## RUBRIC - Target Games

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Curriculum intent:	as well as playing an important re The P.E. curriculum is broad and their bodies within a range of n strengths, needs and preference provided with the opportunity	ble in their spiritud d balanced so as novement situation es of each pupil to move, be act	ual, moral and cultural develong to increase pupils' self-con ons. Through a variety of in will be catered for using of ive, develop skills and imp	hysical, cognitive, social and emotional development, opment. Infidence in their ability to manage themselves and adividual, paired and group activities, the different differentiated physical activities. All pupils will be rove communication and self-esteem. Additionally, aterest in physical activity is encouraged.		
End of KS3 intent	/outcome	End of KS4 into	ent/outcome	End of KS5 intent/outcome		
By the end of KS3, pupils will have developed their understanding of how to send an object towards a specific target when using their hand or equipment. They will have developed their awareness of the need to be accurate when sending objects towards targets and have engaged in adapted games to develop their understanding and experience of playing different types of target games.		further on under developed thro more confident skills and will b	(S4, pupils will have built erstanding and skills ughout KS3. They will be in carrying out requested e more aware of the and them and how to use it.	By the end of KS5, pupils will have built on skills and knowledge introduced throughout KS3 and KS4. They may be able to complete skills and tasks independently and may have gained understanding around scoring and point keeping. Students will have developed and honed in on skills that they can use in daily life and in their future.		
Intent for topic:	, , ,	• • •	5 5	develop hand eye and eye foot coordination to s which enable them to develop their understanding		
	of how send an item using appropriate power and accuracy. Pupils may develop an awareness of how to move around a playing area and track a ball. Pupils will develop team work, turn taking. communication and leadership skills which can be transferred into other subject areas.					
Key vocabulary for subject:	vocabulary Warm-up, stretch, prepare, movement, fitness, competition, cool-down					
Key vocabulary for this topic:	Key vocabulary Shoot, dribble, team work, scoring, direction, power, accuracy					
Tot This Topici	Prior I	knowledae: what	pupils may already have s	tudied		
Key Sub						

stage				
K53	PE - Target	Target Games	Spring	Throughout each year pupils will build on skills and techniques. Students will
KS4	games			develop both fine and gross motor skills, and will have more of an awareness of
KS5				equipment and recourses and how to use them appropriately.

Links to other subjects: PSHCE, ICT, Maths, English

## RRSA:

- I have the right to play, have fun, do sport and relax; and I should include everybody in my activities and games.
- I have the right to a good quality education.
- I have the right to try new things

Links to Equality & Diversity:

Students are assessed across onwards and upwards physical literacy and may be assessed in individual sports. Students are to take part in various related activities to support them to make good to outstanding progress.

Key	OU P 8	OU Step 1	OU Step 2	OU Step 3	OU Step 4
Knowledge	Pupils will be able to	Pupils are able to	Pupils can choose a lob	Pupils show knowledge of	Pupils can officiate a game
Concepts	identify which team they	understand how to send	send or roll send related to	the ball behaviour during	of Boccia using official
	are on in relation to the	the ball with different	the layout of the balls	different sends e.g. lob	rules (AE)
	colour of their ball (CO,	amounts of power	during competitive games	shot = not much movement	
	AE, CH)	dependent on the	(M, CH, COM, UT)	after landing (AE, UT)	Pupils are able to create
		target/jack/hole			Boccia skill development
	Pupils will be able to	placement (M, COM, AE)	Pupils understand which	Pupils can identify and	activities to develop and
	identify the 'Jack' ball		team and individuals turn it	demonstrate the correct	refine skills (AE, CH, M,
	during an adapted game	Pupils can show some	is to send related to ball	send in relation to tactics	UT)
	(AE, CH)	understanding of when it is	positions e.g. if red is	and ball placement	
		their turn to send the ball	closer, its blue turn (AE,		Pupils will be able to
	Pupils will be able to	during structured games	CH)	Pupils are able to show	support other pupils to
	understand basic concepts	(AE, CO)		knowledge of the stone	developed their stone
	of scoring in Boccia e.g.		Pupils are aware to why	behaviour during different	sends (CO,AE, UT)
	closest to the Jack ball	Pupils can follow simple	balls are measured in	sends e.g. power shot =	
	wins (UT, AE)	rules in competitive games	distance from the Jack to	fast travelling into target	Pupils can officiate a game
		e.g. Only throw one ball at	record how many balls have	(AE, UT)	of New Age Kurling using
	Pupils are able to identify	a time (CO, COM, AE, M,	scored e.g. ball(s) score 1		official rules (AE)
	which team they are on in	UT)	point each if closer than	Pupils can select correct	

relation to the colour of their stone (CO, AE, CH)

Pupils will be able to identify the target during an adapted game (AE, CH)

Pupils will understand basic concepts of scoring in New Age Kurling e.g. closest to the centre wins (UT, AE)

Pupils can use some terminology related to tri golf e.g. stance, grip, swing, shots, chip, putt etc. (AE, CH) Pupils use correct terminology when talking about or answering questions relating to Boccia e.g. Send the ball not throw the ball (AE)

Pupils can demonstrate the ability to send a stone with different amounts of power (M, COM, AE)

Pupils are able to show some understanding of when it is their turn to send the stone during structured games (AE, CO)

Pupils can follow simple rules in competitive games e.g. Only send one stone at a time (CO, COM, AE, M, UT)

Pupils use correct terminology when talking about or answering questions relating to New Age Kurling e.g. Send the stone not throw the stone (AE)

Pupils are able to use the correct terminology related to tri golf e.g. stance, grip, swing, shots,

opposition ball (AE, CH)

Pupils are able to choose a send related to the layout of the stones during competitive games (M, CH, COM, UT)

Pupils understand which team and individuals turn it is to send a stone e.g. alternate turns (AE, CH)

Pupils are aware to why stones are measured in distance from the centre target to record which team has won e.g. stone(s) score 1 point each if closer than opposition stone (AE, CH)

Pupils show an understanding of the type of shot they need to use when faced with obstacles e.g. hitting over a bench or around a vertical object. (UT, AE, CH, M)

Pupils understand different holes have different challenges and alters their tactics accordingly e.g. uses less power and less backswing for shorter targets (U,AE, sends in relation to tactics and stone placement

Pupils will look at each hole challenge beforehand and answer questions related to the tactics they will use on each hole (AE)

Pupils demonstrate a clear understanding of the rules of each tri golf challenge and can follow them independently (AE, CH)

Pupils' demonstrate clear understanding of tactics in tri-golf and is able to discuss reasons as to why they use specific skills e.g. chipping over obstacles to score points.

Pupils show a clear understanding of different tri golf shots with others when supported by staff or other pupils (AE, CH, UT) Pupils will create New Age Kurling skill development activities to develop and refine skills (AE, CH, M, UT)

Pupils will be able to understand and demonstrate how to send stones to block, smash or score in relation to team tactics and competitive game situations (CH,AE)

Pupils will be able to support the learning of others by coaching how to use the correct grip when hitting the ball (AE, UT)

Pupils share their understanding of the game to create simple practice games for others to participate in for putting and hitting the ball (AE)

Pupils will provide verbal feedback for other pupils when playing the game to use the correct power and shot type (AE, UT)

Pupils will create a number of tri golf challenges and set up their own mini

chip, putt etc. (AE, CH)	UT CH)	tournament in small groups (AE, CO, COM)
		Pupils will understands all rules and regulations for tri golf (AE)

Key Skill	OU P 8	OU Step 1	OU Step 2	OU Step 3	OU Step 4
Concepts	Pupils can send a boccia	Pupils demonstrate how to	Pupils can send the ball	Pupils are able to send a	Pupils will be able to
•	ball in the direction of a	use the lob and roll when	with the correct amount of	ball with spin e.g. backspin	support other pupils to
	target using their own technique (UT), (COM)	supported to send a Ball towards the Jack in an	power to suit the game situation (CH, COM)	during lob shot (M, UT)	developed their Boccia sends (CO,AE, UT)
	recrimque (o 1), (oom)	isolated game (UT, M, CH,	Struction (Cri, COM)	Pupils can participate in a	30/103 (00,712, 01)
	Pupils will participate in a	AE)	Pupils are able to	competitive game of Boccia	Pupils can select and
	adapted game of Boccia		implement tactics when	following official rules	adapted tactics within
	with others (CO, UT)	Pupils will be able to send a	playing competitive games	(COM, CH, UT, M)	games to best suit game
		stone towards the centre	of Boccia e.g. fast send to		situations (AE)
	Pupils will be able to send a	of the target in an isolated	knock other balls out of	Pupils can discuss and	
	Kurling stone in the	game (UT, M, CH, AE)	the way (AE, CH. UT)	implement team tactics	Pupils will show an
	direction of a target using			with teammates dependent	understanding of sending
	their own technique (UT),	Pupils can grip the club	Pupils are able to	on ball placements (CO, M,	balls to block, smash or
	(COM)	using own technique with	demonstrate sending the	UT)	score in relation to team
		two hands and hit the ball	stone with the correct		tactics and competitive
	Pupils will participate in a	towards a target (M, UT,	amount of power to suit	Pupils are able to curl a	game situations (CH, AE)
	adapted game of Kurling	CH)	the game situation (CH,	stone effectively towards	(CH,AE)
	with others (CO, UT)		COM)	it intended target e.g.	
		Pupils can use different		centre, blocking, clearing	Pupils will select and
	Pupils will be able to hit	amounts of power to strike	Pupils can identify and	(M, UT)	adapted tactics within
	the ball using two hands to	the ball over increased	implement tactics when		games to best suit game
	grip the club (M, UT, CH)	distances (M, AE, UT)	playing competitive games	Pupils can participate in a	situations (AE)
			of New Age Kurling e.g.	competitive game of New	
	Pupils can swing the club	Pupils are able to stand	fast send to knock other	Age Kurling following	

a	away from and towards the	with the ball between their	balls out of the way (AE,	official rules (COM, CH,	
	oall to strike it (M, AE,	feet and alter foot position	CH. UT)	UT, M)	
	JT)	depending on which shot		· /y	
	,	they are taking e.g.	Pupils will choose a specific	Pupils are able to discuss	
D	Pupils can demonstrate	putting, chipping etc. (M,	grip technique when	and implement team tactics	
	nitting the ball over	UT, CH, AE)	striking the ball e.g.	with teammates dependent	
	various distances and	01, CF1, AL)	baseball grip, interlocking	on stone placements (CO,	
		Dunila con hit tha hall	, , ,	•	
·	outting towards a target	Pupils can hit the ball	fingers (CH,AE, UT)	M, UT)	
	(UT, AE, CH)	towards a designated large	D		
		target independently (UT,	Pupils can aim at a specific	Pupils use the correct full	
	Pupils can face side on to	M)	target over various	swing and grip to hit shots	
	the ball to ensure the ball		distances and is able to	at small targets and lands	
	s between their feet (UT,		land the ball within 50cm	them within 20cm	
	CH, AE)		of it consistently. (UT, M,	consistently (UT, M, CH)	
			CH)		
			Pupils can alter their grip		
			and stance depending on		
			the lie of the ball e.g.		
			up/down a slope, putting,		
			chipping, hitting the ball		
			long (M,UT,AE)		

Key Sports	Suggested Learning Activities – Adapted into games and differentiated for pupil need where applicable
Tri-Golf	<ul> <li>Simple isolated individual ball striking activities towards targets to develop power, accuracy, grip and co-ordination</li> <li>Sending the ball in different directions to differentiated targets</li> <li>Using a range of different shot types eg, putting, chipping etc</li> <li>Small adapted Tri-Golf games to develop rules and understanding</li> </ul>

Boccia	<ul> <li>Develop different types of sends through a range of differentiated activities</li> <li>Develop and understand how much power per shot</li> <li>Focus on sending a Boccia ball towards specific targets from differentiated angles and distances</li> <li>Small adapted games of Boccia to help pupils to gain understanding of rules and regulations</li> </ul>
New Age Kurling	<ul> <li>Small isolated games to develop pupils ability to send a stone towards a target</li> <li>Pupils to play adapted games of Kurling to understand the scoring and points system</li> <li>Differentiated sending/throwing skills to develop hand-eye co-ordination</li> <li>Differentiated sending/throwing skills to develop power and accuracy of sends</li> </ul>
Other activity/sport ideas:	<ul> <li>Archery</li> <li>Tennis</li> <li>Football</li> <li>Darts</li> <li>Javelin</li> <li>Throwing activities</li> <li>Bowling</li> </ul>

## Online Resources

https://www.golf-foundation.org/media/1555/tri-golf-skills-festival-pack.pdf

https://www.simpleboccia.com/simple-boccia-drills/

http://www.gbkurling.co.uk/PFDs/Kurling%20Awards%20Scheme.pdf