

PE00569 – Swingz 4



Number Games to play.

A fantastic new and innovative playground challenge! 'Swingz 4' presents a succession of progressively harder tasks which will keep children of all ages energised and challenged. Throw up and catch the ball in the ever increasingly sized holes until it finally drops through the last!

- Hole diameters – 4, 6, 8 and 11cm and marked 1, 2, 3 and 4.

Please note that the string can be altered and tied to different lengths to suit different ages or abilities and to vary the challenge – a short string (within reason) makes life a little easier. Of course, for the advanced player, the string can be removed completely.

Number Games for one.

- 1) Start by swinging the ball up in the air and catching in one of the holes – any hole. As you get the hang of this try to catch in a specific hole. The small hole at the end of the bat is the hardest one to catch with. The hole nearest the hand is the easiest and it should drop through (9cm ball – 11cm diameter hole). Do some addition, multiply the first two holes you catch in. What is the biggest product you can make from two numbers – Score it!

- 2) The first one to get a total of 11 – what is the quickest way to get there (two 4s and one 3)? What is the hardest way to get there – (Eleven 1s)? There is a lot of arithmetical calculation in here for the children to play with as they are having fun and developing their skill.
- 3) All of these games can be played by detaching the string – this then allows the ball to be thrown higher, so increasing the skill level required to catch.
- 4) Set different challenges – How many catches can you do without missing? How many catches can you do going from hole 4 to 3 to 2 to 1 and back the other way? What is your record for the number of catches? Maybe introduce a challenge – the most, quickest etc. You can always set a challenge which is greater than before, to keep every child challenged/Interested.
- 5) Shout out a number that the children need to reach – using addition, subtraction, division or multiplication. Use fractions – ‘half of four’, ‘a fifth of twenty,’ ‘one third of six’ and so on.

Games for Two.

- 1) Same game as above but trying to make a collective total like 21. They will then need to end on a specific number. You can introduce some competition by racing to get the total.
- 2) Detach the ball and get one child to throw to their partner to catch. Again, they can be specific about which hole to catch with, they can stand further apart as they get more proficient or they could use a different delivery. There are so many challenges here that you will find that they children come back with even better games.