

A TWINKL ORIGINAL

Fee! Fi! Fo! Fum!



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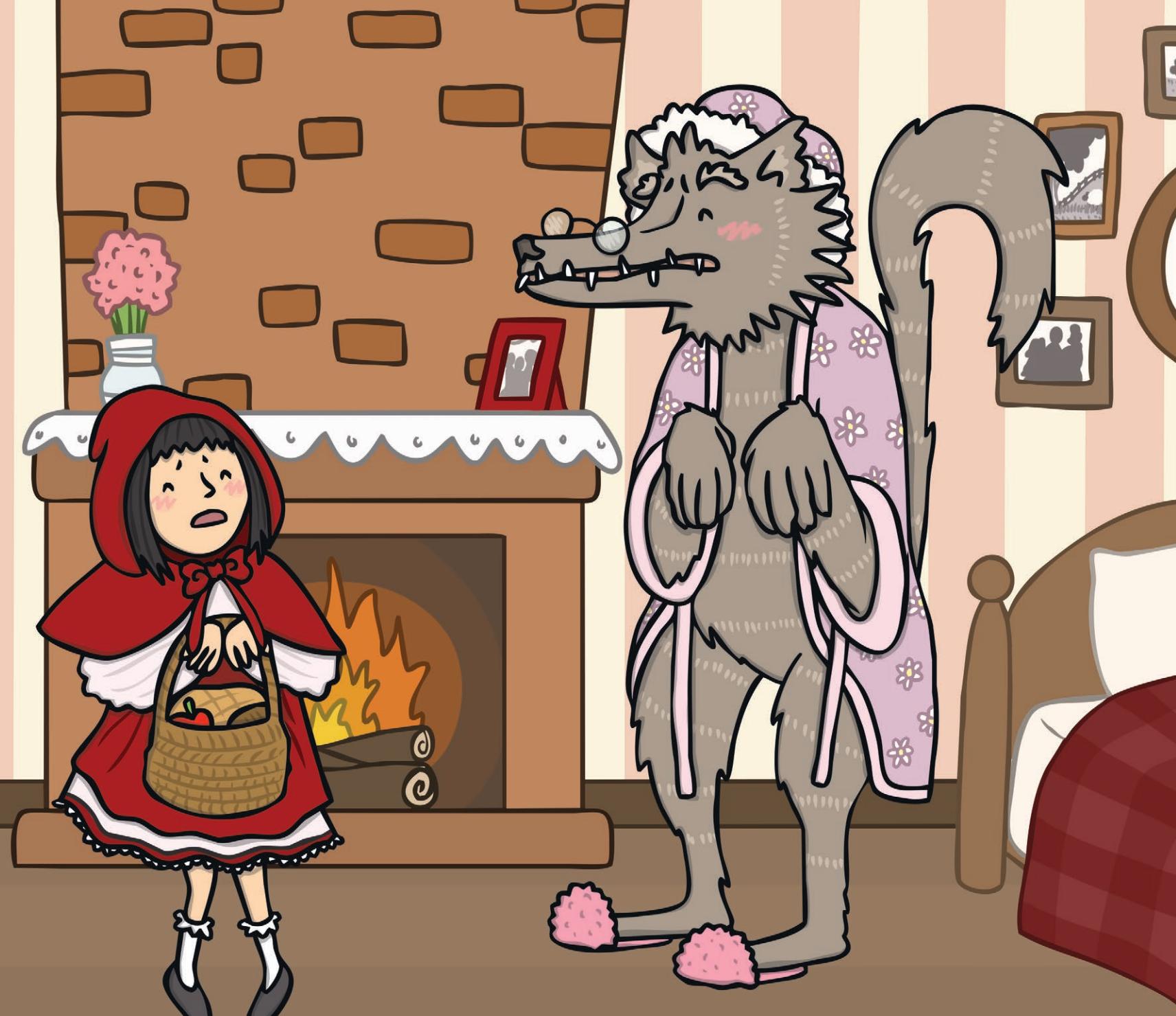


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Wolfie's plan to eat the girl in the red cloak had gone well to start with. He'd hidden Granny in the cupboard and put on her nightclothes before the girl walked through the door.



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.



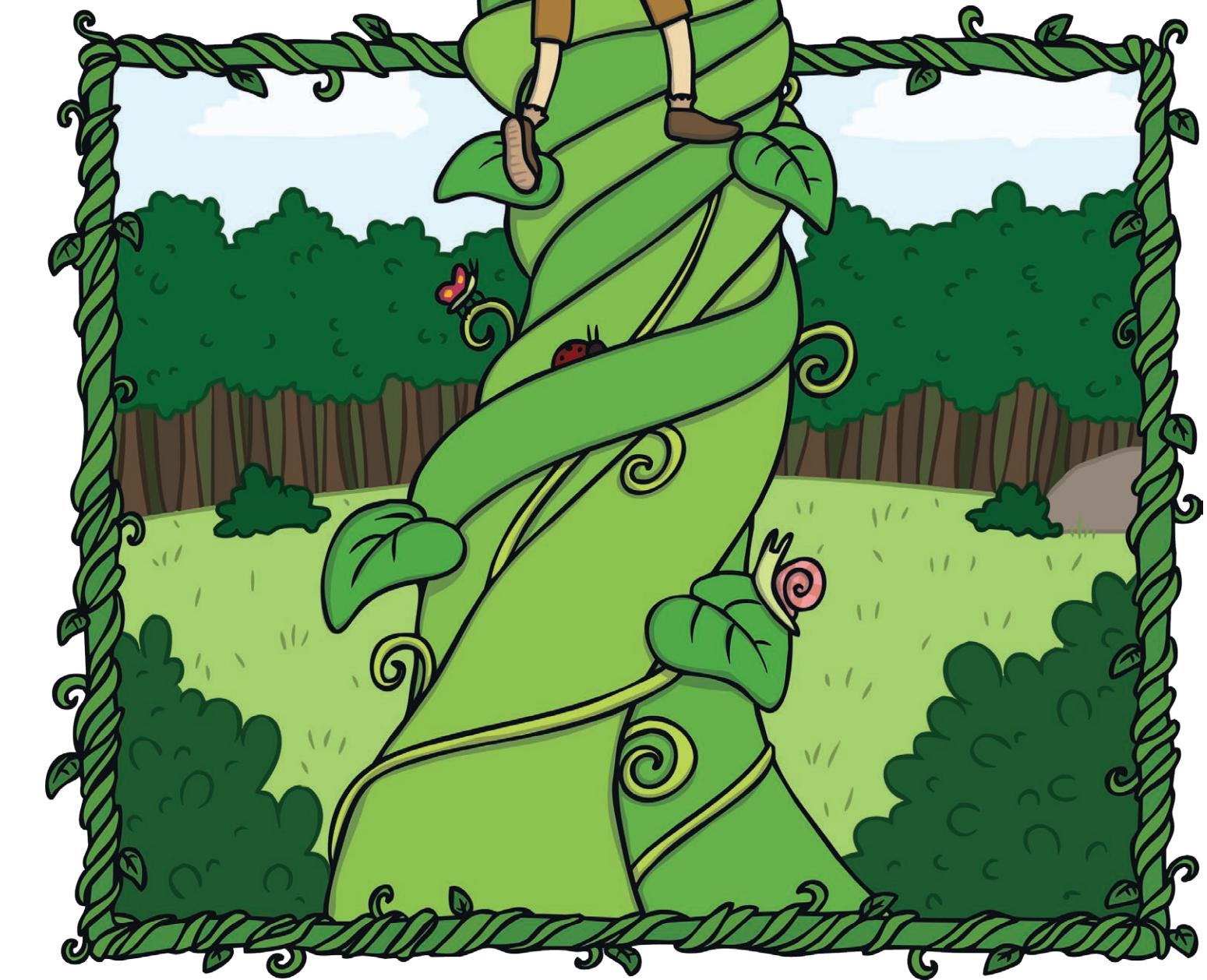
Once his head had stopped spinning, he saw that he had landed outside a little cottage.

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.



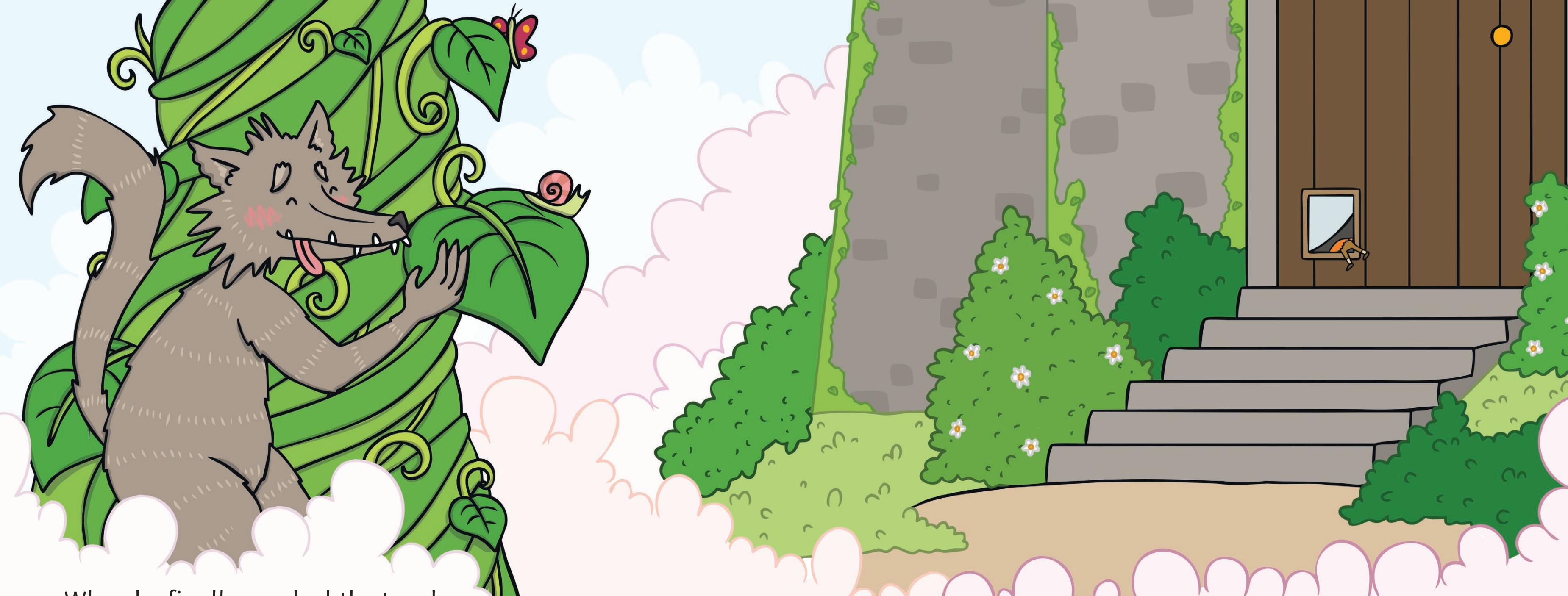
It stretched higher and higher into the sky and by the time Wolfie woke up, it was disappearing into the clouds.

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!"



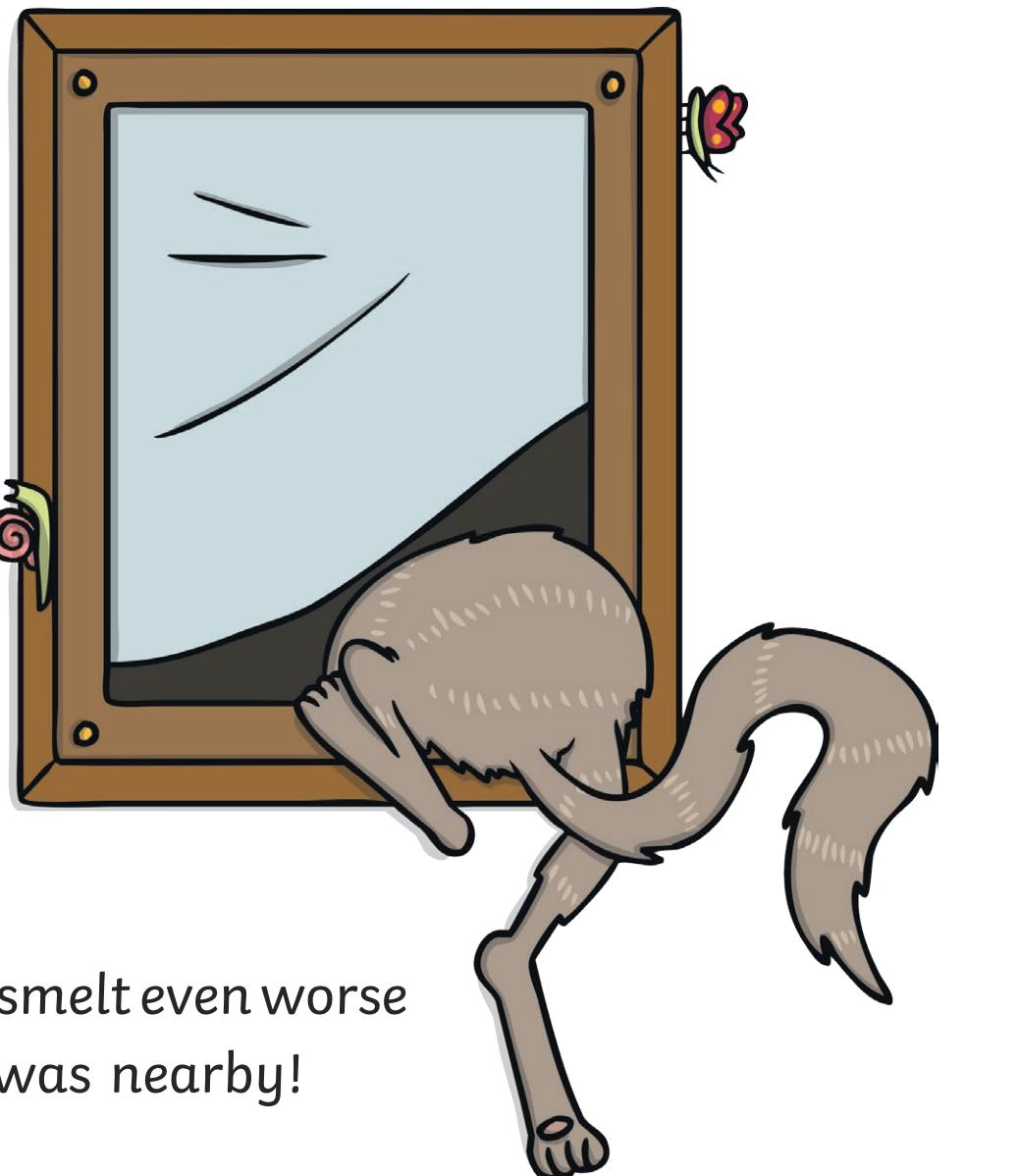
Wolfie climbed as quickly as he could, using his claws to grip the stalk as he clambered higher and higher.



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!"

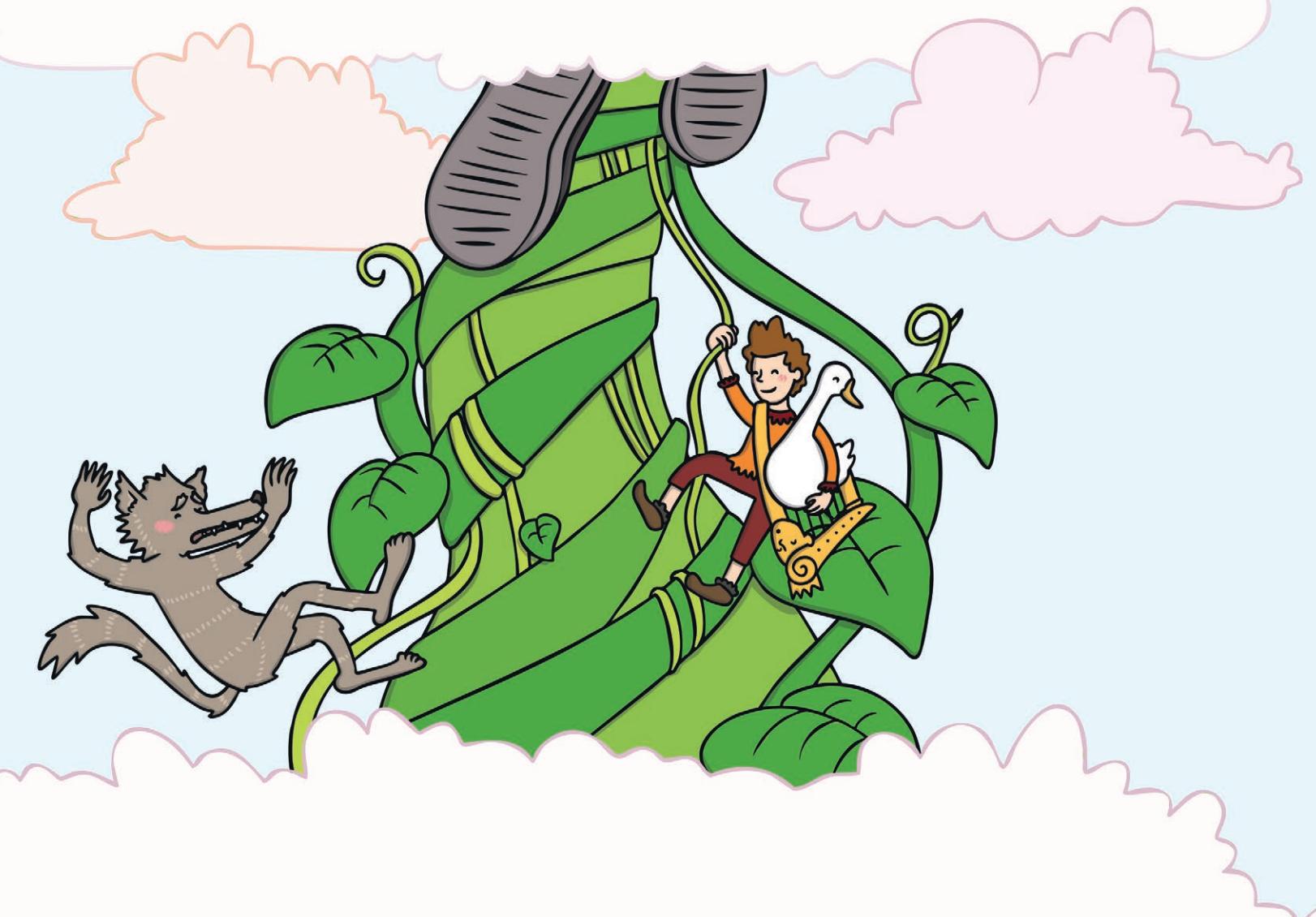


Wolfie struggled to his feet and raced after the boy, with the **thud, thud** of the giant's footsteps close behind him.

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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Fee! Fi! Fo! Fum!

Fee! 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	11 + 6	3 + 12
7 + 8	12 + 3	7 + 7	11 + 3	14 + 0
5 + 10	5 + 9	7 + 10	13 + 2	8 + 9
1 + 14	0 + 14	9 + 8	4 + 5	16 + 1
6 + 9	8 + 6	13 + 2	10 + 7	9 + 8

Questions

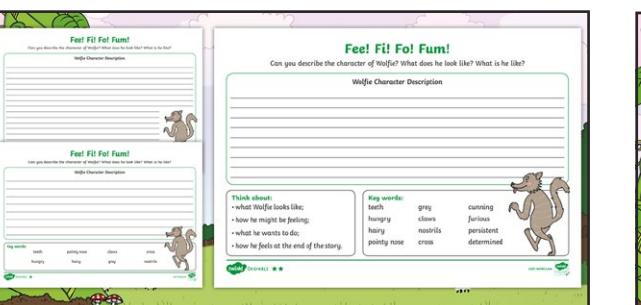
- Where house is Little Red Riding Hood's?
- What grows from the magic beans?
- What is the giant?
- What did the Woodman do to the beanstalk?
- Who is at the top of the beanstalk?
- What is the big bad wolf's name?
- What does the wolf eat?
- What does the wolf want to do at the end of the story?
- Who heard Little Red Riding Hood?
- Who is in the cottage?



Fee! Fi! Fo! Fum! Addition Facts up to 20

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Fee! Fi! Fo! Fum!

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

Wolf Character Description

What would you like to ask him?

Key words:

- what wolf looks like
- what he wants to do
- what he feels at the end of the story

Think about:

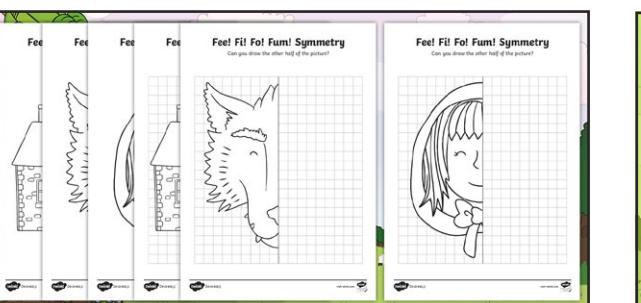
- what wolf looks like
- what he wants to do
- what he feels at the end of the story

Key words:

- tall
- thin
- hungry
- greedy
- clumsy
- curious
- hairy
- nostrils
- persistent
- determined
- pointy nose
- cross
- determined

Fee! Fi! Fo! Fum!

w o u w f x i t m x c w
u u w q o e h b z x x b
t i 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



Fee! Fi! Fo! Fum! Symmetry

Can you draw the other half of the picture?

Fee! Fi! Fo! Fum! Board Game

You will need:

- 1 die (or two dice)
- Counters
- Dice
- Playing cards

How to play:

- Place the counters at the start of the game.
- Take it in turns to roll the die and move the counter forward.
- If you land on a square with a picture of the giant, pick up one of the playing cards and read it out loud. If you get it right, you can move one space forward.

Answers:

- Who heard Little Red Riding Hood?
- Who ate the woodland?
- Who was the giant?
- Who is in the cottage?



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.