

## **WORKSHEET 2**

## Beginner's Track and Field: Learning the High Jump

By Mike Rosenbaum, About.com Guide

http://trackandfield.about.com/od/techni3/p/Beginners-Track-And-Field-Learning-The-High-Jump.htm

## Technique:

There are three basic parts to a high jump – **approach, takeoff and clearance**. Each part will likely be taught separately at first, using a variety of <a href="https://high.com/high.

## **Putting it all together:**

Eventually, young jumpers will be taught to put the <u>three parts of the jump together</u>. They'll determine a starting position – which depends on an individual's stride length – establish a fixed takeoff point and clear a real, metal bar.

The most exciting moment in the high jump occurs when the jumper soars through the air and tries to clear the bar. But that payoff moment is only the result of a longer, more complex process. The high jump combines techniques used in running and hurdling, as well as jumping events. It's the approach run that generates the speed that gives a high jumper the power to leap over the bar. At the same time, the approach run must be controlled – as in hurdles – by employing the same stride pattern on each jump, in order to complete the approach at the proper takeoff spot. It would be wise, therefore, for young high jumpers to begin by developing a consistent approach run, then learn the proper takeoff and flight techniques. If you don't get the approach right, you won't need to know how to clear the bar because you won't be able to do it





American high jump champion Chaunte Howard <a href="http://trackandfield.about.com/od/highjump/ss/highjumptechnique.htm">http://trackandfield.about.com/od/highjump/ss/highjumptechnique.htm</a>