



THROW THE BALL

Level	0 (Age group 4 – 5)
Resources	Balls labelled 1-20
Required	Chalk
Alternate Options	If chalk is not available, use pen and paper
for the Resources	If 20 balls are not available, use 20 soft objects (for example small bags filled 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)
	10 minutes (for adult to make the sand or bean bags, if needed)
Previous Learning	Addition and Subtraction from 1-10
Required	Numbers from 1-10
	Recognizing Number Bonds
Support Required	Medium support

Rules of the Game:

Goal	Throw the ball onto the correct number that matches or makes 10, to score
	points and win
Rules	The nature of each round should be declared before the round starts. For
	example, round 1 is matching numbers, round 2 is addition to 10, etc.
	The player must call out their aim before attempting to throw the ball
	Calling out an incorrect number means that the player is not allowed to throw
	the ball, and the next player goes.
	Point system:
	If the ball lands on the correct spot, the player gets 2 points
	If the target is missed by $+$ or -1 , the player gets 1 point
	Anything else is 0 points
Steps	Step 1: The players (4-5 players) stand in a line.
	Step 2: 2 meters in front of the first player, using chalk, numbers from 1-10 are written on the ground. (Alternatively, the numbers are written on paper and placed on the ground.)
	Step 3: The 20 labelled balls are placed next to the first person in line
	Step 4: The game starts, and the adult declares the theme of the round, for 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 audibly and throws it onto the spot on the ground labelled 3
	Step 6: Points are allocated based on the points system above and the player retrieves the ball.
	Step 7: The first round ends when every player has had 2 chances to throw the ball in the first round
	Step 8: The game repeats for the second round on a different theme. For example, make 10. The adult calls out the number 3, and the player throws ball 7 onto the 7 marked on the ground.
Images or	None
Illustrations	
Variations of the	The game can be played for number bonds up to 20.
Game	The game can be played with 1 ball where the player throws it to the correct answer of a question being asked by the teacher.
Enrichment	The same game can be played to test different skills for example, multiples. The
	adult calls out answers to the 2 times table, for example 6. The student then
	throws ball number 3
	The game can also be played for subtraction
Simplification	This game can be repeated by giving students multiple chances to call out the
	correct number before throwing the ball