



Go Wild

Three weeks of exploration for the activity badge.

How to earn the badge

1. Animals live all around us, from tiny insects to big, strong animals. Find out about some animals that live near you and see what you can learn about some animals that live far away.
2. Lots of animals use plants for food and shelter, including hungry caterpillars on leaves and birds that nest in trees. Find out about what animals like to eat.
3. Animals need our help to stay safe and healthy, especially if people have damaged the places that they live. Make something that helps plants or animals.

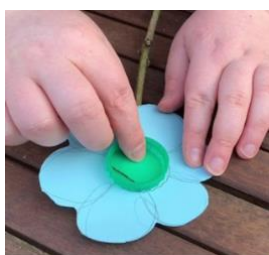


Programme Planner – Week 1

Arrival	Colouring - Butterfly
Story	One Little Butterfly
Activity	Feed the Butterflies
Dance	Move like the Lifecycle of a Butterfly

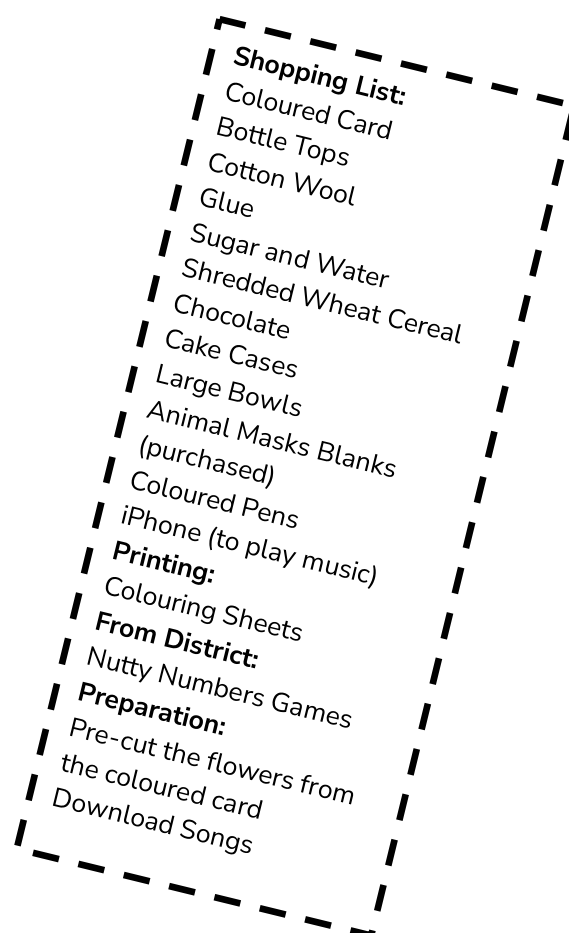
Programme Planner – Week 2

Arrival	Nutty Numbers Games
Story	The Squirrels that Squabbled
Activity	Delicious Drays
Game	Squirrel's Coming



Programme Planner – Week 3

Arrival	Colouring - Endangered Animals
Story	Endangered Animals Rhymes
Activity	Animal Masks
Song	The Animal Fayre and The Ant Song
Game	Animal Acts



How to run each part of the programme:

Feed the Butterflies

Prep: Pre-cut flower shapes from coloured card

How: Participants stick a bottle top onto centre of the flower and then stick into the cap a ball of cotton wool. Push this down flat. Stir sugar into a small amount of water to make a strong solution. Everyone gradually adds the solution to the cotton wool until it is saturated.

Place outside in the garden in the morning when it is not raining.

Move like the Lifecycle of a Butterfly

Prep: Remind the young people of the life cycle of a butterfly and give each part a specific action.

How: Participants sit in a circle and are given in turn one of the following parts in rotation; EGGS, CATAPILLAR, CHRYSALIS, BUTTERFLY

When the adult calls out their "part" the young person runs once round the circle, making the shape or action and back to their place to sit down again.

Delicious Drays

Prep: Melt the chocolate in a large bowl.

How: Working in small teams, participants smash up the cereal in another bowl and then gradually stir in smashed up cereal into the chocolate until the mixture is firm.

Spoon some of the mix into a cake case and shape into a drey.

Squirrel's Coming Game

How: An Adult is the Chief Squirrel. This person will call out the commands.

Everyone should stand in the centre of the space, ready to respond to the commands with the appropriate action after a practice.

Squirrels scurry: Run round the space pretending to be a squirrel.

Bury an acorn: Kneel down and pretend to bury some food.

Hibernate: Curl up on the floor and pretend to sleep.

Build a drey: Pretend to pick up sticks to make your nest.

Climb a tree: Pretend to climb a tree,

Shake your tails: Pretend to have a tail and wave it around.

Hide from predators: Crouch on the floor with hands over your eyes.

Dogs: Everyone must run to any corner of the room.

Catch leaves: Move around space pretending to catch falling leaves to add to your drey.

Animal Masks

Prep: Purchase animal white masks or cut out some shapes to make masks.

How: Participants colour the masks to make a mask to take home.

Animal Fayre Song

Prep: Download the songs to play.

How: Participants sit in a circle to join in the songs.

The Animal Fayre: <https://www.youtube.com/watch?v=kbcKvW-mjfA>

The Ants Go Marching: <https://www.youtube.com/watch?v=Pjw2A3QU8Qg>

Animal Acts

How: An adult calls out the names of the animals from the story, and everyone acts the movements and sounds of the animals as a group.

