

Individual Activity Lesson Plan

Date: Friday 22nd May 2020

Activity Title: Squirrel Art

Learning Intention: To Create a Squirrel using a range of different outdoor materials.

Links to EYFS: Expressive Arts & Design:

- Understands that different media can be combined to create new effects.
- Uses one – handed tools and equipment.

Activity Overview:

The children will be creating their own 'Squirrel' using a range of materials they find outdoors e.g. leaves, twigs.

Resources:

- Squirrel template – (optional)
- Scissors
- Glue
- Leaves
- Twigs
- Grass
- Flowers
- Pencils/paint/crayons

Key vocabulary:

Cut, stick, measure, assemble, create, make, paint.

ACTIVITY IMPLEMENTATION (including key questions)

Introduction:

- Listen/recap to the story 'The Squirrels who Squabbled' and ask your child to describe what a squirrel looks like.

Main Activity:

- Explain to your child that they are going to be making their own squirrel using materials they find outdoors.
- Show your child some examples of a squirrel and encourage them to choose the materials they need (this is if you have gathered them already, otherwise show your child the examples and gather the materials you want from outside) and decide on their purpose.
- Discuss with your child the importance of handling the scissors safely. (Use scissors to cut out template or trim materials found.)
- Encourage your child to experiment with shapes and colours.
- Additionally, ask your child to make their own interpretation of a squirrel if they wish to do so.



Key Questions:

Have you decided which resources you need for your squirrel?

Which body parts can you identify and what are you going to use to make them?

Can you think of any other way to assemble the pieces together?

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Can you show me how to transport and hold the scissors correctly?
Which colours are you going to choose?

Additional ways to support your child:

Model the activity for your child and ask them to copy your actions.

Extension:

Challenge your child to create their own squirrel model, using a variety of junk modelling resources.