

# Classroom Baseball

Play a modified game of America's favorite pastime. This is a classroom-based activity that doesn't involve bats, balls, or broken windows: just AT fun!

## This Activity Addresses:

Sportsmanship

Social skills

Turn taking

Alternative methods of access

## What you need:

- ✓ [Step-by-Step](#) 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-Wood-en-People-Assorted/dp/B0044S1CRE>)
- ✓ Paint

## Optional Materials:

- ✓ [BIGmack](#)
- ✓ [Step-by-Step \(2\)](#)

## Preparation:

Record baseball scenarios to the [Step-by-Step](#) or write them on an [All-Turn-It Spinner](#) overlay - single, double, triple, home run, 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 [Step-by-Step](#).)

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

- ✓ 4-outs and singles,
- ✓ 2-strike outs and doubles
- ✓ 1-home run and triple

Create overlays using the [AbleNet Symbol Overlay Maker](#) app.

## 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 Step-by-Step 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.