

MATH 'N' MOVEMENT



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MATH 'N' MOVEMENT

Free
Activity

CHANCE & DATA

BUCKET TOSS

In this Math 'N' Movement activity students will use bean bags and buckets to understand the relationship between increased risk and increased reward.

ACTIVITY

1. Three buckets are placed in a line with a space of about half a metre between each bucket.
2. Students line up in teams of 4 or 5 facing their buckets and are shown that each bucket has an increasing point value based on its distance from the thrower ie. The further the bucket is from the thrower
3. Students use their Chance & Data Recording Sheet and add each score to the score preceding it.
4. The first student to reach 300 wins.



Equipment Required:

- A Bucket Toss Subtraction Recording Sheet and pencil per team.
- 3 buckets marked with their scores ie. 30, 60 and 90.
- A bean bag per team



Notes:

The amounts allocated to each bucket and the final score needed to win can both be changed based on the ability of the students. For more able or older students 3 or 4 digit numbers could be used and the first to 10000 wins while for younger or less able students single digits could be used and the first to 10 wins. If you do not have enough buckets a single bucket could be used and 3 lines drawn. The closer the line the lower the score and the further away the higher.



Additional Maths Outcomes Covered:

- MP2 - Reasons abstractly and quantitatively.
- MP3 - Constructs viable arguments and critiques the reasoning of others.
- MP4 - Models with mathematics.
- MP5 - Uses appropriate tools strategically.
- MP6 - Attends to precision.
- MP8 - Looks for and expresses regularity in repeated reasoning.



PD/H/PE Outcomes Covered:

- Team work and cooperation.
- Moving/FMS - Underarm or Overarm Throw
- Develops positive relationships with pee and team mates.
- Participates in physical activity recognising that it can be both enjoyable and important for health.
- Identifies that positive social interaction make physical activity more fun.

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BUCKET TOSS RECORDING SHEET

ROUND 1 - FIRST TO ZERO WINS

Student 1 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 2 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 3 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 4 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 5 _____	300 - _____ = _____ - _____ = _____ - _____ = _____

ROUND 2 - FIRST TO ZERO WINS

Student 1 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 2 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 3 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 4 _____	300 - _____ = _____ - _____ = _____ - _____ = _____
Student 5 _____	300 - _____ = _____ - _____ = _____ - _____ = _____

Whole Number

Addition

Subtraction

Multiplication & Division

Fractions & Decimals

Chance

Patterns & Algebra

Data

Length

Area

Volume & Capacity

Mass

Time

3D Space

2D Space

Angles

Position