Classroom Baseball
In this Remarkable Idea, your students will be able to participate in a modified game of America's favorite pass time. This is a classroom based activity that doesn’t involve bats, balls, or broken windows!

This activity addresses:
• Turn taking
• Social skills
• Sportsmanship
• Alternative methods of access for each part of the activity

What you need:
• Step-by-Step™ GamePlay (set to level 1) or All-Turn-It® Spinner
• A baseball field and scoreboard (drawn on a piece of paper or white board)
• Peg / wooden people (i.e. http://www.amazon.com/Hygloss-Decorative-Wooden-People-Assorted/dp/B0044S1CRE)
• Paint

Optional materials:
• BIGmack®
• Step-by-Step (2)
**What to do:**

**Put your team together**

Give each student a blank peg person and allow them to decorate/paint it however they choose, this will be their player. Allow to dry.

**Playing the game**

1. Draw your field on a large piece of paper or a white board so everyone can see, be sure to include a dugout for players waiting their turn.

2. Decide how many innings you are going to play, split up into teams (uneven teams will not make a difference), and decide a home team.

3. The visiting team goes first following typical baseball rules. Three outs per inning. If a player gets a single, advance their peg person one base, a double advances two places and so on.

4. When a player is up to bat they will activate the GamePlay or All-Turn-It Spinner, and follow what it says.

5. The game ends when the last inning is played or the game is called.

**Suggestions to make the game a bit more authentic:**

The National Anthem could be played before the game starts. (Record to BIGmack and have a student “sing” the National Anthem.)

The seventh inning stretch could be observed. (Record “Take Me Out to the Ball Game” to a BIGmack and have a student “sing” it.)

Popcorn or hot dogs could be served during the game.

Record “Good game” to a BIGmack for players to show their sportsmanship at the conclusion of the game.

Use a Step-by-Step for each team to keep score. Record numbers and have a student act as scorekeeper.

**Preparation:**

Record baseball scenarios to the GamePlay or write them on an All-Turn-It Spinner overlay - single, double, triple, homerun, out, strike out, etc. To ensure a quicker game, include more than one out option (write it a few times on your overlay or record it multiple times to the GamePlay.)

Suggested number of each, you may wish to modify this for your game:

4-outs and singles,

2-strike outs and doubles

1-homerun and triple