

Year 2 Games 5

National Curriculum objectives

Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending.

Key Learning

- Pupils will understand and perform the basic skills required in tri-golf.
- They will focus on controlling distance when striking and chipping the ball in the air.
- Pupils will combine their skills learnt into a group competition.

Equipment

- Cones.
- Tri-golf resource pack.
- Beanbags.
- Hoops.
- Score sheets & pencils.
- Set-Up Guide.

Key Vocabulary

Accuracy: How close to the target you get.
Chipping: A short shot that goes quite high through the air.
Club: What you use to hit the golf ball.
Competition: When you compete against other players.
Control: When you make the ball go where you want it to.
Course: One golf challenge after another.
Distance: How far the ball moves when you hit it.
Fairway: The space between where you start your golf hole and where you finish it.
Flight: When a ball moves through the air.
Overarm: When you move your arms above your shoulders.
Putting: A way of pushing the ball instead of hitting it.
Safety: Things you need to do to keep safe.
Scoring: Adding up the points you get.
Side-on: When you stand with your target to the left or right.
Swing: You swing the club with your arms to hit the ball.
Tee: Where you put the ball at the start of the game.
Tick-tock: Swinging a putter in a back to front motion.
Tri-golf: A fun, mini version of the game of golf.
Underarm: When you move your arms below the shoulders.

Key Questions

How does your body move when putting?

How does your body move when chipping?

Have you improved your chipping skills?

Should a putter swing high?

Safety

- Remove all jewellery including earrings
- Long hair must be tied back
- Wear suitable footwear
- Use correct techniques
- Complete a warm-up and cool-down