

Round and Round



The activities in this Programme link to the Squirrel Smile Award – I'm Learning by learning a new song and perhaps the new skill of spinning a hula hoop!
The simple 'Round lotto' game will help develop team work and turn-taking.

An introductory activity can be used as the Squirrels arrive at the meeting place – colouring or simple puzzles can keep children occupied until all the Drey arrives or use a 'joining-in' style game, such as 'The farmer wants a wife' or 'Duck, duck, goose' or a circle format ball game.
Add snack time where necessary!

TIME (mins)	ACTIVITY	EQUIPMENT
5	Welcome, Register, Opening Ceremony, Introduction to Programme	
10	GAME: Hoopy Loopy <ul style="list-style-type: none"> ○ <i>Divide the Drey into teams – with one hula hoop for each team</i> ○ <i>Line the teams, one team member behind the other, at one end of the hall</i> ○ <i>Place the hula hoops opposite the teams at the other end of the hall</i> ○ <i>On the signal, 'hoopy loopy' from a Leader, the Squirrels run down to the hoop, step into it and pull it up over their head and step out again; then return to their team</i> ○ <i>The next Squirrel takes their turn, and so on....</i> 	Hula hoops
10	GAME: Spinning Hoops <ul style="list-style-type: none"> ○ <i>Using the same format as above this time each Squirrel must try and spin the hula hoop around their waist before returning to their team!</i> 	Hula hoops
10	ACTIVITY: Round and Round Lotto Print 'round and round' lotto boards, one per small group of Squirrels. The boards can be printed on to different coloured sheets of lightweight card. To make a more durable resource, laminate the sheets. Laminators are available from Argos stores and most supermarkets, such as Tesco, sell good quality laminating pouches. Give each group a lotto sheet. A Leader calls out a picture from the set of master cards, if the Squirrels have that picture they cover it with a counter or button – if using laminated sheets then a dry wipe marker could be used to cross out the picture. Each group could have their own set of six counters or could take turns to run to a Leader to get a counter each time!	Lotto boards Set of master cards Counters or dry wipe markers
10	GAME: Circle in a Circle <ul style="list-style-type: none"> ○ <i>The Squirrels sit in a circle, one Squirrel sits in the centre with their eyes closed</i> ○ <i>A small card circle or small circular object is passed around the circle while everyone sings, 'We will hide the little circle, we will hide the little circle, we will hide the little circle, where has it gone?' (to the tune of Polly put the kettle on)</i> 	Small card circle or small circular object



	<ul style="list-style-type: none"> ○ <i>When the song is finished the Squirrel holding the item hides it in their fist. Everyone puts their clenched fists into the centre of the circle and the Squirrel in the middle opens their eyes and points to the fist they think is holding the 'circle'!</i> ○ <i>The Squirrel holding the 'circle' goes into the middle and the game starts again!</i> 	
10	<p>ACTIVITY: Circle Songs Have fun with some traditional circle action songs – why not try ‘Ring a ring a roses’, ‘The farmer wants a wife’ or ‘In and out the dusty bluebells’! ‘There lived a princess long ago’ is great fun as everyone can act out all the different actions while staying in the circle format! At the end everyone can join hands and dance around!</p>	Words of songs
5	Closing, Home	

There lived a princess long ago

There lived a princess long ago, long ago, long ago.
 There lived a princess long ago, long, long ago.

And she lived in a big high tower, a big high tower, a big high tower.
 And she lived in a big high tower, a big big high tower.

One day a fairy waved her wand, waved her wand, waved her wand.
 One day a fairy waved her wand, wa-ved her wand.

The princess slept for a hundred years, a hundred years, a hundred years.
 The princess slept for a hundred years, a hundred years.

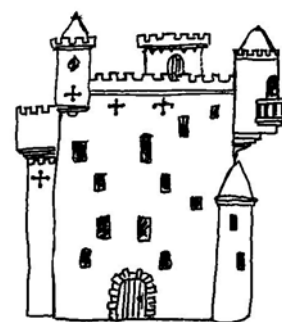
A great big forest grew around, grew around, grew around.
 A great big forest grew around, grew around.

A handsome prince came riding by, riding by, riding by.
 A handsome prince came riding by, riding by.

He took his sword and cut it down, cut it down, cut it down.
 He took his sword and cut it down, cut it down.

He took her hand and woke her up, woke her up, woke her up.
 He took her hand and woke her up, woke her up.

And everybody's happy now, happy now, happy now.
 And everybody's happy now, happy now!



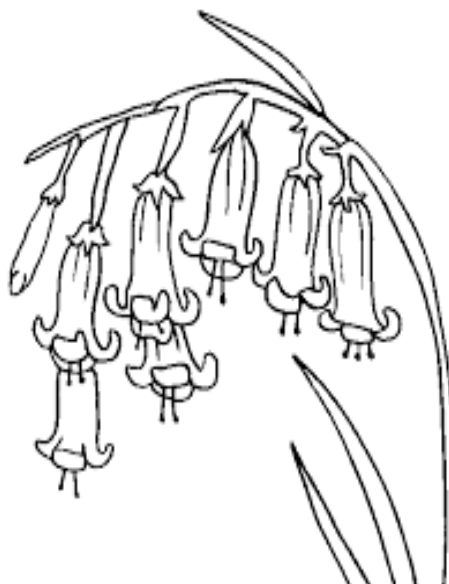
In and out the dusty bluebells

The Drey stands in pairs in a circle with one Squirrel in the centre – a member of the Leadership team could join in to make an uneven number! If the Drey is large you might like to divide into smaller circles! During Verse 1 the pairs hold their hands up high to make an arch between each of them. The Squirrel in the centre skips in and out of the arches while everyone sings the rhyme.

On 'Who shall be my partner?' the Squirrel stops and taps whoever is closest to them on the shoulder and everyone sings verse 2. The Squirrel who was in the centre and the 'tapped' Squirrel make an arch and the other Squirrel goes into the centre and then skips in and out as Verse 1 is sung again! Continue to play until everyone has had a turn in the centre!

Verse 1

In and out the dusty bluebells
In and out the dusty bluebells
In and out the dusty bluebells
Who shall be my partner?

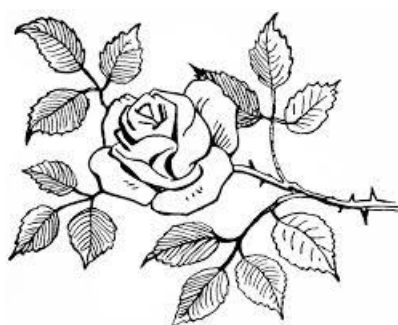


Verse 2

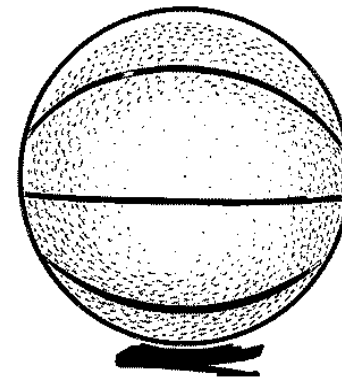
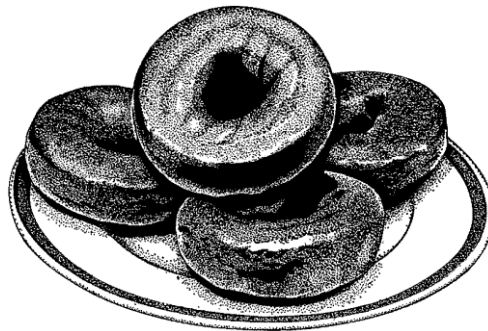
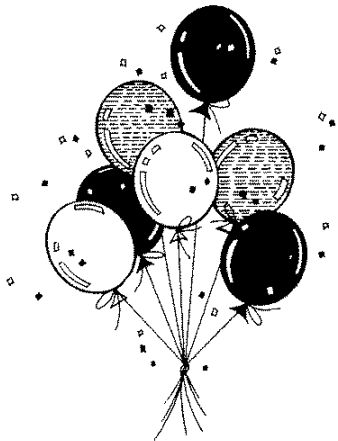
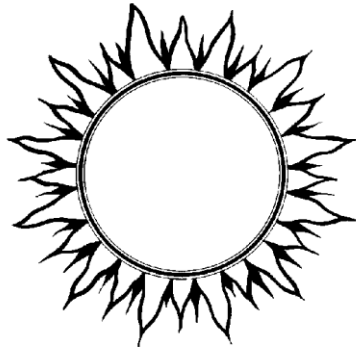
Tippity, tappity on your shoulders
Tippity, tappity on your shoulders
Tippity, tappity on your shoulders
You shall be my partner!

Ring-a-ring of roses

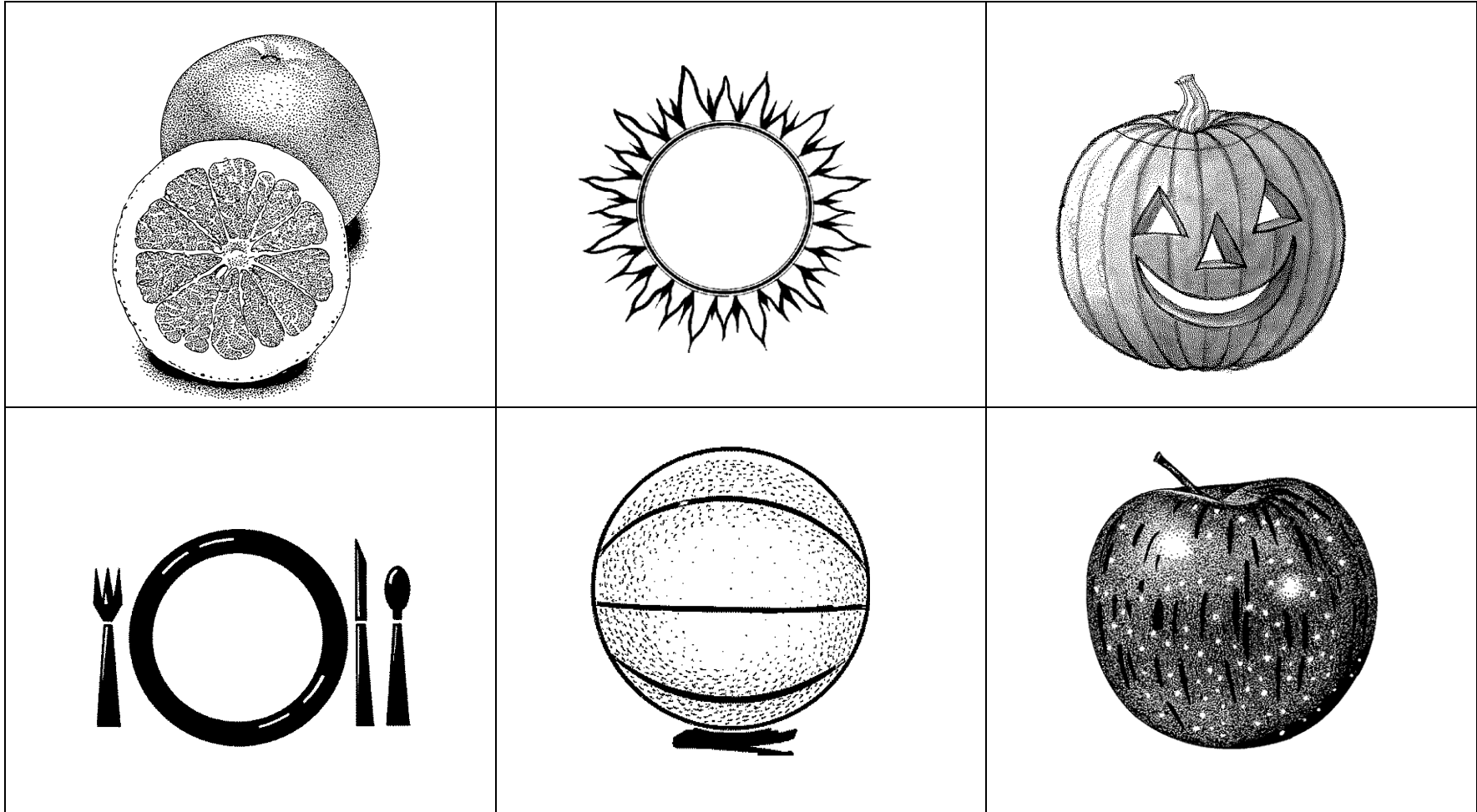
Ring-a-ring of roses,
A pocket full of posies,
A-tishoo! A-tishoo!
We all fall down!



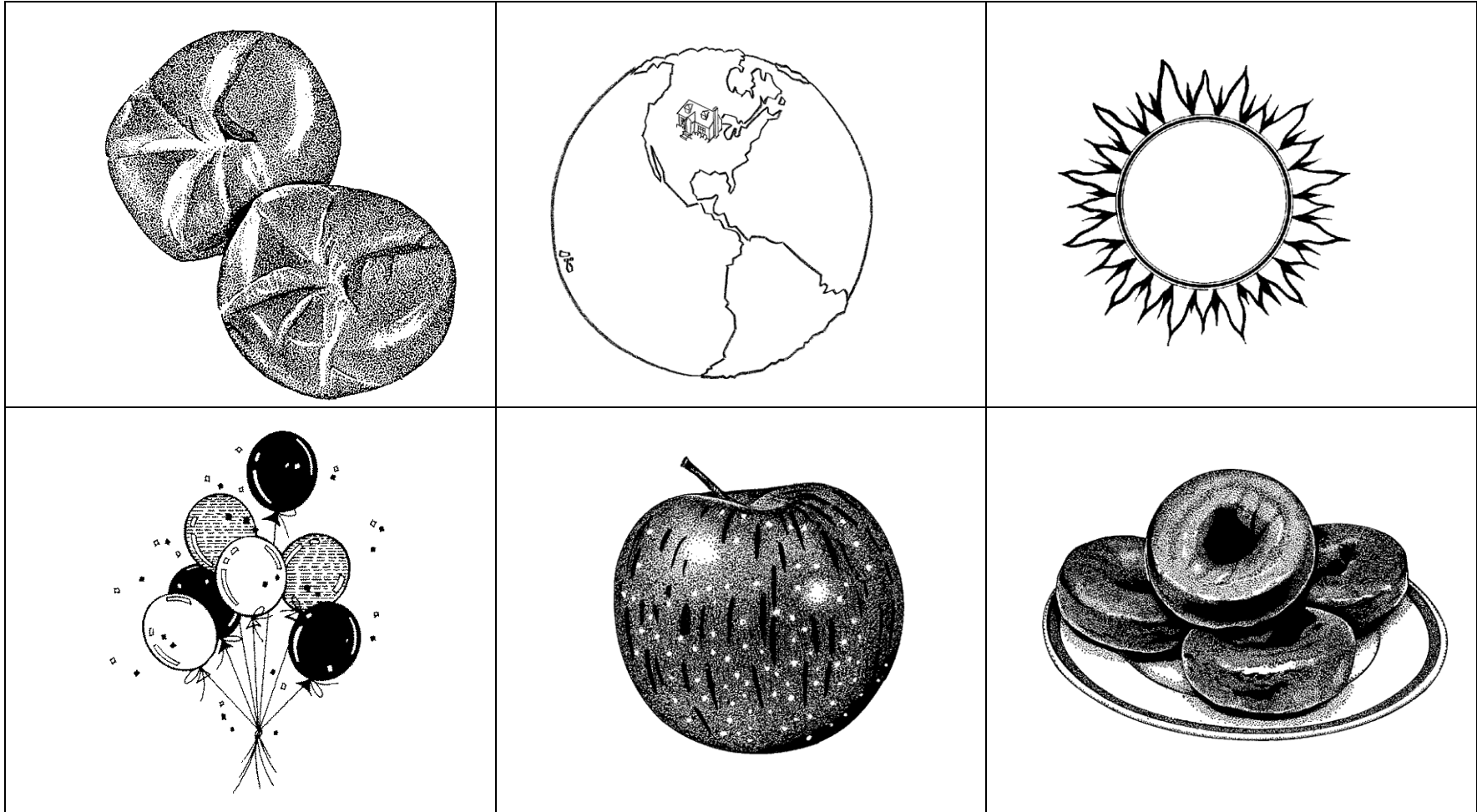
round lotto



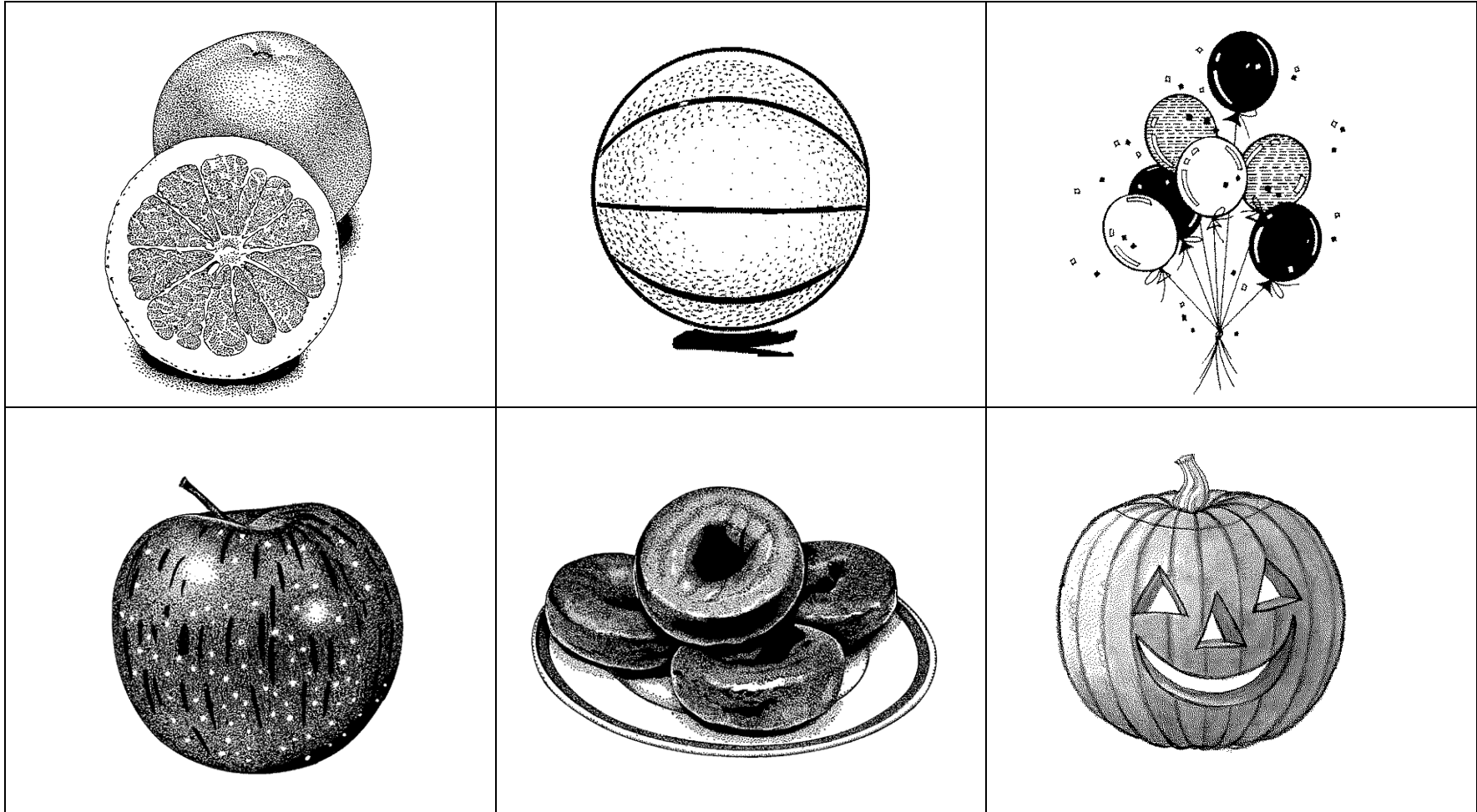
round lotto



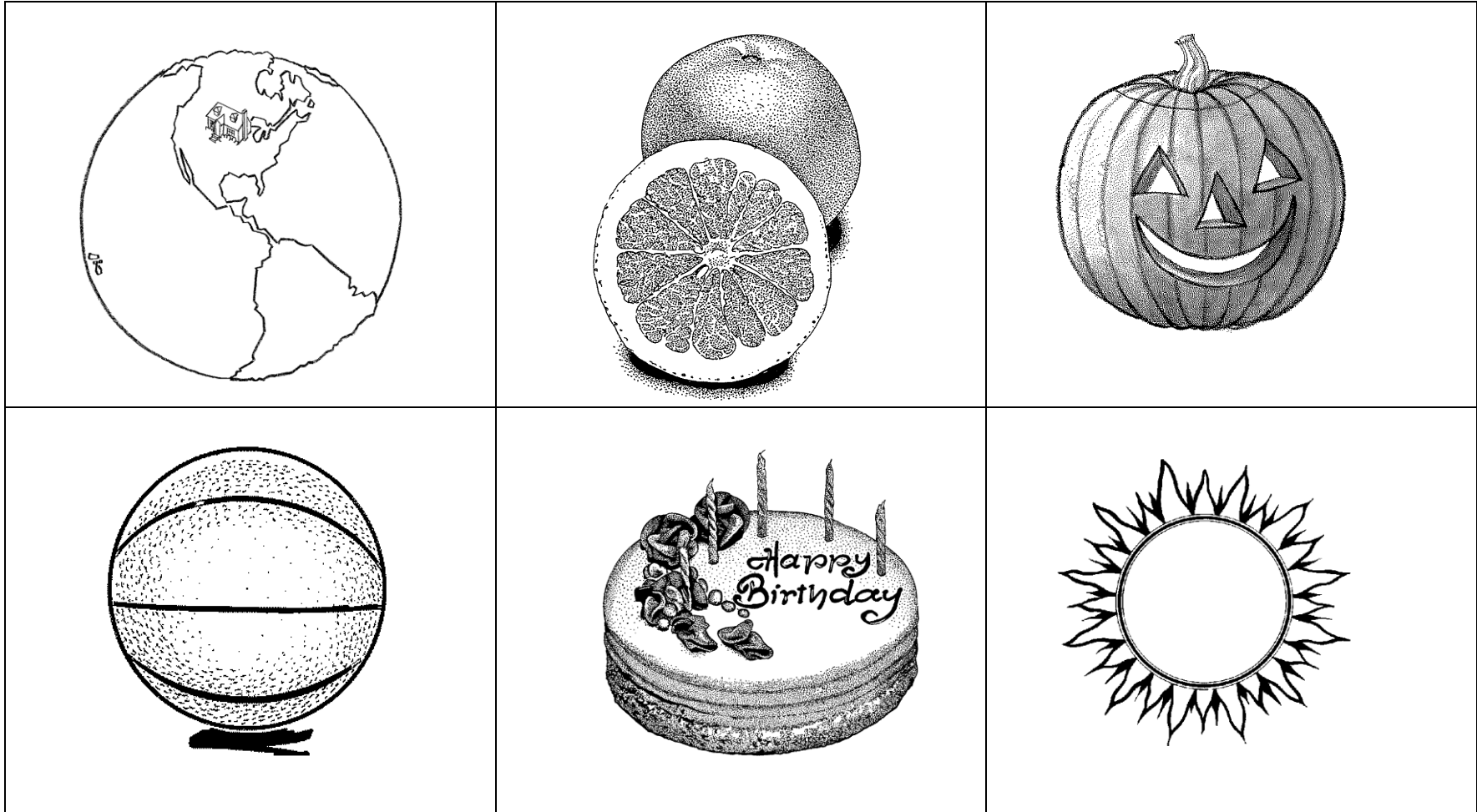
round lotto



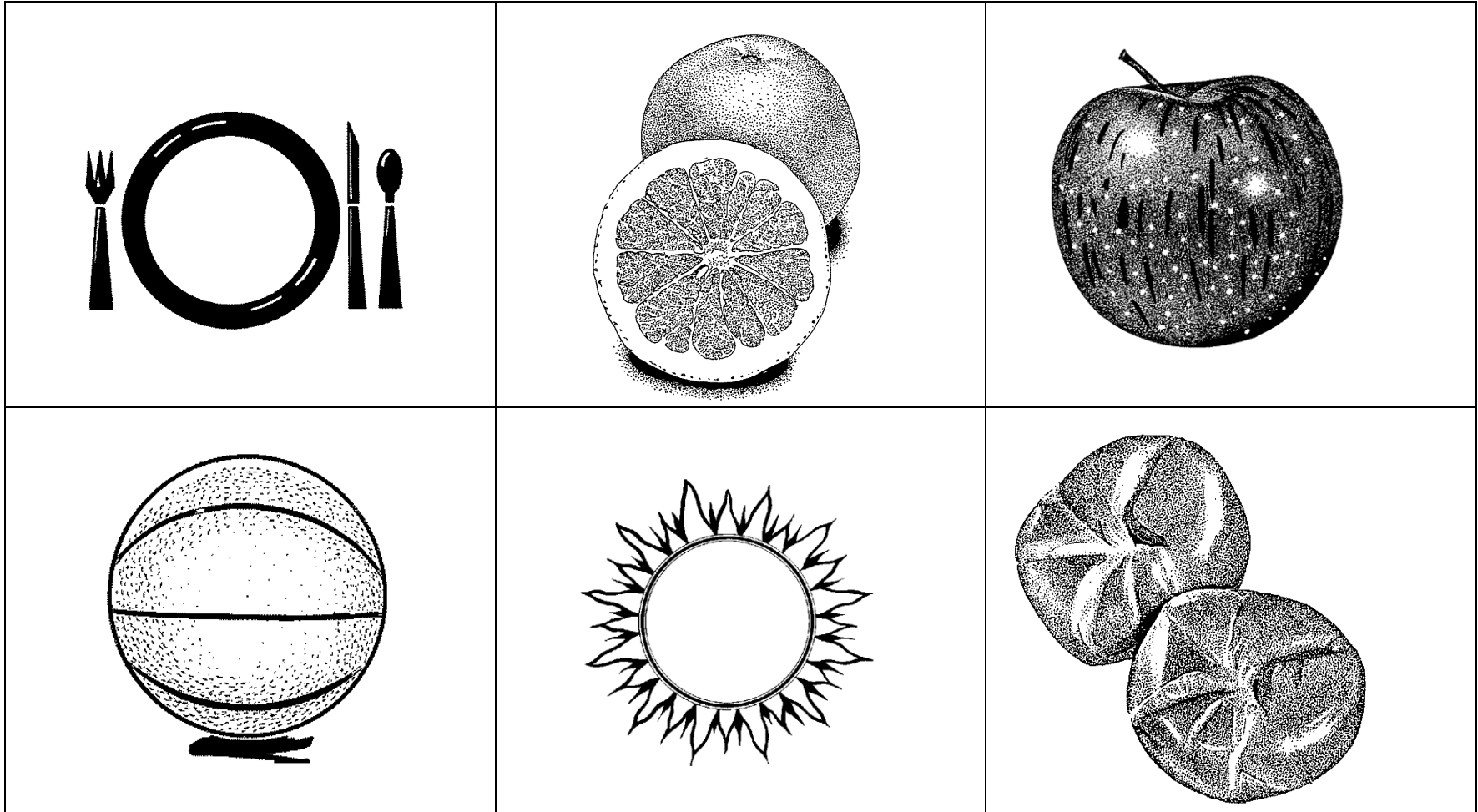
round lotto



round lotto



round lotto



Master pictures

