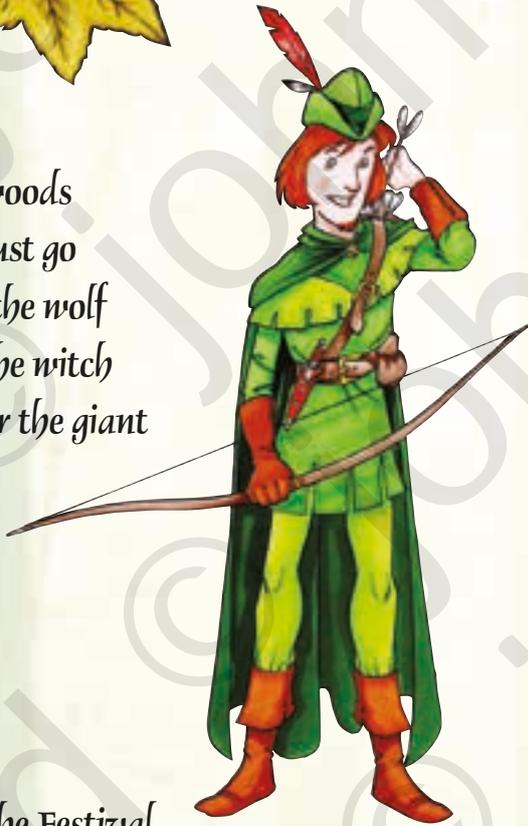


# INTO THE WOODS

Into the woods  
We all must go  
To mind the wolf  
To heed the witch  
To honour the giant  
To mind  
To heed  
To find  
To think  
To teach  
To join  
To go to the Festival



Up until only a few hundred years ago, much of Europe was covered by forest, a lot of it impossible to get through and full of dangers, both human and animal. Being lost in a wood with no protection or food was a very dangerous place to be! So it is not surprising that woods and forests turn up time and time again in our fairy tales. There is darkness and danger, but the journey into the forest is often seen as something the characters must do, either to prove their worth or to find something out about themselves, a kind of growing-up process. If they live through the ordeal, what they have found out helps them to become better people.

The awe we feel in ancient woodlands has to do with trying to get our heads around the idea that those very trees have been in that place for decades, and sometimes hundreds of years! Ancient religions believed them to be very special, even sacred, and they were worshipped for the wisdom they were felt to hold.

William Shakespeare often used woods and forests in his plays — he was after all born in the Forest of Arden in Warwickshire. In *As You Like It*, the Duke and his courtiers flee the corruption of court life and take up residence in the forest, trying to get back to the simple life and the things

that really matter. Nearly all the action in *A Midsummer Night's Dream* takes place in a wood, and who can forget the chilling moment when Macbeth sees what looks like Birnam Wood actually moving towards his castle, shattering the protection given by the witches' promise?

Back in the land of fairy tales, we can see the great importance of woods and forest in many of our favourite stories. Little Red Riding Hood goes into the wood because she wants to, confidently facing any dangers which may lurk there. Snow White and Hansel and Gretel do not go willingly: Snow White manages to escape being killed by softening the heart of the man sent to murder her by her stepmother, the Queen, but she still has to journey some way through the wood alone before she finds sanctuary at the cottage of the seven dwarfs. Even then she is not safe — the Queen is able to catch her alone and trick her twice more!

Hansel and Gretel too are abandoned in the forest. At first they manage to escape by leaving a trail of pebbles back to their cottage, but the second time they are lost. In the forest they find the gingerbread house belonging to what seems to be a kind old lady. Appearances can be deceptive however, and they need to use all their cunning and to keep their wits about them to finally escape from the witch's clutches.

In *Sleeping Beauty*, the forest of thorns, which grows up around the palace where the Princess and the royal court are sleeping for a hundred years, seems to be for their protection, but seen from the point of view of the various suitors who try to get through it, it is a barrier to their wishes and hopes of future happiness. It is only when the right



person and the right time come together that it is possible to find a way through the forest, and even then it requires great courage and perseverance.

Fairy tales are not the only places where we find woods and forests: there are many described in *The Lord of the Rings* and there is the sinister Wild Wood in *The Wind in the Willows*. Our story of the Babes in the Wood is actually based on something that really happened, in a place called Wayland Wood — the name itself may have come from a local nickname, the ‘Wailing Wood’, because of what happened there. The story goes that, in the late 1400s,



two young children were sent to live with their uncle when their father died. If they grew up they would receive a good inheritance but, if they died young, their uncle would get all the money. The uncle told them he was sending them off to London with two men, but he had hired the men to kill the two children deep in the woods.

When they reached the woods, however, one of the men had a change of heart and an argument started between the two men, which resulted in the kind one killing the other. However, he wasn't kind enough to care more for the children than for his own skin and, telling them to wait for him to bring them food, he abandoned them in the forest. Although they found some blackberries to eat for a while, the children soon grew weak and died. According to local tradition, they died under a huge ancient oak tree that was eventually destroyed by lightning four hundred years later.

For the record, both the uncle and the ruffian he hired came to sticky ends, but it didn't help the babes!

Later versions of the story have a much happier ending, as they bring in another legend associated with forests, Robin Hood, to rescue them. Robin Hood himself may have been one real person or a legendary figure made up from the lives of several different men, but the stories of his life with his fellow outlaws in Sherwood Forest still stir our imaginations today.

So, even though we know the woods may hold unknown dangers and we run the risk of being lost for ever, we still want to go into the woods because it is there we may just find the key to our real happiness. As another great storyteller, Robert Louis Stevenson, famously wrote:

*“To travel hopefully is better than to arrive”.*

**Alaine Deake**

© John Good





# IF YOU GO DOWN TO THE WOODS TODAY...

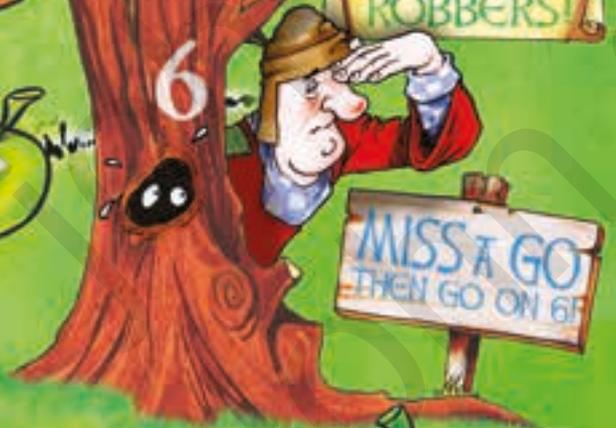


ABANDONED IN  
THE FOREST!  
MISS A GO!



HIDE  
FROM THE  
ROBBERS!

9  
BUMP INTO  
ROBBERS!  
GO BACK  
2!



FALL  
INTO  
STREAM!



18  
FIND A BONE!  
GO ON 1!



MISS A  
GO!



A MOUSE EATS  
FIVE OF YOUR  
BERRIES!



GO  
BACK  
2!

**EAT A MUSHROOM!**  
 ROLL A DIE   
 GET **1** - POISONOUS! MISS & GO!  
 GET **2** OR **3** - NO EFFECT  
 GET **4** OR **5** - GO ON 11  
 GET **6** HAVE AN EXTRA MOVE!

**HIDE WITH A FRIENDLY BADGER!**  
**MISS A GO THEN GO ON 6!**



**40**  
**RAIN STOPS PLAY!**  
**MISS A GO!**



**51**  
**SAVAGE GUARD DOG!**  
 IF YOU HAVE THE BONE FROM B, GO ON 31  
 IF NOT, ROLL A DIE AND GO BACK THAT MANY SPACES!



**50**  
 YOU FIND THE KEY TO THE CASTLE'S BACK DOOR!  
**GO ON 41**



**53**  
**SNEAK PAST THE GUARDS!**  
**GO ON 41**



**LOST!**  
**MISS A GO!**



**HOME AT LAST!**  
**FINISH**



# TREE-SPOTTING!



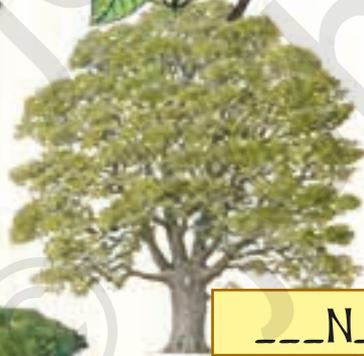
The Babes are still lost in the woods. They had a notebook with some pictures of the various trees so, to keep themselves occupied, they took a cutting from each to go with them. Do you know all the different types of trees in the wood? Could you name each tree from its picture and cutting? There is a clue to each tree to help you along.

A



\_\_H\_\_

B



\_\_\_N\_\_

C



\_\_\_C\_

D



\_\_M\_\_

E



\_\_J\_\_

F



\_\_R\_\_ \_\_S\_\_

G



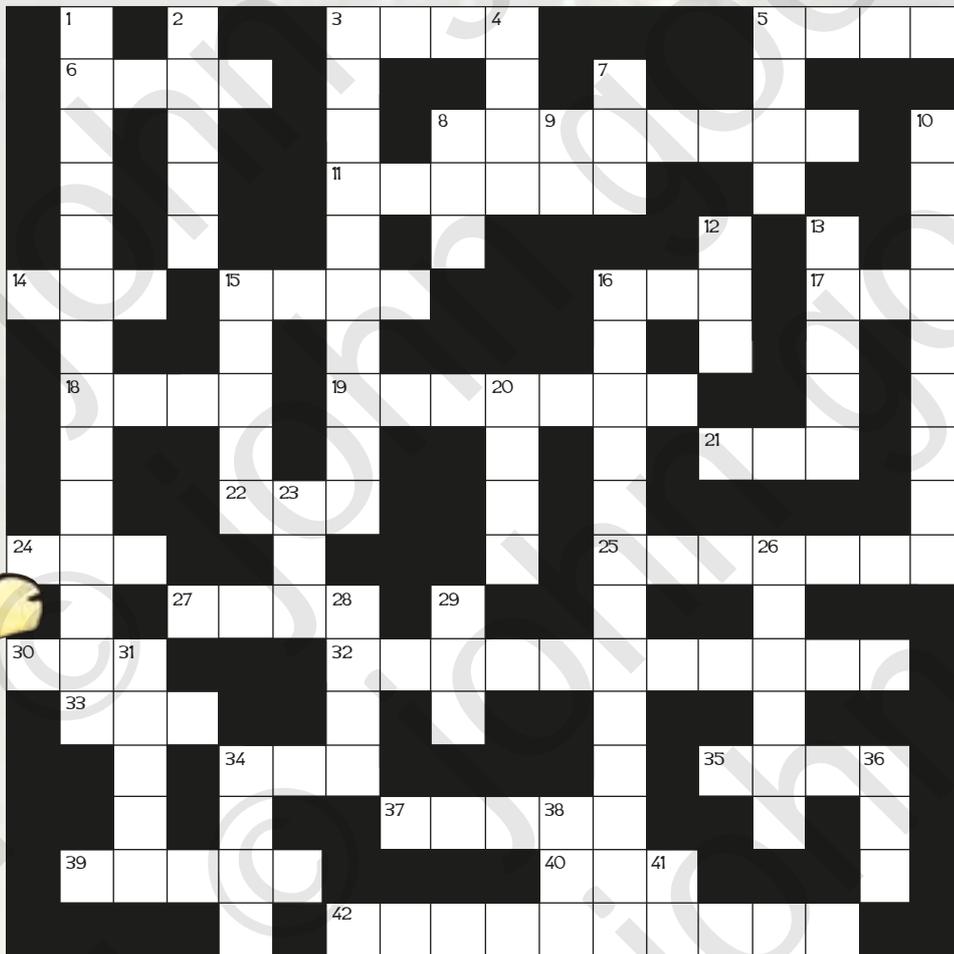
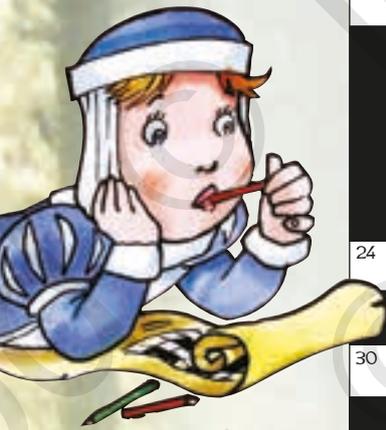
\_\_A\_\_

H



\_\_\_M\_\_

# CRAFTY CROSSWORD!



## ACROSS

3. A wide wooden post, a shaft of light, or to smile widely [4]
5. A snail without a shell [4]
6. Your mother or father's sister [4]
8. A pretty blue springtime flower [8]
11. A food—nice in sandwiches with pickle! [6]
14. A small object in the middle of an apple [3]
15. A very VERY young boy or girl [4]
16. A digging tool—sounds like a short laugh! [3]
17. This huge tree grows from a tiny acorn [3]
18. Another word for story [4]
19. People who steal for a living [7]
21. What a pig's home is called [3]
22. Dried grass—horses love to eat it! [3]
24. A large woodland bird that only comes out at night [3]
25. The seeds of 16 down—you play games with them [7]
27. You have ten of these on your feet [4]
30. To cry softly [3]
32. These birds peck holes in tree trunks with their beaks [11]
33. How you make a hole [3]
34. Something a poacher uses for hunting [3]
35. Red, roe and fallow are all creatures with antlers [4]
37. This Mountain Ash is also known as Mr. Bean [5]
39. A small, sharp spine found on the stems of roses [5]
40. A large, fiery ball in the sky by day [3]
42. Poisonous relatives of mushrooms [10]

## DOWN

1. The name of this story! [5, 2, 3, 4]
2. Your mother or father's brother [5]
3. An edible woodland fruit—nice in tarts! [10]
4. A small black mammal that lives underground [4]
5. What you have on the bottom of your shoes [4]
7. An insect that loves flowers and makes honey [3]
8. The Babes made one of these from ferns, to sleep on [3]
9. You and I are referred to as \_\_\_ [2]
10. ...nettirw si sihT [9]
12. The name of a tree—sounds like the opposite of 'me' [3]
13. A small prickly tree—used a lot at Christmas [5]
15. A common tree that sounds like it should be at the seaside! [5]
16. A large tree having round, hard brown seeds [see 25 Across] [5, 8]
20. A tree's skin is called this [4]
23. Another name for beer [3]
26. Game-, goal-, zoo- and park- all come before this word [6]
28. A large white water bird with a long neck [4]
29. A young man [3]
31. A slim tree with white, flaky bark [5]
34. A young woman [4]
36. Robin \_\_\_ \_\_\_ breast [3]
38. Another name for a donkey [3]
41. The opposite of 'yes' [2]

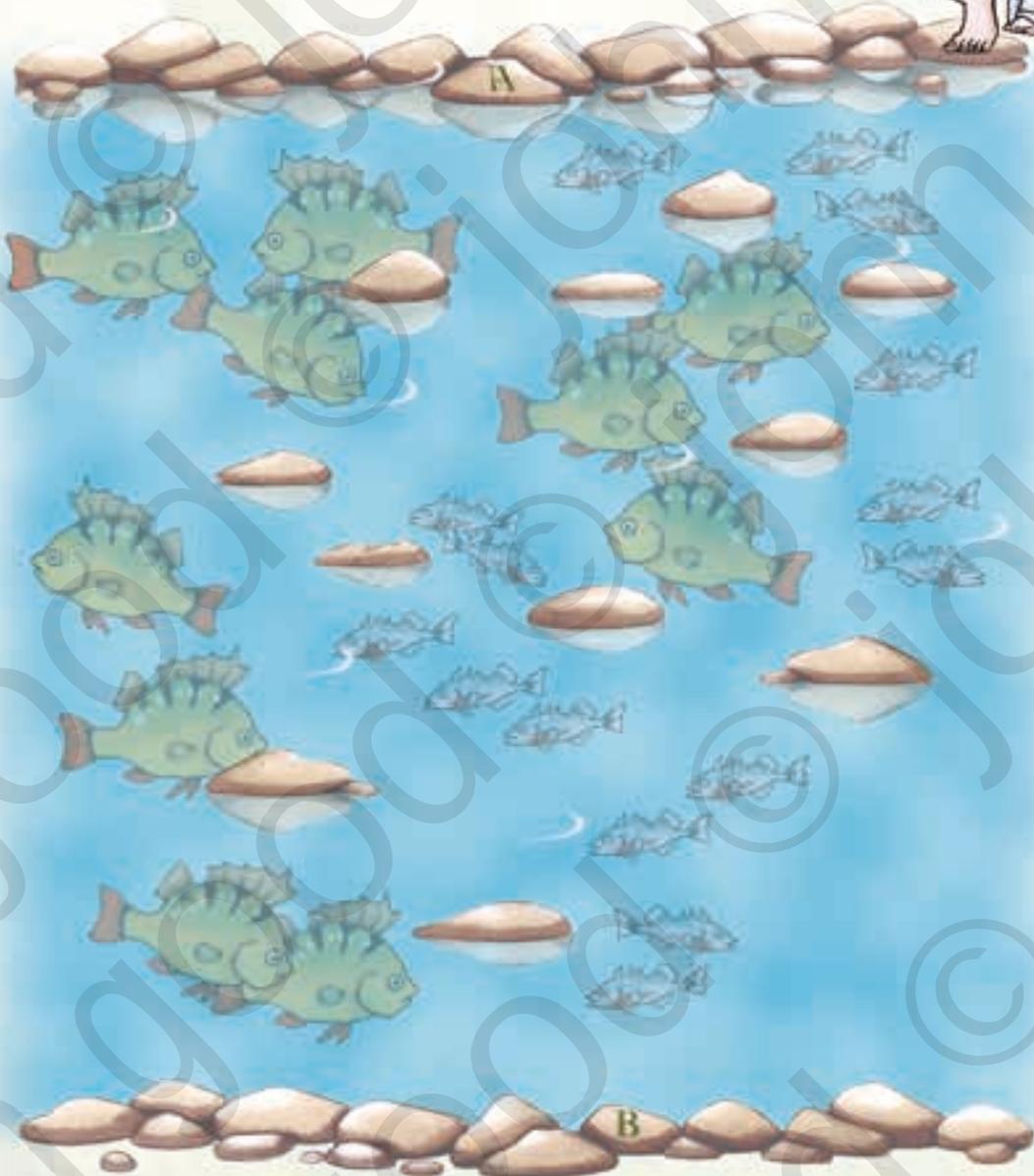


# A FISHY PROBLEM!

**D**eep in Sherwood Forest, the Babes come across a babbling brook.

They need to cross from point A to point B using the stepping stones.

Can you draw straight lines between all of the stones so that the thin fish end up on one side of the line, and the fat fish on the other?



# UNUSUAL UNCLES!

The Babes' wicked Uncle has hired a lookalike to help him hide from the law! However, Uncle and his lookalike aren't exactly the same. Can you find **EIGHT** differences between them?



# A LOONY LETTER!

The Babes' wicked Uncle has given these robbers a secret note, but they can't read it, as it is in code! Can you work out what the letter says?

[The code is at the bottom of the page for you to use.]

Wuyj jizzujh,  
 O muuw na gdi poggpu  
 zyzuh ieg iv gsu dya hi  
 o xym xpyon ypp gsuoj  
 nimua.

Gyqu gsun omgi gsu diiwh  
 ymw qopp gsun.

Xinu zyxq suju ymw o'pp  
 tofu aie gdumga tipw  
 xiomh.

Gsu Doxquw  
 Emxpu.

B	C	D	F	G	H	J	K	L	M	N	P	Q	R	S	T	V	W	X	Z
Z	X	W	V	T	S	R	Q	P	N	M	L	K	J	H	G	F	D	C	B
A	E	I	O	U	Y														
Y	U	O	I	E	A														



# ANSWERS!

## TREESPOTTING

A. asH; B. walNut; C. beeCh; D. elM; E. bIrch;  
F. hoRse cheStnut; G. oAk; H. sycamore.

## CRAFTY CROSSWORD

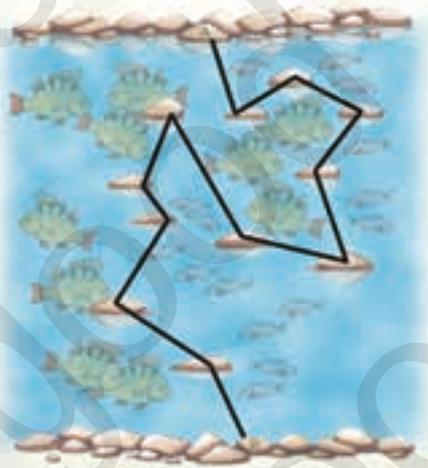
ACROSS:

3: Beam; 5: Slug; 6: Aunt; 8: Bluebell; 11: Cheese; 14: Pip;  
15: Baby; 16: Hoe; 17: Oak; 18: Tale; 19: Robbers; 21: Sty;  
22: Hay; 24: Owl; 25: Conkers; 27: Toes; 30: Sob;  
32: Woodpeckers; 33: Dig; 34: Gun; 35: Deer; 37: Rowan;  
39: Thorn; 40: Sun; 42: Toadstools.

DOWN:

1: Babes in the Wood; 2: Uncle; 3: Blackberry; 4: Mole; 5: Sole;  
7: Bee; 8: Bed; 9: Us; 10: Backwards; 12: Yew; 13: Holly;  
15: Beech; 16: Horse Chestnut; 20: Bark; 23: Ale; 26: Keeper;  
28: Swan; 29: Boy; 31: Birch; 34: Girl; 36: Red; 38: Ass; 41: No.

## A FISHY PROBLEM



## LOONY LETTER

Dear Robbers,

I need my little Babes out of the way so I can claim  
all their money.

Take them into the woods and kill them.  
Come back here and I'll give you twenty gold pieces.

The Wicked Uncle.

## UNUSUAL UNCLES

