

What is a Heffalump?

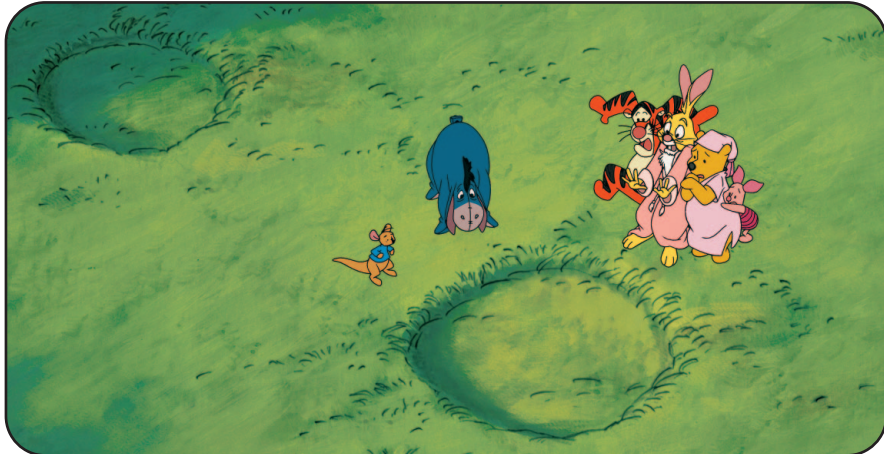
Pooh, Tigger, and Piglet are woken one morning by a mysterious sound. Worried and scared, the trio go to see Rabbit who is very wise and must know what made the noise. Rabbit says it can only be one thing...a Heffalump! Brave little Roo is not scared by the sound and goes to investigate, finding some gigantic footprints!

The animals get together and begin to wonder – what is a Heffalump? Does it have horns? Big fiery eyes? Three heads? Is it ferocious? Would it run or creep? Would it stomp on your house? Are Heffalumps horribly hazardous? They begin to imagine all sorts of fascinating, fantastical creatures!

Before you see the film:

What do you think a Heffalump would look like?

Draw your Heffalump in the space opposite.



How do you catch a Heffalump?

The Hundred Acre Wood gang decide to go on an expedition to catch the mysterious Heffalump. They gather their Heffalump-catching equipment and set off for Heffalump Hollow leaving the safety of the Hundred Acre Wood behind.

They plan to make a lasso with some rope and throw the lasso around the Heffalump, calling out: "In the name of the Hundred Acre Wood, I capture you!"

When the lasso does not work (they end up capturing Rabbit) the friends build their own Heffalump Traps.



Before you see the film:

How would you capture a Heffalump?

Design your own Heffalump Trap and add labels to describe each part.

How does it work?

My Heffalump Trap:

How it works...

After you have seen the film:

Who captures the Heffalump and how do they do it?

Meet Lumpy

When Roo goes on his own Heffalump expedition to Heffalump Hollow he finds...

Heffridge Trumpler Brompt Heffalump the Third, or Lumpy to his friends, is a sweet, playful Heffalump who loves to play games, hop, tumble and blow water out of his trunk!

Roo captures Lumpy because he is a Heffalump and as everyone knows, all Heffalumps are horrible and need to be captured. This is what Roo thinks as this is what he has been told. However, as the two spend time together they realise that they are not so different after all and they become good friends.

Before you see the film:

Why do you think Lumpy would be the perfect friend for Roo?

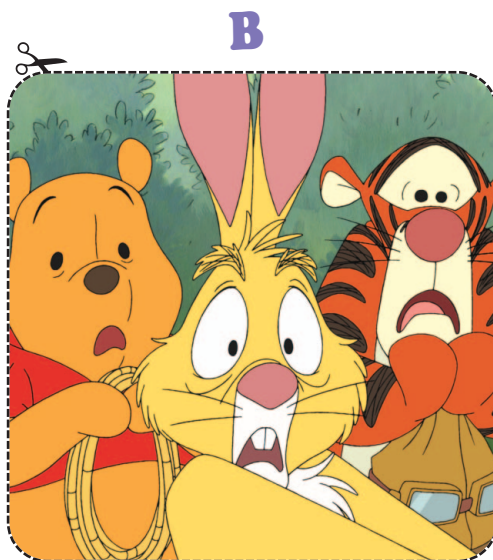
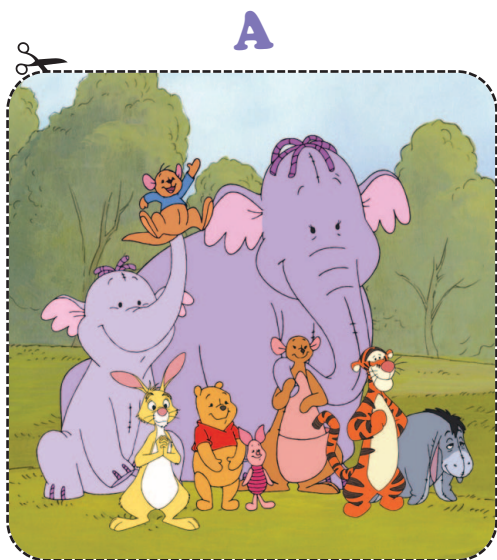


After you have seen the film:

What happens when the rest of the gang meet the Heffalump?
How do they treat him?

Heffalump Happenings

Pooh's Heffalump Movie is an adventure story where the animals of the Hundred Acre Wood go in search of the mysterious Heffalump. The gang get up to all sorts of mischief along the way and are very surprised at what they find at the end of their search!



After you have seen the film:

Look at the film stills above from Pooh's Heffalump Movie.

Can you work out in which order they appear in the film?
Cut out the pictures and place them in the correct order.

ANSWERS: C, D, B, A

Creating Characters

Pooh's Heffalump Movie is a brand new adventure film starring Pooh, Tigger, Eeyore and the other animals in the Hundred Acre Wood. But did you know that the characters have not always been famous film stars?

A.A. Milne, a children's author, created the beloved characters over 80 years ago. In 1921 his son, Christopher Robin, began collecting stuffed toys that included a teddy bear, donkey, two kangaroos, a pig and a striped tiger. When Christopher was four he made friends with a Canadian black bear at London Zoo called Winnie.

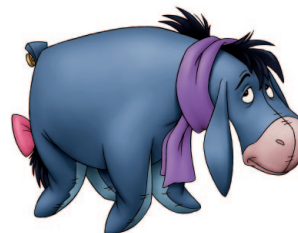


Milne used these animals to inspire his Winnie the Pooh characters and wrote the storybooks Winnie The Pooh (1926) and The House at Pooh Corner (1928).

The character of the Heffalump has only appeared in one Winnie the Pooh story called 'In which Piglet meets a Heffalump'.

Activity:

Your task is to create a new character for the next Pooh film. Think about your own soft toys to give you some ideas.



After you have seen the film:

Why do you think A.A. Milne's Winnie the Pooh stories make exciting films?

Hundred Acre Wood

Pooh, Tigger, Owl, Piglet and the rest of the gang are happy living in the Hundred Acre Wood. Each animal has their own special place among the trees.

Where do you think you might find them?

Activity:

Can you match the animals to their favourite places?
Draw a line between each character and their special place.

Where do you think these animals live in real life?

After you have seen the film:

What kind of noises do you think you would hear if you were exploring the Hundred Acre Wood?

Go for a walk in your playground or local park and collect natural objects that can be used to make a sound.

Retell the story of the Heffalump expedition using your natural objects to create the sounds you might hear.

Extension activity:

The film Pooh's Heffalump Movie has two different areas - the Hundred Acre Wood and Heffalump Hollow.

How are these two wooded areas different?

Heffalump Hollow



Gloomy Place

Mr. Sanders House



Sandy Pit

ANSWERS: Eeyore's Gloomy Place, Roo's Sandy Pit, Pooh's Mr Sanders House, Lumpty's Heffalump Hollow

Who's in the Woods?

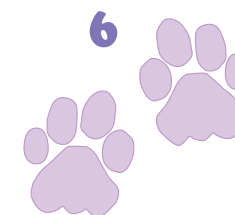
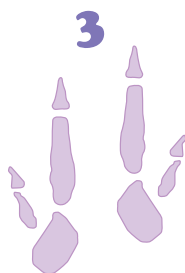
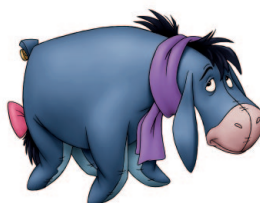
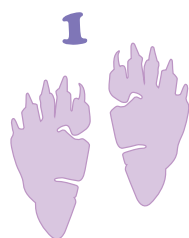
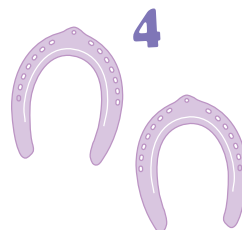
When little Roo is woken by the noise of the Heffalump he goes to find his grown up friends to see if they know what made the sound. While the group discuss what might have made the sound, clever Roo searches around and finds a gigantic footprint!

Whoever or whatever made the footprint must have been extremely big. It could not have been made by any of the Hundred Acre Wood gang!

Activity:

Below are some footprints which might be found in the Hundred Acre Wood. Match the footprints to the Hundred Acre Wood animals.

Whichever animal you have left over must have made the huge footprint and the very loud sound!



After you have seen the film: What happens to Lumpy and Roo when they get lost in the woods?

Extension activity: Try creating your own footprints and handprints using a large piece of paper and ready mixed paint. Or you could use modelling clay to mould your own footprint shape and use it as a printing tool.

ANSWERS: 1. Pooh, 2. Rabbit, 3. Roo, 4. Eeyore, 5. Piglet, 6. Tigger