

# COUNTY FINAL TRI GOLF

Virtual Competition Information

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# COMPETITION INTENT

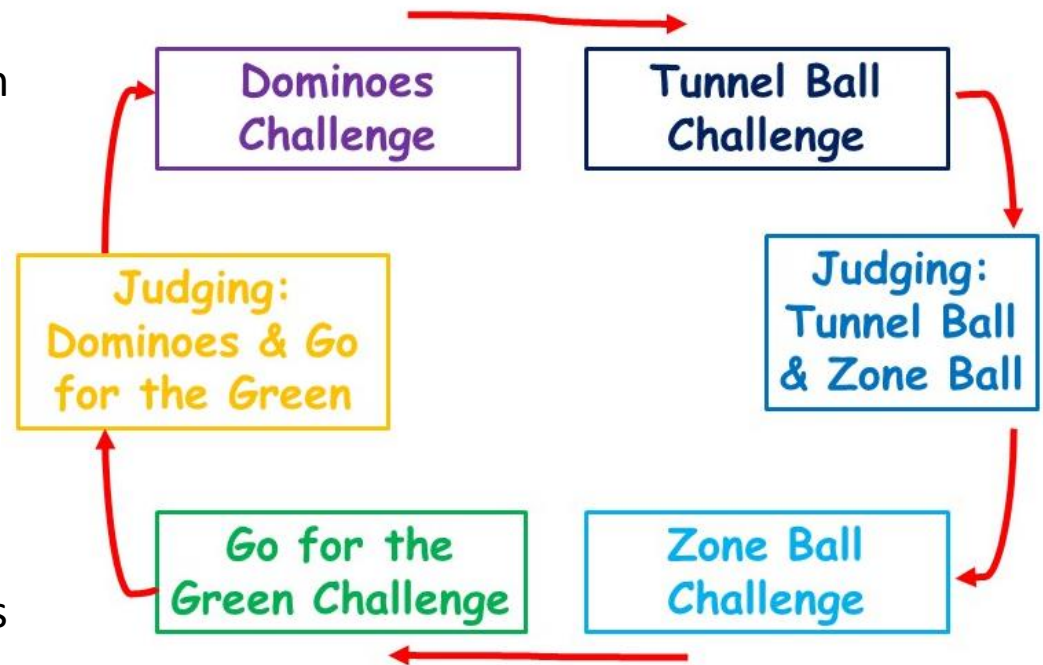
School Games Outcome	Intent of this competition
<p>To maintain school engagement and support schools to continue to prioritise and deliver 60 active minutes for every child thus providing opportunities for young people to improve their physical, emotional and social wellbeing</p>	<p>This competition provides a scaffold to help schools engage more children by running their own mass-participation events (e.g. a whole class can participate at once). It provides opportunities for children to play, socialise and compete together in small groups.</p>
<p>To ensure physical activity and competition provision supports young people's wider development including their ability to re-socialise and supports their psychological and physiological fitness.</p>	<p>The structure of this competition gives provision for children to socialise and encourage each other while they are participating, while encouraging social skills such as turn taking etc.</p>
<p>To identify and have ongoing provision that targets young people for who physical activity levels have been most negatively impacted by COVID-19 (those particularly from low socio-economic areas, BAME, SEND and Girls).</p>	<p>This competition reaches all young people – it is designed for whole class participation, ensuring that those who have been most negatively impacted have the opportunity to participate too.</p>
<p>To have a continued focus on secondary school engagement – with a focus on supporting those young people who have just transitioned into Year 7/8.</p>	<p>Previously, Tri-Golf was a KS2 competition. We have changed the age brackets to include a Y7/8 age group for the first time.</p>
<p>To ensure that the local offer provides opportunities for young people to take on leadership and volunteering roles.</p>	<p>The suggested format for delivery gives all children the opportunity for leadership during the competition.</p>

# INTRODUCTION

- There are separate competitions for Y3/4, Y5/6 and Y7/8.
- Children can enter while in school or from home, if they are remote learning (see additional resource for parents)
- This is a county-wide competition – the winners from across the county will receive medals.
- To take part children need to participate in a team of 4-6 children, who take turns within the five minutes allocated for each challenge to produce a team score.
- There are 4 challenges which can be set up as a carousel in a PE lesson or completed week-by-week as part of a scheme of work.
- The team with the highest total from the 4 challenges will be the winners.
- We've tried to make the competition as flexible as possible so schools can adapt it to their individual needs.
- Children who are remote learning can still take part – see additional resource for parents for further details.
- Schools are encouraged to enter as many teams as possible into this competition.

# HOW TO SET UP OR ADAPT FOR YOUR SCHOOL

- The simplest way to run this competition is in a class PE lesson.
- Set up the 4 competitions as a carousel, with 2 additional stops for 'judging'.
- Split the class into approx. 6 groups of 5. Teams are given 2 minutes practice time (if possible) and 5 minutes competing time at each station.
- When at the judging stations – teams are responsible for ensuring the other challenges are participated in and scored correctly.
- Each team takes their recording sheet with them and completes it after each station with the judges' help.
- Teacher photographs the score sheets and emails to the SGO.



- When competing in teams, one child at a time has 1 attempt, then swap to the next player.
- Some of the diagrams show 2 tees per challenge – **each team should only use 1 tee per challenge.**

# DOMINOES CHALLENGE

## Instructions

There is one team on each tee (white cones).

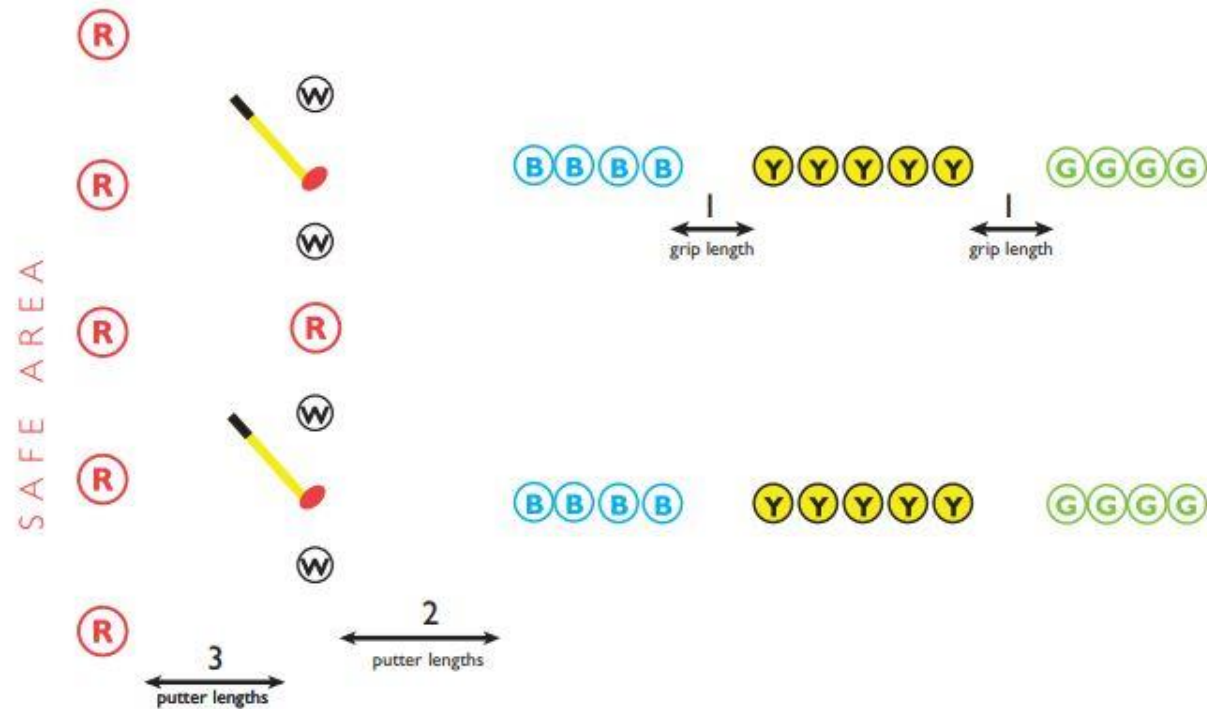
13 cones are in a straight line from the player.

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.

Play for 5 minutes.

**Don't reset the cones once all collected.**



## Scoring

Team continues until all cones are hit or 5 minutes is over

1 point for blue cones

5 points for yellow cones

10 points for green cones

69 points maximum per team of 5

# TUNNEL BALL CHALLENGE

## Instructions

Putt the ball down the tunnel towards the hoop without hitting any cones.

Choose which tee you would like to play from – yellow, blue or green.

The furthest tees will reward you with more points.

Play for 5 minutes and score as many points as you can.

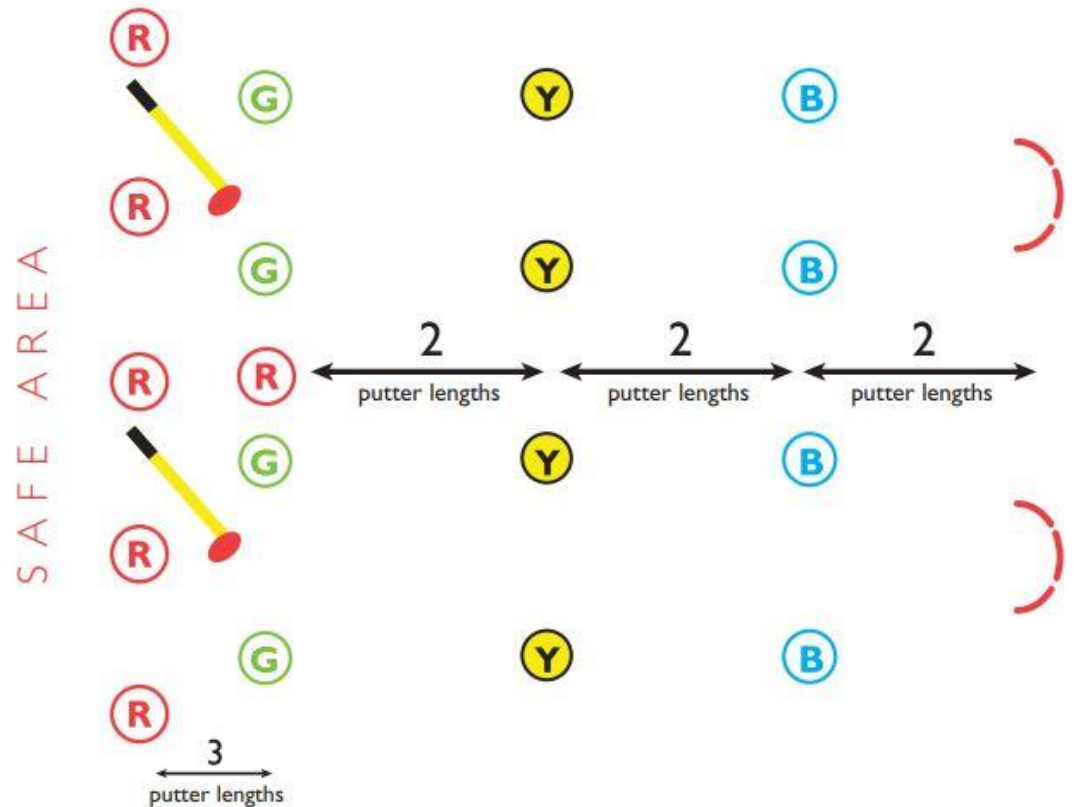
## Scoring

**From Blue = 1 point**

**From Yellow = 5 points**

**From Green = 10 points**

**The ball must stay in the hoop to score.**



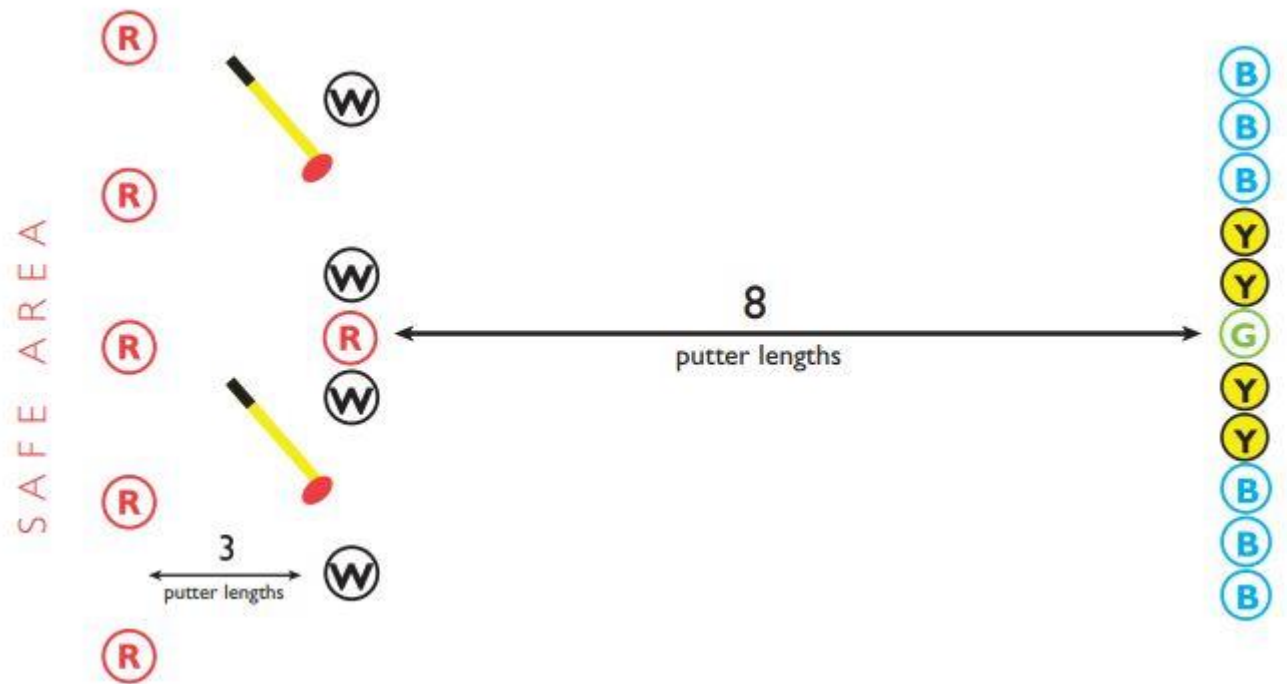


# ZONE BALL CHALLENGE

## Instructions

Lay out the cones so that they all touch.

Try to hit the green or yellow cones to score the highest.



## Scoring

Blue = 1 point

Yellow = 5 points

Green = 10 points

**If you hit a cone, leave it in place for the next player – there isn't a limit on how many times you can hit each cone.**





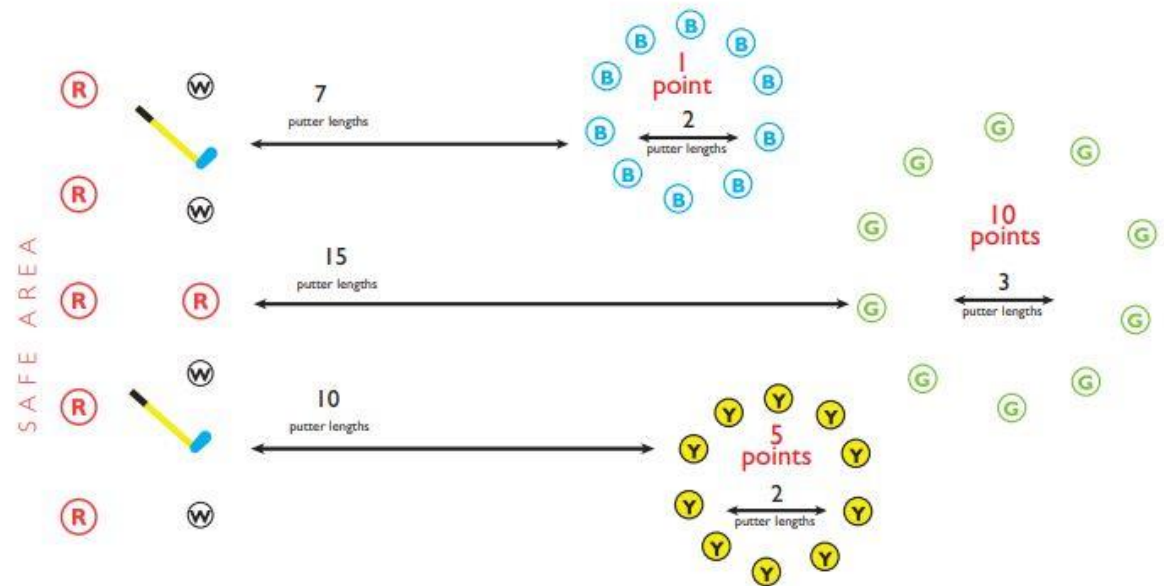
# GO FOR THE GREEN

## Instructions

Players start from the white cones and try to strike the ball onto the green target.

**The ball has to STOP in the circle to score**

Play for 5 minutes.



## Scoring

Finishes in Blue target = 1 point

Finishes in Yellow target = 5 points

Finishes in Green target = 10 points

# MAKE IT COVID SAFE

**Make sure that you follow your school's risk assessment/procedures**

- Each team takes their ball and clubs with them from station to station
- Wash/wipe down all equipment after use.
- Organise the stations outside on the playground or field.

# HOW TO ENTER AND REPORT RESULTS

During the competition each team can record their results onto the printable recording sheet.

Teachers can enter each team by taking a photo of the completed score sheets and emailing them to your local SGO.

**Closing date for entries is Friday 25<sup>th</sup> June 2021**

# USING YOUNG LEADERS

- All children will get the opportunity to lead a station by using the suggested method of running this competition.
- Encourage your leaders to support and encourage participants, while ensuring the rules are followed and scores collected accurately.



# PRINTABLE RESULTS SHEET

School:

House/team name:

Year group:

Team members names: (e.g. Zoe F)

1. ....
2. ....
3. ....
4. ....
5. ....
6. ....

Game	Score
Dominoes	
Tunnel Ball	
Zone Ball	
Go For The Green	
<b>What is your total score?</b>	





# CERTIFICATE

**Congratulations to**

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**For successfully taking part in our**

**YE/4 VIRTUAL TTI GOLF CHAMPIONSHIPS**

June 2021

**School Games Organiser**





# CERTIFICATE

**Congratulations to**

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**For successfully taking part in our**

**Y5/6 VIRTUAL TTI GOLF CHAMPIONSHIPS**

June 2021

**School Games Organiser**





# CERTIFICATE

**Congratulations to**

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**For successfully taking part in our**

**Y7/8 VIRTUAL TTI GOLF CHAMPIONSHIPS**

June 2021

**School Games Organiser**

