

CAT AND MOUSE:

Because my name is "Morris", "Cat and Mouse" seemed like an excellent name for this game. I adapted the game from one I played at a bridal shower. I've been told that there is now a commercial game similar to it that is actually called "Cat and Mouse". You might want to call your game something else to preserve registered trademarks. This game only adapts to addition and multiplication.

Equipment needed: (1) One set of wooden cubes numbered 3, 4, 6, 7, 8, and 9 on the six faces. (I use to use dice covered with contact paper and numbered with a permanent marker but the use of dice are against some religions. The wooden cubes aren't.) (2) Four mice made as follows: a caster plug or a cork or a rubber washer with a three-foot length of string securely tied to it. (3) One funnel.

Method of Play: Arrange the class into groups of four or five to a group. All students in the groups should be about the same ability level. Choose one person to be the "cat"--he takes the funnel and the cubes. The rest in the group are the "mice"--they each take a mouse. Each student designated as a "mouse" will place his mouse in the center of the table and hold onto the string (tail) of his mouse. All mice placed in the center of the table must be touching but no tails should be overlapping.

The cat shakes the cubes and drops them on the table. If the product (sum) of the cubes is an even number, the mice pull away fast while the cat tries to catch them under the funnel. If a cat does catch a mouse, the cat and mouse trade places. Every five minutes or so I give a piece of candy or an extra credit point or a game point to all the mice. Thus, the students don't want to be a cat.

Variations to the basic game: Instead of having the mice "run" if the product or sum is an even number, try it ...

... if the one's place is a 6 (or 2) (or 5) (etc.)

... if the ten's place is larger than 5

... if the ten's place is less than the one's place

... if the sum of the one's place and the ten's place is over 10

... etc., etc., etc.

Be sure to have some extra string handy. Some mice continue to run even after they are caught and their tails get amputated very easily.

Another Variation: Instead of using the above cats and mice, try using spoons. Place in the center of the table, one less spoon than there are people in the group. If there are five people in a group, place four spoons in the center of the table. One person is designated to shake the cubes. If the product of the cubes is an even number, everyone grabs for a spoon. The person who doesn't get a spoon is the next shaker of the cubes.