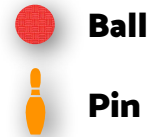




Showdown! Target Games

Equipment



Tactical Focus

Proximity to Target

Avoiding Obstacles

Creating a Dynamic Reaction

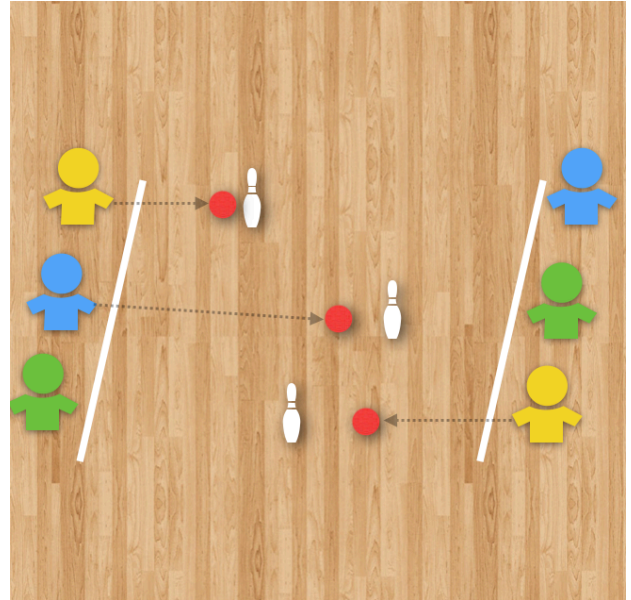
Defending Space/Objects

Getting Last Shot



Description

- Students line up opposite a partner.
- A single bowling pin is placed halfway between them.
- Students roll the ball at the pin trying to knock it down.
- If the pin gets knocked down, they move it one step closer to their opponent and stand it back up.
- Each player takes turns and the pin will move back and forward between the players.
- The winning player is the one who gets the pin to move all the way to their opponent side.



Modifications (Change It!)



Change it Up

Decrease the size of the ball/target.
Increase the distance from the player to the pin.
Players can only throw/roll with non dominant hand.



Change It!

Ask players to throw underhand or overhand.
Change the type of target and object.



Change it Down

Increase the size of the ball/target
Decrease the distance from the player to the pin.
Increase the number of targets.



Assessment



Emerging

Player has difficulty aiming and knocking the pin down.



Developing

Player can sometimes aim and knock the pin down.



Competent

Player can successfully aim knock the pin down.



Proficient

Player can consistently knock the pin down.



Questions

What decisions did you need to make before rolling/throwing your ball?

How did the position of the pin affect your roll/throw?

How did you decide on how much force you needed to use to roll/throw the ball?