

Key Stage 2 Physical Education

Curriculum Area: Striking and Fielding – Golf

Development Scheme of Work aimed achieving level 4

Assessment Criteria

Acquiring and Developing Skills	
<p>To have participated in:</p> <ul style="list-style-type: none"> • Levels 1, 2 and 3 involving: <ol style="list-style-type: none"> i. Putting, chipping, striking, golfers' code and playing practices and games utilising the Tri-Golf scheme <p>Before playing a shot:</p> <ol style="list-style-type: none"> i. Understand the importance of safety using conventional golf equipment ii. Demonstrate correct elements of putting technique iii. Demonstrate correct technique of chipping technique iv. Demonstrate correct elements of long game technique v. Achieve standards for putting, chipping and long game vi. Acquire experience of playing a golf hole <p>When playing the shot:</p> <ol style="list-style-type: none"> i. Demonstrate an understanding of safety issues ii. Demonstrate the set-up for putting iii. Hole 3 out of 5 putts, a putters length from the hole iv. Demonstrate set-up for chipping v. Hit 3 out of 5 chip shots onto a green vi. Demonstrate correct hold of the golf club vii. Hit 3 out of 5 shots in the air <p>In relation to playing:</p> <ol style="list-style-type: none"> i. Demonstrate knowledge of how to play a golf hole ii. Play a par-3 golf hole iii. Play a par-3 golf hole in 7 shots or better 	
Selecting and Applying skills, tactics and composition	Evaluating and Improving Performance
<ol style="list-style-type: none"> i. Demonstrate knowledge of when to use a tee shot ii. Correctly apply chipping technique when playing a golf hole iii. Correctly apply putting technique for holing out when playing a golf hole iv. Demonstrate an understanding of safety when playing a golf hole 	<ol style="list-style-type: none"> i. Demonstrate an ability to lower the gross score on for the same par-3 hole in subsequent attempts ii. Explain to a partner the correct method of playing a golf hole iii. Perform the function of a course marshal assessing safety issues for all players in your group
Knowledge and Understanding of Health and Fitness	
<ol style="list-style-type: none"> i. Lead an appropriate warm up ii. Demonstrate knowledge of the main components of fitness appropriate to golf 	

Key Stage 2 Physical Education

Curriculum Area: Striking and Fielding – Tri-Golf

Development Scheme of Work aimed achieving level 3

Assessment Criteria

Acquiring and Developing Skills	
<p>Before playing a shot:</p> <ul style="list-style-type: none"> i. Hold the golf club appropriately ii. Stand appropriately for putting iii. Stand appropriately for chipping iv. Stand appropriately for striking the ball v. Show how to aim both a putter and a chipping club vi. Identify different areas of a golf course <p>When playing the shot:</p> <ul style="list-style-type: none"> i. Understand safety aspects relating to playing Tri-Golf ii. Show control of distance when putting iii. Show control of aim when putting iv. Show control of aim when chipping v. Show control of distance when chipping vi. Show control of aim and balance when striking <p>In relation to playing:</p> <ul style="list-style-type: none"> i. Play Tri-Golf games safely ii. Play Tri-Golf games relating to putting, striking, chipping, a golfers' code and playing iii. Play a Tri-Golf course 	
Selecting and Applying skills	Evaluating and Improving Performance
<ul style="list-style-type: none"> i. Select safe areas to stand when playing a Tri-Golf course ii. Select when to use a striking shot when playing a Tri-Golf course iii. Select when to use a chip shot when playing a Tri-Golf course iv. Select when to use a putter when playing a Tri-Golf course 	<p>Observe partners/team members when playing: putting, chipping, striking and playing games and:</p> <ul style="list-style-type: none"> i. Comment on similarities and differences between players ii. Identify ideas to use within their own performance
Knowledge and Understanding of Health and Fitness	
<ul style="list-style-type: none"> i. Safely participate in Tri-Golf warm up games & explain why warming up is important ii. Identify which parts of their body are being warmed up through the different games 	

Key Stage 2 Physical Education

Curriculum Area: Striking and Fielding – Tri-Golf

Development Scheme of Work aimed achieving level 2

Assessment Criteria

Acquiring and Developing Skills	
<p>Before playing a shot:</p> <ul style="list-style-type: none">i. Show how to aim both a putter and a chipping clubii. Hold the golf club appropriatelyvii. Identify different areas of a golf course <p>When playing the shot:</p> <ul style="list-style-type: none">i. Understand safety aspects relating to playing Tri-Golfii. Show control of aim when puttingiii. Show control of aim when chippingiv. Show control of balance when striking <p>In relation to playing:</p> <ul style="list-style-type: none">i. Play Tri-Golf games safelyii. Participate in Tri-Golf games relating to a golfers' code, putting, chipping, striking and playing	
Selecting and Applying skills	Evaluating and Improving Performance
<ul style="list-style-type: none">i. Select safe areas to stand when playing Tri-Golf gamesii. Select an appropriate club to play different Tri-Golf games	<p>Observe partners/team members when playing: putting, chipping, striking and playing games and:</p> <ul style="list-style-type: none">i. Comment on differences between playersii. Suggest possible improvements for others to make
Knowledge and Understanding of Health and Fitness	
<ul style="list-style-type: none">i. Safely participate in Tri-Golf warm up gamesii. Describe how their bodies feel during Tri-Golf warm up games	

Key Stage 2 Physical Education

Curriculum Area: Striking and Fielding – Tri-Golf

Development Scheme of Work aimed achieving level 1

Assessment Criteria

Acquiring and Developing Skills	
Before playing a shot: <ul style="list-style-type: none">i. Understand the different uses of a putter and a chipping clubii. Identify different areas of a golf course	
When playing the shot: <ul style="list-style-type: none">i. Understand how to use different clubs safelyii. Experience playing shots with a putteriii. Experience playing shots with a chipping club	
In relation to playing: <ul style="list-style-type: none">i. Play Tri-Golf games safelyii. Participate in Tri-Golf games relating to a golfers' code, putting, chipping and striking	
Selecting and Applying skills	Evaluating and Improving Performance
<ul style="list-style-type: none">i. Select an appropriate club to play different Tri-Golf games	Whilst playing golfers' code putting, chipping and striking games: <ul style="list-style-type: none">i. Describe how it feels to play different shots using different clubsii. Describe what it looks like watching others play different shots using different clubs
Knowledge and Understanding of Health and Fitness	
<ul style="list-style-type: none">i. Participate in Tri-Golf warm up gamesii. Describe how to play warm up games safely	

Activity: Golf	Year groups: 3-6	Theme: Striking/Fielding games
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Unit learning Objectives/Outcomes	Relating to: Level 4	Suggested number of lessons: 6
<ul style="list-style-type: none"> Develop and consolidate skills and apply the principals relating to putting, short game and long game Apply skills to suit different elements of golf Use given criteria to analyse performance Identify specific exercises as part of warm up/fitness routine for golf 	Strand: a b c d	

	a. Acquiring and Developing	b. Selecting and applying	c. Evaluating and Improving	d. Health, Fitness & Safety
Enabling Experiences	<ul style="list-style-type: none"> To have participated in: Levels 1, 2 and 3 involving: Putting, short game, long game, golfers' code and playing practices and games utilising the Tri-Golf scheme 	<ul style="list-style-type: none"> Participated in Tri-Golf games, practices and a Tri-Golf course in order to: apply skills of long game (striking), short game (chipping) and putting 	<ul style="list-style-type: none"> Participated in Tri-Golf games, practices and a Tri-Golf course in order to: Work in pairs and small teams to evaluate own performance and that of others 	<ul style="list-style-type: none"> Participated in Tri-Golf games, practices and a Tri-Golf course in order to: Gain an understanding of safety using different Tri-Golf clubs Gain an understanding of different warm up activities for golf
Essential Experiences	Before playing a shot: <ul style="list-style-type: none"> Understand the importance of safety using conventional golf equipment Demonstrate correct elements of putting, chipping and striking technique When playing the shot: <ul style="list-style-type: none"> Demonstrate an understanding of safety issues Demonstrate the set-up for putting Hole 3 out of 5 putts, a putters length from the hole Demonstrate set-up for chipping Hit 3 out of 5 chip shots onto a green Demonstrate correct hold of the golf club Hit 3 out of 5 shots in the air In relation to playing: <ul style="list-style-type: none"> Demonstrate knowledge of how to play a golf hole Play a par-3 golf hole Play a par-3 golf hole in 7 shots or better 	<ul style="list-style-type: none"> Experience playing a par-3 golf hole to: Demonstrate knowledge of when to use a tee shot (long game) Demonstrate knowledge of when to use a chip shot (short game) Demonstrate knowledge of when to use a putter 	<ul style="list-style-type: none"> Explain to a partner the correct method of playing a golf hole Perform the function of a course marshal assessing safety issues for all players in your group Demonstrate an ability to lower the gross score on for the same par-3 hole in subsequent attempts 	<ul style="list-style-type: none"> Lead an appropriate warm up Demonstrate knowledge of the main components of fitness appropriate to golf Be aware of safety when playing a golf hole
Extension Experiences	<ul style="list-style-type: none"> Practice skills learned at a golf facility 	<ul style="list-style-type: none"> Play on a par-3 course 	<ul style="list-style-type: none"> Devise practices to work on identified weaknesses 	<ul style="list-style-type: none"> Devise a safety or warm up guide for golf

Resources needed:

Start Golf Resource pack from The Golf Foundation

Golf clubs – mid-irons required for striking and chipping activities (6-8 irons)

Putters – ‘Blade’ style putters (suitable for left and right handed players)

Golf balls

Tees

Ball markers

Cones/markers

Flags

Putting cups (for indoor use)

Golf Foundation - “**Foundation Golf**” resources including:

- Start Golf Games Cards & Exercises
- Tri-Golf games
- For more information on games and exercises log onto www.sportplan.co.uk
- Junior Golf Passport cards and Instruction manual

Training required:

In order to deliver content required for pupils to achieve Level 4 in golf teachers would need to attend The Golf Foundation’s Junior Leaders Award. The course can be delivered as INSET training over 3-hours at any suitable venue.

For more information contact The Golf Foundation at The Spinney, Hoddesdon Rd.,

Stanstead Abbots, Herts SG12 8GF.

Tel: 01920 876200

Website: www.golf-foundation.org

Alternatively Level 4 could be delivered as an Out of Hours Learning experience for pupils involving the services of an external coach. The Golf Foundation can assist the process of identifying an appropriate coach and subsidising any fees incurred.

Activity: Golf	Year groups: 3-6	Theme: Striking/Fielding games
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Unit learning Objectives/Outcomes	Relating to: Level 3 Strand:	Suggested number of lessons: 6
<ul style="list-style-type: none"> • Develop and consolidate skills and apply the principals relating to putting, short game and long game • Apply skills to suit different elements of golf using the Tri-Golf scheme • Use given criteria to analyse performance • Understand the importance of warm up activities & identify warm up activities for whole group 	<ul style="list-style-type: none"> a b c d 	

	a. Acquiring and Developing	b. Selecting and applying	c. Evaluating and Improving	d. Health, Fitness & Safety
Enabling Experiences	<ul style="list-style-type: none"> • To have participated in: • Levels 1, 2 involving: Putting, short game, long game, golfers' code and playing practices and games utilising the Tri-Golf scheme 	<ul style="list-style-type: none"> • Select safe areas to stand when playing Tri-Golf games • Select appropriate Tri-Golf clubs to play different games 	Observe partners/team members when playing: putting, chipping, striking and playing games and: <ul style="list-style-type: none"> • Comment on differences between players • Suggest possible improvements for others to make 	<ul style="list-style-type: none"> • Safely participate in Tri-Golf warm up games (Golfers Code) • Describe how their bodies feel during Tri Golf warm up games
Essential Experiences	Before playing a shot: <ul style="list-style-type: none"> • Hold the golf club appropriately • Stand appropriately for putting • Stand appropriately for chipping (short game) • Stand appropriately for striking the ball (long game) • Show how to aim both a putter and a chipping club • Identify different areas of a golf course When playing the shot: <ul style="list-style-type: none"> • Understand safety aspects relating to playing Tri-Golf • Show control of distance when putting • Show control of aim when putting • Show control of aim when chipping • Show control of distance when chipping • Show control of aim and balance when striking In relation to playing: <ul style="list-style-type: none"> • Play Tri-Golf games safely • Play Tri-Golf games relating to putting, striking, chipping, golfers' code and playing • Play a Tri-Golf course 	<ul style="list-style-type: none"> • Select safe areas to stand when playing a Tri-Golf course • Select when to use a striking shot (long game) when playing a Tri-Golf course • Select when to use a chip shot (short game) when playing a Tri-Golf course • Select when to use a putter when playing a Tri-Golf course 	Observe partners/team members when playing: putting, chipping, striking and playing games and: <ul style="list-style-type: none"> • Comment on similarities and differences between players • Identify ideas to use within their own performance 	<ul style="list-style-type: none"> • Explain why warming up is important • Invent other warm up games for the group to try
Extension Experiences	<ul style="list-style-type: none"> • Pupils invent further Tri-Golf practices to work on skills learned alone 	<ul style="list-style-type: none"> • Pupils invent further Tri-Golf games to work on skills learned • Participate in a Tri-Golf tournament 	<ul style="list-style-type: none"> • Pupils keep a log of ideas for improving skills 	<ul style="list-style-type: none"> • Link safety aspects into new games pupils invent

Resources needed:

Tri- Golf Resource pack from The Golf Foundation

Golf clubs – 10 X Blue Tri-Golf Chipping clubs (1 left-handed club)

Putters – 10 X Red Tri-Golf Putters (1 left-handed club)

30 Golf balls

Cones/markers

Hoops

Golf Foundation - “**Foundation Golf**” resources including:

- Tri-Golf Cards
- Tri-Golf Basic Teaching Points guide
- Junior Golf Passport cards and Instruction manual

Training required:

In order to deliver Level 3 teachers would be advised to attend a Tri-Golf Activators Course through the Golf Foundation. This can be delivered as INSET training over 3-hours at any suitable venue.

For more information contact The Golf Foundation at The Spinney, Hoddesdon Rd.,

Stanstead Abbots, Herts SG12 8GF.

Tel: 01920 876200

Website: www.golf-foundation.org

Activity: Golf	Year groups: 3-6	Theme: Striking/Fielding games
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Unit learning Objectives/Outcomes	Relating to: Level 2	Suggested number of lessons: 6
<ul style="list-style-type: none"> Develop and consolidate skills and apply the principals relating to putting, short game and long game Apply skills to suit different elements of golf using the Tri-Golf scheme Use given criteria to analyse performance Identify the effect participating in warm up activities has on the body 	Strand: a b c d	

	a. Acquiring and Developing	b. Selecting and applying	c. Evaluating and Improving	d. Health, Fitness & Safety
Enabling Experiences	<ul style="list-style-type: none"> To have participated in: Level 1 involving: Putting, short game, long game, golfers' code and playing practices and games utilising the Tri-Golf scheme 	<ul style="list-style-type: none"> Select an appropriate club to play different Tri-Golf games 	<ul style="list-style-type: none"> Describe how it feels to play different shots using different Tri-Golf clubs Describe what it looks like watching others play different shots using different Tri-Golf clubs 	<ul style="list-style-type: none"> Safely participate in Tri-Golf warm up games (golfers code) Describe how to play warm up games safely
Essential Experiences	Before playing a shot: <ul style="list-style-type: none"> Show how to aim both a putter and a chipping club Hold the golf club appropriately Identify different areas of a golf course When playing the shot: <ul style="list-style-type: none"> Understand safety aspects relating to playing Tri-Golf Show control of aim when putting Show control of aim when chipping (short game) Show control of balance when striking (long game) In relation to playing: <ul style="list-style-type: none"> Play Tri-Golf games safely Participate in Tri-Golf games relating to a golfers' code, putting, Short game, long game and playing 	<ul style="list-style-type: none"> Select safe areas to stand when playing Tri-Golf games Select an appropriate club to play different Tri-Golf games 	Observe partners/team members when playing: putting, chipping, striking and playing games and: <ul style="list-style-type: none"> Comment on differences between players Suggest possible improvements for others to make 	<ul style="list-style-type: none"> Describe how their bodies feel during Tri-Golf warm up games
Extension Experiences	<ul style="list-style-type: none"> Participate in practices using the Tri-Golf scheme which relate to identified Skills and criteria 	<ul style="list-style-type: none"> Play a Tri-Golf 'hole' or 'course' 	<ul style="list-style-type: none"> Pupils work in pairs to practice skills learned 	<ul style="list-style-type: none"> Involve pupils in identifying safe areas when setting up games

Resources needed:

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Golf clubs – 10 X Blue Tri-Golf Chipping clubs (1 left-handed club)

Putters – 10 X Red Tri-Golf Putters (1 left-handed club)

30 Golf balls

Cones/markers

Hoops

Golf Foundation - “**Foundation Golf**” resources including:

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Activity: Golf	Year groups: 3-6	Theme: Striking/Fielding games
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Unit learning Objectives/Outcomes	Relating to: Level 1 Strand:	Suggested number of lessons: 6
<ul style="list-style-type: none"> Develop and consolidate skills and apply the principals relating to putting, short game and long game Apply skills to suit different elements of golf using the Tri-Golf scheme Use given criteria to analyse performance Safely participate in appropriate warm up activities 	<ul style="list-style-type: none"> a b c d 	

	a. Acquiring and Developing	b. Selecting and applying	c. Evaluating and Improving	d. Health, Fitness & Safety
Enabling Experiences	<p>To have participated in KS 1 activities including:</p> <p>Manipulating Skills – Explore and develop control when handling equipment and balls Strike with control Explore the pathway and flight of objects Send and control with accuracy alone Use different bat shapes and sizes to hit for accuracy and distance</p> <p>Use of Space – Exploration of space Work with others in spaces of differing size</p> <p>Interaction – In small groups co-operate and compete</p>	<p>To have participated in KS 1 activities including:</p> <p>Principals, Tactics & Concepts – Make up and play simple target games</p> <p>Manipulating Skills – Use different bat shapes and sizes to hit for accuracy and distance</p>	<p>To have participated in KS 1 activities including:</p> <p>Principals, Tactics & Concepts – Recognise what they have done Describe what they and others have done</p> <p>Rules/Laws – Use a simple counting system to monitor improvement</p>	<p>To have participated in KS 1 activities including:</p> <p>Use of Space – Start to use defined space safely</p> <p>Rules/Laws – Respond to signals and instructions Work within set rules</p>
Essential Experiences	<p>Before playing a shot:</p> <ul style="list-style-type: none"> Understand the different uses of a putter and a chipping club Identify different areas of a golf course <p>When playing the shot:</p> <ul style="list-style-type: none"> Understand how to use different clubs safely Experience playing shots with a putter Experience playing shots with a chipping club <p>In relation to playing:</p> <ul style="list-style-type: none"> Play Tri-Golf games safely Participate in Tri-Golf games relating to a golfers' code, putting, Short game, long game and Playing 	<ul style="list-style-type: none"> Select an appropriate club to play different Tri-Golf games 	<ul style="list-style-type: none"> Describe how it feels to play different shots using different clubs Describe what it looks like watching others play different shots using different clubs 	<ul style="list-style-type: none"> Safely participate in Tri-Golf warm up games (golfers code) Describe how to play warm up games safely
Extension Experiences	<ul style="list-style-type: none"> Participate in practices alone using the Tri-Golf scheme which relate to identified Skills and criteria 	<ul style="list-style-type: none"> Participate in more than 1 Tri-Golf game in each category 	<ul style="list-style-type: none"> Participate in more than 1 Tri-Golf game in each category 	<ul style="list-style-type: none"> Involve pupils in identifying safe areas when setting up games

Resources needed:

Tri- Golf Resource pack from The Golf Foundation

Golf clubs – 10 X Blue Tri-Golf Chipping clubs (1 left-handed club)

Putters – 10 X Red Tri-Golf Putters (1 left-handed club)

30 Golf balls

Cones/markers

Hoops

Golf Foundation - “**Foundation Golf**” resources including:

- Tri-Golf Cards
- Tri-Golf Basic Teaching Points guide
- Junior Golf Passport cards and Instruction manual

Training required:

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Tri-Golf Cards – Link to KS2 Scheme of Work

Subject Area/Junior Golf Passport Category	Cards	Area of policy	Level
Golfers Code (Health, Fitness & Safety)	<ul style="list-style-type: none"> • Simon Says • Divots • Treasure Island 	<ul style="list-style-type: none"> • Health, Fitness & Safety • Acquiring & Developing Skills • Health, Fitness & Safety • Health, Fitness & Safety • Acquiring & Developing Skills Levels 1-3 (short game) 	<ul style="list-style-type: none"> • 1-3 • 1-3 • 1-3 • 1-3 • 1-3
Putting	<ul style="list-style-type: none"> • Tunnel • Snooker • Around the Clock • Bullseye • Finders Keepers • Bowls • Zone Ball • Three in a row • Wordsearch • Minefield • Lemmings 	ALL PUTTING GAMES RELATE TO: <ul style="list-style-type: none"> • Acquiring & Developing Skills • Evaluating & Improving Performance • Selecting & Applying Skills Levels 	<ul style="list-style-type: none"> • 1-3 • 1-3 • 1-2
Short Game (Chipping)	<ul style="list-style-type: none"> • Boule • Bullseye • Grand National • Sector Ball • Wordsearch • Texas Scramble • Ultimate Challenge 	ALL CHIPPING GAMES RELATE TO: <ul style="list-style-type: none"> • Acquiring & Developing Skills • Evaluating & Improving Performance • Selecting & Applying Skills Levels 	<ul style="list-style-type: none"> • 1-3 • 1-3 • 1-2
Long Game (Striking)	<ul style="list-style-type: none"> • High Five • Driving Range • Bomb the Base • Longest Drive 	ALL STRIKING GAMES RELATE TO: <ul style="list-style-type: none"> • Acquiring & Developing Skills • Evaluating & Improving Performance • Selecting & Applying Skills Levels 	<ul style="list-style-type: none"> • 1-3 • 1-3 • 1-2
Playing	<ul style="list-style-type: none"> • Putting Course • Run The Gauntlet • Architects 	<ul style="list-style-type: none"> • Acquiring & Developing Skills • Acquiring & Developing Skills • Selecting & Applying 	<ul style="list-style-type: none"> • 1-3 • 1-3 • 3

KS2 – SCHEME OF WORK FOR GOLF LEVEL 4 – Example Lesson Plan

SECTION	LEVEL	ACQURING & DEVELOPING SKILLS	SELECTING & APPLYING SKILLS	JUNIOR GOLF PASSPORT CRITERIA START GOLF LEVEL 2	EVALUATING & IMPROVING	KNOWLEDGE OF HEALTH, FITNESS & SAFETY
Start-Golf	2	<ul style="list-style-type: none"> • Understand importance of safety using conventional golf equipment • Demonstrate correct elements of chipping technique • Demonstrate Set-up for chipping 		<ul style="list-style-type: none"> • Answer safety questions • Demonstrate Set-up for chipping 		<ul style="list-style-type: none"> • Lead an appropriate warm up

TIME	ACTIVITY	IDEAS FOR DELIVERY	START GOLF EXERCISES Select and use appropriately from the list	START GOLF GAMES Select and use appropriately from the list
<ul style="list-style-type: none"> • 5mins • 2mins • 5mins • 10mins • 5mins • 3mins 	<ul style="list-style-type: none"> • Warm up • Introduction to safety at a golf course • Introduction to short game technique - chipping • Application with pupils • Game – chipping • Assessment • Evaluation 	<ul style="list-style-type: none"> • As a pair or small group pupils lead a Golf related warm up involving specific stretches • Ask pupils to demonstrate safety issues and ground rules in relation to chipping • Introduce set-up for chipping – focus on stance and ball position using an appropriate grip • Allow time for practice / evaluation – • Deliver target game for chipping • Assess pupils set-up for chipping during game • Re-cap on learning outcomes 	<p>‘One step, two step’, ‘Feet forward’</p>	<p>‘Bullseye chipping’, ‘Sector ball’</p>

KS2 – SCHEME OF WORK FOR GOLF LEVEL 3 – Example Lesson Plan

SECTION	LEVEL	ACQUIRING & DEVELOPING SKILLS	SELECTING & APPLYING SKILLS	JUNIOR GOLF PASSPORT CRITERIA START GOLF LEVEL 2	EVALUATING & IMPROVING	KNOWLEDGE OF HEALTH, FITNESS & SAFETY
Tri-Golf	3	<ul style="list-style-type: none"> Stand appropriately for striking the ball Show control of aim and balance when striking Demonstrate an understanding of safety aspects relating to Tri-Golf 		<ul style="list-style-type: none"> Swing with balance Take part in 3 Tri-Golf striking games Use a chipping club 	<ul style="list-style-type: none"> Comment on similarities and differences between players 	<ul style="list-style-type: none"> Safely participate in Tri-Golf warm up games (Golfers' Code)

TIME	ACTIVITY	IDEAS FOR DELIVERY	TRI-GOLF TEACHING POINTS	TRI-GOLF GAMES
<ul style="list-style-type: none"> 5mins 2mins 15mins 	<ul style="list-style-type: none"> Warm up Introduction to safety Introduction to long game technique - striking 	<ul style="list-style-type: none"> Play fun warm up Ask pupils to identify safety aspects relating to using chipping clubs/irons Introduce set-up for striking – Aim: teacher provides demonstration before playing game Introduce set-up for striking – Stance: teacher provides demonstration before playing game Introduce set-up for striking – Balance: teacher provides demonstration before playing game 	<ul style="list-style-type: none"> Aiming the club How to stand Swinging the club 	<ul style="list-style-type: none"> Divots Bomb the base Driving Range High five
<ul style="list-style-type: none"> 5mins 	<ul style="list-style-type: none"> Assessment 	<ul style="list-style-type: none"> Assess pupils against criteria during games Pupils asked to provide feedback on similarities and differences between players in their team in relation to performance in games 		
<ul style="list-style-type: none"> 3mins 	<ul style="list-style-type: none"> Evaluation 	<ul style="list-style-type: none"> Re-cap on learning outcomes 		

KS2 – SCHEME OF WORK FOR GOLF LEVEL 2 – Example Lesson Plan

SECTION	LEVEL	ACQURING & DEVELOPING SKILLS	SELECTING & APPLYING SKILLS	JUNIOR GOLF PASSPORT CRITERIA START GOLF LEVEL 2	EVALUATING & IMPROVING	KNOWLEDGE OF HEALTH, FITNESS & SAFETY
Tri-Golf	2	<ul style="list-style-type: none"> • Hold the golf club appropriately • Show how to aim a Putter • Identify different areas of a golf course • Demonstrate an understanding of safety aspects relating to Tri-Golf 	<ul style="list-style-type: none"> • Select an appropriate club to play different games 	<ul style="list-style-type: none"> • Play games safely • Take part in 3 Tri-Golf Putting games • Use a Putter 	<ul style="list-style-type: none"> • Comment on differences between players 	<ul style="list-style-type: none"> • Safely participate in Tri-Golf warm up games (Golfers' Code)

TIME	ACTIVITY	IDEAS FOR DELIVERY	TRI-GOLF TEACHING POINTS	TRI-GOLF GAMES
<ul style="list-style-type: none"> • 5mins • 2mins • 15mins • 5mins • 3mins 	<ul style="list-style-type: none"> • Warm up • Introduction to safety • Introduction to Putting technique • Assessment • Evaluation 	<ul style="list-style-type: none"> • Play fun warm up – identify areas of a golf course • Ask pupils to identify safety aspects relating to using putters • Ask pupils to identify the putter and describe its use • Introduce set-up for putting – Hold: teacher provides demonstration before playing game • Introduce set-up for putting – Aim: teacher provides demonstration before playing game • Assess pupils against criteria during games • Pupils asked to provide feedback on differences between players in their team in relation to performance in games • Re-cap on learning outcomes 	<p>Holding the club</p> <p>Aiming the club</p>	<p>Simon Says</p> <p>Tunnel</p> <p>Zoneball</p>

KS2 – SCHEME OF WORK FOR GOLF LEVEL 1 – Example Lesson Plan

SECTION	LEVEL	ACQURING & DEVELOPING SKILLS	SELECTING & APPLYING SKILLS	JUNIOR GOLF PASSPORT CRITERIA START GOLF LEVEL 2	EVALUATING & IMPROVING	KNOWLEDGE OF HEALTH, FITNESS & SAFETY
Tri-Golf	1	<ul style="list-style-type: none"> Understand the different uses of a putter and a chipping club Experience playing shots with a chipping club Understand how to use clubs safely 	<ul style="list-style-type: none"> Select an appropriate club to play different games 	<ul style="list-style-type: none"> Play games safely Take part in 3 Tri-Golf Chipping games Use a chipping club 	<ul style="list-style-type: none"> Describe what it looks like watching others play different shots 	<ul style="list-style-type: none"> Describe how to play warm up (golfers' code) games safely

TIME	ACTIVITY	IDEAS FOR DELIVERY	TRI-GOLF TEACHING POINTS	TRI-GOLF GAMES
<ul style="list-style-type: none"> 5mins 2mins 15mins 5mins 3mins 	<ul style="list-style-type: none"> Warm up Introduction to safety Using a chipping club Assessment Evaluation 	<ul style="list-style-type: none"> Play fun warm up – teacher highlights how to play the game safely Highlight safety issues relating to using chipping clubs Highlight the differences between using a chipping club and a putter – involve pupils in this process Pupils experience using chipping clubs during games – relate chipping to playing Treasure Island Pupils asked to describe what it looks like to watch other team members playing chipping games Pupils asked to describe how to play Treasure Island safely Re-cap on learning outcomes 	The use of different clubs	<p>Treasure Island</p> <p>Treasure Island (with clubs) Grand National</p>