

Bowling Score Card - Ten Pin Bowling

Suggestions for Getting the Most Out of Blackline Masters

Introduction

This form of Ten Pin Bowling can be played as a desktop game or on the floor. Once the game has been introduced to a class, and students have had a period of practice to fix the rules in their memories, use the game as an incentive for students to complete more essential exercises. The game requires rolling dice. Dice are noisy when rolled on a hard-topped desk. Have students use a book or the carpet.

EQUIPMENT

All you will need are two six-sided dice, copies of the Bowling Score Card, **mblm020**, for each player and a pen or pencil. Each student is to keep the score of all players.

CONCEPT LIST

The following concepts are likely to be enhanced when playing this form of Ten Pin Bowling:

- Practising addition to hundreds
- Probability
- Turn-taking
- Coping with disappointment
- Following rules
- Memory
- Cooperation
- Concentration
- Predicting outcomes
- Communication skills
- Strengthening relationships

RULES OF PLAY

1. There are ten pins, or skittles, at one end of the lane. The bowler is allowed two bowls of the ball to attempt to knock down all the pins. A game is made up of ten turns, and the results recorded in a frame. A dash (-) signifies a bowl that knocks no pins down. Scoring is cumulative along the frames
2. STRIKE - If the bowler topples all the pins on the first attempt, it is called a strike, the bowler does not need to use their second attempt. A strike scores ten plus the number of pins the player knocks down in their next two balls. To write the score for the strike the player needs to wait until they have bowled two more balls. If a bowler gets a strike on the 10th frame, the player bowls two more balls.
3. SPARE - If the bowler knocks all the pins down in two attempts, it is called a spare. A spare scores ten plus the number of pins the player knocks down in their next ball. To score the spare the player needs to wait until their next turn. A spare scored in the 10th frame earns an extra ball.

SCORING

Eva Ball played a pretty good game; her score is below. I'll step you through parts of her game.

The Scoring Sample From Blackline Master **mblm020**

1	2	3	4	5	6	7	8	9	10
8 -	7 2	■ □	8 ▽	6 3	5 -	4 4	■ □	■ □	7 ▽ 5
8	17	37	53	62	67	75	102	122	137

Frame 1. Eva knocked down 8 pins on her first ball. She missed the two remaining pins on her second ball. She scored 8 in her first frame.

Frame 2. Eva knocked down a total of 9 pins. She added 9 to her previous score of 8 to give her 17 for frame 2.

Frame 3. Eva bowled a strike on her first ball. She had to wait now to bowl two more balls before she could score frame 3.

Frame 4. Eva knocked 8 pins down on her first ball then knocked down the remaining two pins on her second ball to get a spare. Now that she has bowled two more balls she can score frame 3. She scored 10 plus another ten for the number of pins toppled on the next two balls. She added 20 to the 17 in frame 2. She writes 37 in frame 3. Eva still has to wait for her next ball to score frame 4. We will fast forward to frame 8.

Frame 8. Eva bowled a strike but has to wait for her next two balls to score. She bowled another strike for frame 9 and a 7 for the first ball in frame 10. She scored 27 for the strike and adds it to the 75 in frame 7. Eva writes 102 in frame 8.

Frame 10. Notice that Eva took an extra ball so she could calculate the spare.

USING DICE INSTEAD OF A BALLS AND PINS

1. Throwing the dice determines how many 'pins' are knocked down.
 - i. On the first 'bowl', if the numbers on the dice add up to ten, the player gets a 'strike'.
 - ii. If the numbers on the dice add up to more than ten, no pins are knocked down.
 - iii. If the numbers on the dice add up to a number less than ten, that is the number of pins that are knocked down.
 - iv. On the second 'bowl' the player has a choice to use either one or two dice for their turn.
 - v. If the numbers on the dice are more than the number of pins still standing, no pins are knocked down.
 - vi. If the numbers on the dice are equal to the number of pins still standing, they get a 'spare'.
 - vii. If the number on the dice is less than the number of pins still standing, that is the number of pins that are knocked down.

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