

THEME: Monsters

Monsters can be scary but that's one of the things that makes them so appealing to the Squirrels!

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: What's the Time, Monster? <ul style="list-style-type: none"> ○ Choose one Squirrel to be the 'monster', who stands with a Leader at one end of the hall ○ The remainder of the Drey are with a Leader at the other end of the hall, they chant, 'What's the time, Monster?' ○ The Leader and the 'monster' reply, '2 o'clock' (2 steps forward), '5 o'clock' (5 steps forward) or 'dinner time!' ○ Everyone tries to run back to their 'home base' at the end of the hall before the 'monster' catches them! ○ Anyone caught joins the 'monster' and tries to catch others! 	None
10	CRAFT: Jumping Monsters <ul style="list-style-type: none"> ○ Give each Squirrel a piece of white card (about A5 size); allow them to draw a body shape for their monster – circle, square or cloud shape! ○ They can draw a 'monster' face – scary or friendly – in the middle of the body shape, colour in. Add googly eyes, if wished! ○ Give each child 2 coloured paper strips for the monster legs – they can fold the strips in a concertina shape and attach to the monster's body ○ Stick a length of string or wool to the back of the monster so the Squirrels can make it jump and jiggle! 	White card, scissors Art materials Coloured paper strips Glue Googly eyes (optional) String or wool/selotape
10	ACTIVITY: Have some fun with some monster rhymes and songs!	Words
10	CRAFT: Monster Hands <ul style="list-style-type: none"> ○ Give each Squirrel 2 monster hands and invite them to decorate them as they please – provide an interesting selection of creative art and collage materials, such as scraps of fur fabric, plastic, shimmer paint or fluorescent card looks very effective! ○ Secure the wrist bands to fit around the Squirrel's wrists using small slits cut in the card, paper clips or paper fasteners 	Monster hand shapes cut from card Art & collage materials Glue



10	GAME: Monster Mayhem <ul style="list-style-type: none"> ○ A Leader calls out different actions and the Squirrels have to try and follow ○ 'Fast monsters' – they run fast, 'Slow monsters' – they move in slow motion, 'Hopping monsters' – they hop, 'Big monsters' – they try to make themselves as tall and wide as possible or 'Small monsters' – curl up as small as they can and so on... 	None
5	Closing, Home	

Five Little Monsters

(adapt the favourite rhyme, 'Five Little Monkeys')

Five little monsters jumping on the bed, *(hold up fingers for number of monsters)*
 One fell off and bumped its head! *(rub head and make sad face)*
 Big monster phoned the doctor and the doctor said, *(pretend to use phone)*
 'No more monsters jumping on the bed!' *(wag finger and look cross)*

Four little monsters jumping on the bed,
 and so on...

Or the Squirrels could jiggle their own jumping monsters during this rhyme!

Monsters

by Linda Hammond

Five purple monsters went out to explore.
 One fell down a hole, so that left four.

Four purple monsters went down to the sea.
 One swam far away, so that left three.

Three purple monsters went out to the zoo.
 One joined the lions, so that left two.

Two purple monsters went out in the sun.
 One got far too hot, so that left one.

One purple monster went out to have fun.
 Lost his way going home, so that left none.



Monster Hands and Jumping Monsters

