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# Cat and Mouse

Source/Credit: *Suntinger / Weber, Alle Menschenrechte für alle, Ludwig Boltzmann Institute of Human Rights & BMUK, Vienna 1997.*

An active classroom game about solidarity, protection, and acting together. Students can only succeed if they help the most vulnerable member of the group reach safety.

**Duration:** about 1 lesson / 60 minutes | **Recommended level:** elementary school, grades 1-4 |

**Methods:** movement game, discussion | **Materials:** string or tape, open space

## Lesson Flow / Ablauf

### 1. Set up the game

Choose one child to be the cat. All other children are mice. Mark a line in the room. The mice must cross this line to get to safety. The cat may move only along the line and tries to tag the mice.

### 2. Secretly choose the mouse that needs protection

Ask the cat to step outside for a moment. The mice secretly decide which child will be the 'weakest mouse'. The cat knows that one mouse has been chosen, but not which one.

### 3. Play the round

The cat returns and the game begins. The mice try to cross the line together. They only win if the weakest mouse reaches safety. As soon as that mouse is safe - or gets caught - the round ends immediately.

### 4. Debrief and try again

Talk briefly about what happened. Which strategies helped? When did the cat guess who needed protection? After the discussion, play another round so students can test new ideas. For larger groups or rooms, you can use more than one cat.

## Additional Activity Cards

### Activity Card 1 - Strategy Huddle

Before the next round, give each mouse team 1 minute to plan. They should agree on one strategy to protect the weakest mouse.

### Activity Card 2 - Freeze and Predict

Pause the game once. Ask observers: Who do you think is the weakest mouse? What gives it away? Then continue.

### Activity Card 3 - Role Switch

Play another round with a new cat and a new weakest mouse so different children experience different roles.

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# Short Reflection Worksheet

Source/Credit: *Suntinger / Weber, Alle Menschenrechte für alle, Ludwig Boltzmann Institute of Human Rights & BMUK, Vienna 1997.*

Name: \_\_\_\_\_ Date: \_\_\_\_\_

1. How did the mice try to protect the weakest mouse?

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2. How do you think the weakest mouse felt during the game?

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3. What was the cat's strategy?

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4. Did the group work well together? Why or why not?

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5. What does this game teach about helping others?

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