

June – Festival of Saint Anthony

Saint Anthony is the patron saint of Portugal and of fishermen! Legend tells that Saint Anthony was preaching by the sea one day when all the tiny sardines stood up on their tails in the water to listen, behind them came the bigger fish and then behind them were the larger sea creatures including the whales! During the Festival of Saint Anthony sardines, a traditional Portuguese favourite, are eaten in a variety of different ways.

Keeping allergies in mind, have a sardine tasting festival with the Colony! Try sampling some tinned sardines in brine, sunflower oil and tomato sauce to see which the Beavers prefer!

Make some silvery little fish, just like the tiny sardines fresh from the sea!

Silver Sardines Equipment: card sardine shape for each Beaver, string, dried pulses such as lentils and barley, glue, tinfoil

- Give each Beaver a card sardine to decorate with a pattern using string and dried pulses glued onto the card
- To give the sardine its silvery colour cover the embellished surface with a piece of tinfoil and press it firmly into the pattern and secure at the back

Play some fishy themed games

Tuna, Shark, Whale

- *The Colony stands in a circle formation and are named tuna, shark, whale, tuna, shark, whale and so on round the circle*
- *When the Leader calls their fish name those 'fish' run clockwise around the outside of the circle*
- *Continue calling at random but add extra phrases, such as, 'change tide' - the Beavers change to an anticlockwise direction, 'nets in' - everyone stops running and returns to their places in the circle!*

Fishing!

Equipment: fish name cards, card/chalk circles or chairs

- *Place the circles randomly around the room - one less than the number of Beavers*
- *Choose one Beaver to be the 'fisherman', the rest of the Colony are given fish name cards (sardine, tuna, cod, mackerel, haddock, etc.) and sit on a circle*
- *The 'fisherman' stands in the middle of the room and calls out the name of a fish. Everyone with that fish name must jump up and run to change places, the 'fisherman' tries to get to a circle before one of the fish does!*
- *Anyone left without a circle becomes the next 'fisherman'!*

