

Fun Days



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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 group Introduce the warmup game to the group Introduce FMS and Physical Literacy focus Split into teams & demonstrate warm up game Play the warmup game 	Relay Race
5 Mins	Learning the Game Focus	<ul style="list-style-type: none"> Introduce the components of the Golf Bag Introduce the Iron & components of the club 	
35 Mins	Mastering the Game Focus	<ul style="list-style-type: none"> Outline the safety instructions & class layout Introduce games, tasks & challenges Deliver one to one & group coaching on the Mastering the Game learning outcomes Children can attempt the Iron Challenge Children rotate around the stations 	Coming Soon
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 understanding Distribute Learning the Game Resource if appropriate Children can complete myProgress Wheel and add stickers where appropriate Add any lesson notes to the child's myProgress section Award the Achiever Reward to a student in front of the parents and the group Award any Pins & Hats 	<ul style="list-style-type: none"> The Iron Challenge Tug of War Stepping Stones

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Event Timetable

Session Length:
60 mins

Group Size:
1:8

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

Whole Child Focus
Cognitive - Growth Mindset

Learning the Game Focus:
Preparing to Play

Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction and Warm Up Game	<ul style="list-style-type: none"> Outline the Junior Program and Player Pathway to the group Introduce and play the warm up game 	<ul style="list-style-type: none"> Superintendents and Hackers
20 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"> Tug of War Speed Swinger G.O.L.F Crossbar Challenge
20 Mins	Mastering the Game <ul style="list-style-type: none"> Around 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"> Bullseye Tic-Tac-Toe Battleships Splash Challenge
20 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"> Domino Race Ten Pin Bowling Finders Keepers Through the Gates
15 Mins	On Course Experience	<ul style="list-style-type: none"> Outline the safety instructions Walk out to show the children one of the golf holes on the course 	
5 Mins	Award Ceremony and Promotional Activity	<ul style="list-style-type: none"> Recap the Player Pathway to children and parents Invite to a Junior Monthly Taster Lesson Highlight the key points to parents, provide additional resources if necessary 	<ul style="list-style-type: none"> Junior Monthly Flyer Junior Camps Flyer

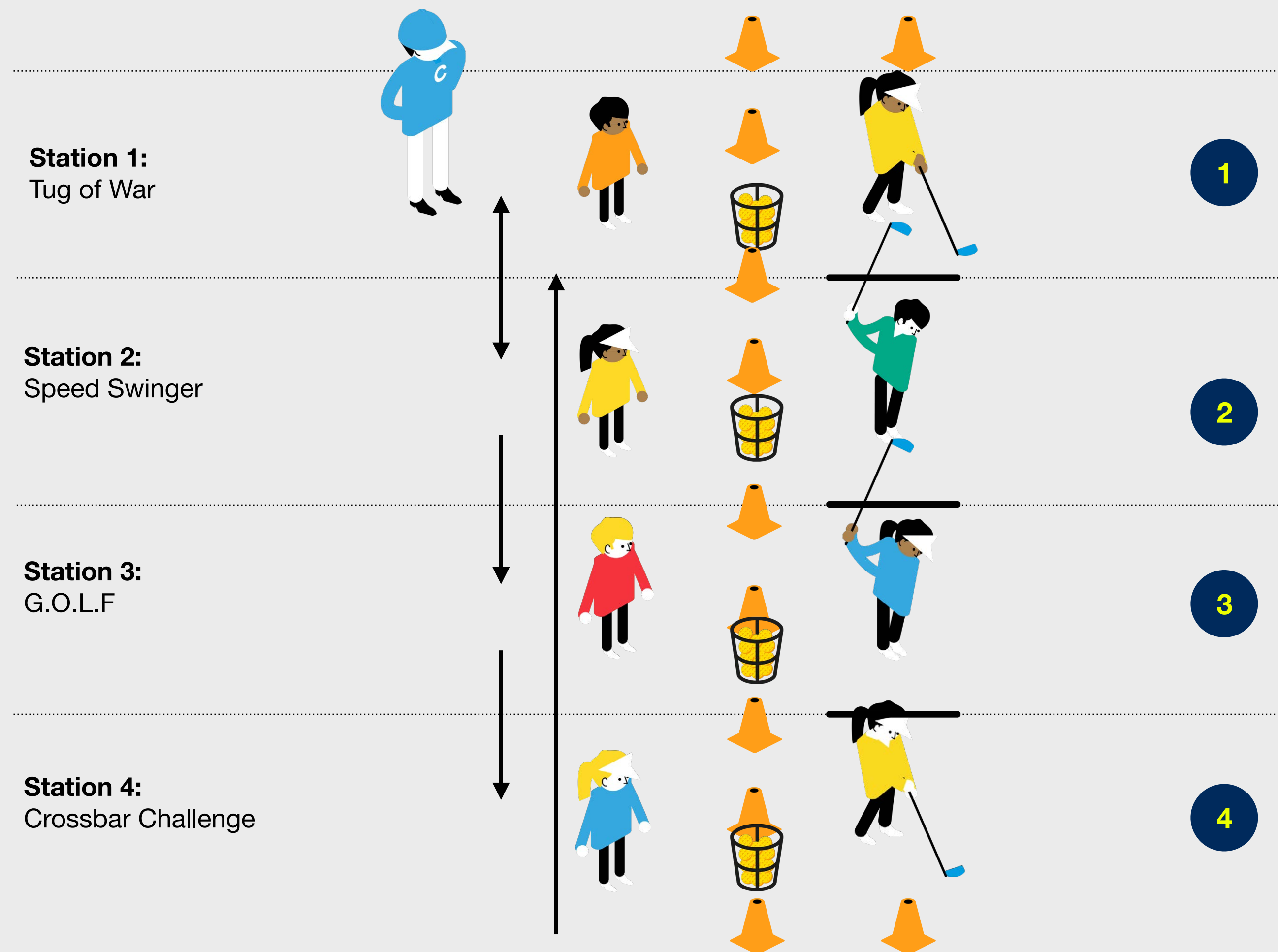
Layout and Setup



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:

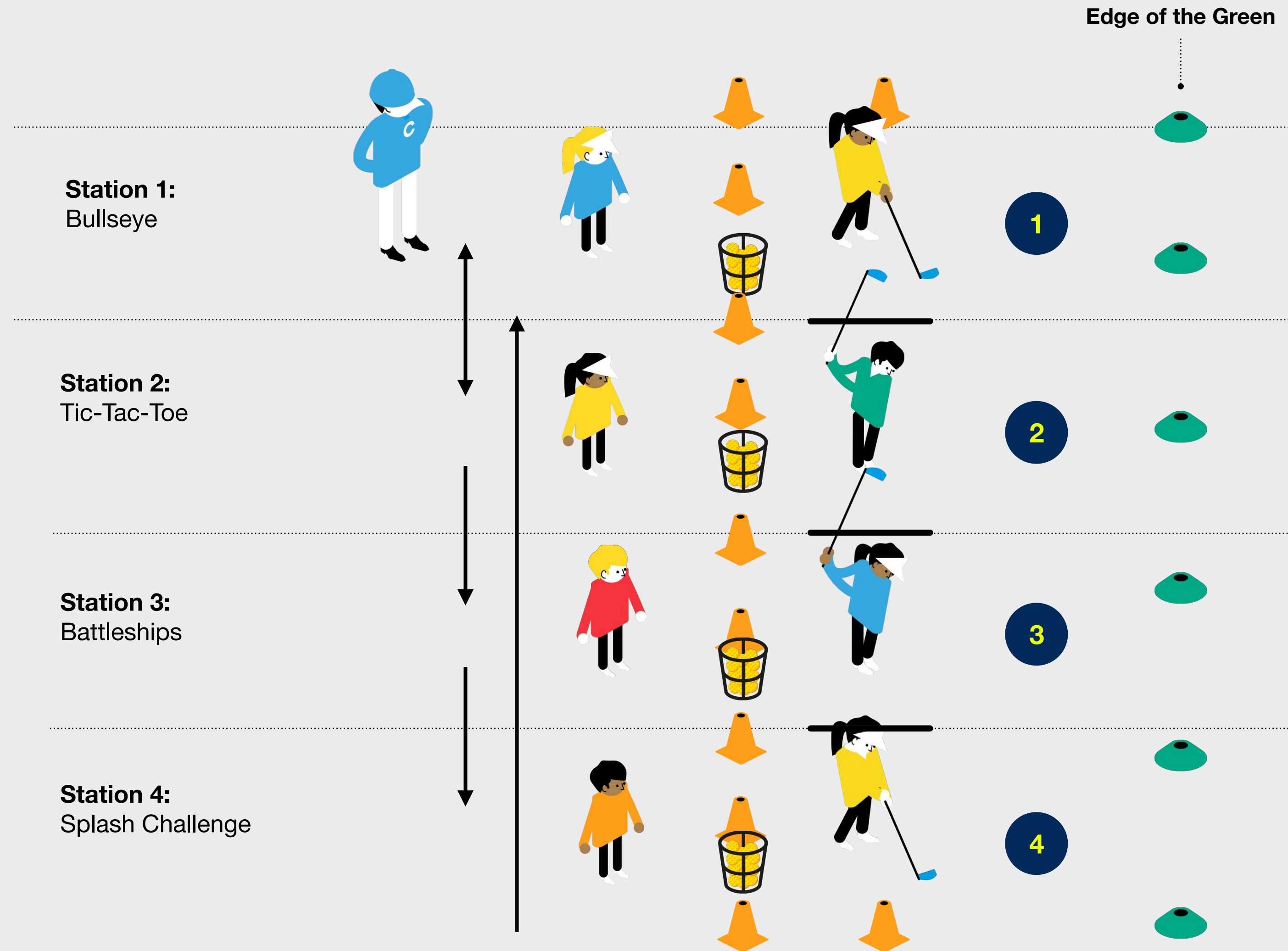
- Stations 1, 2, 3 and 4 are **Game Stations**. At these stations the children play in pairs or play the games independently with supervision from the coach
- Children should rotate around the station and have approximately **10 minutes** to spend at each station. Each child should get an opportunity 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 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



Around 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:

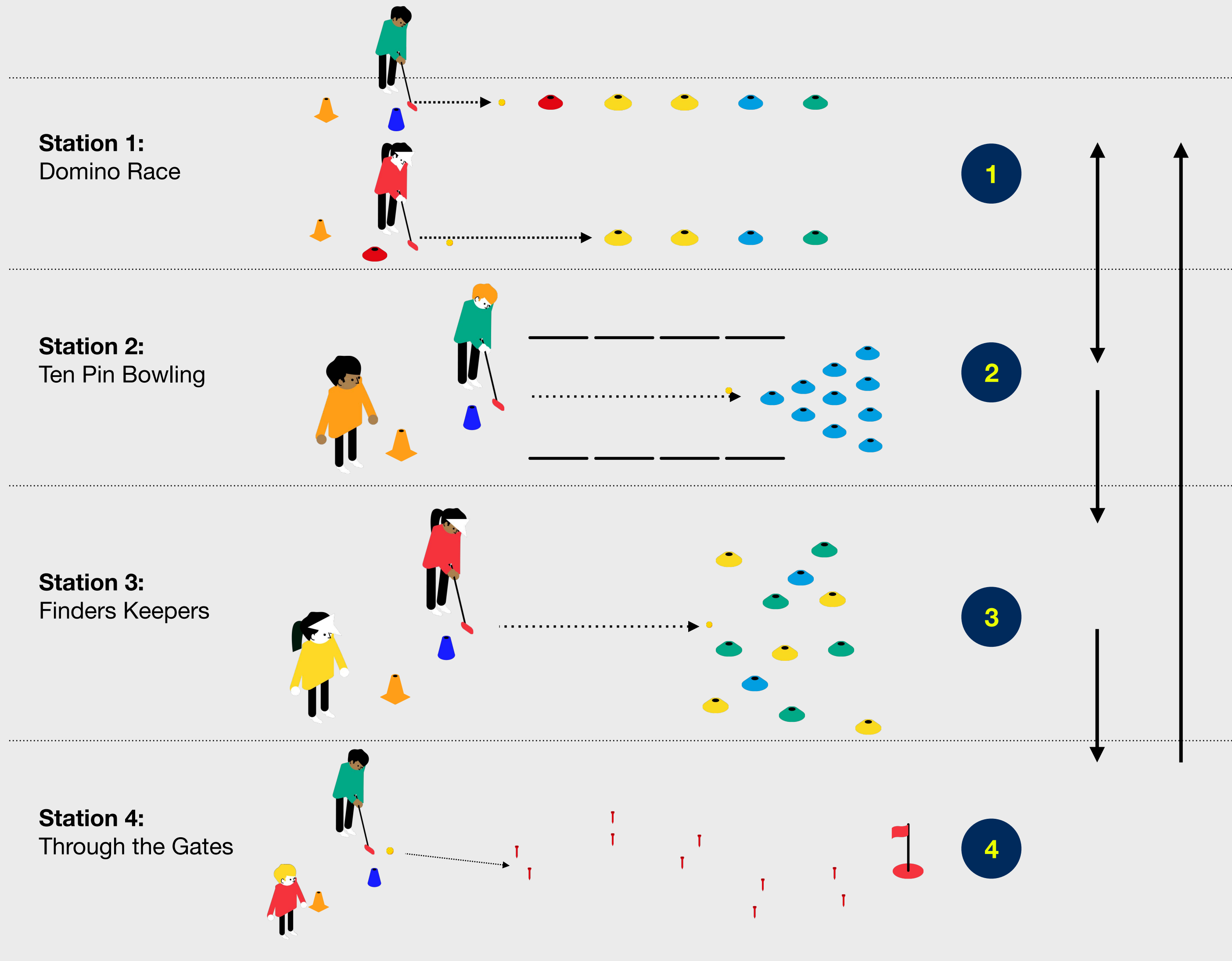
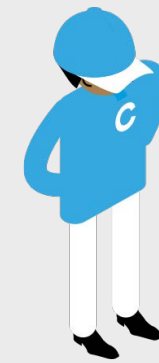
- Stations 1, 2, 3 and 4 are **Game Stations**. At these stations the children play in pairs or play the games independently with supervision from the coach
- Children should rotate around the station and have approximately **5-7 minutes** to spend at each station. Each child should get an opportunity 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
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 - Children should collect the golf balls in a group with all equipment left at the stations



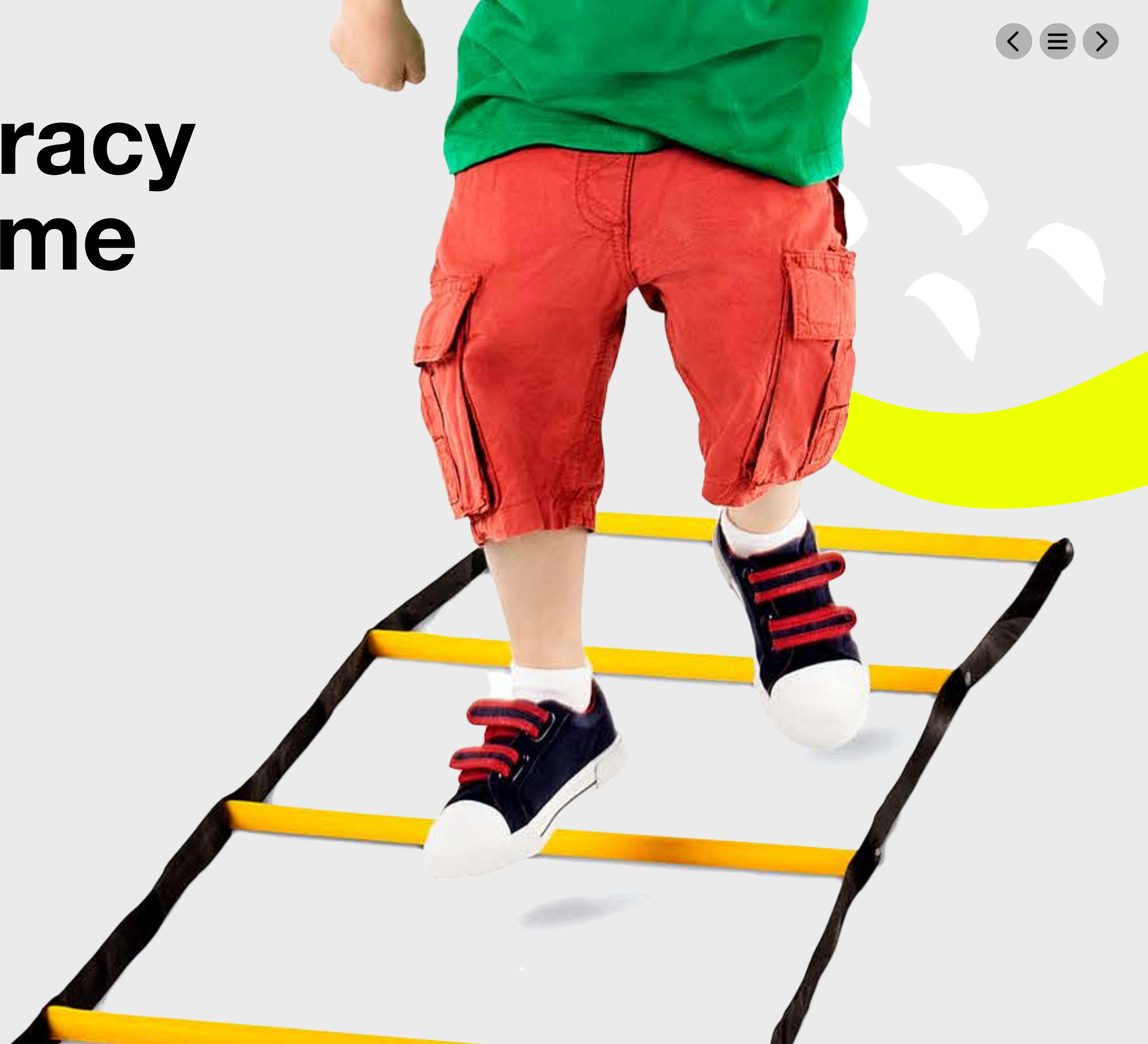
On the Green Games - Layout and Setup

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:

- 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 **5-7 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



Physical Literacy Warm Up Game



Superintendents and Hackers - 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.

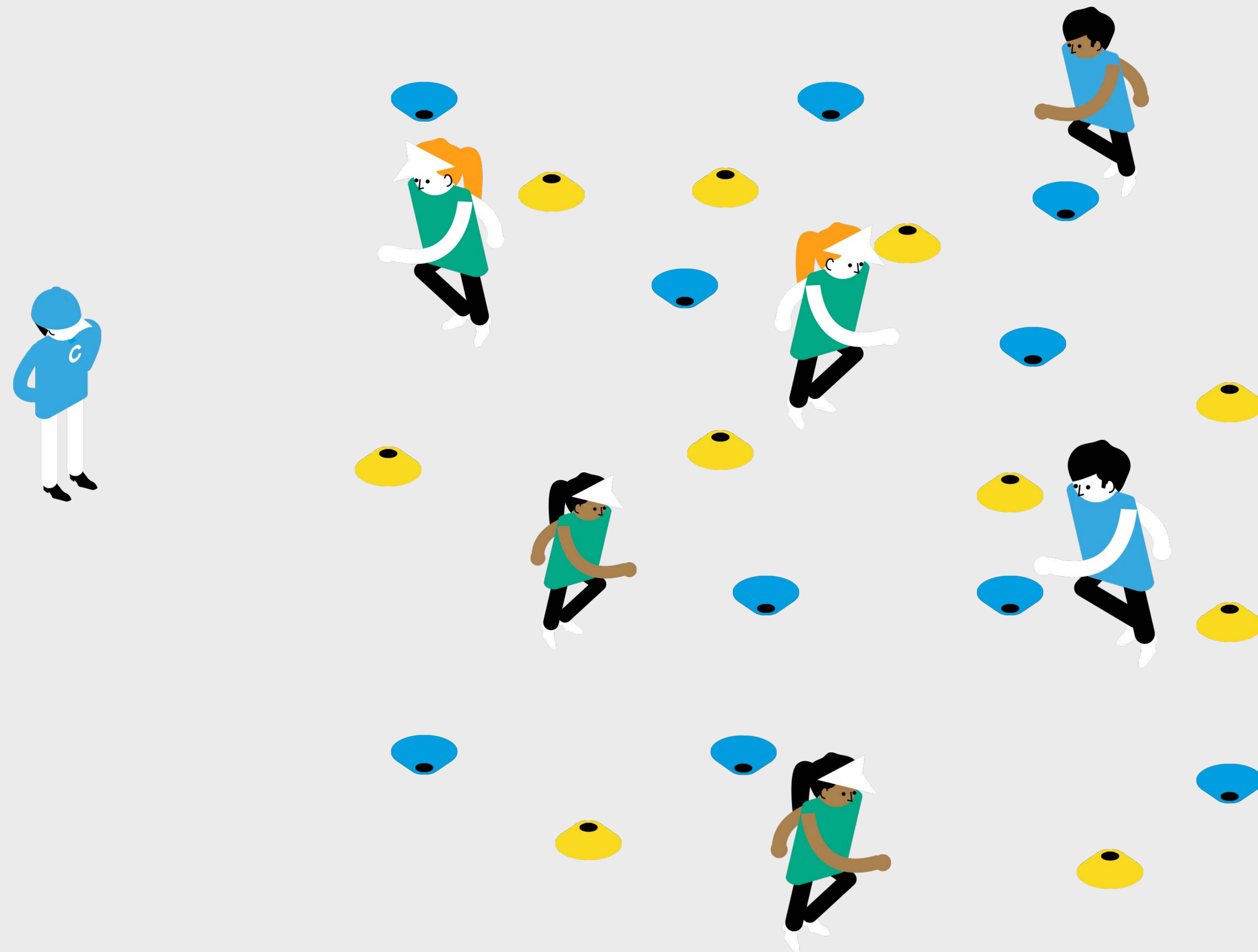
10 x Cones of one color



10 x Cones of another color, laid upside down



Superintendents & Hackers



How to Play

- Split the players into two teams of 3
- Nominate one team to be either the Hackers or Superintendents
- On "GO", the superintendents attempt to turn all of the upside down cones the correct way up. The hackers attempt to turn the cones that are the correct way up upside down
- The team that turns the most cones onto the correct side within 60 seconds wins

Progression Ideas

- Explore FMS movement during the game such as jumping, hopping and skipping
- Change the distance between the cones
- Change the number of cones in the game
- Players must turn the cones using one hand only



Fundamental Movement Skills (FMS)

During your Warm Up Game, explore a range of Fundamental Movement Skills (FMS). The children should be encouraged to experiment and develop these movements and you can tailor the difficulty of the specific movement to each child or warm up game.



Kick

Explore this skill using both feet, different parts of the foot and kicking in the air and on the ground



Throw

Explore this skill using both arms, underarm and overarm throws as well as at a range of heights



Skip

Explore this skill using a rope and in dynamic motion at a range of speeds



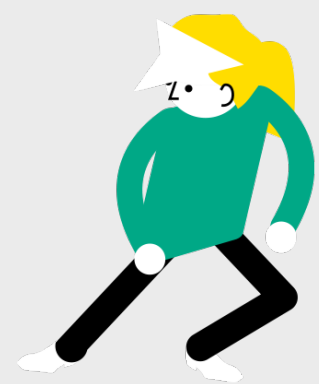
Run

Explore this skill at a range of speeds, and going backwards



Hop

Explore this skill by alternating legs on the spot and in dynamic motion



Side-step

Explore this skill by alternating sides, touching heels and crossing legs



Dodge

Explore this skill by getting the child to dodge static and dynamic obstacles at a range of heights



Jump

Explore this skill by exploring the movement in multiple directions



Stand on one leg

Explore this skill by exploring balancing on both legs



Crawl

Explore this skill by exploring using different segments of the body

The Whole Child

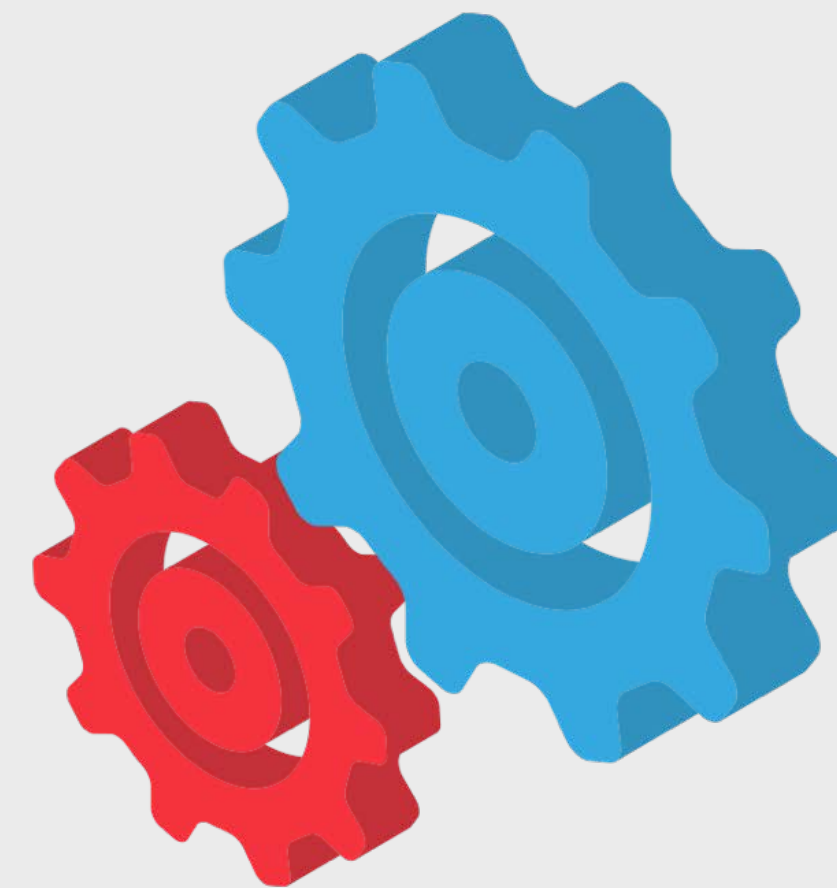


Cognitive Growth Mindset

The Whole Child theme for the Fun Day is to encourage a growth mindset in all challenges that the children face.

Examples of this could be not giving up when faced with a difficult game or challenge.

Taking the time to highlight this to the parents and children at the end of the Fun Day will reinforce the characteristics that embody the *Crush It* Junior program.



Reinforcing positive behaviours

There are lots of ways to reinforce the positive behaviours we want to see in your junior golfers.

Non-verbal reinforcement:

- Thumbs up
- Nod of your head
- A smile

Personal verbal reinforcement:

- “Love that attitude”
- “That’s the attitude we’re looking for”
- “Great effort, keep it up”

Group reinforcement:

- Stop the class, get everyone together, and highlight the behaviour you observed, and why you liked it
- Awarding the Achiever reward at the end of the lesson is a great opportunity to reinforce positive behaviours
- Be sure to pinpoint two or three moments in the lesson that stood out to you and praise the children involved

Learning the Game Focus



Preparing to Play

Safety

The Learning the Game focus for the Fun Day is about playing safely.

You should highlight to the children that it is really important to play safely both on the practice area and on the course.

Make sure the children are aware of where they need to stand when someone is playing a shot and what to do when they hear the word “Fore”.

Take the time to reinforce these important points throughout the day.



Questions to Ask

- Why is it important that we play safely?
- What do you do when you hear the word “Fore” being shouted?
- Where is a safe place to stand when someone is playing a shot?

Swing Game Cards



Tug of War - 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.

1 x Orange Safety Cones



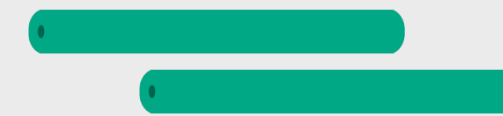
2 x Alignment stick



2 x Cones to mark out the necessary hitting stations.



2 x Foam Noodles



5 x Cones in one color



5 x Cones in another color



1 x White cone



2 x Cones for target circle



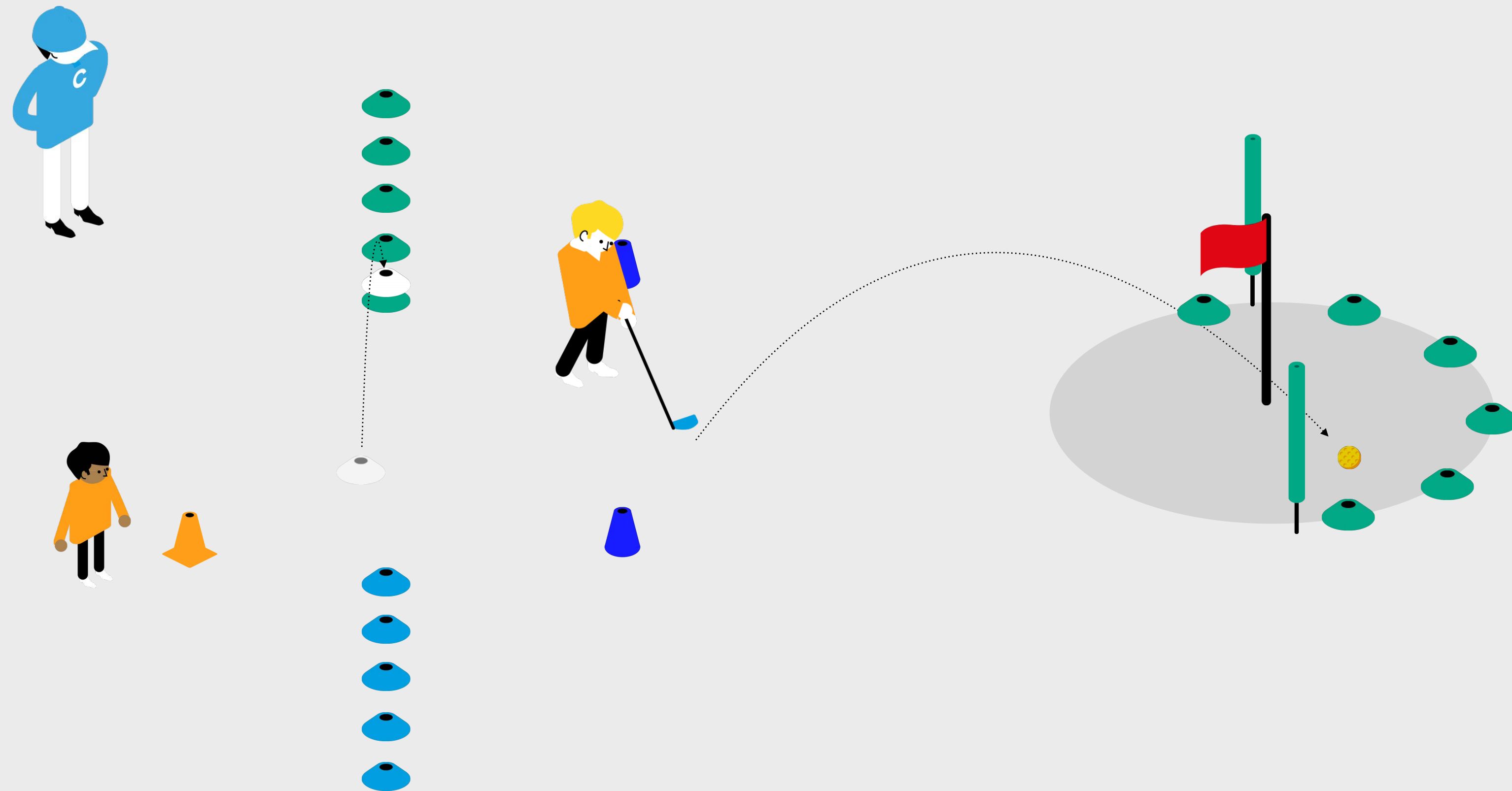
Spare equipment that may be required for the group attendees.



Golf Balls



Tug of War Nearest to the Pin



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

- Child number 1 starts and attempts to hit their shot to the target
- Then the next child attempts their shot. The player who hits it nearest to the target moves the cone one place to their side
- The winner is the one who gets the center white cone to their end cone

Progression Ideas

- Vary the target on each shot
- Vary the distance between the tee box and the green
- Add hazards for penalty cones
- Add different targets to increase the number of moves across the cones

Speed Swinger - 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.

1 x Orange Safety Cones



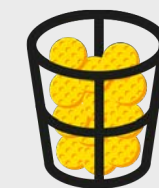
2 x Cones to mark out the necessary hitting stations.



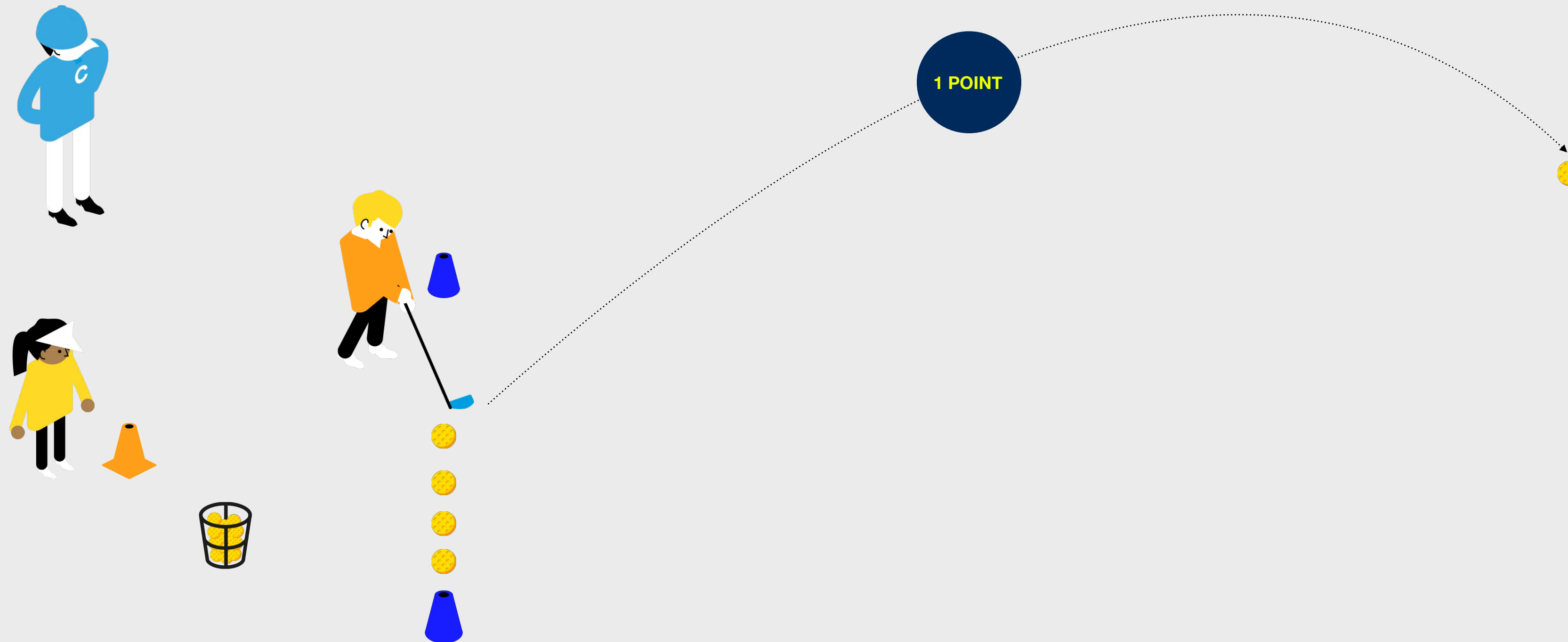
Spare equipment that may be required for the group attendees.



Golf Balls



Speed Swinger



Equipment Needed

- 5 balls per player or team
- Orange cones for a safety line
- Cones to mark out the Tee Markers

How to Play

- Set 5 balls up on tees in a line within the hitting station
- The challenge is to hit each ball without stopping, improving coordination and speed
- The child scores 1 point for hitting the ball high, 1 point for hitting it far, and 1 point for hitting it straight
- The child that gets the most points from their 5 shots wins

Progression Ideas

- Pre-determine the distance the child has to hit the ball
- Add in more balls
- Add in target gates that the children have to hit the ball through to score a point

G.O.L.F - 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.

1 x Orange Safety Cones



2 x Cones to mark out the necessary hitting stations.



10 x Yellow Cones to mark out a bunker



10 x Green Cones to mark out a green



10 x Blue Cones to mark out a lake



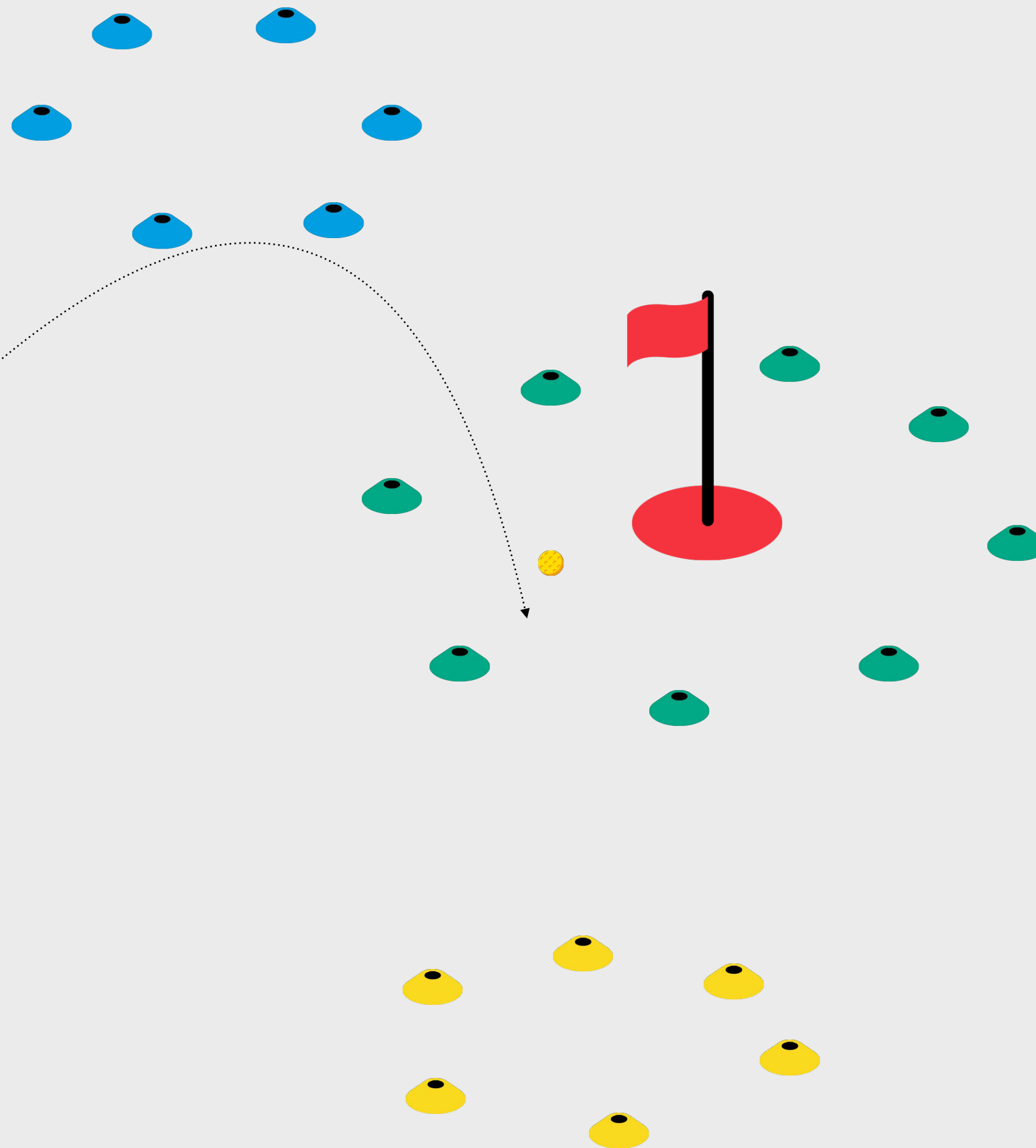
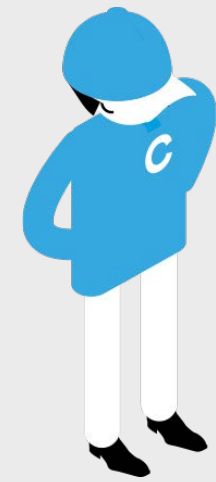
Spare equipment that may be required for the group attendees.



Golf Balls



G.O.L.F



How to Play

- Nominate one of the children to play first
- The first player nominates the area of the golf course they are trying to hit, the green, the lake or the bunker. If the child hits the target, the opposing player needs to match them.
- If the opposing player doesn't hit the target, they get the first letter "G"
- The second player then nominates the target and the game continues until one player spells 'G.O.L.F.'

Progression Ideas

- Vary the size of the targets
- Vary the distance to the targets
- Increase the number of letters in the game i.e 'G.O.L.F.E.R'
- Adapt the shot types when playing to the targets i.e depending on skill level change the trajectory or shot shape.

Crossbar Challenge - 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.

1 x Orange Safety Cones



Golf Balls



Cones to mark out hitting stations



Spare equipment that may be required for the group attendees.



1 x Foam Noodles



2 x Alignment Sticks



Crossbar Challenge



How to Play

- Set a target score for the children to achieve
- The first child attempts to either throw or hit their shot to hit the foam noodle (crossbar)
- The children receive 1 point for hitting the crossbar with a throw, and 2 points with a golf shot
- Players take it in turns, until both have hit 10 shots, the aim is to achieve the target score as a team

Progression Ideas

- Vary the distance to the crossbar
- Make multiple crossbars
- Specify which club to use

Learning Outcomes

- Learn to control the distance the ball travels
- Understand how different trajectories can be successful

Around the Green Game Cards



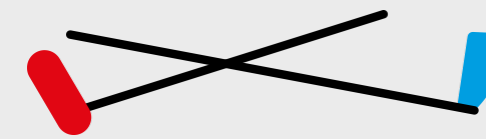
Bullseye - Equipment you need

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.

1 x Orange Safety Cones



Spare equipment that may be required for the group attendees.



2 x Cones to mark out the necessary hitting stations.



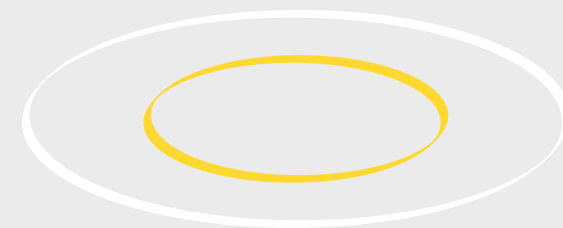
Golf Balls



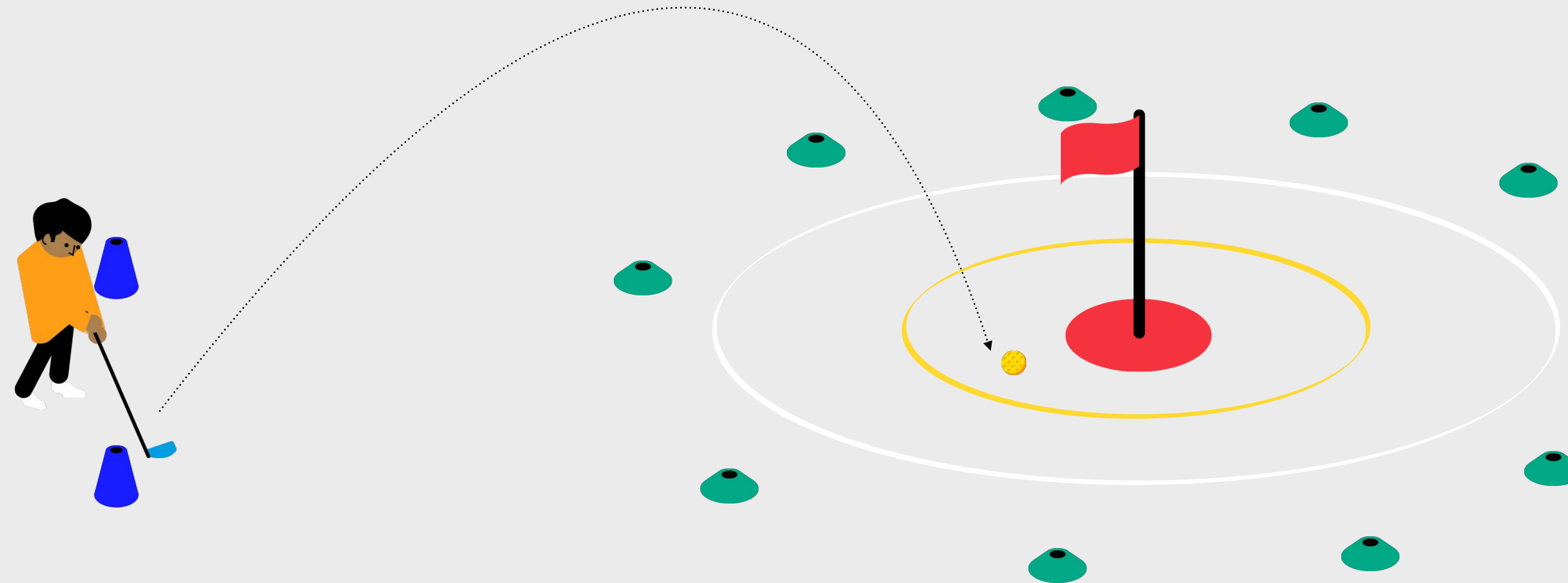
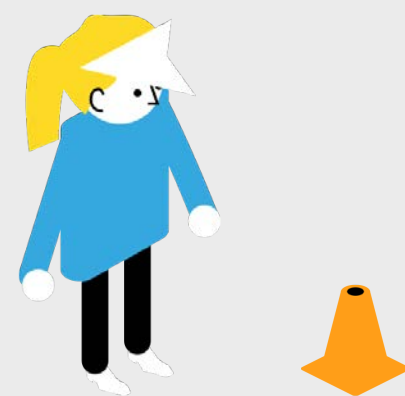
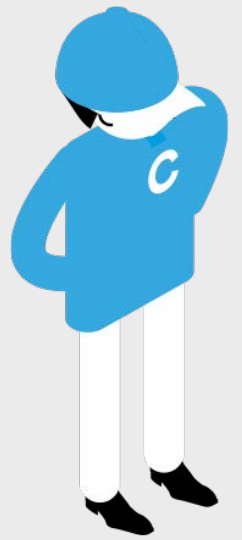
10 x Coloured Cones for the outer circle (12 ft in diameter)



2 x Target Circles (6 ft and 10 ft)



Bullseye



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

- Give the target circles different points
- Each child has 10 shots and tries to accumulate as many points as possible based on where the ball finishes
- The winner is the player who gets the most points from their 10 shots

Progression Ideas

- Change the size of the target circles
- Vary the starting point from around the green
- Introduce a rule that the ball must land over the fringe to count
- Add penalty points if the child is unsuccessful on getting the ball onto the green or in the target circles

Tic-Tac-Toe – 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.

1 x Orange Safety Cones



Alignment Sticks



2 x Cones to mark out the necessary hitting stations.



Golf Balls



16 x Cones to mark the edge of the boxes



Spare equipment that may be required for the group attendees.



5 x Cones in one color to use as the X's



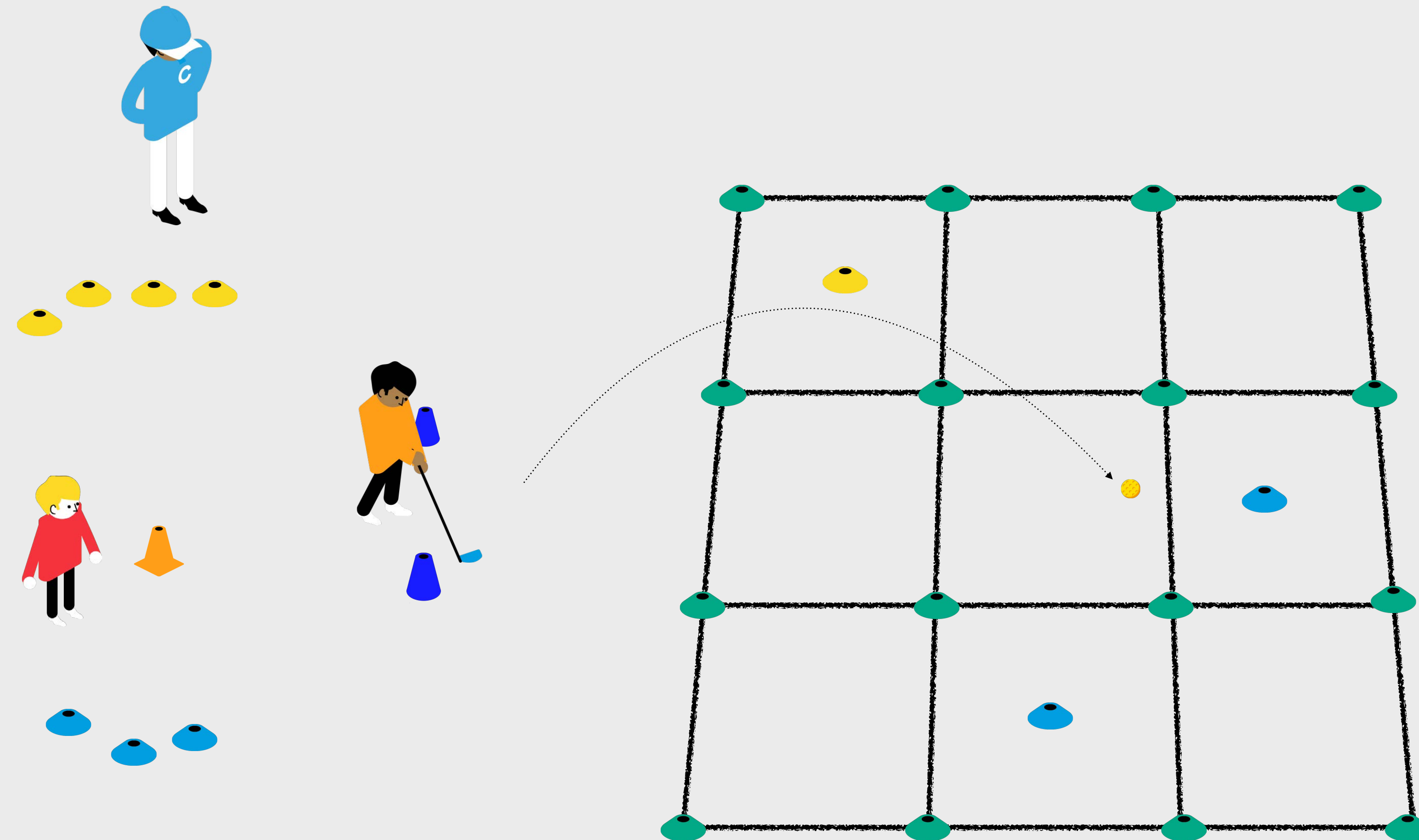
5 x Cones in another color to use as the O's



String and tees to mark out the boxes



Tic-Tac-Toe



How to Play

- One child is the X's and the other child is the O's
- The objective is for the child to place their colored cones into the center of the box by either landing or rolling the ball into the box. This should be defined at the start of the game by the coach
- When the child successfully gets the ball into the box that has been nominated, they place their colored cone into the centre of the box
- The child who wins is the one who makes 3 in a row in one direction

Progression Ideas

- Vary the size of the boxes
- Vary the distance between the starting point around the green and the boxes
- Increase the number of shots that must go into the boxes before the box is owned
- Define whether the ball lands or rolls into the box
- Introduce a fringe in front of the player and the ball only counts if it lands over the fringe

Battleships - 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.

1 x Orange Safety Cones



1 x Cones to mark out the necessary hitting stations.



8 x Yellow Cones



8 x Green Cones



8 x Blue Cones



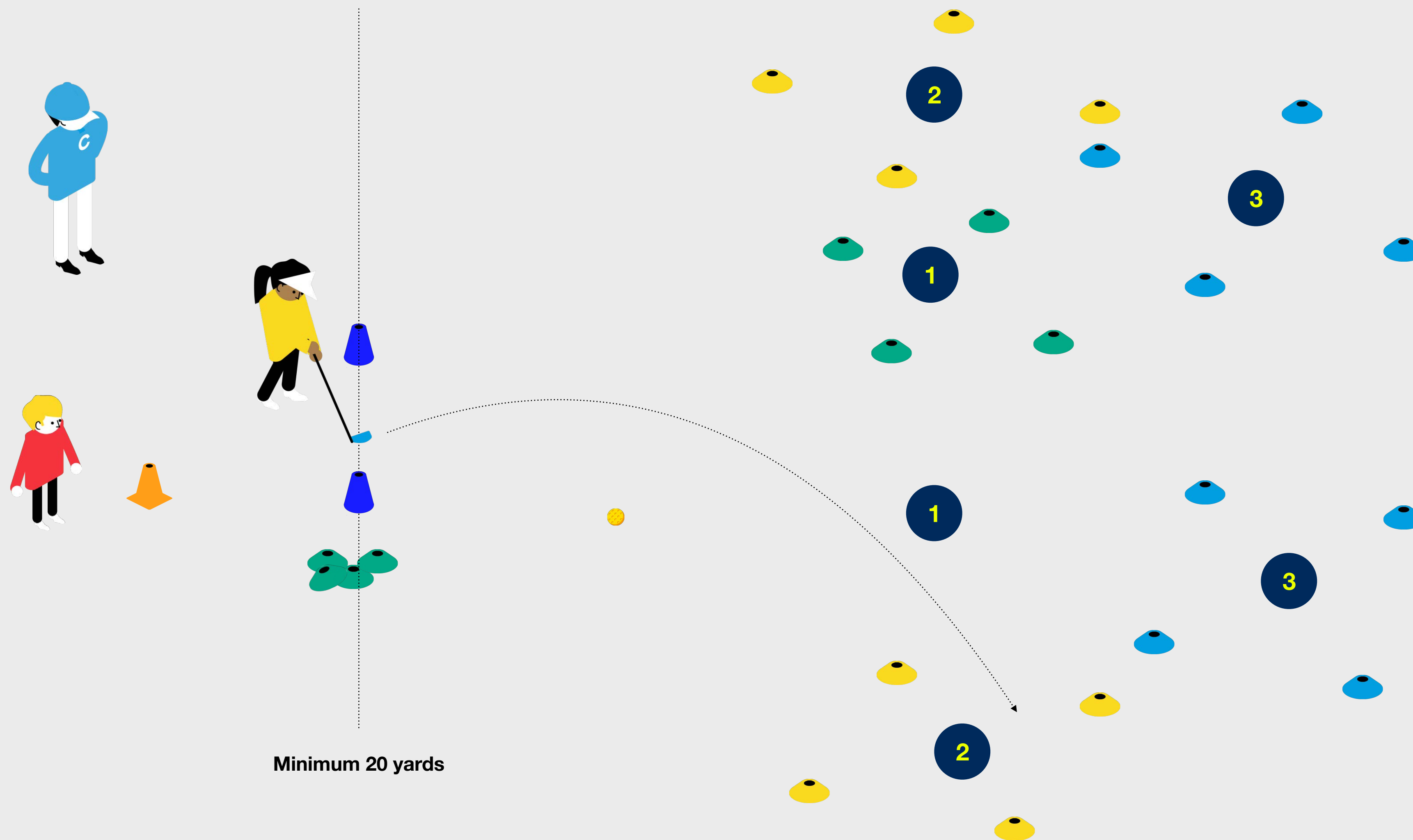
Spare equipment that may be required for the group attendees.



Golf Balls



Battleships



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

- One player is assigned one side as their ships and the other child is assigned the opposite. The aim of the game is for players to destroy the opposing player's ships by landing the ball into the box
- Players must nominate the ship they are attempting to destroy. If they are successful, they pick up the cones and return it to the start
- The game continues until one player has destroyed all of the opposing players ships

Progression Ideas

- Vary the starting point around the green
- Vary the club that is being used
- Vary the lie of the ball on the ground
- Change the distance between the starting point and the ships
- Change the size of the target ships
- Change the number of target ships

Splash Challenge - 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.

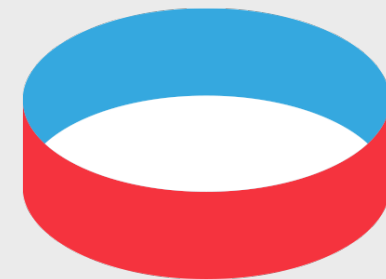
1x Orange Safety Cones



1 x Cones to mark out the necessary hitting stations.



1 x pool filled with an inch or two of water



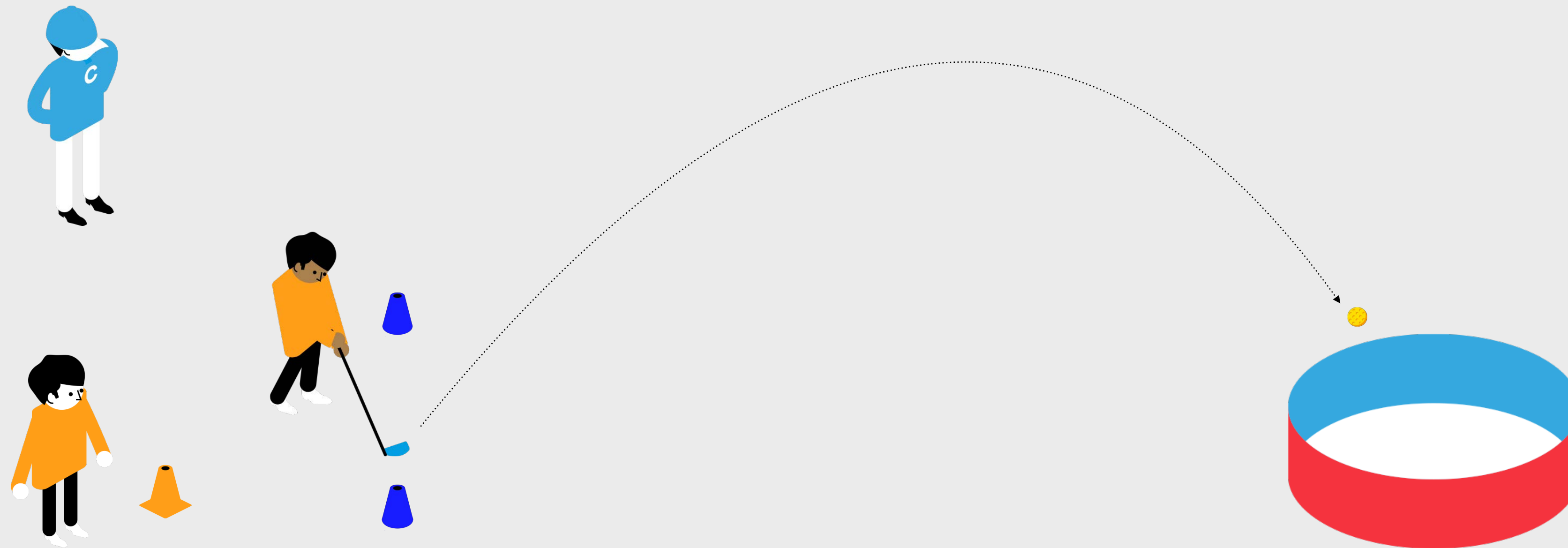
Spare equipment that may be required for the group attendees.



Golf Balls



Splash Challenge



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 the pool at an appropriate distance for the ability of the group
- Children have ten shots each to try and land a ball into the pool
- Let the children play as a team or if they want to make it competitive they can play against each other
- The winner is the child that lands the most shots into the pool out of ten or within the given time

Progression Ideas

- Vary the distance from the pool
- Vary the club that is being used
- Change the number of shots allowed
- Allow for the ball to bounce into the target or dictate that it has to go in on the fly

On the Green Game Cards



Domino Race - 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.

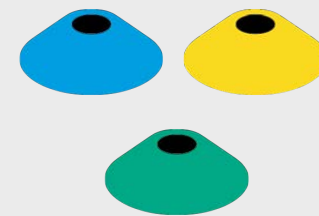
2 x Orange Safety Cones



2 x Cones to mark out the necessary hitting stations.



10 x Coloured Cones



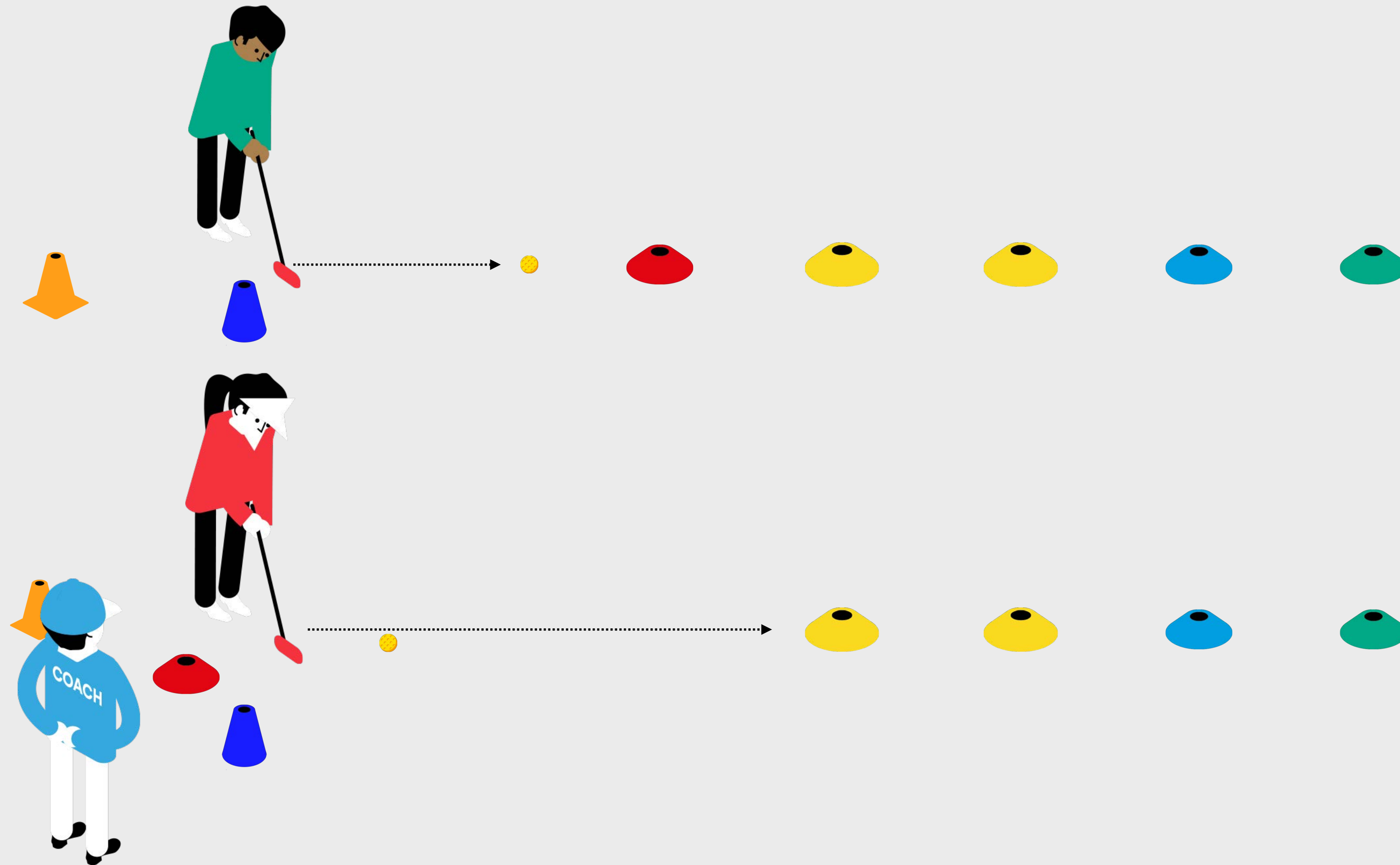
Spare equipment that may be required for the group attendees.



Golf Balls



Domino Race



How to Play

- Each player is nominated a line of colored cones and a starting point
- Each player hits their first putt and attempts to hit the first colored cone. If the player misses, they return to the start and tries again
- When a player successfully hits the cone, they pick the cone up and bring it back to the start
- The player who wins is the one who hits every cone in order

Progression Ideas

- Change the distance between the starting cone and the target cones
- Change the size of the targets
- Introduce a sloped surface when playing the game
- Introduce a rule where the player must return the cone after a certain number of attempts
- Alternate the direction of each cone

10 Pin Bowling - 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.

1 x Orange Safety Cones



Alignment Sticks



2 x Cones to mark out the necessary hitting stations.



Golf Balls



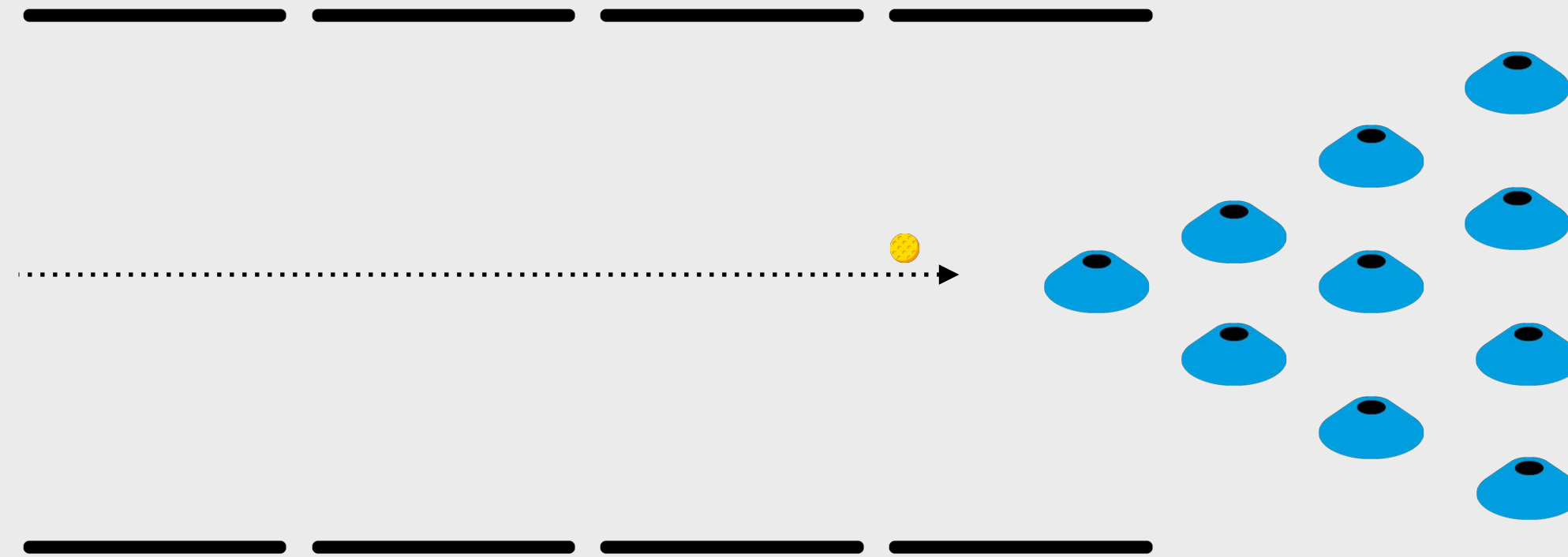
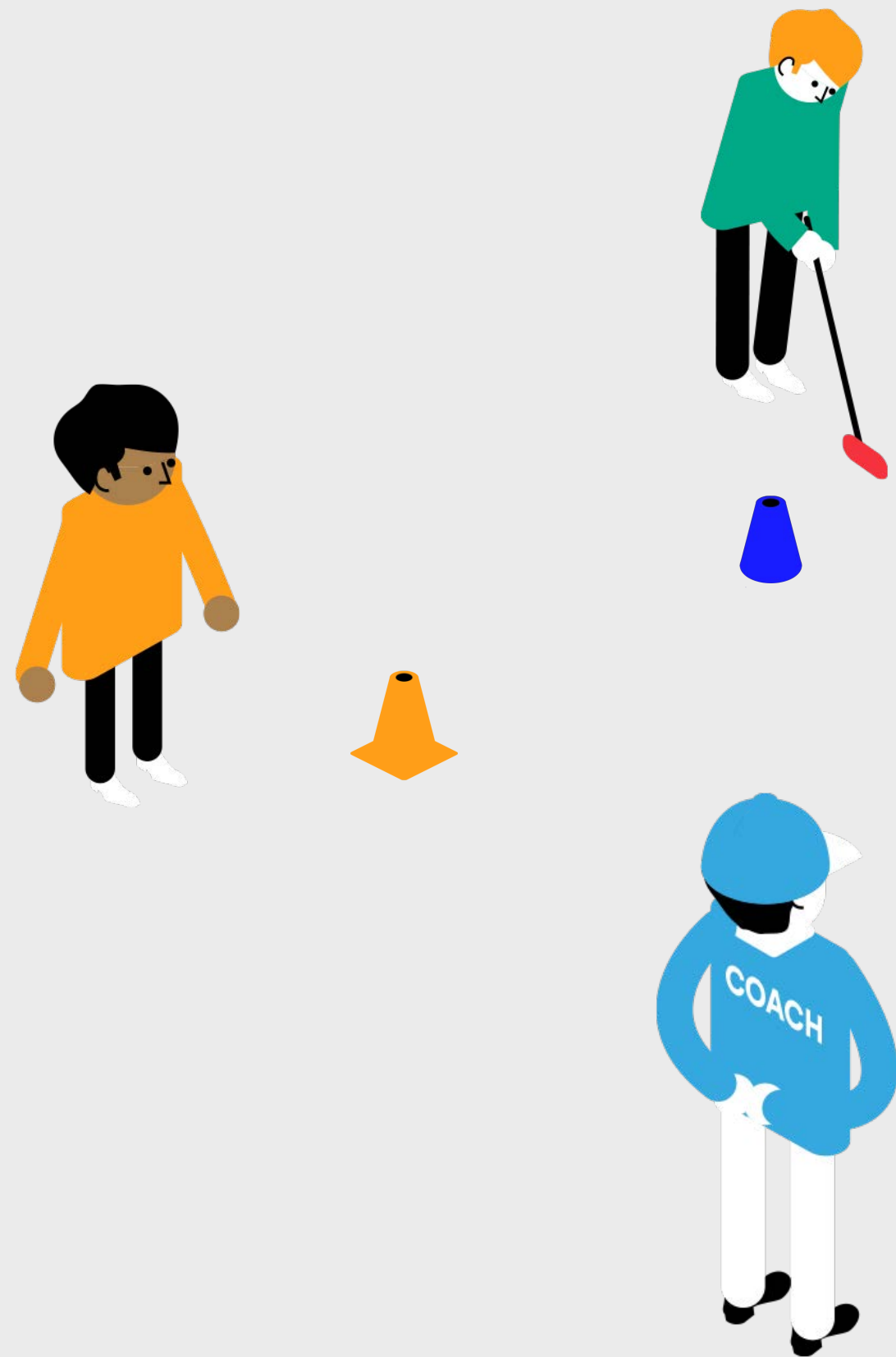
10 x Blue Cones



Spare equipment that may be required for the group attendees.



10 Pin Bowling



How to Play

- Nominate one of the children to play first
- Player number 1 attempts to putt the ball and hit one of the bowling pins
- If they hit the bowling pin, they pick it up and bring it back to the start. The child cannot hit the sides marked with the alignment sticks
- The winner of the game is the child who has collected the most pins at the end of the game

Progression Ideas

- Change the size of the target bowling pins such as turning a cone upside down or placing a golf ball on a tee
- Vary the distance and the direction of the starting point
- Add a rule that it doesn't count if the ball hits another pin
- Add a gate that the child must hit the ball through at the start
- Introduce the game on a sloping surface

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



1 x Cones to mark out the necessary hitting stations.



5 x Yellow Cones



5 x Green Cones



2 x Blue Cones



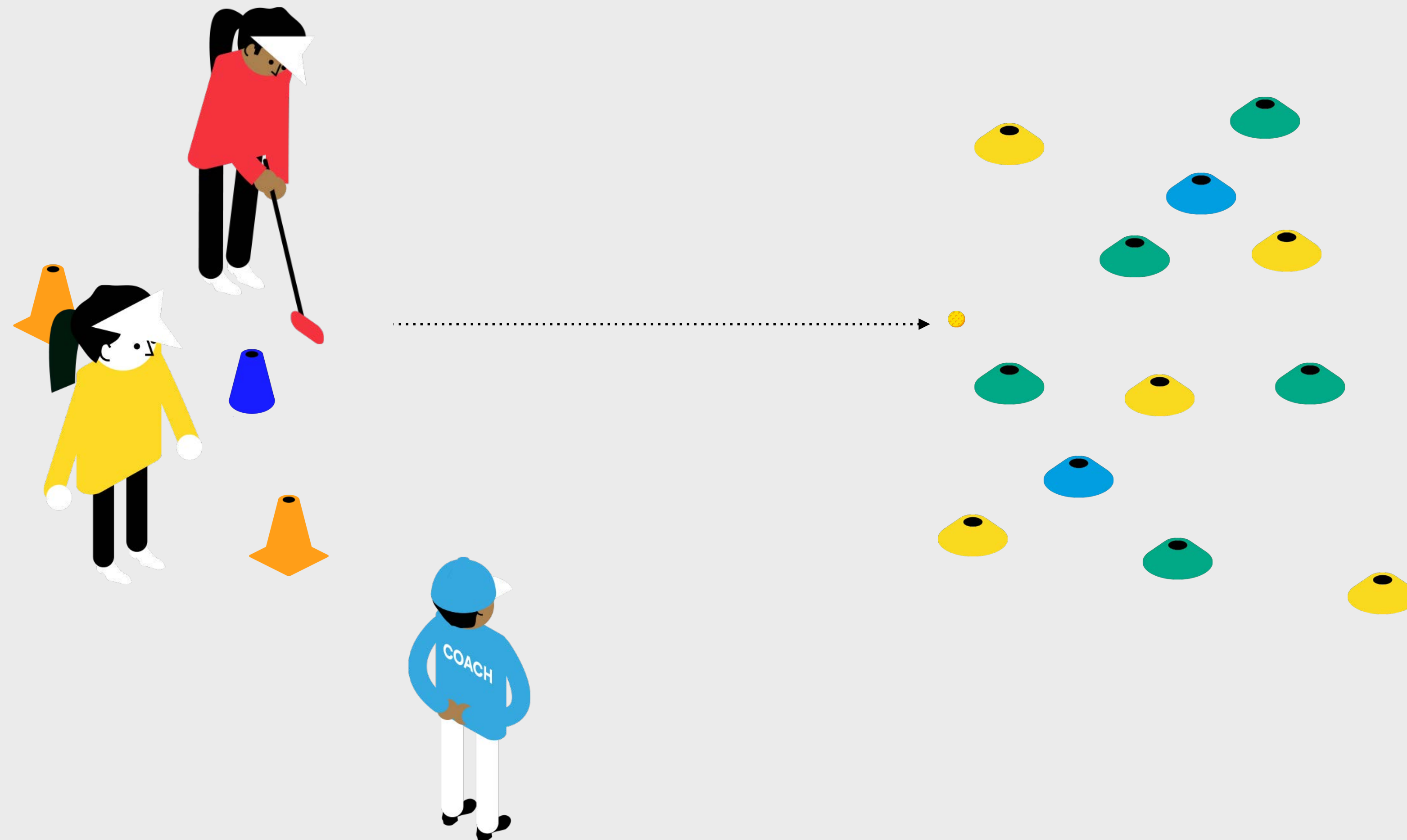
Spare equipment that may be required for the group attendees.



Golf Balls



Finders Keepers



How to Play

- Each child is nominated a colored set of cones
- Children take turns to attempt to putt their ball to hit one of their colored cones. If successful they collect the cone
- If a player hits an opposing player's colored cone, they have to give one cone from any they have collected back to the middle
- If a player hits one of the two alternative colored cones, they must give the opposing player a free cone
- The winner of the game is the child who collects all of their cones first

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 child needs to collect
- Introduce a sloping surface to the game

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



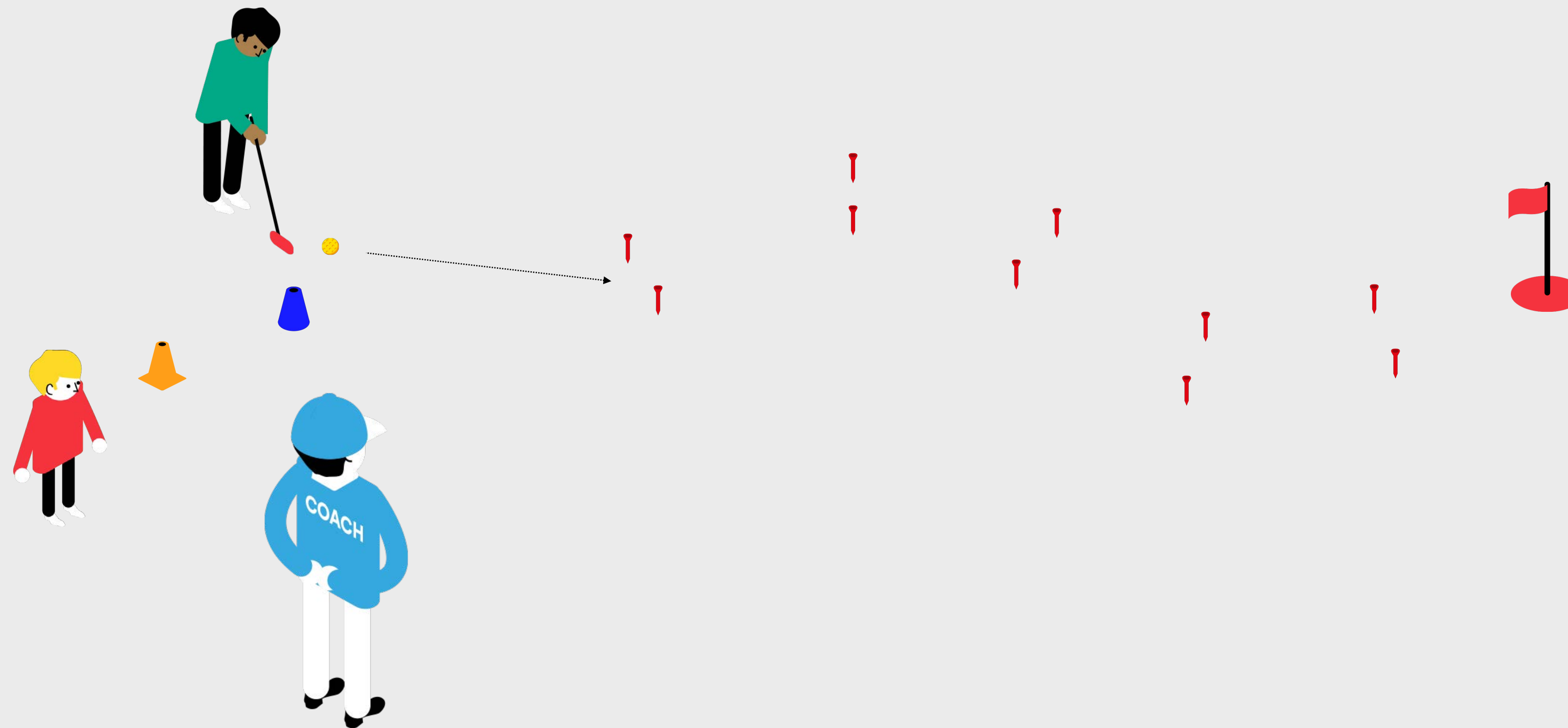
10 x Tees to mark the gates



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:

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 a player 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

On Course Experience



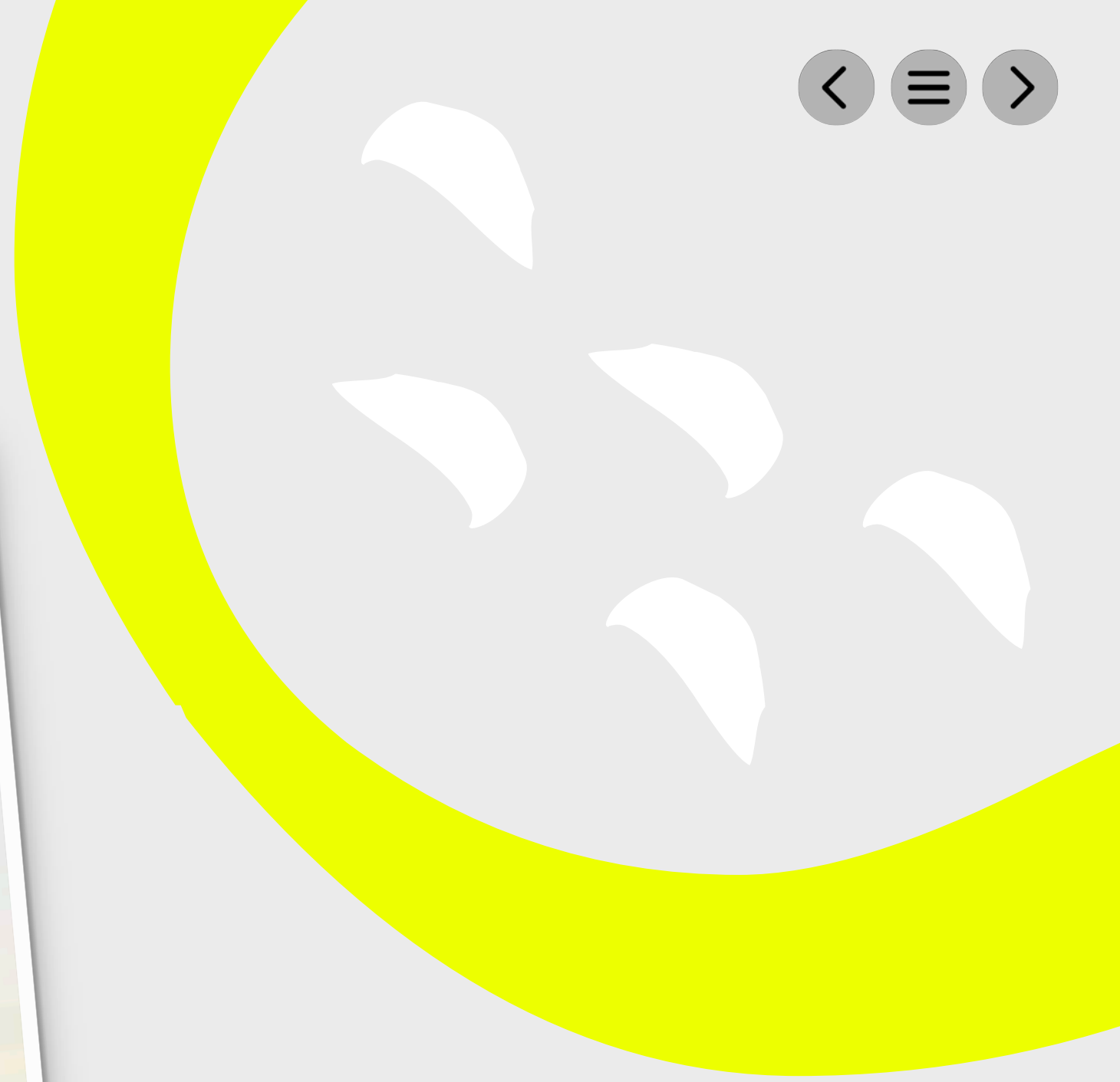
On Course Experience

For the last 10 minutes before the awards ceremony, you should take the children out to see one of the golf holes, where they will be playing if they decide to sign up to the Crush It program.

Enjoy exploring the course, and introducing the children to the different parts of a golf hole.



Awards Ceremony

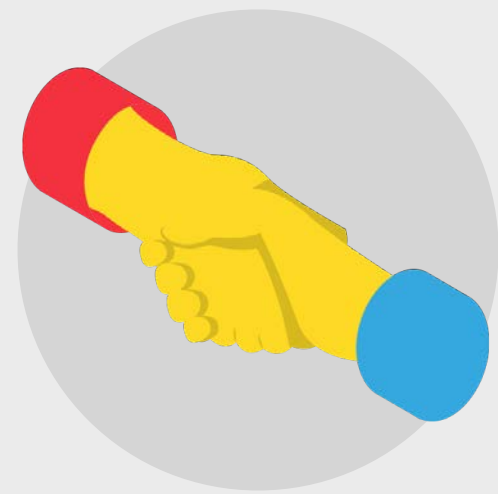


Awards Ceremony and Promotional Activity

At the end of the Fun Day leave enough time to present the children with some small awards based on the group's performance on the course and the Whole Child theme for the day. Be sure to engage parents when explaining why the awards are being given out.

Highlight that one of the keys to the success of the program is the ability for juniors to play on the course no matter what their level of experience, or ability.

Communicate the passion you have in creating golfers for life, meaning their children will learn to enjoy playing golf with friends and family.



1. Regular Communication

We will communicate regularly to inform parents of upcoming events.



2. Social Engagement

All program classes, events and life at the club promote fantastic social engagement for their child and the whole family.



3. Structured Pathway

Highlight the structure of the program and how this helps to support their child's learning.



For more information

For those parents who would like to know more before they commit to the junior 'Crush It' program you need to be able to provide them with the relevant resources to take away and review.

These documents are available on the Training Hub for you to download and either email or print out and give to parents:

- Junior Monthly Flyer
- Junior Camps Flyer