## Throw the Ball

| Level | O (Age group 4 - 5) |
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| Resources <br> Required | Balls labelled 1-20 <br> Chalk |
| Alternate Options <br> for the Resources | If chalk is not available, use pen and paper <br> If 20 balls are not available, use 20 soft objects (for example small bags filled <br> with sand or beans) |
| Strand Covered | Numbers and Operations |
| Targeted Skills | Practice number recognition and number bond |
| Inspired by | We are the teachers |
| Time Required | 15 minutes (for the game) <br> 10 minutes (for adult to make the sand or bean bags, if needed) |
| Previous Learning <br> Required | Addition and Subtraction from 1-10 <br> Numbers from 1-10 <br> Recognizing Number Bonds |
| Support Required | Medium support |

## Rules of the Game:

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\begin{array}{|l|l|}\hline \text { Goal } & \begin{array}{l}\text { Throw the ball onto the correct number that matches or makes 10, to score } \\
\text { points and win }\end{array} \\
\hline \text { Rules } & \begin{array}{l}\text { The nature of each round should be declared before the round starts. For } \\
\text { example, round } 1 \text { is matching numbers, round } 2 \text { is addition to 10, etc. } \\
\text { The player must call out their aim before attempting to throw the ball } \\
\text { Calling out an incorrect number means that the player is not allowed to throw } \\
\text { the ball, and the next player goes. } \\
\text { Point system: } \\
\text { If the ball lands on the correct spot, the player gets } 2 \text { points } \\
\text { If the target is missed by + or - 1, the player gets } 1 \text { point } \\
\text { Anything else is 0 points }\end{array} \\
\hline \text { Steps } & \begin{array}{l}\text { Step 1: The players (4-5 players) stand in a line. } \\
\text { Step 2: 2 meters in front of the first player, using chalk, numbers from 1-10 are } \\
\text { written on the ground. (Alternatively, the numbers are written on paper and } \\
\text { placed on the ground.) }\end{array}
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Step 3: The 20 labelled balls are placed next to the first person in line\end{array}\right\}\)| Step 4: The game starts, and the adult declares the theme of the round, for |
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| example matching numbers. They then call out the first number, for example, |
| the number 3. |


|  | Step 5: The first player then finds the ball labelled 3, calls out the number 3 <br> audibly and throws it onto the spot on the ground labelled 3 <br> Step 6: Points are allocated based on the points system above and the player <br> retrieves the ball. <br> Step 7: The first round ends when every player has had 2 chances to throw the <br> ball in the first round <br> Step 8: The game repeats for the second round on a different theme. For <br> example, make 10. The adult calls out the number 3, and the player throws ball <br> 7 onto the 7 marked on the ground. |
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| Images or <br> Illustrations | None <br> Variations of the <br> Game <br> The game can be played for number bonds up to 20. <br> The game can be played with 1 ball where the player throws it to the correct <br> answer of a question being asked by the teacher. <br> Enrichment <br> Simplification <br> The same game can be played to test different skills for example, multiples. The <br> adult calls out answers to the 2 times table, for example 6. The student then <br> throws ball number 3 <br> The game can also be played for subtraction |
| This game can be repeated by giving students multiple chances to call out the <br> correct number before throwing the ball |  |

