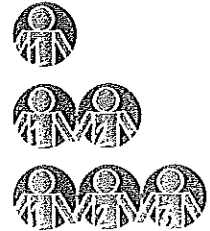
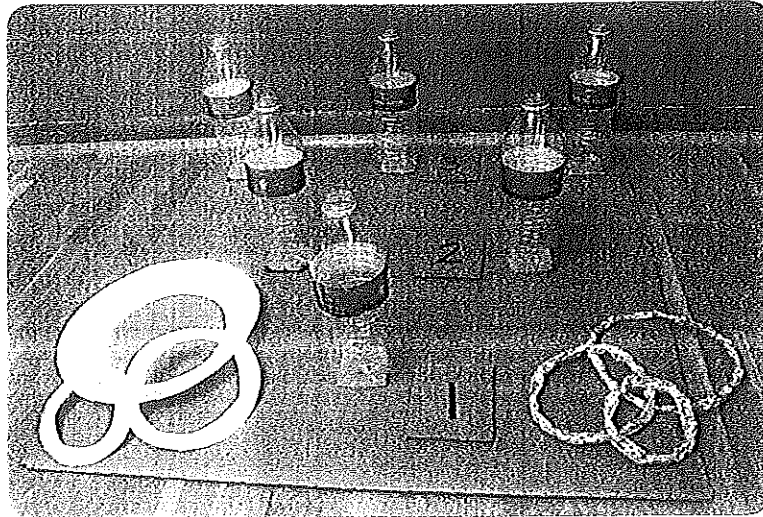


RING TOSS



Making Ring Toss incorporates and utilizes: creativity, fine motor skills, measurement, spatial relationships

Playing Ring Toss utilizes: estimation, gross motor skills, hand-eye coordination, healthy competition (group play), prediction, strategy development, summation, turn taking (group play)

Supplies:

- 6 12-ounce (oz) [354.9-milliliter (mL)] plastic bottles
- Duct tape
- Corrugated cardboard box
- Marker
- Scissors
- Aluminum foil
- Paper plates

To Make:

Target

- Take apart the box by cutting off the flaps, and flatten the box to create a large rectangle.
- Tape the plastic bottles (bottle opening up) to the flattened box with the duct tape in the shape of a triangle similar to the placement of bowling pins.
- Using the marker, write out point values on the cardboard to correspond with the placement of the bottles. Higher points should be associated with the targets farthest from the starting line (1, 2, 3; or 5, 10, 15).

Rings—Experiment with different types of material to make rings.

- Twist sheets of aluminum foil into rings. Make sure they fit easily around the bottles.
- Cut out a round center from a paper plate to create a ring.

To Play:

- Designate a starting line with a piece of tape on the floor.
- Toss the rings made of different materials at the targets and try to get the rings on each bottle. Are some rings easier to toss and aim successfully at the targets?

Suggestions:

- Guess how far the rings will fly by moving the starting line closer to or farther from the targets.
- What other materials could be used to create rings?
- Experiment with different shapes of rings. For example, form the shape of a square using aluminum foil or cut a square out of the center of a paper plate and trim the plate edges to create a square ring.
 - ▲ Does the shape affect the accuracy achieved? Why or why not?
 - ▲ Does the shape affect the distance? Why or why not?

Variations:

1. Play in teams, similar to **darts**, where the teams have to add up scores to reach a point value (e.g., 100) (Masters Games., 2012).
2. In teams, players start at 100 and have to subtract points using the values associated with the original ring toss game. Be the first to reach zero.

