**Monster Pit**  K-6

**Objective:** To have the fewest number of yarn balls left in the Monster Pit.

**Equipment:**

* Several large mats that Velcro together on the ends
* 10-14 small cones
* A ton of yarn balls

**Setup:** (see diagram below)

* The mats are setup on end and fastened together with Velcro in the shape of a circle (monster pit).
* The cones are setup in a circle about 2 feet from the monster pit.
* Yarn balls are scattered throughout the gym

**Description:**

* Divide the class into 4 groups
* Put one group inside the monster pit

= Monster Pit

= Cones for 2 foot

 buffer

= Yarn balls scattered

 throughout the gym

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***When the music begins –***

* Students on the outside begin throwing yarn balls into the monster pit. Specify whether students may pick up one or two yarn balls at a time. (Picking up one at a time makes them work harder and gives the monsters a little more time to try and empty the pit.)
* Yarn balls may be thrown from anywhere in the gym so students can choose their own throwing distance.
* Students may not get any closer than the circle of cones. The cones form a two-foot buffer so students cannot go up to the monster pit and drop the yarn ball inside or crash into the mat. (However, students may go inside the circle to get yarn balls, but must come out before throwing.)
* Meanwhile, the monsters in the pit empty it out as quickly as possible. The monsters can pick up as many yarn balls as they would like at one time. When the round is over, they want to have as few yarn balls as possible inside the monster pit.
* After a few minutes, stop the game and record the number of yarn balls remaining in the pit. – Then empty the pit before the next round.
* Repeat the same for the other 3 groups.
* After all groups have gone, the group with the fewest yarn balls finishes first.

**Helpful Hints:**

* Find a way for all students to stop throwing yarn balls at the conclusion of the round and practice it. I count backwards 5 – 4 – 3 – 2 – 1 – HANDS UP! Hands up means to put your hands over your head and drop any yarn balls you may be holding.
* Between one half and one-third of the total number of students should be in the monster pit at a time.

**Variation:**

* Set a goal and see which groups can make that goal. For example, the monsters will have less than 25 balls in the pit when the round ends. Any group that does so is successful.
* Throwers may pick up more than two at a time.