

Name/Title: Dog Catcher

Purpose of Event: To teach students about chasing and fleeing.

Activity cues:

Chasing Cues: Chasing is moving quickly to catch up, tag, or overtake a moving object or person.

Move quickly

Keep eye on their middle (waist) if chasing a person.

Be ready to make quick changes of direction

Fleeing Cues: Fleeing is moving quickly away from a pursuing object or person

Move quickly

Use quick changes of direction (right, left, forward, sideways)

Change speeds (medium, fast, slow) and pathways (curved, zig-zap, straight). This may keep pursuer off guard

Use fakes (pretend to go one way but go the other) to keep pursuer away

Suggested Grade Level: K-2

Materials Needed: 6 Poly spots, 6-10 beanbags, 4 cones, 2 blue vest, and 2 red vests.

Description of Idea

This is a fun activity that allows the teacher to teach Chasing and Fleeing. Make sure you have demonstrated and practiced the cues before doing this lesson.

NOTE: It is really important that you do not have the kids run to start with this idea. Use walking first and then try skipping or other easier and slower locomotor movements.

Set Up

- ~ Use the 4 cones to make the dog pound at one end of the gym.
- ~ Spread out the dog houses (Poly spots) throughout the play area.
- ~ Spread out the dog bones (bean bags) throughout the play area.
- ~ Select 2 dog catchers (Taggers) and give them the blue vest and 2 cats (helpers) the red vest.

Description

The dogs and cats are spread out in the park (playing area) and the dog catchers start in the pound. On the signal the dog catchers try to catch all of the dogs who have escaped from the dog pound and are playing in the park. When a dog is being chased he/she can hide in a dog

house. When a dog is hiding in a dog house the dog catcher has to go try to catch another dog. When the dog sees the dog catcher trying to catch another dog he/she has to leave the dog house.

The dog catchers cannot guard the dog houses or pound. If a dog is caught he/she has to go to the dog pound until his/her friend the cat brings him/her a dog bone. Once the dog has "eaten" the dog bone he/she can escape from the dog pound bringing the dog bone out of the dog pound with him/her and placing it back in the park. The dog catchers have to many dogs to catch so they do not have time to chase the cats. The dogs and cats are friends so the dogs do not chase the cats.

After a few minutes change dog catchers, cats and empty the dog pound.

Assessment Ideas:

Use an assessment like this to have a written assessment for the children to complete after the class is finished or ask the classroom teacher to do this.

[Fleeing Assessment Example](#)

Teaching Suggestions:

Stop the activity to show children how to chase and flee. Focus on one or two cues at a time while the activity is going on.

Pin Point children fleeing and chasing using the correct cues.

Submitted by **Craig Wilson** who teaches at Plattin Primary in Festus, MO. Thanks for contributing to PE Central! **Posted on PEC: 12/20/2019.**

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