

Suggested activity location - Park

Activity Time

Prep: 10 minutes, printing and cutting up acorn pictures

Activity time: 10 minutes

You will need - Paper acorns

Instructions

Leader will have a supply of paper acorns and children will receive 2 each. The aim of the game is for the children to hide their acorns and then come back to find them at the end of the session. They are allowed 2 minutes to hide their acorns

Squirrels do not hibernate. They collect nuts and store them for eating throughout the winter. Squirrels that cannot find their stash of food may not make it through the winter. Some squirrels may also find the food of other squirrels if it is not hidden well.

Children need to find a good hiding place for their acorns but must also remember where they have placed them. They can either hide them both in the same spot (quicker to find at the end / both stolen at once) or in different spots (longer to find at end / only 1 stolen if found by another 'squirrel'. At end of session children are given 2 minutes to find their acorns. Once they find their own, they can 'steal' others acorns!

Curriculum Links - The World Around Us—Interdependence

Pupils should be enabled to explore:

- How living things rely on each other within the natural world;

The World Around Us -Place

Pupils should be enabled to explore:

- Ways in which people, plants and animals depend on the features and materials in places and how they adapt to their environment;

Language and Literacy Talking and listening

Pupils should be enabled to:

- participate in group and class discussions for a variety of curricular purposes; know, understand and use the conventions of group discussion;
- share, respond to and evaluate ideas, arguments and points of view and use evidence or reason to justify opinions, actions or proposals;
- formulate, give and respond to guidance, directions and instructions;

Games - Pupils should be enabled to:

- progress from developing individual skills and partner activities and games to suitable small-sided, adapted and mini-games through both co-operative and then competitive play;
- develop control in running, jumping, changing speed, stopping and starting, with and without small equipment.

The **ParkLife** project helps local people get outdoors and explore nature in Belfast's wonderful parks



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