WHO STOLE THE HONEY POT?

WHAT IS IT? A game to build executive function skills.
WHAT IS IT ABOUT? Practicing focus and attention.

THE BIG IDEA
This game is about careful listening to hear who stole the honey pot.

INSTRUCTIONS
1. Say **THE BIG IDEA**.
2. Gather students in a circle. Choose one student to be the listening bear. The listening bear sits in the middle of the circle with the bear’s honey pot (which is represented by a bell or anything that makes a noise). The bear will need to pay attention to the sounds to guess who takes the honey pot.
3. Ask the bear to cover their eyes by getting the entire class to say together, “Ms./Mr. Bear is very sleepy. Ms./Mr. Bear is dreaming deeply.”
4. Silently point to another student you would like to be the honey thief. The honey thief will quietly go to the bear and take the honey pot back to their seat in the circle. The thief should ring the honey pot, and then hide it behind their back.
5. Have the class say, “Ms./Mr. Bear, uncover your eyes and guess who has the honey pot.”
6. Play multiple rounds, giving different students a chance to play the roles of bear and thief.

MUST DO: Must require students to listen carefully for a specific sound.
CAN ADAPT: Change the object or animal.

MATERIALS
- A bell or other small object that makes noise.
TIPS FOR SUCCESS

For students who may need additional support, play in a small group to help them choose the honey thief from a smaller number of people. Ask the thief to ring the bell a few times, as well, if helpful.

Create a schedule ahead of time for who will be Ms./Mr. Bear each day to assure children they will all have a chance to play that role.

AFTER THE ACTIVITY, DEBRIEF:

- What was it like to listen with your eyes closed? Did that make it easier or harder to focus? What did you hear when your eyes were closed?
- What else did you hear that might have been a distraction? What helped you focus your listening?
- Did you look around and use your Focus Brain Powers to notice any extra clues about who had the honey pot, like classmates’ facial expressions and body language (e.g., wiggles, smiles, eyebrows, etc.)?

ADAPTATIONS

- For younger students, simplify the prompts to wake/put the bear to sleep, or just say them yourself without asking students to recite them.
- You can make the game more challenging by increasing the number of honey pots.