

# SOCK-ER SKEE-BALL



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## The Goal:

Score as many points as possible in 10 attempts by kicking sock balls into skee-ball targets.

## What You Need:

Rolled Socks as Sock-balls, 3 Targets (large, medium, small – e.g. laundry baskets, bucket, large coffee can) stacked in Skee-ball Formation (on sides with opening facing players)

## How To Play:

- Start kicking sock balls into the targets.
- Score 1 point for every sock in the large target, 5 points for the medium target, 10 points for the small target.
- You get 10 chances to score as many points as possible.
- If you complete all 10 attempts, mark the event complete on the scorecard.

## UDL Mods:

- Use targets of various sizes to match students' needs.
- Rather than kicking, students can place, throw, roll, toss, drop, or push balls into the containers.

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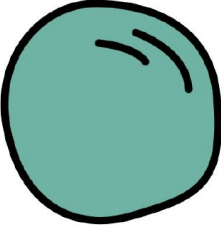
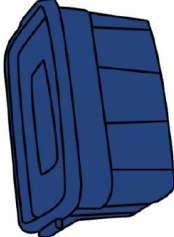
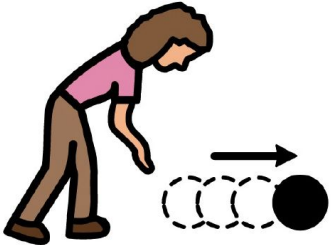


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Picture Communication Symbols<sup>®</sup> courtesy of Boardmaker 7.

 <p>Kick</p>	 <p>Ball</p>	 <p>Into Container</p>
 <p>Roll</p>		

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