

## Dartboard Learning Games by Trainer's Warehouse

The games described below are tailored for non-expert dart players and are designed to integrate learning into a familiar and fun, after-work game.

### PLAYING GAMES

#### Etiquette

Each person should have one set of 3 darts. Each person launches 3 darts, then removes them before the next person launches. --> There should NEVER be more than 3 darts on a dartboard at one time.

#### Who's goes First?

Have each team launch one dart; whichever is closest to the bulls-eye goes first.

### THE BOARD— Here's how the experts use the board

Inner bulls eye: 50 pts.

Thick red and green band: Double points

Thin red and green band: Triple points

**GAME VARIETIES** – If you look on-line for dart games, you'll find over 50 variations (mostdartgames.com is an excellent resource). The games seem to fall into 2 broad categories (if you're an expert player, don't quote me on this—it's a boiled down explanation!):

- 1) Accumulation of points (or countdown of points) based on the number value of the space you land on. "301" is a popular example of this.
- 2) Land on a space a certain number of times, then cross it off your list. "Cricket" is a popular example.

We've developed a few learning applications just to get you started. Feel free to tailor these to your needs or make up your own games! Just be careful to avoid brawls by clearly articulating the rules to your group!

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### CLASSROOM 301

At the beginning of play, assign each team 301 points. Each team's goal is to work their way down to 0 points—the first to do so is the winner. As each team hits a number, ask them a question—if the question is answered correctly, deduct the appropriate number of their points. Usually, the object is to get to exactly zero – however, in your classroom version where you want to reward learning more than skill, you might choose to play until the first team passes (or hits) zero. NOTE: If you're facilitating this game, you might like to break your questions into 3 or 4 levels of difficulty so that low- point and high-point spaces can be awarded appropriately.

### TEAM CRICKET FOR LEARNING

#### No skill version:

Divide into 4 teams. Assign each team a group of numbers (i.e. 1-5, 6-10, 11-15, 16-20). Whenever a team member hits one of their numbers, give them an opportunity to answer a question. If they answer correctly, award them 10 points. Apply standard point doubling/tripling if they land on "highlighted" spots (see "THE BOARD" above for details). If they hit another team's number, give them an opportunity to answer an easy 5-point question. (OPTIONAL: if they answer the question incorrectly, you can award the 5 points to the team whose number they hit—if THAT team can answer correctly). You can end this game whenever a certain number of points are accumulated, or after each team has answer 5 (or 10 questions).

Minimal skill version:

Require each team to hit each of their numbers 3 times. Each time they do, award 10 points if the question is answered correctly. In this version, you will not ask them a question if they hit another team's dedicated number. When a team "closes" a number, offer a bonus question for 25 points. In this version, play ends when the first team has "closed all of their numbers." At the end of the game, tally all points to determine the winning team.

NOTE: In standard "Cricket" dart games, players typically use numbers 20 through 15 and the bulls-eye. This might be another way to keep it simple, if you don't want to keep track of each team's dedicated numbers.

**CATEGORY GAME**

Determine which numbers will correspond with which categories (i.e. 1-5 = quality, 6-10 = methodology, 11-15 = numbers, 16-20 = people). When a team hits a numbered spot, ask a category-appropriate question. Award 10 points for every question answered correctly. Award double and triple points as appropriate (see "THE BOARD" above for details). Play to 300 (or whatever other number you choose). The first team to reach the target number wins.

**DART GAME ROULETTE**

Begin by asking an individual or team a question. If they answer correctly, have them launch a dart to see how many points they will receive for their correct answer. Play to 300 (or whatever other number you choose). The first team to reach the target number wins.

**SUGAR'S PLATTER (by Steve Sugar)**

For each round, distribute a 5-question game sheet to each team. Give teams 3 minutes to respond to the game sheet. When the time is up, review the correct answers. Give each team one dart to launch for each correct answer. At the end of the round, tally all the points for each team. Continue for as many rounds as you like. When you have completed all rounds, the team with the most points wins.