

ACTIVITY 23: DUCK IN A BUCKET

This game encourages children to use adding and subtracting skills using single digit numbers to make larger numbers, and to begin to play flexibly with ‘friends to 20’.

People play in pairs or two teams. The objective is to **minimise** your point score!

A 20-sided dice is rolled to provide the ‘target number’ for each round (e.g. Team A rolls a ‘16’ on the 20-sided dice – this is their target number).

The team then need to work out what combination of 5 (or 6) scores they need to throw into the ‘1’, ‘3’ or ‘5’ buckets, to get as close as possible to their target number.

Set a fair distance between the ‘thrower’ and the line of scoring buckets and take turns to throw the ducks into the bucket to achieve as closely as possible to the target score.

Of course, not all the ducks will land in the correct bucket – or in any bucket at all!

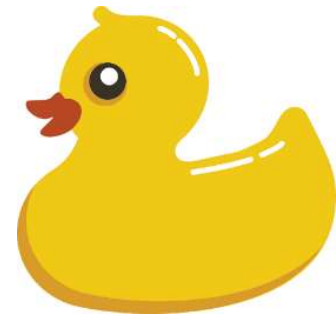
The number scored is the target score minus the added value of the ducks that have made it into buckets! So, if the target score was ‘16’ and a person threw two 3s, a 5 and two 1s (total 13), the final score in that round for the person (or team) would be: $16 - 13 = 3$.

Play 5 rounds each to determine a winner – remember, *lowest* total score wins!

Materials:

- 5 or 6 small rubber ducks (or objects)
- 3 buckets (or circles or hoops) labelled with the numbers 1, 3 and 5
- 1 20-sided dice (or a random number generator set to the value range 1 to 20 or cards with the numbers 1 to 20)

Players: 2 (or 2 teams)



Source: Duck in a Bucket Game AMSI Calculate: <https://calculate.org.au/2018/09/26/duck-in-a-bucket/>