

THEME: The Gingerbread Man

This Programme is based on a favourite fairy tale with a delicious twist!

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: This is the way we.....</p> <ul style="list-style-type: none"> ○ Use the ‘Mulberry Bush’ format to get the Squirrels moving! ○ This is the way we jump up and down..... ○ This is the way we run on the spot..... ○ This is the way we touch our toes..... ○ This is the way we stretch up high..... ○ And so on!! 	None
10	<p>STORY: Many different versions can be found of The Gingerbread Man, including ‘First Favourite Tales: Gingerbread Man’ by Ladybird, ‘The Gingerbread Boy’ by Ian Beck published by Oxford University Press or Usborne Fairytale collections!</p>	Story book
10	<p>ACTIVITY: Gingerbread Treats</p> <p>Give each Squirrel a gingerbread man biscuit (available from Tesco, Asda, Sainsbury’s) on a paper plate. The children can bring their biscuits to life by adding features and decorations using icing, sweets, etc.!</p>	<p>Gingerbread man per child</p> <p>Coloured icing</p> <p>Sultanas/sweets</p> <p>Paper plates</p>
10	<p>ACTIVITY: Gingerbread Join-the-Dots</p> <p>Use the simple template to create a join the dots appropriate to the skills of individual Squirrels!</p>	<p>Join the dots picture</p> <p>Pencils</p> <p>Art materials</p>
10	<p>GAME: What’s The Time Mr Fox?</p> <ul style="list-style-type: none"> ○ Line the Squirrels across one end of the room with a Leader ○ A Leader & a Squirrel (Mr Fox) go to the other end of the room and stand with their backs to the Squirrels ○ The Leader with the Squirrels encourages them to call out ‘What’s the time, Mr Fox?’ ○ The other Leader calls out ‘2 o’clock’ and the Squirrels take 2 steps forward, ‘5 o’clock’ and they take 5 steps and so on ○ When the Leader calls out ‘Dinner time!’, they turn round and Mr Fox tries to catch a Squirrel, the children all must run back to the other end of the room ○ Anyone caught helps the Mr Fox to catch the next time! 	None
5	Closing, Home	



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