

Get ready for the most colourful day of the year! Elmer Day returns on Saturday 27th May 2023.

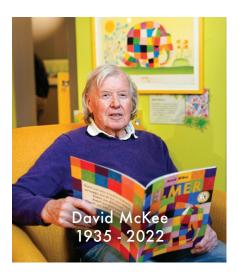
For this year's Elmer Day we are celebrating the themes of inclusivity and friendship that run throughout the Elmer books and honouring the life and legacy of Elmer's creator David McKee. His was a singular voice and a shining light in children's books, whose creations, including Elmer, Mr Benn and Not, Now Bernard, touch the lives of many generations of children around the world.

Everyone is invited to join in the fun for Elmer Day, and while the official date for this year's Elmer Day is Saturday 27th May, we invite you to celebrate at a time that works for you, whether that's sharing Elmer stories throughout the week before or hosting craft sessions during Half Term.

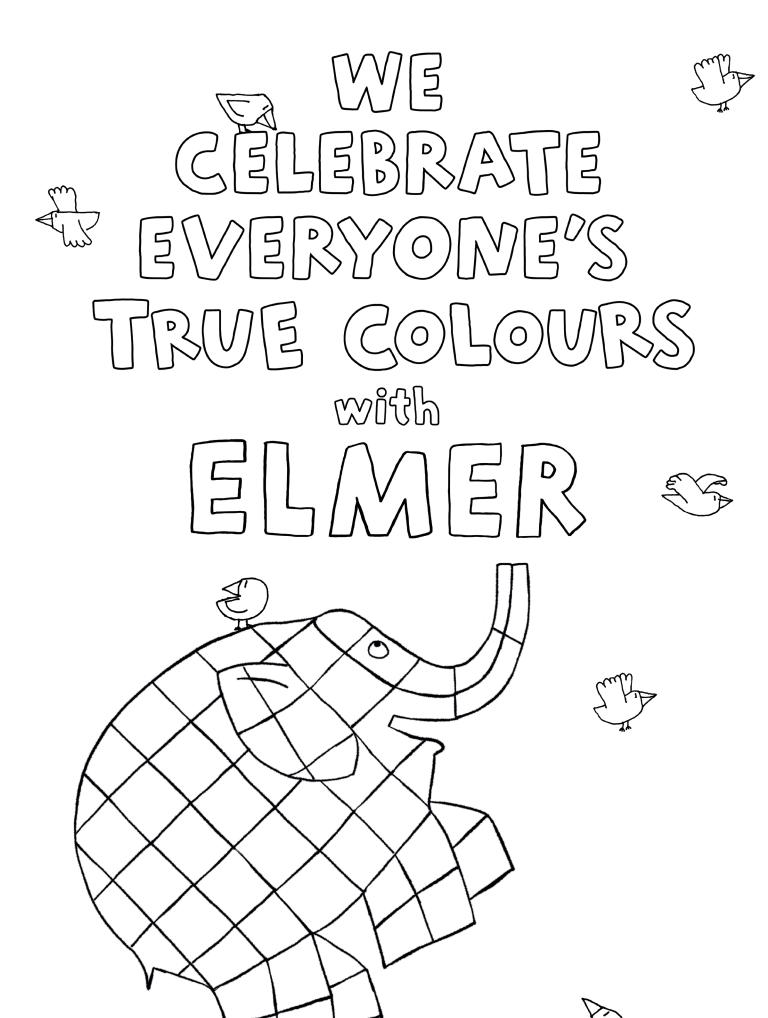
Join in online by sharing photos with **#ElmerDay** and find this Elmer Day resource pack, video content and other resources at: **Elmer.co.uk/elmer-day**

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- Promote Kindness and Friendship
- Supporting Alzheimer's Research UK







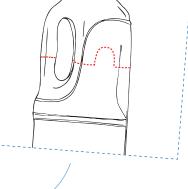
Make a milk bottle ELMER

Create a whole herd of colourful decorated elephants using empty milk containers and tissue paper!

You will need:

- An empty and clean plastic milk container for each child (remove the lid, label and wash out the inside)
- Brightly coloured tissue paper cut into squares
- PVA glue
- Scissors
- Googly eyes
- Card







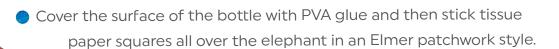
Instructions:

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 Ask a grown-up to cut off the bottom of the bottle to create Elmer's legs and trunk, then cut out Elmer's ears using the card.

Top Tip:

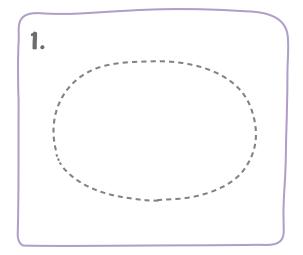
To use paint on your elephant, mix PVA glue with ready mix paint.



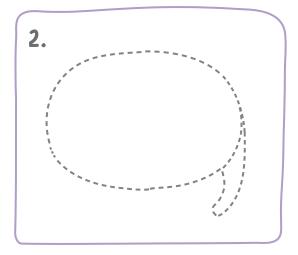
- Stick Elmer's ears to his head and cover with patchwork tissue paper squares.
- Once your elephant is complete, give it another coat of PVA glue to varnish.
- Finally, add some eyes (we've added googly eyes but you could make your own with paper and pens).
 - Share a picture of your herd of milk bottle elephants on social media using #ElmerDay

How to Draw an Elephant

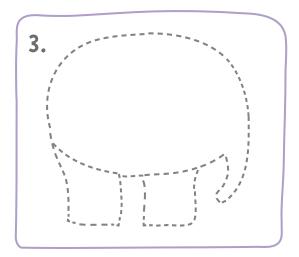
Learn how to draw Elmer and his elephant friends.



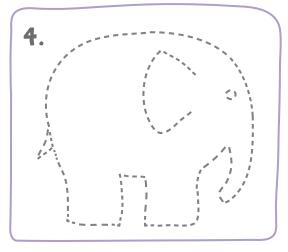
Draw an egg for the body.



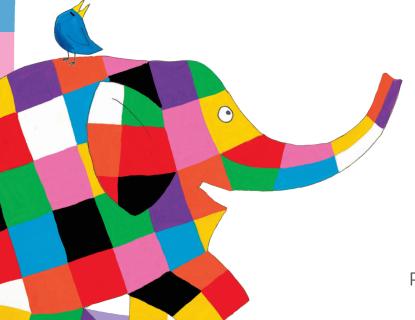
Add a trunk. Make it a little curvy!



Give him some legs.



Add an ear, a tail and an eye.



Practise drawing an elephant here.

ELMER'S Bingo Game

Use the grid below as the calling sheet for a game of bingo. Cut out the pictures and place them in a bag or bowl. Then the leader should pull the pictures out one at a time and call them out to the group.



ELMER'S Bingo Game

Cut out the cards below and give one to each player. Have each player choose 8 characters from the bingo calling sheet to fill out their card using words, pictures, or by cutting and sticking a copy of the calling sheet.

Give each player a pile of plastic bricks or other colourful small toys to use as bingo chips.

The first player to complete their grid and shout bingo wins.

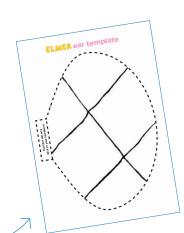
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Make your own ELMER ears

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





Top Tip:

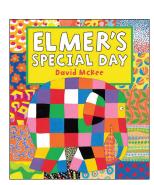
Read about how all the animals dress up as elephants and join in the parade in *Elmer's* Special Day.

Instructions:

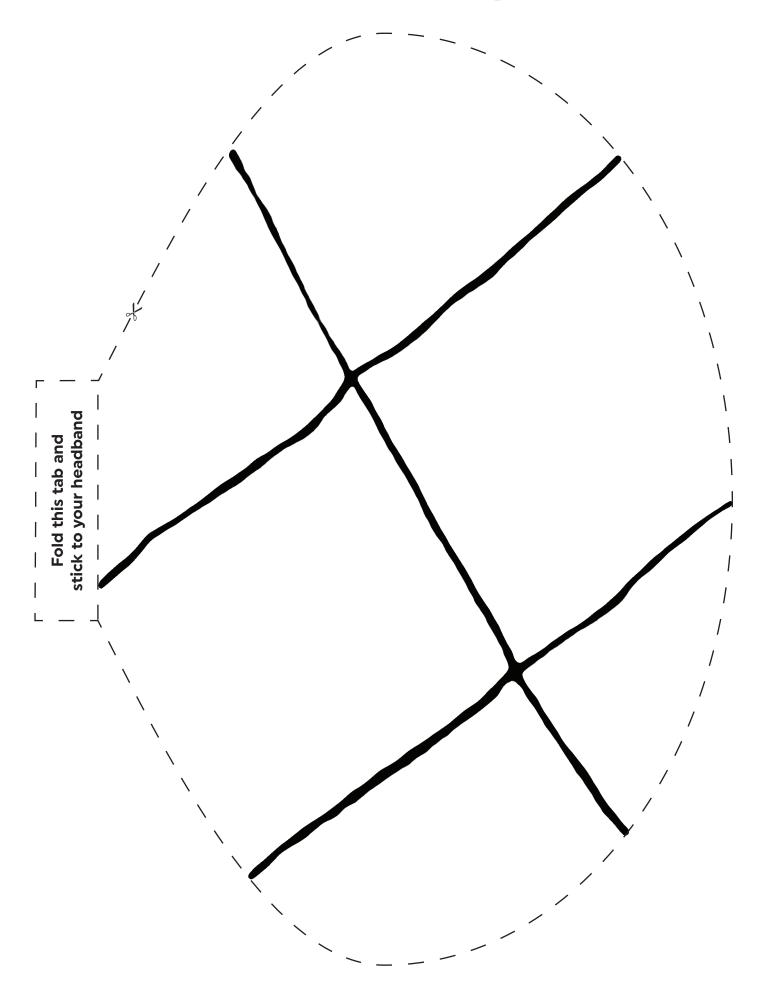
 Cut a strip of card to wrap around your head and sit like a crown. Stick the ends of your headband together.

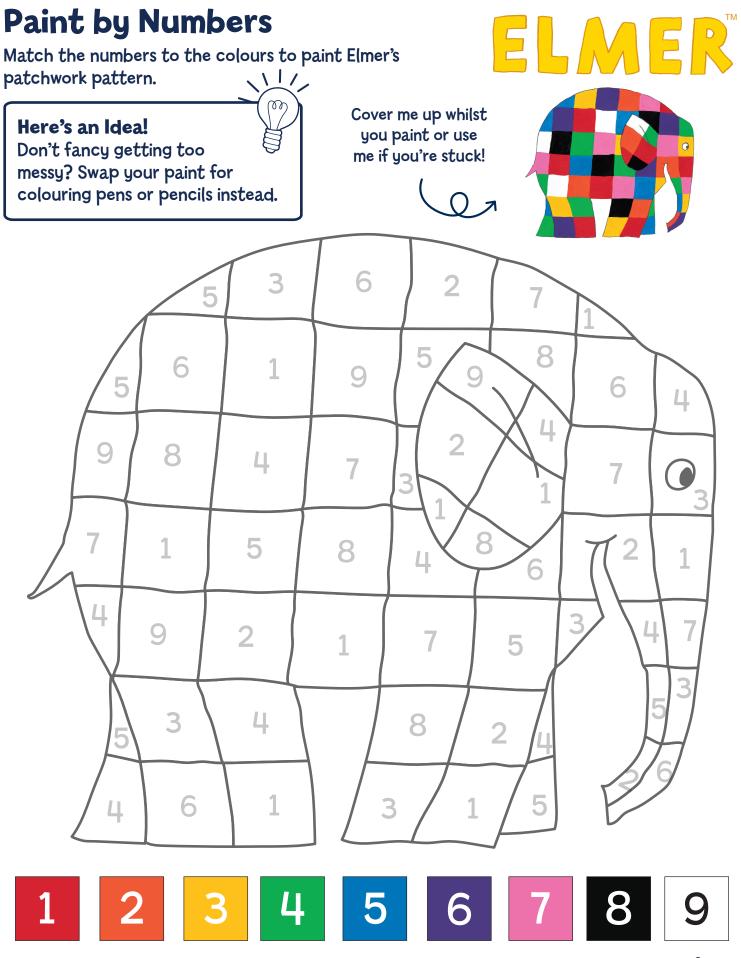


- Cut out the ear template (also in this pack) and draw around it twice on to card, then cut out the two ears.
 - Draw patches onto the ears and colour them in using bright colours.
 - Fold the tab on the ears and apply glue or sticky tape.
 - Stick the ears to either side of the headband.
 - Now you are ready to join the parade!
 Share pictures of your patchwork
 creation on social media using
 #ElmerDay



ELMER ear template





Pawprint Family are on a mission to help leaders, teachers and parents provide #AdventureforAll through 1000s of free activity ideas and resources, and over 400 challenge badges. Head to our website to start your adventures with the Elmer Challenge Badge, activity pack and resources!

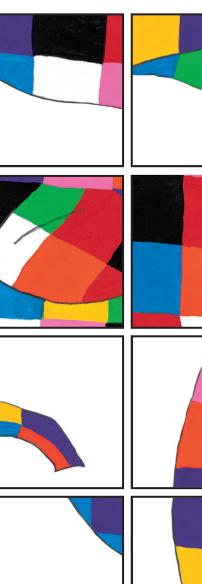
Patchwork Puzzle

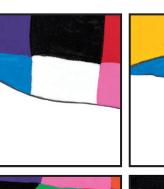


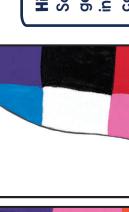
Print out the jigsaw pieces, cut them all out and piece Elmer back together again. Try not to let his colourful patchwork pattern trick you! Cut each piece into quarters for a more challenging puzzle.

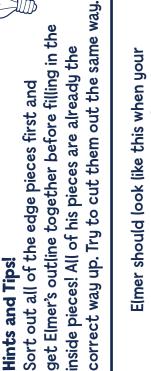












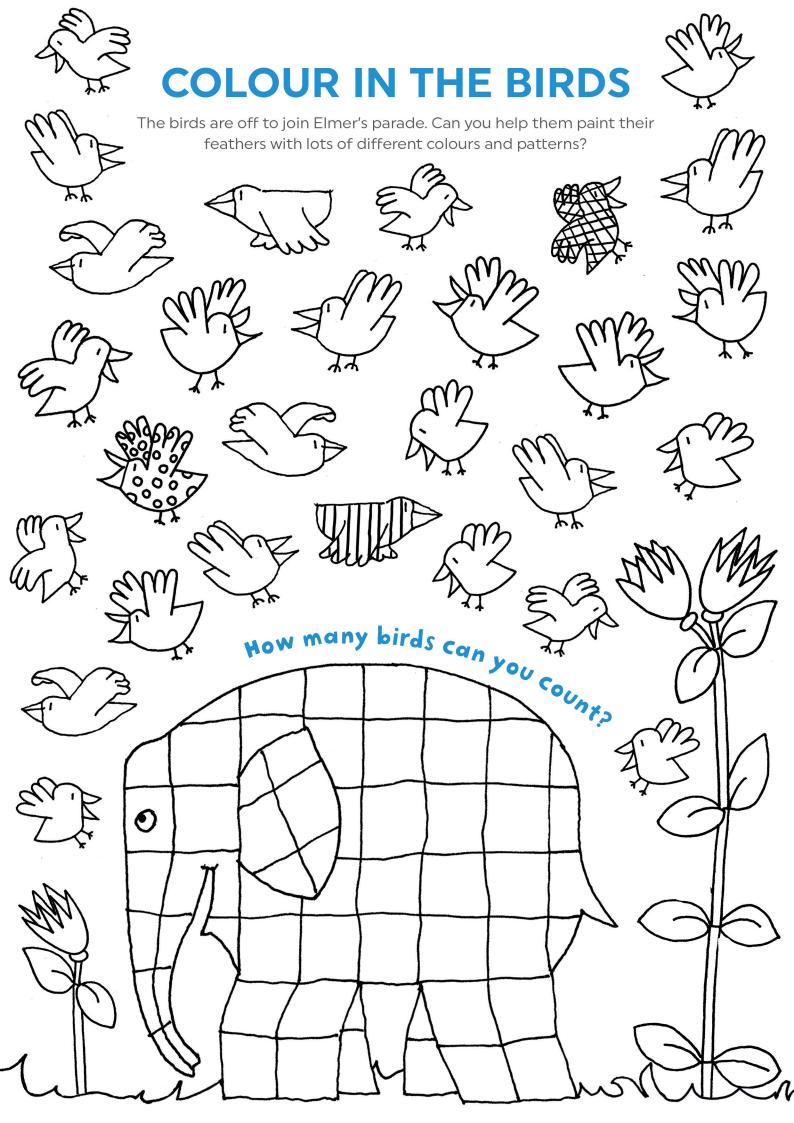




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and over 400 challenge badges. Head to our website to start your adventures with the Elmer Challenge Badge, activity pack and resources!

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ELMER Colour Puzzle

Colour in the words as you find them

RED GREEN PINK ELMER

ORANGE BLUE BLACK GREY

YELLOW PURPLE WHITE RAINBOW

g	r	е	d	е	b	ı	a	С	k
r	a	d	r	р	u	r	р	I	е
е	I	k	е	h	t	е	S	V	У
У	m	S	е	W	h	i	t	е	е
е	g	a	n	f	р	i	n	k	ı
ı	r	r	a	i	n	b	0	W	ı
m	е	d	j	С	ı	р	У	е	0
е	е	b	ı	u	е	X	S	r	w
r	n	0	r	a	n	g	е	n	р

Did you know?

David McKee's colourful art style was influenced by many great artists including Paul Klee, the Fauvists and Brueghel.



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

Get creative with colour and make this jungle collage inspired by David McKee's artwork.

You will need:

- A selection of Elmer books for inspiration
- Some pieces of thick paper or thin card use whatever you have available, such as paper bags or cereal boxes
- Brightly coloured paints any type of 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
 - books 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 can add some extra details like dots or stripes with more paint.

Did you know?

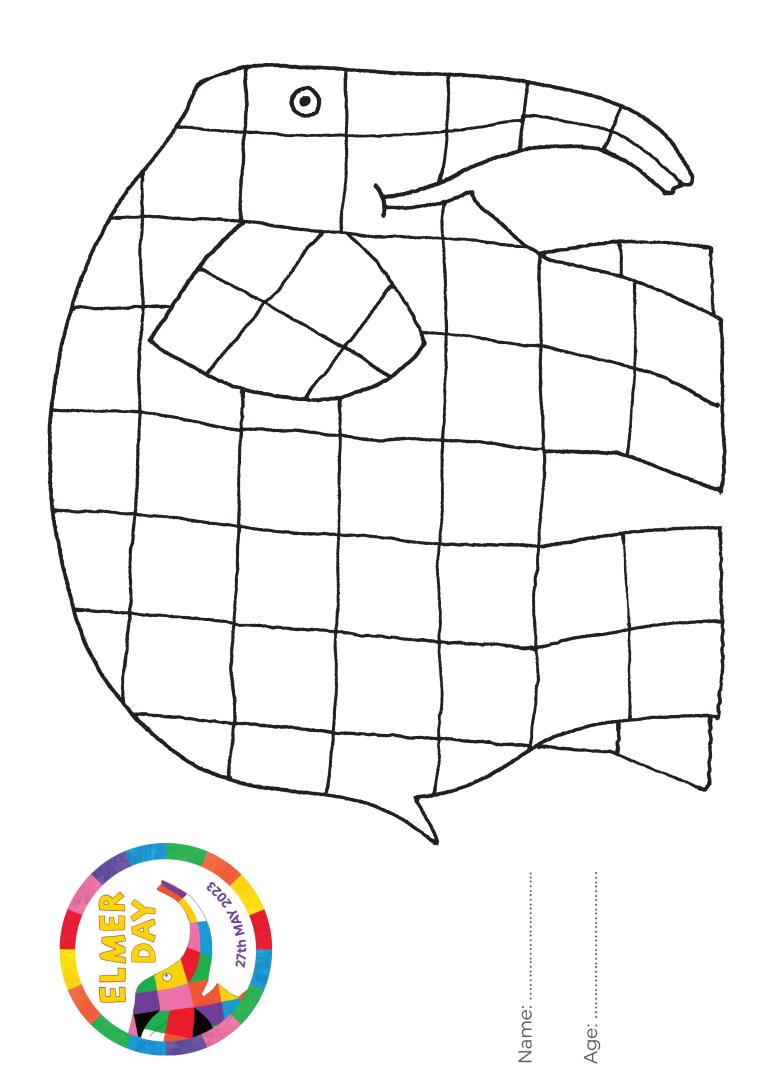
David McKee was inspired by the plants and flowers of the south of France, where he lived for many years.













LEARN WITH ELMER & JUST LIKE US



1. EYFS: What makes me special?

Elmer is a story about celebrating being yourself. When Elmer tries to hide who he is, he feels sad and so do his family and friends. When Elmer gets to be who he is, he is happy and so is everyone else! We are all different but rather than hiding our differences, we should celebrate them.

How did Elmer feel at the end of the book? Why did he feel so happy?

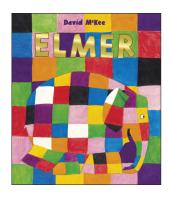
What makes you special? How can you share and celebrate this with the people you love? How can you celebrate the ways your friends are special?

2. KS1: What is Pride?

Elmer is a story about being yourself. In the end his family and friends choose to celebrate Elmer being himself in a yearly celebration. This can be a really good way to introduce 'Pride' to children.

What does pride mean? What are you proud of?

- p7-8: Is Elmer proud here? How do you know?
- p13-14: What is Elmer doing? Why is he doing this?
- p27-28: Is Elmer proud here? How do you know?



When we say Pride (with a capital P!) we don't mean an everyday feeling of pride, but an event and time of year when certain people celebrate their pride in who they are and who they love. June is the month we celebrate Pride, and usually that's when lots of fun things happen, often there are parades or marches. We celebrate it to show that everyone can be proud of who they are, no matter who you love or what gender they are.

You may want to show some pictures of Pride events from around the world and directly compare these to the final double page spread of *Elmer*. What are the similarities?

How can you celebrate your pride in who you are?

Access more resources:

If you're a teacher, you can access full lesson plans and slides on these topics by signing up for free to School Diversity Week at www.justlikeus.org.



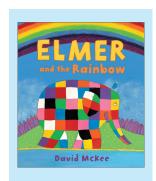




(for Early Years Foundation Stage)

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?



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 reenact the story in a variety of ways. This could be using small world figures, through roleplay with masks, using puppets or props.

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.



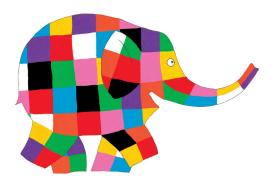
5 BOOK TALK

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

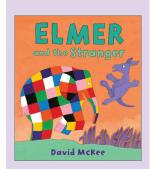
Show the children a copy of **Elmer and the Stranger**. Discuss the word 'stranger'. What do they think it means? What do they associate with the word? Who do they think is the stranger in this story? Read the beginning of the book up until "Let's talk to him". Why do they think the animals view Kangaroo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



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

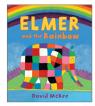
Ask the children to think back to the animals' first impressions of Kangaroo. How do they feel about him now? What might have happened if they had dismissed Kangaroo at the beginning for being 'strange' in their eyes? Engage the children in a wider discussion about not judging people on first impressions. 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.





Promote Kindness and Friendship with **ELMER** & Kidscape

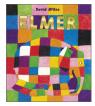
The Elmer books contain messages of love, kindness and friendship. Here are ways you can use the Elmer stories with children to prevent bullying, and support happy and healthy relationships.



Rainbow of happiness and love

'Some things you can give and give and not lose any. Things like happiness or love or my colours' Elmer and the Rainbow

Work together to make a patchwork rainbow display. Pin all the ways you can share happiness or love with others on the rainbow.



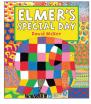
Make someone smile

'If there was even a little smile, it was usually Elmer who started it' Elmer

Elmer always makes someone smile. How can we make someone smile if they are sad? Ask the children to think of three ways they can make someone smile or laugh. Put them in pairs and ask them to practice making the other person laugh.

Elmer always says 'Good morning'. Ask the children why it is important to say 'Good Morning'. What other things can you say that are 'good manners' and brighten up someone's day? Together you could design a poster of 10 things you like to say to one another in your class or group.

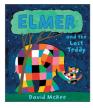
Elmer always laughs with, not at people. Explain to the children the difference between laughing with someone, or at someone (e.g. 'Ha, ha, you look like a silly giraffe' or 'Do you want to hear a funny joke?'). Ask the children if they have any jokes they would like to share. The children could invent their own elephant jokes, with the joke that raises the loudest laugh winning a prize.



Including everyone

"And everyone," said Elmer, "means everyone!" Elmer's Special Day

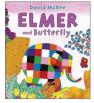
Elmer makes it possible for all the animals to join in the parade in *Elmer's Special Day*. How do you feel if you are left out of a game? Why is it important to include other children in your games?



Favourite teddies

'All teddies are special, especially your own' Elmer and the Lost Teddy

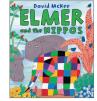
Ask the children to bring in, or draw their favourite teddy. The children can take it in turns to explain why it is their favourite teddy. Explain that all teddies are different, but all are loved.



Helping others

'A butterfly saving an elephant, that's a good one!' Elmer and Butterfly

In Elmer and Butterfly, Elmer doesn't think that Butterfly could ever help him, but she does. Explain to the children that they might only be little but they can still help. How have they helped someone before? Explain there are ways they can make someone feel better and times when, like Butterfly in the story, they might need to get someone big to help (e.g. a teacher or group leader). You could design 'Here to help' stickers or badges that the children take it in turns to wear in the playground or in your group.



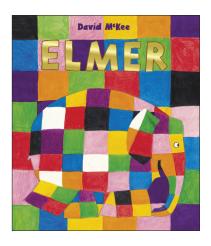
Helping people in our community and the world

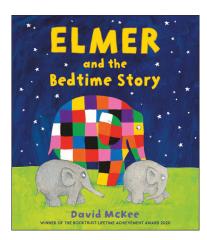
'If we help it will soon be done' Elmer and the Hippos

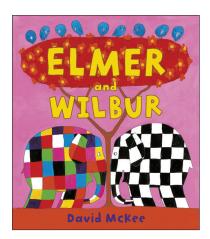
In Elmer and the Hippos, Elmer helps the other elephants understand why they need to help the Hippos. Who might need our help where we live or go to school? Who might need our help in the world? If we needed help how would we want someone to make us feel? This could be an opportunity to work with the children to identify a local cause, national or international charity that you would like to support.

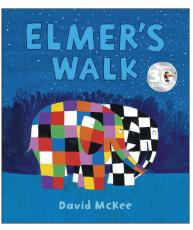


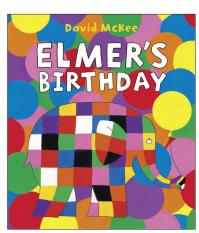
Discover more **ELMER** stories!

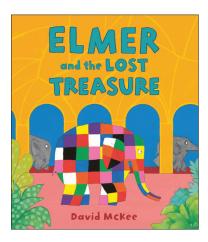




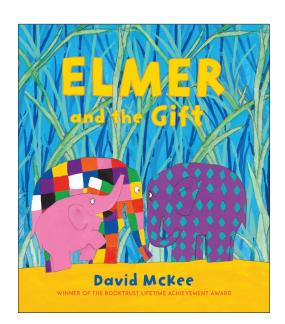








Supporting Alzheimer's Research UK



Published May 2023 ISBN: 9781839131608

RRP: £7.99

Andersen Press have partnered with leading dementia charity Alzheimer's Research UK on a special campaign for Elmer and the Gift, the 30th Elmer picture book written and illustrated by David McKee. Alzheimer's Research UK has provided notes for the back of the paperback edition that can help families discuss the often sensitive and difficult topic of dementia and memory loss.

Alzheimer's Research UK will also house a special Elmer site with further resources online including a specially filmed reading of the book by Will Poulter, the star of the latest Marvel Studios release The Guardians of the Galaxy Volume 3.

See more here:

alzheimersresearchuk.org/campaign/ elmer/

