

LESSON PLAN: TRI GOLF: YEAR 5: WEEK 2

LESSON OBJECTIVE: Further develop accuracy in putting.

WARM UP (10 MINS)

Groups of 4 with 1 putter and a ball lined up behind a line of cones. Using the putter, they must move in and out of the cones and then knock the ball back as quickly as possible. First team to finish wins.

MAIN LESSON

Split the class in to pairs, each group needs 1 putter and 1 ball. Layout a variety of cones that are the same colour. Discuss using shoulders to generate more power, keeping arms straight and eyes on the ball. Also have the front shoulder facing the cone they want to hit.

Pupils take it in turns to aim the ball at a cone. If a pupil hits a cone, they collect it then the next person has a go. Play until all cones have been hit. Each person counts the number of cones they manage to collect. Then add different colour cones and a score system EG Red -5, Blue 1, Yellow 5. Each person then adds up the number of cones they have collected.

GAME/COMPETITION

Put the class into groups of 5. Each member of the team takes it in turns hitting the ball through the tunnel of red cones, to the target at the end. If they successfully hit it through without touching any red cones then they score a point. Make the tunnel thinner meaning accuracy is essential. Also make the hole smaller. Start by using a hoop then changing to the holes in the bag. Pupils lose points for every red cone hit.

EQUIPMENT

- Putter
- Balls
- Flags
- Cones

KEYWORDS

- Power
- Accuracy
- Long
- Short

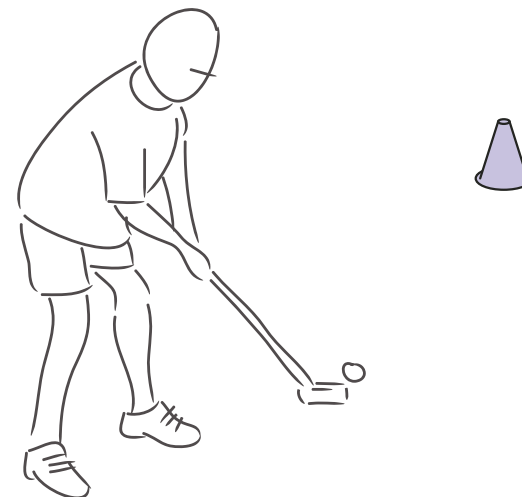
DIFFERENTIATION

LESS ABLE

- No scoring system and just have to aim for each cone.

MORE ABLE

- Coloured cone is selected for them.
- Tunnels made longer.



ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental Skills & Movement	7	Can they perform the skills to use a putter to a high ability?
	6	Can they perform the skills to use a putter with a certain degree of control?
	5	Can they perform the skills to use a putter, with very little control?
Tactics, Rules & Teamwork	7	Works with their partner & demonstrates knowledge & understanding of when and how to use the putter.
	6	Can work with a partner & understands when to use the putter.
	5	Starts communicating with a partner about putting.
Show & Link	7	Can they link: the different skills and technique required to use the putter with power?
	6	Can they show and link: some of skills required to use the putter?
	5	Show how to putt.
Describe Ways to Improve	7	Are able to describe and improve performance.
	6	Are able to describe performance.
	5	Are able to see differences in performance against a simple model.
Fitness & Health	7	Shows a solid understanding of why physical activity has health benefits.
	6	Has some knowledge of why physical activity has health benefits.
	5	Has little knowledge of why physical activity has health benefits.