

EASTER FUN 2020



TUESDAY 14TH APRIL: AM	1				
ACTIVITY TYPE	ACTIVITY 1	RESOURCES	ACTIVITY 2	RESOURCES	
PHYSICAL	5-a-day!	5-a-day Challenge Card	Hide N' Sheep! Grab 10 toys and 2 towels. The toys are your sheep. Share them equally between yourself and another player. Use the towels to make a home (pen) for your sheep. Each player hides the other player's 5 toys. On the count of 3, players go and find their sheep and bring them home to the pen. The first one to find their 5 toys wins!	Toys and a towel.	
CREATIVE	Make your own handprint animals	Paper and paint.	Button art Create artwork with any spare buttons you have in your house.	Paper, pens, paint and buttons!	
INVESTIGATION	visiting your new bird feeder How to ack a bird his to the feeder The to ack a bird		Sink and float investigation Grab a bowl of water and gather a selection of items (that won't be damaged getting wet!) Make a prediction: sink or float? Test it out!	Bowl and items that won't get damaged being wet!	
DAILY BRAINTEASER (ans	swer to Monday 13 th AM: Billy)	The more there is, the less you se	e. What is it?		







EASTER FUN 2020



TUESDAY 14TH APRI	L: PM					
ACTIVITY TYPE	ACTIVITY 1	RESOURCES	ACTIVITY 2	RESOURCES		
PHYSICAL	Take part in the 'Mat Challenge!'	Mat Challenge Game Card	Collect a pile of 10 books and mark a start and finish line. Now balancing them on your head one at a time, and without using your hands to hold them on, carefully walk the books to the finish line. Be careful – if you drop it, you must go back to the start! Time yourself and see if you can beat your time as you get better at it.	Books. A start and finish line.		
CREATIVE	Stick Weaving Nature Weaving Craft STICK SPIDER WEB Craftnests	Sticks/ twigs, string, leaves/flowers to thread	Create some inventive artwork using sponges	Sponge, paints.		
INVESTIGATION	Identify trees in your garden or outside	Leaf	Battleships!	Paper, ruler, pencil		
	your window.	identification	For two players. Each player needs two grids.	Printable battleship game kidopater		
		sheet	Label each grid by writing numbers across the top and letters down the side, so that the squares are easily identified as A8 or F5. One grid will be for locating your own ships, the other for recording shots against your opponent's ships. Each player places three or four "ships" on his grid. The other person guesses where they are using the grid references. The first person to sink all the other person's ships wins.	My ships		
DAILY BRAINTEASEI	R (Answer to Monday 13 th PM: Your breath)	What gets more v	vet while it dries?			









5-a-day



Put on some music you enjoy to help get you going.

Star Jumps - How many star jumps can you do in a minute (make sure your fingers touch above your head)?

Lunges - Start in standing position, hands on hips. Put one leg forward so front knee is bent at 90 degrees to the floor. Keep both feet parallel and toes forward. Alternate legs. Make sure you keep your back straight. How many can you do in 1 minute?

Single leg balance – Stand on one leg for 1 minute. Change to the other leg for another minute.

Burpees – How many can you do in 30 seconds? Start standing tall, then into a crouch position with hands on the ground and jump your feet out behind you as far as they will go, jump back into crouch position then jump up, arms in the air.

Two legged jumps – Stand with both feet together. Jump up and down on the spot. How many jumps can you do in 1 minute?

Keep your scores. These 5-a-day will be repeated every Tuesday during Easter Fun. See if you can improve.









Handprint animal ideas

What you will need:

Paint tray
Different coloured paints
Paint brush (for detail)
Little hands!









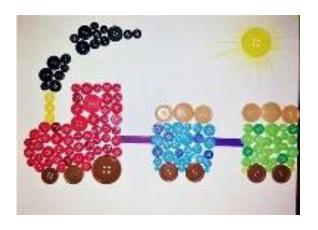




Button art ideas

What you will need:

Spare buttons (of all shapes and sizes!)
Glue
Pens/ pencils/ paints/ brushes
Paper

















How to make a bird hide







www.wildlifewatch.org.uk







RESOURCE CARD The mat challenge



Number of players: 1 or more

Equipment:

1 mat per person (eg picnic rugs, blankets)

Marker for start and finish line

Playing Space:

Garden or outside space or wide inside space with furniture moved back.

Starting line one side of the playing area and finish line opposite.

Aim: To record the fastest time across the finishing line.

How to Play:

Players start on their mats behind the start line. On the word 'go' the player(s) must get to the finishing line without touching the floor in between. Only the mats can touch the floor and the players can only stand on the mats. The fastest time wins.

Try turning round at the finishing line and coming back to the start line.









Stick weaving ideas

What you will need:

Sticks
String or wool
Natural colourful objects to weave through
How to make the loom

Create a frame to weave on by tying the corners of the twigs together. Starting at one end fasten the string and then take it across to the opposite side of the frame, round the twig and firmly back to the fist twig, continuing until the whole frame is covered as in the pictures. Then start weaving. If you are weaving wool in and out, use a piece of paper with the wool round wound it to make a 'shuttle'. Make sure you always fasten the starting end and the finishing end by tying it tightly.











RESOURCE CARD Sponge Art ideas



What you will need:

Old sponges Sheet of paper Paint





















Leaf ID Sheet













	A	В	\mathbf{C}	D	E	F	\mathbf{G}	Н	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										



