

MICE AND LIONS



EQUIPMENT

Chalk – and ideally two adults.

PREPARATION

Mark out a 'pantry' in the middle of the playing area, with enough room for all the riders to be in it at the same time. Mark 'mouseholes' at various other spots in the playing area. These should be able to hold two riders at the same time.

HOW TO PLAY

The adults are 'lions'; they have to catch the children, who ride around and are 'mice'. If a mouse gets caught, it is imprisoned in the pantry. The mouse is set free when one of the other mice rides past and touches it. If there are more than one mouse in the pantry, they are all freed when just one of them is touched. The mice can take refuge in the mouseholes. The game begins with all the mice in the pantry. When the lions start counting down from ten, the mice must start riding. The lions cannot chase the mice until they have counted down to zero. The game continues until the lions give up. Two or more children can then become lions, and a new go can start.

RIDERS PRACTISE

- Riding and finding their bearings at the same time
- Starting and stopping
- Team spirit and solidarity

IDEAS FOR DEVELOPING THE GAME

Simplification: With small children, only the adults are lions.

Development: Only one mouse can be set free at a time.

Variation: Play 'bicycle freeze-tag', where, after being caught, you have to stand still and wait for one of the other mice to come and set you free with a high five.

