

equipment:

- Floor markers
- Beanbags or quoits
- Cones

how to set up:

- Place floor markers at one end of the hall in the shape of circle target zones.
- Place a floor marker at the centre of the target (the button).
- Use cones or floor markers to create a clear throwing line at the opposite end.
- Organise pupils into small teams of 2/3, each team with an equal set of beanbags.

**how to score:**

- The object closest to the 'button' wins the point for that round.
- If the second, and any subsequent beanbags/quoits are next closest to the button, they score a point per item.
- Play 3 rounds (ends).
- The team with the highest score after 3 ends wins.

how to play:

- Pupils take turns rolling a beanbag/quoit from behind the throwing line.
- The aim is to land the object inside or as close as possible to the 'button'.
- Teams alternate turns until all players have had a go and all the team beanbags have been thrown.
- Swap opponents, or play in a tournament style, with several games going on at the same time.