

# LESSON PLAN: TRI GOLF: YEAR 2: WEEK 4

**LESSON OBJECTIVE:** To learn how to use a putter in a game situation.

## WARM UP (10 MINS)

Pupils are to jog in and out of each other within a 20x20m grid. Every time the teacher blows the whistle, pupils have to pretend they're performing their golf putting technique. You can repeat this using the underarm rolling/throwing action as an alternative.

## MAIN LESSON (20 MINS)

Layout a course with a variety of different targets and also some obstacles E.g. sand bunker or water. Explain that if the ball lands in the bunker or water, they have to pick the ball up and place it at the edge to continue play. Also, 1 shot is added to the score. Pupils start at the tee, 1 pupil has the putter the other the score card. They have to see how many shots it takes for them to reach the target. Swap over once the target has been hit.

**Develop:** After each target has been hit, move the tee back and see if pupils can beat previous score.

## GAME/COMPETITION (15 MINS)

In pairs, the pupils now need to work together to hit each target in the least amount of shots possible. It's a competition between all the pairs. Each pair has 1 ball and after each shot the partners swap over until, between them, they have hit the target. They need to keep track on how many shots it takes to hit every target.

## EQUIPMENT

- Putters
- Balls
- Flags
- Cones

## KEYWORDS

- Putter
- Bunker
- Green
- Water
- Tees
- Holes

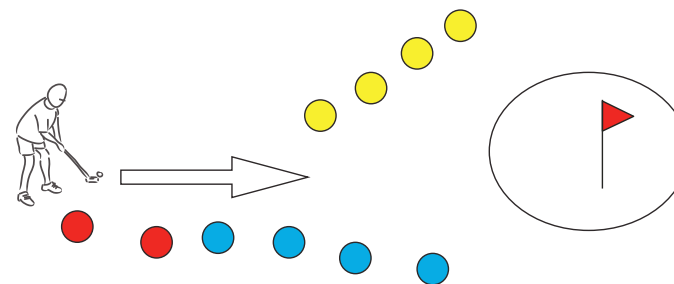
## DIFFERENTIATION

### LESS ABLE

- Pupils are able to roll the ball instead of using the putter.
- Don't add an extra shot if the ball stops in a sand bunker or in water.

### MORE ABLE

- Set a shot limit for each hole.
- Move the tee so there is an obstacle in the way of the target.



# ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental Skills & Movement	4	Can they move around a course and know exactly how to use the putter?
	3	Can they move around a course and use the putter when in close distance of a target?
	2	Can they move around a course and use the putter when prompted?
Tactics, Rules & Teamwork	4	Works in a team & understands the layout of a course and what happens when the ball lands in a hazard.
	3	Can work in a team & understands the rules of golf.
	2	Starts communicating within a team.
Show & Link	4	Can they link the skills: using the putter at all times instead of an under arm throw and getting around a course quickly and to a high ability?
	3	Can they show and link: using the putter at all times instead of an under arm throw and getting around a course with some accuracy?
	2	Show how to hit a target occasionally using the putter?
Describe Ways to Improve	4	Are able to describe and improve performance.
	3	Are able to describe performance.
	2	Are able to see differences in performance against a simple model.
Fitness & Health	4	Shows a solid understanding of why physical activity has health benefits.
	3	Has some knowledge of why physical activity has health benefits.
	2	Has little knowledge of why physical activity has health benefits.