|  |
| --- |
| 8 corners, 6 blue lines, 4 bowling pins,  4 spots, 8 bean-bags, 8 hockey balls,  4 field hockey sticks |

**1. Square Up to score (Opposed)**

Aim of target games: Get your object in the square to score a point

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**Equipment**

**Monitor**



Game 1

Intent: Aim of the game is to get your object (ball, bean-bag, spot) to roll or land into and stay in the square by the end of the round. First player to 11 points wins.

**Official**

1. Send the object from behind the blue line into or close to the square.
2. Players have 3 objects each and alternate sending their object to land in the square or strike a ball into the square
3. At end of round count a point for each ball in the square.
4. Player who has most points that round decides where blue line placed and leads off next round.

***Strategies:***

***Principles of Play***

*Accuracy*

*Placement*

*Force/Spin*

*Using other objects*

*Defending space*

Extensions: Change the object and how you send the object.

**How could a modification by adaptation rule be added to your game?***(Outcome of a game encounter changes the game for winner to make the game more challenging)*

**Coach**

**2. Down the Pin (Unopposed)**

Macintosh HD:Users:thopper:Downloads:Bowling Pin.jpg



Macintosh HD:Users:thopper:Downloads:Bowling Pin.jpg

Game 2

Intent: Aim of the game is to knock down the bowling pin in less goes than your opponent.

*Set-up 2 or 3 bowling pins in an area. Use a blue line to mark where you start from*

1. Send or strike the ball from behind the line towards the pin alternating with partner.
2. From where ever the ball comes to rest send/strike the ball.
3. Count how many times to send/strike it takes to hit the pin.
4. Least number of goes to hit the pin wins that turn.

**Analysis**

What are the key strategies (ways of playing) to use to be successful at these games?

What are the manipulative skills you need to play these games?

**Choose a Sending Skill**

Name Skill: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |
| --- | --- |
| 1. Preparation………… |  |
| 1. Wind-up……………. |  |
| 1. Force-Generation… |  |
| 1. Recovery………….. |  |

**What would be two tasks you could do to practice that would help your peers play your game?**

Consider (1) Skill cues (2) Tactical prompts

|  |  |
| --- | --- |
| Task | ***Word Suitable Tasks*** |
| 1 |  |
| 2 |  |