

# Year 5 - Target Games Knowledge Organiser

COMPETING  
EDSTART

## EDSTART KNOW

- I can explain how to control the direction of the ball using both a putter and a chipper.
- I can describe how aim, distance, and control affect accuracy in target games.
- I can understand how to adjust my stance and power depending on the type of target or distance.

## EDSTART GO

- I can control the direction of the ball using a putter and a chipper with increasing accuracy.
- I can demonstrate my understanding of aim, distance, and control by taking part in a range of target-based activities.
- I can apply correct technique and concentration when aiming for a target at different distances.

## EDSTART SHOW

- I can show precision, focus, and control when performing in golf, frisbee, or archery challenges.
- I can demonstrate consistency and confidence when applying aiming techniques in competitive situations.
- I can play fairly, show patience, and encourage others while taking part in target-based games.

## Key Vocabulary

**aim, control, focus,**

**target, precision,**

**accuracy, balance, power**

## Role Models



**Rory McIlroy -**  
British Professional  
Golfer



**Megan Havers -**  
GB Olympic Archer

## What do we know about Target Games?

Target games involve aiming at a specific area or object to score points. Examples include golf, frisbee, and archery. Golf was formalised in Scotland in the 15th century, while archery dates back to ancient civilizations for hunting and warfare. Disc golf and frisbee games emerged in the 1960s as fun, accessible variations. These sports promote concentration, precision, and self-control. In the UK, England Golf, Archery GB, and UK Ultimate oversee development.

## In Year 4 we learnt

- **to understand they need to stand forward with their least dominant foot over the shooting line.**
- **judge the flight of an object and be ready to catch using the appropriate technique.**
- **understand the correct stance when using a Tri Golf club.**