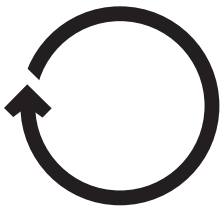




activity time

15 minutes



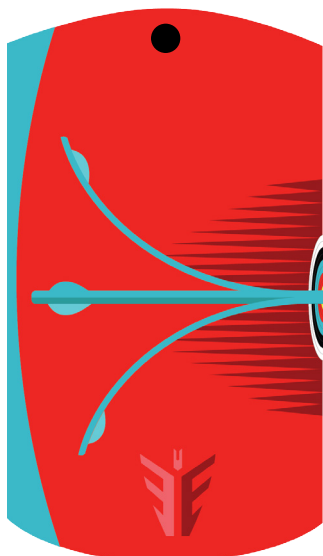
set-up time

15 minutes



skill learned

hook and grip



awards match

shot execution

THE POINT

Students focus on consistently anchoring at the corner of the mouth while predicting where their arrow will go in this fun archery game of horseshoes. It's fitting that archers will focus their efforts on anchor while playing horseshoes. If students master anchor, they are more likely to get a ringer 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 quivers at each target.
- › Make a horseshoe target face:
 - › On the large pieces of paper draw a horseshoe with a circle on the inside base of the horseshoe as the ringer.
 - › Depending on the skill and age of your class, make the horseshoe either larger and wider or smaller and narrower. (See illustrations on page 62)
- › Pin a large paper horseshoe onto each target.

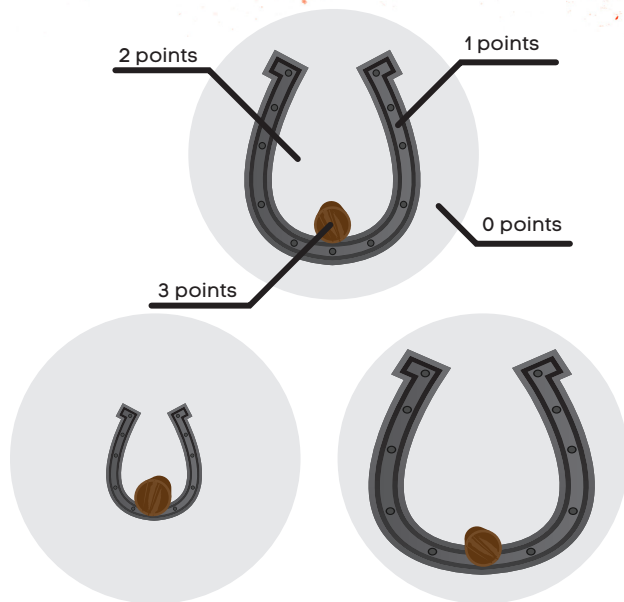
DID YOU KNOW?

It is thought that the game of "Horseshoes" is a distant relative of one of the very first ancient Olympic games -- discus throwing. The ancient Olympic Games began in Greece in 776 BC and, as early as 200 AD, iron plates or rings (shoes) were nailed onto horses' feet in Western Asia and Eastern Europe. Therefore, historians believe that servants of Grecian soldiers began throwing discarded horse rings at stakes in the ground, mimicking discus throwing.

This fun archery game combines two of the oldest Olympic Games and one of the most popular modern-day picnic games – archery, discus throwing and horseshoes.

ACTIVITIES

8. HORSESHOES (continued)



PROCEDURE

1. Pair up archers with the player on their right or left.

Coach's Tip: Move archers around to make sure they are equally matched.



2. Have all pairs choose an order they will shoot in.
3. Place three arrows into each archer's quiver. Make sure that competing pairs have different colored arrows or fletching.

Rules of the game:

- a. Each archer gets three arrows.
- b. Have archers take turns shooting at the horseshoe target until all arrows are shot.
- c. Scoring:
 - i. Any arrow that is touching the horseshoe counts as 1 point.
 - ii. Any arrow inside the horseshoe counts as 2 points.
 - iii. Any arrow that hits the "ringer" is worth 3 points.
 - iv. Any arrow outside of these areas is worth 0 (zero) points. See illustration of target for

scoring diagram.

- d. Once all archers have shot their arrows, have them tally up scores and retrieve arrows.
- e. Archer with the highest score wins.

MODIFICATIONS

If you have extra time have students play the best out of three rounds.

SHOOT FOR THE GOLD

1. Have the top three or four archers face off for a grand prize.
2. Follow the official rules of Horseshoes by placing the targets at 40 feet (12.2 meters) from the Shooting Line. Place a red Solo® Cup where the ringer should be for fun.
3. To make the class more challenging, give archers 45 seconds to shoot all three arrows.

BEHIND THE LINE

Break students into teams of two to three. Have them create a new game by combining archery with another Olympic game.

RESOURCES

1. Guttman, Allen. *The Olympics: A History of the Modern Games*. University of Illinois Press: Urbana, Illinois. 1992.
2. International Olympic Committee (IOC). *Ancient Olympic Games*. International Olympic Committee (IOC). Retrieved September 3, 2013, from <http://www.olympic.org/ancient-olympic-games>.
3. Kristy, Davida. *Coubertin's Olympics: How the Games Began*. Lerner Publications Company, Minneapolis, Minnesota. 1995.
4. Sullivan, David. *History of Horseshoe Pitching*. National Horseshoe Pitchers Association. Retrieved September 3, 2013 from <http://www.horseshoepitching.com/gameinfo/history.html>.