

The PE Shed



Warm Up Game: Tom and Jerry (Cat and Mouse)

Recommended Age Range: Foundation - Grade 3

Focus: Movement, coordination, strategy and teamwork

Equipment	Setting Up	Description	Further opportunities
<p>Cones and spots: To mark out playing area and Cats Den.</p> <p>Bibs/Pinnies cats to wear and for mice to use as tails.</p>	<p>Mark out a playing area.</p> <p>Mark out a Cat's Den.</p> <p>Select 2-4 Cats and give them a bib/pinnie to wear.</p> <p>Give each mouse a tail (bib/pinnie)</p> <p>Set out spare bibs/pinnies around the playing area.</p>	<p>Mice can move anywhere inside the playing area and aim to stay away from the cats.</p> <p>If a cat takes their tail (bib/pinnie) then they go to the Cat's Den.</p> <p>To get freed from the Cat's Den, another mouse must collect a new tail and deliver it to the Cat's Den without trying to get caught. Only 1 tail at a time.</p> <p>The game is over once all mice are caught.</p>	<p>Differentiation</p> <p>Easier</p> <ul style="list-style-type: none"> - Cats start wearing a bib for visibility. - Increase size of playing area. - Reduce number of cats. <p>Harder</p> <ul style="list-style-type: none"> - Remove bibs from the cats. - Reduce the size of the playing area. - Increase number of cats. <p>Variations</p> <ul style="list-style-type: none"> - Team Cat and Mouse: Teams work together to protect each other and be the last team left in the game. Teams have different colour tails.

Cat and Mouse

Cats (Taggers)

Caught Mice

Cat's Den

Mouse

Rules:

- Select 2-4 Cats (Taggers).
- Start with cats wearing a coloured bib/pinnie. Remove to make it more challenging.
- Mice tuck a bib/pinnie into their shorts/bottoms.
- Cats aim to take the bib/pinnie from the mice.
- If a mouse loses their tail, they must go to the Cat's Den.
- Other mice can save them by taking a spare tail and freeing them from the Cat's Den.