







<b>Teacher's name:</b>	<b>Date:</b>	<b>Subject:</b>	<b>Lesson:</b>	<b>Class: KS1/KS2</b>	<b>Room:</b>	
<b>TITLE:</b> What time is it Mr Cat?						
<b>Aim of Lesson:</b> Listening, counting and running						
Multiple Intelligences Identified in the lesson (tick relevant box:)						
<b>Kinaesthetic</b>  ✓	<b>Naturalist</b> 	<b>Interpersonal</b> 	<b>Mathematical &amp; Logical</b> 	<b>Linguistic</b> 	<b>Intrapersonal</b>	<b>Visual &amp; Spatial</b> 
<b>Resources:</b> none						
<b>Lesson Activities</b>						
<p>The teacher starts the game by having all of the students (the mice) lined side by side on one end of the gym. Students should wear a 'tag' trailing from their PE kit (similar to that used in tag rugby). The teacher is "Mr. Cat" and stands about half way from the children.</p> <p>The students ask: "What time is it, Mr. Cat?"</p> <p>Mr. Cat calls out a time (ex. 'ten o'clock' and the students take 10 steps forward).</p> <p>This continues until Mr. Cat says it is "Midnight". At that point the children try to run to the other end of the gym without Mr. Cat pulling their 'tag' off.</p>						

If Mr. Cat removes their tag, they become cats with him, and go to the middle of the gym where they will try to tag other mice.

The game continues with the children running from one end of the gym to the other each time "Midnight" is called as the time (only the teacher calls out the time).

As the students reach one end of the gym safely they should stay there until the teacher tells them he/she is ready for them to ask the time again.

Game continues until one person is the winner and that person gets to start the next game as "Mr. Cat".