

Knowledge Organiser **Target Games Year 2**

Ladder Knowledge

Throwing:

stepping with opposite foot to throwing arm will help you to balance. Moving your arm auicker will give you more power.

Striking:

finish with your object/hand pointing at your target.

About this Unit

Target games are games where players send an object towards a target. It could be while avoiding obstacles, getting closer to a target than an opponent or by hitting a target in the fewest turns. It could also be a moving target.

Examples of target games are dodgeball, golf, curling, boccia, archery, bowling



- roll
- overarm throw
- underarm throw
- strike
- dodae
- jump

This unit will also help you to develop other important skills. Social congratulate, support others, co-operation, kindness

Emotional manage emotions, honesty

identify areas of strength and areas for development, select and apply, comprehension, decision making



overarm throw

- elbow high
- step forward with your opposite foot
- use for distance

roll

- · use a straight arm
- step forwards with your opposite foot
- point your hand to your target



strike

- swing with straight
- feet shoulder width apart
- · finish with your club pointing where you want the ball to go

Rules

Know how to score points for each game and follow simple rules.

Tactics

Use and apply simple tactics. They help us to make a plan to complete a challenge.



accurate

ahead

aim

underarm throw

- use a straight arm
- step forwards with your opposite foot
- point your hand to your target
- use for accuracy



golf club.



- · Make sure unused balls are stored
- If hitting a ball make sure there is a safe space.



This unit will help you to:

- change direction quickly
- balance
- move different parts of your body at the same time
- be faster



Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk

Bowls

What you need: two players, a marker and three pairs of socks each

How to play:

- · Play against another player.
- · Place a target marker an agreed distance from a start line.
- Takes turns to roll or throw your sock towards the target marker.
- · Whoever lands closest to the target marker wins the round.
- · Play first to ten points.



Head to our youtube channel to watch the skills videos for this unit.



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Key Vocabulary



teammate underarm

release

strike

target

