Blackjack
Target Games

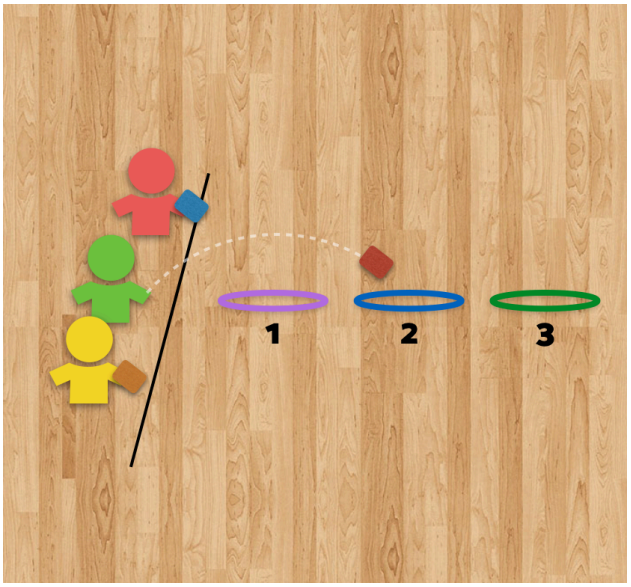
Equipment
- Beanbags
- Hoops

Tactical Focus

Proximity to Target | Avoiding Obstacles | Creating a Dynamic Reaction | Defending Space/Objects | Getting Last Shot

Description

- Divide students into small groups
- Each student has a different coloured bean bag.
- 3 hoops are placed at increasing distances from players.
- Each hoop is worth different points.
- Aim of the game is to score 21 points exactly.
- When player scores 21 exactly they shout "Blackjack."



Modifications (Change It!)

Change it Up
Increase the distance from throwing line to hoops.
Use smaller hoops/targets.
Choose more challenging way of throwing (overhand throw, non-dominant hand).

Change It!
Use pins or alternative targets instead of hoops.
Work as a team to score 21 points.

Change it Down
Decrease distance between throwing line and hoops.
Use larger hoops/targets.
Allow students to win once they pass 21 points. They do not need to score 21 exactly.

Assessment

Emerging
Student has difficulty sending object towards the target. Is unable to throw with appropriate accuracy or forces.

Developing
Student can sometimes send object towards the desired target with appropriate accuracy and force.

Competent
Student is able to send object towards desired target with appropriate accuracy and force.

Proficient
Student is successful at scoring 21 points using a minimal number of attempts and throws object with appropriate accuracy and force.

Questions

How did you choose which target to aim for?

Did you strategy change as you got closer to 21 points?

Which hoop was the easiest/most difficult to score in?

How did your opponents score affect the way you played the game?