

Prepare for Class Version

Grade Level: Kindergarten – Grade 3

Activity: “Cookie Monster Tag”

<p>Introduction</p>	<p>This activity will support students in demonstrating the motor skills and movement patterns needed to perform a variety of physical activities (Standard 1). Students will travel within a large group, without bumping into others or falling, while using locomotor skills (K 1.1). Students will participate in a physical activity that is enjoyable and challenging (K-2 3.1) and cooperate in a group setting while fast walking, jogging, hopping, and galloping.</p>
<p>Description</p>	<p>Students will demonstrate locomotor skills and spatial awareness while playing within boundaries (in a multipurpose court 20 paces x 30 paces). The object of the game is for the Cookies to make it to the other side without being “eaten”/tagged with two fingers between the shoulders and the waist by a Cookie Monster.</p>
<p>How to Introduce the Activity to Students</p>	<p>Today you will practice traveling within a large group without bumping into others or falling, while using locomotor skills such as fast walking, jogging, hopping, or galloping. The name of the game is “Cookie Monster Tag,” and we start with one Cookie Monster in the center of the court and all the Cookies lined up on one side of the court. Your goal as a Cookie is to get to the other side of the court without being tagged by a Cookie Monster. If you are tagged, you will freeze until the next round when you become a Cookie Monster Helper.</p>
<p>Directions for the Activity to Share with Students</p>	<ul style="list-style-type: none"> ● Line up on the line. You are the Cookies, and I need one volunteer to be the first Cookie Monster. Cookies, you must get to the other side without getting tagged by the Cookie Monster. ● To start, say “Cookie Monster, Cookie Monster are you hungry?” If the Cookie Monster says, “yes,” you will travel across to the opposite side, following the movement direction. If the Cookie Monster says, “no,” you will stay in place and ask again. ● If you are tagged, you need to freeze until the next round when you become a Cookie Monster helper. A Cookie Monster can only tag a Cookie by using two fingers between the shoulders and the waist. (Be sure to model appropriate tagging and the body parts.) ● Be sure to follow the locomotor skill direction that I give. For example, if the I say “gallop,” the Cookies and the Cookie Monster have to gallop. (Model each locomotor skill, and have the students practice.) ● The last person tagged becomes the Cookie Monster for a new game.
<p>Feedback to Share with Students</p>	<p>Specific feedback helps keep students focused and engaged while reinforcing appropriate and safe physical activity. Some examples of specific feedback include:</p> <ul style="list-style-type: none"> ● “I like the way you safely tagged other students with two fingers on the shoulder.” ● “You learned how to move across the play area carefully without bumping into anyone. Well done!” <p>Encouraging feedback that values process and growth may sound like:</p> <ul style="list-style-type: none"> ● “You are following directions well! Thank you for your attention!” ● “I can see how you correctly followed the directions. You improved in how you could safely gallop away from the Cookie Monster!”
<p>How to do Closure with Students</p>	<p>Asking questions after the activity helps students to think about their understanding of why they engaged in the activity as well as what growth they experienced as a result of participation. Consider asking, “Why is it important to follow the directions during the physical activity?” “What did you do to keep away from the Cookie Monster? How did that help you?”</p>
<p>Notes for the Guest Teacher</p>	<p>Here are some things to look out for:</p> <ul style="list-style-type: none"> ● Change the locomotor skill when giving directions for each round (fast walking, jogging, hopping, galloping, etc.) to switch up the speed

- If students need to review how to move safely or a movement skill, don't hesitate to stop and clarify
- If you have second or third graders, they can give the locomotor skill direction if ready, otherwise you can continue to give the directions (fast walking, jogging, hopping, galloping)

Take to Class Version

Grade Level: Kindergarten – Grade 3

Activity: “Cookie Monster Tag”

<p>Introduction</p>	<p>Travel within a large group, without bumping into others or falling, while using locomotor skills (K 1.1).</p> <p>Participate in a physical activity that is enjoyable and challenging (K-2 3.1) and cooperate in a group setting while fast walking, jogging, hopping, and galloping.</p>
<p>Description</p>	<ul style="list-style-type: none"> ● Demonstrate locomotor skills and spatial awareness while playing within boundaries (in a multipurpose court 20 paces x 30 paces). ● The object of the game is for the Cookies to make it to the other side without being “eaten”/tagged with two fingers between the shoulders and the waist by a Cookie Monster.
<p>Introduce the Activity</p>	<ul style="list-style-type: none"> ● Today you will practice traveling within a large group without bumping into others or falling, while using locomotor skills such as fast walking, jogging, hopping, or galloping. ● Today you will play “Cookie Monster Tag,” and we start with one Cookie Monster in the center of the court and all the Cookies lined up on one side of the court. ● Your goal as a Cookie is to get to the other side of the court without being tagged by a Cookie Monster. If you are tagged, you will freeze until the next round when you become a Cookie Monster Helper.
<p>Give Directions for the Activity</p>	<ul style="list-style-type: none"> ● Line up on the line. You are the Cookies, and I need one volunteer to be the first Cookie Monster. Cookies, you must get to the other side without getting tagged by the Cookie Monster. ● To start, say “Cookie Monster, Cookie Monster are you hungry?” If the Cookie Monster says, “yes,” you will travel across to the opposite side, following the locomotor skill direction. If the Cookie Monster says, “no,” you will stay in place and ask again. ● If you are tagged, you need to freeze until the next round when you become a Cookie Monster helper. A Cookie Monster can only tag a Cookie by using two fingers between the shoulders and the waist. (Be sure to model appropriate tagging and the body parts.) ● Be sure to follow the locomotor skill direction that I give. For example, if the I say “gallop,” the Cookies and the Cookie Monster have to gallop. (Model each locomotor skill and have the students practice.) ● The last person tagged becomes the Cookie Monster for a new game.
<p>Feedback for Students</p>	<p>Some examples of specific feedback include:</p> <ul style="list-style-type: none"> ● “I like the way you safely tagged other students with two fingers on the shoulder.” ● “You learned how to move across the play area carefully without bumping into anyone. Well done!” <p>Encouraging feedback that values process and growth may sound like:</p> <ul style="list-style-type: none"> ● “You are following directions well! Thank you for your attention!” ● “I can see how you correctly followed the directions. You improved in how you could safely gallop away from the Cookie Monster!”

Closure	<ul style="list-style-type: none">● “Why is it important to follow the directions during the physical activity?”● “What did you do to keep away from the Cookie Monster? How did that help you?”
Notes for the Teacher	<ul style="list-style-type: none">● Change the locomotor skill when giving directions for each round (fast walking, jogging, hopping, galloping, etc.) to switch up the speed● If students need to review how to move safely or a movement skill, don't hesitate to stop and clarify.● If you have second or third graders, they can give the locomotor skill direction if ready, otherwise you can continue to give the directions (fast walking, jogging, hopping, galloping)