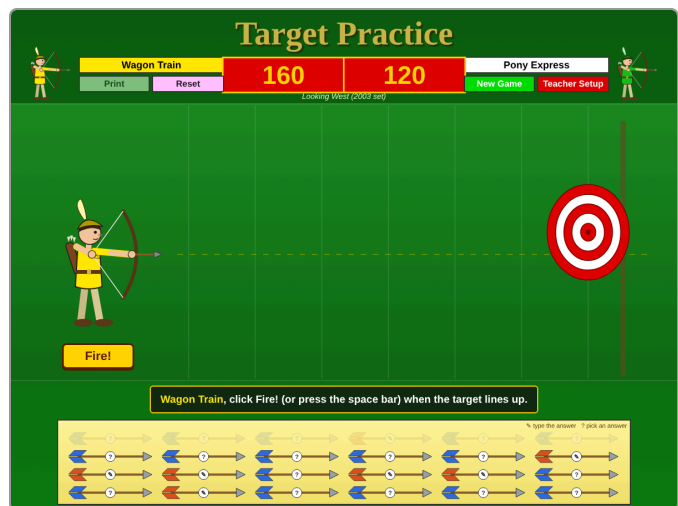


Target Practice

Teacher Guide · a review game for any subject ·
duelinghistory.com/games/TargetPractice/



Pick an arrow, answer the question...



...then time your shot.

What it is

A two-team review game rebuilt from a 2003 classroom original. Teams take turns pulling an arrow from the quiver and answering the question on it. A correct answer earns a shot at a target that slides up and down its post. Click **Fire!** when it lines up. Where the arrow lands decides the points. A wrong answer shows the correct answer, and the turn passes.

👉 **Orange arrows** are type-in questions: students type the answer.
? **Blue arrows** are choice questions: students click one of three answers.
Both kinds earn the same shot. The **target** sets the score, not the question.

Bull's Eye	Ring 2	Ring 3	Ring 4	Outer ring	Off the target
100	80	60	40	20	0

It comes loaded with a sample set, **Looking West (2003)**: 24 arrows (7 type-in, 17 choice) on the American West and the farmers' protest movement. Swap in your own questions with Teacher Setup for any subject. A full quiver takes roughly 25–40 minutes.

Before class

- Open the game in Chrome or Edge on the projector computer. The range resizes to fit the screen, and full screen (**F11**) works best.
- Turn on the speakers for the clave click, the bow twang, the thunk on the target, and the buzzer.
- Split the class into two teams and decide who runs the mouse. A different shooter each turn keeps everyone in it.
- No internet at school? Use **Download for my classroom** (see below).

Starting a game

1. Type the two team names (they default to **Player One** and **Player Two**) and click a color for each team. A color one team has taken is greyed out for the other.
2. Click **Coin Toss**. The coin flips and names the team that shoots first.
3. Click **Start Shooting!** The quiver fills in a shuffled order, so each game is different.

How a turn works

1. The message bar says whose turn it is, and that team's name lights up on the scoreboard.
2. The team clicks any arrow in the quiver.
3. **Type-in:** type the answer and click **Answer** (or press). Capital letters, "the/a/an," and small spelling slips on longer words are forgiven.
Choice: click one of the three answers. The order is shuffled every time.
4. **Correct:** the archer draws the bow and the target starts moving. Click **Fire!** (or press the) when the target crosses the dashed yellow line. That line is the path of the arrow.
Wrong: the buzzer sounds, the correct answer appears in gold, and no shot is taken.
5. The turn passes to the other team after every arrow, hit or miss. Used arrows fade in the quiver.
6. When the quiver is empty, the **Cease Fire!** screen shows the final score. Choose **Rematch** (same teams, new shuffle, random first shooter) or **New Teams**.

Reset and **New Game** both clear the game and return to the start screen.

Print: the game report

The **Print** button on the scoreboard (and **Print Report** on the Cease Fire screen) prints a report of the game so far. It lists every question asked, the team that answered, what they answered, whether it was right (with the correct answer if not), and the points scored. Use it for a grade, for re-teaching the misses, or as a review sheet.

Classroom tips

- **Huddle first:** give the team 15-20 seconds to agree on an answer before anyone clicks.
- **Teach on the misses:** when the correct answer appears, ask the other team to explain it.
- **Nervous shooters?** Set the target speed to Slow, or switch to the still target in Teacher Setup.
- **Short on time?** Play to a time limit, or first to 300 points.

Teacher Setup: questions and target

Click the red **Teacher Setup** button. Shortcut: hold **Ctrl** + **Shift** and click (left or right) any arrow in the quiver to open Teacher Setup on that arrow's question.

- **+ Type-in question** adds a question students answer by typing. **+ Choice question** adds a question with three choices. Click the dot beside the correct one.
- Each question's **Type-in / Choice** menu switches its type. **X** deletes a question.
- Write **(Blank)** anywhere in a question to show a fill-in line.
- For type-in answers, list accepted alternates with a bar: *Grange* | *The Grange*. The first answer is the one shown after a miss.
- Up to **30 arrows** fit in the quiver. A bigger set uses a random 30 each game.
- **Set title** appears under the scoreboard and on the start screen.
- **Target:** *Moving – time your shot* (the default) or *Still – luck of the draw*, where the target holds still and the arrow's flight is up to chance. That mode is good for younger students or when you want luck to even out the score.
- **Speed:** Slow, Medium (the default), or Fast for the moving target.
- Click **Save & Play** to use your changes. They're remembered in that browser on that computer.

Other buttons

- **Save to File...** saves your question set (with the target settings) as a file you can keep, move to another computer, or share with a colleague. **Open File...** loads one.
- **Print Questions...** prints your questions with the answers, a ready-made answer key.
- **Restore Original 2003 Set** brings back the Looking West questions.
- **Cancel** closes Teacher Setup without changing anything.

Using it without the internet

On the start screen, click **↓ Download for my classroom**. It saves the whole game, including your current questions and target settings, as one file, *Target-Practice.html*. Double-click it on any computer to play in the browser, with no internet or installing needed. It's also the easiest way to hand another teacher a copy with your questions already in it.

Troubleshooting

- **My questions disappeared.** Edits live in the browser. A different computer or browser, or cleared history, starts from the sample set. Use **Save to File...** or the classroom download to keep them.
- **No sound.** Check the speakers, and click once on the page. Browsers block sound until someone interacts.
- **A right answer was marked wrong.** Add that wording as an alternate with | in Teacher Setup.
- **Print does nothing.** Allow pop-ups for the site. **Space bar won't fire?** Click once on the range first.

Answer Key: Sample Set, Looking West (2003)

Built-in order shown; the game shuffles the quiver each time. 🖊 = type-in, ? = choice (correct choice in bold).

#		Question	Answer
1	?	Which of the following is a lingering myth about the West? The West was settled by a variety of races · Settlers were nearly all white · Settlement damaged the environment	Settlers were nearly all white
2	🖊	Last name of the Democratic and Populist party nominee in the presidential election of 1896. <i>Type-in</i>	Bryan also: William Jennings Bryan
3	?	This person put their money in high-risk investments, like land, in the hopes of making a big profit. Speculator · Farmer · Cattleman	Speculator
4	🖊	What breed or name of cow supplied the cattle industry? (two words) <i>Type-in</i>	Texas longhorn also: longhorn
5	🖊	"Light as air . . . cheaper than dirt. All steel and miles long. The cattle ain't born that can get through it." refers to _____. <i>Type-in</i>	Barbed wire
6	🖊	Towns that were at the end of the cow trail and located on the railways were called _____. <i>Type-in</i>	Cow towns also: cow town
7	?	Give an example of a packinghouse town. Cheyenne · Dodge City · Chicago	Chicago
8	?	The Interstate Commerce Act was passed to _____. end the cattle boom · place Native Americans on reservations · regulate railroad rates	regulate railroad rates
9	?	_____ wrote "A Century of Dishonor," which protested the government's broken promises and treaties. Oliver H. Kelley · Helen Hunt Jackson · Frederick Jackson Turner	Helen Hunt Jackson
10	?	Name the group that wanted 1. free silver, 2. a progressive income tax, and 3. the eight-hour day. Democrats · Republicans · Populists	Populists
11	🖊	The name Native Americans gave to the African American cavalry regiments. <i>Type-in</i>	Buffalo Soldiers
12	🖊	This organization helped farmers form cooperatives. <i>Type-in</i>	Grange also: The Grange
13	?	Name the Battle where Custer made his last stand. Wounded Knee · Sand Creek · Little Bighorn	Little Bighorn

14	?	Which of the following was a major complaint of the farmers in the late 1800s? activities of the Grange · high tariffs on manufactured goods · rising crop prices	high tariffs on manufactured goods
15	?	Western farmers wanted "free silver" because they felt it would _____. stabilize interest rates · increase crop prices · depress crop prices	increase crop prices
16	?	One reason the cattle boom ended in the mid-1880s was that _____. too few people ate beef · barbed wire closed in the open range · cattle prices rose too high	barbed wire closed in the open range
17	?	Colonel John M. Chivington massacred the Cheyenne at this location. Little Bighorn · Sand Creek · Wounded Knee	Sand Creek
18	?	What happened at Wounded Knee? Custer was killed · Sitting Bull and 200 Sioux were killed · The Nez Perce were defeated	Sitting Bull and 200 Sioux were killed
19	?	This 1862 law gave settlers 160 acres of western land for a few conditions. Morrill Act · Interstate Commerce Act · Homestead Act	Homestead Act
20	?	This 1862 law let the federal government distribute millions of acres of western lands to state governments in order to fund state agricultural colleges like UGA. Morrill Act · Homestead Act · Interstate Commerce Act	Morrill Act
21	?	Which of the following did the Populists support? a progressive income tax · the Turner Thesis · staying on the gold standard	a progressive income tax
22		Give the name for land set aside for Native Americans. <i>Type-in</i>	reservations also: reservation
23	?	Most American farmers in the late 1800s protested _____. free silver · high tariffs on manufactured goods · the Interstate Commerce Act	high tariffs on manufactured goods
24	?	The thesis that holds that the frontier helped create a strong, individualistic American spirit. Buffalo Bill · Frederic Remington · Frederick Jackson Turner	Frederick Jackson Turner