

# Play 'Squirrel in a Tree'



## For leaders

One person is the squirrel, another is the fox. Everyone else gets into pairs to make the trees. The pairs spread themselves around the room making archways/ 'trees', these are the safe-havens for the squirrel. Essentially it is a game of 'tag' where the squirrel is being chased by the fox, however when the squirrel runs through/waits in one of the 'trees' they are safe and cannot be tag. The squirrel cannot be in a tree for more than 5 seconds.

## Age 5 - 7

## Age 7 - 11

## Activity details

### This activity counts towards...



- Autumn Challenge

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Free Day/Night	Indoors
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<input type="checkbox"/> 11 - 14	<input type="checkbox"/> 14 - 18
<input checked="" type="checkbox"/> 5 - 7	<input checked="" type="checkbox"/> 7 - 11
<input type="checkbox"/> 3 - 5	

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<input checked="" type="checkbox"/> Autumn	<input checked="" type="checkbox"/> Spring
<input checked="" type="checkbox"/> Summer	<input checked="" type="checkbox"/> Winter

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### Skills:

- Gross Motor Skills

### Equipment: