



Target

The aim of the game is to get an object to land on or in the target

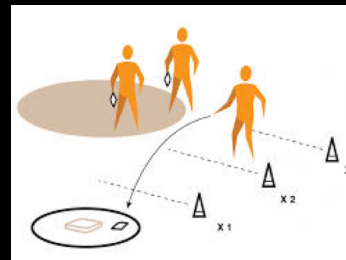
- 1) Create a target for you to aim at (e.g. bowl, saucepan, box etc)
- 2) Choose an object for you to play with (e.g. socks, soft ball)
- 3) Choose how your object is going to travel towards the target (underarm, overarm, roll)
- 4) 1 point will be awarded if your object lands or stays inside the target

Simplify

- Closer distance
- Increase target
- Use two hands when throwing

Progression

- Increase distance
- Smaller target
- Time limit (60 seconds)



#StayHomeBeActive