

# LESSON PLAN: TRI GOLF: YEAR 2: WEEK 6

**LESSON OBJECTIVE:** To be able to use their knowledge and skills within a full round of golf.

## WARM UP (10 MINS)

Treasure Chest: In the centre of the room; place all the balls (the treasure) in the middle of a hoop on the floor. Place the class into 4 groups and ask them to line up 5m away from the 'treasure'. On the word go the first person from each group has to run to the treasure and using a putter, hit 1 ball back towards their group. They then run back and give the putter to the next person. This is repeated until all the balls in the middle have gone. Groups count up how many balls they collected.

## MAIN LESSON (20 MINS)

Lay out a variety of different holes and get pupils into pairs. Each group receives a putter, an iron, and a score card. The pairs will work together to get to every target in the least amount of shots as possible. When teeing off the pupils must use their chipping technique, and when putting use the putter. Pupils switch over who tees off at the start of each hole. Highlight anyone who uses good control and concentration.

## GAME/COMPETITION (15 MINS)

Groups will do the same again however, now they will challenge other groups. They will choose a different group to compete against after each hole. After each hole the groups need to write down the amount of shots it took them and also, their opponents score so at the end you can total up which group won the most matches.

## EQUIPMENT

- Putter
- Balls
- Flags
- Cones

## KEYWORDS

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

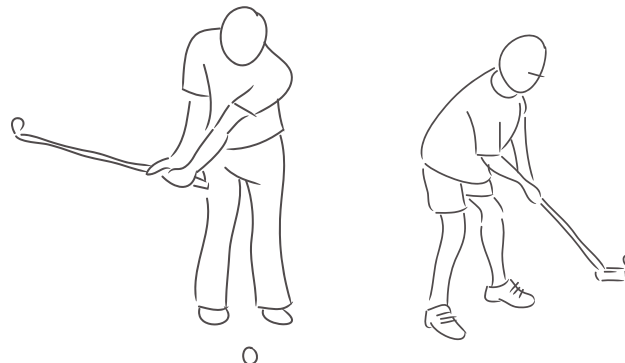
## DIFFERENTIATION

### LESS ABLE

- They can throw/roll the ball instead of putting or chipping the ball.
- Make the obstacles less challenging to get around.

### MORE ABLE

- Make obstacles bigger and if the pupil's ball lands in this area then an extra shot is added to their score.
- Move the tee back.



# ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental Skills & Movement	4	Can they perform their putting and chipping skills to a high ability?
	3	Can they perform their putting and chipping skills with a certain degree of control?
	2	Can they perform their putting and chipping skills but to a low ability?
Tactics, Rules & Teamwork	4	Works in a team & demonstrates their tactical knowledge of how to outwit an opponent & also shows understanding of the different areas of the course.
	3	Can work in a team & understands the rules of golf.
	2	Starts communicating within a team.
Show & Link	4	Can they link: the chipping technique and using the putter in the right situations?
	3	Can they show and link: using the chipping technique and using the putter?
	2	Show the chipping and putting action.
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.