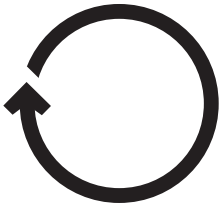




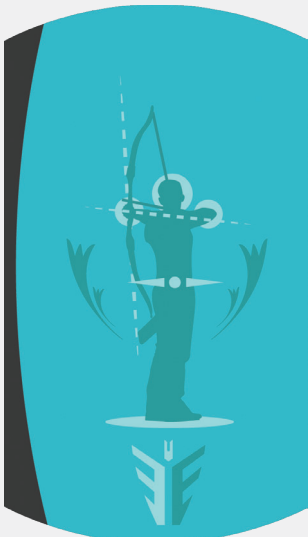
**ACTIVITY TIME**  
30 minutes



**SET-UP TIME**  
15 minutes

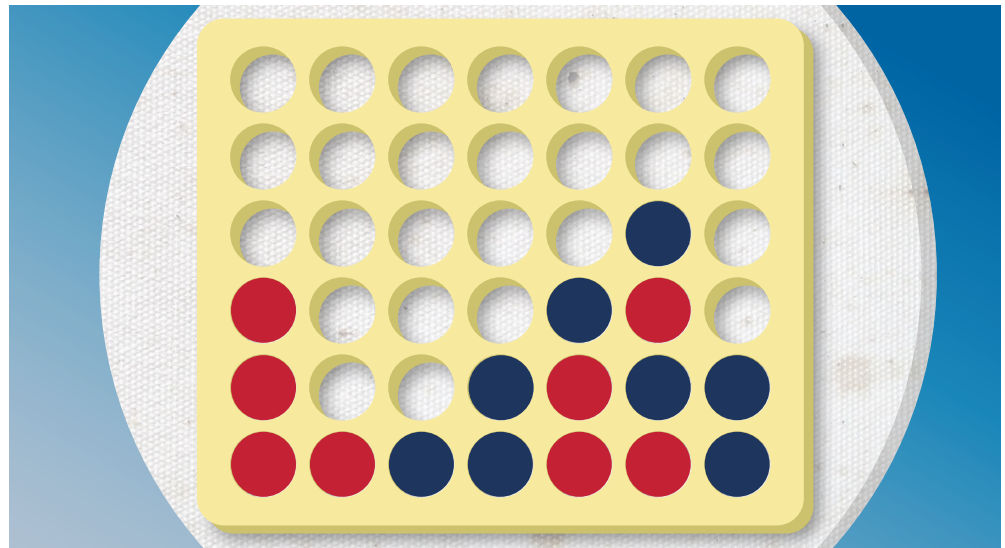


**SKILLS LEARNED**  
Scoring and Math, Problem Solving, Predicting



**AWARDS MATCH**  
Shooting Form

## CONNECT 4



### THE POINT

Archers will love bringing this classic game from their childhood to the archery range! Archers will incorporate important skills such as predicting and problem solving with continued focus on shooting form to come out victorious.

### EQUIPMENT NEEDED

- › Six arrows per student, different or distinctive for scoring purposes
- › Connect 4 Target Face
- › Target Pins
- › Ruler
- › Thick Marker
- › Two colors of mini sticky notes (post-it-notes)

### RANGE CHANGE

- › Place two quivers at each target
- › Using large pieces of paper, cut out one piece of paper per target (large enough to cover target). Use a ruler to draw a 10x10 square grid-each square can be 2"x2" (This can be made larger or smaller depending on the age/skill level of your students)
- › Secure target faces to targets using target pins

### PROCEDURE

- › Pair up students to share a target (two archers per target)
- › Place six arrows in each ground quiver



**Coach's Tip:** Pair archers of similar skill together on each target for a fair and exciting game.



## RULES OF THE GAME

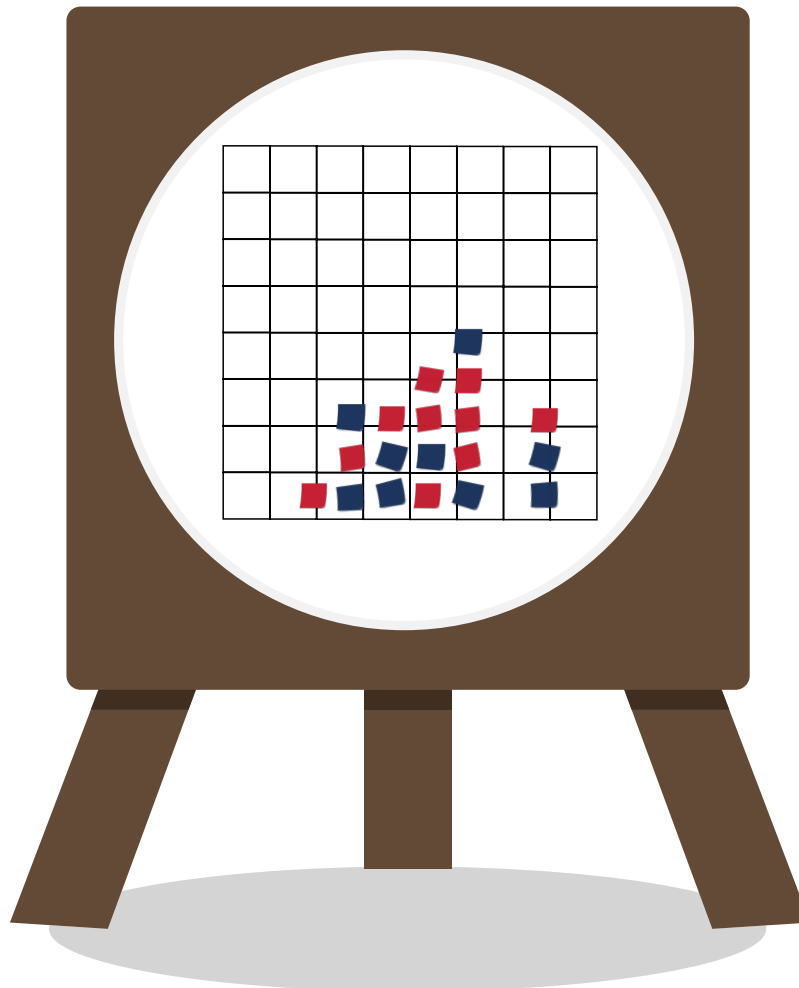
---

1. After the instructor's whistle command, students will shoot one arrow at a time, alternating until each has shot six arrows, or one student shoots four arrows in a row in consecutive boxes on the target face (arrows can be vertical, horizontal, or diagonal), whichever comes first.
2. When shooting is complete, archers should score their arrows:
  - a. If an archer has four arrows in a row, he or she is the winner
  - b. If no archer has four arrows in a row, students will pull arrows and replace with a sticky note to indicate a placeholder
  - c. Archers should then return to the shooting line and repeat the same procedure until a winner is determined, or the board becomes full
  - d. If no winner is decided by the time the board is full of arrows/sticky notes, archers will clear the board and start the game over

## SHOOT FOR THE GOLD

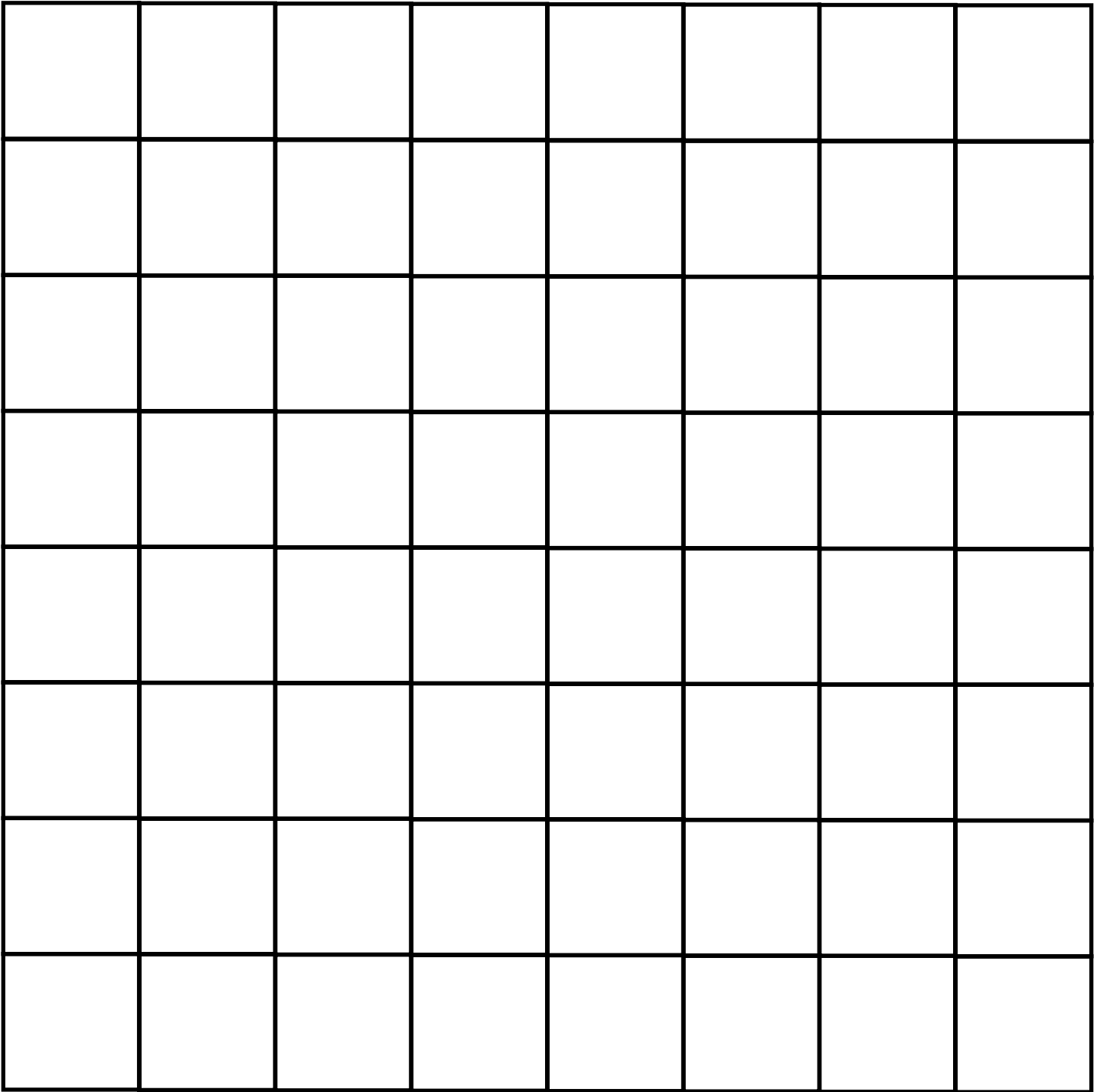
---

- › Follow the same basic procedures, however make the following accommodations to scoring and difficulty level:
  - » Move the shooting line back 5 yards



EXAMPLE A

**EXAMPLE CONNECT 4 TARGET FACE**



**EXAMPLE B**

8 x 8