

Drop in the Bucket

Item #12540

What Are the Educational Applications?

Throwing and targeting are important skills to teach. Physical educators are always looking for ways to help develop these skills through their physical education programs. The Drop In The Bucket target provides physical educators with many options to build throwing and targeting skills along with team-building activities.

How Can I Use This Product With My Kids?

The height-adjustable target allows participants from multiple age groups to participate in the activity. Many educators believe that using a target that is positioned above the participants will help them place their arms and bodies in the correct throwing position. The activities listed below can be used with an entire group or by dividing the entire group into teams.

Activity #1—Circle the Wagons!

Team Challenge: The teams' challenge is to get all the balls in the target before the assigned pullers can empty the bucket.

How to Play: You are in the Old West and your wagon train has stopped for the night. You circle the wagons (put the team) around the food wagon to protect it from wolves. It is the job of all the team members to get their food into the food wagon (Drop In The Bucket) before the wolves (assigned pullers) can empty the food wagon. The pullers are not allowed to touch the food wagon until the allotted time runs out. Set your time limit on your participant's skill level. The wolves have to stay active and circle (run) around the wagons until the time runs out. If all the food (balls) are in the Bucket before the time runs out, the food is safe. If all the balls are not in the Bucket when time runs out, the wolves can rush in and pull the cords releasing all the food and the process begins again.

Activity #2—First In First Out!

Team Challenge: The object of this activity is to get all of the balls assigned to your team into the Bucket before your opponents get their balls in the Bucket.

How to Play: Begin by separating your group into teams by color. The activity starts with placing all of the balls (an equal number of balls in one color for each team) in the bucket. At the instructors command, two designated Bucket Droppers will approach the Bucket and pull the ropes dispersing all of the balls. It is now time for the teams to jump into action and begin throwing the colored balls that they have been assigned into the Bucket. The first team to get all of their balls in the Bucket chooses the next Bucket Droppers. The activity continues until one team succeeds in getting their balls in the Bucket first for two consecutive rounds.

Activity #3—Empty & Full

Team Challenge: Get all of the balls assigned to your team into the Bucket before your opponents get their balls in the Bucket.

How to Play: This activity uses the same principals as Activity

#2. The difference is the use of two or more Drop In The Bucket targets. Each color-designated team can be assigned a target and their goal is to fill that target only with their assigned balls. Using more than one target allows the instructor to place balls randomly around the gym in Buckets. When the Bucket Droppers pull all of the ropes at once, the balls are dispersed over a wider field of play making it more of a challenge to get the balls into the correct Bucket.

Activity #4—To The Top

Team Challenge: The team will have to work to get an ever-increasing number of balls into the Bucket in a set amount of time. The goal is to fill the Bucket as the rounds progress.

How to Play: Start the team out with twenty-four balls. The goal of the team is to get all of the balls into the target in a set amount of time. When the time expires, have designated Bucket Droppers pull the ropes and disperse the balls. At this time, add twelve more balls to the mix. The team must now get thirty-six balls into the target before the same set amount of time runs out. Continue the process and add twelve more balls to the mix each time the time runs out. The game ends when the team can no longer get all of the balls into the Bucket before the time runs out.

Increase the Challenge: Here are a few tips to increase the challenge for the activities.

- Vary/change the throwing techniques (underhand, overhand).
- Adjust the height of the target to change the level of difficulty.
- Change/decrease the time allowed for the activity.
- Change the size of the balls being thrown.
- Increase the distance between the participants and the target. Set up a circular boundary around the target that the participants cannot cross.

How Does This Product Relate to Current Educational Thinking?

The Council on Physical Education for Children (COPEC) developed the position statement "Developmentally Appropriate Physical Education Practices for Children". Twenty-six components of a physical education program have been identified. Developmentally appropriate and inappropriate examples are provided as guidelines for recognizing the best practices appropriate) and the most counterproductive practices (inappropriate). These guidelines are useful as a decision-making tool for developing quality physical education programs.

Active Participation for Every Child—Appropriate Practices

- All children are involved in activities that allow them to remain continuously active. Classes are designed to meet a child's need for active participation in all learning experiences.

Competition—Appropriate Practices

- Activities emphasize self-improvement, participation, and cooperation instead of winning and losing.

Gender-Directed Activities—Appropriate Activities

- Girls and boys have equal access to individual, partner, small group, and team activities. Both girls and boys are equally encouraged, supported, and socialized towards successful achievement in all realms of physical activities.

Safety

As with any targeting game, it is important to position the participants to minimize the risk of being struck by balls that miss their intended target.



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Please direct your questions or concerns regarding this product to the appropriate office listed below between the hours of 8AM-6PM Eastern Time

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