



Make the Stick Jump



How to Play

1. Each participant lines up at a starting point with a decorated ball or a ball with a tail.
2. Set up marked and decorated sticks (up to 5) to form a line that extends from the starting point for the game.
3. Plant each stick, beginning with a stick with 1 ring (mark), then next will have 2 rings, the next 3 etc. in the ground up to six feet apart.
4. Each participant begins by throwing the ball at the first stick to try to make it jump.
5. Thereafter the second, third stick and so on until all sticks have had attempts.
6. The marks on the sticks are points that the players earn if they made the stick jump.

What They Learn

1. Blackfoot culture: engaging with traditional ways of learning skills.
2. Attention: learning to attend to the target to calculate the accuracy and coordinated force required for a hit.
3. Planning: is required to assess previous mistakes and calculate a more accurate trajectory.
4. Emotional Control: by accepting and correcting mistakes and/or losses of the game with respect.



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