

# THEME: The Jolly Postman

The Jolly Postman story is a modern children's classic and this Programme expands the story with themed games and 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!

TIME (mins)	ACTIVITY	EQUIPMENT
5	Welcome, Register, Opening Ceremony, Introduction to Programme	
10	<p>GAME: The Lost Letter</p> <ul style="list-style-type: none"> <li>○ <i>The Drey sits in a circle on the floor, one child is selected to 'send' the letter</i></li> <li>○ <i>This child walks around the outside of the circle while everyone says or sings the verse, 'I sent a letter to my love and on the way I dropped it. Someone must have picked it up and put it in their pocket. Was it you, was it you, was it Y O U, all look behind you!'</i></li> <li>○ <i>At the end of the verse the child drops the letter behind another Squirrel, who then takes their turn to 'send' the letter!</i></li> <li>○ <i>If wished, an element of chase can be added with the finder chasing the sender around the outside of the circle back to the empty space!</i></li> </ul>	A pretend letter
10	<p>GAME: Posting Relay</p> <ul style="list-style-type: none"> <li>○ <i>Place a pretend post box at one end of the room – it might be fun to decorate a large roll of red card to look like one!</i></li> <li>○ <i>Divide the Drey into small teams, lined up at the other end</i></li> <li>○ <i>Give each child something to post and play as a relay game!</i></li> </ul>	Old postcards/envelopes Pretend post box
10	<p>STORY: Read 'The Jolly Postman or Other People's Letters' by Janet and Allan Ahlberg published by Puffin ISBN 978 0 670 88624 1</p> <p>There is also a winter version - 'The Jolly Christmas Postman'.</p>	Story book
10	<p>GAME: Pass the Parcel</p> <ul style="list-style-type: none"> <li>○ <i>Squirrels sit in a big circle or have several circles so that everyone gets a turn and the game goes more quickly</i></li> <li>○ <i>The parcel is passed from one child to another as the music plays</i></li> <li>○ <i>A Leader stops the music at random and the child holding the parcel removes a layer of paper and so on</i></li> <li>○ <i>The final prize is something the whole Drey can share and everyone is a winner!</i></li> </ul>	Small bag of sweets to share wrapped in several layers of paper CD & CD player



10	<p><b>GAME: Postman Corners</b></p> <ul style="list-style-type: none"> <li>○ <i>Attach 'post' themed pictures around the walls of the meeting place</i></li> <li>○ <i>When a picture is called out the Squirrels race to the appropriate place!</i></li> </ul>	<p>Pictures of postman, letter, post-box, parcel, stamp, postcard, etc. Blutack</p>
5	Closing, Home	

