

Name/Title: Frosty the Snowman

Purpose of Event: To practice the overhand throw, aiming at a target, while enjoying a wintertime game.

Prerequisites: Students understand the cues to throw overhand.

Suggested Grade Level: 3-5

Materials Needed: 6 mats, 14 bowling pins, mini gator skin balls, fuzzy fleece balls, 10 cones, 4 tires

Description of Idea

The goal of the game is to knock down the other teams's pins, without knocking down the pin inside the stacked tires. The team that knocks over the hidden "Frosty" pin loses the protection of their snow fort.

1. The gym is divided in half with cones across the middle.
2. Students will be divided into two teams and must stay on their half of the gym.
3. Each team has two "snow forts" (standing mats) on their side of the gym near the midline and 7 bowling pins set up near the back of the gym.
4. One pin, in the center of the row of pins, is hidden inside two stacked tires. This pin is "Frosty." If you knock down the other teams Frosty, a Blizzard (teacher) comes and blows down your snow forts.
5. If a player gets hit by a snowball, he/she must go do ten snow angels on a mat which is off to the side on their own side of the gym. Once they complete the snow angels they are back in the game.
6. There can only be one guard per pin.
7. Once a team knocks down all of the other team's pins, the game is over.

Assessment Ideas:

Using a checklist of throwing cues, observe the overhand throw to assess proper form.

Adaptations for Students with Disabilities:

Adaptations can be made by providing larger balls and also allowing a closer range for throwing at the target.

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