

# Hungry Cat Game



## Lesson Outline:

Students actively participate in an interactive and physically active game aimed at reinforcing knowledge of the predatory impacts of cats on native animals.

## Desired Understandings:

Students understand the importance of being a responsible pet owner and can highlight ways to protect native wildlife from free roaming cats. They will understand that cats kill a great number of native animals when roaming, impacting native animal populations. Through active participation students develop fundamental body skills through movement and coordination.

## Objective

Players try to move across the designated playing area without being caught by the hungry cat.

## Suitable Age Level

Year 2-6

## Other AMRRIC learning resources to complement this lesson include:

Felt Cat

Hunting Cat

## Game Rules

- Before beginning the game, discuss the impacts of cats roaming in the bush. Ask the students: *What types of animals are killed by cats? Why do cats kill native animals? How can we help to stop our cats killing native animals?*
- Use either a basketball court or cones to mark out a rectangular playing area similar in length and width to a basketball court.
- One student is selected to be the hungry cat to stand in the middle of the playing area.
- The remaining students are evenly divided into four groups, each assigned the name of a native animal, e.g. Blue Wrens, Ringtail Possums, Shingleback Skinks, and Spotted Quolls.
- Depending on the size of the class there should be around 4-5 students per animal name. For example 4 students x Blue Wrens, 4 students x Ringtail Possums, etc.

- Once all students are aware of their animal name, they line up at the end of the playing area.
- The game begins when the student selected to be the Hungry Cat calls out, *"I'm the Hungry Cat, which animal should I catch? I choose ....."* The Hungry Cat then selects one of the four native animal groups to cross his path.
- The selected group of students need to run as fast as they can to the other side of the playing area, without being captured by the Hungry Cat.
- If they manage to get past Hungry Cat they are safe, however if they are caught they are out of the game and have to sit on the sidelines.
- The game continues until all players have been caught by the Hungry Cat.
- At the end of the game discuss with students how easy it was for the cat to catch each player. Ask the students to think about how hard it would be for native animals in the bush to escape cats. Explain that cats are very good hunters and are able to kill many native animals each night. To help stop this, we need to be good responsible cat owners by keeping cats indoors at night, give them food and water and make sure they are desexed.

### Game Variations

- Once a student has been caught by the Hungry Cat, they are frozen on the court. The only way they can get back in the game, is if another native animal can unfreeze them, by tagging them. If the student is tagged by another player they are back in the game.
- Any player who has been caught by the Hungry Cat sits on the sidelines of the court. The next player who is caught by the Hungry Cat then releases this player back into the game, taking their spot on the sideline. Play continues in a round robin fashion.
- Once a student is caught by the Hungry Cat, they too become a Hungry Cat. Over the course of the game there will be more and more cats and less native animals.
- Before play begins students choose which native animals will be used for the names of the four groups. Encourage students to think about and identify native animals in their local area.