

Film synopsis



RJ the Racoon is caught stealing from Vincent the Bear's huge pile of treasured goodies, the junk food he has collected for his post-hibernation feast. RJ begs for his life and promises Vincent he will replace everything within a week. An impossible task!

Meanwhile, a group of innocent woodland animals awake from their hibernation to discover their forest has been invaded by a horrifying alien presence: a hedge! The animals have no idea what the green, leafy object is and they are too scared to climb over it. RJ arrives and tells the group that there is nothing to fear, so the animals follow him to the other side. The animals stare out in shock at a spanking new housing estate where their nut trees and berry bushes used to be.

The group's leader, Verne the Turtle, nervously ventures into a backyard only to encounter the horrors of suburban living: lawn sprinklers, BBQ utensils, cars and mountain bikes. When Verne returns to the meadow, he vows they will never venture 'over the hedge' again. RJ has different ideas. He decides that the little forest gang are exactly what he needs – lots more hands for replenishing the bear's food supply – and the new housing estate is the best place to find junk food. RJ puts his plan into action by convincing the animals that the housing estate is nothing to be scared of. It can offer endless supplies of processed goodies



and all types of modern inventions the animals never even imagined they needed. He can help them gather enough food to feed a bear!

When the animals are unsure of his plans, RJ simply pops open a bag of nacho cheese tortilla chips, and the overpowering smell convinces them they should go over the hedge to collect food. Verne, who is suspicious of RJ, is still unsure that it's the right thing to do. He feels he is losing his place as the leader of the group as the animals begin to listen to RJ instead of him.

When the animals venture into the housing estate they try to steal some cookies from a pair of Girl Guides. The girls' screams are heard by their neighbours and the people think there are a plague of 'dangerous animals' running around their gardens. The president of the Homeowners' Association, Gladys, decides to do something about it and calls in Dwayne – the Verminator – to solve the pest problem.

With Dwayne on the case, raiding the bins in the housing estate is harder than ever, so RJ decides to try another plan. He suggests that the animals actually go inside a house to collect junk food. Verne thinks the plan is crazy but as he sees more and more of his animal family won over to RJ, he begins to doubt his own leadership. Maybe RJ's way is the right way after all? Maybe he is their future. The animals embark on a big mission but when things go terribly wrong, the animals learn the truth about RJ and he learns the truth about himself.



The mysterious object

The animals awake from hibernation to find a mysterious object in their wood



Activities devised by Film Education. Visit www.filmeducation.org for more information.



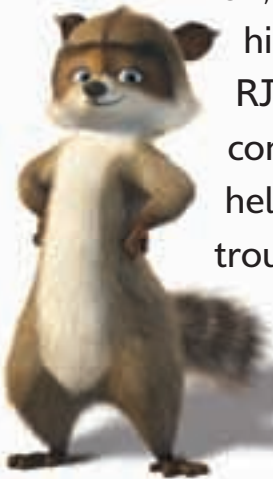
© 2008 DreamWorks Animation LLC and DreamWorks LLC
Over the Hedge TM DreamWorks Animation LLC



Character cards

RJ the Raccoon

RJ is a charming small-time scavenger. He is carefree and takes anything that he can get his hands on, often finding himself in big trouble! RJ uses his charms to con other animals into helping him get out of trouble.



Verne the Turtle

Verne is a caring, selfless and hardworking turtle. He is also insecure and unsure of his skills as the leader of the woodland animals. Verne just wants to protect his friends but feels that he can't do this when RJ arrives on the scene.



Hammy the Squirrel

Hammy is a crazy and hyperactive squirrel. He is very energetic and enthusiastic but not that clever!



Stella the Skunk

Stella is a grumpy skunk who feels that nature has been unkind to her as she stinks. She feels that everything always goes wrong for her and right for everyone else. She gets angry easily and is very hard on herself and others who annoy her.



Activities devised by Film Education. Visit www.filmeducation.org for more information.



Colouring characters

Colour and cut out the characters from **Over the Hedge** to make finger puppets. Use the puppets to tell your own stories of what happens when the characters go over the hedge.



Activities devised by Film Education. Visit www.filmeducation.org for more information.



© 2006 DreamWorks Animation LLC and DreamWorks LLC
Over the Hedge TM DreamWorks Animation LLC.



Looking at environments



Activities devised by Film Education. Visit www.filmeducation.org for more information.



Comparing settings

List the features of each setting next to the images.





Which setting do you like the most? _____

Why? _____

Activities devised by Film Education. Visit www.filmeducation.org for more information.



Different animals



Activities devised by Film Education. Visit www.filmeducation.org for more information.



Animal information

Choose a character from **Over the Hedge** to find out more about the animal it is based on.

Draw your animal here:

My animal is _____

What does it look like? _____

What does it eat? _____

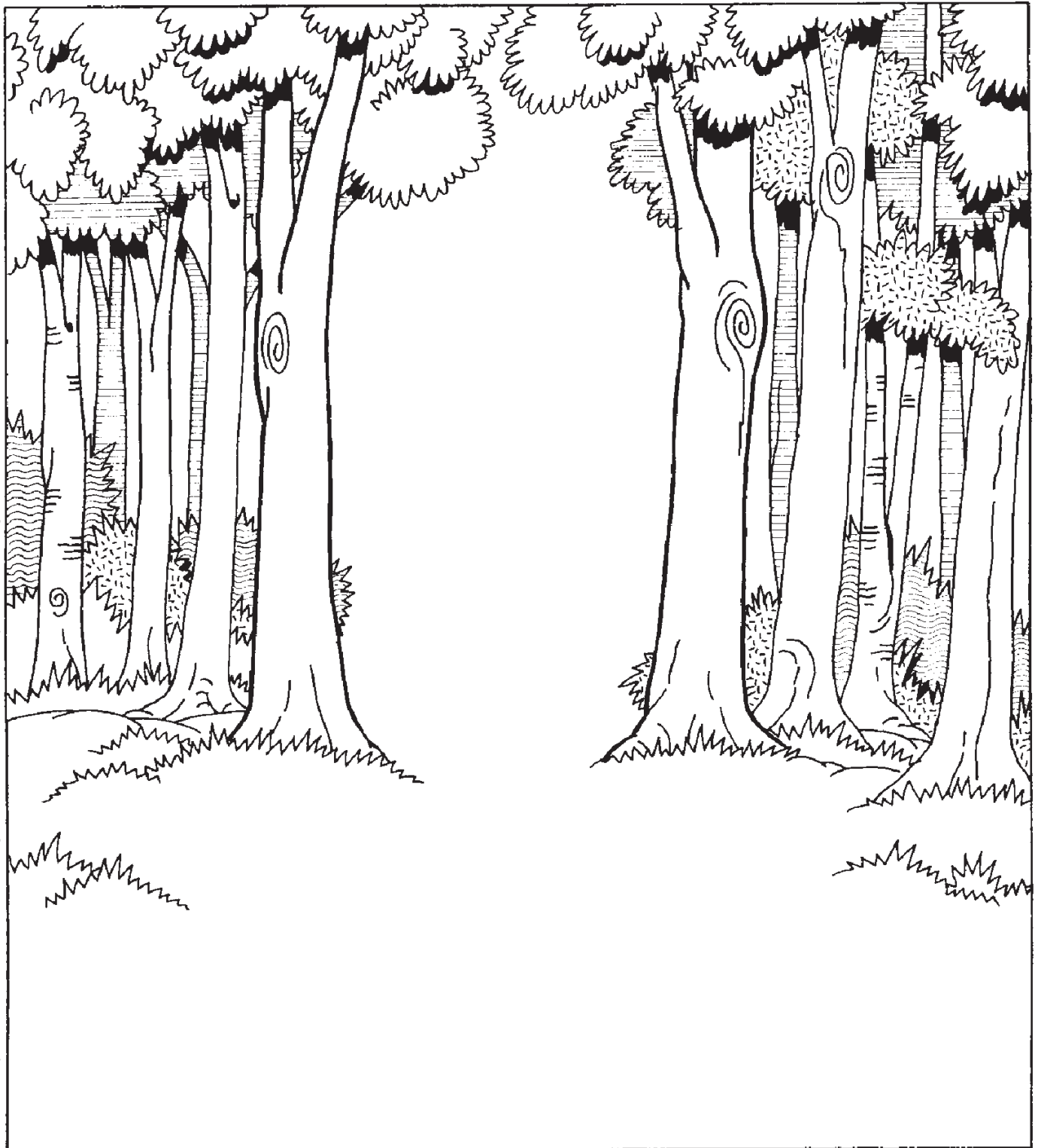
Where does it live? _____

How does it move? _____



A woodland environment

Draw the animals you might find in the wood below.



Activities devised by Film Education. Visit www.filmeducation.org for more information. Illustration © Gary Clifford/The Drawing Room

