



START HERE

Watch one throw. Tap one result.

A whole-class silent-ball game with random pairings, visible player status and built-in ways back into play. The screen handles who throws, who catches and what happens next.

60-SECOND SETUP

1 ADD NAMES

Type student names or load a class saved in this browser. At least two players are required.

2 CHOOSE A STYLE

Pick One Up One Down, Two Strikes, Catch to Unlock or Mercy Rule.

3 START GAME

The screen selects a thrower and catcher. Students make the shown throw.

YOUR ONLY JOB EACH THROW

WATCH THE THROW, THEN TAP CAUGHT OR DROPPED.

A caught ball celebrates and moves on. A dropped ball changes the catcher's status according to the selected game style. The thrower is not penalized for the catcher's miss.

GREEN - ACTIVE

Can be chosen to throw or catch.

GOLD - CATCH-ONLY

Can catch back into active play; normally does not throw.

PINK - BENCHED

Waits for a Rescue challenge or mode-based return.

WHY THIS FREES YOU UP

No clipboard, no rotation chart and no arguing over who is next. The app keeps every name visible, chooses the pairings, applies the selected consequence and immediately sets the next throw.

TEACHER ROLE: WATCH THE BALL. MAKE THE CALL. LET THE APP RUN THE ROTATION.



CHOOSE THE CONSEQUENCE LEVEL

Four game styles. One simple call.

ONE UP, ONE DOWN

A drop benches the catcher. Before the new player is benched, the person who has waited longest returns as catch-only. A clean catch returns that player to active.

TWO STRIKES

First drop: catch-only. A later clean catch returns the player to active, but the first strike remains. A second drop benches the player.

CATCH TO UNLOCK

A drop benches the catcher. Tap Rescue beside a benched name for a Teacher Challenge Throw. Catch it to return as catch-only and throw next.

MERCY RULE

A drop benches the catcher. After 30 seconds, the app automatically returns that player as catch-only. A clean catch returns the player to active.

THE NORMAL THROW LOOP

The screen announces the thrower, reveals the catcher, waits for the real throw, then pauses for your CAUGHT or DROPPED tap. After the result animation, the next pairing appears automatically.

IMPORTANT CAUSE AND EFFECT

DROPPED always applies to the catcher. CAUGHT can restore a gold catch-only player to green active status. This keeps the rule visible and consistent instead of leaving the teacher to remember every consequence.



TEACHER INFORMATION

Use the tools only when the room needs them.

Normal play runs from throw to throw with two teacher taps. The tools below are for exceptions, not for managing every turn.

TEACHER TOOLS

WARN

Immediately moves a player to the bench when a safety or behavior reset is needed.

RESCUE

Starts a Teacher Challenge Throw for a benched player. A catch earns a return as catch-only.

ADD / REMOVE

Add a late arrival or remove a name without restarting the whole game.

RESET

Returns to setup and clears the current game state. Saved class lists remain in the browser.

SAVED CLASSES

Class lists are stored only in the current browser and device. Private browsing, cleared browser data or a different device may hide or remove them.

WHEN PLAY PAUSES

If there is no active thrower or no eligible catcher, the screen stops and tells you what is missing. Use Rescue, Add or Reset.

SAFETY AND ACCESS

Use a soft foam ball. Set controlled passing rules before play: no throws toward faces, stop immediately on the teacher call and keep pathways clear. Students may participate from an accessible position. Use a Challenge Throw that matches the student's needs.

TEACHER ROLE: START IT. WATCH EACH THROW. TAP THE RESULT. THE SCREEN DOES THE REST.