

PUTT PUTT MINI GOLF HOLES

Level	0 (Age group 4 – 5)
Resources Required	Same sized balls Stick, meter stick, or something else to hit the balls with (one for each child) Cups or other containers (3 in total) Markers to write on the cups Tissue box (optional; to hold the cups in place)
Alternate Options for the Resources	Instead of balls, students can use small balls made out of paper with the help of an adult. To set up the mini golf holes: <ol style="list-style-type: none"> Write the numbers 1, 2, and 3 on the cups (1 number per cup) If you cannot write directly on the cups, write the numbers on pieces of paper or sticky notes, and stick the pieces of papers to the cups.
Strand Covered	Numbers & Operations
Targeted Skills	Adding numbers 1-10
Inspired by	We are the teachers
Time Required	5 minutes (setup for holes and balls) 15 minutes (to play the game)
Previous Learning Required	Ability to add numbers 0-10 Counting up to 30
Support Required	Medium supervision

Rules of the Game:

Goal	The first player to reach 10 or more points wins.
Rules	Every player gets equal number of turns. If the player adds the score incorrectly, 1 point will be deducted from their correct score.



Steps	<p>This game is best for 2 students and should not be played with more than 4.</p> <p>Step 1: Set up three cups on their side as shown in the picture, or upright under a table.</p> <p>Step 2: Choose a spot for students to shoot or drop from. Mark this spot with chalk, tape or an object.</p> <p>Step 3: Each round, a student takes a turn shooting or dropping one ball into the containers. If a student misses, they can try again. If a student misses three times in a row, they must place their ball in the “1” cup.</p> <p>Step 4: They write down the number of the cup that they land in. Before moving to the next student, must add this number to their total. For example, if a student has 6 points and gets their ball in the 2 cup, they must add $6 + 2$ before the game can continue.</p> <p>Step 5: Repeat steps 3-4 until one student gets 10 or more points. The first student to do so wins.</p>
Images or Illustrations	 <p>Image from We are the teachers</p>
Variations of the Game	<ul style="list-style-type: none">• Players can use a stick (as don in the game of golf) to shoot the ball into the cup.• Use more than 3 cups and place them at a distance from each other.



Enrichment	<ul style="list-style-type: none">● Use bigger numbers on the cups and set a higher target score. For example, you could label the cups with 5, 6, and 7, and have students try to reach a score of 30.● Include negative numbers. If a student lands in a negative number, they need to subtract that number from their score instead of add.● Alternatively, have students start with 20 points and take away the number of points of the cup that they land in. The first player to run out of points wins.
Simplification	<ul style="list-style-type: none">● Have the cups be labeled with smaller numbers (e.g. 1, 1, and 2).● Have a lower target score, like 5.