

## Year 4 Inter-house Tri-Golf Competition

This month's inter-house competition was the "Tri-Golf" competition, where children were involved with different Tri-Golf games which focused on different skills, like accuracy and power. Year 4 participated in this competition. This competition consisted of 4 games, as shown in the table below. Finders keepers, Cliff hanger, Go for the green and Dominoes. These games tested different areas of Tri-Golf.

### Dominoes

Dominoes

Level 2 & 3

Station 2

**Instructions** Team of 5 on each tee (white cones). 13 cones are in a straight line from the player. Players try to roll the ball with the putter to hit the cone nearest to them, if the player hits the cone they collect it. The cones must be hit in order. 2 minutes practice (if time allows), 5 minutes play. Don't reset the cones once all collected.

**Skills for Life – working together**  
 Leader's prompt to the pupils: how can you help and encourage your team mates?  
 Remind the pupils that they will get a rating out of 10 for how well they help and encourage each other.

**Scoring**

- Team continues until all cones are hit
- Score 1 point for blue cones, 5 points for yellow cones, 10 points for green cones.
- 69 points maximum per team of 5

**Equipment**

- 1 x Tri-Golf putter per team
- 1 ball per team
- Cones as below

**Key points for success**

1. Club ready and aim using the red part of the club

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# Finders Keepers

## Finders Keepers

Level 2 & 3

Station 4



**Instructions** Team of 5 on each tee (white cones). Putt the ball towards the cones, the first cone the ball hits the player collects with the ball, and returns it to the team. Pick up only 1 cone at a time and once all cones have been collected the game stops. 2 minutes practice (if time allows), 5 minutes play.

**Skills for Life – knowing right from wrong and being honest**

Leader's prompt to pupils: why should you only pick up the cone that you hit? Remind the pupils that they will get a rating out of 10 for how well they do this and demonstrating honesty.

**Scoring**

- Over Blue = 1 point
- Over Yellow = 5 points
- Over Green = 10 points

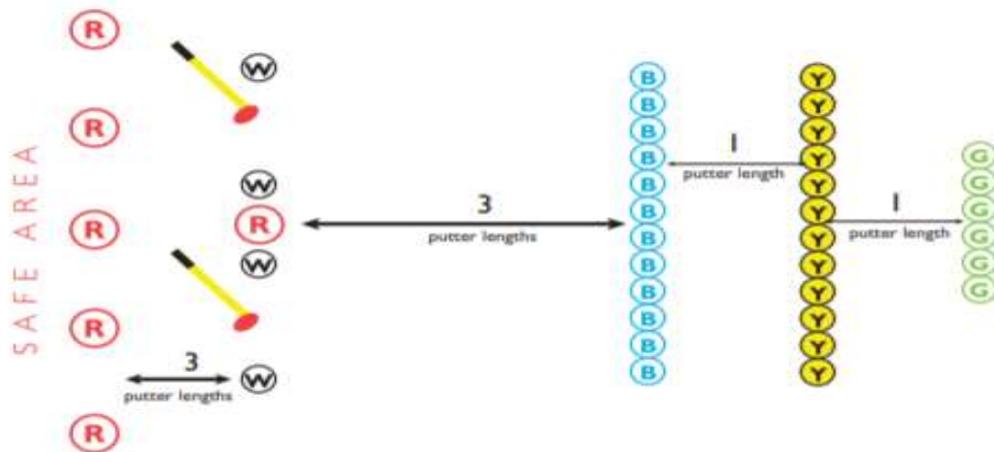
Pick up one cone only

**Equipment**

- 1 x Tri-Golf putter per team
- 1 ball per team
- 12 blue cones, 12 yellow cones and 6 green cones

**Key points for success**

1. Choose a cone to try to hit then get your aim
2. The waiting players can act as a coach and give encouragement
3. Total team score = 132



# Go For the Green

## SCHOOL GAMES TOOLKIT

### Go for the Green

Level 2 & 3

Station 8



**Instructions** Team of 5 on each tee (white cones). Players start from the white cones and try to strike the ball onto the green target. 2 minutes practice (if time allows), 5 minutes play.

#### Skills for Life – staying safe

Leader's prompt to pupils: what should you check before collecting a ball on this game?

Remind the pupils that they will get a rating out of 10 for how well they do this and demonstrating staying safe.

#### Scoring

- Finishes in Blue target = 1 point
- Finishes in Yellow target = 5 points
- Finishes in Green target = 10 points

#### Equipment

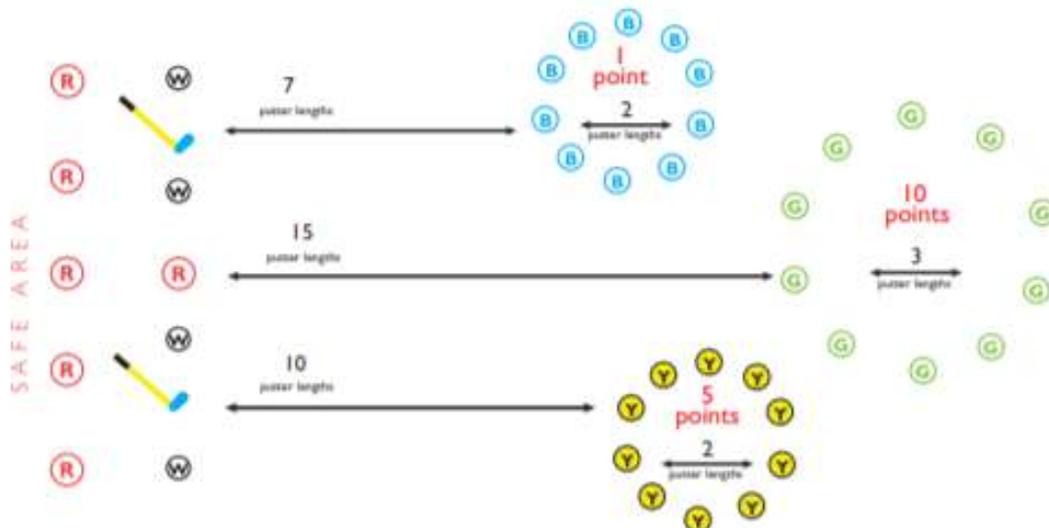
- 1 x Tri-Golf chipper per team
- 1 ball per team
- Cones as below

#### Key points for success

1. Brush the ground to get the ball into the air.



2. Hold balance at the end of the swing for a count of two.



# Zone Ball

## SCHOOL GAMES TOOLKIT

### Zone Ball

Level 2 & 3

Station 7



**Instructions** Team of 5 on each tee (white cones). Lay out the cones so that they all touch. Try to hit the green or yellow cones to score the highest. 2 minutes practice (if time allows), 5 minutes play.

#### Skills for Life – cooperation

Leader's prompt to pupils: how can you help each other and score more quickly on this game?

Remind the pupils that they will get a rating out of 10 for how well they do this and demonstrating cooperation.

#### Scoring

- Blue = 1 point
- Yellow = 5 points
- Green = 10 points

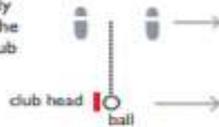
Pupils can run out and collect the ball for each other but not wait behind the zone cones or receive help from a teacher in collecting the balls.

#### Equipment

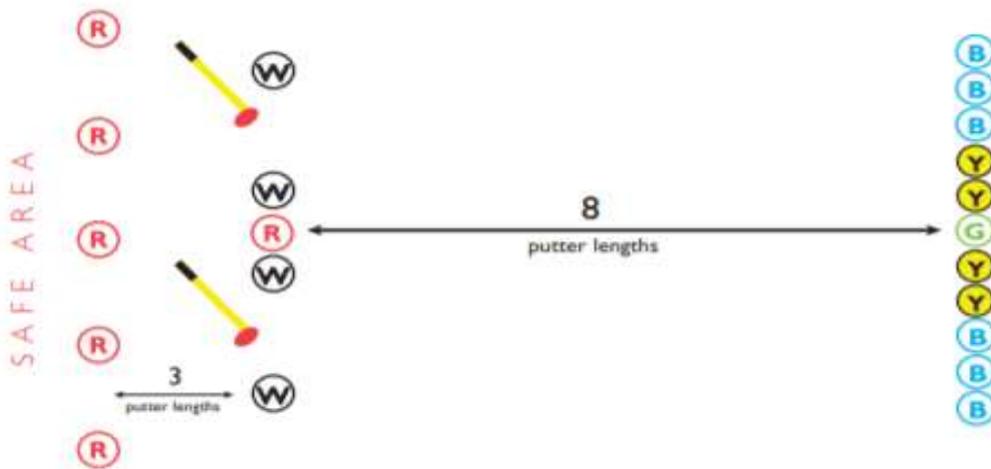
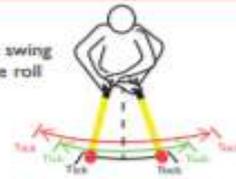
- 1 x Tri-Golf putter per team
- 1 ball per team
- Cones as below, must be touching

#### Key points for success

1. Get the club ready and aimed using the red part of the club



2. Use Tick Tack swing to control the roll



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## SCHOOL GAMES TOOLKIT

### Conclusion

After taking part in a very exciting, and fast paced Tri-Golf tournament, children had lots of fun competing against each other and the scores were amazingly very close with there being a joint 1<sup>st</sup> place as well as a joint second place! Here is the table to show you the results below. We scored our games a little different to the games cards, and gave points based on how fast a team could complete the task, as well as how well they could perform what was needed.

<u>Activity</u>	<u>HICKMAN</u>	<u>STONEFIELD</u>	<u>ST LEONARDS</u>	<u>ST EDWARDS</u>
Finders Keepers	32	18	20	20
Cliff Hanger	12	16	17	15
Go for the Green	21	19	21	20
Dominoes	3	7	10	5
Total:	68	60	68	60

As you can see, the scoring was very, very close, with Hickman and St Leonards both scoring 68 points for joint 1<sup>st</sup>, and Stonefield as well as St Edwards scoring 60 to make it a close joint 2<sup>nd</sup> place! In the end, me and Mr. Harris had to call a tie break, where both St Leonards and Hickman had to hit a single target. The first team to hit the target would win the game and take second place, with the other two houses finishing joint 3<sup>rd</sup> place. A cracking game was played, which ended in Hickman becoming the champions of Tri-Golf for year 4! Well done to all of the children who participated, you did excellent, and a massive congratulation to Hickman!

Here are a few snapshots of the children taking part in their competition.





