



## The Cat and the Mouse COPLAND "The Cat and the Mouse"

### CLASS ACTIVITY: CAT AND MOUSE TAG

#### OVERVIEW

In this activity, students will use movement, spatial awareness, problem solving, and critical thinking skills to play a game of tag.

SPACE CONSIDERATIONS: Students will need a large, cleared space.

#### HOW TO PLAY

Begin by listening to Copland's "The Cat and the Mouse" as a class. Encourage students to listen for ideas in the music that help to portray the characteristics of each animal. When the song is over, have the class vote on whether the cat catches the mouse by the end of the song. Why or why not?

Then discuss how each animal moves based on the music. Does the cat sound loud or sneaky? Does the mouse sound calm or panicked? Have the class practice moving around the room as each of the animals.

Choose one student volunteer to be the cat, and another student volunteer to be the mouse. It is the cat's goal to catch (tag) the mouse. The students playing the cat and the mouse will move around the room as their characters. All other students will link arms with a partner and spread out around the space. Signal the cat and mouse to begin moving around the space. To avoid being tagged by the cat, the mouse can run to another player and link arms with them, causing the student linked to the other arm of that player to become the new mouse. If the mouse is tagged by the cat, the cat and mouse immediately switch roles, and the game continues.