

Target Games – Buzzy Beater

The concept of target games is to place an object near, on or in a target to have the best possible score. Tactical problems related to target games include shot selection, judging distance, preventing points, and protecting the shot. Examples of target games include golf, archery, bowling, bocce ball, and billiards.

Buzzy Beater

Level: All ages (modify to suit)

Equipment: Per pair: 2 tennis balls, 3-5 pins each (could use cones as pins)

Purpose: Buzzy Beater is a simple target game that is perfect for introducing the concepts of rolling for accuracy and rolling for direction.

Formation: Divide the class into pairs. Players set up their pins on a line that is 10-15 feet from their opponent's line.

Directions to play the game:

1. Players decide who will start by playing "rock-paper-scissors".
2. Without crossing the line upon which their pins are placed, the first player rolls their ball in an attempt to knock down their opponent's pins.
3. Players alternate taking turns attempting to knock down their opponent's pins.
4. The goal of the game is to knock down all of your opponent's pins before they knock down all of yours.

Variations:

Build One: Rolling for Accuracy: Players play the game without having to wait for their opponent to have played. If a pin is knocked down, it may be placed back up. This build exists to allow students to practice their rolling and accuracy.

Build Two: Bowling Players now play the full version of the game.

Build Three: Buzzer Beater Bowling: Now a time constraint is placed on the game (e.g. 3 minute games). Players do not have to wait for their opponent to have played before rolling their ball. The goal of the game is to have knocked down a greater number of pins than your opponent by the end of the round.

Using different equipment:

This game could easily be played with different equipment such as trading the tennis ball for a foam ball, large ball, bean bag etc. You could use a football and kick the ball to knock over the pins; or use a hockey stick or bat to hit a ball to knock over the pins.

Modifications to make the game easier:

- Decrease the distance between the line and the pins
- Use larger pins

Modifications to make the game harder:

- Increase the distance between the line and the pins
- Include more pins
- Change type of ball; or type of skill, e.g. kicking

Links to fundamental movement skills:

Manipulation skills

Rolling
Throwing
Kicking
Striking with an implement

Locomotor skills

Walk

Stability Skills

Bend
Twist

<https://thephysicaleducator.com/game/buzzer-beater-bowling/>

Find more target games here: https://thephysicaleducator.com/game_category/target/