

PAPER PLANE CORN HOLE



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The Goal:

Score as many points as possible in 1 minute (or another designated time) by throwing your paper object (like a plane) into the target (bucket or hoop).

What You Need:

3 Sheets of Paper per Player, a Target (bucket, hoop, laundry basket)

How To Play:

- Place a basket or bucket against a wall. Mark a distance 5'-15' from the basket. Create paper objects.
- On the start signal, toss paper objects to the target.
- When all 3 objects have been tossed, hurry to collect them and then keep tossing until time runs out.
- Score 1 point for every object that hits the outside of the target, and 2 points for every object that lands inside the target.

UDL Mods:

- Paper planes and paper balls are both example of paper objects to be thrown. You can also use beanbags to promote success.
- Modify the distance between the tossing spot and the target to increase success.

Boardmaker[®]



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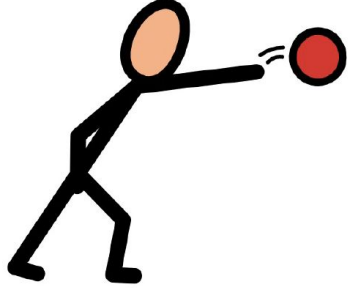
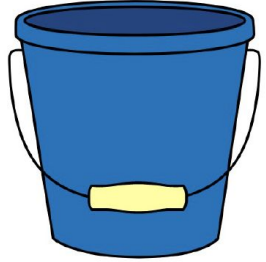
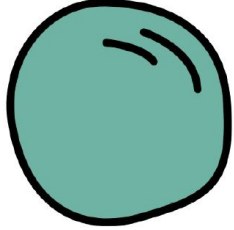


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Picture Communication Symbols[®] courtesy of Boardmaker 7.

 Paper Airplane	 Toss	 Bucket
 Ball		



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