

Traditional Use:

The Multipurpose folding target was originally designed as a golf training aid, to set up as a target when practicing short range chip shots

TABLOID SPORT ACTIVITIES

Can be used as goals or targets for a variety of tabloid sport activities. Suitable equipment that can be thrown into target includes bean bags, flying discs, koosh balls, quoits, tennis balls, roo balls, or any other modified equipment of your choice.

Variation activities may include kicking or bouncing a ball into the basket to score a goal. The distance from which a ball is thrown can be modified to alter the difficulty of the task. The angle of the basket can be modified to alter the type of throw or kick required to land in the basket. This will obviously affect the difficulty of the activity. Relay races where students run to a designated point, throw into the basket, and run back to tag another team member.

BEAN BAG BASKETBALL

Use 2 chipping baskets as goals, one at either end of the area. Designate a specific number of successful passes of the bean bag before it can then be thrown into the basket goal.

No running with the bean bag - it must be thrown and caught to get it down to your team basket goal.

CHIPPING BASKET RELAY

Divide class in to teams of six, with each team lining up behind a flexidome, and placing their chipping basket 20 meters in front of them. A hoop is placed 2-3 meters back from the basket and on the signal, each student runs to the hoop and throws a ball (depending on what sport you are doing i.e. softball, tennis ball, bean bag etc) into the basket, trying again if they miss. The next student attempts the same after the first student has tagged them, with the team to finish first declared the winners.

BEAN BAG SCRAMBLE

40 Beanbags are placed in a hoop in the middle of a square playing area and one chipping basket in each of the four corners. Teams begin sitting down in a line behind each basket, the objective of the game being to collect your team's coloured beanbags one at a time from the hoop and place it in your chipping basket. You then tag your teammate who does the same. Variations can include one player running at a time, two players etc, modes of movement can also be specified such as hop, skip, leap etc..

WHO DARES WINS

Each student is given 10 Golf balls. Number each set of balls eg, 10 balls with number 1, 10 balls with number 2 etc for each member of the class. Place several chipping baskets on the oval at different distances and locations and allocate baskets in the easiest position a lower score value to those which are further away or in difficult locations.

The student with the highest score for their 10 balls wins.

The more daring a participant is with their attempted shot the higher their possible score.