

# COMPLETE EDSTART

## Year 6 - Target Games Tri-Golf, Frisbee & Archery - Unit of Work

Pupils will be taught...

### Overall Learning Outcomes (Endpoints)

Children can:

- Start to develop a broader range of techniques and skills for attacking and defending
- Pass, dribble and shoot with control in games
- Identify and use tactics to help the team keep the ball and advance it
- Mark opponents and help each other in defence
- Apply basic principles of team play to keep possession of the ball
- Play effectively as part of a team
- Pick out parts of performance that could be improved and suggest ideas and practices to make them better

### Learning Objective

### Learning Outcomes

**1 To create a small course with 6-8 activities in Tri-Golf**

**Children can:**

- Create a course using 6-8 activities
- Understand what club they need to use depending on the shot they need
- Control the direction of the ball using both a putter and a chipper

**2 To play a round of golf and be able to keep score**

**Children can:**

- Work together as a team, measure out and build a game
- Demonstrate their understanding of aim, distance and control through taking part in a number of skills games
- Identify how they concentrated on a task

**3 To understand the rules of Frisbee Golf and to be able to compete against themselves and others**

**Children can:**

- Understand the correct rules to throw and compete when it comes to taking part in Frisbee Golf
- Keep scores when it comes to playing Frisbee Golf
- Follow a course correctly set up, avoiding hazards along the way

**4 To understand the concept of creating a course, to challenge pupils' ability for Frisbee Golf**

**Children can:**

- Work together or as individuals to create a hole/course for Frisbee Golf
- Set limitations throughout the course, which will challenge themselves or others
- Compete against themselves and others when it comes to Frisbee Golf, whilst keeping score throughout

**5 To set up their shot in archery**

**Children can:**

- Be confident with holding, drawing and aiming the bow
- Stand correctly over the shooting line, with their least dominant foot forward

**6 To release and follow through when taking the shot in archery**

**Children can:**

- Relax their fingers and the back of their hand in a single movement
- Know they need to keep their arms and back muscles remain active
- Know that at release, the drawing hand will move forward with your fingers relaxed
- Understand that the bow should rock in your shooting hand once the arrow has been released

Assessment Mark	Requirements
<b>Working Towards</b>	<ul style="list-style-type: none"><li>• Use fundamental movements (Jog, jump, hop, balance, skip, side to side, change of direction)</li><li>• Can perform a variety of passes, dribble with a ball and aim at a target (Unopposed)</li><li>• Retain key information</li></ul>
<b>On Target</b>	<ul style="list-style-type: none"><li>• Use correct technique when aiming at a target</li><li>• Can consistently receive and control an object against a defender</li><li>• Children can demonstrate their understanding of aim, distance and control through taking part in a number of skills games</li></ul>
<b>Above Target</b>	<ul style="list-style-type: none"><li>• Use correct technique when aiming at a target in a game situation</li><li>• Can consistently aim an object at a target in different situations</li><li>• Consistently demonstrate an understanding of spatial awareness</li><li>• Effectively apply some elements of strategy and tactics</li></ul>
<b>Excelling</b>	<ul style="list-style-type: none"><li>• Competes/demonstrates an ability to compete at an elite level</li><li>• Can identify and use tactics to help the team keep the ball and advance it forward</li><li>• Can identify and use tactics to help the team defend and win the ball back</li><li>• Can officiate small games between themselves and are able to restart the game after a stoppage in play</li><li>• Can analyse skills and techniques to modify and improve performance</li></ul>

**Working Towards**

- Use fundamental movements (Jog, jump, hop, balance, skip, side to side, change of direction)
- Can perform a variety of passes, dribble with a ball and aim at a target (Unopposed)
- Retain key information

**On Target**

- Use correct technique when aiming at a target
- Can consistently receive and control an object against a defender
- Children can demonstrate their understanding of aim, distance and control through taking part in a number of skills games

**Above Target**

- Use correct technique when aiming at a target in a game situation
- Can consistently aim an object at a target in different situations
- Consistently demonstrate an understanding of spatial awareness
- Effectively apply some elements of strategy and tactics

**Excelling**

- Competes/demonstrates an ability to compete at an elite level
- Can identify and use tactics to help the team keep the ball and advance it forward
- Can identify and use tactics to help the team defend and win the ball back
- Can officiate small games between themselves and are able to restart the game after a stoppage in play
- Can analyse skills and techniques to modify and improve performance

To be **ON TARGET**, pupils must achieve all bullet points from **WORKING TOWARDS** and at least 3 bullet points from **ON TARGET**.

To be working **ABOVE TARGET**, pupils must achieve all points from **WORKING TOWARDS** and **ON TARGET** as well as at least 3 bullet points from **ABOVE TARGET**.

To achieve **EXCELLING**, pupils must achieve all bullet points from **WORKING TOWARDS**, **ON TARGET** and **ABOVE TARGET** as well as at least 3 bullet points from **EXCELLING**.