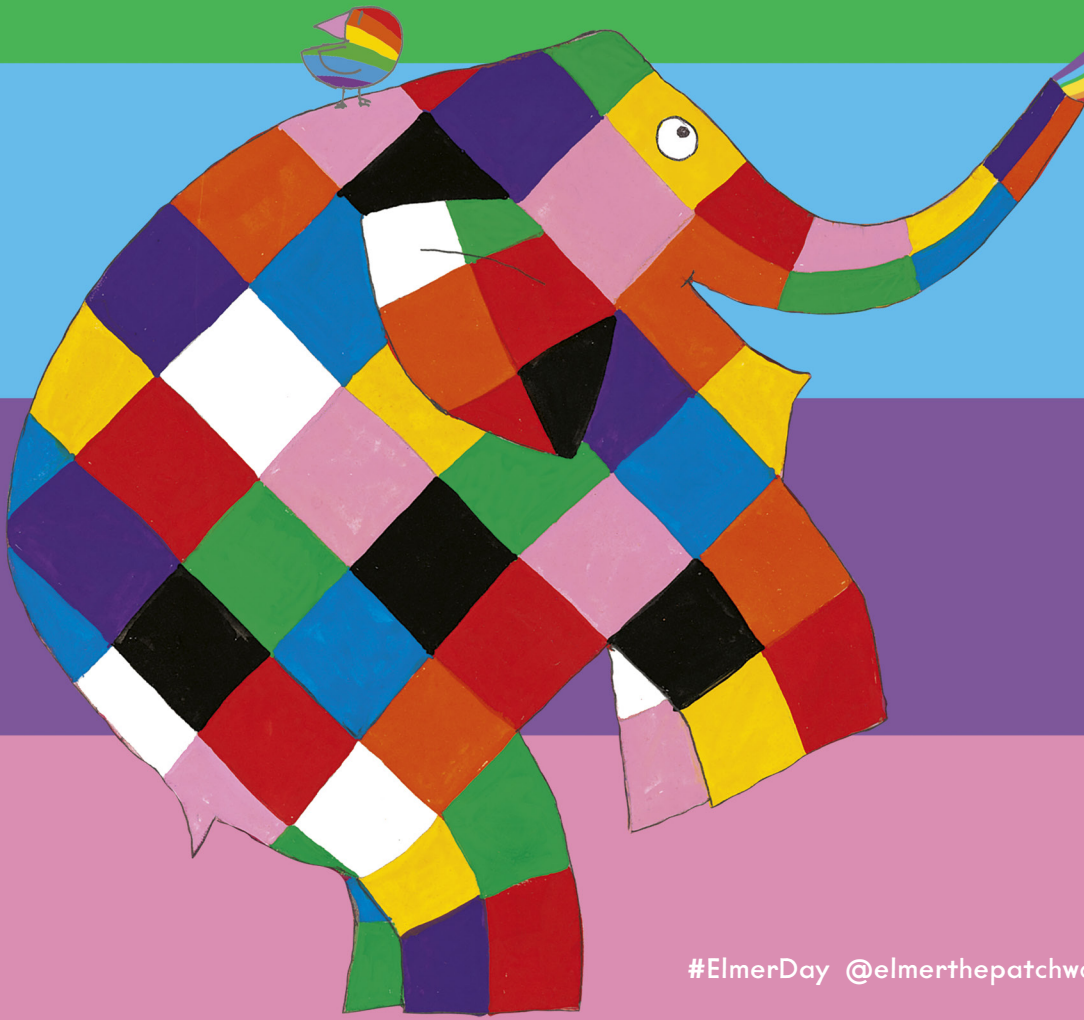


ELMER DAY

RESOURCE PACK 2021



Elmer makes the world a much brighter place. So for this year's Elmer Day celebrations we are spreading the positivity of Elmer with free resources so that everyone can hold their own celebration in May.

Whether you celebrate in a classroom, at home or online, this year's Elmer Day is open to everyone who wants to take part! And while the official date for this year's Elmer Day is 29th May, we know that may not suit everyone so we invite you to celebrate at a time that works for you.

All of the resources in this pack are available to download from ElmerDay.co.uk

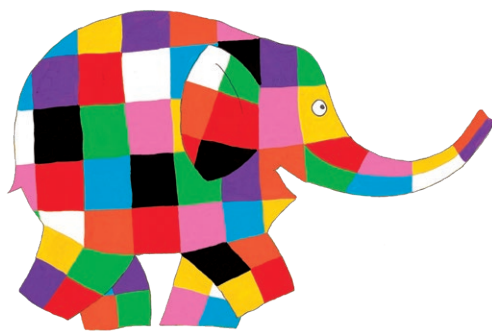
TEACHING RESOURCES:

- Learn with Elmer and the Rainbow
- Learn with Elmer and the Stranger
- What Makes Me Unique?
- Elmer's Feelings Origami Game

CRAFTS & ACTIVITIES:

- Colour the Rainbow
- Make a Milk Bottle Elmer
- Make a Colourful Collage of Elmer's Jungle
- Send a Card to a Friend
- Elmer's Colour Walk
- Count and Colour the Birds
- Make Your Own Elmer Ears & Template
- How to Draw an Elephant
- Elmer's Maze
- Elmer Crossword
- Colour in Elmer
- Elmer Poster to Colour





LEARN WITH ELMER and the Rainbow

(for Early Years Foundation Stage)

1 RAINBOWS & STORMS

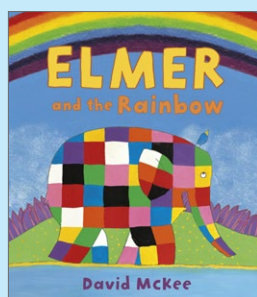
Show the children a copy of **Elmer and the Rainbow**. Ask them to predict from the front cover what might happen in the story. Look at the endpapers showing the illustration of the rainbow. Ask the children if they have seen a rainbow before. Do they know how a rainbow is formed? Take notes of their ideas. Read the first double page spread. Elmer says, *"Thunder and Lightning is exciting."* How do the children feel about thunder and lightning?

2 HELPING HANDS

Read from the beginning of the book up until *"That's awful, we must do something,"* without reading on to *"I'll give it my colours."* What do the children think has happened to the colours of the rainbow? What do they think Elmer and the birds could do to help? Scribe children's ideas around a copy of the illustration on a working wall or in a Shared Reading Journal. Read the next sentence, *"I'll give it my colours."* Do the children think this is a good idea? Why or why not?

3 ACTS OF KINDNESS

Read from the beginning of the book, up until Giraffe asks, *"What will happen to you, Elmer, if you give it your colours?"* Ask the children what they think would happen to Elmer. They could translate their ideas into a drawing, which can then be displayed and the different ideas can then be discussed. Talk about the huge act of kindness Elmer is considering: giving up his colours to the rainbow and thinking of someone else before himself. Ask the children to think of words and phrases to describe Elmer and display them.



4 WHAT HAPPENS NEXT?

Re-read the story from the beginning up until *"But what about Elmer?"* whispered an elephant. What do the children think will happen as Elmer steps out from behind the waterfall? Record their predictions. Read the next page to reveal whether they were correct! Allow time for the children to re-enact the story in a variety of ways. This could be using small world figures, through roleplay with masks, using puppets or props.

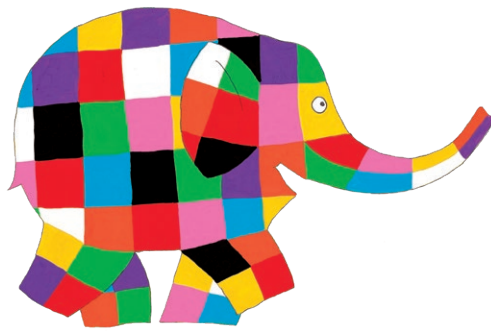
5 BOOK TALK

Re-read the whole book. Engage the children in 'book talk' to explore their responses to the story. Try asking the children the four basic questions from Aidan Chambers' 'Tell Me' approach, which give children accessible starting points for discussion: Tell me... was there anything you liked about this book? Was there anything that you particularly disliked...? Was there anything that puzzled you? Were there any patterns... any connections that you noticed...?

6 POSITIVE MESSAGES

Explore any connections that children have drawn in point 5. Can they think of a time they've helped someone else, been kind to someone else, shown love to someone else or helped to spread happiness? Think of ways that we could all help to share kindness, happiness, love and be helpful. Invite each child to make a pledge to help share kindness, happiness, love, and be helpful, and write these on a coloured square. Across the setting, these can then be arranged to make a patchwork rainbow for all to see.





LEARN WITH ELMER and the Stranger

(for Key Stage 1)

1 STRANGERS

Show the children a copy of **Elmer and the Stranger**. Discuss the word 'stranger'. What do they think it means? What do they associate with the word? Who do they think is the stranger in this story? Read the beginning of the book up until "Let's talk to him". Why do they think the animals view Kangaroo as a stranger? Collect the children's responses.

2 FIRST IMPRESSIONS

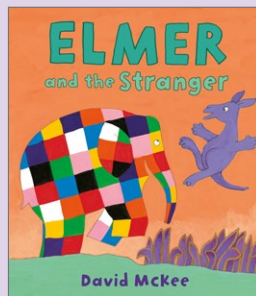
Read from the beginning of the book, up until Kangaroo says: "I'll be laughed at". Use the role on the wall technique: on an outline of the Kangaroo record feelings (inside the outline) and outward appearances (outside the outline). Ask the children how they think the animals see Kangaroo from an outside perspective?

Encourage the children to make personal connections with the character to encourage empathy with his situation. Have they ever felt like they can't do something? Have they ever been laughed at? How did this make them feel? How do they think Kangaroo feels on the inside?

Look at words like 'hesitated', 'sobbed', 'sniffed' and 'secretly'. What do these words tell us about Kangaroo's feelings?

3 ENCOURAGING WORDS

Read from the beginning of the book up to: "Elmer laughed and left them." Look carefully at the words used by the other animals to encourage Kangaroo: 'beautifully', 'impressive'. What are they trying to do here? Talk about how the animals might be able to encourage Kangaroo when they come back. Write in role as one of the characters a note of encouragement to Kangaroo. How will they choose and use words, such as the verbs, adverbs and adjectives which have already been explored that will build up Kangaroo's confidence and encourage him to keep trying?



4 BUILDING CONFIDENCE

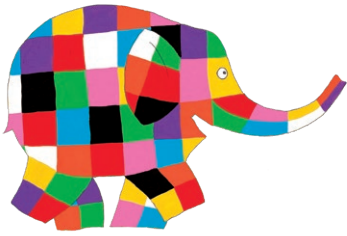
Re-read the story so far, and on until "I didn't think about jumping." What did the animals do to help Kangaroo build his confidence and win the competition? Explore the words and phrases used to show how he might be feeling in the text, such as: 'bounced', 'laughed' and 'delighted'. How have his feelings changed when compared to the beginning of the story? Encourage the children to link this to personal experience. Have they ever done something that at first they thought would be difficult? How did it feel when they managed to do it successfully? How could we describe how he feels on the inside now?

5 BOOK TALK

Re-read the whole book. Engage the children in 'book talk' to explore their responses to the story. Try asking the children the four basic questions from Aidan Chambers' 'Tell Me' approach, which give children accessible starting points for discussion: Tell me... was there anything you liked about this book? Was there anything that you particularly disliked...? Was there anything that puzzled you? Were there any patterns... any connections that you noticed...?

6 MAKING FRIENDS

Ask the children to think back to the animals' first impressions of Kangaroo. How do they feel about him now? What might have happened if they had dismissed Kangaroo at the beginning for being 'strange' in their eyes? Engage the children in a wider discussion about not judging people on first impressions. What did Elmer and the animals do to support Kangaroo? Children might be able to link to personal experiences of being new and making friends. Explore what makes a good friend. Give each child a coloured square and encourage them to write something that makes a good friend on the square. Stick these patches to a large wall display of an outline of Elmer.



WHAT MAKES ME UNIQUE?

Resource developed by Just Like Us



● Can you find out what 'unique' means? Write your answer here:

● What makes Elmer unique?

● What different things make you unique?

● Why is it good that we're not all the same?

What colour hair do you have?
 What colour eyes?
 Do you have any siblings?
 What's your favourite food?
 What's your favourite book or TV programme?
 What games do you like playing?
 What's your favourite subject?
 What else makes you unique?

If we were all the same what would we talk about?
 Would there be many surprising things in life, if we were all the same?
 Is it interesting to learn about something new?

WHAT MAKES OTHER PEOPLE UNIQUE?

Find other people in your class or group who can answer the questions below!

Who can speak two or more languages? What do they speak?	Who has a pet? What is it, and what is it called?	Who has three or more brothers or sisters?	What other interesting facts can you find out?
Who has an unusual favourite colour? What is it?	Who has a special meaning to their name? What is it?	Who has more than one colour in their hair?	What other interesting facts can you find out?
Who has visited another country? Where have they visited?	Who can play a musical instrument? What can they play?	Who knows what they want to do when they're older? What is it?	What other interesting facts can you find out?



ELMER'S FEELINGS ORIGAMI GAME

Resource developed by Just Like Us

Use this paper folding game to unlock how Elmer is feeling in the original *Elmer* story!
Follow the instructions below to make the paper come to life. If you find this difficult you can find visual guides online to help you.

To make the 'fortune teller':

- Cut along the outside square.
- With pictures face down, fold on both diagonal lines. Unfold.
- Fold all four corners to the centre.
- Turn the paper over and fold all four corners to the centre again.
- Fold paper in half from left to right and unfold.
- Fold in half from top to bottom. Do not unfold.
- Slide thumbs and forefingers under the squares and move the fortune teller back and forth to play.

With a partner, take turns to do the following:

Person A: choose a pattern

Person B: count the number of things on the pattern your partner chooses.

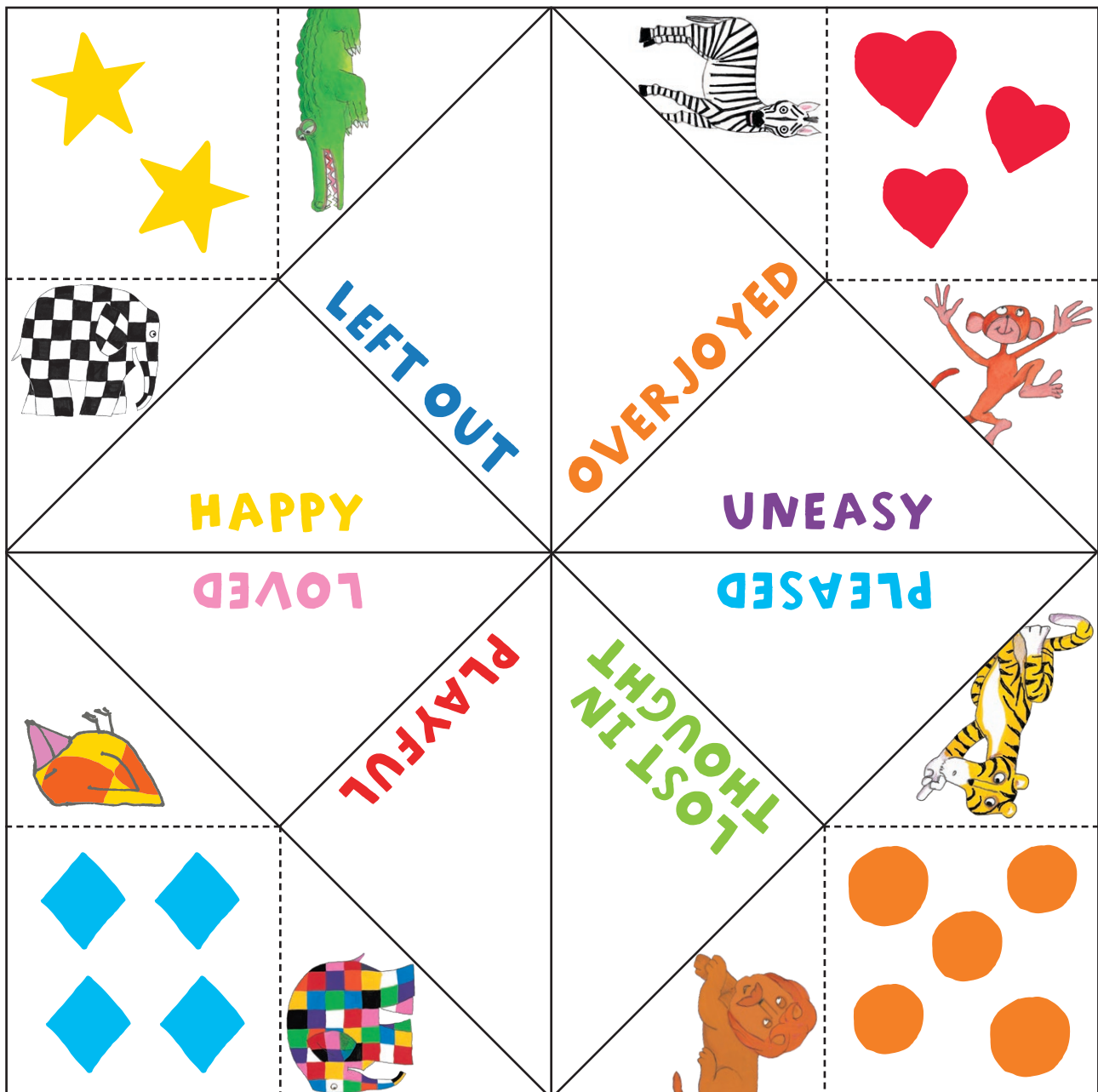
Open and close the paper that number of times

Person A: choose a character from the Elmer books

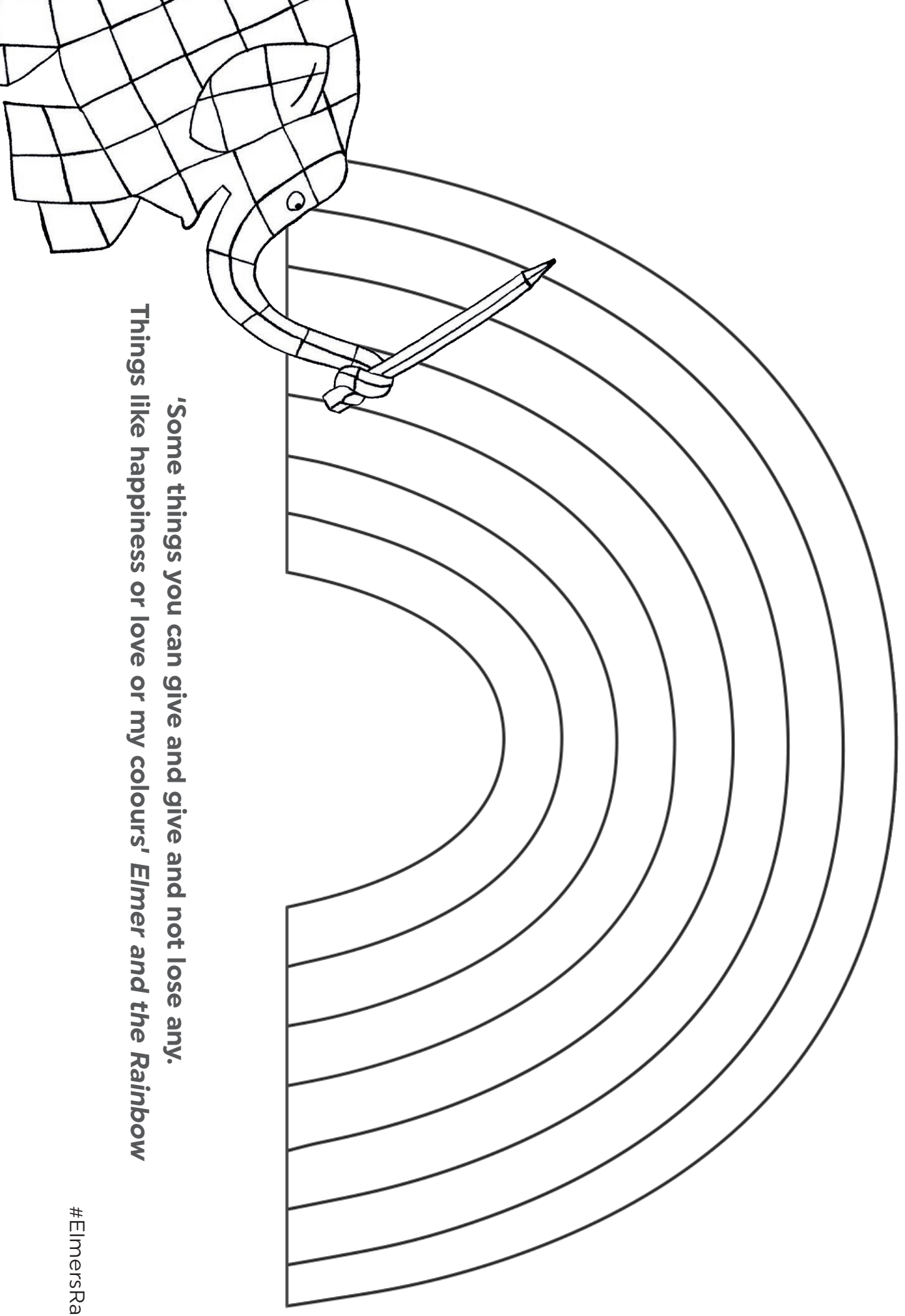
Person B: open the flap to reveal the word underneath

Person A: tell Person B a time in the story when Elmer felt like that.

Person B: tell Person A if you agree, and if you disagree, which other moment in the story you



Colour in Elmer and the rainbow and display it in a window to spread hope and happiness



'Some things you can give and give and not lose any.

Things like happiness or love or my colours' *Elmer and the Rainbow*

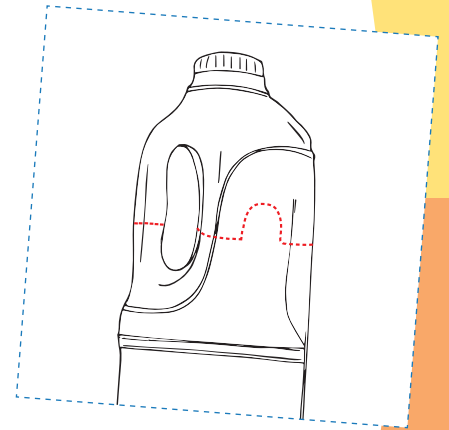
#ElmersRainbows

Make a milk bottle **ELMER!**

Create a whole herd of Elmers out of plastic milk bottles...

You will need:

- A plastic milk bottle (remove the lid, label and wash out the inside)
- Lots of colourful tissue paper cut into squares
- PVA Glue
- Scissors
- Googly eyes
- Card



Top Tip:

To use paint on your elephant, mix PVA glue with ready mix paint.

Instructions:

1. Ask a grown-up to cut off the bottom of the bottle to create Elmer's legs and trunk, and cut out Elmer's ears using the card.
2. Cover the surface of the bottle with PVA glue and then stick tissue paper squares all over the elephant in an Elmer patchwork style.
3. Stick Elmer's ears to his head and cover with patchwork tissue paper squares.
4. Once your elephant is complete, give it another coat of PVA glue to varnish.
5. Finally, add some eyes (we've added googly eyes but you can make your own with paper and pens).
6. Share a picture of your herd on social media using [#ElmerDay](#)



Make a colourful collage of **ELMER'S** Jungle

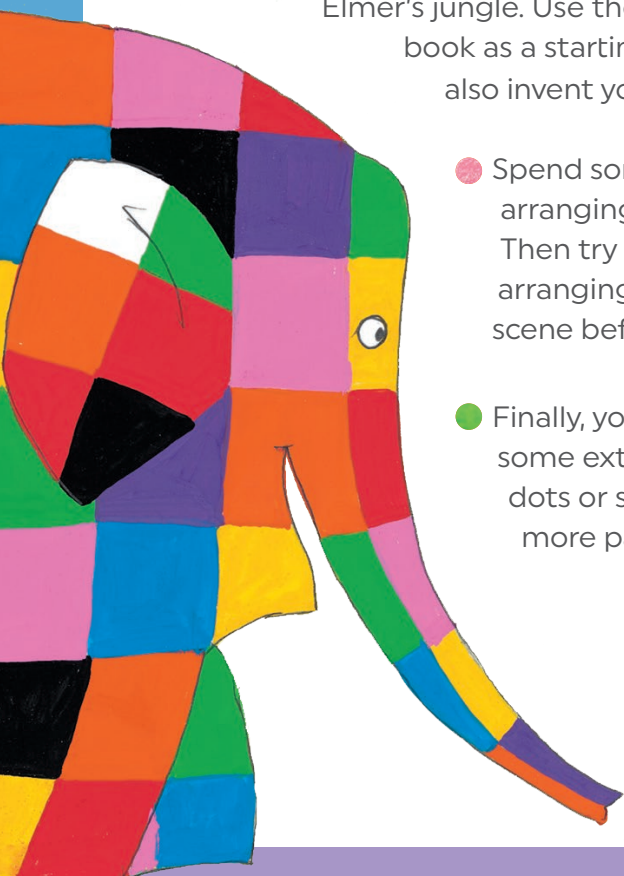
Get creative with colour by making this jungle collage inspired by David McKee's artwork

You will need:

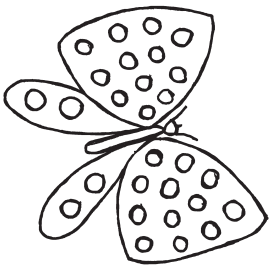
- An Elmer book for inspiration
- Some pieces of thick paper or thin card - use whatever you have available like paper bags or cereal boxes
- Paints - any paint will do
- Pots for mixing colours
- Scissors
- Glue

Instructions:

- Paint each of your pieces of paper in a different colour and then leave them to dry. The trees and plants in Elmer's jungle aren't just green and brown, so mix lots of bright colours so that you can create a collage as colourful as Elmer's world.
- When the paint has dried, cut the colourful pieces of paper into shapes inspired by the plants, trees and flowers in Elmer's jungle. Use the pictures in the Elmer book as a starting point, but you can also invent your own.
 - Spend some time playing around with arranging the shapes into plants. Then try out different ways of arranging the plants into a jungle scene before gluing them down.
 - Finally, you could add some extra details like dots or stripes with more paint.

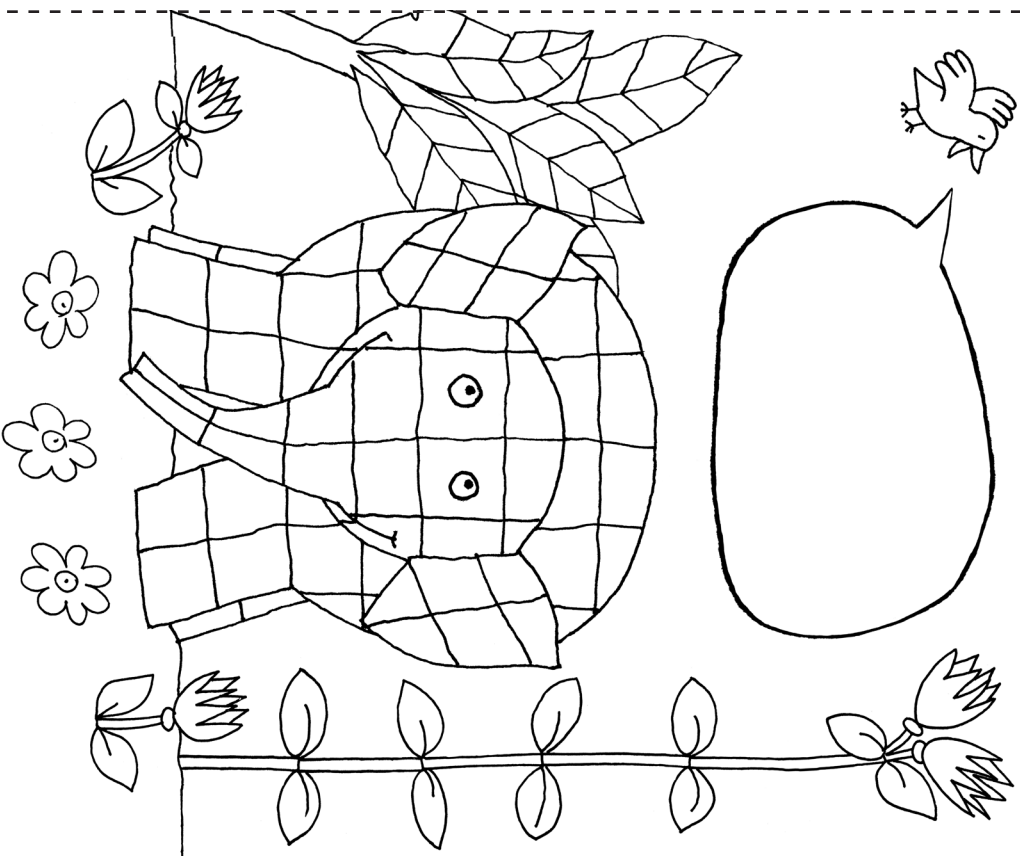


Colour in this card. Then write a message in the speech bubble and inside
and send it to a friend to make them smile!



Made by:

.....




ELMER'S COLOUR WALK

In *Elmer's Walk*, Elmer takes his time to appreciate the world around him while all the other animals are rushing about. Take your own walk around your home or garden and observe all the things around you. What can you see? What can you hear? What can you smell? How do these things make you feel?

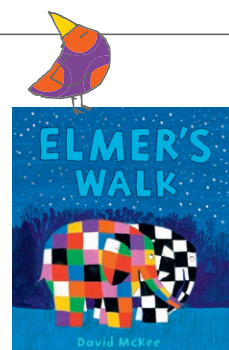
Look for things that match each of Elmer's colours and draw them in the boxes below.

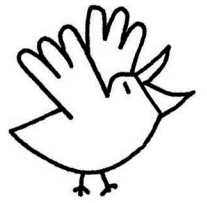
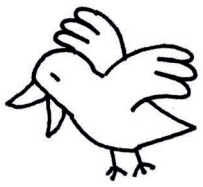
YELLOW	ORANGE	RED
PINK	PURPLE	BLUE
GREEN	BLACK	WHITE



After your walk try one of these creative activities inspired by the things you saw on your walk:

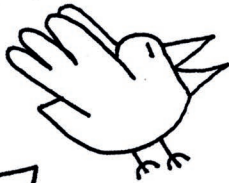
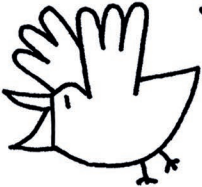
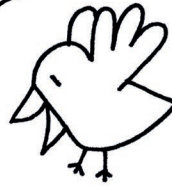
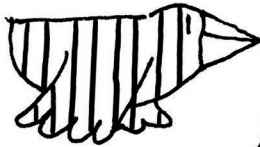
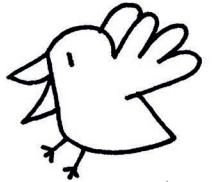
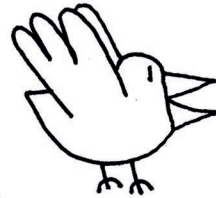
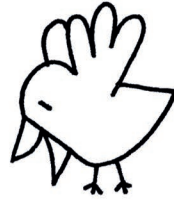
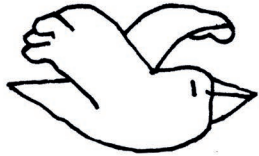
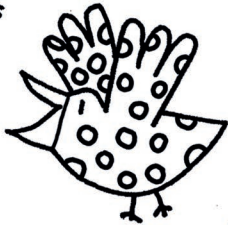
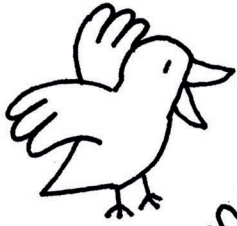
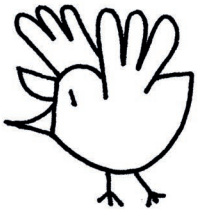
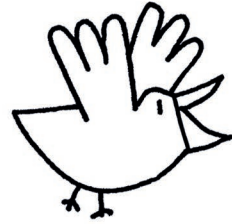
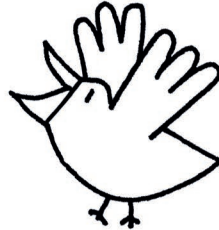
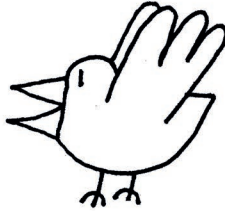
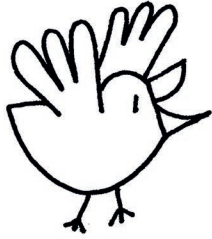
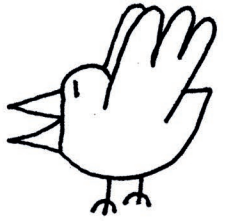
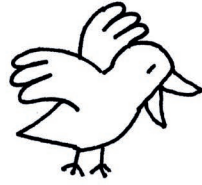
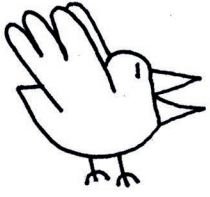
- Write a poem about one of the things you saw
- Paint or draw one of these things in more detail
- Write a story inspired by one of these things



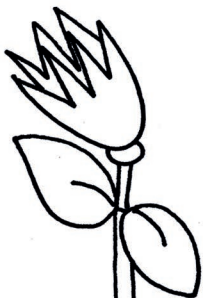
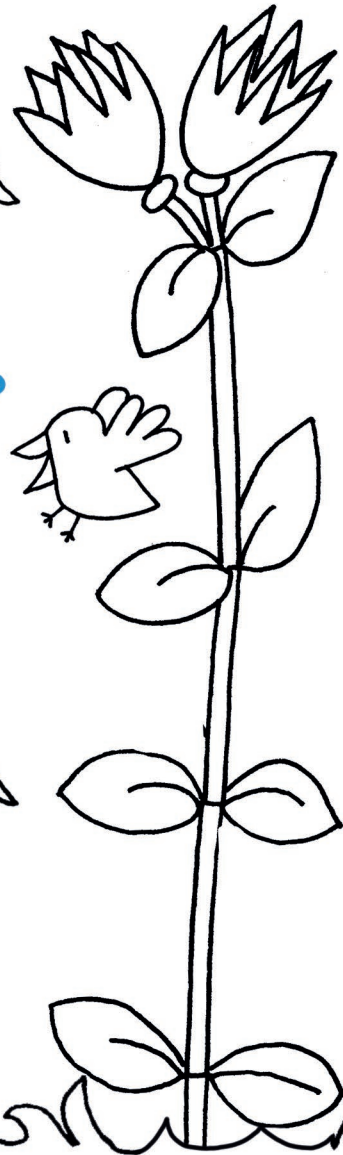
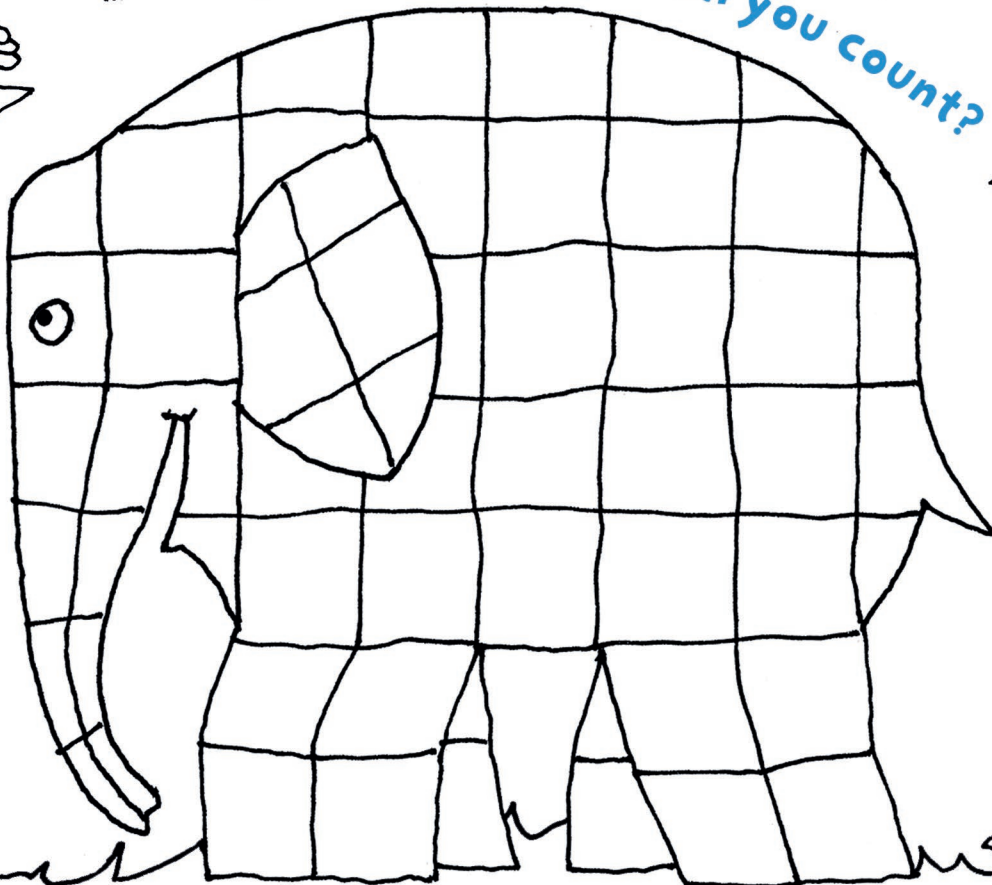
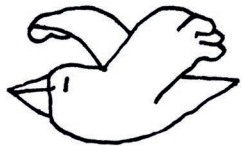


COLOUR IN THE BIRDS

The birds are off to join Elmer's parade. Can you help them paint their feathers with lots of different colours and patterns?



How many birds can you count?

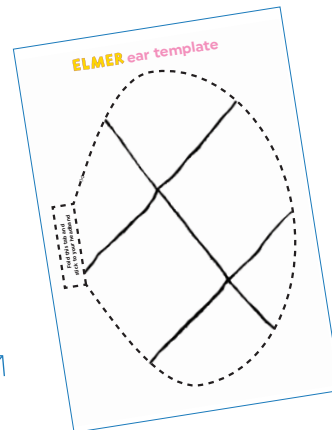


Make your own **ELMER** ears!

You can be just like Elmer with these colourful, patchwork ears!

You will need:

- White card
- A pencil
- Colouring pencils or felt tip pens
- Glue or sticky tape
- Scissors (We recommend a grown-up does the cutting out!)
- Elmer ear template



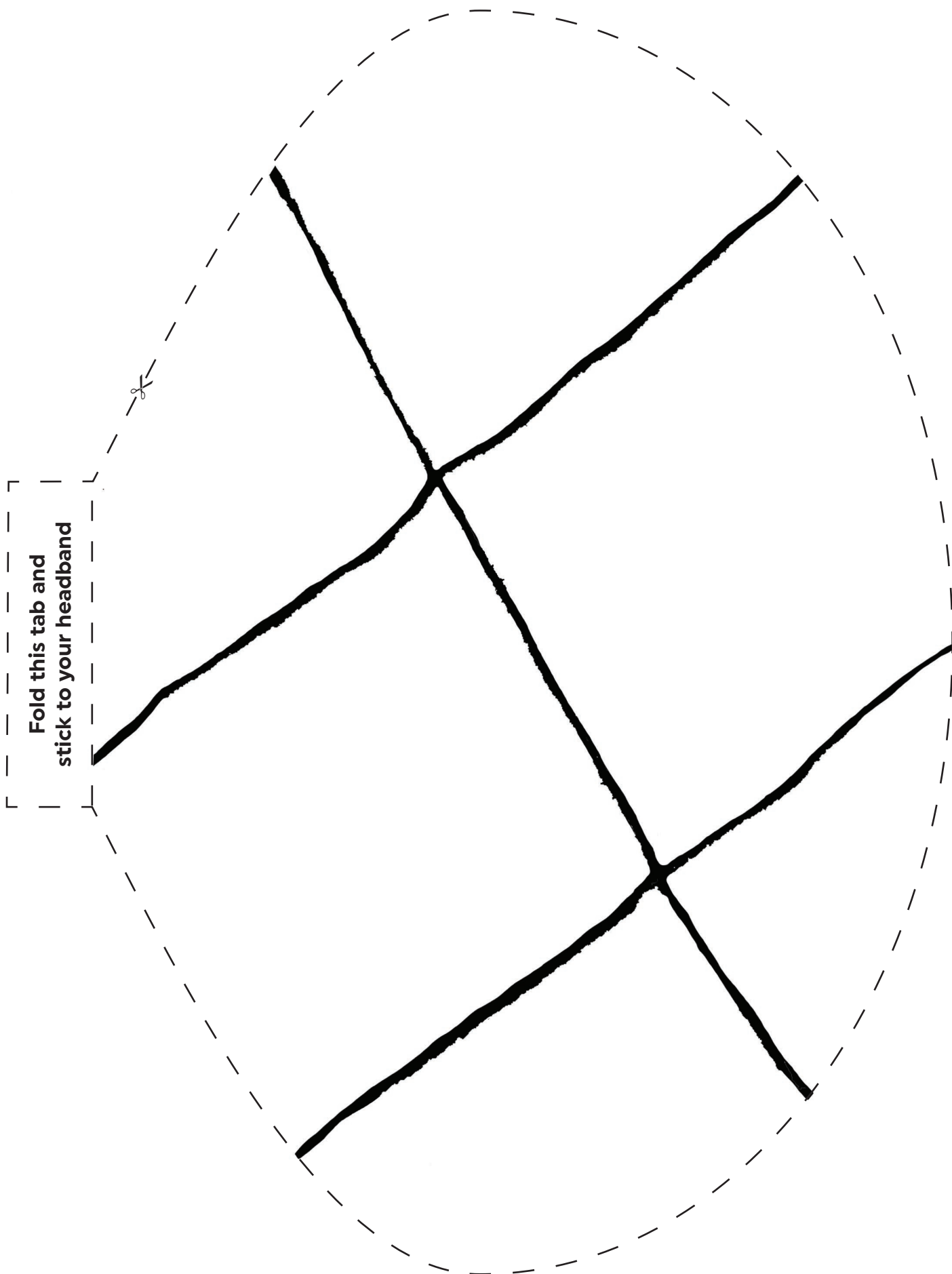
Instructions:

- Cut a strip of card to wrap around your head and sit like a crown. Stick the ends of your headband together.
- Cut out the ear template (enclosed in this pack) and draw around it twice on to card, then cut out the two ears.
- Draw patches onto the ears and colour them in using bright colours.
- Fold the tab on the ears and apply glue or sticky tape.
- Stick the ears to either side of the headband.
- Share pictures of your patchwork creation on social media using [#ElmerthePatchworkElephant](#)

Top Tip:
You could try using coloured tissue paper for the patches!



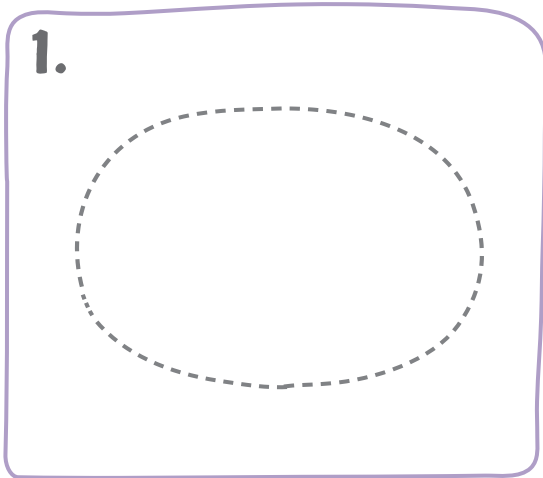
ELMER ear template



HOW TO DRAW AN ELEPHANT

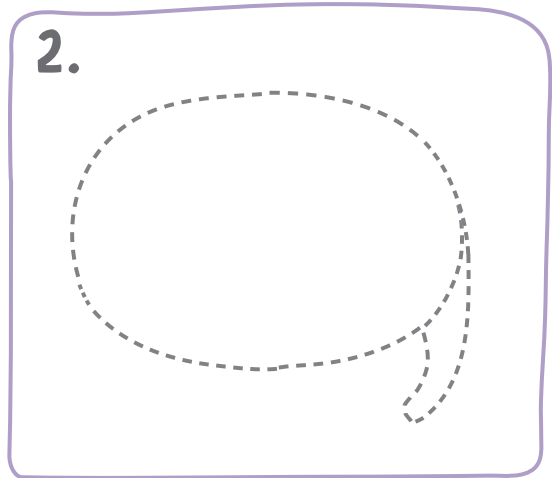
Learn how to draw Elmer and his elephant friends.

1.



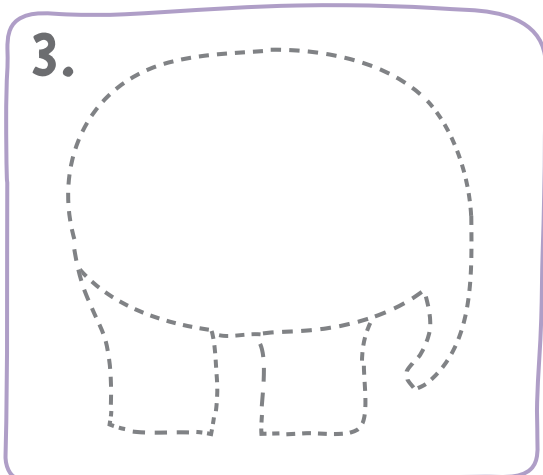
Draw an egg for the body.

2.



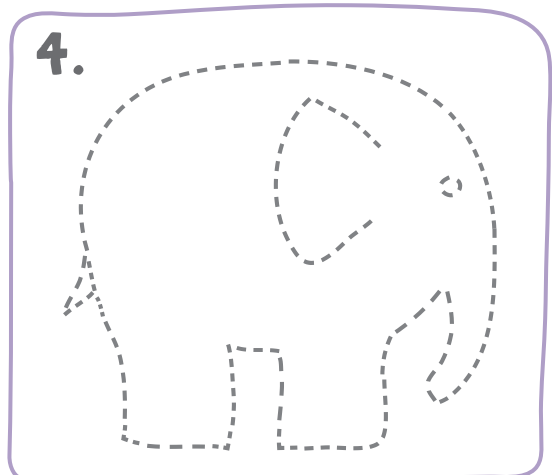
Add a trunk. Make it a little curvy!

3.



Give him some legs.

4.



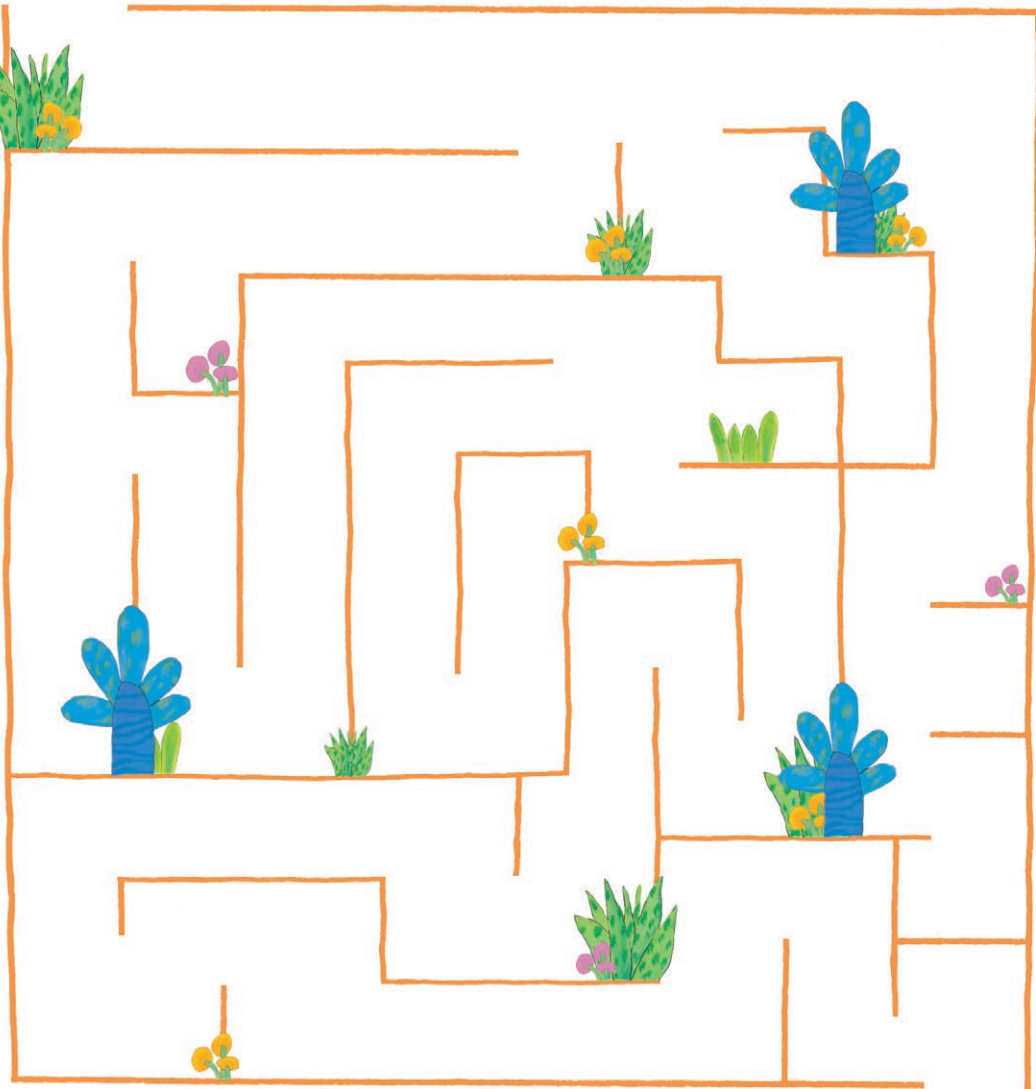
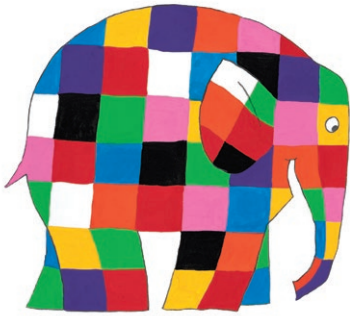
Add an ear, a tail and an eye.



Practise drawing an elephant here.

ELMER'S MAZE

Can you help Elmer find his way to the Elmer Day parade?

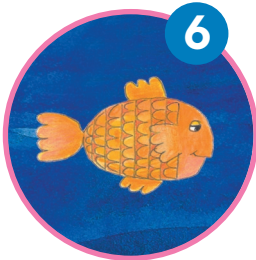


ELMER CROSSWORD

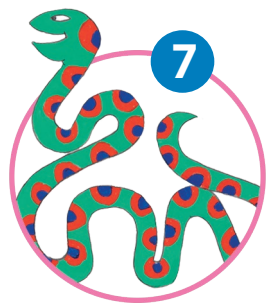
Use the picture clues to complete the crossword.



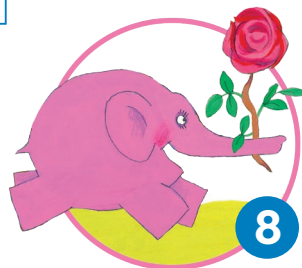
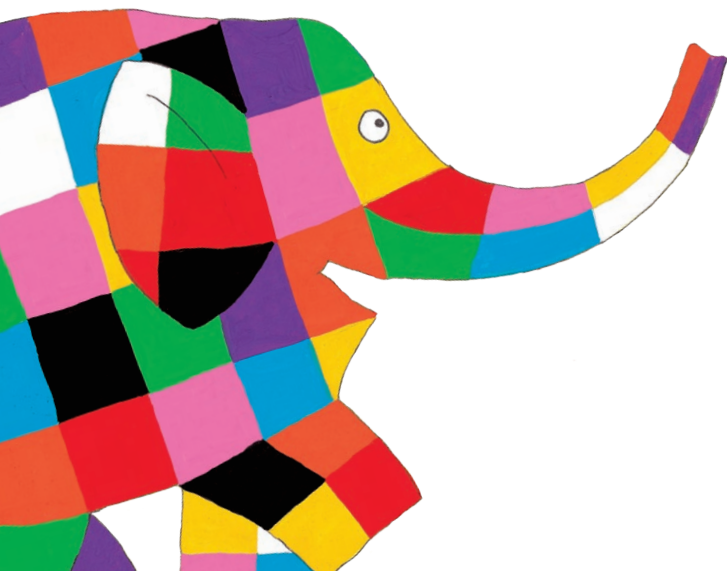
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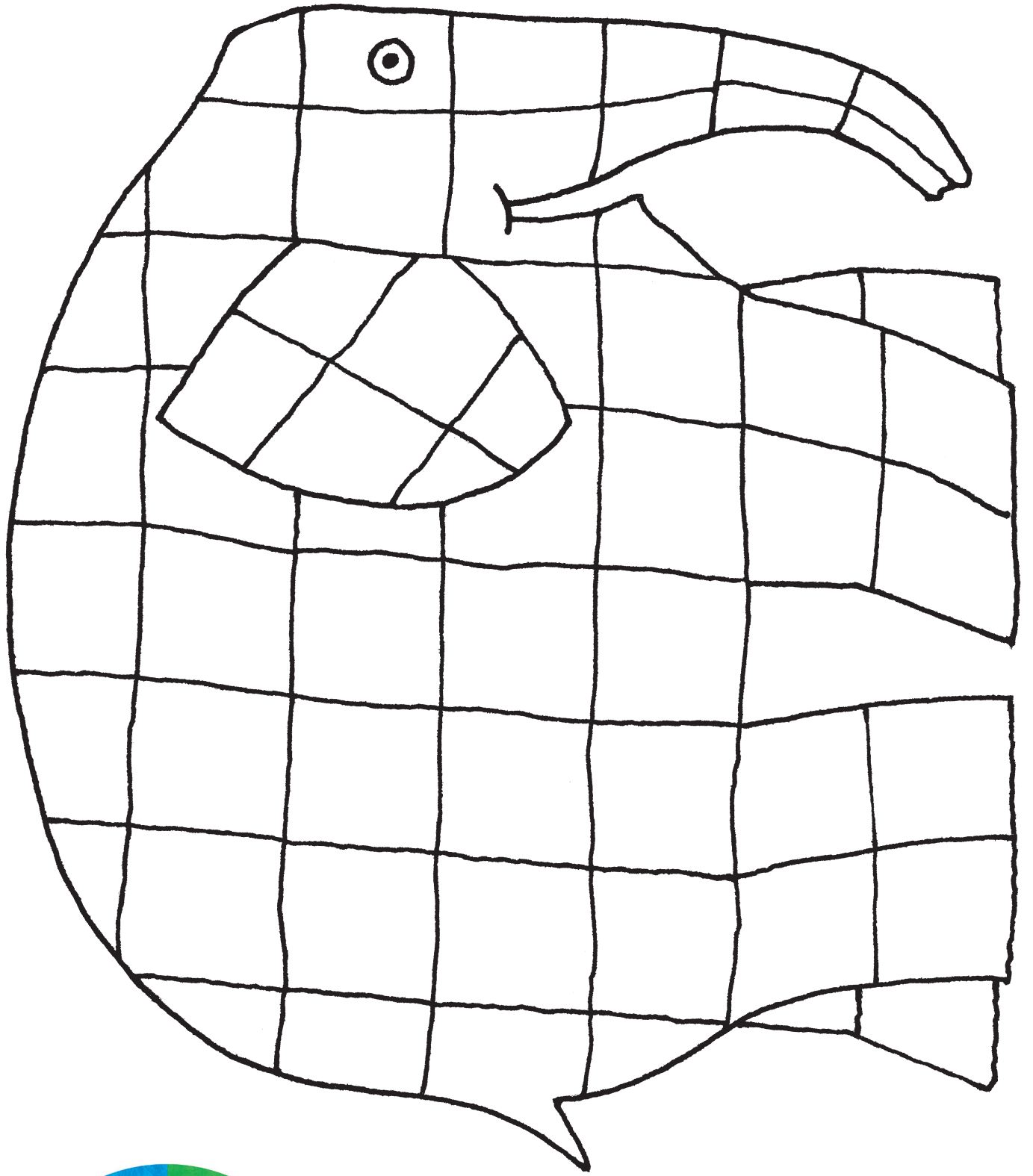


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Name:

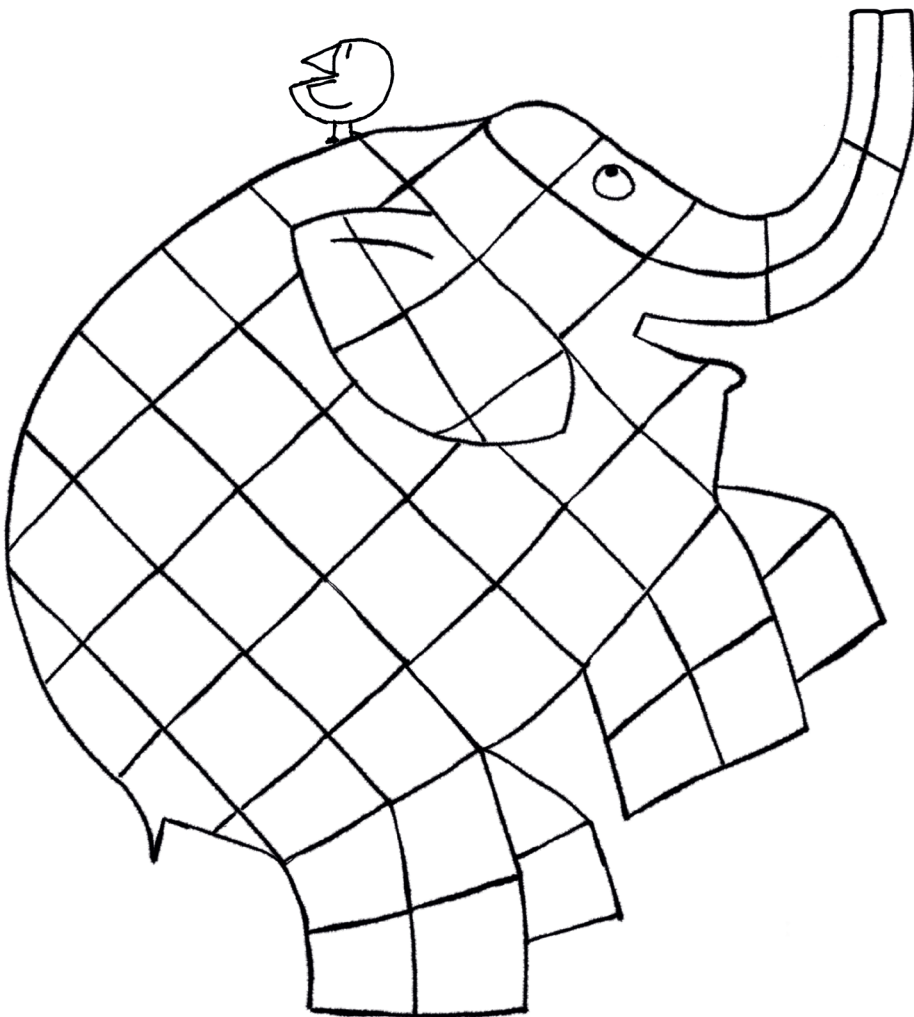
Age:

COLOUR THIS IN HOWEVER YOU WANT TO

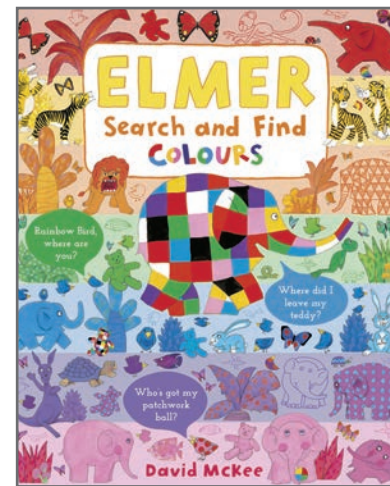
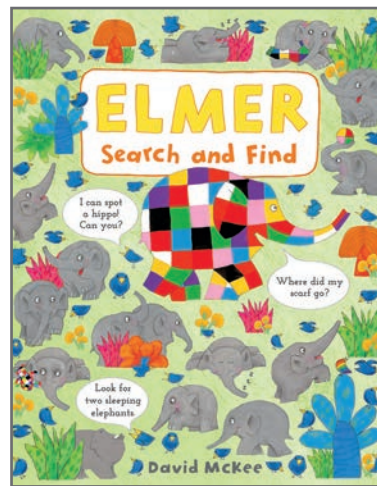
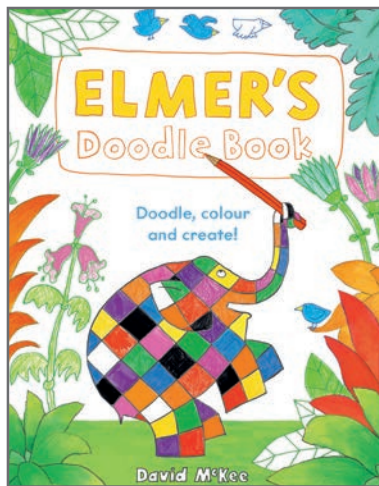
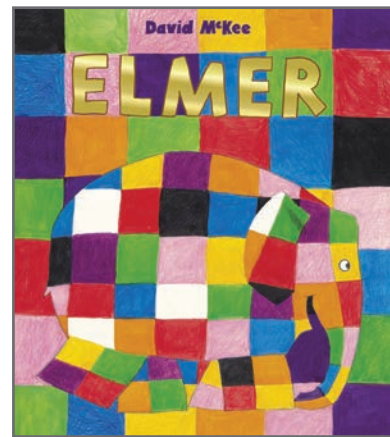
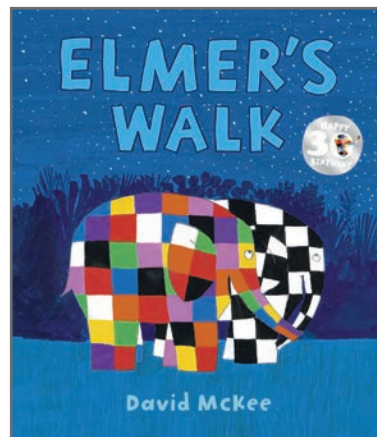
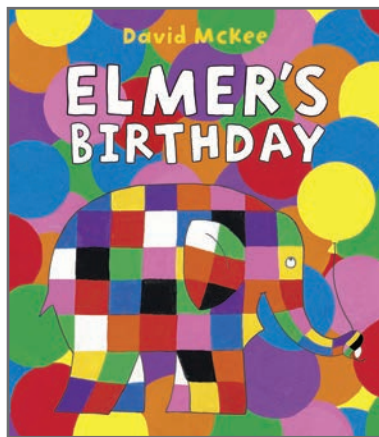
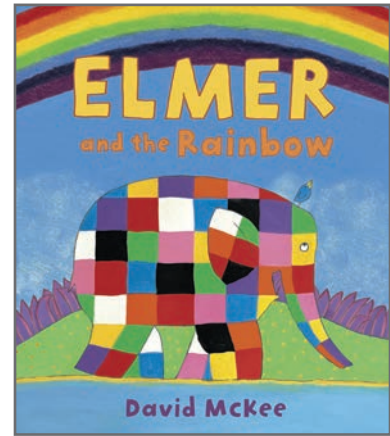
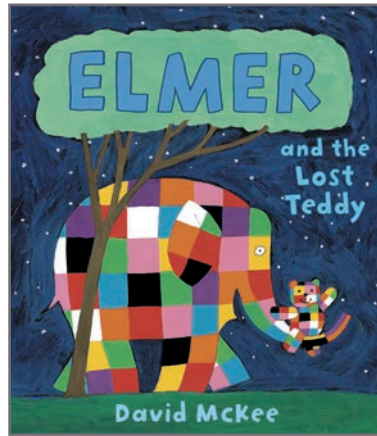
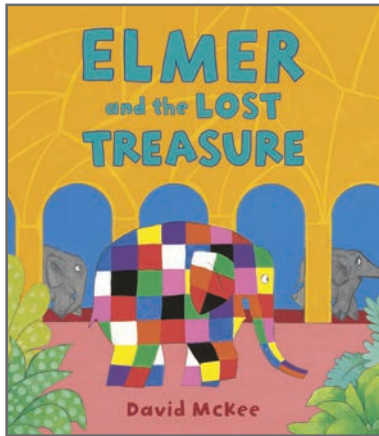
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