

# Rain Drops

*Activity*

**Resource:**

Beyond the Walls: Activities for the Outdoors

**Grade(s):** 1 2 3

**Division(s):** Primary

**Setting:** Curricular

**Season:** Spring

## Activity Goal

Participants practice sending an object into an open area using an implement and fielding an object to score points in an engaging spring outdoor activity.

For participant safety, please review the contents of the [Beyond the Walls: Safety Considerations](#) page for information on Safety Standards, Spring Safety Considerations, and Outdoor Playing Areas and Surfaces.

## Equipment

- 1 bat (baseball/softball, cricket – that is size appropriate for primary age participants) per group
- 1 batting tee (large pylon) per group
- Buckets for fielders (e.g., small pail, upside down pylon)
- 1 small ball (e.g., foam ball, tennis ball) per group

## Before Play

- Review the safety rules and activity instructions with participants prior to the activity.
- Establish the boundaries for the designated playing area and share them with participants.
- Discuss with participants why rain is important in the spring to help things grow, and how we can play safely outdoors even if it's raining. Remind participants that thunder and lightning sometimes accompanies the rain or can occur when it is not raining. Thunder is caused by lightning and lightning can cause injuries so it is important to go inside when thunder or lightning is present.
- Divide participants into small groups of 3 to 6.
- Assign each group a designated space in the playing area, a safe distance away from other groups in the playing area.
- Have each group divide themselves into one “cloud” (the batter) and 2 to 5 “flowers” (fielders). Flowers hold a pail or upside down pylon.
- Provide each team with a bat and tee. Have the “cloud” place a “raindrop” (ball) on the batting tee.
- Consider using some of the question prompts during play to encourage participants to think about the strategies that will help them be more successful in this game.

## During Play

- On a predetermined signal, the cloud hits its raindrop off the batting tee toward the flowers.
- If a flower catches the raindrop before it hits the ground, the flower is awarded 3 points. If a flower retrieves the raindrop after it hits the ground and it is still rolling, the flower is awarded 2 points. If a flower retrieves the raindrop after it hits the ground and it has stopped rolling, the flower is awarded 1 point.
- Once a flower accumulates 5 points, the round is over, and they switch places with the cloud.
- Play until each flower has had a turn to be the cloud. If a flower accumulates 5 points more than once then they choose someone else who has not had a chance to be the cloud.

## After Play

Use the following prompts with participants to reflect on ways to be active in the spring and motivate others in activity to build a habit of engaging in outdoor activity throughout the year.

Question prompts:

- How do you know it's going to rain? What do you see, smell, hear, feel?
- What are the safety rules to remember when you hear thunder or see lightning?
- How does a rainy day make you feel as opposed to a bright sunny day?
- As a "cloud" (batter), where can you aim to strike the ball to make it challenging for the "flowers" (fielders) to catch it?
- As a "flower" (fielder), where can you position yourself so that you are successful at catching a ball?
- What other activities use similar strategies to help you become more successful when batting and fielding?
- How could you adapt this game to play with friends, family, or others outside of school to stay active during the spring and summer?
- What alternate equipment could you use that you might find at home?

## Adaptations

Consider these tips to maximize the challenge and the fun for participants.

- Allow participants to choose the type of implement they want to use to send their raindrop to the flowers.
- Allow participants to throw or kick the object instead of striking it with a bat. Consider having participants use scoops or an appropriate size tennis racket to send/hit the ball.
- Change the size of the ball to increase or decrease the level of difficulty. Consider introducing a frisbee or a football into the game.

# Modifications

Consider these tips to maximize inclusion and fun for all participants.

- Consider inclusive approaches to increase or decrease the challenge to find a role for every participant and to encourage full participation.
- For participants that are blind/low vision, consider using a brightly coloured ball or an object that is easier to receive (e.g., netball, rattle ball).