

THEME: Owls

There are many lovely stories featuring owls, this Programme highlights this elusive bird!

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.

TIME (mins)	ACTIVITY	EQUIPMENT
5	Welcome, Register, Opening Ceremony, Introduction to Programme	
10	<p>GAME: Nests</p> <ul style="list-style-type: none"> ○ Scatter the ‘nests’ around the floor, the Squirrels are the owls and fly around the hall ○ When a Leader calls, ‘Twit twoo’ the Squirrels must fly to a nest ○ As the game progresses nests could be removed, anyone without a nest has to sit out. Play this game quickly so no-one is out for too long! 	Carpet mats or circles of brown cardboard
10	<p>STORY: Read an owl themed story.</p> <p>‘Owl Babies’ by Martin Waddell and Patrick Benson published by Walker Books ISBN 0 7445 3167 5</p> <p>‘The Owl Who Was Afraid of the Dark’ by Jill Tomlinson and Paul Howard published by Egmont Books Limited ISBN 1405201770</p> <p>‘The Frightened Little Owl’ by Mark Ezra and Gavin Rowe published by Magi Publications ISBN 1 85430 427 5</p> <p>‘The Littlest Owl’ by Caroline Pitcher and Tina Macnaughton published by Little Tiger Press ISBN 978 1 84506 622 2</p> <p>‘Fly By Night’ by June Crebbin and Stephen Lambert published by Walker Books ISBN 0 7445 3627 8</p> <p>‘The Owl’s Lesson’ from the Percy, the park keeper series, has an amazing squirrel which comes to the rescue! By Nick Butterworth published by Collins Picture Lions ISBN 0 00 664743 X</p> <p>Or choose one of the many versions of the well known nonsense rhyme by Edward Lear - ‘The Owl and the Pussycat’. This text is accompanied by the amusing illustrations of Louise Voce published by Walker Books ISBN 978 0744589962 or with illustrations by Ian Beck published by Corgi Children’s ISBN 978 055252811</p>	Story book
10	<p>CRAFT: Owl Mask</p> <ul style="list-style-type: none"> ○ In advance cut the paper plates in half and cut out two eye holes and triangles of yellow card for beaks ○ Allow the Squirrels to decorate their owl mask with art materials and/or collage – feathers, tissue paper, cotton wool ○ Glue on the yellow card beaks ○ Attach a strip of card to the mask to fit around each Squirrel’s head! 	<p>Paper plates</p> <p>Art / collage materials</p> <p>Yellow card triangles</p> <p>Glue</p> <p>Strips of card/stapler</p>



10	<p>GAME: Suppertime</p> <ul style="list-style-type: none"> ○ <i>Divide the Drey into teams at one end of the hall</i> ○ <i>Place a bowl of sweetie mice for each team at the other end</i> ○ <i>In turn, the Squirrels 'fly' down hunting for their supper – a sweetie mouse from the bowl!</i> ○ <i>When everyone has caught their prey, they can all sit down to feast!</i> 	Sweetie mice Bowls
10	<p>GAME: Sleeping Owls</p> <ul style="list-style-type: none"> ○ <i>Choose two Squirrels to be the sleeping owls, they sit cross legged at one end of the hall and pretend to be asleep</i> ○ <i>The rest of the Drey are mice, they come creeping quietly up the hall</i> ○ <i>If the owls wake up, they run and chase the mice who try to scamper back to the other end of the hall and safety</i> ○ <i>Anyone caught becomes a sleeping owl too!</i> 	None
5	Closing, Home	

