

# DS ON THE MOVE



## Activity: Cat and Mouse

#### Equipment

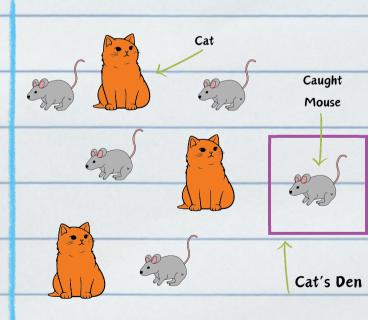
- Cones (to mark cat's den and game boundary.
- Pool noodles (for mouse tails)

### Set Up

- Mark out a playing area and cat's den with cones
- Select 2-4 students to be cats. The rest of the students are mice.
- Give each mouse a tail (pool noodle)
- Set out spare pool noodles (tails) around the playing area.

#### How To Play:

- Mice can move anywhere inside the playing area and aim to stay away from the cats.
- If a cat takes their tail (pool noodle)
  then they go to the Cat's Den.
- To get freed from the Cat's Den, another mouse must collect a new tail and deliver it to the Cat's Den without getting caught.
- The game is over once all mice are caught.



\*\* The aim of the game is to keep your tail away from the cats!