

Game → Critter Toss

Objective

The goal of this game is to knock down as many “critters” as you can.

Set-Up

- Place several cones in a circle in the centre of the activity space.
- Balance one “critter” on top of each cone.
- Place a hula hoop and several beanbags in each of the four corners.
- Divide participants into 4 groups.
- Each group is designated a corner hula hoop.
- Using cones or tape, mark several throwing lines at different distances from the middle circle.
- Participants take turns running to collect one beanbag from their hula hoop.
- From a throwing line, they try to knock a critter off a cone.
- If they knock one down, they retrieve it and place it in their team’s hula hoop.
- After a designated period of time, groups count how many critters they collected.
- Play again and challenge groups to beat their previous total.

Adaptations and Modifications

- Have participants throw with their right and left hands.
- Increase or decrease throwing distances.
- Have participants use balls to roll instead of throw.

Safety

- Remind participants to keep their heads up when moving around the activity space.
- Use soft, foam balls.

Diagram: Critter Toss



Equipment cones, bean bags, hula hoops, soft balls