



# Cat and Mouse

- **Purpose of Activity:** This game will teach children to understand and appreciate spatial awareness, personal space, dodging, and running.
- **Standard:** The student will exhibit responsible personal and social behavior that respects self and others in physical activity challenges.
- **Objective:** Students will demonstrate understanding of movement concepts, principles, strategies, and tactics as they apply to the learning and performance of physical activities. • Students will demonstrate the ability to communicate knowledge about rules, etiquette and motor skills from one game or sport to another.
- **Suggested Grade Level:** K-2
- **Materials Needed:** Adventure Series Equipment, three same-colored foam balls, and cones to create boundaries for the tag game.

## Assessment Ideas:

- Reinforce to the students that sharing and taking turns is very important for both safety and enjoyability of the game.

## Adaptations for Students with Disabilities:

- Children in wheelchairs can also participate. These students could be a permanent cat or mouse within the game.

See included CD for electronic version.



## Game Overview

This friendly game of tag incorporates the Adventure Series equipment as training for all mice before they enter the tag game.

1. Warm-up: The teacher will lead the students in a warm-up activity followed by a light stretch before the activity begins.
2. The students will spread out within the coned-off boundary area. Three students will be chosen as cats that chase the mice during game play. Cats will stand outside the coned-off boundary area, while the mice will stay within it.
3. Once a cat “tags” a mouse with a ball, the mouse must travel through the “mousetrap,” moving through all of the components of the Adventure Series equipment.
4. Game play will continue until all of the mice have been tagged and have traveled through the “mousetrap.” At this point, three new cats should be chosen and the game will restart.
5. All students should have an opportunity to play both a cat and a mouse. The teacher can assist “cats” that are having difficulty tagging the mice. If the teacher notices fatigue in the students, they may pause the game or change the boundaries.
6. Students should not to push or shove. Students must also wait their turn entering the “mousetrap” and re-entering the tag game.
7. Closure: The teacher will review the purpose of the game with the students. The students will describe how this game can benefit lifelong fitness.