

Archery Games for the Classroom

Game: BINGO

Materials: Morrell Target, Poster Board (various sizes), Bingo Cards, arrows, bingo numbers

Rules:

- Have each archer draw a large bingo card and write in numbers of their choosing. Then hang the bingo board on their target. Sizes of boards can depend on the skill of the archers. The targets can have 1 – 4 different players per target.
- Caller decides a bingo pattern prior to calling the first number.
- The caller calls out a number and if that archer has that number on their target they step up to the line and shoot the number called. If they miss the number, it does not count toward a bingo.
- The first player to shoot a bingo wins the round.
- Once the round is over, archers retrieve the last shot arrows and a new game can begin.
- Can also be played with vocabulary words, spelling words, or other class review material.



Game: 21 (Blackjack)

Materials: Morrell Target, arrows (can also be played with an actual deck of cards depending the skill level of the archers)

Rules: Playing on a target face

- The goal of the game is to get a combined score of 21.
- Archers take turns shooting one arrow at a time into the target, scoring the arrow where it lands.
- The first archer to 21 without going over wins the match and receives 5 match points, the first player to 15 match points wins.
- To make it more interesting or add competition, this can also be played using bracket style elimination.

Rules: Playing with a deck of cards

- If you have a group of more experienced archers, this game can be played with a deck of cards.
- Have the cards faces out placed in a random order on the target and archers will shoot at the card of their choice in order to get to 21 before their opponent.
- All of the other rules apply.



Game: Tic-Tac-Toe

Materials: Morrell Target, arrows, Tape (duct, painter's, etc.)

Rules:

- Use the tape to create a tic-tac-toe board on the target.
- The two archers per target take turns shooting one arrow at a time at the board. They must take the square that their arrow hits, unless taken by other archer.
- Game ends when either archer can connect three arrows in a diagonal, horizontal, or vertical line.
- Usually played as a "best 3 out of 5" or similar to allow more playing time.
- Board can be changed to a 4x4 or a 5x5 grid depending on the skill of the shooter. (must get 4 in a row or 5 in a row if grid is changed)



SHOOTING AND REVIEWING

Game: Jeopardy

Materials: Morrell Targets, arrows, index cards

Rules:

- Have class split into teams (3-4 archers per team).
- The target is set up like a jeopardy board with index cards labeling the point totals and category.
- The first archer on Team A shoots at a card picking the category and the point total. All students have the chance to answer; team that answers first gets the points.
- An archer from that team will then shoot at another card and the process will continue until all cards are used.
- The team with the most points will win the round.



Game: True or False

Materials: Morrell Target, arrows, tape (duct, painter's etc.)

Rules:

- Use the tape to draw a line through the middle of the target making two even sides. (top and bottom or left and right both work)
- Have class split into teams (use about 4-5 teams max).
- With one archer per team on the shooting line, the teacher will read a true or false question.
- The first archer to hit the correct side of the target to answer the question will get a point for their team.
- That archer goes to the back of the line, and the next groups of archers go to the shooting line and the process continues.

Game: Multiple Choice

Materials: Morrell Targets, arrows, Tape (duct, painters, etc.) index cards

Rules:

- Game works the same as true and false. The target is split into multiple sections (A,B,C,D)
- Teacher reads a question with 4 different answers.
- The archer that hits the correct answer first wins a point for their team.
- The next groups of archers go to the shooting line and the game continues.

