

Thumball Ideas for Play – Number Ball

In the Classroom & As a Family Game

Great as an ice-breaker or end of lesson filler.

Excellent to use for plenary tool.

<p>Game Idea 1.</p>	<p>Game Leader starts play by throwing ball to player one who calls-out the number under his/her thumb and then throws the ball to player two.</p> <p>Player two then calls-out the number under his/her thumb and adds to the amount of the number called by player one.</p> <p>Each player in turn calls out the number under his/her thumb and adds it to the previous total.</p> <p>A player is eliminated as he/she is unable to mentally add the amounts together.</p> <p>The last player to be eliminated is the winner.</p> <p><u>Example:-</u></p> <p>Player 1 = Thumball Panel two calls = “two”</p> <p>Player 2 = Thumball Panel five calls = “two plus five equals seven”.</p> <p>Player 3 = Thumball Panel six calls = “seven plus six equals thirteen”</p> <p>Each player adds to the equation chain and the play keeps going round and round the players until each one is eliminated.</p> <p><u>Variations</u></p> <p>😊 Vary the type of equation used. For example times tables.</p>
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<p>Game Idea 2.</p>	<p>At the beginning of a session the Group Leader displays 10 questions and announces to the group that he/she will be asking these questions at the end of the session.</p> <p>The players will be permitted to write down the questions themselves and any relevant notes they feel during the group session.</p> <p>At the end of the session the Group Leader instructs all paper and notes to be put away and randomly throws the ball to the group.</p> <p>The player then has to answer the question that corresponds to that number – using his/her allocated amount of times to ‘delegate’ or ‘flip’.</p>
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<p>Game Idea 3</p>	<p>The Group Leader / Team decide what activity will be performed, eg jumping; clapping.</p> <p>The player then performs that action the number of times on the panel under their thumb.</p> <p><u>Variation</u> Player needs to find the colour of the panel in the room/book/chart.</p>
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