Add A Pin

A small group activity designed to give students practice at rolling for accuracy at an increasing number of pins.

Standard Aligned:

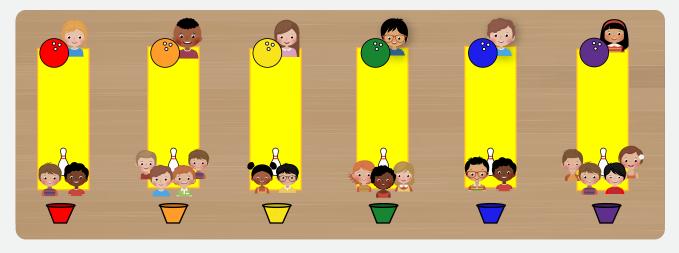
- PREK-2: 1.2.7 Demonstrates rolling a ball in a variety of non-dynamic practice tasks.
- 3-5: 1.5.9 Demonstrates rolling a ball in a non-dynamic environment.

Equipment:

- · 1 Bowling ball per group
- · 10 Bowling pins per group
- 1 Set of bowling pin numbers per group (carpet lanes optional)
- 1 Bucket per group
- · 1 Dry erase marker per group
- 1 "Is It My Turn" sheet per group (Recommendation: Laminate sheets or use dry erase pockets)



Game Set Up: Divide students into groups (depending on class size/space/equipment). Have them start by writing their names down on the "Is it my turn?" sheet to determine the order. Place one pin on the number one. Have the remaining 9 pins available for each group to use as they progress through each level.



Directions:

- 1. On the signal, students take turns rolling the ball at the single pin until someone knocks it down.
- 2. Once the single pin has been knocked down, the group adds a pin to the number 2 spot along with the number 1 pin.
- 3. The next player attempts to roll and knock both pins down. If successful, add a third pin. If a player does not knock down ALL the pins on their roll, the next person will attempt to do so.
- 4. If a player does not knock down ALL the pins on their roll, the next person will attempt to do so. Continue taking turns and adding a pin each time ALL the pins are knocked down.
- 5. To win, be the first team to knock down all 10 pins, or see how many times your team can complete the 1-10 knockdown.

Best Practices:

- Cap groups at 5 players if possible.
- Determine groups by number of bowling lanes available. If you have more lanes or larger class sizes, adjust your groups accordingly.
- Adjust the bowling distance to accommodate older or younger students.
- Print the "Is it my turn sheets" on cardstock paper and laminate them on thick, 5mm laminate. They will last a LONG time.

