Beanbag Toss for Character

Equipment

- Twenty-four plastic hoops and floor tape for securing them
- As many beanbags as you can find (at least one per student)
- Twenty-four index cards (one for each hoop), each bearing one focus word (examples available in the web resource)
- Eight poly spots

Description

For the purpose of this game, divide each regular team into two smaller teams. This description is written for eight teams and three hoops per team. Each smaller team lines up behind one end line of the gym. (The game can also be played using the width of the gym, which may give each team more room if you have a small gym.) Each team has a poly spot to mark its starting point, and each student has at least one beanbag. The immediate object of the game is to toss beanbags underhand into the hoops, which are arranged in single file in front of each team and secured to the floor with floor tape.

More specifically, each team’s hoops are arranged in a straight line, with each successive hoop located farther from the tossers. Each team tries to get all three focus words back to its poly spot before the other teams do. To obtain a focus word, a team must land at least three beanbags in a given hoop in one round. The team can then collect the focus word in that hoop and turn its efforts toward the next hoop. Tossers can toss one at a time or all together, whichever you decide. If a team does not get three beanbags in a given hoop, it must collect its beanbags and try again for that hoop.

Once a team has collected all three focus words, the team members sit in a small circle and create a reflection scenario that addresses the focus word that they choose from the three cards collected. When all teams are finished, put the focus words back into the hoops, have the teams rotate, and start a new game.