



# Introduction to Explore Bowhunting – 1 Hour Sample Class Outline

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## Preparing For the Class

### Location

- Indoor or outdoor open area and range.

### Introductions

- Introduce yourself and your store to the group.
- Point out restrooms and spectator waiting area.

### **PLAY You Can't Get Any Closer Than That!**

This game requires students to quietly walk up on another student. The game introduces an important skill needed to bowhunt – the ability to walk into and away from a tree stand or blind quietly and the ability to walk up on an animal.

### **Game Time: 10 minutes**

### **What You Need:**

Open space either inside or outside  
Spray bottle  
Blindfold

*For the complete “You Can't Get Any Closer Than That!” activity go to **page 35** in the Explore Bowhunting Curriculum.*

### **LET'S GET STARTED**

1. Explain to your students that they are going to play a game that helps them listen to their surroundings and approach animals quietly.
2. To play the game, choose a student to be “It.”
3. Put “It” inside the hula hoop or rope.
4. Give the student a spray bottle and blindfold them.
5. Have the students surround “It” about 10-20 yards away. They will try to get close to “It” without being detected.
6. When you say “go,” the students begin to approach “It” silently. Students must walk.

7. If “It” hears any sounds, he or she should turn in that direction and spray the water bottle at what they heard.
8. “It” cannot continuously spray. They can only squirt in the direction of sounds they hear.
9. “It” must stay within the rope or hula hoop.
10. Students squirted with water must return to the starting line and try again. See if anyone can creep up on “It” and tap them on the shoulder without getting sprayed.

### **SHOOT on the Archery Challenge Course**

This activity introduces students to practicing at various stances, angles and distances building archer confidence for real hunting situations.

**Game Time: 30 minutes**

#### **What You Need:**

- One 3D Target
- 2 standard targets
- Range Finders
- Bows and arrows
- Ground Quivers
- Chairs (optional)

*For the complete “Archery Challenge Course” activity go to **page 133** in the *Explore Bowhunting Curriculum*.*

#### **Setting up the Range and Doing the Challenge**

- Divide your group of students into equally skilled teams. Allow for enough groups to shoot at a station each round. Have the teams create a name for their group!
- Depending on the size of your range, determine how students will rotate from one target to the next.
- Discuss each station with your students, including the scoring process. Each team will rotate to a station. At that station, each team member will be given a chance to shoot three arrows at the target.
- **Review Range Rules and Whistle Commands.**
  - a. Show everyone where the Waiting Line, Target Line and Shooting Lines are.
  - b. Recite and explain your range commands.
  - c. **Whistle and Verbal Commands**
    - 2 Blasts – “Go To The Line.” Everyone gets a bow and walks to the Shooting Line.
    - 1 Blast – “Shoot.” All archers straddle the Shooting Line and begin shooting.
    - 3 Blasts – “Retrieve Arrows” or “Clear.”
    - 5 or more Blasts – “Emergency Stop.” Immediately stop shooting, return bows to the rack and go behind the Waiting Line.

*If more than one group is utilizing the range, use whistle commands to ensure all participants are safe on your range.*

- Stations:
  - Shot Placement
    - Use 3D targets or 3D paper targets with the vital organs marked. Place targets in a quartering away position for students to learn how to take a shot other than broadside or straight toward a target.
      - Score the target accordingly.
  - Distance Judging. Students are exposed to using a rangefinder and take a shot based on target distance.
    - Place the target at an appropriate distance for your class. If the class is new to archery then place the target 5 yards out; if the class has some experience then move the target to 10-15 yards, based on space availability.
    - Demonstrate how to use the range finder.
    - Explain what you might do if the target is closer vs. farther away.
    - Every student uses the range finder, determines distance and takes one shot.
      - Score the target accordingly.
    - If rangefinders are not available, have students determine the distance based on their experience.
  - Kneeling or Seated Position.
    - Students kneel on one knee or sit in a chair at the shooting line to take a shot.
      - Score the target accordingly.

### **Discussion Points (10 minutes)**

- Practicing and why. Create a discussion that allows students to think about why it is important to practice shooting their equipment and knowing their limits.
- There's a lot more to bowhunting than just shooting. Ask students what skills they think are required to bowhunt and get close to wildlife. Camouflage, stealth, playing the wind, tracking, and many other skills go into a successful hunt.
- Review the importance of using a safety harness when hunting from an elevated platform.

### **Advertise The Multi Week Explore Bowhunting Class (1 minute)**

- Learn how to stalk and other important skills to hunt or enjoy the outdoors more.
- Learn different shooting techniques and try new challenges.
- Provide information on your next available class. Remember to include date(s), time(s), cost and how to sign-up.
- Allow parents and students to pre-register before they walk out of the door.

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**To learn more about the Explore Bowhunting program, implementation strategies and obtaining a curriculum set, contact Nicole Nash at [nicolenash@archerytrade.org](mailto:nicolenash@archerytrade.org) or call 502.640.0944.**