ACTIVITY SHEET 2019-04



What time is it, Mr. Wolf?*

Here is an activity to be done during **Week 1** of the 2019 *Health Challenge* (*Défi Santé* 2019), which is themed **Ants in your pants!**. This game promotes transitions for students.



Age group : Multiage

Required material:

None

Skills

Aspect of the overall skills developed by the student:

- Affective
- Cognitive
- Moral
- **≤** Psvchomotor
- Social

Educative intent:

At the end of the activity, students will have developed their gross motor skills.

Professional expertise put forward by this activity:

 Planning and organization of activities for children and groups of children

^{*} this activity comes from the *Banque de jeux coopératifs pour les services de garde* - Commission scolaire des Découvreurs, section « Jeux coopératifs CSDD » at seduc.csdecou.qc.ca/servicesdegarde/banques-dactivites/

What time is it, Mr. Wolf?

Approach

- 1. A player plays the role of the wolf and stands facing away from the other players (the lambs), placing himself at least three meters away from them.
- 2. The other players get in line behind the wolf and ask, "What time is it, Mr. Wolf?"
- 3. The wolf responds by giving an hour (for example, 4 o'clock), and the other players then walk the number of steps corresponding to the time mentioned (in this case, four steps).
- 4. Thus, the players get closer and closer to the wolf. But the wolf can choose to answer: "It's dinner time!"
- 5. And, in this case, he turns around and pursues the other players, who must try to reach the starting line. The player touched by the wolf becomes a wolf in turn. And the game continues.
- 6. Tell us about your experience: don't forget to take a picture of the activity and send it to **info@defisante.ca**!

Variations

For older groups

The game can be modified for older students by adding a constraint: when the wolf "eats" another student, both become wolves and must move armin-arm. If the duo touches another student, he / she joins them and so on.

If a student reaches the other end of the room (the wolf's den) without being touched, he releases the eaten students, and another wolf is chosen.

For multiage groups

Older wolves and lambs have difficulty moving: they must jump with their feet together or hop on one leg.





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