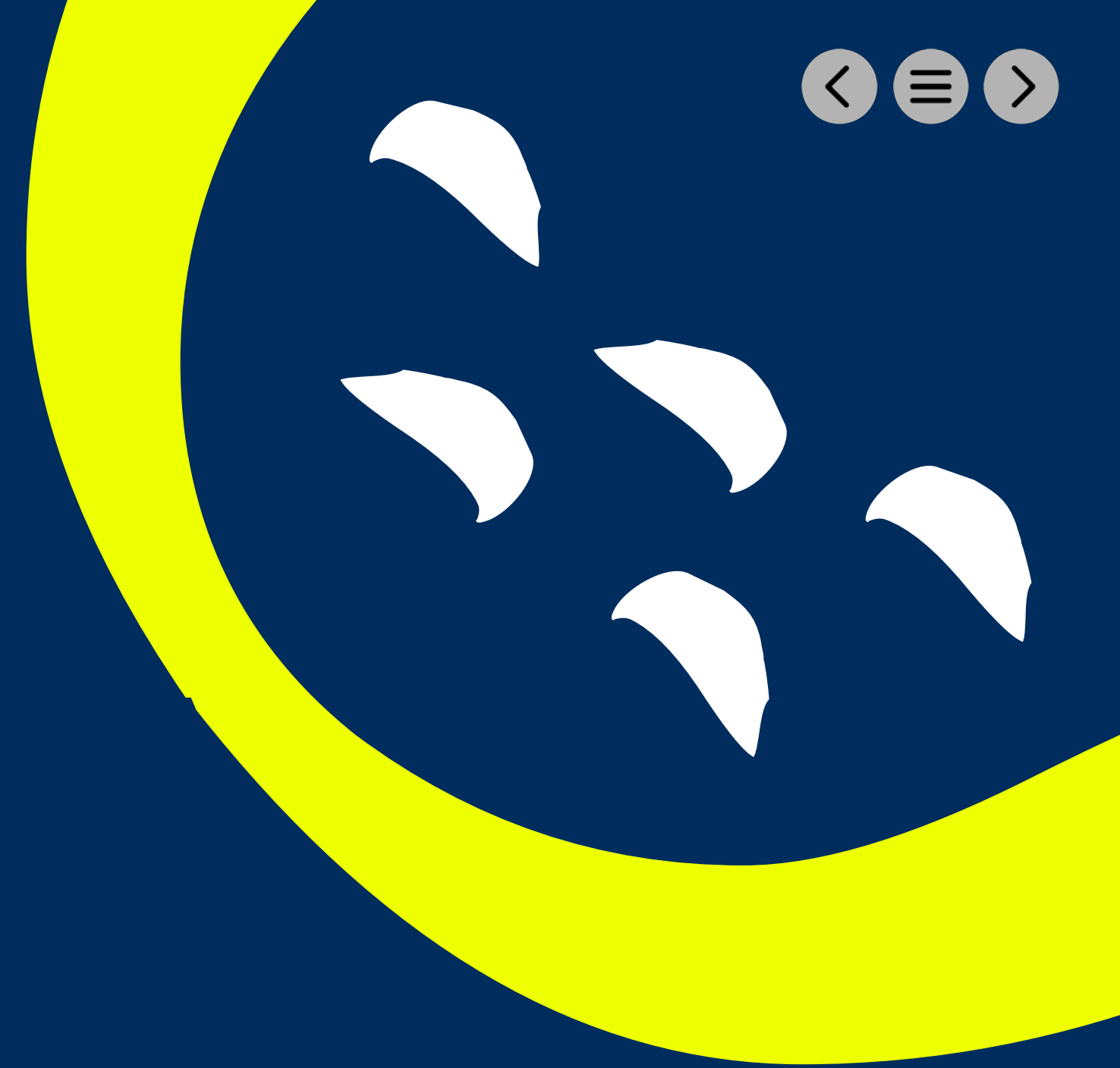


Half-Day Class Plan

Day 3



Contents

- 3** Class Timetable
- 5** Layout and Setup
- 9** Physical Literacy Game Cards
- 12** On the Green Game Cards
- 21** Around the Green Game Cards
- 30** Swing Game Cards



Day 3 | Half-Day Camp Timetable

Session Length:
180 mins

Group Size:
1:8

Mastering the Game Focus:
Swing
Around the Green
On the Green

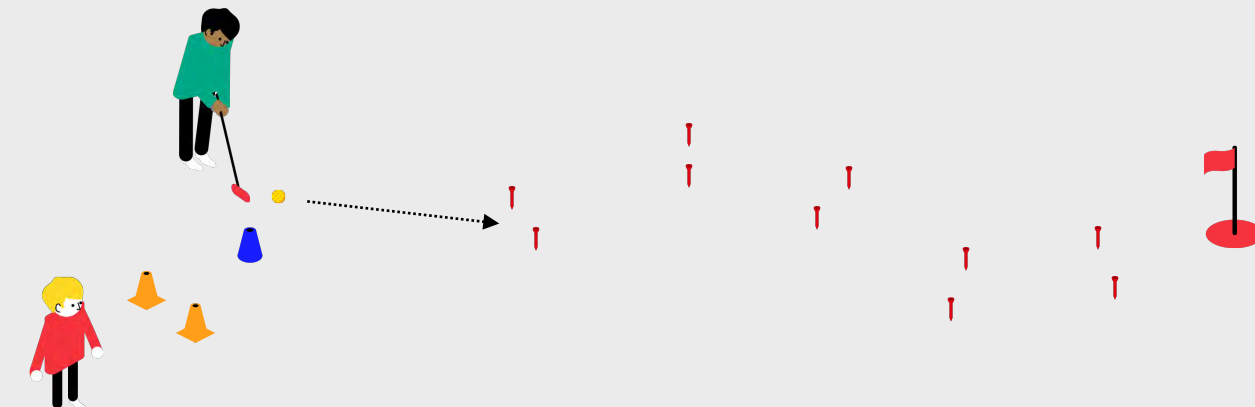
Time	Focus	Suggested Theme Content	Games / Drills / Resource
15 Mins	Introduction	Welcome and allocate children their teams for the week.	Team Register
15 Mins	Warm Up Games	Introduce the Warm Up game, play in teams and record scores	- Floor is Lava - Team Points Tally Sheet
40 Mins	Mastering the Game On the Green	- Outline the safety instructions and class layout - Introduce games, tasks and challenges - Deliver one to one and group coaching - Children rotate around the stations	- Through the Gates - Compass - Putting Runway - Finders Keepers - Team Points Tally Sheet
40 Mins	Mastering the Game Around the Green	- Outline the safety instructions and class layout - Introduce games, tasks and challenges - Deliver one to one and group coaching - Children rotate around the stations	- Cone Crusher - Choose Your Trajectory - Curling - Single, Double Triple - Team Points Tally Sheet
10 Mins	Mid-Morning Break	Time to rest, enjoy a drink and snack	
45 Mins	Mastering the Game Swing	- Outline the safety instructions and class layout - Introduce games, tasks and challenges - Deliver one to one and group coaching - Children rotate around the stations	- Slalom - Happy Shots - Pinseeker - Pot Luck - Team Points Tally Sheet
15 Mins	End of Day Recap	Recap the games, find out the children’s favourites and announce the points total for the day	Team Points Tally Sheet

On the Green Games - Layout and Setup

The graphic opposite provides an example image of how we suggest you layout your class so that the learning outcomes and activities can be delivered in a safe, fun and engaging manner. We suggest running the class as follows:

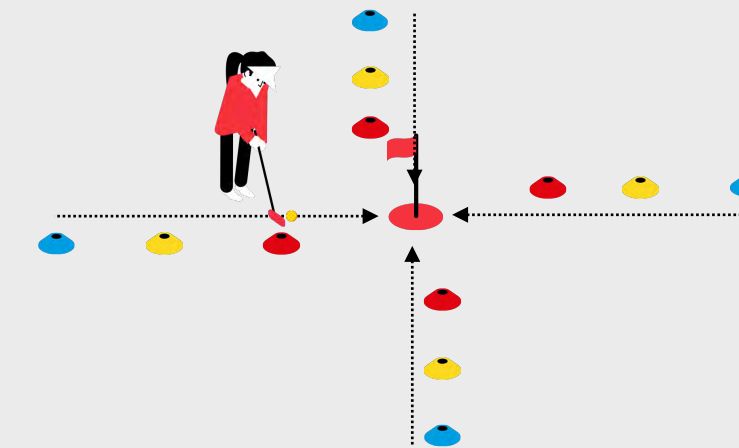
- Stations 1, 2, 3 and 4 are **Game Stations**. At these stations the children play in pairs or play the games independently with supervision from the coach
- Children should rotate around the station and have approximately **10 minutes** to spend at each station. Each child should get an opportunity at each station during the class
- At the end of the session, the children can play one of the games as a group to add a social element to the class
- Safety is your top priority when running your class, please remember to;
 - Add your orange safety cones behind each station to identify to the children where they are required to stand when not putting within a station
 - Children not putting from within their station should place the putter on the ground
 - Only one golf ball is required for each junior

Station 1:
Through the Gates



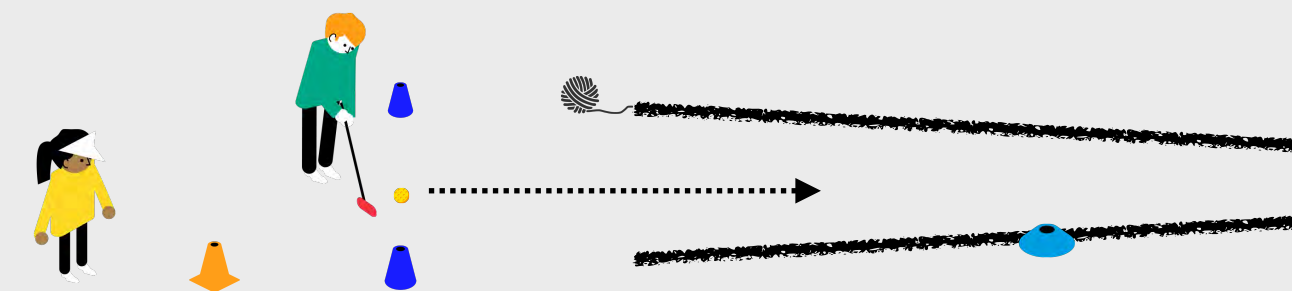
1

Station 2:
Compass



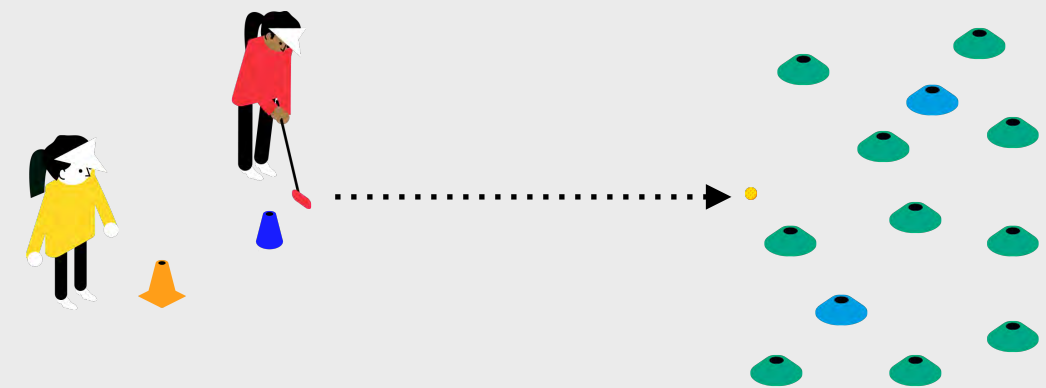
2

Station 3:
Putting Runway



3

Station 4:
Finders Keepers



4

Floor is Lava - Equipment you need

Listed below is the equipment you will need to run this class. We recommend that you take the time to prepare this equipment prior to the day of delivery to ensure that you can set up the class prior to the arrival of the group.

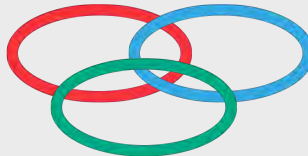
Orange Safety Cones



Cones to mark out the start and end of the playing area



2 x hoops per team



Through the Gates - Equipment you need

Listed below is the equipment you will need to run this game. We recommend that you take the time to prepare this equipment prior to the day of delivery to ensure that you can set up the class prior to the arrival of the group.

Orange Safety Cone



10 x Tees to mark the gates



1 x Cone to mark the starting position



