

BOWL THEM OVER!

Level	0 (Age group 4 – 5)
Resources Required	Plastic bottles (10) as bowling pins Markers, paint, or other ways to write on the plastic bottles Ball, stone, or something else that rolls Masking tape
Alternate Options for the Resources	Stackable wooden blocks or stones that can be knocked over
Strand Covered	Numbers & Operations
Targeted Skills	Addition
Inspired by	We are the teachers
Time Required	15 minutes (to play the game) 10 minutes (setup for the pins)
Previous Learning Required	Knowledge of numbers from 1-10 and addition Counting up to 30
Support Required	Medium supervision

Rules of the Game:

Goal	The player with the highest score wins.
Rules	Each player gets only one chance to knock down the pins. The player must throw/roll the ball from behind the line (masking tape). Either all the players roll the ball or all of them throw it. If the player adds the score incorrectly, 2 points will be deducted from their actual score.

Steps

This game is best for 1-2 students. This game should not be played with more than 4 students.

Step 1: Paint or draw numbers (1-10) on plastic bottles, which will be the bowling pins that students attempt to knock down. Students can help you draw these numbers, but make sure that their numbers are easy to read.

Step 2: Set up the ten pins in the arrangement as shown in the image.

Step 3: Choose a place to throw from that is at a significant distance from the pins. Mark it with masking tape.

Step 4: Each round, a student tries to knock down as many pins as they can by rolling the ball towards the pins. Students who are having trouble rolling the ball can throw it.

Step 5: After a student knocks down some pins, they need to collect all of the bottles they knocked down, add the numbers on the bottles to get their score, and help the teacher set the pins back up for the next student. The students need to note down their score in each round.

Step 6: Repeat Steps 4-5 until every student has had a turn.

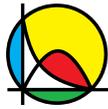
Step 7: The student with the highest score at the end wins.

Images or Illustrations



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Variations of the Game	<ul style="list-style-type: none">• There can be multiple rounds to the game.• Set a target score, like 7. Students are now trying to get a score that is as close to 7 as possible. If there is a tie, the student who is closest to 7 without going over 7 wins. If there is still a tie, then both players win.
Enrichment	<ul style="list-style-type: none">• Use larger numbers on the pins, like 10 - 20.• Include both positive and negative numbers on the bottles. For the negative bottles, students subtract these numbers from their total score.• Fill the bottles with a proportional amount of water or rice so that 1 is almost empty and 10 is full. Play the game as usual and have students think about which numbers are easiest and hardest to knock down. Be ready for some surprises: even though 10 is heaviest, it is also the most top-heavy.
Simplification	<ul style="list-style-type: none">• Use 6 pins instead of 10.• Use smaller numbers on the pins. Instead of using the numbers 1-10, you can repeat small numbers, like 1, 2, and 3.