

Farmer Duck



The activities in this Programme link to the Squirrel Smile Awards – I’m Learning by encouraging the Squirrels to think about how they behave and to be kind and helpful to family and friends and work together as a team!

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	<p>GAME: Farmyard 1,2,3 Red Light</p> <ul style="list-style-type: none"> ○ <i>Play this game in the same format as 1,2,3, Red Light with the Squirrels at one end of the hall and a Leader at the other</i> ○ <i>The Leader stands with their back to the Squirrels and at random says ‘1,2,3 Red Light’ and spins round – everyone must freeze!</i> ○ <i>The Squirrels move down the hall towards the Leader pretending to be different farm animals!</i> 	None
10	<p>STORY: Farmer Duck</p> <p>Poor Duck lives with a lazy old farmer! Duck is exhausted doing all the work around the farm until one day Duck’s friends comes up with an idea!</p> <p>Do the Squirrels ever behave like the farmer and not do something they should? Chat about this and think of things to help their family and friends. Explain the old saying, ‘many hands make light work’!</p> <p>Farmer Duck is written by Martin Waddell and illustrated by Helen Oxenbury. Published by Walker Books ISBN 978 0 7445 3660 7</p>	Story
10	<p>ACTIVITY: Duck Faces</p> <p>Have fun making some Duck faces to hang up at home or to decorate the meeting place!</p> <p>Invite the Squirrels to create their own ducks, either by painting the paper plate yellow, brown or perhaps like Farmer Duck leave it white and then add the beak, eyes and decorate with fluffy feathers!</p>	Paper plates/card/marker Paint/brushes Art materials/feathers Googly eyes Glue/string Wipes/newspaper
10	<p>GAME: There was a Farmer Had a Farm</p> <ul style="list-style-type: none"> ○ <i>The Drey sits on the floor in a circle format or in 2 lines opposite each other (like Ladders)</i> ○ <i>Sing a version of Old Macdonald had a Farm but name each Squirrel a farmyard animal or give them a picture to help them remember which they are!</i> ○ <i>When their animal is called they have to jump up and run around the circle or down and up the lines and back to their place!</i> 	Small pictures of farmyard animals, if wished



10	<p>GAME: Chase the Farmer</p> <ul style="list-style-type: none"> ○ <i>This game is a twist on the old favourite, Duck, Duck, Goose</i> ○ <i>The Drey is seated in a circle format on the floor</i> ○ <i>Choose a Squirrel to be the 'farmer' – they walk round the outside of the circle, tapping the heads of the Squirrels saying 'Farmer, farmer, farmer' and so on. The 'farmer' chooses a Squirrel to chase them by tapping and saying either, 'cow', 'sheep' or 'hen' – a farmyard animal from the 'Farmer Duck' story!</i> ○ <i>The farmyard animal jumps up and making the appropriate animal noise while chasing the 'farmer' round the outside of the circle</i> ○ <i>The 'farmer' tries to get back to the empty space before being caught!</i> ○ <i>Play until everyone has had a turn at being the 'farmer' and/or an animal!</i> ○ <i>If the Drey is large, divide into smaller circles to ensure everyone has a turn!</i> 	None
5	Closing, Home	

