

WIND BOWLING



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The Goal:

Knock all the cups off a table with a manipulative chosen to meet student ability needs.

What You Need:

10 Plastic Cups, 1 Object to Create Wind (paper plate, paddle, hair blower, or fan)

How To Play:

- Set 10 empty cups, single file, at the edge of a table.
- On the start signal, fan the plate or paddle aiming the wind toward the empty plastic cups.
- Wave the paper plate like a fan with the wind hitting the cups, or aim a hair blower to meet student ability.
- Score a point for every cup that gets knocked off the table in the time designated to meet individual needs
- Student who makes at least 3 attempts to complete this event can mark it complete on the scorecard.

UDL Mods:

- Adjust the number of cups (more or less) to challenge and meet student abilities.
- Allow students to knock the cups off reaching with a hand or safe implement.

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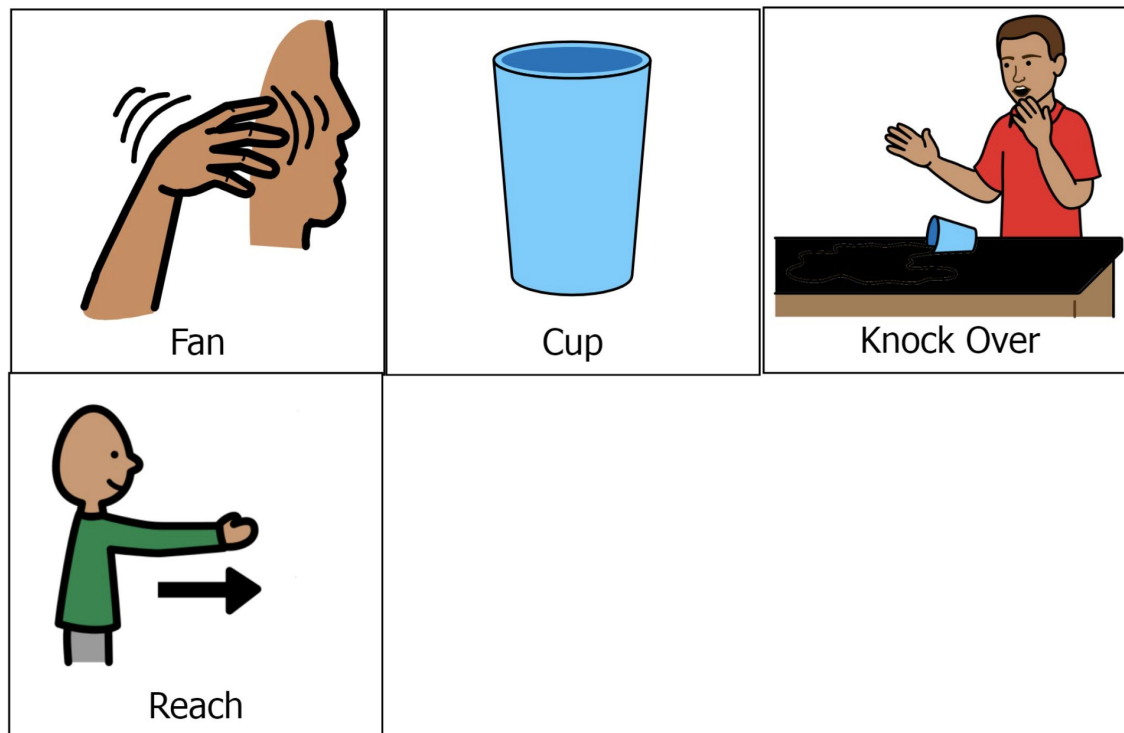


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Picture Communication Symbols[®] courtesy of Boardmaker 7.



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