TK06. Staggered Targets

Learning objective

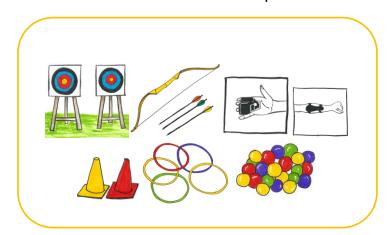
Children learn the nuances of changes in skills & strength while shooting at targets set at varying distances, as also to exploit these in team mates for best team performance

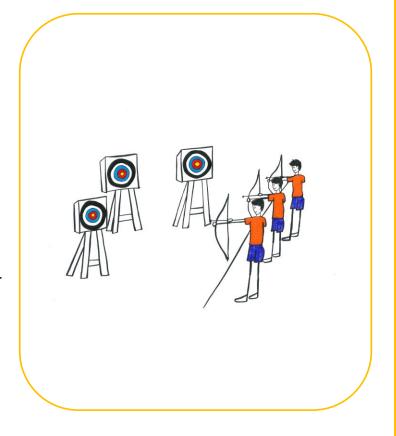
What is needed

- · Playfield with Archery Range
- Bows
- Arrows
- Finger tabs, arm guards
- Cones of 2-3 different colors Flag/marker
- Soft balls/bean bags

Activity

- Create groups of 4-6 children
- Set up the range with staggered targets, typically with consecutive increasing distances from amongst 6, 8, 10, 14, 22 and 26 m, depending on the ability & skill of the group
- Warm up# Children wait team wise at waiting line. First team mate throws the ball/bean bag at target on signal. Second team mate runs, picks ball and hands over to third who throws again
- Ask teams to discuss skills & strength of the archers and appoint the sequence of archers for shooting, starting from smallest distance
- Each archer in a group shoots 3 arrows
- Objective is to score maximum points







Scoring

Team scoring the highest total, across targets at all distances together, wins!

INNOVATE

- Change shooting distance
- Change archers in team shooting at different distances
- Award more points for higher distance (for e.g. a hit in blue which would score 5 or 6, may instead be counted as 10 or 12)
- Score negative points for arrows not crossing a minimum distance (for example, when shooting at 10 m, if the arrow doesn't cross even 3 m, minus 2 points are scored)
- Change competition format; for example team scoring 45 points with least number of arrows when shooting in the same sequence wins
- Reverse shooting sequence (from longest to shortest distance)
- Shooting while opposing teams do 'booing' to distract the archer

Safety

- Shooting line remains the same for all archers, despite change in distance of target
- Ensure children waiting are strictly behind the waiting line

Tips:

#2: Advise children to work with team mates, by way of suggestions in improving shooting form from those

Ask the players

- Did you notice the change in trajectory of the arrow with the change in target distance?
- Why is 'shooting line' kept the same, even though the target distance changes?