



SNOWBALL TOSS

STUDENT TARGETS

- **Skill:** I will use correct form for an underhand toss.
- **Cognitive:** I will focus my attention on the challenge in an effort to improve my team's score.
- **Fitness:** I will be actively engaged in this challenge.
- **Personal & Social Responsibility:** I will discuss the benefits of social interaction and being physically active with family and friends.

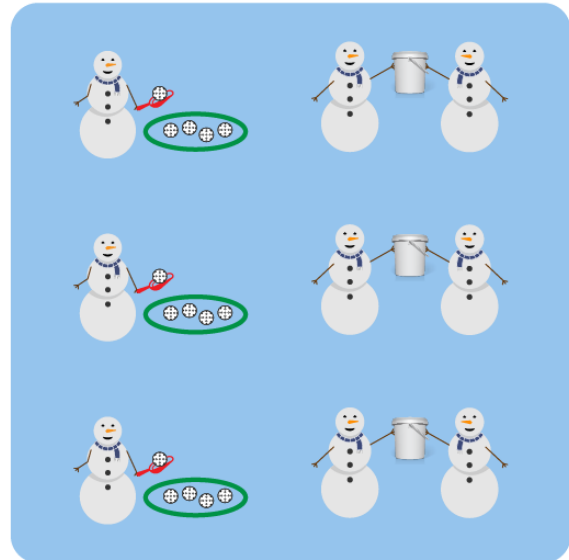
EQUIPMENT & SET-UP

Equipment:

- 1 bucket per team
- 1 scoop per team
- 5 to 10 wiffle balls per team
- 1 hoop per team
- Music and music player

Set-Up:

- Create teams of 3 players.
- Each team has space with wiffle balls placed in a hoop and a bucket 5 paces away from the hoop.
- One teammate is the tosser and stands behind the hoop and wiffle balls with a scoop in their throwing hand.
- The other two teammates are bucket holders and stand 5 paces away with the bucket opening facing the tosser.



ACTIVITY PROCEDURES

1. This activity is called Snowball Toss! The object of the game is for your team to use the bucket to catch as many snowballs (wiffle balls) as you can.
2. Get ready with 2 players holding the bucket, and 1 player 5 paces away with a scoop, ready to toss the snowball (wiffle ball) into the bucket.
3. On the start signal, the tosser makes the first toss from the scoop and quickly picks up another snowball for the next toss. The bucket holders count catches aloud to keep track of the score.
4. Bucket holders can move the bucket to help the tosser and make the catch. If your team tosses all of your snowballs successfully in the bucket before time expires, bucket holders quickly dump the snowballs back into the hoop and play continues. Snowballs that miss the bucket and fall to the ground can be collected and tossed again.
5. We will play for 3 minutes each round. We will play three rounds so teammates can rotate positions until everyone has had the opportunity to be the tosser.
6. At the end of the three rounds, teams will count up their total points to see which team caught the most snowballs!

GRADE LEVEL PROGRESSION

- **Grades K-2:** Play as described above but decrease the distance between tosser/catcher.
- **Grades 3-5:** Play as described above.

TEACHING CUES

- **Cue 1:** Communicate with your teammates using positive language.
- **Cue 2:** Count your snowball catches out loud so you can keep track easily.
- **Cue 3:** Work cooperatively with your teammates to earn as many points as possible.



SNOWBALL TOSS (continued...)

UNIVERSAL DESIGN FOR LEARNING

- **UDL 1:** Allow students to throw while seated if needed.
- **UDL 2:** Decrease the size of the activity space if needed.
- **UDL 3:** Use peer partners as needed.
- **UDL 4:** Provide verbal cues and visual demonstrations.

ACADEMIC LANGUAGE

Teamwork, Challenge, Growth Mindset

PRIORITY OUTCOMES

Social Interaction:

- Discusses the enjoyment of playing with family and friends.
- Describes the positive social interactions that come when engaged with others in physical activity.

DEBRIEF QUESTIONS

- **DOK 1:** What is teamwork? What does it look like? What does it sound like?
- **DOK 2:** How does teamwork affect how well your team performs in physical activity challenges?
- **DOK 3:** How does growth mindset affect how well you enjoy physical activity and positively interact with a team?