

# 'Skittles' Activity



## What you need:

- 5 identical plastic bottles (re-use juice/water bottles)
- A ball
- Water or dry sand

## Top tip

Rather than make these ahead of time, have fun making them with the children.

## What's in it for the children?

As the game is played, children have an opportunity to reinforce number recognition and counting out corresponding small amounts. Successful players see their score growing before their eyes, as they collect and add to their total. More-experienced children will begin to make size comparisons between scores, using approximation as the game progresses.

## Taking it forward

- For less-experienced children, play the game with unmarked bottles, collecting one counter for each bottle knocked over.



## What to do:

1. Rinse and remove any labels from each bottle.
2. Mark each bottle clearly in the centre with a number from 1-5 using a broad permanent marker pen, or by attaching a numbered label.
3. To aid stability, fill each bottle with water or dry sand until you reach a level that you are satisfied with; this will depend on the size and shape of the bottles. Test one by setting it around a metre away and rolling the ball, attempting to knock it over. Too heavy and this will be impossible, too light and the bottles will not be stable enough to create a satisfactory game.
4. Gather the children and demonstrate how to play 'skittles' using the bottles and ball.
5. Identify an appropriate distance between the skittles and bowling spot with the children, suiting their age and stage. Mark this on the floor with tape.
6. Explain that each player has two turns to roll the ball, returning the skittles to their places after the first turn.
7. After both rolls, the player collects the number of counters that correspond with the numbers on the skittles that have been knocked over.
8. All skittles are then replaced, ready for the next player.
9. End the game after each player has taken three turns (of two rolls). All players count how many counters they have collected altogether, and the player with the highest number wins.

