

# Cookie Jar

**Group Size:** 10-30

**Age Group:** preK-5<sup>th</sup> grades

**Length of Activity:** 15-20 minutes

**Developmental Goal:** To develop active listening and evasion skills.

**Skills Practiced:** Running, tagging and evading

**Equipment Needed:** None

**Set Up:** Set up a rectangular play area with enough space in between for the group to run around in

## Before You Start:

- Demonstrate safe tagging:
  - Light touch, like a butterfly wings, on the back or shoulder.
  - Unsafe tags: hard contact that might cause the person being tagged to fall.
- Line students up shoulder to shoulder along one of the boundary lines, making sure there is adequate space for the students to spread out.
- Practice the verbal cues so the whole group asks “Cookie Monster, Cookie Monster are you Hungry?” in unison.
- Review boundaries and consequences for going out of bounds.

## How to Play:

- Explain that the students are cookies and you are the Cookie Monster. It is almost lunchtime for you and you may be hungry.
- The students must ask you, “Cookie Monster, Cookie Monster are you hungry?”
  - If you say “yes” they must try to run across the play area without getting tagged by you.
  - If you say “no” they must remain where they are and ask again until you say “yes.”
- If a student gets tagged they become your helpers.

## Variation(s):

- Modify for older kids who may not relate to cookie monster, i.e. “Boogie monster”.
- Once the game is understood, allow one of the students to be the Cookie Monster.

pK-5 <sup>th</sup>	I	N	Ad,De,Ed	L1
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