Throwing 2.2: Bowling for 3
5 - 8 year olds

TIME: 30 minutes
SKILL: Object Manipulation
EQUIPMENT: Tennis balls or other small balls, bowling pins or foam blocks

Introduction (1 - 2 minutes)

Greet the children and ask them to sit in a circle.

Explain any special safety rules for the day.

Remind children to stop, look, and listen when you signal (e.g. blow whistle).

Where should you look when you are rolling a ball at a target?

Why is this important?
Warm-up: Cats and dogs (5 - 8 minutes)

- Leader divides children into two equal teams.
- Teams stand facing each other on either side of a dividing line in the middle of the activity space.
- Each team has a safety zone at the end of their half of the activity space.
- *One team is the “cats” and the other team is the “dogs”.*
- *When I shout “cats”, the “cats” must turn and run towards their safety zone.*
- *The dogs chase the cats and try to tag them before they reach their safety zone.*
- *If a cat is tagged they become a dog and join the dog team.*
- Line up at centre again and repeat.
- Alternate rounds where cats chase dogs.
- Game ends when all players are on the same team.

Demonstration: Underhand roll (1 - 2 minutes)

- Leader sets up 3 or 4 pins or foam blocks.
- Leader demonstrates how to roll a ball at a target.
- Look at your target.
- *Step forward with the foot opposite to your throwing hand.*
- *Bend your knees, lean forward, and go into a lunge as you release the ball.*
- *Follow through with your throwing arm, so your hand is pointing at your target after you release the ball.*

Practice: Shape roll (5 - 10 minutes)

- Leader puts children into pairs.
- Designate two lines (e.g. floor markings) where each partner stands to face the other, so all pairs can roll in parallel.
- One line/partner should be close to a wall so balls don’t roll too far.
- Partners start about three metres apart.
- The partner furthest from the wall has a small ball.
- Leader calls out a shape and the partner closest to the wall makes that shape.
- The partner with the ball tries to roll the ball through the opening in the shape.
CUES

• Opposite foot forward
• Bend knees
• Lean forward
• Follow through
• Point at target

TIPS FOR INSTRUCTION

• Leader should demonstrate shapes as they call them.
• Give children an opportunity to come up with their own shapes.
• Switch rolls between partners.

Game: Bowling for 3 (10 minutes)

• Leader explains that they will bowl in groups of three.
• Leader demonstrates how to set up pins.
• Leader organizes children into groups of 3.
• First person rolls the ball to knock over pins.
• Second person counts the number of pins that fall.
• Third person sets up the pins.
• Children should rotate positions every 2-3 minutes.

Wrap-up (1 - 2 minutes)

Ask children to sit quietly in a circle.

Review what they learned today.

What are two things you need to remember when rolling a ball to a target?