Individual Activity Lesson Plan



Date: Thursday 9 th March		
Activity Title: Follow Peter Cottontail		
Learning Intention: To experiment with different ways of moving.	Activity Overview: To copy the actions	
Links to EYFS:	As requested by 'Peter Rabbit'.	
Physical development (Moving and Handling)		
 Equipment: Bunny Ears (if you don't have any, use the template attached to create your own). Here come s Peter Cottontail - Song link: https://www.youtube.com/watch?v=q7UXYvRRZFc. 	Key vocabulary: Slithering, crawling, rolling Skipping, hopping, Follow the Actions, Turn Taking.	
 Family members to join in – this game is better played with as many family members as possible. 		

ACTIVITY IMPLEMENTATION (including key question)

Introduction:

Follow the link above to listen to the song Here come s Peter Cottontail.

Ask: Which festival is the song about?

Who is the main character in the song and what does he do?

Can you remember which gifts the Easter bunny brought for the different characters in the song?

Do we celebrate any festivals at this time or year? (Easter/Passover?)

If so, can you recall any special times you have had celebrating the festival, which traditions did you follow?

Main Activity:

- Explain that today you are going to play a game. One person is going to pretend to be Peter Cottontail
 he/she will be the leader and set actions/movements for everyone else to follow.
- Choose someone to be Peter Cottontail. The selected person should wear the bunny ears.
- Once he/she is wearing the bunny ears they may begin making actions for everyone to copy.

Here are few ideas for Peter Cottontail:

- 1. Wrinkle your nose.
- 2. Hop on one foot.
- 3. Eat a carrot.

Challenge:

- Can you create a sequence to be copied e.g. 2 hops, 1 carrot bite and 1 turn around.
- Follow the link to play an interactive Peter Rabbit game.
 https://www.bbc.co.uk/cbeebies/games/peter-rabbit-hop-to-it
 (We had lots of fun playing this game to test it out for you!)

Additional ways to support your child:	Extension:
Keep the actions simple.	Make the game more challenging by playing 'Peter
	Says' – just like Simon says. Those who are copying
	actions must only follow it if the leader says 'Peter
	Says'.