**Cookie Monster** Grades 1-6

**Equipment & Setup:**

* 5-6 polyspots
* 5-6 small objects such as bean bags, koosh balls or hackey sacks, 1 placed on each polyspot
* The 5-6 polyspots (cookie jars) are scattered randomly throughout the gym; however, not to close to the walls or other polyspots.
* One of the small objects (cookie) is placed on each polyspot.
* One student is chosen to stand over a polyspot and is a “Cookie Monster.”

 

**Description:**

***When the music begins -***

* Players try to take a cookie from the cookie jar.
* The Cookie Monster tries to guard his/her cookie so no one takes it.
* If a student is able to get the cookie without being tagged by the Cookie Monster, he/she becomes the new Cookie Monster.
* If tagged by the Cookie Monster, the player must leave and go to another cookie jar before returning to the one where he/she was tagged.

**Helpful Hints:**

* Do not allow students to slide on the floor to get a cookie.
* The Cookie Monster cannot squeeze the cookie with his/her feet. – If using the 9-inch polyspots, I tell the Cookie Monster to straddle and move without touching it.
* The Cookie Monster can take one step to tag someone; however, he/she may not chase after the person.

