

Pitch and Toss

You need one of each coin: 1p, 2p, 5p, 10p, 20p and 50p for each person playing.

If you can't find a coin, find something small that can be thrown without causing damage, like a bottle top or chuckies or buttons. You can mark the quantities with a pen or simply agree which item represents which amount.

- Each person in the group takes one of each coin from the collection.
- Estimate how much money the winner will take before playing the game.
- Each person takes a turn to throw just one of their coins against the wall.

It's up to each player which coin they decide to use. You may want a line or a mark to so that everyone throws from the same distance.

- The winner is the person whose coin lands closest to the wall. This person collects all the money thrown and counts up how much money they have won.

Then the next round begins.

- The game continues until someone runs out of money. Then the total amounts are calculated to find the overall winner in the group.

Challenge – try changing a rule in the game and /or experiment with different ways of playing the game. For example, move closer to the wall or further away.