

# TARGET GAMES KNOWLEDGE ORGANISER

#### **Overview**

-Target games are activities in which players send an object towards a target, while avoiding obstacles on the way.

-Examples of target games include golf, archery, bocchia, curling, bowling and croquet.

-In target games, players often play individually in the same game space, taking turns. They do not interfere with each other's game.

-Target games use physical skills such as striking and throwing to send the object. They also require thinking skills to avoid obstacles.





		Physical	
Skill	Definition	How do I do this?	
Throwing for Accuracy (overarm)	To send the ball through the air with hand above shoulder.	-Keep your eyes on the target. Your opposite hand should be pointing at the target. Side on from the target. Stand with opposite leg to throwing arm forwards.	
Throwing for Accuracy (underarm)	To send the ball through the air with hand below shoulder.	-Keep your eyes on the target. Your opposite hand should be pointing at the target. Face on from target. Stand with opposite leg to throwing arm forwards.	
Bowling Throw	To roll a bowling ball along the floor towards a target.	-Stand side on to target. Feet parallel, shoulder- width apart. Eyes stay on ball, head still. Swing club back, leading arm stays straight. Swing forward aiming to strike down on the ball.	
Golf Swing	To swing a golf club and strike a golf ball towards a target.	-Grip the club with dominant hand on the bottom, thumbs pointing down the club. Stand side on to target. Feet parallel, shoulder-width apart. Eyes stay on ball, head still. Swing club back, leading arm stays straight. Swing forward aiming to strike down on the ball.	

# **Social and Emotional**

Planning	Kee
Planning helps us to think about	Follow the rule
how we are going to achieve	instructor's o
tasks before we perform them.	handle equi
We should plan our routes and	
strategies before our go.	
Supporting and Encouraging	Respect
Encouraging and supporting	Respect is t
others can help them to feel	attention and
good and perform well.	others. It is
*O*	respectful to e
	opponents, ref
Honesty and Fair Play	<u>Managi</u>
Fair play is about learning the	Whilst it is in
rules of the game and putting	hardest, you
them into practice honestly. As	that games ar
target games are often played	fun. Be consic
individually, we need to make	victory and l
sure that we are honest about	kind to othe
our scores and results.	deep breat

## **Thinking/Str**

w and Arrow – The equipment used in arche bow is fired by pulling it against the string o bow and releasing.

If Club – A special long stick with a larger pa the bottom that is used to hit the ball in golf.

wling Ball – A large, solid ball, that has er and thumb holes. It is normally quite ivy, so that it can knock over the skittles.

_				Health and Safety				
Always try to follow the rules of the game.	Be aware of the people and space around you.	Store equipment safely when it is not in use.	Unused balls should be in bags or trolleys.	Hard objects, like golf clubs and balls, should be used very carefully, to avoid injury.	Make sure that you warm up properly.	Stretch your muscles before exercising.	Warm down when exercising.	Remove jewellery and wear suitable clothing/ equipment.



## ping Safe

les and listen to the advice. Store and ipment properly.



and Kindness the act of giving nd showing care to important to be everyone, including ferees and coaches.

ing Emotions mportant try your should remember ind sports should be derate to others in be respectful and ers in defeat. Use ths to stay calm.

#### **Key Vocabulary**

**Target Games** 

Target

**Obstacles** 

Golf

Club

Course

Throwing

Striking

Rolling

Bowling

Fairness

Honesty

Strategy

ategic					
-Success in target games is about					
thinking carefully in order to					
overcome or avoid obstacles. You					
may develop a <u>strategy</u> to help					
you be successful. For example,					
you may aim your shot in golf to					
avoid trees or sand-traps. You					
also need to think about other					
factors that may affect your					
result, e.g. the wind in archery.					