



Play Smart: Strategy in Target Games



Description: *Develops strategic thinking and precision in target games like cornhole, bocce, and lawn bowls.*

Curriculum Focus Area: *Game Sense/Fundamental Movement Skills (GS/FMS)*

Learning Intention	To refine accuracy in target games through deliberate aiming techniques.
Success Criteria	I can aim consistently and hit targets with precision. I can give tips to a partner to help them aim more accurately.
Assessment Focus	Observation of students' aiming and release consistency.
Australian Curriculum V9 Achievement Standard & Content Description	Students refine and modify movement skills and apply movement concepts across a range of situations.
	Adapt and modify movement skills across a variety of situations (AC9HP6M01)

Timing	Activity and Games	Equipment	Focus Question
Unofficial Start			
0-5 min	Target Practice: Students roll or toss balls at stationary targets to practise their aim.	Balls, cones	How can we aim accurately at targets?
Lesson Objectives			
5-10 min	Learning Intention and Success Criteria		
Minor Game			
10-20 min	Zone Toss: Students aim to hit targets marked with zones for varying levels of difficulty.	Balls, markers, hoops	How can target zones improve our focus?
Major Games			
20-35 min	Bulls-Eye Challenge: Students aim at hoops or markers, scoring higher points for closer hits.	Balls, hoops, cones	How can closer hits improve our accuracy?
35-50 min	Partner Toss: Students take turns aiming at each other's selected targets, testing accuracy under pressure.	Balls, cones	How can partners challenge us to improve?
Reflection			
50-60 min	Peer Feedback: Share one way a partner helped you aim more precisely.		
Safety	Use lightweight balls, enforce clear aiming zones, and ensure students are spaced apart during activities.		

TARGET PRACTICE

Theme focus: Accuracy, agility, reaction time



HOW TO PLAY

1. The teacher sets up multiple target zones around the play area using cones, hoops, or other objects to serve as designated targets.
2. Students move quickly between the zones, attempting to hit the targets with a ball while following a structured path.
3. Each successful hit earns them points, and they aim to complete as many target zones as possible within a given time limit.
4. Students are encouraged to adjust their throwing technique based on distance, height, and target type to improve accuracy.
5. This fast-paced warm-up helps students develop aiming skills, quick decision-making, and movement efficiency while keeping them engaged.



QUESTIONS

- Which target was hardest to hit?
- How can you improve your aim?
- What made that target difficult?
- How did you adjust your technique?



MODIFY IT

Make it Easier:

Use larger targets to make the task easier.

Make it Harder:

Challenge students with smaller targets or by adding time constraints.



EQUIPMENT

6-10 balls and 4-6 cones or hoops for target practice.



SAFETY

Ensure safe throwing distances and zones.

ZONE TOSS

Theme focus: Target accuracy



HOW TO PLAY

1. Players take turns aiming at targets placed in different zones, each worth different point values.
2. Players must assess the risk and reward of aiming for high-point but more difficult targets versus easier ones with lower scores.
3. Each throw requires players to control their power, aim precisely, and adjust based on previous attempts.
4. Players continue throwing until they have taken a set number of attempts, keeping track of their scores.
5. The player or team with the highest total score at the end wins, reinforcing accuracy and strategic thinking.



QUESTIONS

- How can target zones improve our focus?
- What helped you hit the target successfully?
- How did you adjust after missing?

- What made some targets harder to hit?



MODIFY IT

Make it Easier:

Use larger target zones and shorter distances.

Make it Harder:

Reduce target sizes or increase distances.



EQUIPMENT

Balls, markers, hoops



SAFETY

Ensure clear throwing areas and safe retrieval.

BULLS EYE CHALLENGE

Theme focus: Precision and scoring



HOW TO PLAY

1. Students take turns aiming and throwing a ball at hoops or markers set at various distances.
2. Closer targets are easier to hit but offer fewer points, while farther targets are more challenging and provide higher scores.
3. Players focus on improving their accuracy by adjusting their stance, grip, and throwing technique.
4. The student with the highest cumulative score at the end of the game is declared the winner.
5. Encourage players to refine their control, make precise adjustments, and learn how to improve their technique over multiple rounds.



QUESTIONS

- How can closer hits improve our accuracy?
- What helped you aim successfully?
- How did you adjust your throw for better precision?
- What was the hardest part of hitting the target?



EQUIPMENT

Balls, hoops, cones



MODIFY IT

Make it Easier:

Use larger hoops and shorter distances.

Make it Harder:

Reduce hoop size or increase throwing distance.



SAFETY

Ensure safe throwing zones and clear target areas.

PARTNER TOSS

Theme focus: Partner toss and target aiming



HOW TO PLAY

1. Partners take turns selecting a specific target to hit with a thrown ball, ensuring they aim with precision.
2. Players adjust the power, angle, and trajectory of their throws based on the distance and size of the target.
3. After each round, partners discuss different strategies and reflect on their accuracy.
4. Encourage controlled throwing, focus, and effective communication to improve performance.
5. The goal is to enhance accuracy over time and adapt to various target difficulties.



QUESTIONS

- How can partners challenge us to improve?
- What helped you hit the target?
- How did adjusting your throw help?
- What was the hardest part of aiming?



EQUIPMENT

Balls, cones



MODIFY IT

Make it Easier:

Use larger targets or shorter distances.

Make it Harder:

Use smaller targets or increase distance.



SAFETY

Ensure safe spacing between partners.

Learning Intention	To practise controlling the force and placement of shots in target games.
Success Criteria	I can adjust my power and aim to control the placement of my shots. I can explain how changing my power helped me hit different targets.
Assessment Focus	Observation of students' control over force and shot placement.
Australian Curriculum V9 Achievement Standard & Content Description	Students refine and modify movement skills and apply movement concepts across a range of situations.
	Adapt and modify movement skills across a variety of situations (AC9HP6M01)

Timing	Activity and Games	Equipment	Focus Question
Unofficial Start			
0-5 min	Force Control: Students practise rolling or tossing balls to land at specific distances.	Balls, cones	How does power affect our placement?
Lesson Objectives			
5-10 min	Learning Intention and Success Criteria		
Minor Game			
10-20 min	Knockdown Game: Students aim to knock down cones placed at varying distances using controlled force.	Balls, cones	How can we adjust power for farther targets?
Major Games			
20-35 min	Target Circles: Students aim to land balls inside rings marked at different distances.	Rings, balls, cones	How can we place balls with precision?
35-50 min	Bocce Game: Students play bocce in teams, focusing on controlled rolling and accurate placement.	Bocce balls, target markers	How can we use power and precision in bocce?
Reflection			
50-60 min	Class Reflection: How did adjusting force improve your placement skills?		
Safety	Supervise rolling activities to avoid unsafe throwing, provide non-slippery surfaces, and monitor spacing.		

FORCE CONTROL

Theme focus: Accuracy and control



1. Players take turns rolling balls with the goal of hitting a stationary target, such as a cone, placed a certain distance away.
2. Each player is given three attempts per turn to successfully hit the target.
3. Players must focus on adjusting their rolling strength and improving their aim to enhance accuracy.
4. Turns rotate so that every player gets an opportunity to practice their rolling technique.
5. The game continues for multiple rounds, allowing players to refine their skills and develop better control over their movements.

QUESTIONS

- How can we control the direction of the ball?
- What helped you aim accurately?
- How did rolling strength affect accuracy?
- How did you adjust after each attempt?

EQUIPMENT

Balls, cones

MODIFY IT

Make it Easier:

Move targets closer.

Make it Harder:

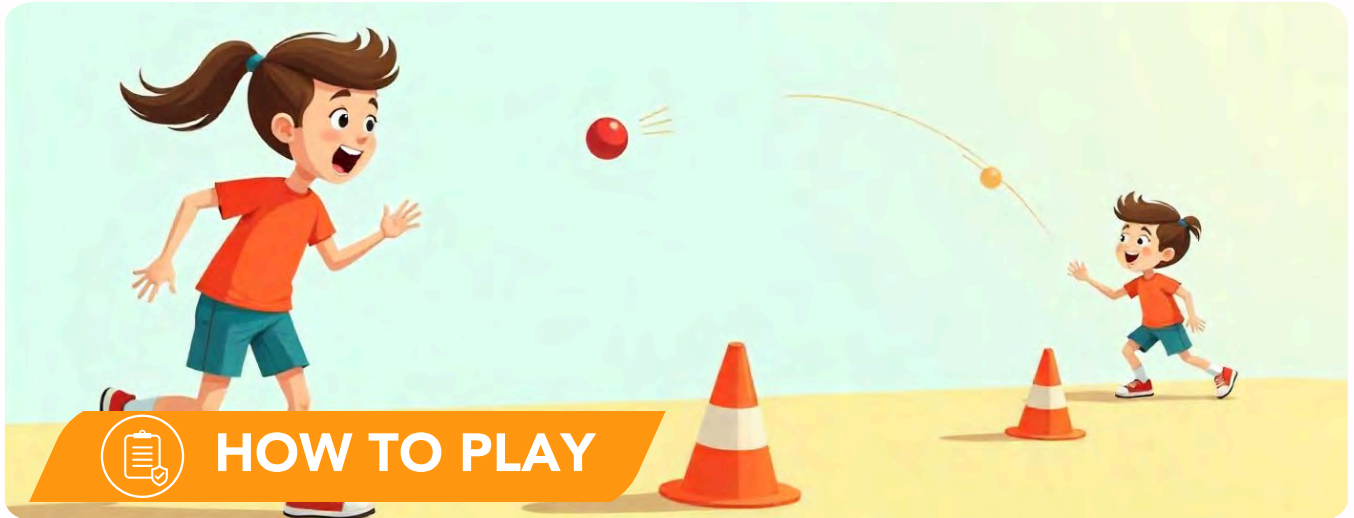
Use smaller targets or increase distance.

SAFETY

Ensure a clear rolling path.

KNOCKDOWN GAME

Theme focus: Power and control



HOW TO PLAY

1. Players stand at a throwing line with balls, aiming to knock down cones or other objects placed at different distances.
2. Players must adjust their throwing power and aim to successfully hit the targets.
3. Each successful knockdown earns points, with more difficult targets being worth higher scores.
4. Players take turns, competing to see who can knock down the most targets within a set time.
5. The game can be modified by changing distances, target sizes, or using different throwing techniques for an added challenge.



QUESTIONS

- How can we adjust power for farther targets?
- What helped you hit the cones accurately?
- How did you change your throw for closer cones?
- What was challenging about controlling power?



EQUIPMENT

Balls, cones



MODIFY IT

Make it Easier:

Place cones closer and allow underhand throws.

Make it Harder:

Increase distances or use heavier cones.



SAFETY

Ensure safe throwing zones and controlled power.

TARGET CIRCLES

Theme focus: Controlling aim and distance



HOW TO PLAY



1. Students aim to land balls inside designated rings, each placed at different distances to challenge their precision.
2. They must adjust the power and angle of their throws to ensure they land the ball in the correct target zone.
3. Closer rings score fewer points, while farther rings require greater control and earn higher scores.
4. Encourage students to think strategically about their target selection, balancing risk and reward with each attempt.
5. Each team, once completed, should celebrate their effort in adjusting techniques, refining their aim, and achieving high scores together.



QUESTIONS

- How can we place balls with precision?
- What helped you land the ball in the rings?
- How did you adjust your throw for different distances?
- What was the hardest part of controlling the ball?



EQUIPMENT

Rings, balls, cones



MODIFY IT

Make it Easier:

Use larger rings and allow closer throws.

Make it Harder:

Reduce ring size or increase distance.



SAFETY

Ensure safe spacing between players.

BOCCE GAME

Theme focus: Rolling and placement accuracy in bocce



1. Students participate in a game of bocce, working in teams to roll balls as close to the target as possible.
2. Players analyze their positioning and adjust the rolling power and placement accordingly.
3. They use strategic thinking to either knock opponents' balls away or position their own for the best advantage.
4. Encourage collaboration, communication, and careful consideration of angles and force.
5. Each team, once completed, should celebrate their precise aiming and strategic decision-making.

QUESTIONS

- How can we use power and precision in bocce?
- What helped you control the roll?
- How did you adjust to different distances?
- What was the hardest part about placement?



EQUIPMENT

Bocce balls, target markers

MODIFY IT

Make it Easier:

Allow closer target markers and more attempts.

Make it Harder:

Increase rolling distance or add obstacles.



SAFETY

Ensure safe rolling areas and clear play zones.

Learning Intention	To develop strategies for decision-making in target games based on the game situation.
Success Criteria	I can choose the best strategy for each situation in target games. I can watch others and decide which strategies might work best next time.
Assessment Focus	Observation of students' ability to select effective strategies during gameplay.
Australian Curriculum V9 Achievement Standard & Content Description	Students refine and modify movement skills and apply movement concepts across a range of situations.
	Adapt and modify movement skills across a variety of situations (AC9HP6M01)

Timing	Activity and Games	Equipment	Focus Question
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Unofficial Start

0-5 min	Choose Your Shot: Students decide whether to aim for points or block an opponent's move.	Balls, cones, markers	How do we decide the best shot to take?
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Lesson Objectives

5-10 min	Learning Intention and Success Criteria
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Minor Game

10-20 min	Block the Path: Students practise positioning shots to block opponents from scoring.	Balls, cones	How can blocking stop opponents from controlling the game?
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Major Games

20-35 min	Team Cornhole: Teams play cornhole, deciding whether to aim for points or protect their lead.	Cornhole boards, beanbags, markers to designate scoring zones with different point values.	How can strategy change as the game goes on?
35-50 min	Risk or Reward Cornhole- Teams play cornhole with a twist		How do we balance risk and reward to maximise our team's points?

Reflection

50-60 min	Class Discussion: Share one example of a strategy that worked well during the game.
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Safety	Ensure fairness in competitive games, provide enough space for all teams, and supervise decision-making tasks.
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CHOOSE YOUR SHOT

Theme focus: Force and accuracy



HOW TO PLAY

1. Players practice rolling balls using different amounts of force to control the speed and distance.
2. The main objective is to stop the ball within a designated target zone, requiring precision and careful execution.
3. Encourage students to focus on controlled rolling movements rather than using excessive power to increase their accuracy.
4. Challenge pairs to aim for the same target and have them try to block each others path with the ball they are rolling.
5. The activity is repeated with varying target distances to challenge players and help them adapt to different rolling conditions.



QUESTIONS

- How does the force of our roll affect accuracy?
- What helped you control your rolling power?
- How did you adjust when rolling too hard?
- What made rolling softly difficult?



MODIFY IT

Make it Easier:

Use larger target zones.

Make it Harder:

Decrease the target size or add obstacles.



EQUIPMENT

Balls, cones



SAFETY

Ensure space for safe rolling.

BLOCK THE PATH

Theme focus: Defensive positioning



HOW TO PLAY



1. Players are divided into attackers and defenders, with attackers trying to move past defenders to reach a target.
2. Defenders practice positioning their bodies effectively to block shots or passing lanes.
3. Attackers must find ways to fake or outmaneuver defenders using quick footwork and passing.
4. After a set time, players switch roles to experience both attacking and defending strategies.
5. The challenge is for defenders to successfully block attempts while attackers develop strategies to break through.



QUESTIONS

- How can blocking stop opponents from winning?
- What helped you stay in the right position?
- How did you adjust to different angles?

- What was hardest about blocking shots?



EQUIPMENT

Balls, cones



MODIFY IT

Make it Easier:

Allow defenders more space to move.

Make it Harder:

Reduce reaction time or add more attackers.



SAFETY

Ensure fair play and no rough contact.

TEAM CORNHOLE

Theme focus: Decision-making in target games



HOW TO PLAY



1. Teams compete by throwing balls or beanbags at multiple target areas, each with varying difficulty levels and point values.
2. Players must choose between attempting an easy, low-scoring shot or taking a risk for a higher-scoring, more challenging target.
3. The team that accumulates the most points within the time limit or number of turns wins the challenge.
4. Encourage communication, strategic decision-making, and adaptability as players discuss their best options.
5. The challenge teaches players to weigh the benefits of safer choices against the potential rewards of riskier but higher-scoring targets.



QUESTIONS

- How can strategy change as the game goes on?
- What helped you decide where to aim?
- How did your team adjust when losing?
- What was the hardest part of changing tactics?



EQUIPMENT

Cornhole boards, beanbags



MODIFY IT

Make it Easier:

Use larger targets and closer boards.

Make it Harder:

Reduce hole size or add time pressure.



SAFETY

Ensure a safe throwing space.

RISK OR REWARD

Theme focus: Decision-making in cornhole



HOW TO PLAY

1. Teams engage in a cornhole-style challenge with different scoring zones that reward precision and accuracy.
2. Players must decide whether to aim for safer, low-point zones or attempt riskier, high-value targets for more points.
3. Encourage critical thinking and teamwork as they plan the most effective scoring strategy.
4. Players work together to refine their throws based on feedback and previous attempts.
5. Each team, once completed, should reflect on their performance and celebrate their collective effort in maximizing their score.



QUESTIONS

- How do we balance risk and reward to maximise our team's points?
- What helped your team make good choices?
- How did you adjust after a missed shot?
- What was the hardest part about deciding where to aim?



EQUIPMENT

Cornhole boards, beanbags, markers for scoring zones



MODIFY IT

Make it Easier:

Allow larger scoring zones and simpler rules.

Make it Harder:

Add bonus challenges or move high-value targets farther.



SAFETY

Ensure safe throwing distances and clear rules.

Learning Intention	To apply all skills and strategies learned in a competitive target game challenge.
Success Criteria	I can use my skills and strategies effectively in a team target game. I can explain our team's plan and how we changed it during the game.
Assessment Focus	Observation of teamwork, strategy, and shot precision in competitive gameplay.
Australian Curriculum V9 Achievement Standard & Content Description	Students refine and modify movement skills and apply movement concepts across a range of situations.
	Adapt and modify movement skills across a variety of situations (AC9HP6M01)

Timing	Activity and Games	Equipment	Focus Question
Unofficial Start			
0-5 min	Quick Target Relay: Teams race to hit a series of targets in the fastest time.	Balls, cones, target zones	How can we aim quickly and accurately?
Lesson Objectives			
5-10 min	Learning Intention and Success Criteria		
Minor Game			
10-20 min	Design Your Game: Teams create and play their own target game, incorporating accuracy and strategy elements.	Cones, hoops, balls	How can we create a fair and challenging game?
Major Games			
20-35 min	Ultimate Target Game: Teams compete in a multi-step target game that combines bocce, cornhole, and more.	Bocce balls, cornhole boards	How can we combine precision and teamwork?
35-50 min	Target Zone Battle: Teams compete to claim and control target zones.	Balls, beanbags, cones, hoops (to mark zones).	How can we strategise to claim and defend zones effectively?
Reflection			
50-60 min	Celebration Circle: Teams reflect on their favourite moments and what helped their success.		
Safety	Supervise competitive play, ensure equipment is used safely, and encourage sportsmanship throughout activities.		

QUICK TARGET RELAY

Theme focus: Accuracy and speed



1. Teams compete in a high-energy relay where they race against time to hit targets as many times as possible before the clock runs out.
2. Players take turns rolling or tossing a ball toward a target, focusing on both speed and precision.
3. The team that achieves the most successful hits within the time limit is declared the winner of the round.
4. Encourage students to use strategic aiming, controlled throwing techniques, and quick reactions to improve their accuracy.
5. Repeat the activity with different target distances or arrangements to increase the level of challenge for participants.

QUESTIONS

- How can we aim quickly and accurately?
- What helped you hit your target?
- How did you adjust after a missed shot?
- How did your teammates support you?

EQUIPMENT

Balls, cones, target zones

MODIFY IT

Make it Easier:

Use larger targets and shorter distances.

Make it Harder:

Reduce target size and increase distance.

SAFETY

Ensure players have a clear throwing area.

DESIGN YOUR GAME

Theme focus: Creativity and strategy



HOW TO PLAY



1. Teams brainstorm and develop their own target-based game, deciding on rules, scoring systems, and playing area.
2. They create different challenges within the game, such as accuracy tests, movement-based targets, or scoring zones.
3. Each team tests their game, making adjustments to improve fairness, playability, and challenge levels.
4. Teams explain their game to the class, demonstrating the rules and objectives.
5. The class takes turns playing each team's game, providing feedback and discussing creative strategies.



QUESTIONS

- How can we create a fair and challenging game?
- What made your game engaging?
- How did you adjust the rules to improve balance?
- What was difficult about designing a game?



EQUIPMENT

Cones, hoops, balls



MODIFY IT

Make it Easier:

Provide examples and simple guidelines.

Make it Harder:

Require complex scoring or time limits.



SAFETY

Ensure games are played safely and fairly.

ULTIMATE TARGET GAME

Theme focus: Multi-target competition



HOW TO PLAY



1. Teams rotate through different target-based games, including bocce, cornhole, and other accuracy challenges.
2. Players must adapt their skills to different scoring methods and target sizes at each station.
3. They aim to earn the highest possible combined score across all games by using smart strategies.
4. Encourage students to work together, experiment with techniques, and refine their accuracy and coordination.
5. Each team, once they have completed all game stations, should reflect on their performance and celebrate their collaboration and adaptability.



QUESTIONS

- How can we combine precision and teamwork?
- What strategy helped your team the most?
- How did you adjust for different target games?
- What was the hardest part of switching skills?



EQUIPMENT

Bocce balls, cornhole boards



MODIFY IT

Make it Easier:

Allow more time at each station.

Make it Harder:

Reduce time limits or add extra target challenges.



SAFETY

Ensure clear rotation between games.

TARGET ZONE BATTLE

Theme focus: Controlling target zones under pressure



HOW TO PLAY

1. Teams compete in a dynamic game where they must land balls or beanbags into designated zones on the playing field.
2. If a team successfully lands their object in a zone, they gain control of that area and must defend it from opponents.
3. Players attempt to capture additional zones while maintaining control over those they have already secured.
4. Encourage rapid decision-making, adaptability, and strategic movement to outmaneuver the opposing team.
5. Each team, once completed, should celebrate their teamwork and success in covering different zones while learning from their challenges.

QUESTIONS

- How can we strategise to claim and defend zones effectively?
- What helped your team secure zones?
- How did you adjust when defending?
- What was the hardest part about maintaining control?

EQUIPMENT

Balls, beanbags, cones, hoops

MODIFY IT

Make it Easier:

Allow more zones and fewer defenders.

Make it Harder:

Reduce the number of zones or add more defenders.

SAFETY

Ensure safe movement and clear boundaries.



Unit Assessment Rubric

Criteria	Emerging (1)	Developing (2)	Proficient (3)	Extending (4)
Aiming Accuracy	Beginning to aim consistently.	Aims at targets but lacks precision.	Consistently aims accurately at targets.	Demonstrates advanced accuracy under various conditions.
Power & Placement	Beginning to adjust power for different shots.	Adjusts power but inconsistently.	Controls power and placement effectively.	Uses power and placement to execute advanced shots.
Strategic Thinking	Is developing confidence in selecting appropriate strategies.	Sometimes chooses effective strategies.	Selects and applies strategies based on game situations.	Adapts strategies dynamically to optimize gameplay.
Game Mastery	Beginning to apply skills and tactics in team games.	Applies skills and strategies inconsistently.	Uses skills and strategies effectively in team games.	Leads team strategies, adapting and executing advanced plays.

Performance Evaluation:

- **Emerging (1):** Requires further development and teacher support.
- **Developing (2):** Progressing towards consistent performance but still needs reminders.
- **Proficient (3):** Meets expectations for coordination, balance, and teamwork.
- **Extending (4):** Exceeds expectations and demonstrates leadership and initiative in all areas.

