

THEME: Fishy Fun

Have some fishy fun with this underwater themed Programme!

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 a circle format ball game.

Add snack time where necessary!

TIME (mins)	ACTIVITY	EQUIPMENT
5	Welcome, Register, Opening Ceremony, Introduction to Programme	
10	GAME: Flap the Fish <ul style="list-style-type: none"> ○ <i>Divide the Drey into small teams each with a paper fish and sheet of card</i> ○ <i>The first child in the team flaps the fish along the floor to the other end of the hall using the card, they can then pick up the fish and run back to their team</i> ○ <i>The second team member does the same and so on!</i> 	Paper fish shapes A4 card – cereal box
10	GAME: Fishing Game <ul style="list-style-type: none"> ○ <i>Divide the Drey into teams, if appropriate each with rods, pool and selection of fish</i> ○ <i>Squirrels take turns to try and catch a fish by attracting the paper fastener eye to the magnet</i> 	Fishing rods – made from bamboo canes, string and magnet Card fish shapes with paper fastener for eye Paddling pool or pool shape of blue plastic
10	STORY: Read a fish themed story, ‘Bright Stanley’ by Matt Buckingham published by Little Tiger Press ISBNB 1-84506-270-1 tells of Stanley’s adventures to find the rest of his shoal! Or ‘A Fisherman’s Tale’ by Keith Faulkner and Jonathan Lambert published by Blackie Children’s Books. Also available in a lift the flap version!	Story book
10	CRAFT: Fish Fun <ul style="list-style-type: none"> ○ Give each child a paper plate and help them cut out a triangle shape from one side (this gap becomes the mouth) and attach the triangle to the other side (this piece becomes the tail) ○ The fish can now be coloured and decorated ○ Add some shiny stickers to make the fish look like Bright Stanley and his fishy friends! ○ Stick a straw to the underside of the plate to make the fish into a puppet ready to swim away! 	Paper plate per child Art materials Scissors & glue Straws & selotape



10	<p>GAME: Fish, Fish, Shark</p> <ul style="list-style-type: none"> ○ <i>The Drey sits in a circle on the floor, choose one Squirrel to walk around the outside of the circle touching each Squirrel in turn saying 'Fish, fish, fish...'</i> ○ <i>When the Squirrel touches someone and says 'Shark', that Squirrel jumps up and chases the other round the outside of the circle</i> ○ <i>The first child tries to get back to the empty space before being caught!</i> 	None
5	Closing, Home	

