Guidelines fer Assessing NCEA Steindard 91501

Pemonskite quality perfermance of a physical activity

Archery - this activity requires students to demonstrate performance in competitive archery rounds.

The teacher will observe and assess your performance in each round.

Level	Points
Achieved	75 - 104
Merit	105 - 134
Excellence	135 +

Conditions

At the culmination of a teaching/learning programme the students will be involved in competitive Archery rounds officiated by competent judges. Students will compete using the rounds and criteria set out for the Archery New Zealand in Schools rounds. Restrictions on dates within which rounds must be shot will not apply unless students wish to compete in the Archery NZ – Archery in Schools (AIS) postal tournament (which is encouraged).

For more information including Rules, Scoresheets and Registration refer to http://www.archerynz.co.nz/your-neighbourhood/archery-in-schools-2/archery-in-schools-3.html

Resource requirements

- Access to a safe archery range. 15M shooting distance and safe overshoot areas.
- Suitable archery equipment matching the Archery New Zealand in Schools criteria (Limited Recurve, Open Recurve or Compound) - Limited Recurve is recommended. http://www.archerynz.co.nz/uploads/Archery%20in%20Schools/ANZ%20ArcheryinSchools%20Rules% 202013.pdf
- Target butts with 80cm/60cm or 40 cm (dependent upon bow type), World Archery target faces (10 zone 5 colours).
- Archery New Zealand Archery in Schools scoresheets.
- All students shoot the same distance of 15m but the different bow categories shoot different target sizes. This takes into account how easy the bows are to shoot accurately.

A round is 18 arrows shot at 15m on the following target faces.

- Limited Recurve (Bow less than 25lb draw weight, basic tape and pin sight and no clickers, stabilisers or buttons.) 80cm 10 zone target face
- Open Recurve (World Archery compliant but no limit on poundage or accessories) 60cm 10 zone target face
- Compound (World Archery compliant) 40cm 10 zone target face.