**Stick Toss Game Setup Options   
and Instructions**

**Master 74a**

**Photos of Materials**



Sticks

Hula hoops, box, tape, measuring tape

**Stick Toss Game Setup Options   
and Instructions**

**Master 74b**

**Participants:**

* Stick Gatherers (data recorders)
* Stick Tossers
* Caller (teacher, or students could take turns)
* Uplifters (all students should be encouraging others when it is not their turn)

**Setup:**

See the diagrams of 4 possible ways to set up the game on the pages that follow.

For example:

* Mark sections on the ground to determine points.   
  Create a point system per targeted section.
* Points may correlate with numeracy reinforcement; for example, the closest section: 10 points; mid-section: 100 points; farthest section: 1000 points.
* Determine the number of tosses each student gets.
* Determine whether **Stick Tossers** get to practise before data are recorded.
* The **Stick Gatherers** (data recorders) record the number of points per toss.
* Divide students into pairs: **Stick Tosser** and **Stick Gatherer**.
* 4 or more **Stick Tossers** toss from a marked line on the ground at the same time, while others stand in line and wait for their turn.

**Stick Toss Game Setup Options  
and Instructions**

**Master 74c**

**Using Hula Hoops**

Diagram, circle

Description automatically generated

**Toss and Hula Hoop Target**

**Stick Toss Game Setup Options  
and Instructions**

**Master 74d**

**Using Lines (tape or sticks)**

Diagram

Description automatically generated

**Toss and Section Points**

**Stick Toss Game Setup Options  
and Instructions**

**Master 74e**

**Measuring Distance**

Diagram

Description automatically generated

**Toss and Measure**

**Stick Toss Game Setup Options  
and Instructions**

**Master 74f**

**Tossing to a Bucket (bucket, bin, or box)**

Diagram

Description automatically generated

**Toss and Get in Bucket**

**How many tries did it take?**