

# LESSON PLAN: TRI GOLF: YEAR 4: WEEK 5

**LESSON OBJECTIVE:** To learn how to choose shot selection to overcome obstacles.

## WARM UP (10 MINS)

Create a large area and line all the pupils along 1 side, select 6 pupils/rollers who have a ball and are in the area. The aim is for pupils to run to the other side of the area without getting hit by the ball below waist height by the rollers.

## MAIN LESSON (20 MINS)

Place pupils into pairs and line them up behind a tee. Now create a green and a target around 20 meters away with various obstacles such as water, trees and bunkers. Using the chipper and the putter pupils have to get the ball to the target in as least shots as possible.

**Question: When should the putter or chipper be used?**

If the ball lands in one of the obstacles then an extra shot is added to the total score.

**Question: How many shots does it take to complete the course?**

## GAME/COMPETITION (15 MINS)

The pairs now create their own mini course. Pupils are only allowed to create 1 obstacle and can place it anywhere they like. They then see if they can complete their course. After the target has been reached they then swap courses with another pair as see if they can beat their score.

## EQUIPMENT

- Putter
- Chippers
- Balls
- Cones
- Flags

## KEYWORDS

- Tactics
- Obstacles
- Decisions

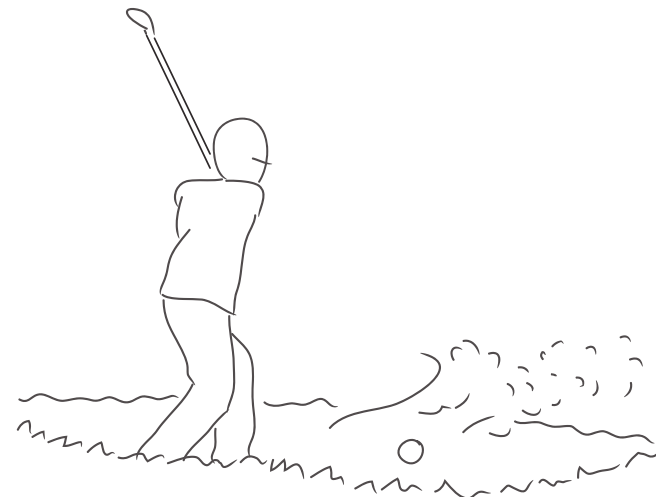
## DIFFERENTIATION

### LESS ABLE

- Take away obstacles and just get used to using both clubs.
- Allow pupils to throw or roll the ball.

### MORE ABLE

- Time limit on shots making decision more difficult.
- If an obstacle is hit they must start again.



# ASSESSMENT FOR LEARNING

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