**Monster Pit (Double)** Grades 2-6

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

**Equipment:** (See diagram below)

* Additional mats – for a second monster pit
* 10-14 additional small cones

**Setup:**

* The mats are setup in the middle of each side of the gym
* The cones are setup in a circle about 2 feet from each monster pit.
* Yarn balls are scattered throughout the gym

**Description:**

* Divide the class into 2 teams
* Each team will be divided into 3-4 groups (depending on the number of players)
* Put one group, from each team, inside their monster pit

= Monster Pit

= Cones for 2

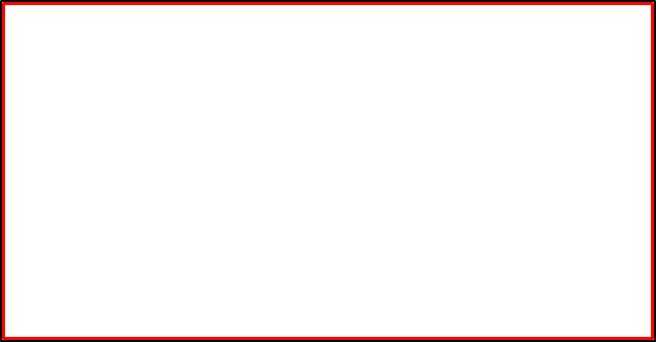
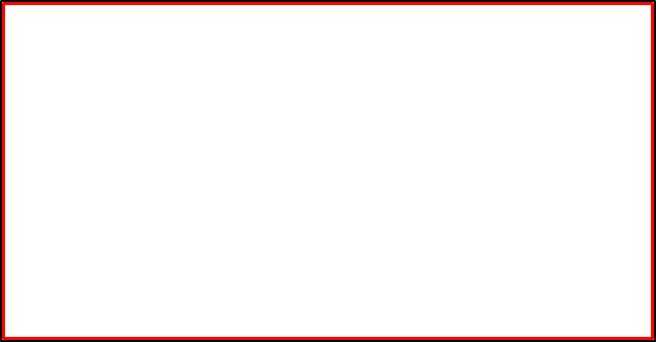
foot buffer

= 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 on the opposite side of the gym. Specify whether students may pick up one or two yarn balls at a time.
* Students may not cross the center line.
* Yarn balls may be thrown from anywhere on their team’s half of the gym so students can choose their own throwing distance.
* Students may not get any closer than the circle of cones on their half of the gym. The cones form a two-foot buffer so students cannot easily crash into the mat. (However, students may go inside the circle to get yarn balls, but must come out before throwing.)
* Students may not block balls thrown from the other side.
* Meanwhile, the monsters in each 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 each pit. – Then empty the pit before the next round.
* Repeat the same for the other 3 groups.
* The group with the fewest yarn balls finishes first.

* Repeat the same with the other groups.

**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.

**Variations:**

* Throwers may pick up more than 2 yarn balls at a time
* Allow students to block throws from the other side.
* Add the number yarn balls left in the monster pit for all four groups to get a team score. The team with the lowest score is the first-place finisher.
* 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.