

	Monday	Tuesday	Wednesday	Thursday	Friday
<p><u>Week 1</u></p> <p><u>Psycho-motor:</u> - T-form Shot -Arrow Retrieval</p> <p><u>Cognitive:</u> -Safety -Equipment -Commands -Rules -Scoring</p> <p><u>Personal/Social:</u> -Sharing -Responsibility -Take Turns -Respect for authority -Respect yours and others' safety</p>	<p>Introductory Packet (Cognitive Concepts:)</p> <ul style="list-style-type: none"> - History - Equipment - Set-up - Safety - Rules - Commands <p>(Physical Skills)</p> <p>T-form Shot</p> <p>Arrow Retrieval <i>Activity:</i></p> <p>Class Practice - 10 yrd distance - On command (Personal/Social ^)</p>	<p>Warm-up</p> <p>Review (Cognitive)</p> <ul style="list-style-type: none"> - Safety - Equipment - Rules - Commands - T-form Shot <p>Ring Scoring(Cognitive)</p> <p>Class Practice (Physical)</p> <ul style="list-style-type: none"> - 10 yard distance - On command (Per/Soc.) <p><i>Activity:</i></p> <p>Group competitions - 4 arrows apiece - New score each round</p>	<p>Quiz (Cognitive)</p> <ul style="list-style-type: none"> - Rules - Equipment - History - Scoring - T-form shot <p>Warm-up</p> <p><i>Activity:</i></p> <p>Class Competition - 4 arrows apiece - New score each round - High scores advance - One student at a time (Personal/Social ^)</p>	<p>Warm-up</p> <p>Increased Distance</p> <p>Shooting (Physical)</p> <ul style="list-style-type: none"> - 15 yards - 20 yards - 25 yards - 30 yards <p><i>Activity:</i></p> <p>Balloon Elimination - 4 balloons per player Tacked on to target. - Each player has their own color. (Cognitive) - Players take turns shooting until one player has no balloons remaining. They win. (Personal/Social)</p>	<p>Warm-up</p> <p>Long Range Archers (Physical)</p> <ul style="list-style-type: none"> - 50 + yard distance - Trajectory (Cognitive) <p><i>Activity:</i></p> <p>Longest Distance - Aim for Goal Posts - One at a time (Per/Soc.)</p> <p>Parachute Competition (Can also use Mid-field)</p> <ul style="list-style-type: none"> - Score by colors - Add bonus targets
<p><u>Week 2</u></p> <p><u>Psycho-motor:</u> - T-form Shot -Arrow Retrieval</p> <p><u>Cognitive:</u> -Safety -Equipment -Commands -Rules -Scoring</p> <p><u>Personal/Social:</u> -Sharing -Responsibility -Take Turns -Respect for authority -Respect yours and others' safety</p>	<p>Warm-up</p> <p><i>Activity:</i></p> <p>Timed Competition (Phys.)</p> <ul style="list-style-type: none"> - 2 minute time limit - 1 archer/target (Per/Soc.) - Unlimited arrows - Ring Scoring (Cognitive) - Add score each round - Highest final team score wins 	<p>Warm-up</p> <p><i>Activity:</i></p> <p>Archery Olympics - 1 archer/team @ a target (Personal/Social ^) (Physical v) - 5 shots on command - Record each arrow from: - 10 yards out - 20 yards out - 30 yards out (Cognitive ^) - Recorded scores count as student skill tests. - Tally each player's scores for total team scores.</p>	<p>Warm-up</p> <p><i>Activity:</i></p> <p>Archery Olympics Staggered Targets - Stagger target distance - Apply point value to each target (closest = 5, next = 10, etc.) (Cognitive) - 2 minute time limit - 1 team shoots at a time (Personal/Social) - Shoot unlimited arrows (Physical) - Tally point total at end of 2 minute periods (Cognitive ^) - Retrieve arrows - Next team shoots</p>	<p>Warm-up</p> <p><i>Activity:</i></p> <p>Archery Olympics Parachute - 50 + yard distance shots (Physical ^) - Score by color (Cognitive) - Added bonus targets on parachute. - 1 team shoots at a time (Personal/Social ^) - 2 minute time limit - Unlimited arrows - Tally point total at end of 2 minute periods -Retrieve arrows -Next team shoots</p>	<p>Warm-up</p> <p><i>Activity:</i></p> <p>Long Range Skill Tests - 50 yards + Shots (Physical) - Score by color (Cognitive) - Parachute Target - 5 arrows per/student - 1 Student at a time (Per/Soc)</p> <p>Archery Olympics - Final Standings - Team awards</p>

