

THEME: Pancakes

The Squirrels can have fun celebrating Shrove Tuesday with this pancake themed Programme!

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: Toss the Pancake</p> <ul style="list-style-type: none"> ○ <i>Divide the Drey into teams at one end of the meeting place</i> ○ <i>At the opposite end place frying pans, one per team</i> ○ <i>Team members stand one behind the other, each with a ‘pancake’</i> ○ <i>On the word ‘go’ or blow of whistle the first in each team places the ‘pancake’ on their head and runs/walks to the pan</i> ○ <i>They then flip the ‘pancake’ from their head into the pan and run back to the end of their line</i> ○ <i>The winners are the first team to have all their ‘pancakes’ in their frying pan!</i> 	<p>Pre-made card pancakes – one per child</p> <p>1 frying pan per team – real or plastic toys</p>
10	<p>ACTIVITY: Pancake Time</p> <p>Give each Squirrel a paper plate and one or two mini pancakes (homemade or shop bought). Allow the children to choose toppings from selection offered – strawberry syrup, chocolate spread, sugar – and encourage them to spread it on for themselves.</p> <p>Be aware of nut allergies as many chocolate spreads contain hazelnuts!</p>	<p>Small pancakes</p> <p>Paper Plates, butter knives, kitchen roll</p> <p>Selection of toppings</p>
10	<p>GAME: What’s In The Bakery Today?</p> <ul style="list-style-type: none"> ○ <i>A Leader stands at one end of the hall</i> ○ <i>The Squirrels are all lined across the other end of the hall</i> ○ <i>With the help of a Leader the Squirrels chant ‘What’s in the bakery today?’</i> ○ <i>The Leader at the other end replies ‘Two buns’, the Squirrels then take two steps forward and so on</i> ○ <i>If the Leader says ‘Pancakes’ and pretends to try to catch them, they must all run back to the starting point!</i> 	None
10	<p>GAME: Pancake Toss</p> <ul style="list-style-type: none"> ○ <i>Give each Squirrel a paper plate (pancake) with their name on it and line them up across the bottom of the hall</i> ○ <i>In turn they throw their ‘pancake’ down the hall – see which ‘pancake’ can be tossed the farthest!</i> 	<p>Small paper plates with the name of each Squirrel on them</p>



10	GAME: The Baker's Shop <ul style="list-style-type: none"> ○ <i>Squirrels sit in a circle</i> ○ <i>A Leader holds a plate of cardboard pancakes</i> ○ <i>The Drey sings 'The Baker's Shop Song'</i> ○ <i>When called by name that Squirrel stands up and chooses a pretend pancake</i> ○ <i>Continue until everyone has had a turn</i> 	Plate & pretend pancakes Song words
5	Closing, Home	

The Baker's Shop Song

tune of 'Five Currant Buns in a Baker's Shop'

Five big pancakes in a Baker's Shop
 Round and fat with jam on the top
 In came (*Squirrel's name*) with a penny one day
 Chose a pancake and took it right away!

