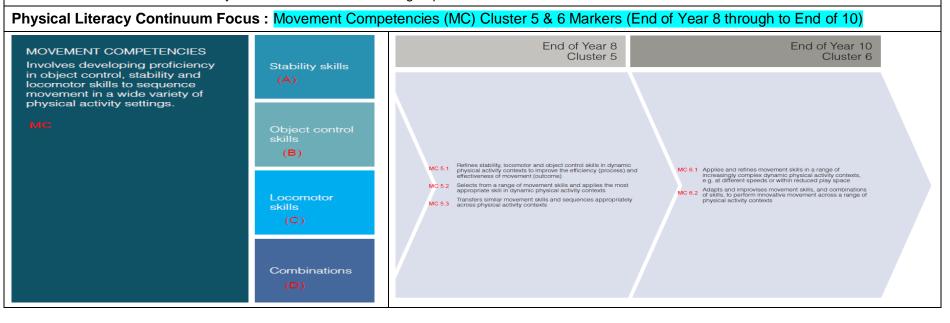
THOMAS REDDALL HIGH SCHOOL PDHPE UNIT PLAN

Unit Title: Go-Go Golf Unit Length: 3 x 50		minute p	oractical lessons	Year: 10 - Term 2				
Syllabus Outcomes		Skills tha	PDHPE					
 5.4 adapts, transfers and improvises movement skills and concepts to improve performance 5.5 composes, performs and appraises movement in a variety 		5.11	adapts and evaluates communication skills and strategies to ju opinions, ideas and feelings in increasingly complex situations (Communicating)					
3.3	of challenging contexts		5.13	adopts roles and respons	sibilities that enhance group cohesion bersonal and group objectives (Interacting)			
			5.14	confidently uses moveme (Moving)	ent to satisfy personal needs and interests			

Evidence of Learning (What students will know, understand, be able to do)

By the end of this unit, students will be able to:

- Demonstrate movement skills in increasingly complex and challenging activities from striking/target games
- Adapt, transfer and improvise movement in increasingly demanding contexts
- Participate in a range of increasingly complex and challenging movement activities to further develop their ability to use features of movement composition
- Use movement to effectively communicate and interact in group/team contexts



Cross-curriculum content	Resources					
	BOS NSW (2003). Personal Development, Health & Physical Education – Years 7-10 Syllabus. Sydney: Author.					
	 http://www.streetdirectory.com/travel_guide/43914/golf_guide/the_best_junior_golf_drills.html 					
	http://www.monkeysee.com/play/4645-golf-basics-the-grip					
	http://www.golfgriptips.co.uk/golf-grip-instruction.html					
	 http://www.golftoday.co.uk/proshop/features/consistent ball position.html 					
	http://www.instructacard.co.uk/pid-83-golf-swing.html					
	 http://www.monkeysee.com/play/4648-golf-basics-swing-follow-through 					
	http://www.instructacard.co.uk/pid-77-golf-shot-putting.html					

Learn About's	Learn To's	Teaching & Learning Strategies			Registration						
			10.1	10.2	10.3	10.4	10.5				
Aspects of movement skill	demonstrate movement skills in increasingly complex and challenging activities from a selection of the following contexts: games	Longest drive challenge (L1) MC5.2, MC6.1									
developmentbody control and awareness		Chipping target game (L2) MC5.1, M6.1									
object manipulation and controlanticipation and timing		O-U-T putting game (L3) MC5.1, MC5.3, MC6.1, MC6.2									
- technique	adapt, transfer and improvise movement in increasingly demanding contexts, eg varying space, rules, equipment and apparatus, time restrictions and rhythm	Chipping target game (L2) MC5.1, M6.1									
		• 1,3,5 Putt (L3) MC5.1, MC5.3, MC6.1, MC6.2									
Influences on skill	modified activities to improve performance and promote safe participation in increasingly complex and challenging situations ctice modified activities to improve performance and promote safe participation in increasingly complex and challenging situations	Irons golf swing technique practice (L1) MC5.2, MC6.1									
development and performance		Chipping target game (L2) MC5.1, M6.1									
- transfer of skills and concepts		O-U-T putting game (L3) MC5.1, MC5.3, MC6.1, MC6.2									
learning environmentsfeedback		• 1,3,5 Putt (L3) MC5.1, MC5.3, MC6.1, MC6.2									
importance of practicesafety		Automatic ball return (putting) (L3) MC5.1, MC5.3, MC6.1, MC6.2									
- the role of rules and regulations in safe participation											

Learn About's	Learn To's Teaching & Learning Strategies			Learn To's Teaching & Learning Strategies			Re	gist	trat	ion	
			10.1	10.2	10.3	10.4	10.5				
Applying mechanical	experiment with the application of simple mechanical principles to enhance performance and ensure safety, eg modify body position and technique										
principles to enhance performance		Chipping practice (L2) MC5.1, MC5.2, MC6.2									
absorbing and applying forcebalance and stability		• 1,3,5 Putt (L3) MC5.1, MC5.3, MC6.1, MC6.2									
- momentum		Automatic ball return (putting) (L3) MC5.1, MC5.3, MC6.1, MC6.2									
Features of movement composition	participate in a range of increasingly complex and challenging movement activities to further develop their ability to use the features of movement composition	Irons golf swing technique practice (L1) MC5.2, MC6.1									
- purpose		Chipping target game (L2) MC5.1, M6.1									
responding to stimuliimprovising		• 1,3,5 Putt (L3) MC5.1, MC5.3, MC6.1, MC6.2									
- planning - sequencing	use movement to effectively communicate and interact in group/team contexts	Longest drive challenge (L1) MC5.2, MC6.1									
- performing		Chipping target game (L2) MC5.1, M6.1									
Appreciating movement composition and	use performance feedback to improve quality of movement in a variety of contexts	Chipping target game (L2) MC5.1, M6.1									
performance - aesthetic appreciation - qualities of performance - analytical techniques		Automatic ball return (putting) (L3) MC5.1, MC5.3, MC6.1, MC6.2									