

# Ladder Golf

Content Area: **Physical Education and Health**  
Course(s): **Physical Education 9, Physical Education 10, Physical Education 11, Physical Education 12**  
Time Period: **School Year**  
Length: **8 blocks**  
Status: **Published**

## **Transfer**

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Big Idea: Cooperation, Work Ethic, Skill Development and Physical Fitness

## **Enduring Understandings**

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Individuals who learn to practice safely, effectively and efficiently have better performance of skills in a game situation.

Rules are established for a safe and healthy environment.

Lifetime activities provide for a social outlet.

## **Essential Questions**

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How do I reach the next level of play?

How can I counteract my opponent?

How can recreational games be modified to accommodate a variety of skill levels?

## **Content**

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## **Vocabulary**

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Foot fault, one point score, two point score, three point score, wrap it, jack, dangare, ace, split, pair, flush

## Learning Objectives

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## Standards

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HPE.2.5.12	All students will utilize safe, efficient, and effective movement to develop and maintain a healthy, active lifestyle.
HPE.2.5.12.A	Movement Skills and Concepts
HPE.2.5.12.A.1	Explain and demonstrate ways to apply movement skills from one game, sport, dance, or recreational activity to another (e.g., striking skills from/to tennis, badminton, ping pong, racquetball).
HPE.2.5.12.A.2	Analyze application of force and motion (weight transfer, power, speed, agility, range of motion) and modify movement to impact performance.
HPE.2.5.12.C	Sportsmanship, Rules, and Safety
HPE.2.5.12.C.3	Determine the current impact of globalization and technology on the development of, participation in, and viewing of games, sports, dance, and other movement activities, and predict future impact.