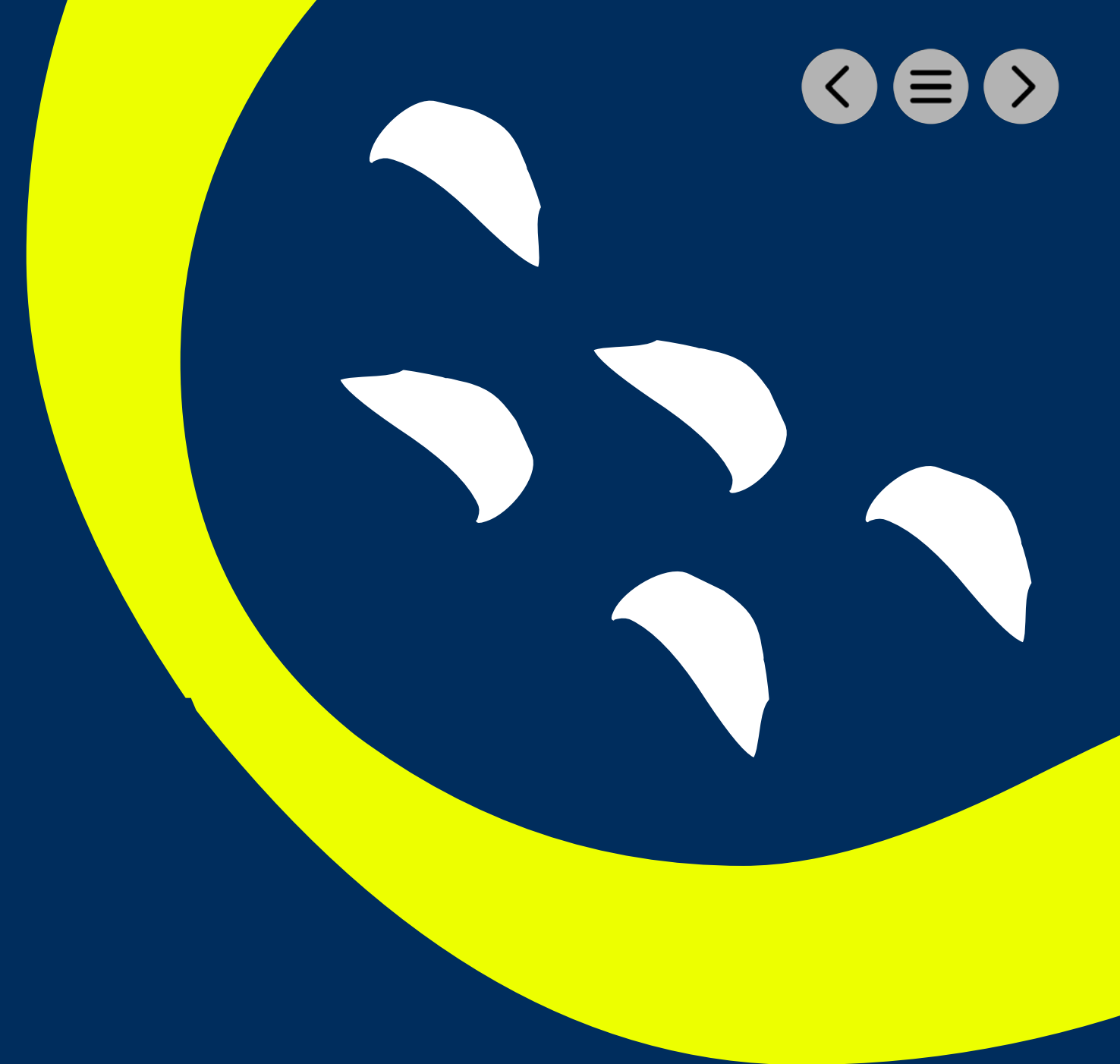


Mini-Camp Class Plan

Day 3



Contents

- 3 Class Timetable
- 5 Layout and Setup
- 8 Physical Literacy Game Cards
- 11 Swing Game Cards
- 20 On the Green Game Cards



Class Timetable

4

Class Plans

Playing

Course Progression Levels

Session
60mins

Group Size:
1:6

Mastering the focus:
Swing

Element:
Irons

Learning the game focus:
Orientation

myJunior Challenge:
Iron Challenge

Time	Focus	Suggested Theme Content	Games / Drills / Resources
10 Mins	Introduction & Warm Up Game	<ul style="list-style-type: none">Outline the lesson objectives to the groupIntroduce the warmup game to the groupIntroduce FMS and Physical Literacy focusSplit into teams & demonstrate warm up gamePlay the warmup game	<ul style="list-style-type: none">Relay Race
5 Mins	Learning the Game Focus	<ul style="list-style-type: none">Introduce the components of the Golf BagIntroduce the Iron & components of the club	
35 Mins	Mastering the Game Focus	<ul style="list-style-type: none">Outline the safety instructions & class layoutIntroduce games, tasks & challengesDeliver one to one & group coaching on the Mastering the Game learning outcomesChildren can attempt the Iron ChallengeChildren rotate around the stations	<div>Coming Soon</div>
10 Mins	myJunior Track & Reward	<ul style="list-style-type: none">Recap Mastering the Game and Learning the Game Focus from the session to check for understandingDistribute Learning the Game Resource if appropriateChildren can complete myProgress Wheel and add stickers where appropriateAdd any lesson notes to the child's myProgress sectionAward the Achiever Reward to a student in front of the parents and the groupAward any Pins & Hats	<ul style="list-style-type: none">The Iron ChallengeTug of WarStepping Stones <div>Coming Soon</div>

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Day 3 - Event Timetable

Session Length:
90 mins

Group Size:
1:8

Mastering the Game Focus:
Swing
On the Green

Time	Focus	Suggested Theme Content	Games / Drills / Resource
15 Mins	Introduction	<ul style="list-style-type: none">• Welcome and allocate children their teams for the week.	<ul style="list-style-type: none">• Team Register
15 Mins	Warm Up Games	<ul style="list-style-type: none">• Introduce the Warm Up game, play in teams and record scores	<ul style="list-style-type: none">• Floor is Lava• Team Points Tally Sheet
25 Mins	Mastering the Game <ul style="list-style-type: none">• Swing	<ul style="list-style-type: none">• Outline the safety instructions and class layout• Introduce games, tasks and challenges• Deliver one to one and group coaching• Children rotate around the stations	<ul style="list-style-type: none">• Slalom• Happy Shots• Pinseeker• Pot Luck• Team Points Tally Sheet
25 Mins	Mastering the Game <ul style="list-style-type: none">• On the Green	<ul style="list-style-type: none">• Outline the safety instructions and class layout• Introduce games, tasks and challenges• Deliver one to one and group coaching• Children rotate around the stations	<ul style="list-style-type: none">• Through the Gates• Compass• Putting Runway• Finders Keepers• Team Points Tally Sheet
10 Mins	End of Day Recap	<ul style="list-style-type: none">• Recap the games, find out the children’s favourites and announce the points total for the day	<ul style="list-style-type: none">• Team Points Tally Sheet

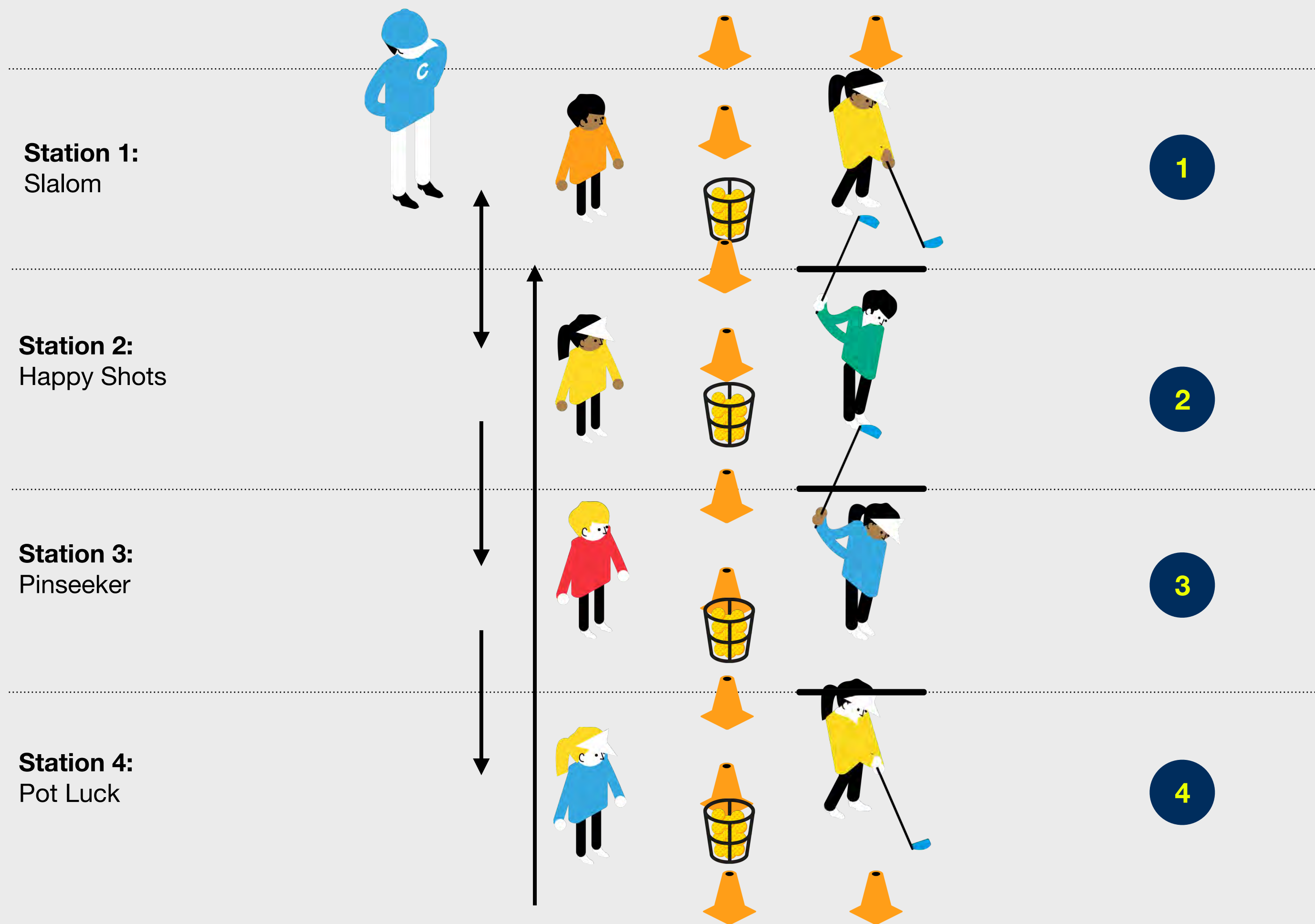
Layout and Setup



Swing 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 **5 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 hitting from within the hitting station
 - Dividers should be used to identify to hitting stations
 - Baskets should be placed to right to the side of the children and behind the hitting area
 - Children should never go in front of the hitting stations to collect a golf ball or golf club
 - Children should always exit the hitting stations from the rear by crossing the orange safety cones
 - Children should collect the golf balls in a group with all equipment left at the stations

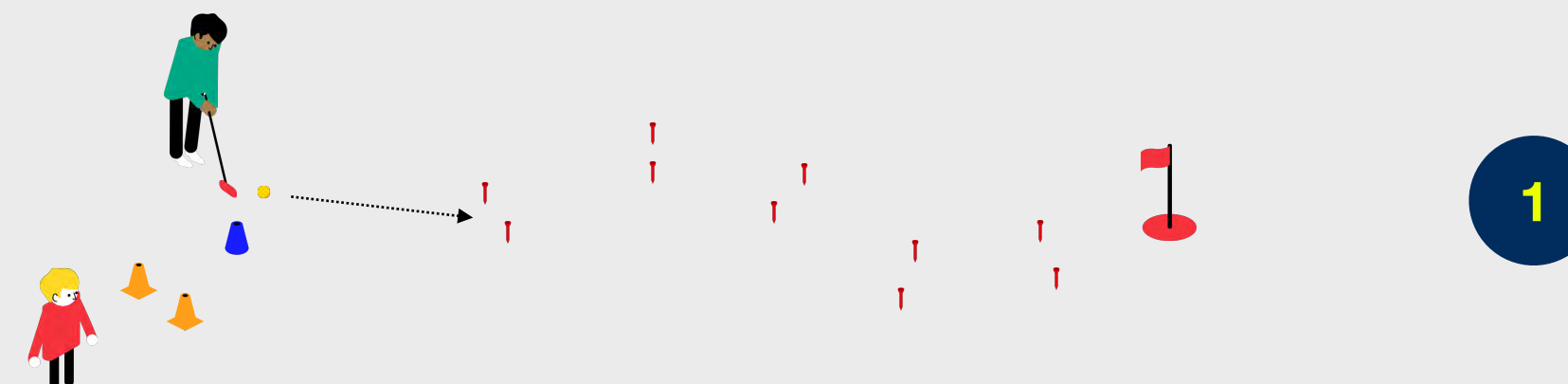


On the Green Games - Layout and Setup

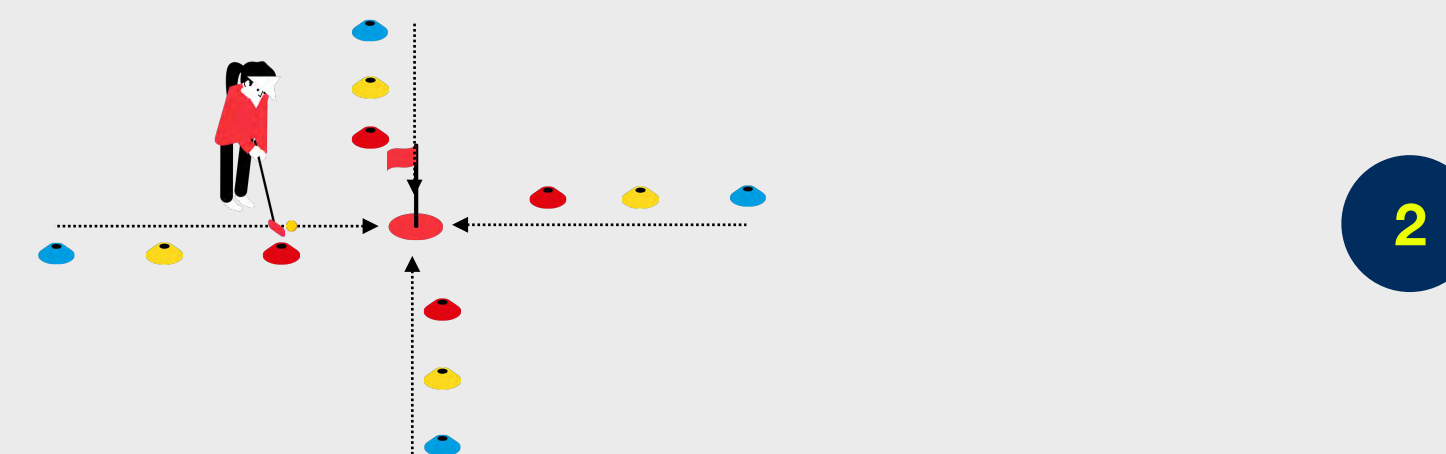
The graphic opposite provides an example image of how we suggest you layout your class so that the learning outcomes and activities can be delivered in a safe, fun and engaging manner. We suggest running the class as follows:

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- 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

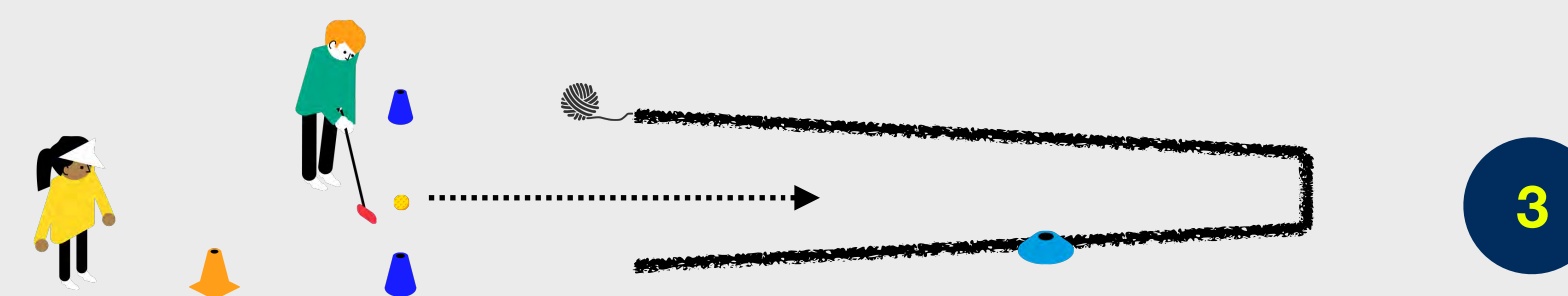
Station 1:
Through the Gates



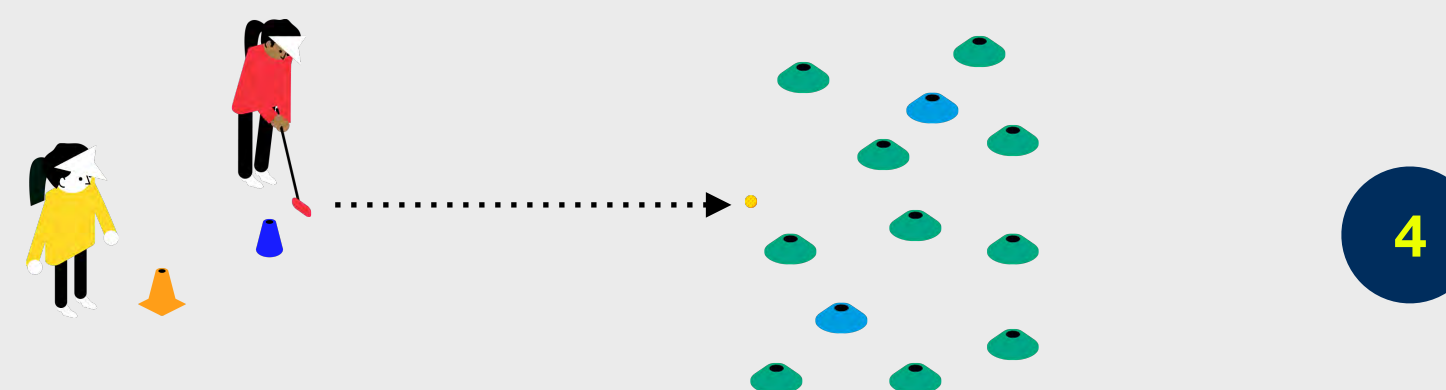
Station 2:
Compass



Station 3:
Putting Runway



Station 4:
Finders Keepers



Physical Literacy



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.

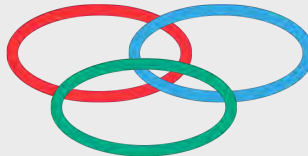
Orange Safety Cones



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



2 x hoops per team



Floor is Lava



About

The Warm Up Games are an opportunity for you to develop the child’s Physical Literacy. During these games, a focus should be made on developing key Fundamental Movement Skills (FMS) and athleticism components identified within the Physical Literacy Learning Outcome. Use the guidance below for how to play the warm up game::

How to Play

- Split the children into even groups, ideally three teams of two
- One child from each team is only allowed to send in the hoops, their partner has to move the hoop into position so that the their partner can move from one side of the game to the other
- On go, the pairs race to the other cone at the opposite side and switch over before racing back to the start
- The team that wins is the team that gets all players home first

Progression Ideas

- Add in time penalties for touching the ground outside the hoops
- Specify a FMS, such as hopping or jumping

Swing



Slalom - 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



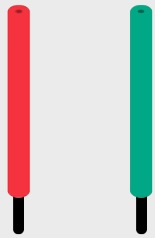
10 x Alignment Sticks



Cones to mark out the necessary hitting stations



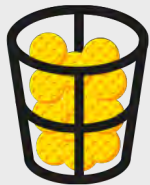
10 x Foam Noodles



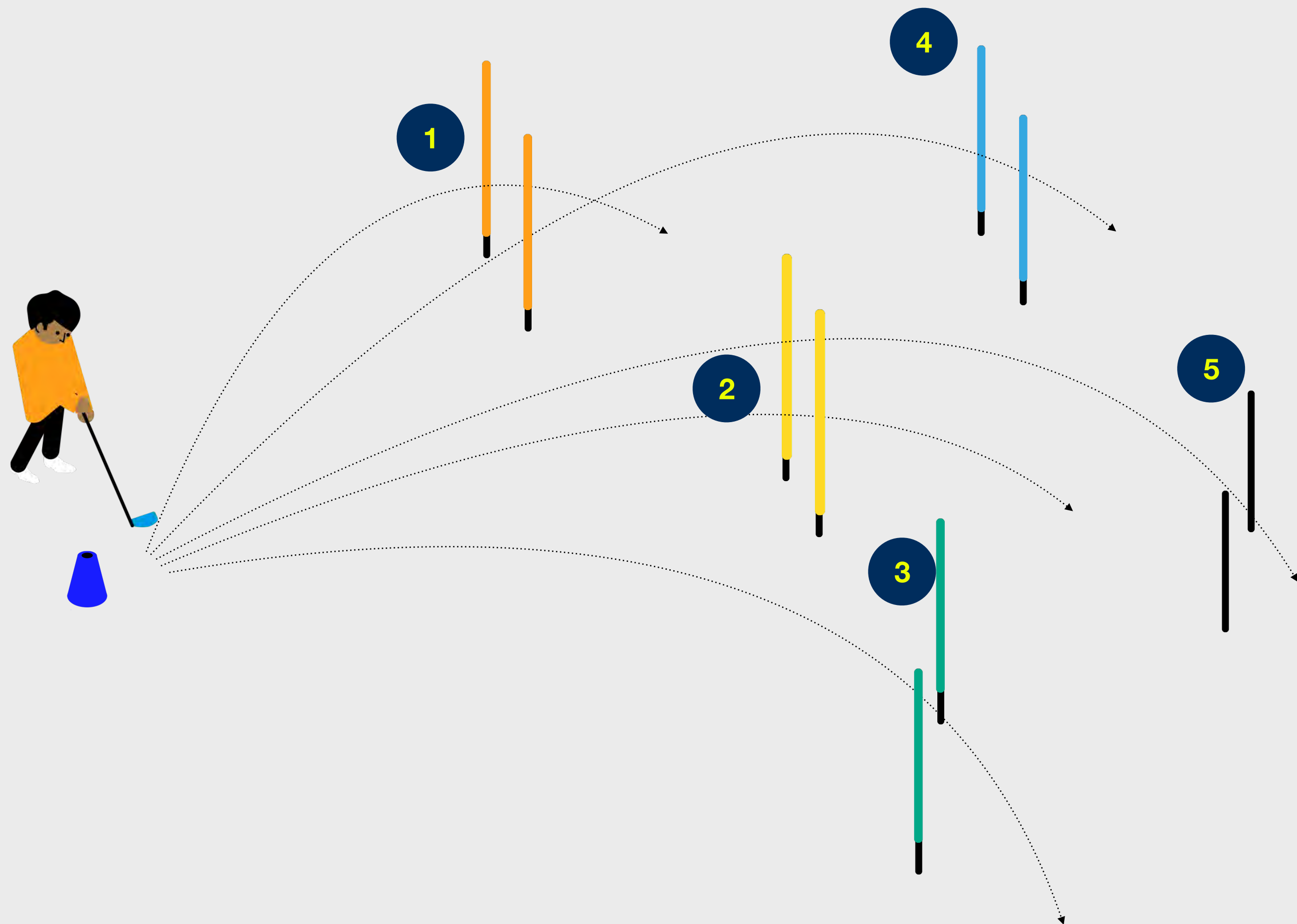
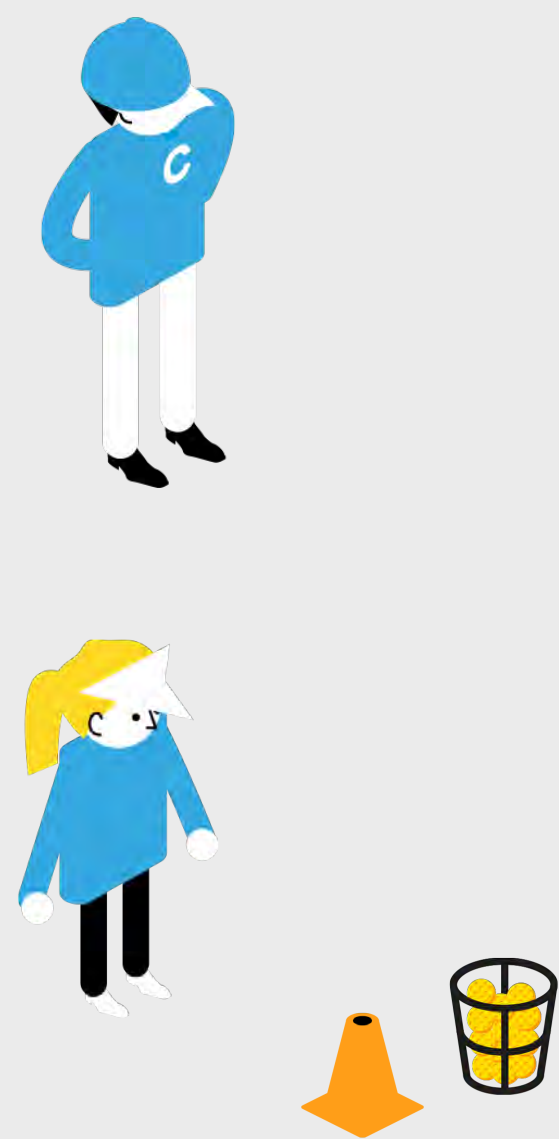
Spare equipment that may be required for the group attendees.



Golf Balls



Slalom



About

The Mastering the Game Cards have been designed to add a fun element to your classes and to aid engagement in the class focus. Use the graphic opposite to understand how to lay out the game and the guidance below to play the game:

How to Play

- Push the alignment sticks or foam noodles into the ground to create the posts or fairways at different distances
- Set the gates at a width appropriate to the ability of the group
- The challenge is for the golfers to hit through the gates in order, working as a team
- When a child hits the ball through the gate they both move to the next gate
- The children take it in turns to hit their shots
- The challenge is completed when they have got the ball through all the gates

Progression Ideas

- Make the angles more difficult
- Move the gates further away
- Reduce the number of chances the pair gets at each gate
- Change the width of the target gates

Happy Shots - 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 Cones



2 x Cones



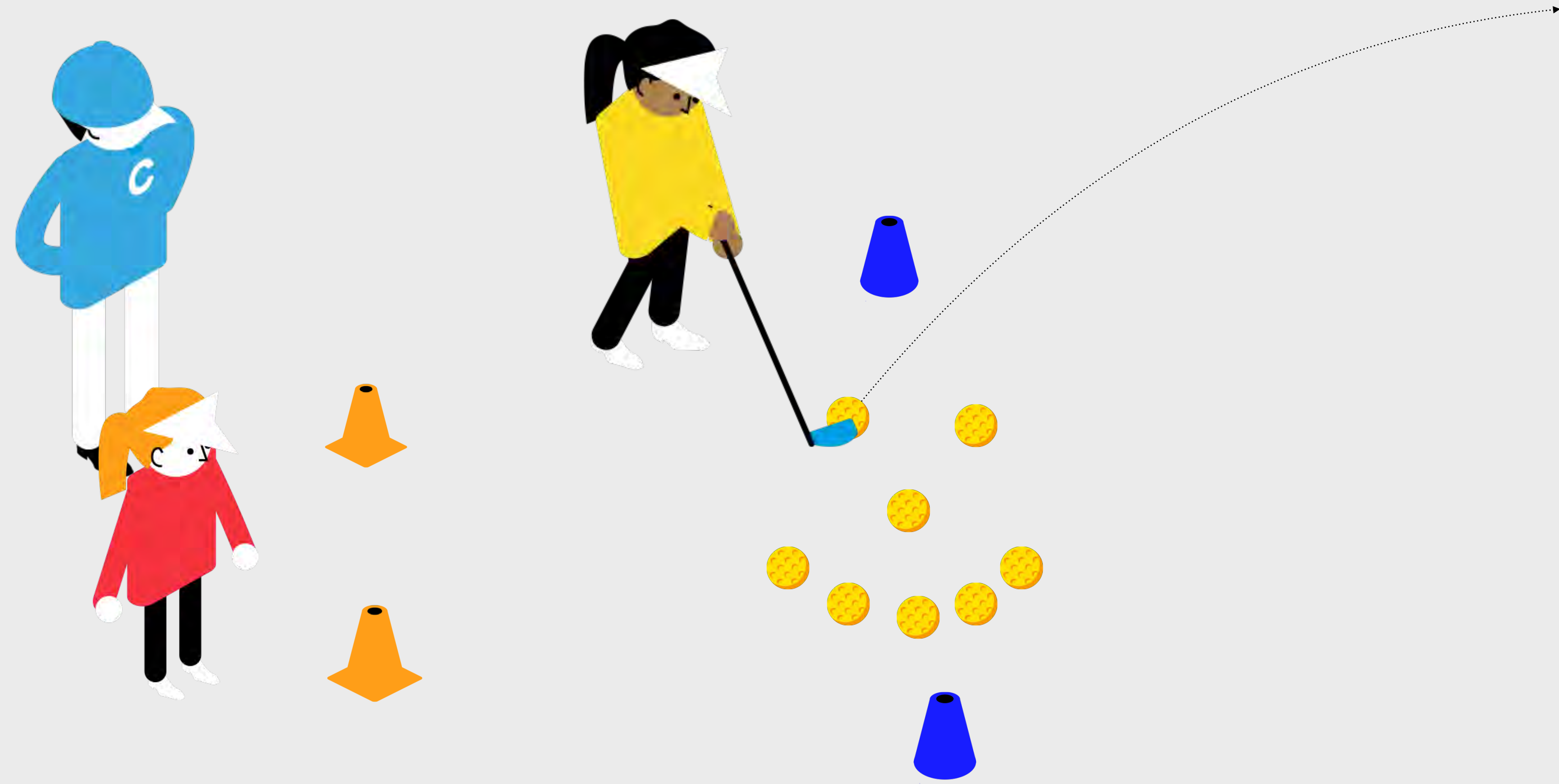
Golf Balls



Spare equipment that may be required for the group attendees.



Happy Shots



About

The Mastering the Game Cards have been designed to add a fun, competitive element to your classes and to aid engagement in the class focus. Use the graphic opposite and the guidance below to understand how to play the game:

How to Play

- Let the children design a smiley face with 8 golf balls
- The children take it in turns to hit their shots, they choose which ball they want to hit and mustn't move any of the other balls in the process.
- The children complete the challenge if they can hit all the shots one at a time, without moving any of the other balls

Progression Ideas

- Make the smiley face smaller
- Add a rule that the player must stand in the same place to hit all their shots
- Add a target to aim for, allocate points for hitting the target

Learning Outcomes

- Learn to control the direction the club is swinging
- Learn to control strike with variability of distance from the ball, and direction of swing

Pinseeker - 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.

2 x Orange Safety Cones



2 x Cones



5 x Foam Noodles



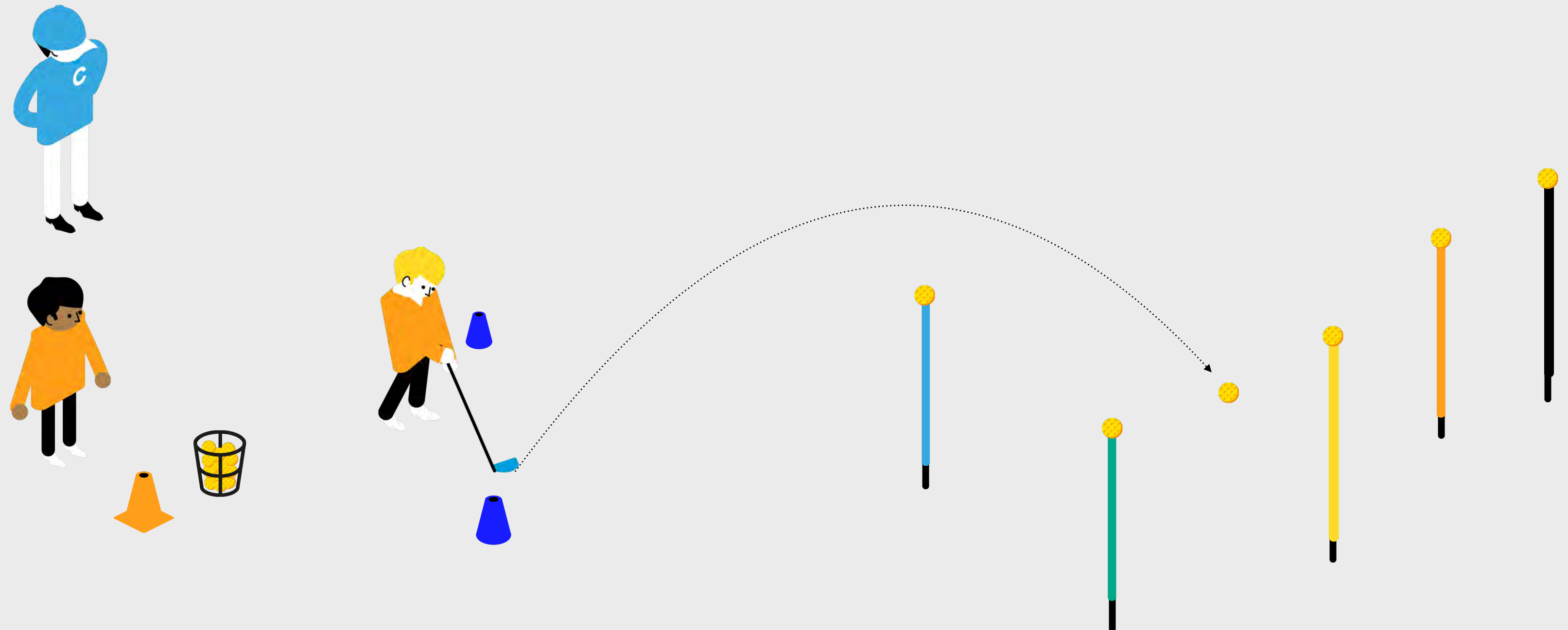
5 x Alignment Sticks



Golf Balls



Pinseeker



About

The Mastering the Game Cards have been designed to add a fun, competitive element to your classes and to aid engagement in the class focus. Use the graphic opposite to understand how to lay out the game and the guidance below to play the game:

How to Play

- Set up the foam noodles between 10 and 30 yards from the starting cones. Balance a golf ball on top of the foam noodle for added excitement
- The first player chooses which foam noodle they want to aim for, if they hit the noodle and knock off the ball they score a point
- Players take it in turns until all balls have been knocked off or time runs out.
- The winner is the player who knocked off the most balls

Progression Ideas

- Vary the distance from the starting cones to the targets
- Allow playing partners to nominate which target the player has to aim for
- Introduce a rule where the player has to use a particular club to complete the challenge

Pot Luck - 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



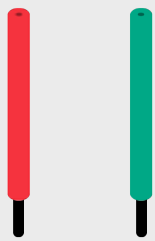
6 x Alignment Sticks



Cones to mark out the necessary hitting stations



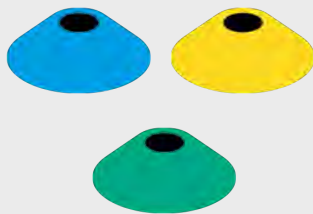
6 x Foam Noodles



Deck of playing cards



Variety of colored cones for 40 yard and 80 yard lines



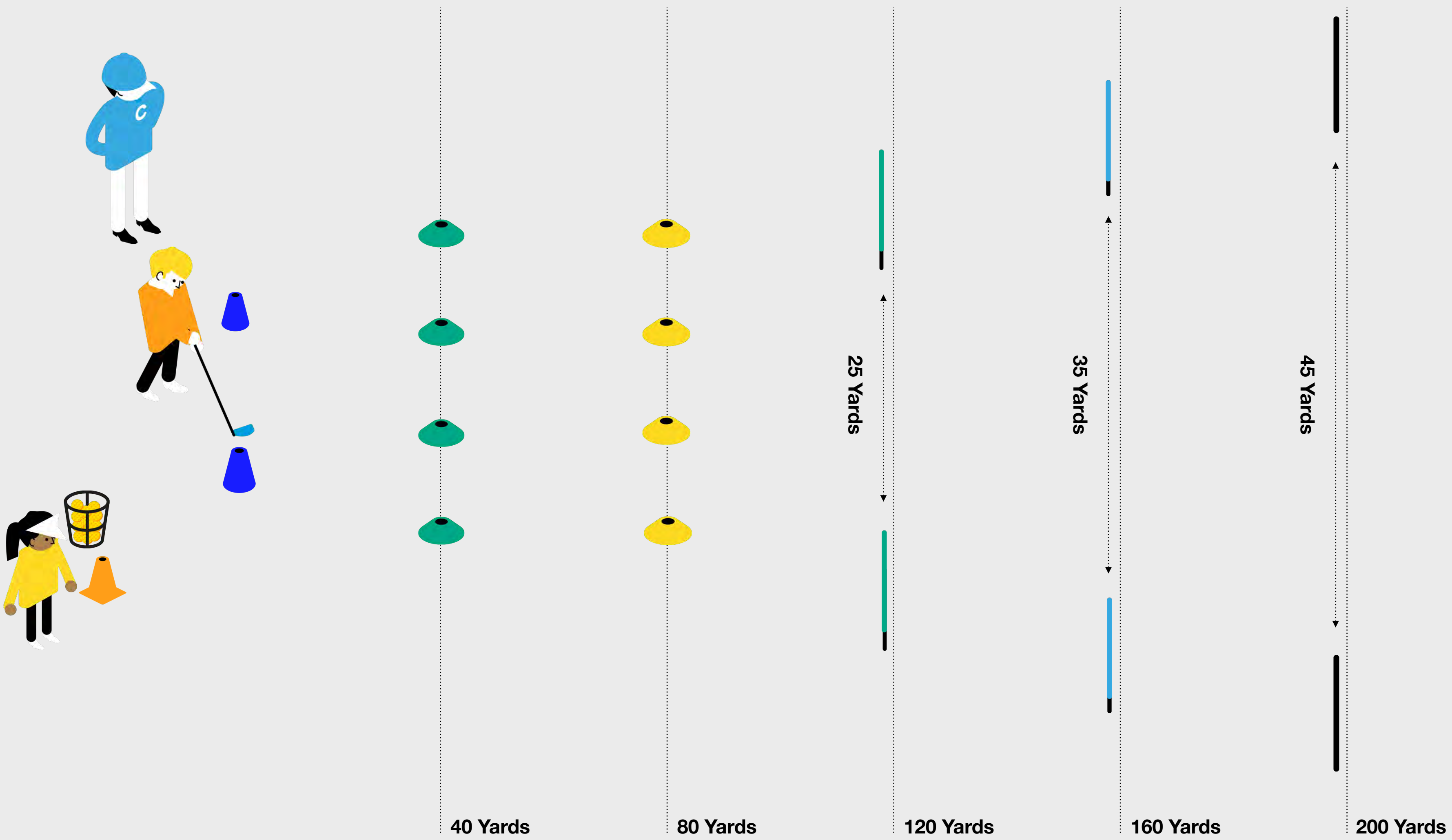
Spare equipment that may be required for the group attendees.



Golf Balls



Pot Luck



About

The Mastering the Game Cards have been designed to add a fun, competitive element to your classes and to aid engagement in the class focus. Use the graphic opposite to understand how to lay out the game and the guidance below to play the game:

How to Play

- Players take in turns to pull a playing card from the deck of cards
- The number on the card dictates how many shots the player can take to complete their challenge (Picture cards count as 10)
- If the player completes their challenge within the designated number of shots they score 1 point
- The first player to score 5 points wins the game

Progression Ideas

- Add in special rules for certain playing cards
- Allow the players to come up with their own rules

On the Green



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



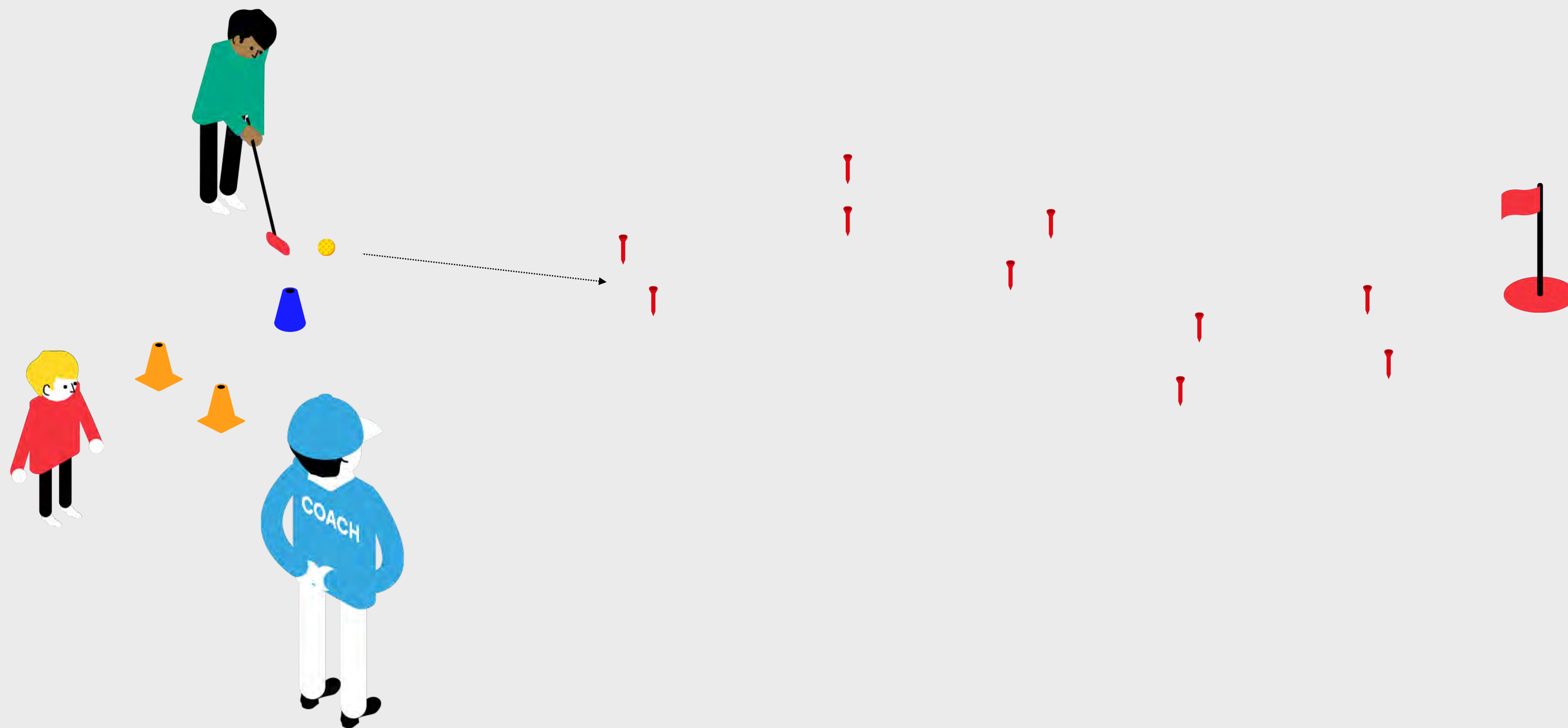
10 x Tees to mark the gates



1 x Cone to mark the starting position



Through the Gates



About

The Mastering the Game Cards have been designed to add a fun element to your classes and to aid engagement in the class focus. Use the graphic opposite to understand how to lay out the game and the guidance below to play the game:

Equipment Needed

- 10 tees
- 2 cones of different colors for players to track their progress
- Orange cones to mark a safety line

How to Play

- Players take it in turns to hit the ball
- The aim is to get the ball through each of the gates in turn and then putt it into the hole
- If misses a gate they have to putt it back and get it through the correct direction
- The team should count how many putts it takes them to get the ball into the hole and then try to beat that score

Progression Ideas

- Change the distance between the starting cone and first gate
- Change the distance between each of the gates
- Reduce the size of the gates
- Attempt the game on a sloped surface
- Place a ball on each of the tees and introduce a rule that if the team knock a ball off they have to start again

Compass - 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 Cones



4 x Red Colored Cones



2 x Cones to mark the starting point



4 x Yellow Colored Cones



Spare equipment that may be required for the group attendees.



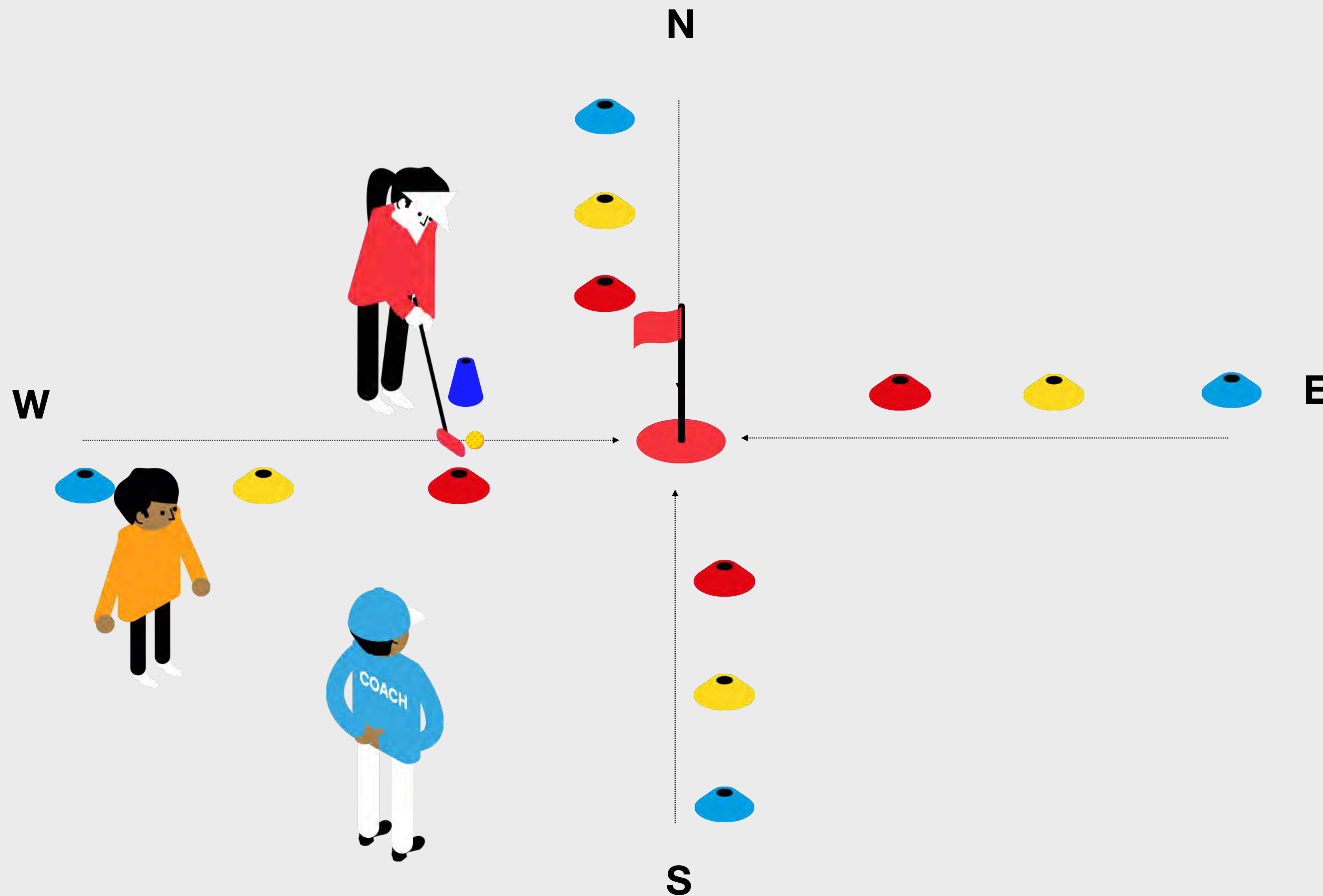
4 x Blue Colored Cones



Golf Balls



Compass



About

The Mastering the Game Cards have been designed to add a fun element to your classes and to aid engagement in the class focus. Use the graphic opposite to understand how to lay out the game and the guidance below to play the game:

Equipment Needed

- 12 cones in 3 different colors
- 1 cone to mark the starting point for both players

How to Play

- The team place a cone at the side of the first cone at South
- Nominate a child to play first. The child attempts to hit their putt into the hole
- If the child successfully gets the ball into the hole the team moves round the compass to W
- The children take it in turns to attempt each putt
- The children must complete the inside cones before moving to the next colour
- The challenge is complete when the team have holed all putts from each point of the compass

Progression Ideas

- Change the distance between the cones and the hole at each level
- Add a sloped surface to the game
- Introduce a rule that after a certain number of attempts the team must return move back a step or back to the start

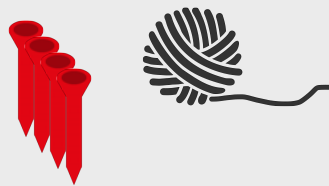
Putting Runway - Equipment you need

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 Cones



4 x Tees and string to create the runway



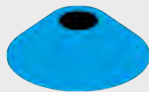
2 x Cones to mark out the necessary hitting stations.



Golf Balls



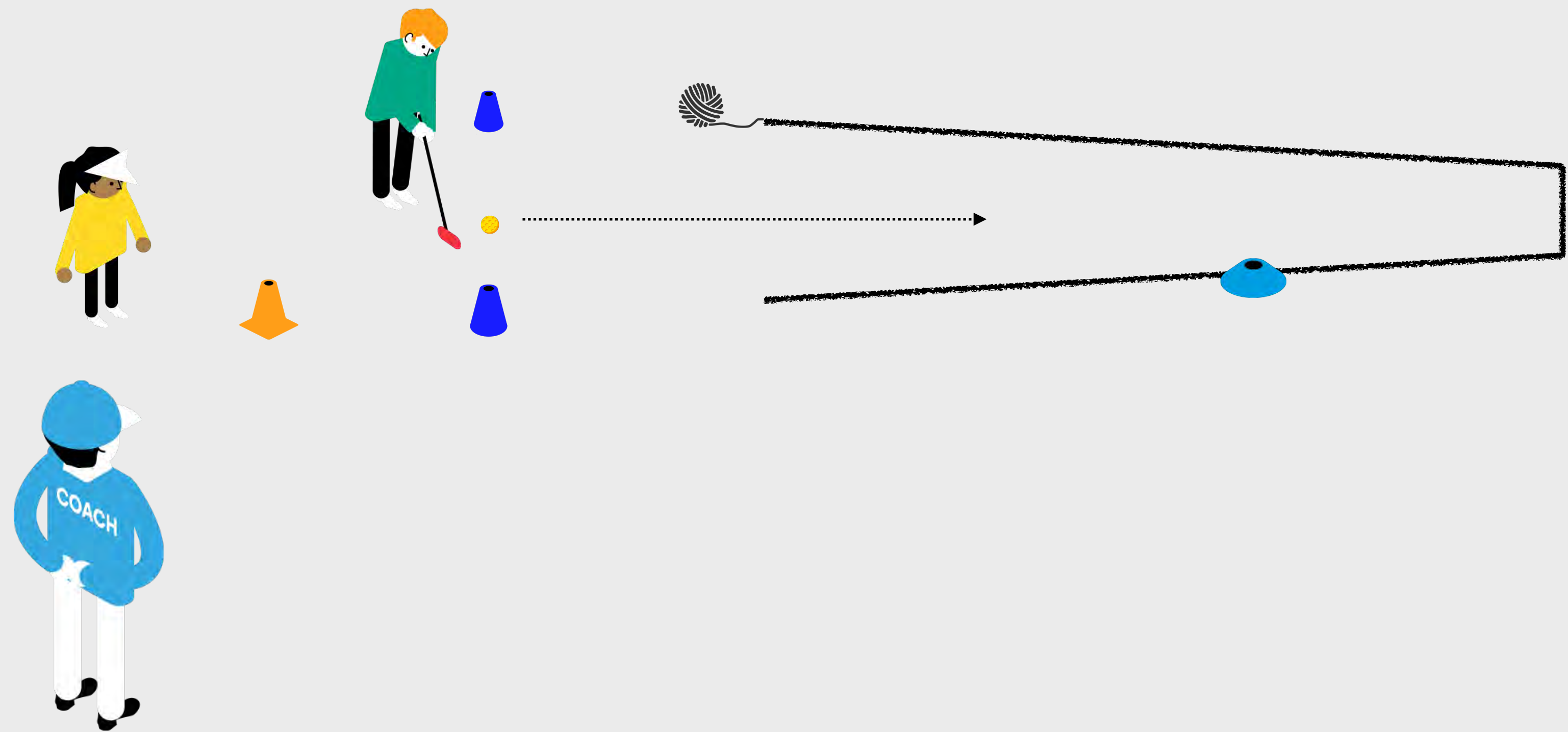
1 x Colored Cone



Spare equipment that may be required for the group attendees.



Putting Runway



About

The Mastering the Game Cards have been designed to add a fun, element to your classes and to aid engagement in the class focus. Use the graphic opposite to understand how to lay out the game and the guidance below to play the game:

How to Play

- Children take it in turns and attempt to putt their ball down the runway
- If the ball runs outside of the runway they place a cone at the point that it rolled over the string
- The aim of the game is to hit a putt that stays on the runway to the end of the string

Progression Ideas

- Change the width of the runway
- Change the length of the runway
- Introduce a sloped surface when playing the game
- Introduce a rule where the player must not hit the ball off the end of the runway

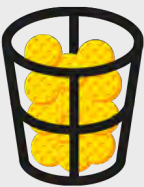
Finders Keepers - Equipment you need

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.

2 x Orange Safety Cones



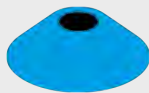
Golf Balls



1 x Cone for starting position



2 x Blue Colored Cone



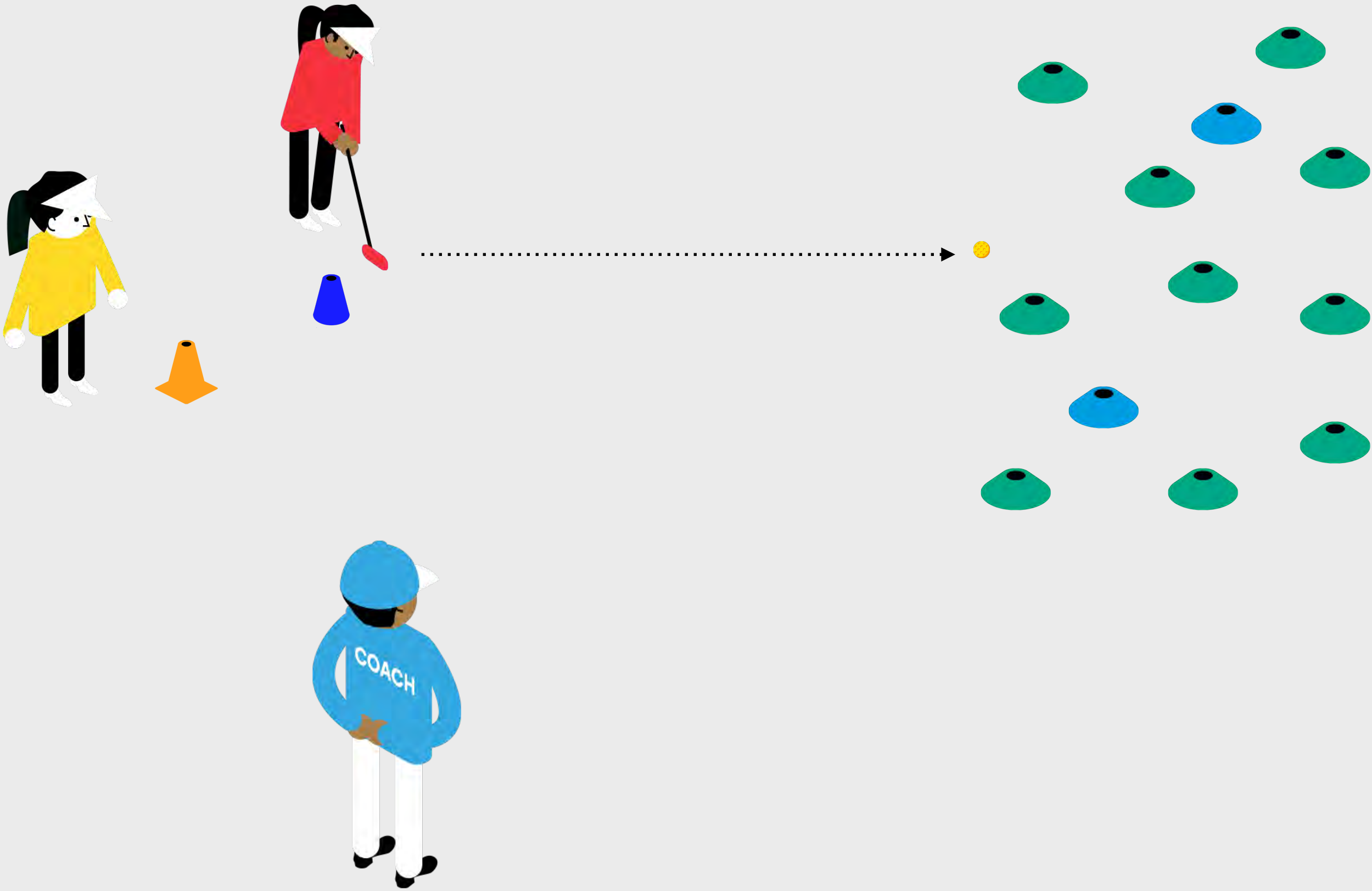
10 x Green Colored Cone



Spare equipment that may be required for the group attendees.



Finders Keepers



About

The Mastering the Game Cards have been designed to add a fun element to your classes and to aid engagement in the class focus. Use the graphic opposite to understand how to lay out the game and the guidance below to play the game:

How to Play

- Children take it in turns to attempt to putt their ball to hit one of the colored cones. If successful they collect the cone
- If a player hits one of the two alternative colored cones, they must put one of the cones back into the middle
- The children complete the game when they have collected all of the coloured cones

Progression Ideas

- Vary the size of the targets
- Vary the distance between the cones and the starting point
- Vary the distance between the target cones
- Increase the number of cones that the children need to collect
- Introduce a sloping surface to the game.