

<b>11 April 2006</b>	<b>Easter - A Very Bunny Kind of Night</b>	<b>Hall</b>	<b>Leader: Rama Duty Six: Tawny</b>
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18h00 - 18h15	Opening parade (quiet as a bunny!), inspection - hop everywhere!	Rama (D6, inspection sheets)
18h15 - 18h30	Game - Bunny Tag - Designate two or three players to be "It" within a designated playing space. "It" tries to tag other players. The runners can be safe from "It" if they are holding a bunny. If they are being chased by "It" they can call out, "Bunny" to ask to receive a bunny. Runners can hold the bunnies for five seconds before they must throw the bunny to another player. Cubs learn to be aware of where the other players are and they learn to work cooperatively to prevent people from being tagged. Once they are tagged, they can change places with "It". Remember to hop...	Baloo (three bunnies)
18h30 - 18h45	Craft - Origami Rabbits	Rama (square paper)
18h45 - 18h55	History of Easter, why rabbits? Rabbit quiz and game.	Baloo (history/quiz)
18h55 - 19h10	Game - Easter Bingo - Using the cards provided, regular bingo, except use jelly beans for markers. Play one game, full card, but every time someone completes a square has to stand up and wiggle nose, completes a row he/she has to hop around the hall and back. Everyone gets to eat the markers when done!	Baloo (lots and lots of jelly beans, bingo boards...)
19h10 - 19h20	Singing - an assortment of songs - Little Bunny Frou Frou, Run Rabbit Run	Rama
19h20 - 19h30	Closing parade, end of term (sniff)	Rama

Notes: No Raksha, no Bagheera

