

THEME: Mouse Madness

This is a really 'mice' Programme and the Squirrels are sure to have lots of fun with these mouse themed activities!

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 – chocolate sweetie mice, cheese strings or triangles would be fun!

TIME (mins)	ACTIVITY	EQUIPMENT
5	Welcome, Register, Opening Ceremony, Introduction to Programme	
10	<p>GAME: Sleeping Cat</p> <ul style="list-style-type: none"> ○ Choose a Squirrel to be the cat, who curls up on the floor, pretending to be asleep ○ Scatter yellow paper triangles on the floor near the cat, like little pieces of delicious cheese! ○ The Squirrels creep up and try to pick up some cheese ○ Suddenly the cat 'wakes up' and tries to catch a Squirrel ○ Any Squirrel caught must return their collected pieces of cheese! ○ Encourage the Squirrels to add lots of meowing and squeaking! ○ Make sure that everyone has a turn at being the cat! 	Yellow paper triangles
10	<p>ACTIVITY: Mouse Tales</p> <p>Sing the nursery rhyme 'Hickory Dickory Dock, the mouse ran up the clock' or perhaps the Sixties song, 'A windmill in old Amsterdam – I saw a mouse, where there on the stair'.</p> <p>Or read a mouse themed story, many are available at local libraries. 'Shhh! Little Mouse' by Pamela Allen published by Penguin/Viking ISBN 0 670 07068 8, a simple tale but the pictures tell the story with opportunities for discussion and sound effects!</p> <p>'How Many Sleeps?' by Amber Stewart and Layn Marlow published by Oxford University Press ISBN 0 19 279188 5, how many sleeps are there until Toast, the little mouse, celebrates his birthday!</p> <p>Little Mouse is missing, can the Squirrels help her friends find her in this simple picture story book - 'Little Mouse' by Jan Barger published by Belitha Press ISBN 1 85561 864 8</p>	Words or storybook
10	<p>GAME: The Old Clock (version one)</p> <ul style="list-style-type: none"> ○ The Drey stands at one end of the hall with a Leader at the other end ○ The Leader calls out 'the old clock strikes...' and adds - one o'clock' and the children all take one step forward or 'six o'clock' and they take six steps forward and so on ○ When they have all reached the end they run back and start again! 	None



	<p>GAME: The Old Clock (version two)</p> <ul style="list-style-type: none"> ○ <i>Divide the Squirrels into small teams at one end of the hall and number each child – 1, 2, 3, 4, and so on</i> ○ <i>A Leader stands at the other end of the hall and calls out ‘the old clock strikes...two o’clock’ and the second child in each team runs to the end of the hall and back again, if ‘four o’clock’ is called, then the fourth child runs and so on!</i> 	None
10	<p>CRAFT: Mouse Tail Bookmark</p> <ul style="list-style-type: none"> ○ Pre-prepare the bookmark ‘tails’ by cutting lengths of coloured wool about 10cms long and threading a button on one end, knot to secure ○ Give each Squirrel a bookmark shape to decorate ○ Selotape the ‘tail’ to the back of the bookmark! 	<p>Card bookmark shape Lengths of wool and buttons Art materials Selotape</p>
10	<p>GAME: Mousie Menu</p> <ul style="list-style-type: none"> ○ <i>Divide the Drey into small teams and position at one end of the hall, the Squirrels are all pretending to be hungry mice</i> ○ <i>Scatter pictures of food across the other end of the hall</i> ○ <i>In turn the Squirrels run down to choose something a mouse would like to eat and run back to their team</i> ○ <i>When everyone has had one or two turns (depending on number of pictures supplied) chat about the delicious feast each team has collected and if the Squirrels would like to eat these things too!</i> 	<p>Pictures of food cut from magazines or printed</p>
5	Closing, Home	

Mouse Tail Bookmark

