



Fun and Games

Games that use equipment all groups have in the stores or no equipment at all.

Programme Planner

Arrival Squirrel Colouring

Split into three teams to complete the activities and mix in between the games that are played all together.

Games: Squirrels Coming
 Simon the Squirrel Says
 What's the Time Mr Squirrel

Activity Bases:
 Bean Bag Toss
 Egg and Spoon Race
 Animal Charades

Shopping List:
Coloured Pens or Pencils
Cones (or another markers)
Bean Bags
Buckets or Hoops
Dessert Spoons
Ping-pong or other Small
Balls OR Sport Day Game Kit
Printing:
Colouring sheet



Squirrels Coming

How to play: A leader is the Chief Squirrel and will call out the commands.

Everyone else should stand in the centre of the space, ready to respond to the commands with the appropriate actions.

Everyone should practice the Chief Squirrels commands at the start of the game:

SQUIRRELS SCURRY – move around pretending to be a squirrel.

BURY AN ACORN – kneel and pretend to bury some acorns.

BUILD A DREY – move around and pretend to pick up sticks to build a drey.

HIBERNATE – curl up on the floor and pretend to be asleep.

CLIMB A TREE – pretend to climb a tree.

SHAKE YOUR TAIL – pretend to shake your tail.

CATCH A LEAF – move around and pretend to catch falling leaves.

DOGS ABOUT – move to a corner of the room.

Simon the Squirrels Says

A leader plays the part of Simon the Squirrel and gives instructions to the players to do an action. i.e. "Simon the Squirrels says clap your hands" and when the name does not precede an action the players must stand still and not do the action, or be out for a round, by sitting down.

Instruction commands:

Turn Around	Jump Up and Down	Hop on the Spot	Shake
Clap your Hands	Quack like a Duck	Touch your Nose	Lay Down
Gallop like a Horse	Make a Happy Face	Run on the Spot	Wave

You can also make up actions of your own.

What is the Time Mr Squirrel

How to play: A leader is to be the Squirrel first and stand at a marker, such as a cone at one end of the room. Everyone else should line up and wait at the opposite end of the room.

The aim of the game is to avoid being caught by the Squirrel.

The Squirrel should turn around, so they have their back to the other players and can't see them.

Together, when everyone is ready, the players should call out "WHAT IS THE TIME MR SQUIRREL?"

The Squirrel then states anytime time, such as "IT IS THREE O'CLOCK".

The players would then take that number of steps towards the Squirrel. For example, three steps.

Everyone should keep repeating the question and moving forward the number steps of the time.

Eventually, in response to the question, the Squirrel should say, "IT'S DINNER TIME" and then start to chase everyone. Players need to get quickly back to the start before the Squirrel can catch one of them. If the Squirrel catches one of the players, then that player becomes the Squirrel and the game starts again. The game also ends if one of the players reaches the cone or marker.

Bean Bag Toss

Players are given three bean bags each, preferably of the same colour. Then then take turns to throw the bean bags, trying to get them to land in the bucket or hoop. The winner is the player who scores the most bean bags in the bucket or hoop. The game can be played a few times.

Egg and Spoon Race

Use the cones to lay out a course for each player.

Players are given a dessert spoon and a Ping-pong or other small ball (a proper sports day egg and spoon kit can be used). They then race to the other end of the room. If the player drops their "egg" they must start again. The winner is the fastest racer. The game can be played a few times.

Animal Charades

The leader acts out the movement and sound of an animal. The players try to guess what animal is being portrayed. The player that guesses correctly is the next person to act like their animal.

Any game or activity can be replaced by a favourite game or activity of your choice.

