

## *The Cheese Chase Classroom Activities*

1. Have students identify characters in the story.
2. Have students retell main events or ideas in sequence.
  - a. Retell story in groups as an unrelated person.(i.e. a gossip, a police or a child)
  - b. Retell the story as a news reporter interviewing other students as eye witnesses.
3. Ask class questions either verbally or written.
  - a. What difference would it have made if...?
  - b. What would you do if you were Dog?
  - c. Why do you think this happened?
  - d. What would you do if you saw what happened?
  - e. Have students discuss ways of bullying and why it hurts.
  - f. What consequences did Cat face because of his bullying?
4. In groups, have students role play following scenarios.

### Scenarios (pre-k-3 grade)

1. A group of friends is playing on the playground. Another group joins them and wants to play. Show how you include them, either by taking turns or adding other people.
2. Two friends are having a picnic. Others keep coming and joining them. They must share their food. Have friends decide what they are eating and how to share.

### Scenarios (4 grade and up)

1. Two friends are in store trying to decide what kind of cheese to buy. Others are different cheeses. They talk and tell about themselves and try to convince why they should buy them. Friends decide on one and tell why.
2. A group of friends is out walking and someone takes something from them. What do they do? Have group decide where they are and what the item is that is taken.
3. Friends are shopping and see something they want but they don't have enough money. What do they do? (suggestions- settle for something else, share money, borrow or plan to work to earn it.)
4. Courtroom scene- Dog and Cat are in court arguing this case. Select characters i.e. lawyers, judge, jury, Dog, Cat etc. Have jury give verdict.

Give groups 5 to 7 minutes planning time to decide on actions. Dialogue should be improvised while performing for the entire group. Teachers should coach during planning time giving suggestions when needed. Allow them to be creative and problem solve. Also when they are presenting, coach from the sidelines to keep action going, dialogue flowing and ending skit if time is up.