I See

Grade Level
K through third

Purpose
Creative movement experiences and listening

Equipment
None

Organization
Players scattered in small field area

Activity Description
This game has been around for years and involves the teacher or leader declaring, “I see.” The players respond by asking, “What do you see?” The teacher or leader then tells the players what she sees, and the players imitate that movement. The following are examples of what the leader can “see”:

- People hiking in the woods
- An otter swimming
- Elephants stomping
- Crabs crawling
- A train coming down the track
- A cat sneaking up on a mouse
- Children jumping rope
- Children kicking a ball
- Birds flying
- A feather floating to the ground

Conducting the Game
- The options are endless.
- Make sure that the students stay close enough to hear but are using space safely.
- If using a leader, change the leader after five calls.
Here, There, and Everywhere

Grade Level
K through third

Purpose
Running and listening to commands

Equipment
None

Organization
Players scattered in play area but close enough to hear you

Activity Description
The players respond to your command.

- If you say “Here,” the players run toward you.
- If you say “There” and point in a direction, the players run in that direction.
- If you say “Everywhere,” the players travel in any direction.
- Add variety by using different locomotor skills.

Conducting the Game

- The game is very tiring and should be played for only a short amount of time or with frequent resting moments.
- Encourage use of all space for safety.
Fish Gobbler

Grade Level
K through third

Purpose
Chasing, fleeing, dodging, and listening skills

Equipment
None

Organization
Scattered in an open field playing area. Designate one end of the area as the ship and the other as the shore. Two players are the fish gobbler and start in the middle of the player area.

Activity Description
Before play begins, players are informed of the commands listed in the “teacher call” column in the box. Players respond by following the directions in the “player response” box. See the following table.

<table>
<thead>
<tr>
<th>Player Response Box</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>When the teacher calls:</strong></td>
</tr>
<tr>
<td>Ship</td>
</tr>
<tr>
<td>Shore</td>
</tr>
<tr>
<td>Fish gobbler</td>
</tr>
<tr>
<td>Sardines</td>
</tr>
<tr>
<td>Waterspout</td>
</tr>
</tbody>
</table>

Conducting the Game
- Review the commands.
- Encourage players to move safely.
- Give the fish gobbler or the sardine call after a few crosses to ship or shore. Make these calls while players are crossing.
- Allow a student to take on the role of caller, but be sure to rotate this position every time you change fish gobbler.