

Fish SD: Casting Accuracy and Distance

Casting games and images courtesy of Oklahoma Fishing in Schools Program

Background information: Review Chapters 3 and 5: *Knot Tying and Casting and Fish Identification in Going Fishing*

Duration: 30 minutes for each part.

Materials:

Fishing rod and reel

Casting Plugs

Cones, hula hoops, buckets, Backyard Bass.

Objectives: Student will practice casting technique through educational and competitive activities that involve distance and accuracy casting.

Background: The ability to cast accurately greatly enhances fish catching potential. Activity 1 is good for beginning casting instruction. Activities 2 through 4 are excellent for practicing and refining casting skills.

Preparation: Fishing poles should be rigged with casting plugs. You may choose to use this lesson following the knot tying activity and ask students to rig the poles during that activity or you can start the lesson with a review of knot tying skills by asking students to tie on casting plugs using a knot learned in the previous knot tying activity.

Warm up: Prior to beginning the first casting lessons, it is highly recommended to discuss safety. Hooks, casting plugs and rod tips all have the potential to injure if improperly or carelessly used. Most incidents happen during horse-play.

Activities:

Students will cast individually but these activities are particularly appropriate for interaction and socialization and can be formatted as team activities. Review casting tips in [Going Fishing](#).

Part I: Casting for Backyard Bass with Fish Identification

The casting area can be a gymnasium or open outdoor area. Define a line behind which the students will cast forward. Form five to ten student queues on the casting line, each queue with a fishing pole that has been previously rigged with a casting plug.

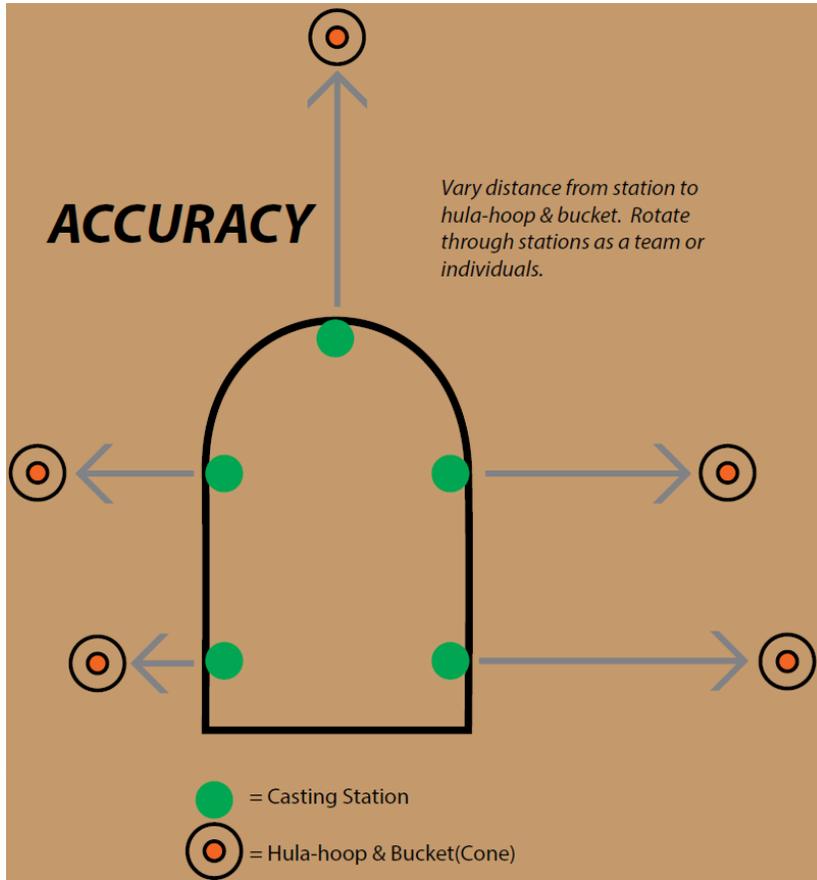
Scatter the Backyard Bass casting targets 15 to 30 feet in front of the casting line.

Instruct the students to make 5 casts each with the intent of casting accurately over and across a Backyard Bass. When retrieving (reeling in), attempt to snag a Backyard Bass.

To impart competition; any fish touched by a casting plug is worth 1 point, any fish retrieved is 2 points, and a retrieved fish that is identified by the picture taped to the bottom* is 3 points.

* Cut out pictures and tape to the bottom of the Backyard Bass. Use common fishes (bass, bluegill, catfish) for younger or inexperienced anglers, and less common fishes for older or experienced anglers.

Part 2: Accuracy Casting



are casting away from each other. other casting stations. A hula-hoop distance that each student can reach.

Place a cone or bucket inside the hula-hoop.

The goal of the game is to cast accurately so that the casting plug lands in the hula hoop in a single cast. If the plug lands in the hula-hoop, it's worth 1 pt. If the plug hits the cone or bucket, it's worth 2 pts. If using a bucket and the plug lands in the bucket, it's worth 5 pts.

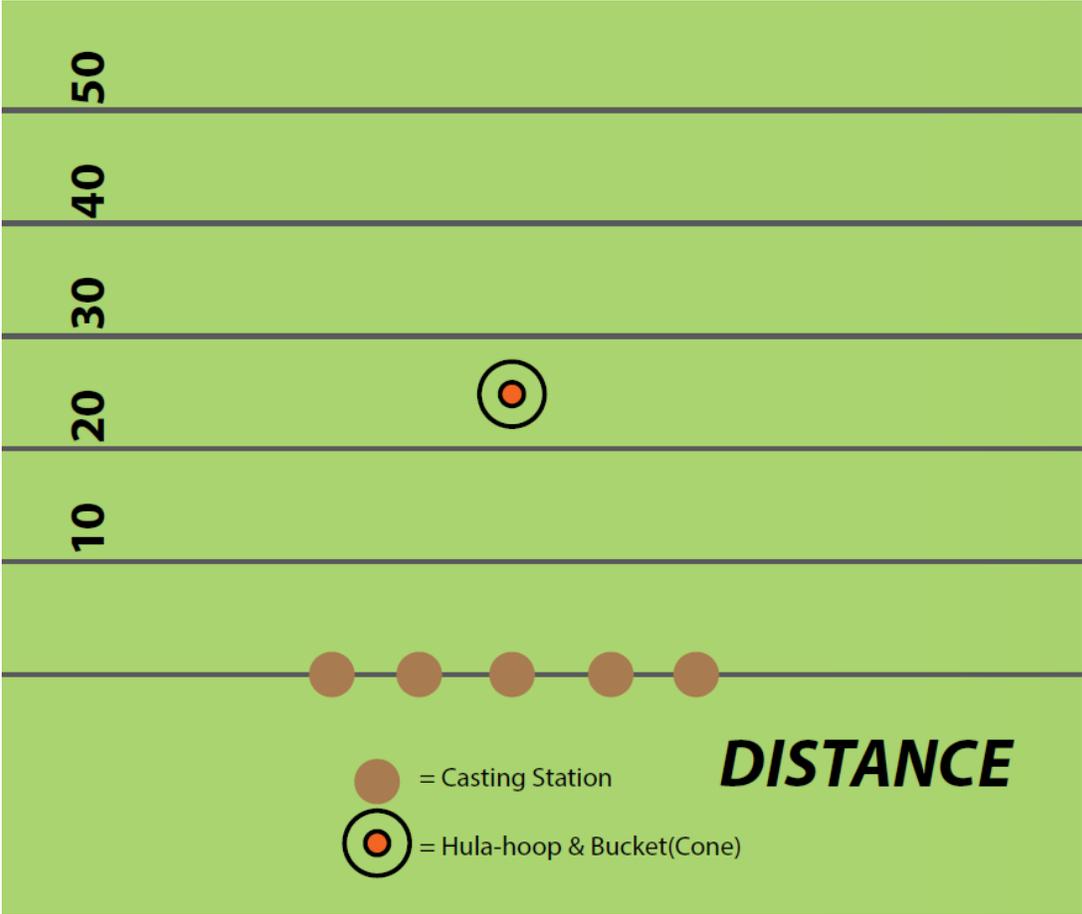
Give students a time span to cast as many times as they can and keep track of their score. When time is up, have the students rotate to the next station. This can be a single-student game or a team activity. You can also set the distance differently at each station to vary the degree of difficulty at each station, but remember to make sure each student can reach the target.

Part 3: Distance Casting

Use your school football field or other large open space outdoors. Have students stand at the goal line. You can have the students cast one at a time or as groups. Just remember the students need to be a safe distance from each other while casting.

Have the students cast on your command. Once the plug has landed, have someone mark the distance.

You can also place a cone at a distance that is at a point about mid-range of the students' max distance. Have them work on accuracy by getting as close to the cone as possible.

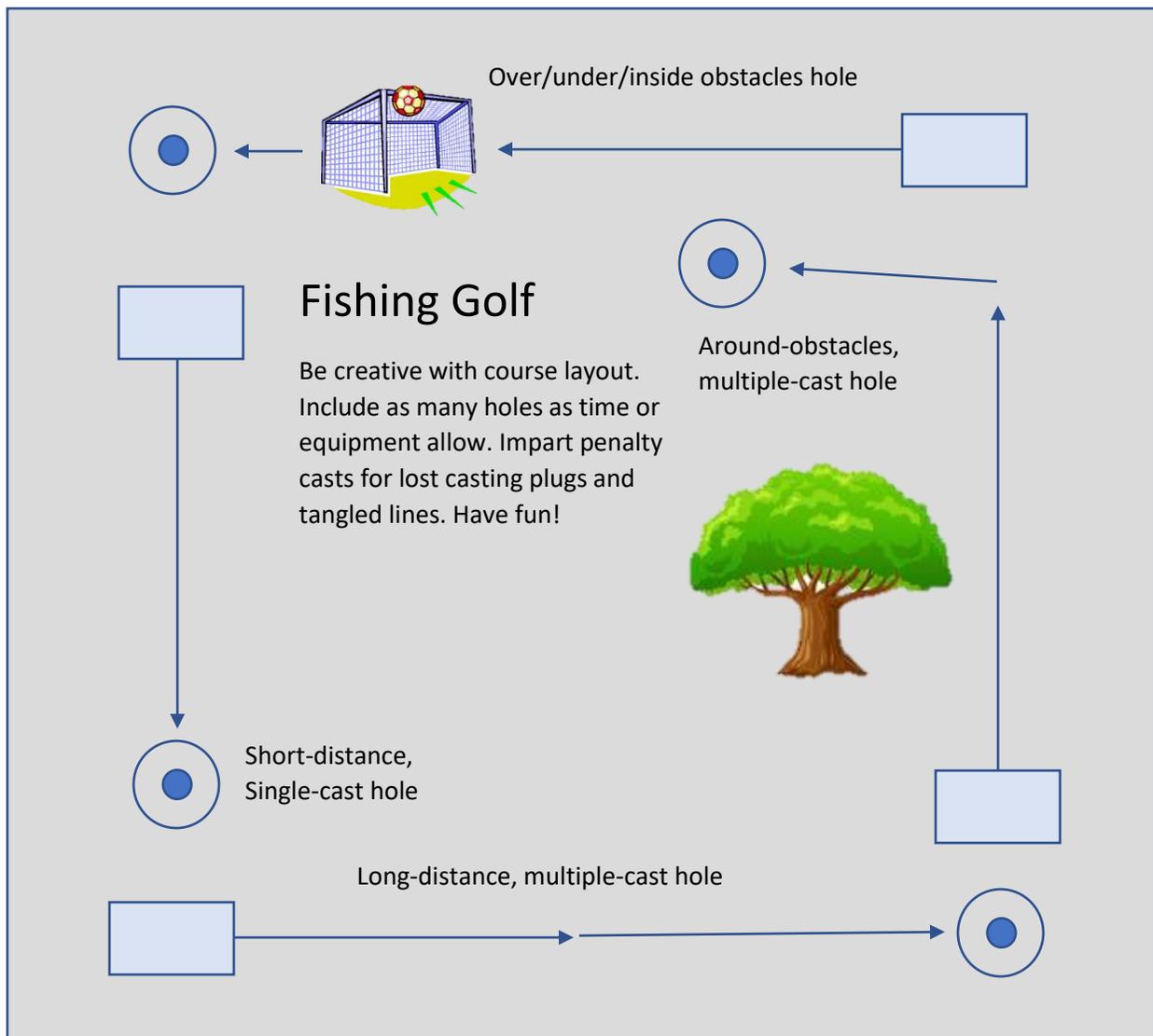


Part 4: Fishing Golf

Place a cone, hula hoop or a bucket as a target. You can also use objects such as goal posts on a football field or bases on a baseball field as your targets. Be creative and utilize obstacles and objects to create variation in the course and to encourage accuracy. Most total target distances should be about 50 to 75 yards.

Divide the casters among tee boxes. Have all casters cast their plugs towards the target. Once students have cast, have them start walking and reeling to the place their plug landed. Have the students continue casting until reaching the target.

Have the students keep track of the number of casts per 'hole' or target. As in the game of golf, the lowest score wins.



Fishing Golf Scorecard

Name: _____

How to play:

- *Cast plug towards the target. Each cast counts as a stroke.*
- *Walk towards the plug while reeling up slack line. Keep casting until target is reached.*
- *In order to complete the hole hit the target directly with the plug or by dragging the plug so it hits the target.*
- *Lost plugs and tangles result in a +1 cast penalty.*

Hole #1	Hole #2	Hole #3	Hole #4	Hole #5

Total # of casts _____

Fishing Golf Scorecard

Name: _____

How to play:

- *Cast plug towards the target. Each cast counts as a stroke.*
- *Walk towards the plug while reeling up slack line. Keep casting until target is reached.*
- *In order to complete the hole hit the target directly with the plug or by dragging the plug so it hits the target.*
- *Lost plugs and tangles result in a +1 cast penalty.*

Hole #1	Hole #2	Hole #3	Hole #4	Hole #5

Total # of casts _____