

Master 74a

## Stick Toss Game Setup Options and Instructions

### Photos of Materials



Sticks



Hula hoops, box, tape, measuring tape

## Stick Toss Game Setup Options and Instructions

### Participants:

- Stick Gatherers (data recorders)
- Stick Tossers
- Caller (teacher, or students could take turns)
- Uplifters (all students should be encouraging others when it is not their turn)

### Setup:

See the diagrams of 4 possible ways to set up the game on the pages that follow.

For example:

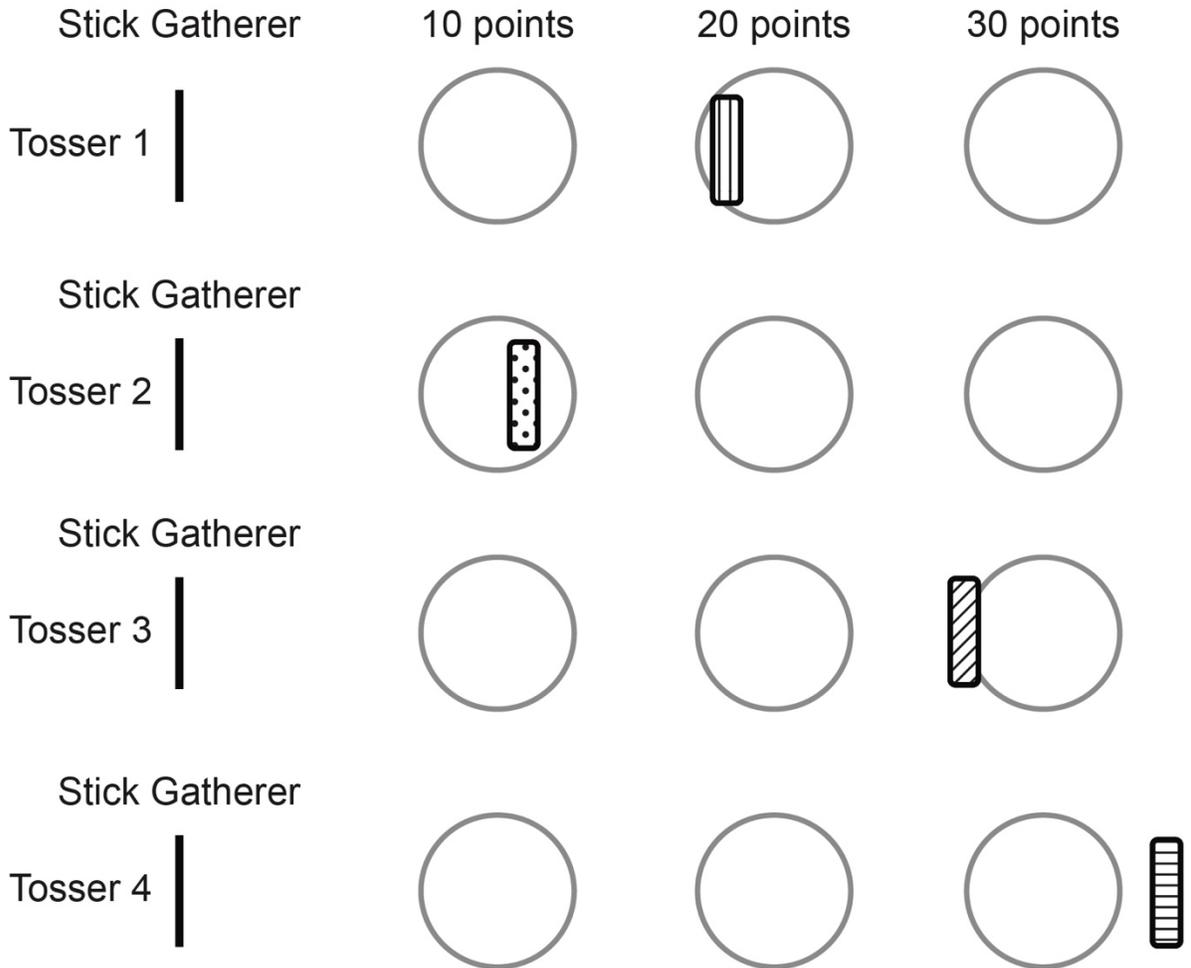
- Mark sections on the ground to determine points.  
Create a point system per targeted section.
- Points may correlate with numeracy reinforcement; for example, the closest section: 10 points; mid-section: 100 points; farthest section: 1000 points.
- Determine the number of tosses each student gets.
- Determine whether **Stick Tossers** get to practise before data are recorded.
- The **Stick Gatherers** (data recorders) record the number of points per toss.
- Divide students into pairs: **Stick Tossers** and **Stick Gatherers**.
- 4 or more **Stick Tossers** toss from a marked line on the ground at the same time, while others stand in line and wait for their turn.

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# Stick Toss Game Setup Options and Instructions

## Using Hula Hoops

Determine Points per Hula Hoop, Example:



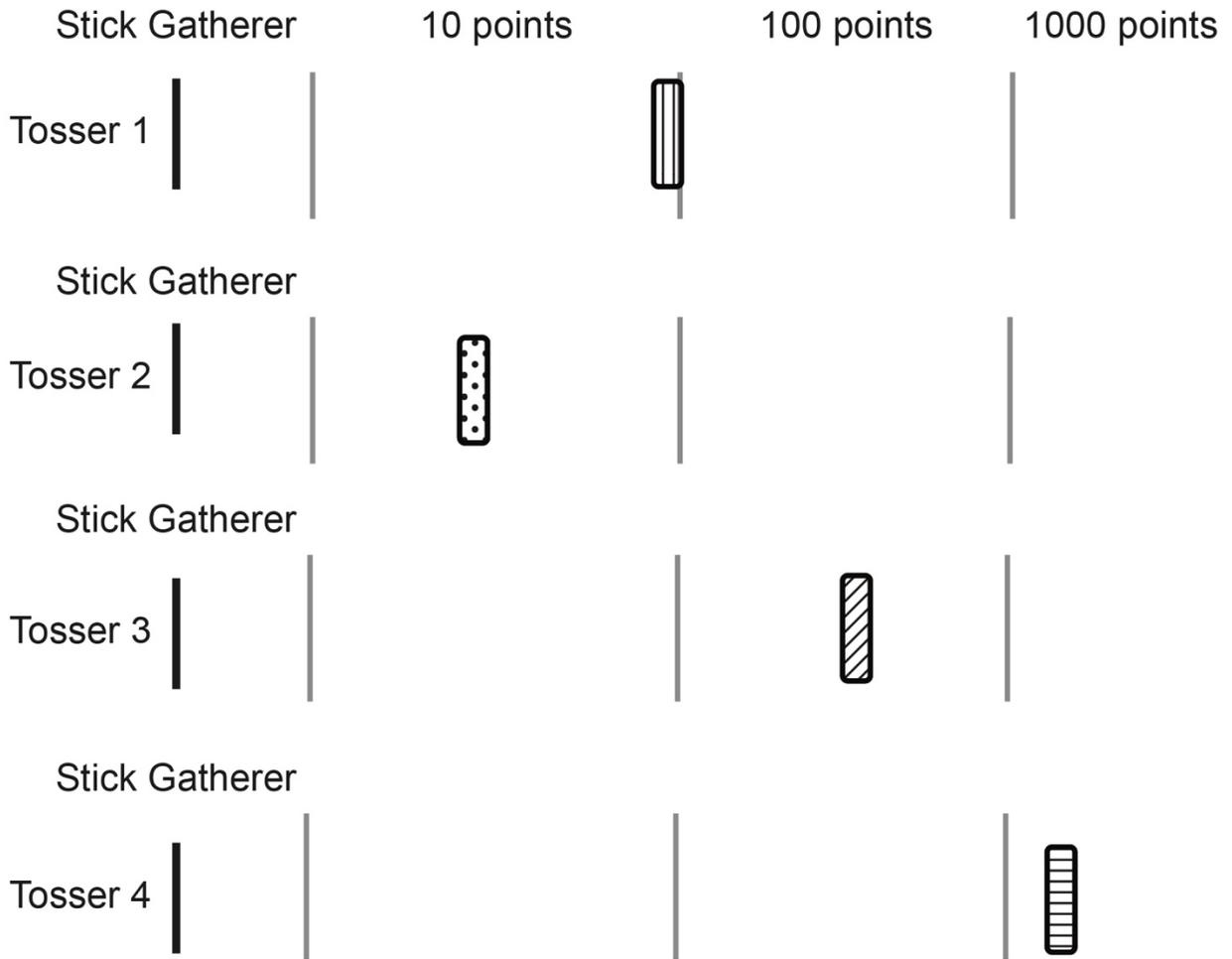
## Toss and Hula Hoop Target

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# Stick Toss Game Setup Options and Instructions

## Using Lines (tape or sticks)

Determine Points per Section, Example:

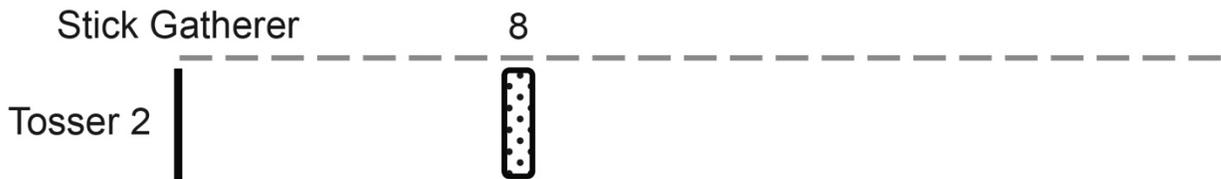
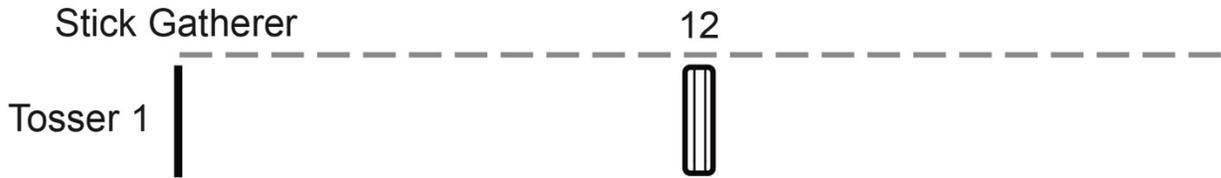


## Toss and Section Points

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# Stick Toss Game Setup Options and Instructions

## Measuring Distance



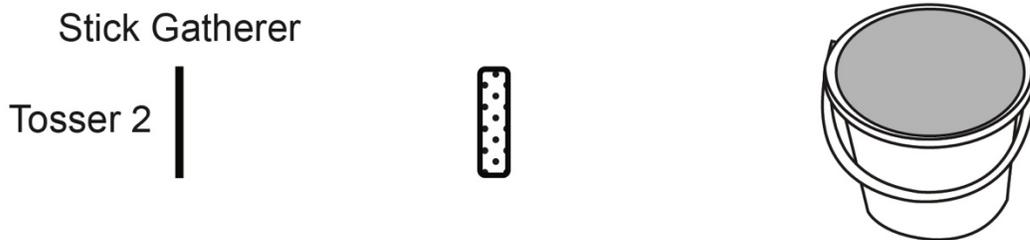
## Toss and Measure

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# Stick Toss Game Setup Options and Instructions

## Tossing to a Bucket (bucket, bin, or box)

Determine Where to Place the Bucket or Bin



**Toss and Get in Bucket**  
**How many tries did it take?**