

Playtime Games



Playground Bumper Target Kit PE10263

A big kit with big ideas for developing all kinds of throwing and aiming skills. There are many playground games that can be played with the Playground Bumper Target Kit. The kit includes 7 different types of targets and 4 different throwing items. Ideal for creating various open-ended games and allowing for varying challenges and activities.

Here are some examples of playground games that you can play with the kit.



Playtime Games



Contains one quoits target game and six foam quoits.

- ❖ **Perfect for throwing activities.**
- ❖ **Helps improve hand-eye coordination and balance.**



Bumper Quoits

- Set up the quoits target game on the ground, with the pegs facing up.
- Divide into two teams, each team standing behind a line facing the target.

Bumper Rings

- Set up the quoits target game on the ground, with the pegs facing up.
- Players take it in turns to throw all the quoits at the targets. Use underarm throw.

- Teams take turns throwing the quoits at the target, trying to land a quoit on one of the pegs.
- The team with the most quoits on the pegs after a certain number of throws wins.

- How many quoits can you get onto the pegs?
- Challenge each other and try to beat your score and other's scores.

- Choose the number to be scored on each peg and use mental arithmetic skills to total the scores.

Challenge by altering the distance between the thrower and the target.

Playtime Games



Four tipping targets

- ❖ Great for developing chest passing skills



Throwing Technique

- ❖ Fingers rotated behind the ball and thumbs turned down.
- ❖ Ball held in front of the chest with elbows tucked in.
- ❖ Step in the direction of the pass and extend arms out in front, pushing the ball from the chest.

Bumper Tipping

- Set up the tipping targets on the ground.
- Divide into two teams and each team stands behind a line, facing the tipping target.
- The teams take turns to throw balls at the tipping targets, trying to make the net tip.

Bumper Tipping Races

- Split into four teams with a tipping target in front of each team.
- Take turns to throw the ball into tipping target either standing up or sitting down.
- Each time a ball tips into the net a point is scored. Race against the time to see how many points can be scored.

- The team with the highest score after a certain number of throws wins. The score is the sum of the number of tips.
- The tipping targets can also be used to introduce the game of Netball or Basketball and practise the passing and throwing skills needed for these games.



Bumper Tipping Rounds

- Everyone sits in a circle with a tipping target in the middle.
- Pass the ball around the circle.
- When the caller shouts 'Round Up' the person with the ball throws the ball at the target.
- If they score, then they become the caller, and a new game begins.

Playtime Games



Multi-purpose target and goal

Pops up in seconds for plenty of target shoot game opportunities and goal shooting activities.

- ❖ Helps children practise throwing and kicking skills and encourages interest in sports.



Throwing Techniques

- ❖ **Underarm**- Face target. Throwing arm at side of body, non-throwing arm out pointing at target. Step (with opposite leg) and swing throwing arm to throw ball or bean bag.
- ❖ **Overarm**- Stand sideways to the target with non-throwing arm and same leg pointing to it. Throwing arm in uppercase L shape behind head. Step, twist and throw throwing side and aim for the target.

Bumper Race

- Set up the multipurpose target goal as above.
- In two teams. Each team stands behind the line facing the target goal.
- The teams take turns throwing a low bounce foam ball at the goal, trying to make it go through one of the holes.
- The team that makes the most balls through the holes in a given time wins.

Kicking Techniques

- ❖ Watch the ball.
- ❖ Non-kicking foot points at target. Step with this foot, planting it beside the ball while swinging shooting foot to kick the ball forward.
- ❖ Try using the front of the foot (laces) and the side of the foot. See which is more accurate to score a goal.



Bumper Goal

- Set up the multipurpose target goal as in the picture to the left.
 - Take turns to practise goal keeping and shooting skills.
 - Who can score the most goals?
 - Who can save the most goals?
- Could also be played with hockey stick and ball.

Playtime Games



Twenty low bounce foam balls

Four 3 in 1 targets with a small, medium, and larger circular target on each.

Twenty low bounce foam balls

❖ Ideal for lots of fun games!



Bumper Colour Goals

- Split into four coloured teams in four areas of the play space. Each team has their own goal to match their group colour and a stack of five coloured balls or beanbags.
- Using only one coloured ball or bean bag at a time, each team will try and score in the other goals by passing their ball/bag down the court to have a go at aiming at one of the goals. Goals can be made through any of the target holes. Different points can be given for scoring through different size holes.

- You cannot run with a ball or bean bag,, it must be thrown to each player.
- Leaving someone to defend your goal is a good move. They must not touch the goal or attack other team players to get the ball.
- The winning team is the first to have all five items in other team's goals.

The game can be adapted in different ways.

Bumper Challenge

- Set up the 3-in-1 targets choosing whether to use the large, medium or small side in each colour, or a combination of each.
- Take turns throwing different items at the targets, trying to hit the different areas.

- Different points can be awarded for scoring through different size holes.
- Set a time limit and challenge yourself to score as made points as you can.
- Invent you own rules and design your own games to teach others.



Playtime Games



Contains ten knockdown foam tins and six soft foam balls.

- ❖ Ideal to develop overarm, underarm and rolling techniques.



Rolling Technique

- ❖ Aim non-rolling arm at target and rolling arm holding ball at side of body.
- ❖ The opposite foot to rolling arm forward for balance.

- ❖ Lower body by bending knees.
- ❖ Bring rolling arm back behind body and swing it forward, keeping it in a straight line, to release the ball.

Bumper Knockout

- Set up the foam cans on the ground in a pyramid shape.
- Each player stands behind a line facing the cans and takes it in turn to throw a soft foam balls at the foam cans, trying to knock them down.

Bumper Can Alley

- Set up a bowling alley using skipping ropes.
- Start with all the cans in a pyramid shape at the end of the alley.
- Each player rolls three balls down the alley.

- They can use all six balls if they need to.
- The person who knocks down the most foam cans in the least number of throws wins.

- The number of cans knocked down after the three throws are added up and written down on the players score card.
- At the end of the game all points are added up and the player with the highest score wins the game.

The game can also be played in teams.

Playtime Games



Shape target net is great fun for all kinds of throwing. The net can be set up indoors or outdoors and used as part of a PE session, playtime game or after school activity.



Bumper Shape Shoot

- Set up the shape target net.
- Teams or individuals stand behind a line, facing the net. Take turns to throw a low bounce foam ball or bean bag at the shape net, trying to make them go through the shapes.
- The team or individual with the most balls or bean bags through the shapes after a certain number of throws wins.

Bumper Rush

- Set up the shape target net.
- Divide into four teams, each team standing behind a line, facing the net.
- A team at a time take turns throwing different items at the shape target net, trying to hit the different areas.
- After a set time they rush to the net and total their score. The score is the number of items in the nets. Then the next team have their go.

Bumper Throwing

- Practise shooting towards the targets throwing different balls and bean bags and practising different type of throws.
- Work in teams or individually and set different challenges for each other.

- Invent own games and teach them to each other.
- Number the shapes on the net and practise adding up different scores. Who can score the highest score?





Double-sided target mat

- ❖ Great for recalling number facts and mental fluency.



Bumper Number Target

- Set up with the number circle side facing up.
- Divide into two teams. Each team stands behind a line facing the target mat.

- Take turns throwing bean bags at the targets, trying to hit the numbers.
- The team with the highest score after a certain number of throws or when someone reaches a set target wins the game.



Bumper Bullseye

- Set up with the bullseye side facing up.
- Divide into two teams. Each team stands behind a line facing the target mat.

- Take turns throwing bean bags at the target, trying to hit the bullseye or the highest scoring areas.
- The team with the highest score after a certain number of throws or when someone reaches a set target wins the game.

Playtime Games



Contains twenty Bean bags.

There are many games that can be played with the bean bags from target games to other games like the ideas below.



Bumper Bean Bag Pirate Treasure

- One child is the pirate and stands next to the treasure (bean bags in a hoop) The others stand behind the chosen line.
- When the pirate has turned their back on the others the others creep forwards but freeze when the pirate turns around.
- If they are caught moving, they go back to their line.

Bumper Bean Bag Relay Race

- Lay out 3 hoops in a row in front of the line of relay teams.
- The first runner takes one bean bag and drops it into the first hoop, the second bean bag into the second hoop and the third into the last hoop. Then runs to back of line.
- The next runner collects the bean bags back in from the hoops, one at a time, dropping them at the start line.
- The winning team is the first to all have a go at either putting out or collecting in.

- Once a child reaches the treasure, they pick up a bean bag and run back to the line trying not to get caught by the pirate who is running after them. All the other players freeze while the chase is taking place.
- If the player is caught the treasure is returned to the pirate and then game continues.
- Change pirates when 3 bean bag treasures have been successfully taken.

Bumper Bean Bag Push Challenge

- All stand behind a line holding a bean bag. On the count of 3 everyone throws their bean bag and sees whose goes the furthest.
- Once everyone has pushed bean bag place a marker where it landed and take bean bag back to start line.
- Repeat, trying to beat your distance.

Challenge by pushing from different positions e.g. sitting, kneeling.



We hope you enjoy these idea suggestions. If you have any brilliant ideas and would like to share them with us, we would love to hear from you.

Have fun and enjoy playing with the Playground Bumper Target Kit!