

# WHAT TIME IS IT MR MONSTER?

## WARM UP ACTIVITY

### EQUIPMENT

A BEAN BAG OR SOMETHING LITTLE TO PLACE BEHIND THE MONSTER.

### INSTRUCTIONS

MR MONSTER IS VERY SIMILAR TO 'WHAT'S THE TIME, MR WOLF?'; IT JUST HAS A FEW DIFFERENT RULES AND VARIATIONS. THE TEACHER PICKS ONE STUDENT TO BE THE MONSTER. THIS STUDENT STARTS AT ONE END OF THE DESIGNATED PLAYING AREA WITH THEIR BACK TO THE REST OF THE CLASS. THE CLASS THEN LINES UP IN A STRAIGHT LINE AT THE OTHER END OF THE PLAYING AREA AND YELLS OUT "WHAT TIME IS IT, MR MONSTER?" MR MONSTER THEN CALLS OUT A TIME THAT IS ON THE EVEN HOUR (1 O'CLOCK - 12 O'CLOCK). THE CLASS THEN TAKES THAT MANY STEPS TOWARDS MR MONSTER. WHEN THE CLASS GETS CLOSE ENOUGH TO THE MONSTER THEY CAN TRY AND STEAL THE BEANBAG FROM JUST BEHIND THE MONSTER. IF A STUDENT CAN GRAB THE BEANBAG AND RUN BACK TO THE OTHER END OF THE PLAYING AREA THEN THEY BECOME THE MONSTER. BUT IF THE MONSTER YELLS OUT "MIDNIGHT!" THEN TURNS AND CHASES THE STUDENTS, THOSE THAT THE MONSTER CATCHES ARE TO SIT OUT. A VARIATION TO THIS IS TO ALLOW EACH STUDENT WHO IS TAGGED TO BECOME AN HONORARY MONSTER AND HELP CATCH THE OTHER STUDENTS. THIS IS A FUN, NONE-ELIMINATION VERSION FOR YOUNGER STUDENTS.



BreakAppz



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