Explore Archery is a versatile archery education program that is fun, rewarding, progressive and—most important—safe. It is designed for all ages and abilities, and it is a great fit for local parks and recreation departments, camps, archery retailers, scouts, 4-H and state agencies. It is suitable for any organization that has the capability to implement short and long-term recreational archery programs.

Explore Archery gives you all the tools you need to create a successful archery program for your students.

- RANGE SAFETY
- RANGE SET-UP DIAGRAMS
- EQUIPMENT BASICS
- THE STEPS OF SHOOTING
- HOW TO TEACH ARCHERY CLASSES
- 30 FUN, EXCITING & CHALLENGING ACTIVITIES
- LESSON PLANS
- CLASS OUTLINES
- NEXT STEP PROGRAM OPTIONS
- ADAPTIVE ARCHERY RESOURCES

Explore Archery can be used from start to finish to teach and strengthen basic archery skills. It is a progressive activity guide that takes students from simple games to shooting in more complex head-to-head competitions.

USA Archery requires that all instructors for the Explore Archery program be certified as a current USA Archery Level 1 instructor or equivalent.

The individual activities can be used to complement existing archery programs, as one-day or try archery events or as a one-week or multi-week class or camp session. Explore Archery offers the flexibility needed to plan and organize programs for many different venues and program goals.

For more information on how to start an Explore Archery program or to locate a program near you please visit www.usarchery.org.
Explore Archery contains 30 activities outlined in a simple to use format for instructors.

ACTIVITIES

8. HORSESHOES

THE POINT

Students focus on consistently anchoring at the corner of the mouth while putting shots into the target. Where the arrow will go in this fun archery game of horseshoes. It’s fitting that your students will be spending time outdoors playing horseshoes. If students are anchored, they are more likely to get a ring every time.

EQUIPMENT NEEDED
- Three arrows per student, different or distinctive for scoring purposes
- Paper large enough to cover the target face
- Markers
- Target pins

RANGE CHANGE
- Place two quilts at each target.
- Make a horseshoe target face.
- On the large pieces of paper draw a horseshoe with a circle on the base of the horseshoe as the ring.
- Depending on the skill and age of your classes, make the horseshoe larger and wider or smaller and narrower. (See illustrations on page 84)
- Pins a large paper horseshoe onto each target.

PROCEDURE
1. Pair up archers with the player on their right or left.
2. Have all pairs choose an order they will shoot in.
3. Place three arrows into each archer’s quiver. Make sure all competitors have different colored arrows or flechettes.
4. Once all archers have shot their arrows, have them tally up scores and retrieve arrows.

Did you know?
It is thought that the game of “Horseshoe” is a distant relative of one of the ways ancient Olympic games were played in Greece in 776 BC and, as early as 330 AD, two plates or rings almost were nailed onto热爱在古希腊的比赛中使用.

This fun archery game combines two of the oldest Olympic Games and one of the most popular modern-day picnics fun with this activity by relating the components of the game to the Harry Potter series where characters play Quidditch in an epic battle to obtain the Golden Snitch, or in this case the Golden Quiver!

Since your archers are consistent in their shooting steps, make sure they finish their shots before looking to see where the arrow went.

EQUIPMENT NEEDED
- 10 arrows per student, different or distinctive for scoring purposes
- A prize for the highest scoring archer (Golden Quiver)

RANGE CHANGE
- Move the targets back farther.

THE POINT

In a head-to-head battle over the Golden Quiver, archers focus on their follow-through before looking to see where the arrow went. Keeping with the theme from Activity 14, Solar® Cup Shoot, continue to use the red Solar® Cups. The Solar® Cup Shoot’s energy and intensity will propel through this fun, head-to-head battle of archers. Have fun with this activity by relating the components of the game to the Harry Potter series where characters play Quidditch in an epic battle to obtain the Golden Snitch, or in this case the Golden Quiver!

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PROCEDURE
1. Pair two archers at each target.
2. Have them face off for a grand prize.
3. To make the class more challenging, give archers 45 seconds to shoot all three arrows.
4. Once all archers have shot their arrows, have them tally up scores and retrieve arrows.

Did you know?
In the World of Harry Potter, archers use a Golden Snitch to win. The Golden Snitch is a mythical creature that represents the ultimate prize.

To make a Golden Quiver:
1. Fold an 8½” x 11” or 11” x 17” piece of paper, fold on line #1. (See photo page 83)
2. Fold over any remaining paper and tape, glue or staple the paper together.
3. Using construction paper and tape, glue or staple the paper together.
4. Use string or rope for the ball, then the legs. – OR –
5. Use gold spray paint or gold-colored duct tape to cover a plastic hip or back quiver.

SHOOT FOR THE GOLD

1. Place two archers at each target.
2. Have both archers shoot at the center of the target. If an archer hits the target, that archer wins. If both archers hit the center, the archer that hits the center the fastest wins. If neither archer hits the target, move the targets back farther.

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EQUIPMENT NEEDED
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PROCEDURE
1. Break students into a new game by pairing them.
2. Once all archers have shot their arrows, have them tally up scores and retrieve arrows.

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In Explore Archery, awards are earned by students’ active participation in individual and team-building activities that require fundamental skills, a competitive edge and a bit of creativity — and not based on students’ athletic abilities or their capabilities to shoot a perfect score. Whether students are trying to pop a balloon or create an archery painting, they will stay engaged and keep coming back for more!

Explore Archery awards are sold in a complete pack (five awards per pack) on the USA Archery website at www.usarchery.org.