Welcome to GET OWT!

Thanks for being a part of Get OWT! today. We're really glad you chose to come. Here are just a few things we want you to know and think about:

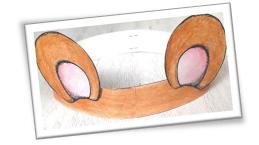


- Explore the activities in the pack with your family in your own time.
- Follow any guidelines displayed by the Get OWT! team.
- Familiarise yourself with our safety sheet.
- Find a space to stop for a snack and/or drink.
- Take photos of what you've been doing so we can share them on our Facebook page. Please fill in the photo consent form and hand it back to us.

Here are today's **GET** OWT! activities...

Craft: bear ears

Make your own bear ears by simply sticking the ears onto the long strip of brown card and fixing it around your head with the double-sided tape. Now you're ready to set off on the story trail!



Story trail: Goldilocks & the three bears

Take a walk through the woods and read the story of Goldilocks and the three bears. Can you spot the things below which are part of the story?



Porridge bowl



Daddy Bear



Mummy Bear



Baby Bear



Baby Bear's chair



Goldilocks asleep in bed

Porridge playdough

Have fun mixing the oats into the playdough to make it all porridgelike. Now pop some into each bowl for Daddy, Mummy and Baby Bear. Which one was too hot? Which one was too cold? Which one was just right?



Story craft: stick puppet

Make a Goldilocks stick puppet using the yellow wool, sticky hair bow and eye stickers in your pack. Collect a pen from the Event Shelter to add a mouth, nose and anything else you can think of! Now you can tell the story yourself!

Some things to think about and chat about as a family:

- The three bears love porridge! What do you love eating for breakfast?
- Lots of stories begin with someone taking a walk through the woods. Where is your favourite place to go for a walk?
- The bear family were very cross with Goldilocks after she ate Baby Bear's porridge, broke his chair and went to sleep in his bed. What things make you feel cross? What makes you feel calm again?

