Would you be calm? Would you be loud? Would you be quiet?

Questions

1. Why did Wolfey plan to eat the girl in the red cloak? Tick one.
 - She was his favourite.
 - She was his friend.
 - She was his enemy.
2. Why did Wolfey go to the cupboard? Tick one.
 - To get the girl.
 - To get the girl's nightgown.
 - To get the girl's shoes.
3. Why did Wolfey go to the cupboard? Tick one.
 - To get the girl.
 - To get the girl's nightgown.
 - To get the girl's shoes.
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 - To get the girl's nightgown.
 - To get the girl's shoes.
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 - To get the girl's nightgown.
 - To get the girl's shoes.
6. Why did Wolfey go to the cupboard? Tick one.
 - To get the girl.
 - To get the girl's nightgown.
 - To get the girl's shoes.



Feel Fi! Fo! Fum! Addition Facts up to 20 Answers

Solve the calculations to reveal the hidden picture. Each answer has a special colour.

9 = blue 11 = pink 14 = black 15 = red 17 = skin tone

9 + 6	8 + 7	10 + 5	12 + 4	3 + 12	13 + 0	14 + 1	5 + 10
7 + 8	12 + 3	7 + 7	11 + 3	14 + 0	6 + 8	1 + 13	9 + 5
2 + 18	5 + 9	7 + 10	10 + 2	8 + 9	6 + 11	14 + 3	1 + 10
1 + 14	0 + 14	9 + 8	4 + 5	18 + 1	17 + 0	7 + 2	11 + 6
4 + 9	8 + 6	10 + 2	10 + 7	9 + 8	0 + 17	2 + 15	1 + 13

Feel Fi! Fo! Fum!

Can you describe the character of Wolfey? What does he look like? What is he like?

Wolfey Character Description

Finish about:

- what Wolfey looks like
- how he might be feeling
- what he wants to do
- how he feels at the end of the story

Key words:

teeth	grey	curving
hungry	cleans	furious
heavy	muscles	persistent
pointy nose	cross	determined

Feel Fi! Fo! Fum!

W o z w f x i t m x c w
u u w q o e h b z x x b
t i c f o w m h t v e
n n l a h v d d l e g a
m m g s o y z s i a k n
c o t t a g e f m x j s
u v h l t f l b p a i t
k l j e n o a h e t n a
u o z h w h a r p a u l
q i a n t w n a x e n k

Feel Fi! Fo! Fum! Symmetry

Can you draw the other half of the picture?

Feel Fi! Fo! Fum! Board Game


Start at 1. Roll the dice and move your token. Collect the items on the board. Use the items to solve the problems. The first player to reach 27 wins.

How to play:

1. Roll the dice and move your token on the board.
2. Collect the items on the board and use them to solve the problems.
3. If you have a problem, ask another player for help. They can give you a clue or help you solve the problem.

Who found Little Red Riding Hood's basket? Answer: The woodman.

Who did Wolfey eat? Answer: The girl in the red cloak.



When Wolfie's day is going from bad to worse, could some magic and a twist of fate make it better?

“As he lay dreaming, a beanstalk began to grow...”

Find out what's waiting for Wolfie above the clouds in this exciting, humorous spin on a classic traditional tale.



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