Target Games

End Points

Year 1

I can throw beanbags into hoops / at cones / at targets to score points.

Year 2

I can play a game where I have to hit a target to score points.

Year 3

I can use golf skills to score points, putting and chipping the ball to land in point zones.

Year4

I can select and use a range of shots in golf in order to complete a course in as few shots as possible.

Year 5

I can play a game of dodgeball, aiming to hit an opponent.

Year 6

I can use good attacking and defensive strategies to outwit the opposition in a game of dodge ball.

Skills and Knowledge

Throwing (long and short distances, over and underarm)
Aiming at a target (large and small, hoops, cones, balls, goals, over lines, at opponents)
Numeracy (counting/ keeping score)
Working to beat individual targets/ beat an opponent
Golf Putting (towards a cone, towards a target area, towards a hoop, short distances, long distances)

Golf Chipping (over a line, towards a target, short and long distances, using a tee)

Sports Golf, Throwing, Boccia, Bowls, Dodgeball

Have you thought about...?

Safety procedures for setting up equipment

(safe zones)
Challenge cards – allowing children to take responsibility for set ups and delivery Space- indoor or outdoor space used Reducing queues of children waiting-smaller groups, roles within group (coach, score keeper, performer, recorder- using ipads to video technique)

Differentiation

Choice of equipment-size of equipment, type of balls, (left handed clubs)
Group selection – mixed ability groups/pairs, same ability groups/pairs, roles assigned in pairs/groups
Task delivered- different tasks delivered, pace of tasks delivered, challenge cards
Guided discovery tasks – allow children to set up own activities or use challenge cards to set up existing challenges
Level of questioning and answering – during activities and in plenary/ starter activities
Task outcomes – point ranges, target scores, increases/ decrease distances of targets
Space and layout of lesson