

# **BACKYARD GAMES** (GRADES 3-12)



# **BEANBAG TOSS**

## STUDENT TARGETS

- **Skill:** I will work to underhand toss the beanbag to the target.
- Cognitive: I will identify ways my team can work together cooperatively during the game.
- Fitness: I will stay actively engaged during this activity.
- Personal & Social Responsibility: I will use positive and encouraging communication with my teammates.

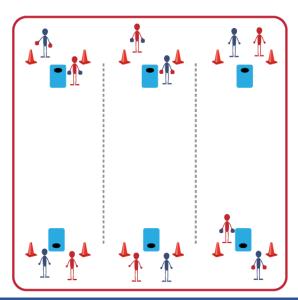
## **EQUIPMENT & SET-UP**

#### **Equipment:**

- Baggo Bean Bag Toss Set per 4 students (can also use hoops and spot markers if needed)
- 4 Low profile cones per 4 students

# Set-Up:

- Create groups of 4 students, with 2 teams of 2 in each group.
- Set up the two boards 15-20 feet apart. Set up a foul line with low profile cones by each board for students to throw behind.
- Each group will begin by a set of boards, with partners standing across from each other (not at the same board). Identify the colors for each team: one team throws the red beanbags and other team throws the blue beanbags.



#### **ACTIVITY PROCEDURES**

- 1. This activity is called Beanbag Toss! The object of the game is to get your team's bean bags in the hole or on top of the board to score more points than the other team.
- 2. Teams will play Rock, Paper, Scissors to determine who will throw first. The beanbags must be thrown underhand during the game.
- 3. Each team has 4 beanbags to throw during each frame and will alternate throws with the other team. If a beanbag goes in the hole it is worth 3 points, and if it lands on top of the board it is worth 1 point.
- 4. Teachers: Use cancellation scoring for grades 6-12. For example, if both teams earn 4 points for that frame then they would both get 0 points since they cancelled each other out. If red team scores 4 and the blue team scores 2 in the frame, then the red team would earn 2 points for that frame as they try to get to 21.
- 5. The game will continue until one team gets to 21 points or you hear the stop signal.

## **DEBRIEF QUESTIONS**

- DOK 1: What does working cooperatively look like?
- **DOK 2**: How does positive communication and encouragement impact how well your team cooperates and works together during a game or activity?

# PRIORITY OUTCOMES

## **Working with Others:**

- Grades 3-5: Works cooperatively with others.
- **Grades 6-8:** Accepts differences among teammates in physical development, maturation, and varying skill levels by providing encouragement and positive feedback.
- Grades 9-12: Uses communication skills and strategies that promote positive team/group dynamics.

