

LESSON PLAN: TRI GOLF: YEAR 6: WEEK 4

LESSON OBJECTIVE: To continue to develop the skills learnt with the putter and chipper.

WARM UP (10 MINS)

In pairs, using the chipper the class challenge each other to see who can hit the ball the furthest. 2 attempts allowed and tees can be used. Look for pupils to be hitting the ball with a lot of power.

MAIN LESSON (20 MINS)

Create a Treasure island with a circle of cones and create mini islands around the treasure islands. Starting from the middle of the treasure island each time, pairs take in turns to chip the ball to each mini island. When at the mini island they putt the ball to the cones (treasure) around the outside, if they hit the cone (treasure) they pick it up. Teams must keep treasure with them at all time. After a certain time limit the pair with most treasure wins.

Develop: Add obstacles.

GAME/COMPETITION (15 MINS)

Place a large box approx 10 steps away from each group. Taking in turns, each group has an attempt to try and chip the ball into the box. If they hit the box the group scores 1 point and if the ball goes in then the group score 5 points. Group with most points after one turn of attempts win.

EQUIPMENT

- Putters
- Chippers
- Balls
- Cones
- Flags

KEYWORDS

- Tactics
- Obstacles
- Decisions

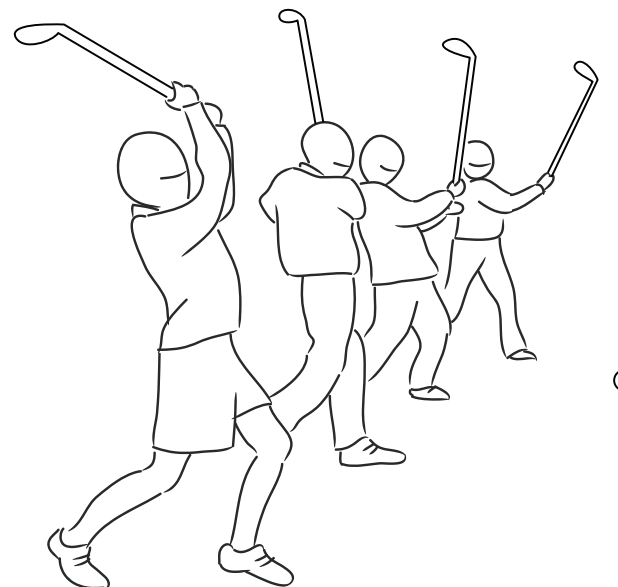
DIFFERENTIATION

LESS ABLE

- Take away obstacles and just get used to using both clubs.

MORE ABLE

- Increase the distance of the targets.



ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental Skills & Movement	8	Can they perform putting and chipping to a high ability?
	7	Can they perform putting and chipping with a certain degree of control?
	6	Can they perform the skills to use a putter and chipper with very little control?
Tactics, Rules & Teamwork	8	Works with their partner & demonstrates knowledge & understanding of the task.
	7	Can work with a partner & understands the task set.
	6	Starts communicating with a partner.
Show & Link	8	Can they link: the skills required to perform an accurate shot with the putter and chipper?
	7	Can they show and link: some of skills to perform an accurate shot?
	6	Show how to chip and putt.
Describe Ways to Improve	8	Are able to describe and improve performance.
	7	Are able to describe performance.
	6	Are able to see differences in performance against a simple model.
Fitness & Health	8	Shows a solid understanding of why physical activity has health benefits.
	7	Has some knowledge of why physical activity has health benefits.
	6	Has little knowledge of why physical activity has health benefits.