

# PANCAKE DAY **SESSION PLAN**

## **GAME 1: Beat the Batter**

- o Colony sits in a circle format and is named milk, eggs, flour in turn around the circle. When their 'name' is called they will jump up and run clockwise around the outside of the circle.
- o Other instructions are given – 'lemon'-make an ugly face, 'whisk'- jump up and wiggle about and 'beat the batter'-everyone jumps up and jumps around the circle!
- o The Leader calls in a random fashion.

## **GAME 2: Pancake Relay**

- o Colony split into teams of two. These two sides are split again at opposite ends of the hall. They have to pass the pancake to their team mate at the end of the hall until they've all passed the pancake.

## **GAME 3: Pancake Mix**

- o Name corners of the meeting place – flour, milk, eggs, lemon or put up pictures.
- o The Leader stands in the centre of the room - the mixing bowl where everyone starts off from.
- o Leader calls out ingredient and everyone runs to that corner and back again.

## **ACTIVITY 1: Pancake Toppings**

- o Chopping toppings ready for their pancakes.

## **ACTIVITY 2: Flipping Pancakes**

- o Each Beaver gets a chance to flip a pancake. And then take that pancake and top it. Eat it.

## **ACTIVITY 3: Quiet Activity**

- o Quiz and colouring sheet.