

THEME: Chinese Festivities

This Programme celebrates the colourful festival of the Chinese New Year. Each year in the Chinese calendar is named after an animal – tiger, ox, horse, pig, dragon, rabbit and so on – each with its own special characteristics and customs.

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: Chinese Animal Fun <ul style="list-style-type: none"> ○ <i>The Leader holds up a picture of a Chinese New Year animal and the Squirrels try to pretend to be that animal</i> ○ <i>Tiger – stalks and roars, horse – gallops and whinnies, pig – goes slowly and grunts, rabbit – bunny hops, and so on!</i> 	Pictures of the different Chinese New Year animals
10	GAME: Sleeping Chinese Dragon <ul style="list-style-type: none"> ○ <i>Choose a Squirrel to sit on the floor, leaning against a wall pretending to sleep – they are the sleeping Chinese Dragon!</i> ○ <i>Scatter coloured straws near the dragon</i> ○ <i>The Squirrels creep up and try to collect some straws</i> ○ <i>Suddenly the dragon ‘wakes up’ and tries to catch a Squirrel</i> ○ <i>Any Squirrel caught must return their collected straws!</i> 	Coloured drinking straws
10	CRAFT: Chinese New Year Puppet <ul style="list-style-type: none"> ○ Give each Squirrel 2 card ovals and let them decorate them with drawings of the Chinese New Year character ○ Stick a lolly stick to each card oval ○ Join the 2 ovals with the folded paper strip to make a moveable New Year Puppet!! 	Per child: 2 oval card shapes, 2 wooden lolly sticks & selotape Art materials Small strip folded paper
10	GAME: Follow the Dragon <ul style="list-style-type: none"> ○ <i>Begin with a Leader at the front of the line with the Squirrels holding on to each others waists following behind</i> ○ <i>The Leader does a simple action which Squirrels copy</i> ○ <i>Choose a different ‘dragon’ to lead the line, ensuring that everyone has a turn</i> 	None
10	GAME: Dragon Says.... <ul style="list-style-type: none"> ○ <i>The Squirrels try to do the actions ‘dragon’ says – hop, skip, touch toes, star jump</i> ○ <i>When the Leader says, ‘Níh Hào’ (nee Haow), ‘hello’ in Mandarin, they all wave and repeat it after the Leader!</i> 	None
5	Closing, Home	

