

Modified Horseshoes

by
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Grade Level: K-12

National Standards:

#1: #2: #3: #4: #5: #6:

Learning Objectives:

- The student will practice underhand throwing pattern.
- The student will work cooperatively in a group and maintain proper personal responsibility.
- The student will use proper social support.
- The student will have the opportunity to integrate scientific principles during the lesson.

Space Needed:

- A large, flat area such as a grassy field is best; however, a blacktop or gym will suffice.

Equipment & Materials Needed:

- One (1) stake per group of two (2) students. (May use a cone).
- Two (2) horseshoes, of the same color, per student. (May use rings).
- One (1) rainbow stick, or chalk to designate the throwing line.

Set-Up:

- Place students in pairs.
- Place the stake 5-10' from the throwing line.
- Place the rainbow stick across from the stake.

Description of Learning Activities:

- To begin the game, students should play "Rock, Paper, Scissors" to determine who pitches their horseshoe first.
- If the player does not use proper underhand throwing pattern, the pitch does not count.
- After all horseshoes are pitched, both players, together, determine which horseshoe is the closest to the stake or is the "ringer".
- The player who won the point throws first in the next round.
- The pitching rotation is player 1, player 2, player 1, player 2.
- It is legal to hit another player's horseshoe and move it. If this happens, the horseshoe remains in its last resting spot and is not moved back.
- If the player steps on or over the pitching line, the pitch does not count.
- The player with their horseshoe closest to the stake receives one (1) point.
- If the same player has both their horseshoes closest to the stake, they receive one (1) point for both, equally 2 points.
- A "ringer" earns three (3) points.
- A "ringer" and the closest horseshoe equals four (4) points; three (3) points for the "ringer" and one (1) point for the closest horseshoe.
- If both players have a "ringer" they cancel each other out and neither player receives any points.
- Play to 21 points for a game; and 50 points for a match.
- Remind students to check with both courts on either side of theirs to ensure they are not pitching their horseshoes, before picking up their horseshoes.

Authentic Assessment:

- Teacher observation of students' social support and group cooperation working with their partner.
- Students give themselves an assessment regarding how they interacted with their partner.
- Ask the students what strategy they used when throwing the horseshoes.
- Instructor may use a skills checklist to determine skill level of each student, for underhand throwing pattern.