**Roll 21** Grades 2-6

**Objective:** To score 21 points before the other player by tossing or rolling a large die into your partner’s hula hoop.

**Equipment:** 1 large foam die and two hula hoops for each pair of students

**Setup:**

* Partners place their hula hoops on the floor 5-10 feet apart depending on the age and skill level of the two students
* Both students stand behind their hula hoops

* One player holds the large die

 ------- 5-10 feet --------

**Description:**

***When the music begins –***

* The player with the die steps into his/her hoop and tries to toss or roll it into the other player’s hoop
* If the die lands inside or on the hoop (no part of the die can be in contact with the floor outside the hoop), the player scores the number of points that is face up on the die.
* The other player may not defend his/her hoop nor interfere with the other player’s toss or roll.
* Now the other player picks up the die, steps into his/her hoop and tries to toss or roll it into the other player’s hoop
* Players continue to take turns tossing the die back and forth until one player scores 21 or more points
* If the die is not an underhand toss or roll, no points may be scored if the die lands in the hoop.

**Variations:**

* Vary the size of the hula hoops used
* Change the number of points that a player must reach to finish first
* Stop after a set period of time to switch partners. Whoever has more points at that time is the first-place finisher. - To get new partners, have the student holding the die stay at the set of hoops. The students not holding a die moves to another available hoop.
* Let each player throw 2 foam dice during their turn
* Play with four people and a pair of dice. The partners on one side each toss or roll one die. Their score is the total number of points of the dice that landed in the hoop.
* Place a polyspot in the middle of the hoop. If a player tosses or rolls the die so it lands only touching the poly spot, the player’s points are double what is face up on the die.