



Three tins

An aiming game that forms part of South Africa's heritage.

Age: 6+

Players: Two equal teams with a minimum of five people.

Pitch: 8m x 4m.

Time: Unlimited.

Rules: Three tins are placed on top of each other.

The first player has three attempts to knock the tins down.

The player throws the ball from outside the marked playing area.

If successful the player runs out, re-builds the tins, draws a square around the tins and hops over the tins three times.

If the ball misses or is thrown too far the players shout 'Thayma' until the ball is returned.

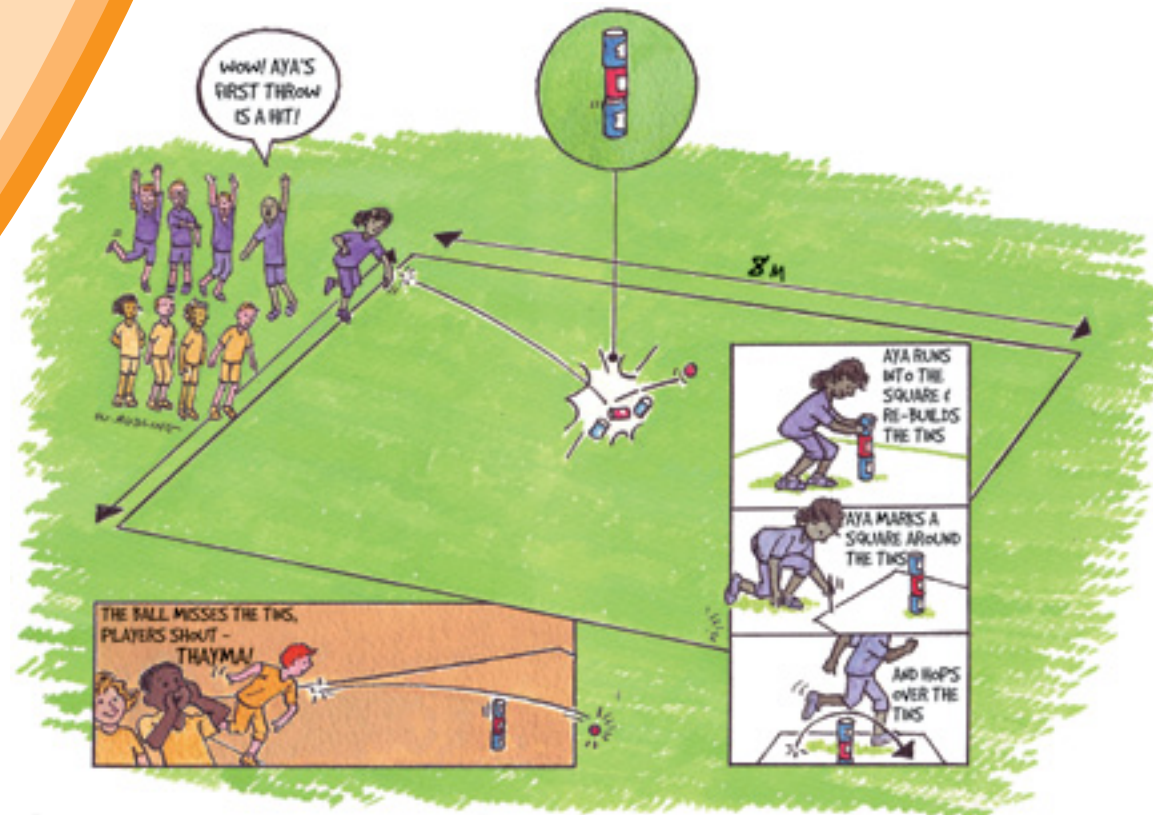
If after three throws the player has been unsuccessful, the first player from the opposing team becomes the thrower.

Equipment

- Three tins, plastic blocks or other stacking objects.
- A small ball.

Safety

- A flat playing area free of debris.



Adaptations and variations

Easier

- **Space:** Decrease the space.
- **Task:** NA
- **Equipment:** A larger ball.
- **People:** NA

Harder

- **Space:** Increase space.
- **Task:** NA
- **Equipment:** Four stacking objects.
- **People:** NA

Skills developed

- Balance
- Hand-eye coordination

This activity can be used as

- A skill-development activity
- A game

Who could use this card?

- Teachers
- Young leaders
- Sports coaches
- Community leaders
- Students

