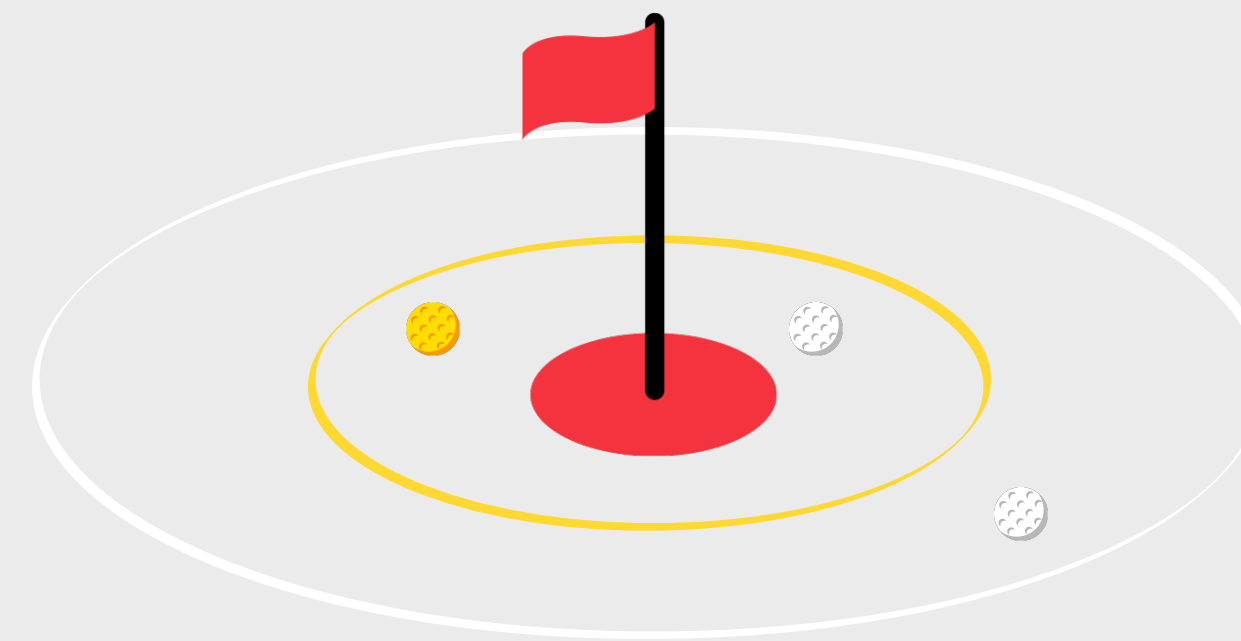
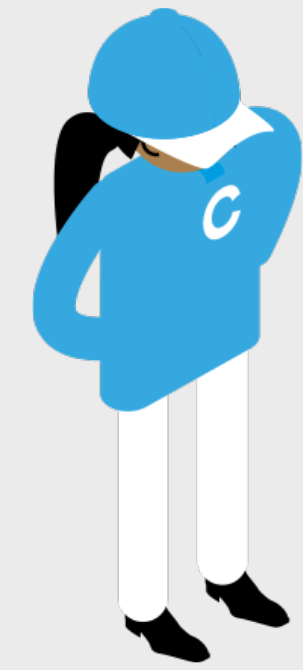


# On the Green





# Curling



20 Feet



## How to Play

- Nominate a player to play first. Each child is given 3 golf balls of different colors
- The first player attempts their first shot and aims to get their ball as close to the flag as possible
- Players alternate turns until all of the golf balls have been used
- The closest ball to the flag wins the round

## Progression Ideas

- Introduce the game on a slope
- Change the size of the target circles
- Change the distance between the starting position and the target circles
- Play with more or fewer balls

## Learning Outcomes

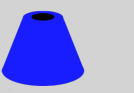
- A great game to explore the concept of distance control and direction control
- This game will also explore skill development under pressure
- This game will also explore green reading skills

## Equipment needed

### Orange Safety Cones



### Cones to mark out the necessary hitting station



### Spare equipment that may be required for the group attendees



### 3 x Yellow Golf Balls



### 3 x White Golf Balls



### 10 x Yellow Colored Cones for Middle 6 Yard Target Circle



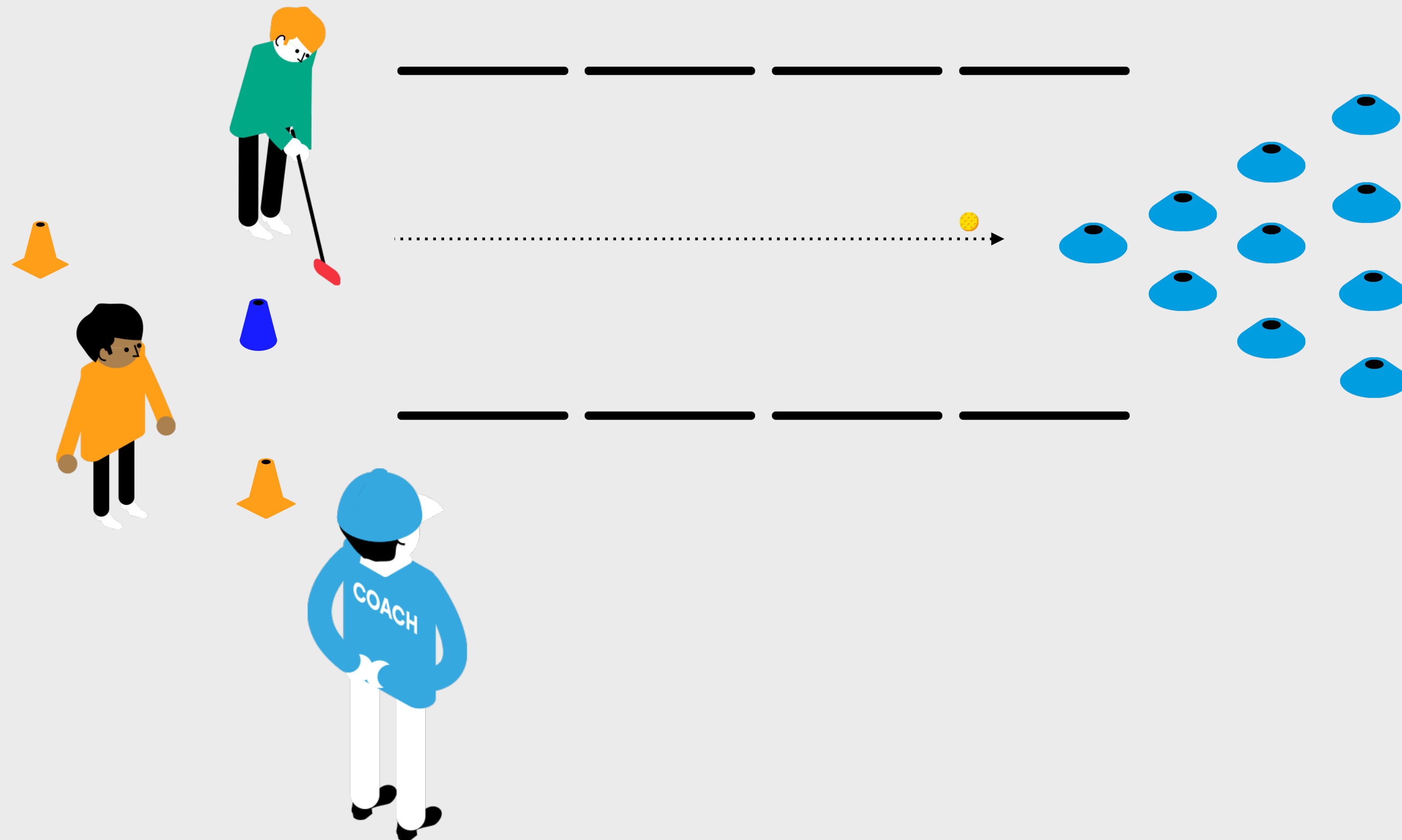
### 10 x Blue Colored Cones for Outer 10 Yard Target Circle



### 8 x Green Colored Cones for Inner 3 Yard Target Circle



# 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 children complete the game when they've collected all of the pins

## Progression Ideas

- Junior Junior 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

## Learning Outcomes

- A great game to explore the concept of distance control and direction control
- This game will also explore skill development under pressure
- This game will also explore green reading skills

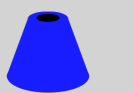
## Equipment needed

2 x Orange Safety Cones

SAFETY



2 x Cones to mark out the necessary hitting stations.



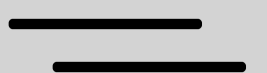
10 x Blue Cones



Spare equipment that may be required for the group attendees.



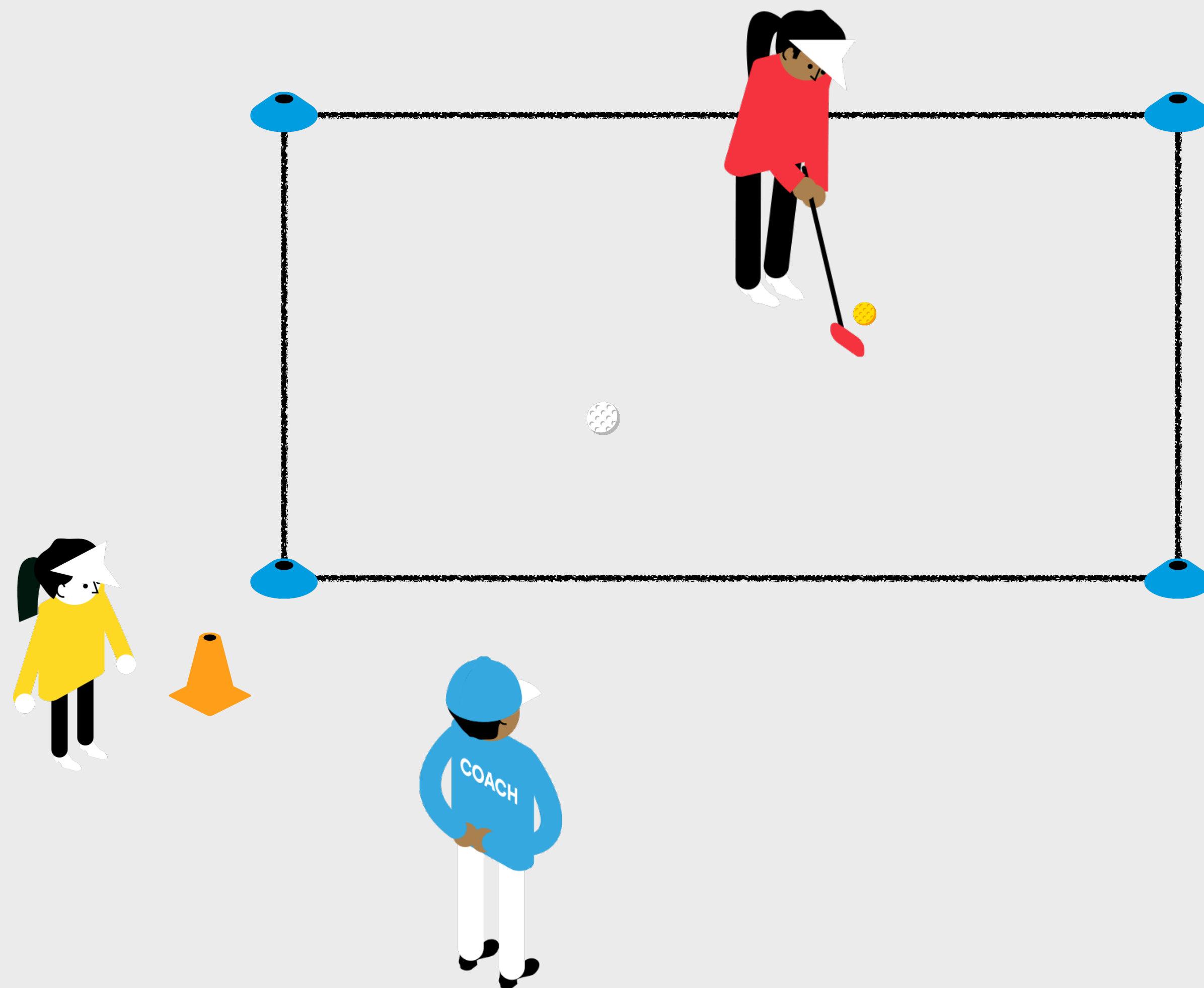
8 x Alignment Sticks



Golf Balls



# Cat and Mouse



## How to Play

- Nominate one player as the cat and one player as the mouse. The mouse plays first and attempts to putt their ball anywhere inside the box. The ball must remain in the box
- The cat plays next and attempts to putt their ball and hit the mouse
- If the cat misses, the mouse plays next and putts their ball to another place in the box
- The game continues until the cat catches the mouse by hitting the cat or the mouse escapes when the cat escapes the box
- The players take it in turns to be the cat

## Progression Ideas

- Play as a matchplay game
- Change the size of the box
- Introduce a sloped surface when playing the game
- Add in obstacles, other cones that the players need to putt around
- Play the game in teams with multiple cats and mice

## Learning Outcomes

- A brilliant game to work on controlling distance on short putts
- Improves accuracy as the ball is a smaller target
- Develops strategic thinking, planning ahead for the next shot

## Equipment needed

### Orange Safety Cones

SAFETY



### String and 4 x Tees to create the playing area



### Cones to mark the corners or to add in as obstacles



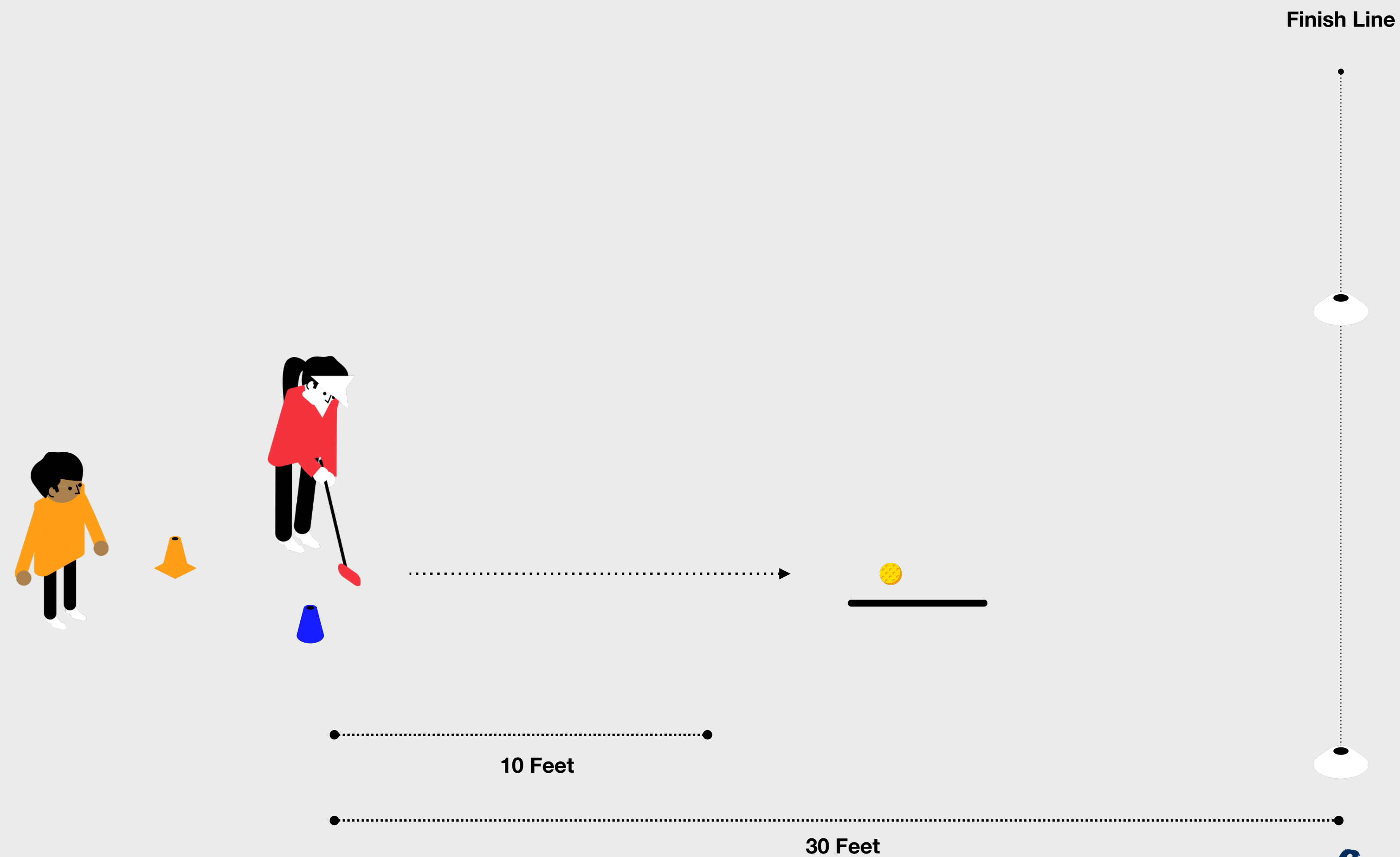
### 2 x Golf Balls of different colours



### Spare equipment that may be required for the group attendees.



# Stick Shift



## How to Play

- The children are working together to move the alignment stick from its starting point 10 feet away, to the finish line
- The children take it in turns to hit a putt towards the alignment stick
- The aim is to get the ball to stop within the length of the alignment stick. If they are successful they get to move the alignment stick one length further on
- If the player is not successful in putting the ball inside the length of the alignment stick they have to try again when it is their turn
- The team complete the game when they get the alignment stick past the finish line

## Progression Ideas

- Increase or decrease the starting distance and the finish line distance
- Add in a rule whereby the player has to move the alignment stick back one distance if they are not successful

## Learning Outcomes

- The primary learning outcome is control of distance
- Consistency of distance control

## Equipment needed

### Orange Safety Cones

SAFETY



2 x Cones to mark out the necessary hitting stations.



Spare equipment that may be required for the group attendees.



1 x Golf ball



1 x Alignment Sticks



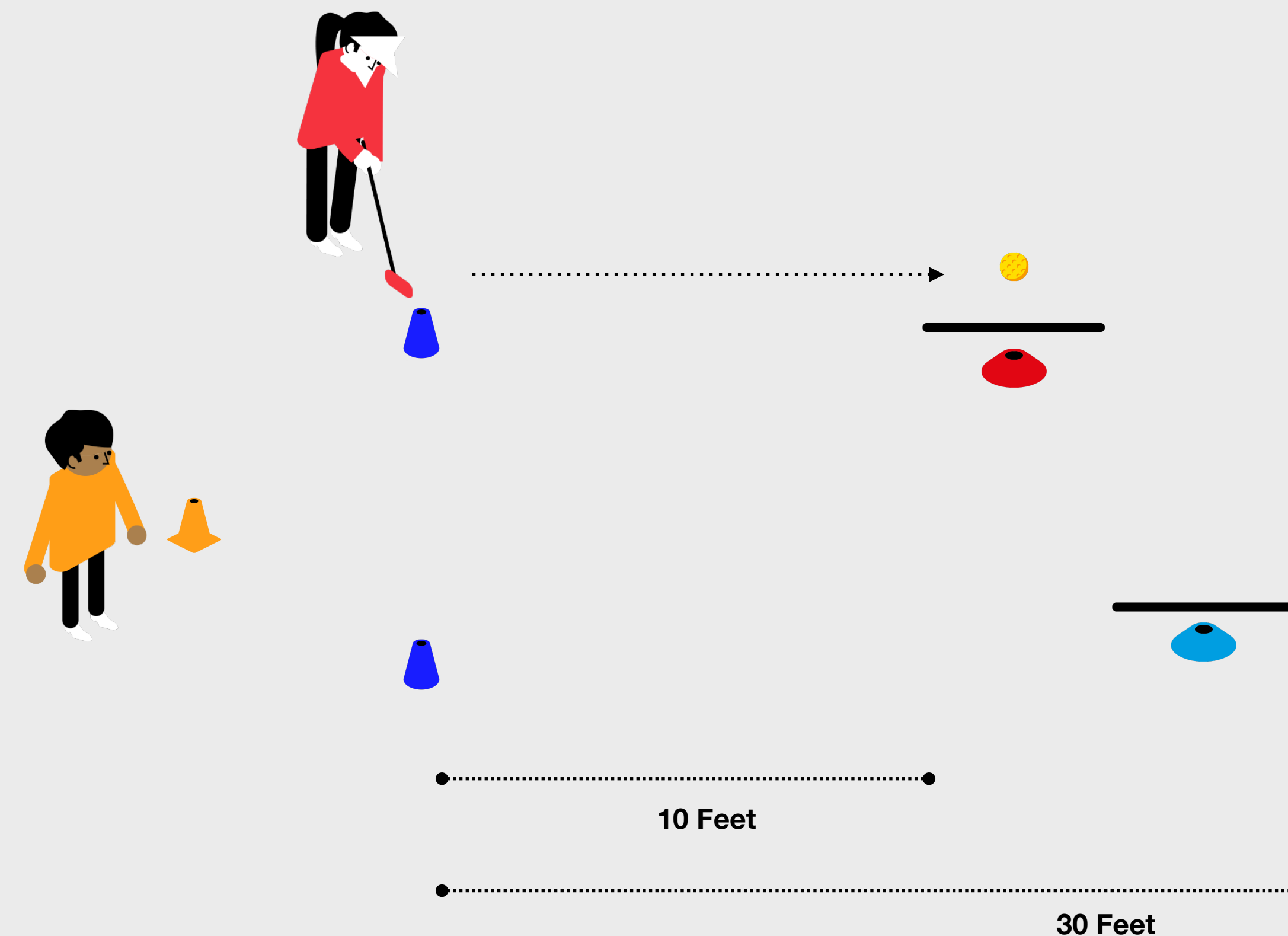
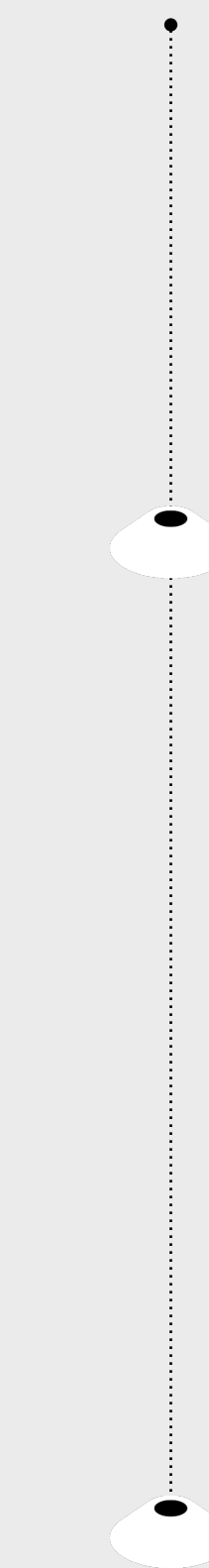
2 x White cones for the finish line



# Stick Shift 2



Finish Line



## How to Play

- Each child is nominated an alignment stick and a colored cone. In this example either blue or red
- The children take it in turns to hit a putt towards their alignment stick
- The aim is to get the ball to stop within the length of the alignment stick. If they are successful they get to move the alignment stick one length further on
- If the player is not successful in putting the ball inside the length of the alignment stick they have to try again when it is their turn
- The winner is the player who gets their alignment stick past the finish line
- Incorporate the Matchplay format of scoring by dictating that the winner is the first player to reach the score "3 up"

## Progression Ideas

- Increase or decrease the starting distance and the finish line distance
- Add in a rule whereby the player has to move the alignment stick back one distance if they are not successful

## Learning Outcomes

- The primary learning outcome is control of distance
- Consistency of distance control

## Equipment needed

### Orange Safety Cones



2 x Cones to mark out the necessary hitting stations.



Spare equipment that may be required for the group attendees.



1 x Golf ball



2 x Alignment Sticks



2 x White cones for the finish line



2 x Colored Cones





# Putting Poison

*Nominated by Berny Wise, Fair Oaks Ranch Golf and Country Club*



## How to Play

- Children take it in turns to hit their putts
- The aim is for the child to hole their putt to become the “poison” so that they can eliminate the other players from the game
- The player becomes poison if they hole their putt, and they then get another turn to putt
- The player who is poison then attempts to hit the other player’s ball in order to eliminate them
- The winner is the player who eliminates all other players

## Progression Ideas

- Increase or decrease the starting distance

## Learning Outcomes

- Short and middle distance putting skills
- Consistency of direction and distance control

## Equipment needed

### Orange Safety Cones

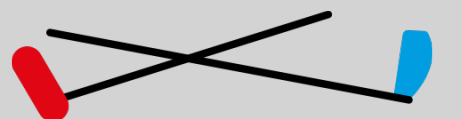
SAFETY



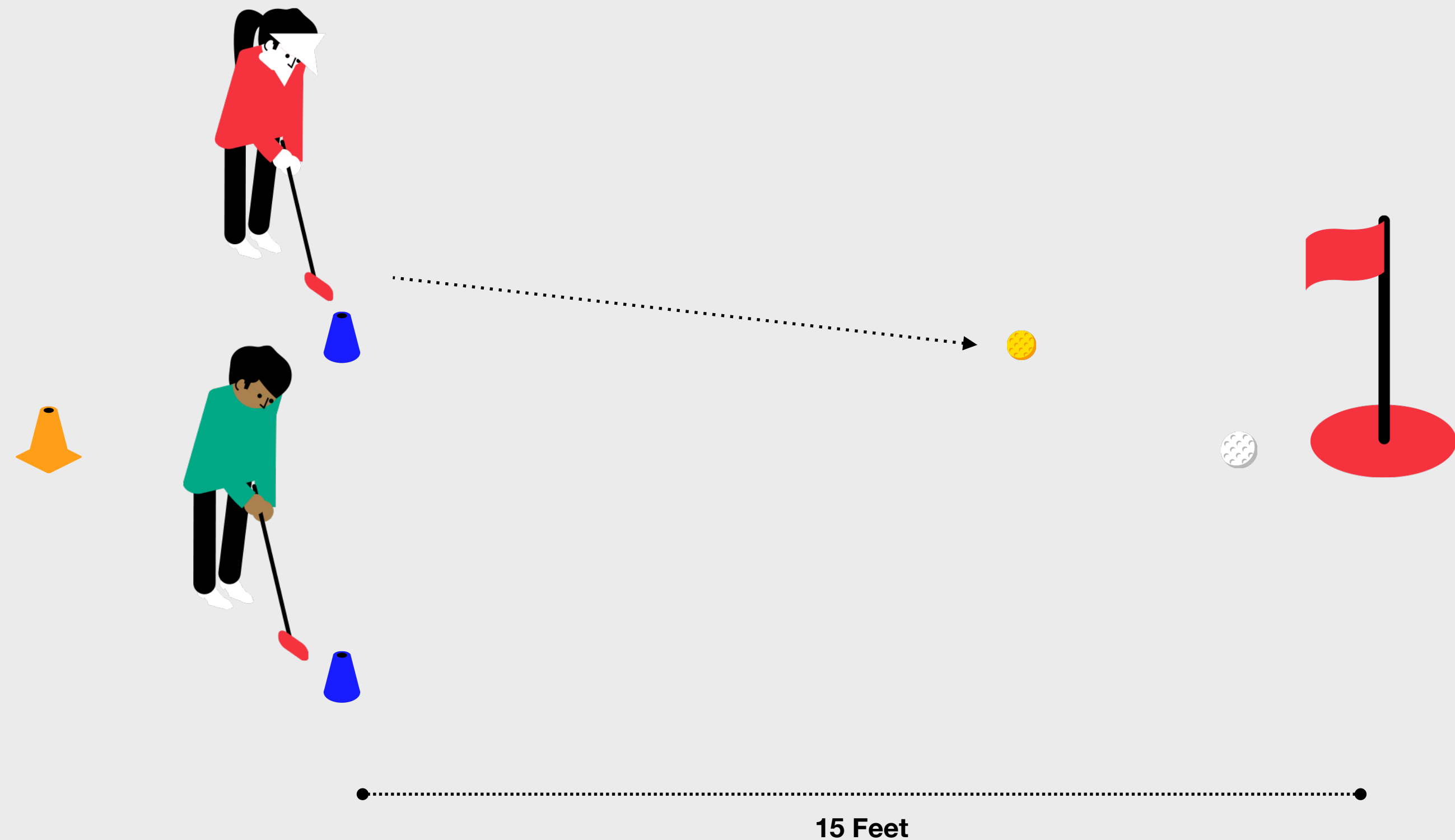
2 x Cones to mark out the necessary hitting stations.



Spare equipment that may be required for the group attendees.

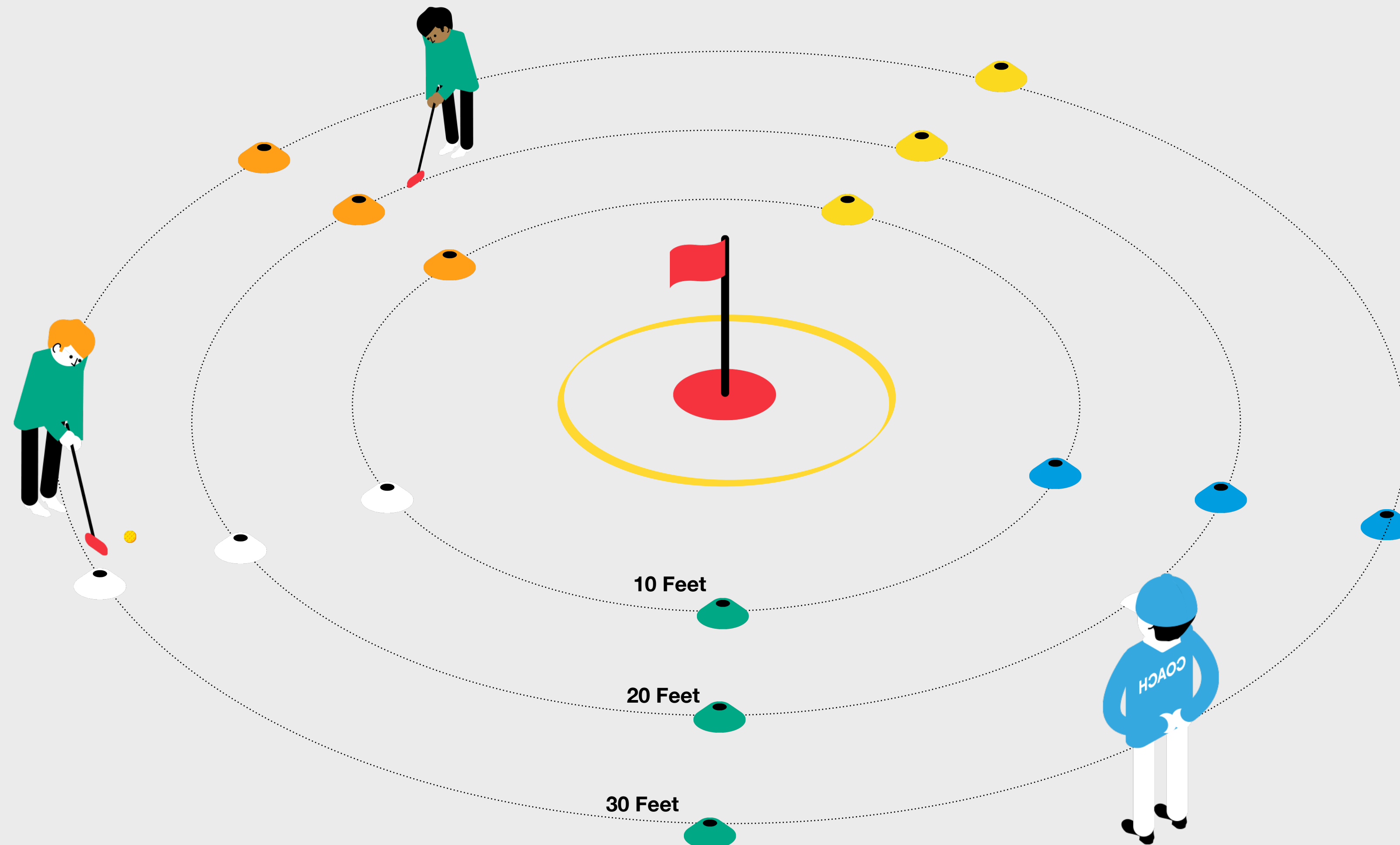


2 x Golf balls





# Single, Double, Triple - Putting



## How to Play

- Children take it in turns to choose which distance they want to start from
- If the player starts from the 10 foot line and they putt the ball inside the 6 foot circle they score 1 point, 2 points if they hole the putt
- If the player starts from the 20 foot line they score double points; 2 points inside the 6 foot circle, 4 points if they hole the putt
- If the player chooses to start from the 30 foot line they score triple points; 3 points if they putt the ball into the 6 foot circle, 6 points if they hole the putt
- The game continues until both players have hit 5 putts, one from each color cone.
- The winner is the player who has the most points after 5 shots

## Progression Ideas

- Change the distance between the cones
- Attempt the game on a sloped surface

## Learning Outcomes

- Distance control
- Strategic thinking
- Understand risk and reward

## Equipment needed

Orange Safety Cones

SAFETY



3 x Blue cones



3 x Green cones



3 x Yellow cones



3 x Orange cones



3 x White cones

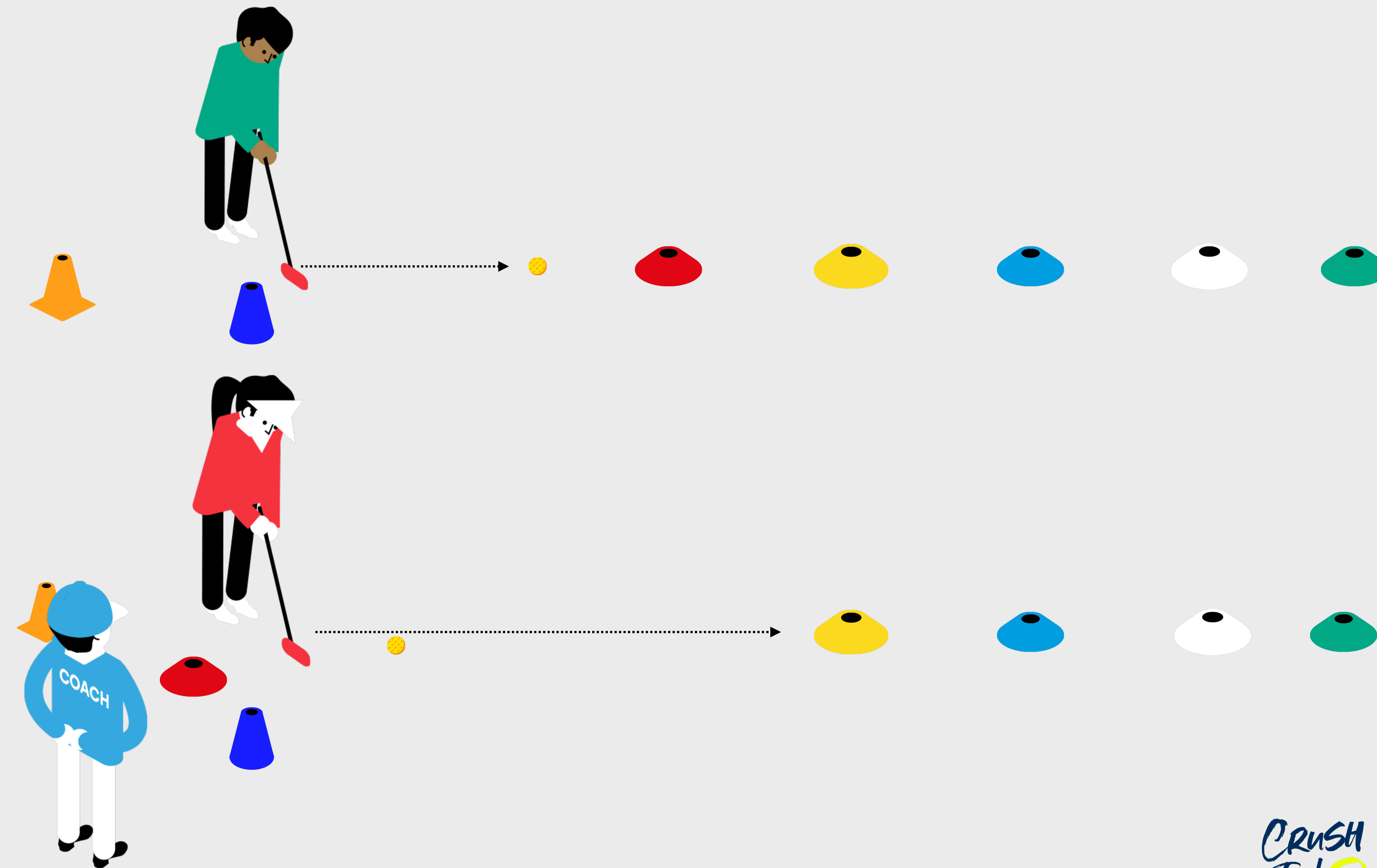


6 foot diameter target ring





# 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

## Learning Outcomes

- A great game to explore the concept of distance control and direction control
- This game will also explore skill development under pressure

## Equipment needed

Orange Safety Cones

SAFETY



2 x Blue cones



2 x Green cones



2 x Yellow cones



2 x Orange cones



2 x White cones

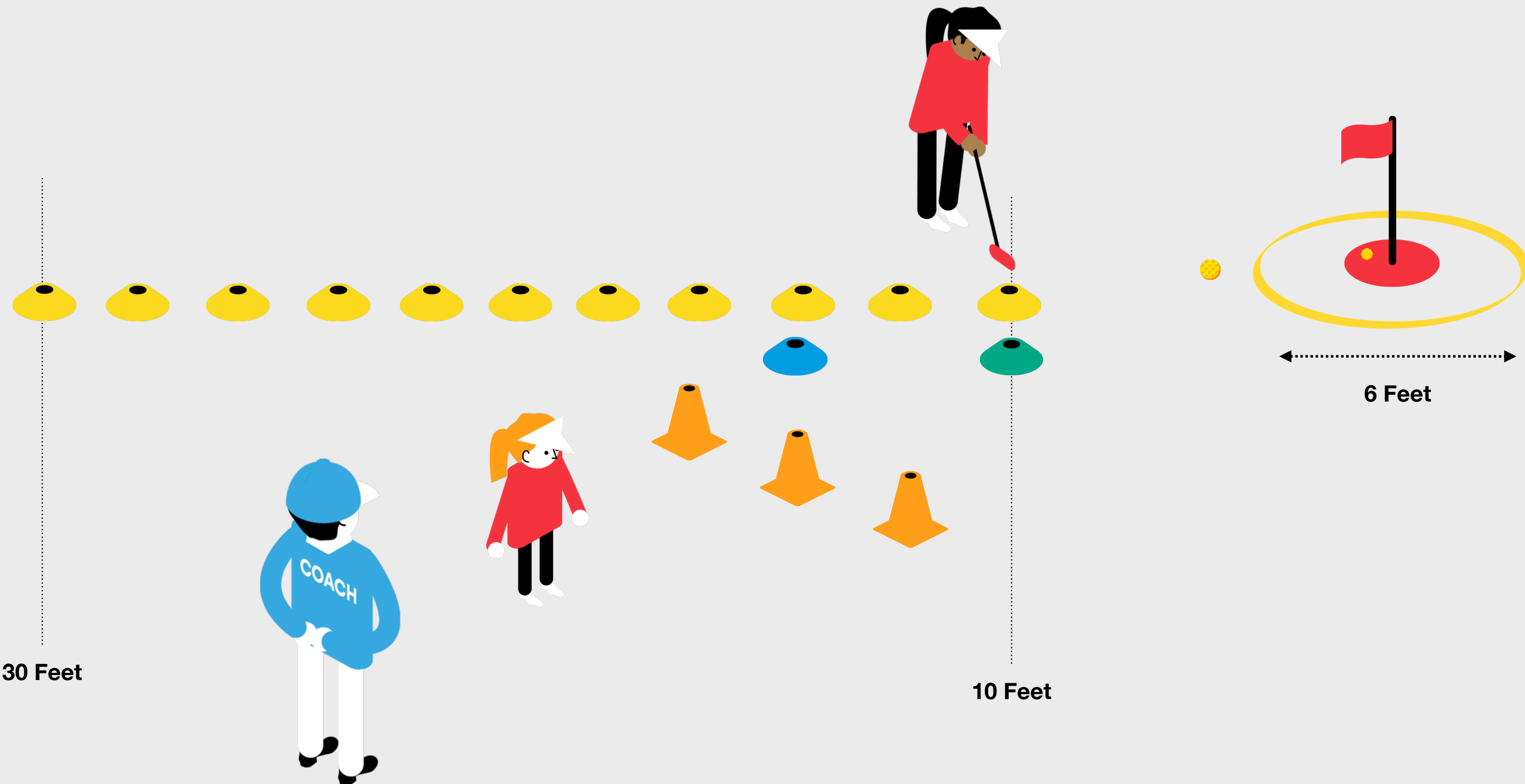


2 x Starting Cones





# Kentucky Derby



## How to Play

- Nominate a child to play first. Both players place their cone opposite the first starting cone
- From the starting cone at 10 feet, any putt that is holed allows the player to jump three cones. Any ball finishing in the target circle but past the hole jumps two cones. Any putt that finishes in the target circle but short of the hole moves one cone
- The player who wins is the one who reaches the final colored cone first








## Progression Ideas

- Change the distance between the starting cone and the hole
- Change the distance between each of the cones
- Introduce a rule where the number of attempts is limited otherwise the player moves back a step
- Attempt the game on a sloped surface
- Change the size of the target circle

## Learning Outcomes

- A great game to explore the concept of distance control and direction control
- This game will also explore skill development under pressure
- This game will also explore green reading skills over varying distances

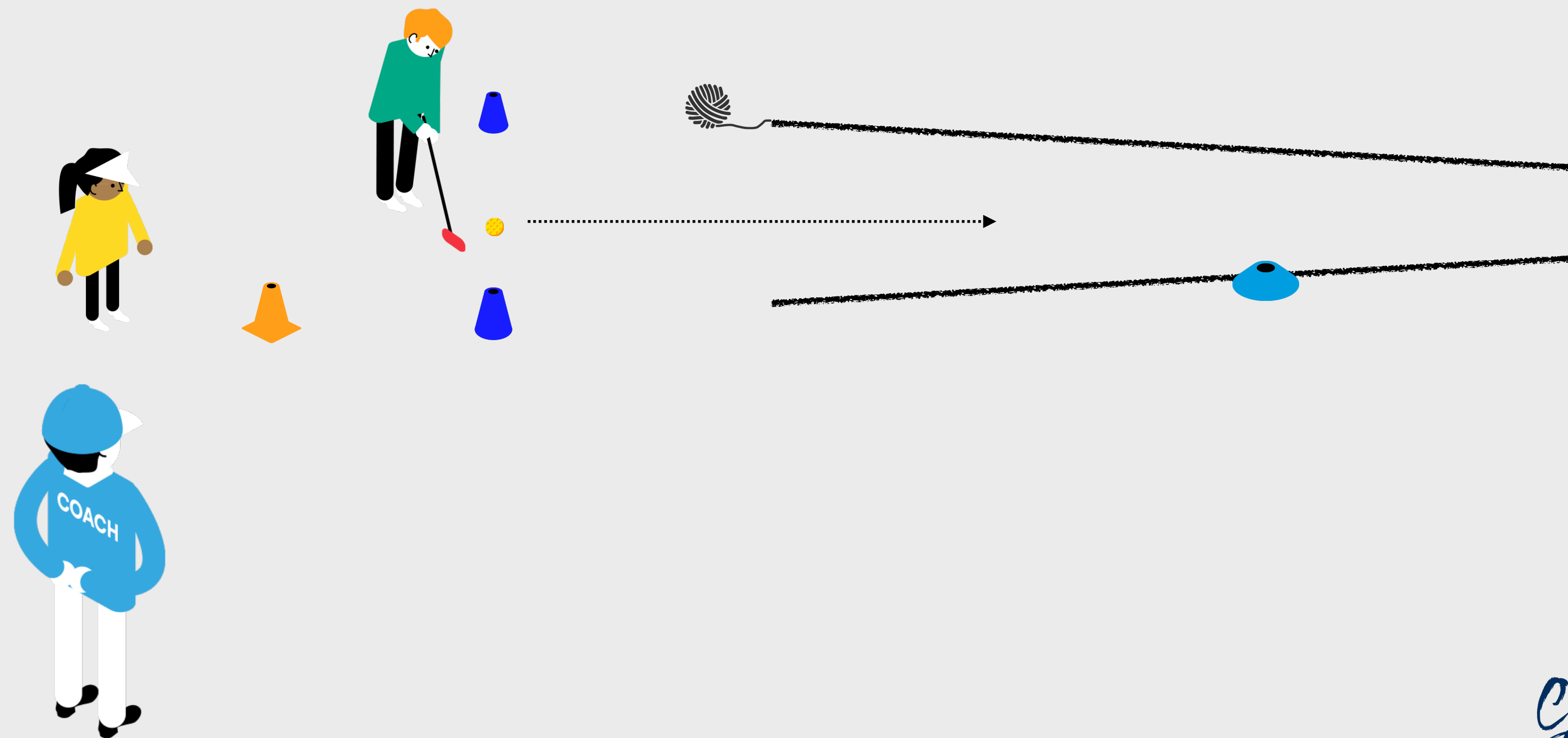
## Equipment needed

- 2 x Orange Safety Cones 
- 10 x Colored Cones 
- 1 x Colored Cone 
- 1 x Colored Cone 
- Spare equipment that may be required for the group attendees. 
- 6 ft Target Circle 
- Golf Balls 





# Putting Runway



## 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

## Learning Outcomes

- A great game to explore the concept of distance control and direction control
- This game will also explore green reading skills

## Equipment needed

Orange Safety Cones



2 x Cones to mark out the necessary hitting stations.



1 x Colored Cone



Spare equipment that may be required for the group attendees.



4 x Tees and string to create the runway

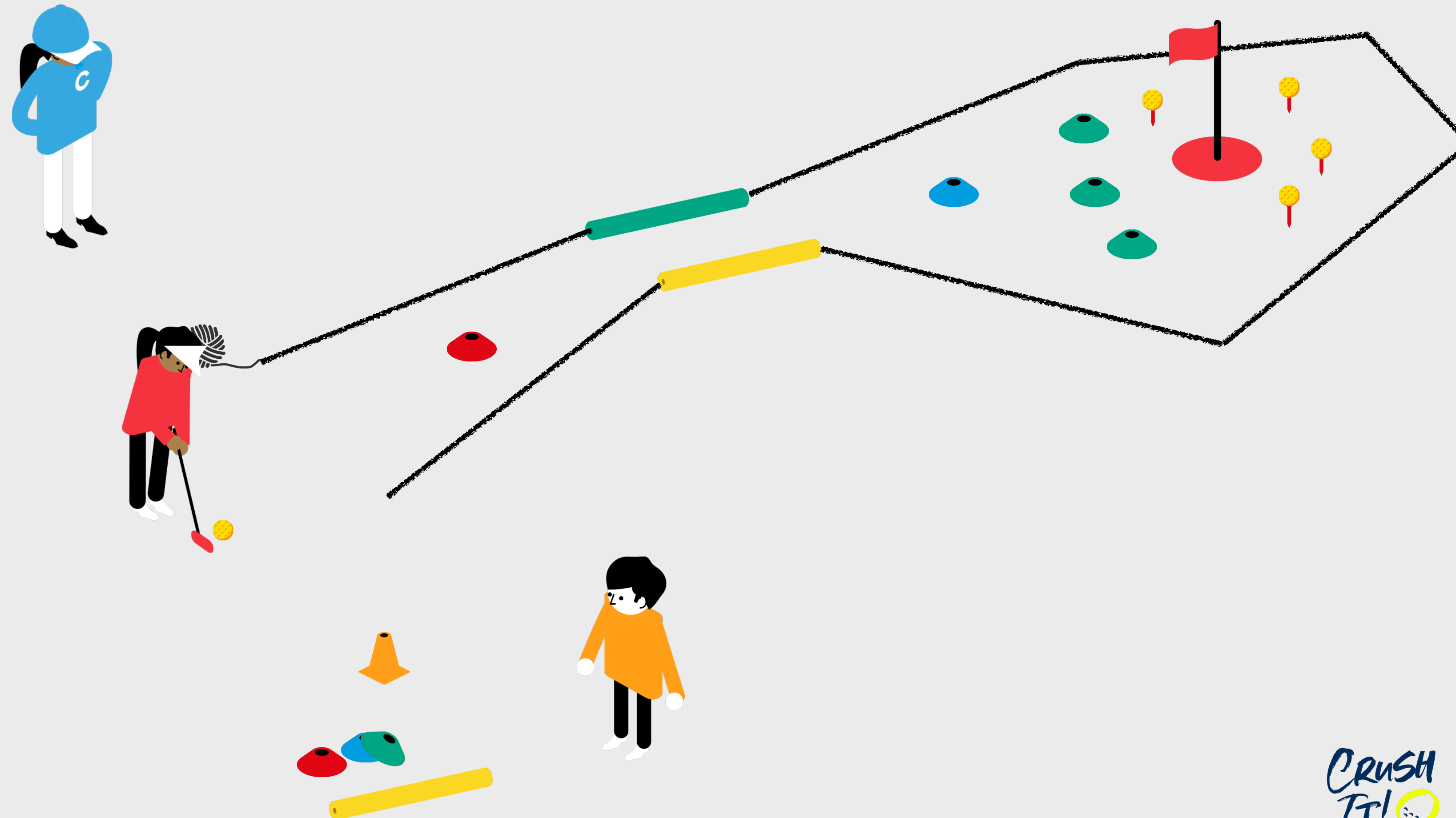


Golf Balls





# Build a Hole



## How to Play

- Children work together to create their own putting hole
- Encourage use of all the equipment and allow the players to come up with their own rules
- Make sure they leave enough time to play their hole before switching to the next game

## Junior Progression Ideas

- Introduce additional rules, for example an out of bounds area
- Add or remove equipment

## Learning Outcomes

- This game is great for encouraging creativity and teamwork
- Depending on the hole that the children build, and the rules they introduce, the game can be linked back to the required skills needed to complete the hole in the least number of shots

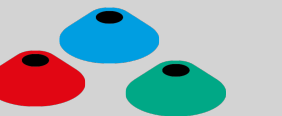
## Equipment needed

1 x Orange safety cone

SAFETY



Colored cones



Foam Noodles



String



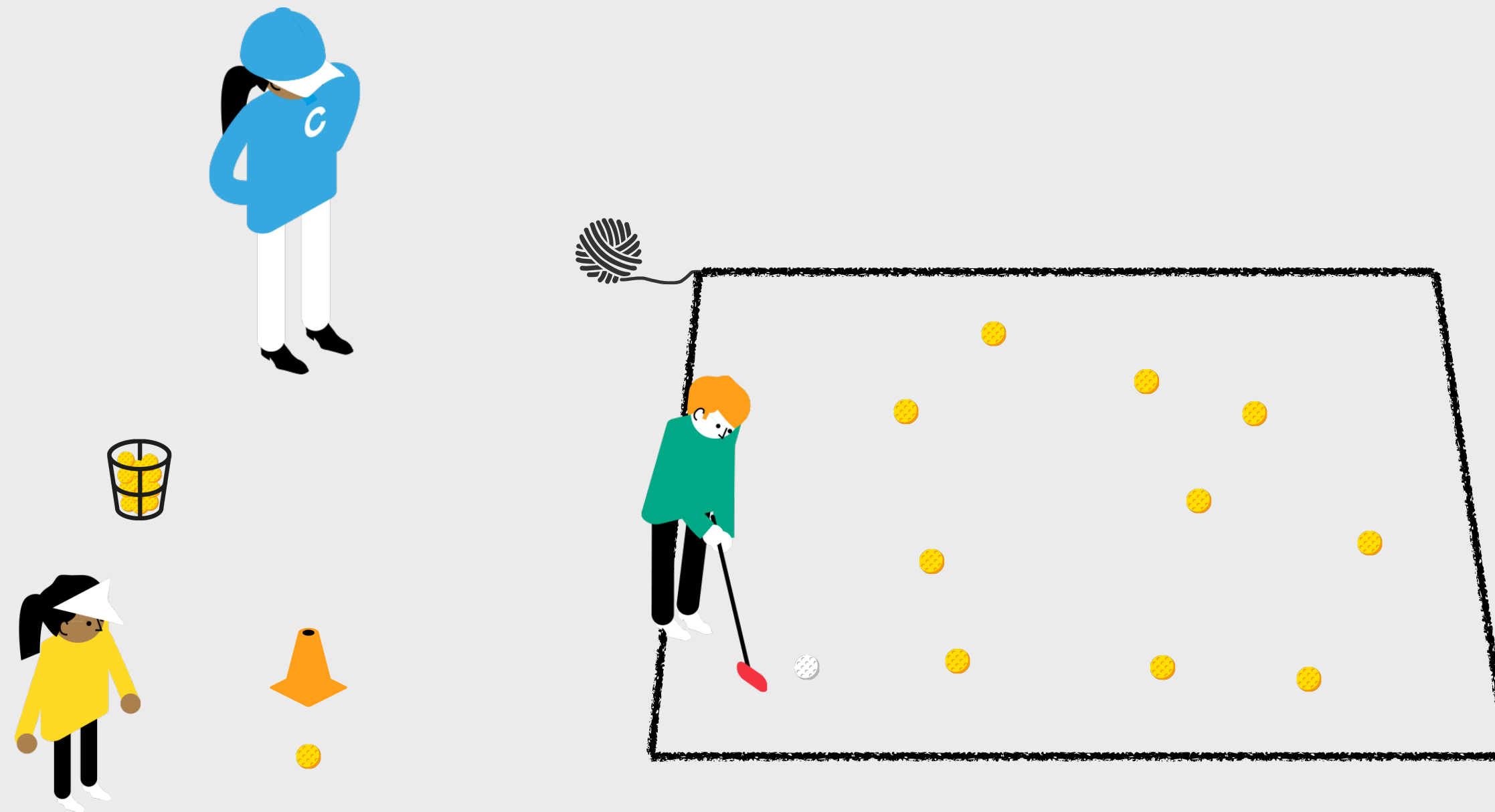
Tees



Golf balls



# Putting Pool



## How to Play

- Children work together to 'pot' all of the balls in the rectangle (pool table)
- The first player attempts to putt the cue ball and hit one of the golf balls
- If they hit the golf ball, they pick it up and bring it back to the safety cone for the team
- The players cannot hit the sides of the rectangle, if they do they have to put a ball back into the middle
- The game is complete when all the balls have been collected or when the time runs out

## Progression Ideas

- Increase or decrease the size of the rectangle
- Play the game on a sloped surface
- Introduce a rule that the players have to nominate the ball they are aiming for before they hit the putt, if they miss the ball they have to put one of the balls that have been collected back into the middle

## Learning Outcomes

- This game is great for learning distance control on short putts
- Accuracy is of key importance
- Strategy comes into play, as the children have to assess which shot they will go for next

## Equipment needed

2 x Orange safety cones

SAFETY



Golf balls



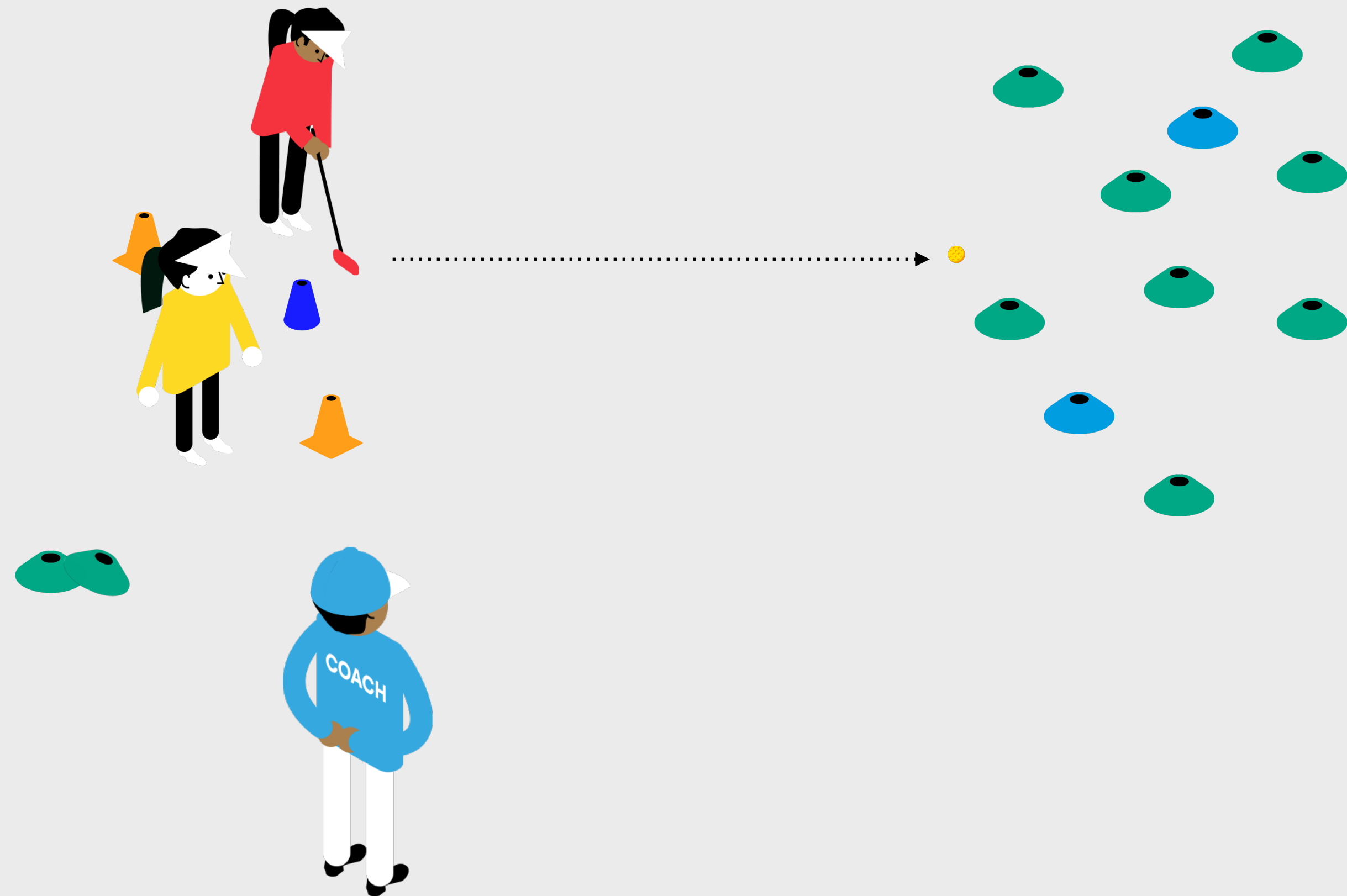
1 x String



4 x Tees



# Finders Keepers



## 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

## Learning Outcomes

- This game is great for improving accuracy of putts
- Children have to think which cones to aim for, strategic thinking is improved as they navigate the cones that are of a different color

## Equipment needed

2 x Orange safety cones

SAFETY



Golf balls



1 x String



4 x Tees



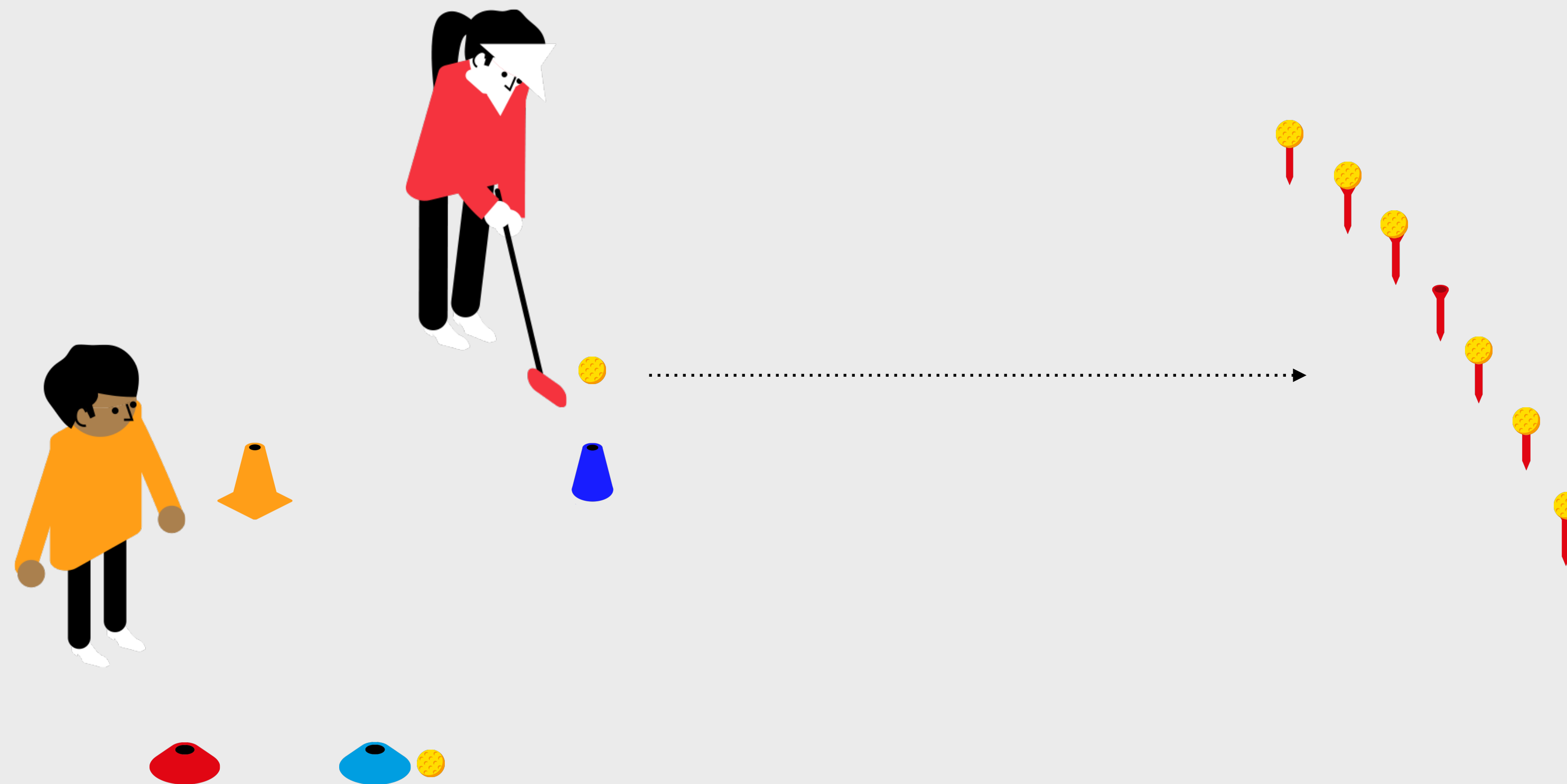
10 x Cones in one color



2 x Cones in another color



# Coconut Shy



## How to Play

- Each child is nominated a color cone. In this example either blue or red
- The children take it in turns to hit a putt towards the tees that have a ball resting on them
- If the child is successful in knocking a ball off a tee then they collect the ball and place it next to their coloured cone
- Once all the balls have been knocked off the children count how many balls they have collected and the one with the most is the winner

## Progression Ideas

- Increase or decrease the number of target balls to hit
- Add in a line of cones as a backstop and if the child's ball goes over the backstop then they have to put a ball back onto one of the tees
- Change the distance from the starting cones to the target

## Learning Outcomes

- The primary learning outcome is control of direction
- If the backstop is added then there is more emphasis on distance control

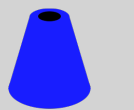
## Equipment needed

### Orange Safety Cones

SAFETY



### 2 x Cones to mark out the necessary hitting stations.



### 7 x Tees



### 8 x Golf Balls



### 2 x Colored cones

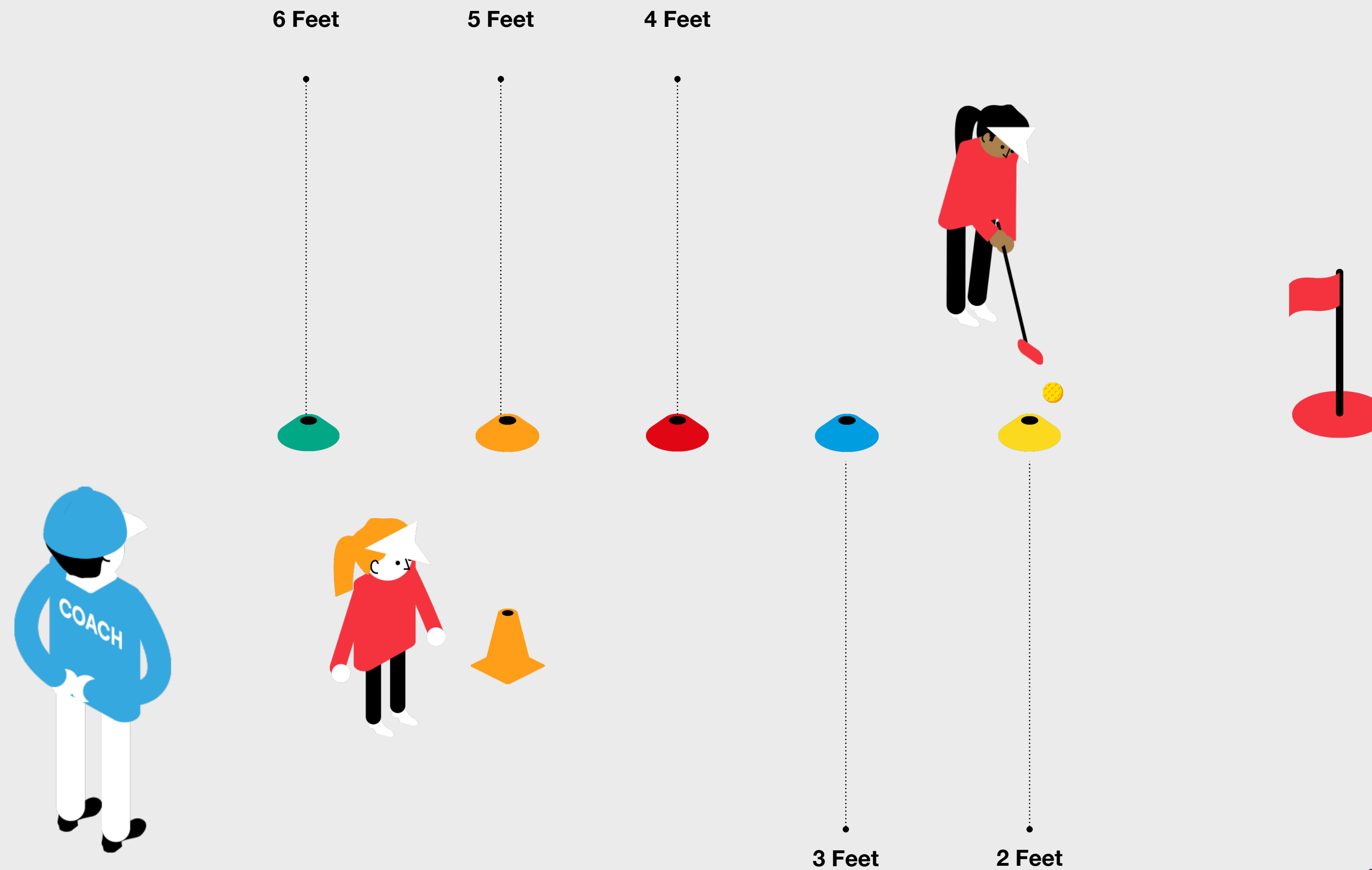


### Spare equipment that may be required for the group attendees.





# American Pool



## How to Play

- Children take it in turns to putt from the first cone
- If successful, they can move back to the next cone, and continue until they miss a putt
- The challenge is to hole a putt from each of the different colored cones before your playing partner does
- Each time the children have to start again from the first cone

## Progression Ideas

- Change the distances the cones are set at depending on the ability level of the children in the group
- Add in more cones to make the challenge more difficult

## Learning Outcomes

- A brilliant game to work on controlling distance on short putts
- Coping with increased pressure as the child progresses down the line of cones
- Perseverance is required as this game can become quite frustrating

## Equipment needed

Orange safety cone

SAFETY

5 x different colored cones to represent the different color balls in American Pool

1 x Golf ball per player

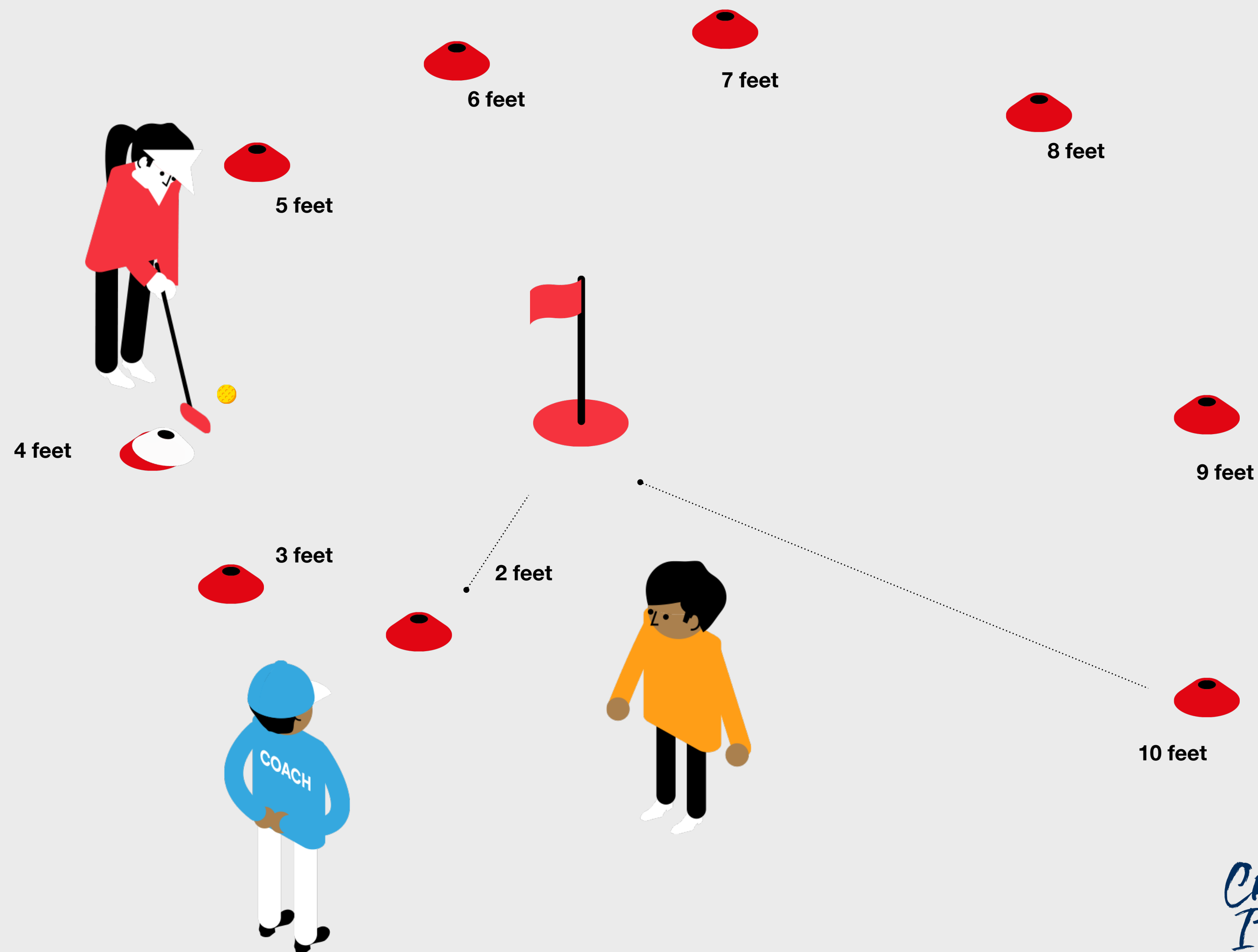
Spare equipment that may be required for the group attendees.

CRUSH  
IT!  
JUNIOR GOLF





# Round the Clock Spiral



**CRUSH  
IT!**  
JUNIOR GOLF



## How to Play

- Nominate one of the children to play first and nominate a colored cone for the team. This cone is to track their progress around the spiral
- The player attempts to hole their putt from the 1<sup>st</sup> cone nearest to the hole
- If the player misses, the team stays where they are and their partner has a turn. If they successfully hole the putt, they move to the next cone
- The next player then goes and the game continues until the team completes the spiral

## Progression Ideas

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

## Learning Outcomes

- Perseverance is needed to complete the challenge
- Direction, distance control, and ability to read greens are all being tested in this game
- Improves the player's ability to adapt from one direction of putt to another

## Equipment needed

### Orange Safety Cones

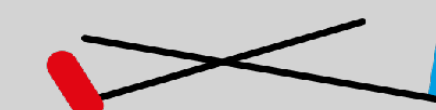
SAFETY



9 x Colored Cones to mark distance from 2-10 feet



Spare equipment that may be required for the group attendees.



2 x different Colored Cones

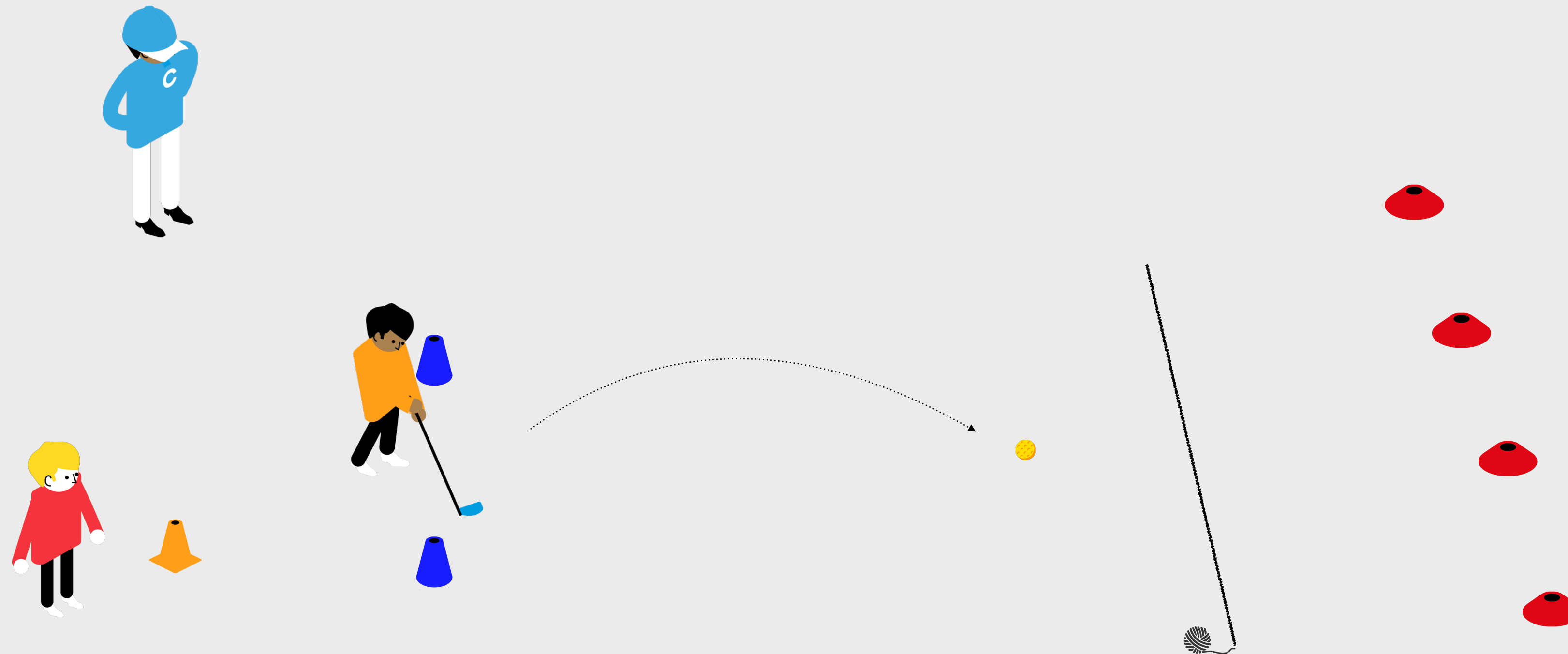


Golf Ball





# Closest to the Line



## How to Play

- Children take it in turns to hit their chip shot towards the string line
- The child that chips the ball closest puts a ball marker down to mark the team's best shot so far
- When the coach calls to switch games they should make a note of how close the best shot was to see which team was able to chip the ball closest

## Progression Ideas

- Vary the distance of the chip shot
- Let each child nominate which club the other has to use when doing their shot
- Introduce a fringe in front of the player and the ball only counts if the first bounce lands over the fringe

## Learning Outcomes

- Ability to control distance on a chip shot
- How to react to winning or losing the round

## Equipment needed

### Orange Safety Cones

SAFETY



### Cones to mark starting position



### String to mark the target line



### Red cones to mark the end zone



### Golf Balls

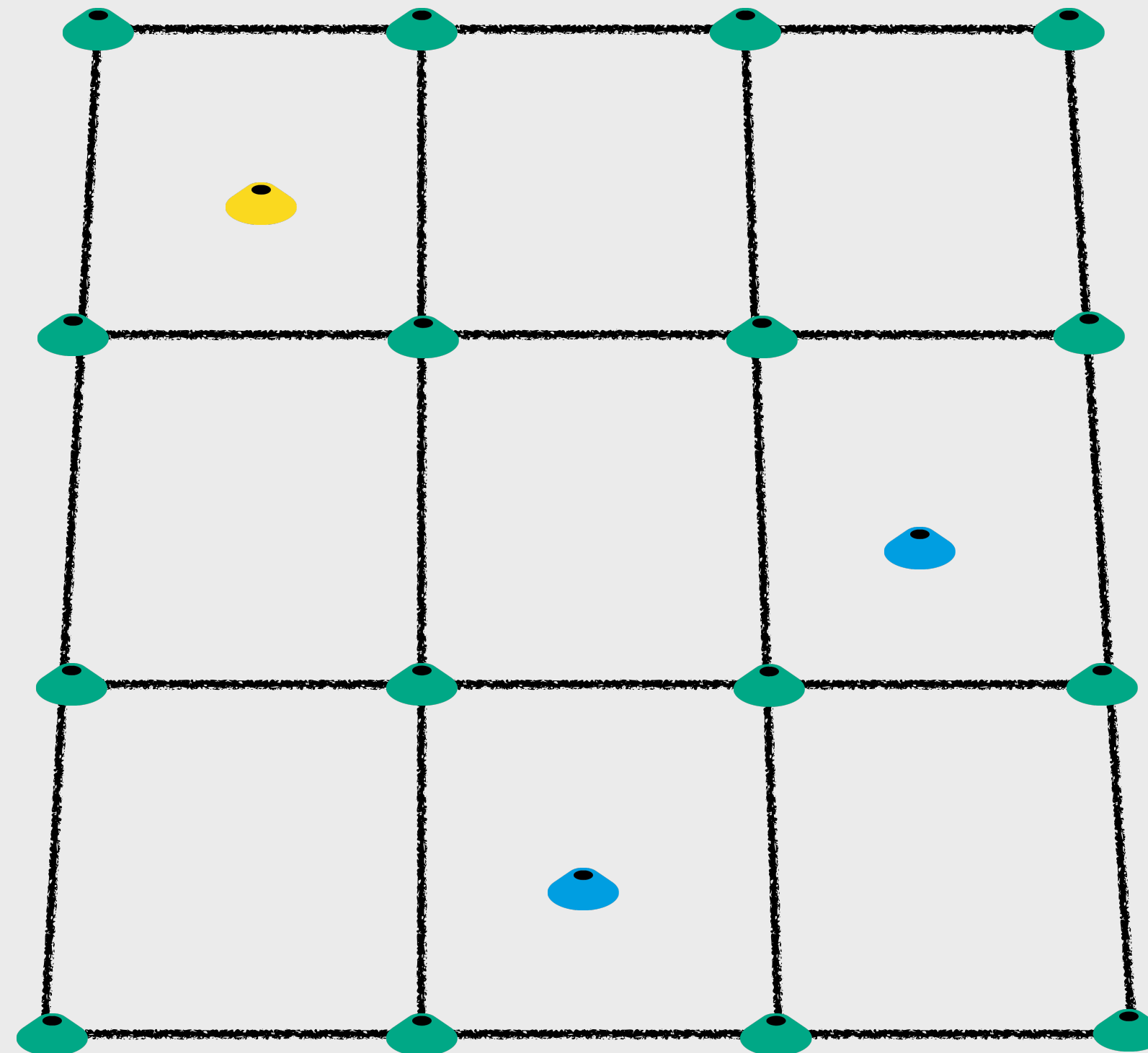
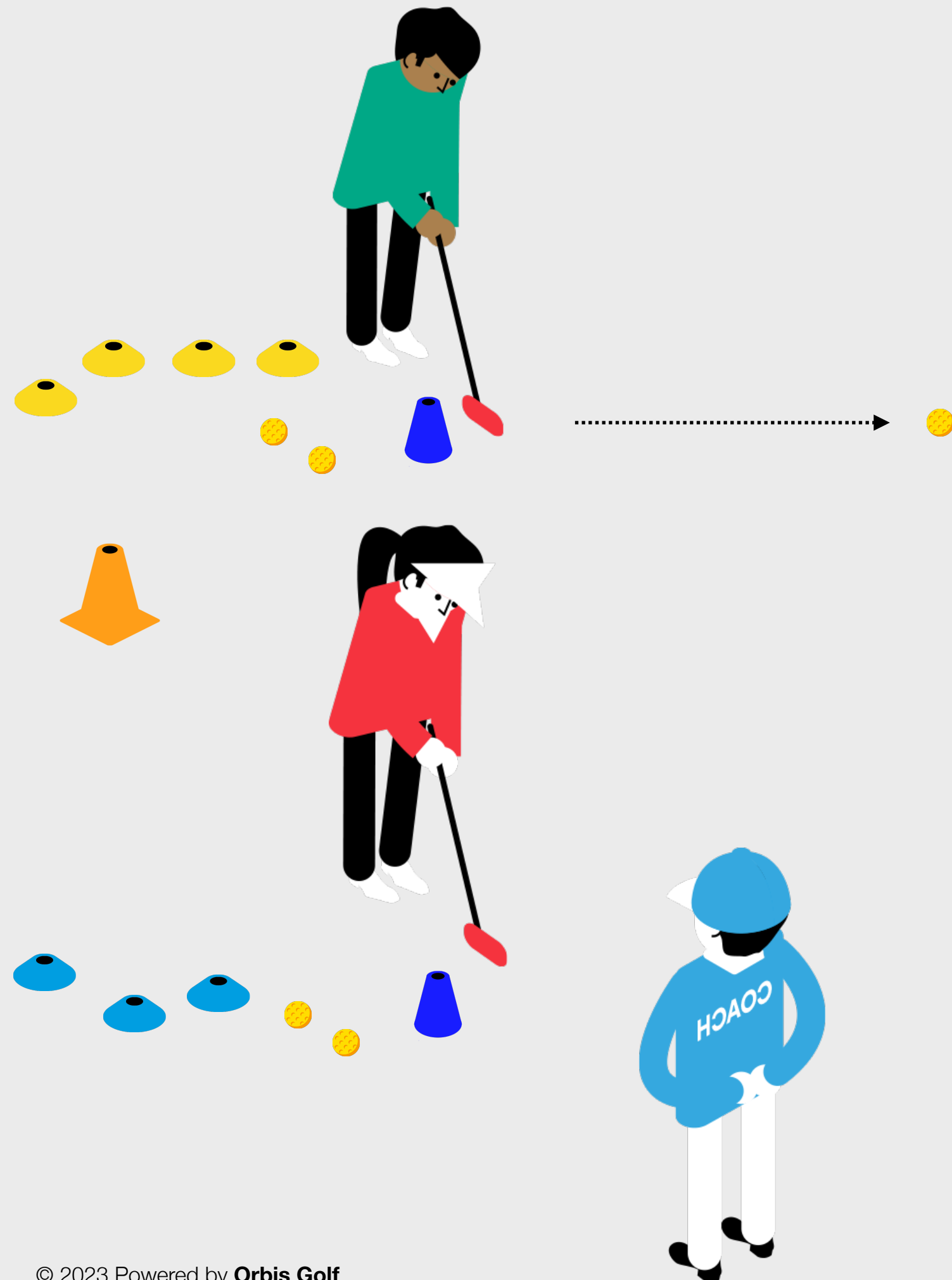


Spare equipment that may be required for the group attendees.





# Tic Tac Toe - Putting



## 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 putting the ball into the box.
- 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 on the green and the boxes
- Increase the number of shots that must go into the boxes before the box is owned

## Learning Outcomes

- Distance and directional control
- Game strategy
- Acceptance, that you cannot always control the outcome

## Equipment needed

Orange Safety Cones

SAFETY



2 x Cones



String and 16 tees to create the grid



Colored cones for one team



Colored cones for the other team



Golf Balls



Spare equipment that may be required for the group attendees.





# Pick a Cone, Hit a Cone

## How to Play

- Nominate a child to play first, the player chooses a cone to start from and has to putt their ball towards a cone of the same color
- If they hit the cone, the player collects both the cone they started from and the one they hit
- Players take it in turns to play until all cones have been collected
- The aim is to collect all of the cones before the coach calls to switch games

## Progression Ideas

- Change the distance between the cones
- Add in more cones
- Introduce a rule where if the player misses they have to put their cones back into the middle
- Attempt the game on a sloped surface

## Learning Outcomes

- A great game to explore the concept of direction control
- This game will also explore green reading skills

## Equipment needed

2 x Orange Safety Cones

SAFETY



4 x blue cones



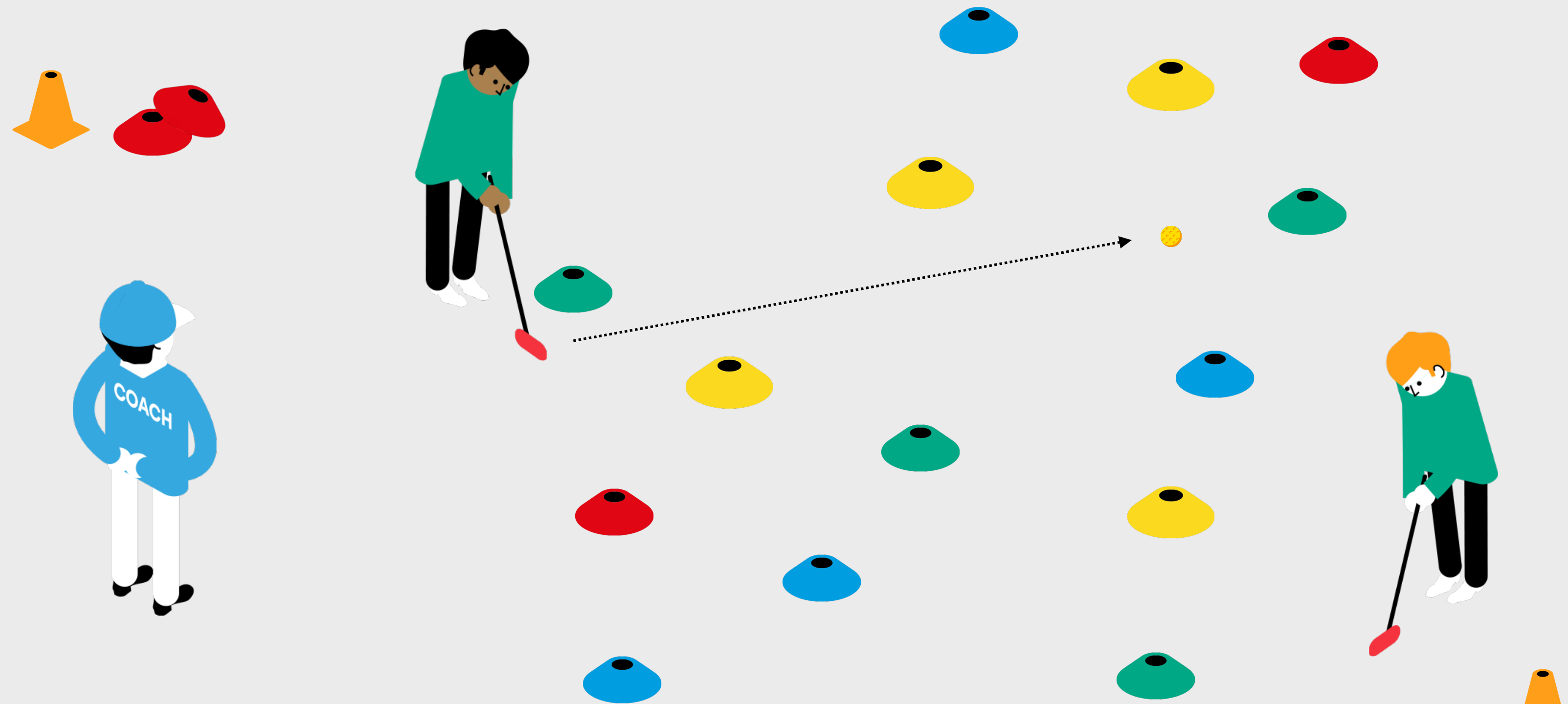
4 x green cones



4 x yellow cones

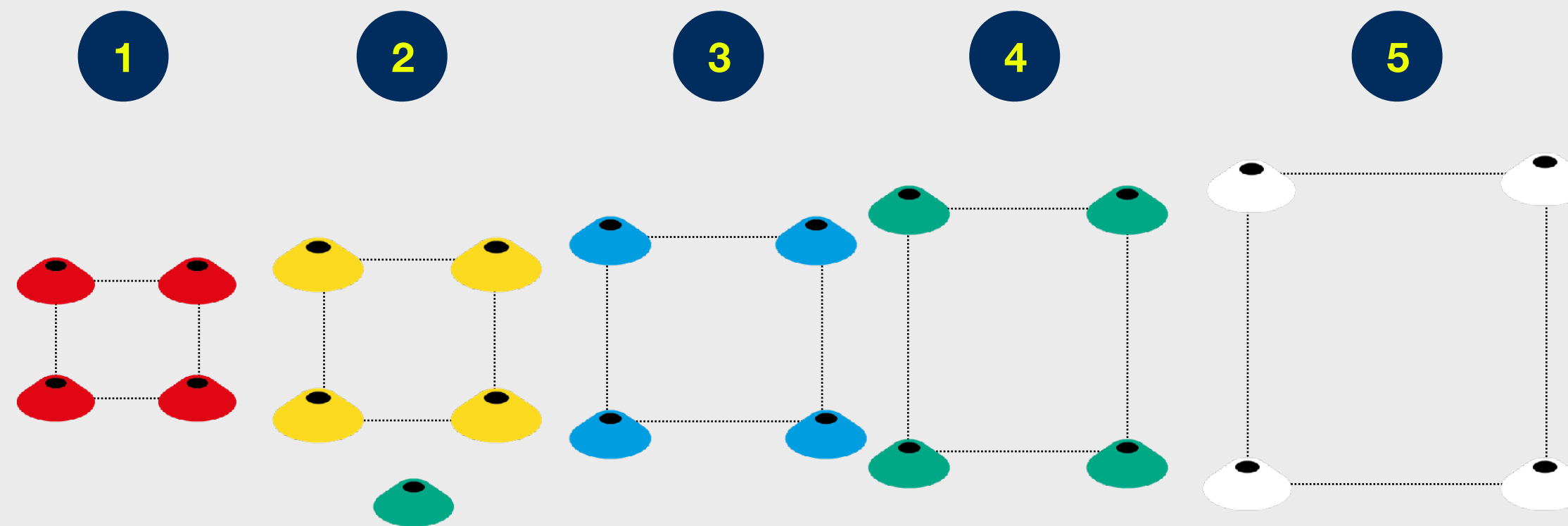
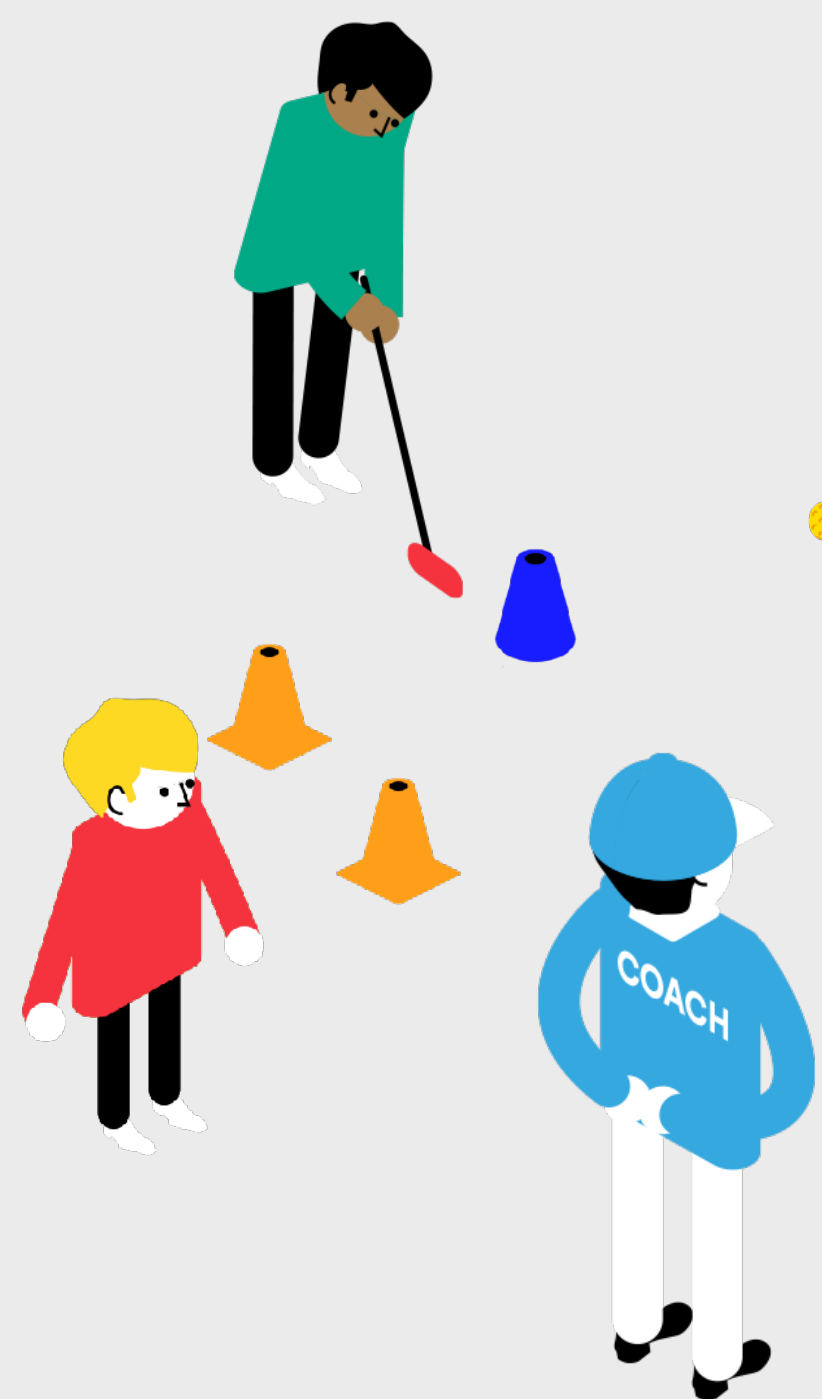


4 x red cones





# Up the Ladder



## How to Play

- Nominate a child to play first. The child attempts to hit their putt into the nearest but smallest target box
- If the child successfully gets the ball into the target box, they place the team's colored cone opposite the next target box
- The children take it in turns to putt the ball into the target boxes
- The game continues until the team gets their ball into the final box

## Progression Ideas

- Change the distance between the starting cone and first box
- Change the distance between each of the target boxes
- Reduce the size of the target boxes
- Attempt the game on a sloped surface
- Limit the number of attempts on each box or limit the number of attempts to the corresponding box

## Learning Outcomes

- A great game to explore the concept of distance control and direction control

## Equipment needed

### 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



4 x Red Colored Cones



4 x Yellow Colored Cones



4 x Blue Colored Cones



4 x Green Colored Cones

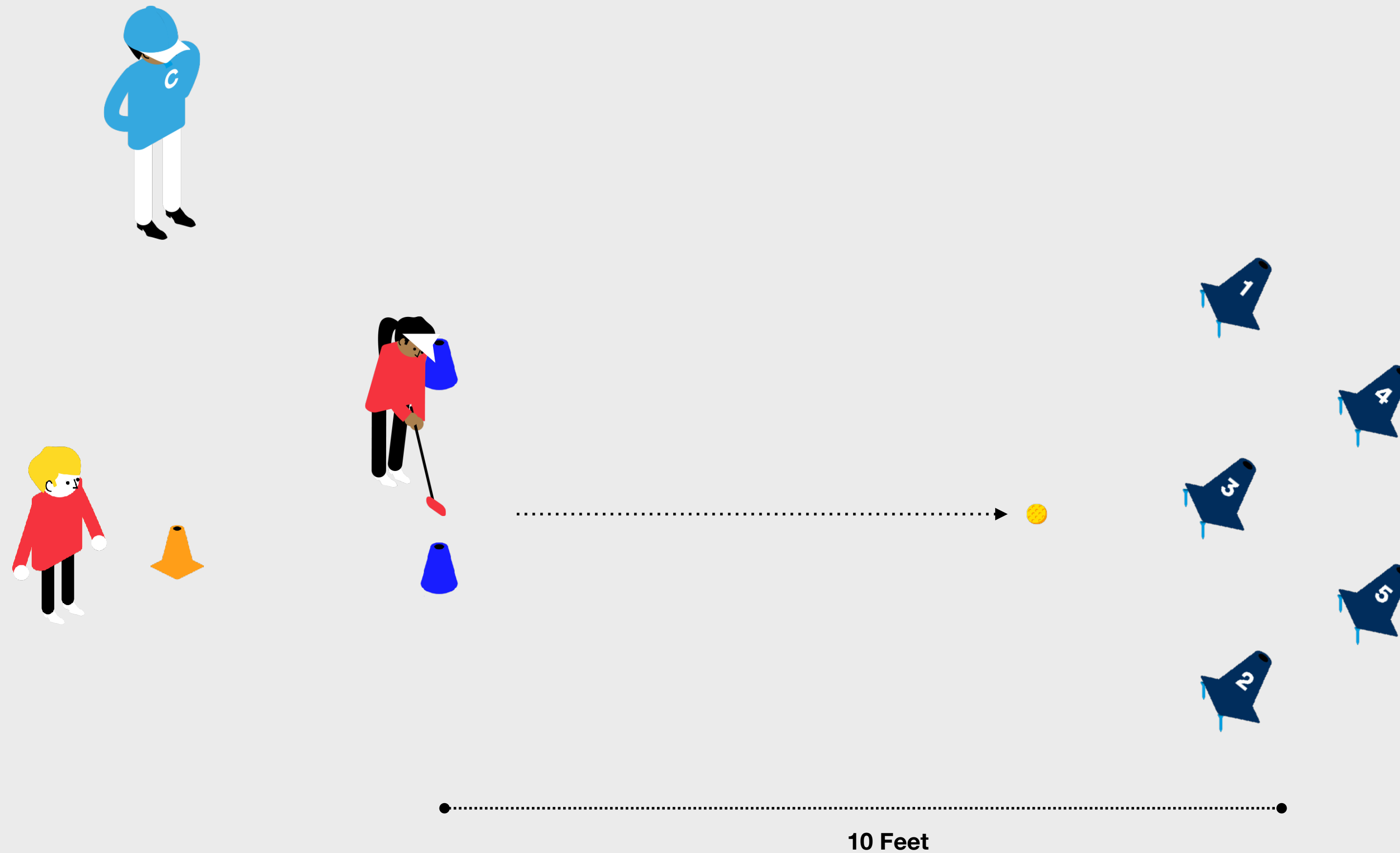


4 x White Colored Cones





# Mouse Trap



**CRUSH  
IT!**  
JUNIOR GOLF



## How to Play

- Children take it in turns to hit their putts towards the cones that have been propped up with tees
- The aim of the game is to knock the cone so it traps the golf ball
- The children take it in turns to hit their putts
- The challenge is complete when the team manage to trap all the balls using the cones available

## Progression Ideas

- Vary the distance of the putt
- Add or reduced the number of traps
- Add points for each cone equal to the number on the cone, set the children a target to achieve a certain score

## Learning Outcomes

- Ability to control distance on a putt
- Ability to control direction

## Equipment needed

### Orange Safety Cones

SAFETY



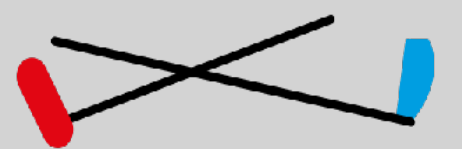
### Cones to mark starting position



### 5 x Crush It cones and tees for the mouse traps



### Spare equipment that may be required for the group attendees.



### Golf Balls



# Pick a Point



## How to Play

- Place the first cone two feet from the hole, and then each cone in order with one foot between each one
- Nominate a child to play first. Each child has five putts to score as many points as possible
- The child chooses a starting position, and if they putt the ball successfully they will score as many points as the number on the cone
- Children take it in turns to putt
- The child who wins is the one who scores the most points out of their five putts

## Progression Ideas

- Change the distance between the starting cone and the hole
- Change the distance between each of the cones
- Attempt the game on a sloped surface

## Learning Outcomes

- A great game to introduce the concept of risk and reward, along with improving accuracy and distance control

## Equipment needed

2 x Orange Safety Cones

SAFETY



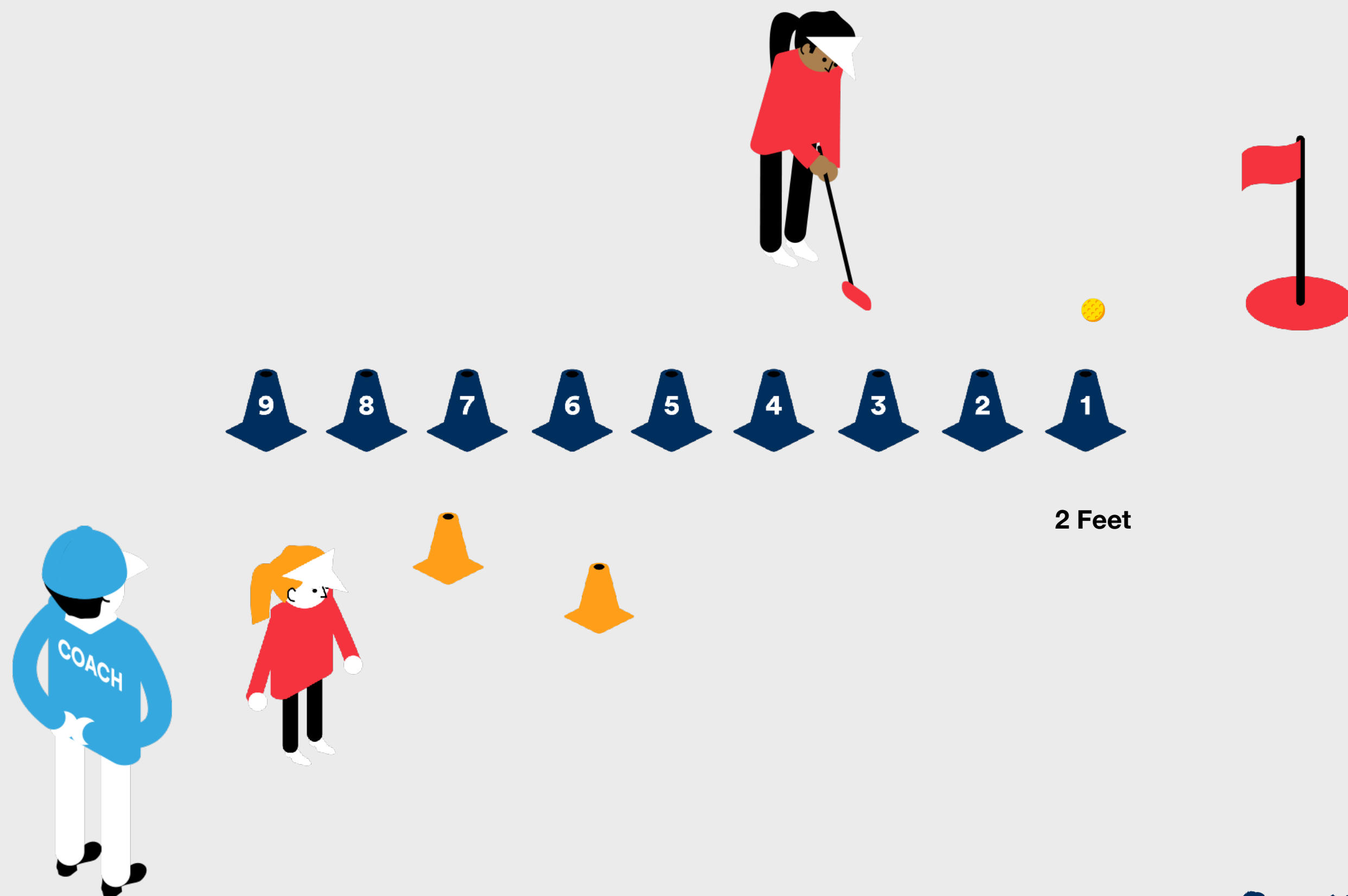
9 x Numbered Cones



Golf Balls

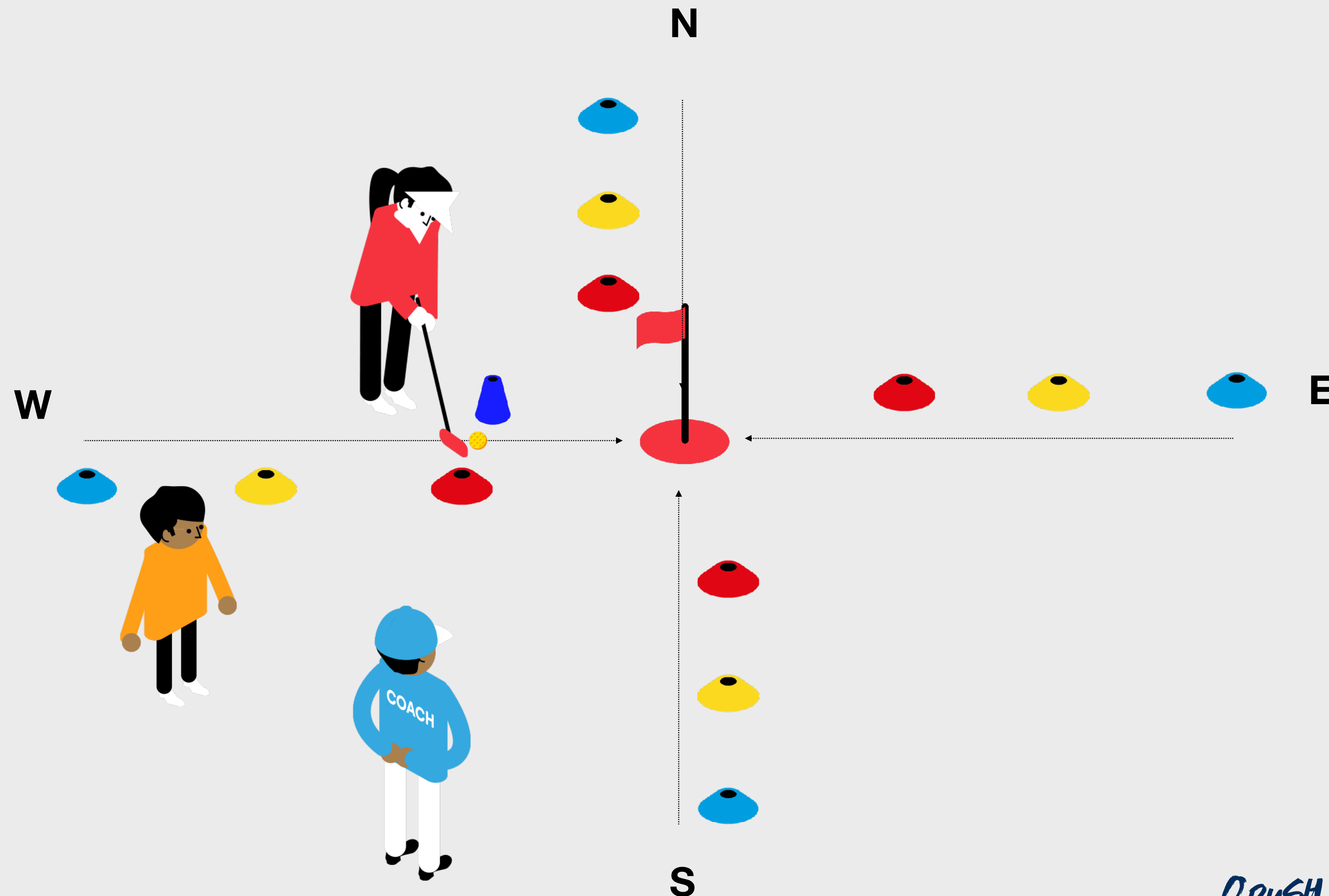


Spare equipment that may be required for the group attendees.





# Compass



## 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

## Learning Outcomes

- A great game to explore the concept of distance control and direction control
- This game will also explore skill development under pressure
- This game will also explore green reading skills

## Equipment needed

### Orange Safety Cones

SAFETY



### 2 x Cones to mark the starting point



### Spare equipment that may be required for the group attendees.



### Golf Balls



### 4 x Red Colored Cones



### 4 x Yellow Colored Cones



### 4 x Blue Colored Cones

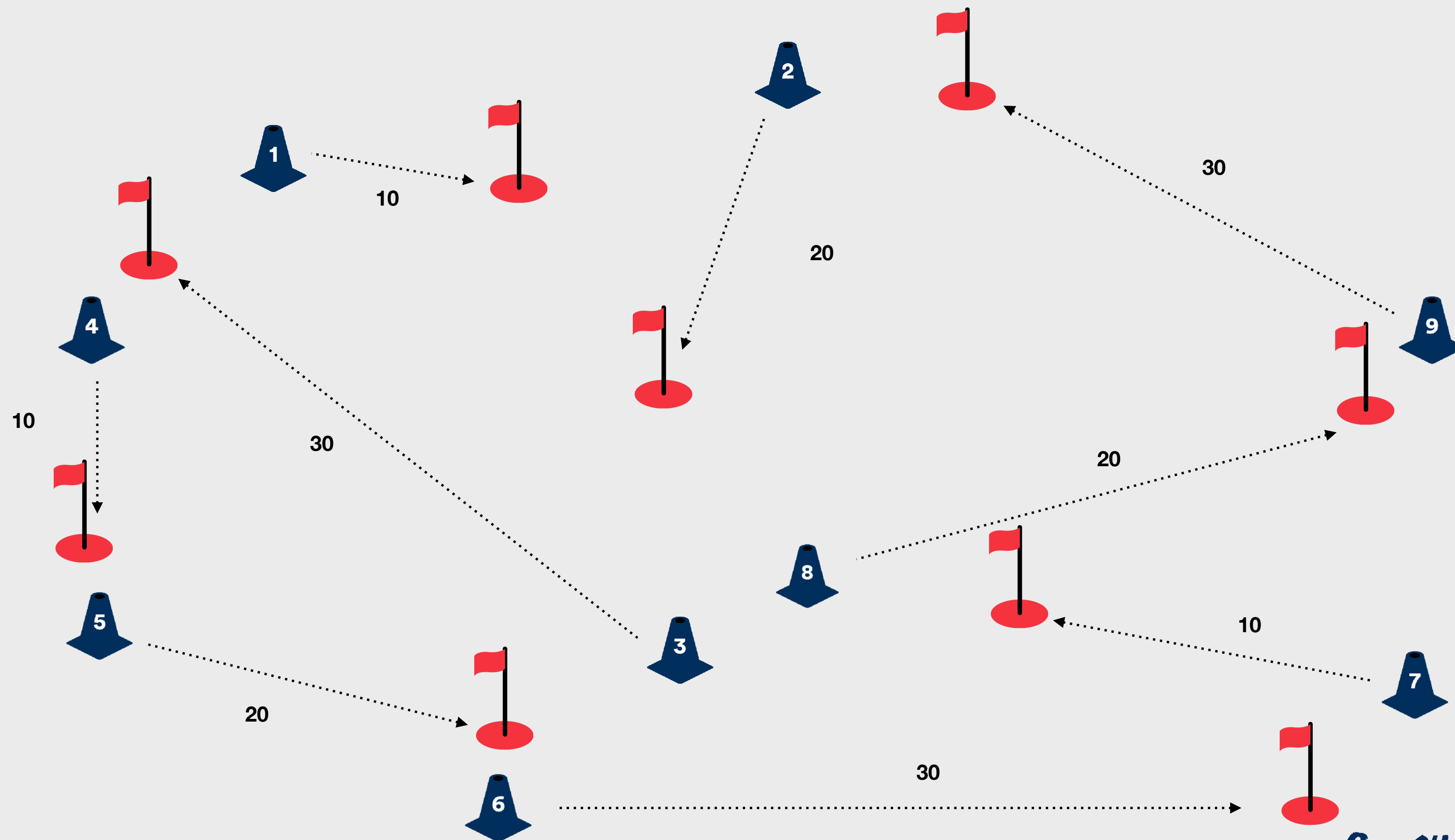






# Two Putt Challenge

*Nominated by Alex Angelone, Diamond Run*



**CRUSH  
IT!**  
JUNIOR GOLF

## How to Play

- The aim of the game is two putt each hole
- Children take it in turns to play the hole and if they two putt they are able to move onto the next hole
- The player who wins is the one who two putts all the holes

## Progression Ideas

- Change how many holes the children have to play
- Change the distance of each of the holes depending on the ability of the children
- Attempt the game on a sloped surface

## Learning Outcomes

- A great game to explore the concept of distance control and direction control
- This game will also explore skill development under pressure
- This game will also explore green reading skills
- This game will develop the art of scoring

## Equipment needed

Orange safety cones

SAFETY



9 x Numbered cones



Golf Balls



Spare equipment that may be required for the group attendees.



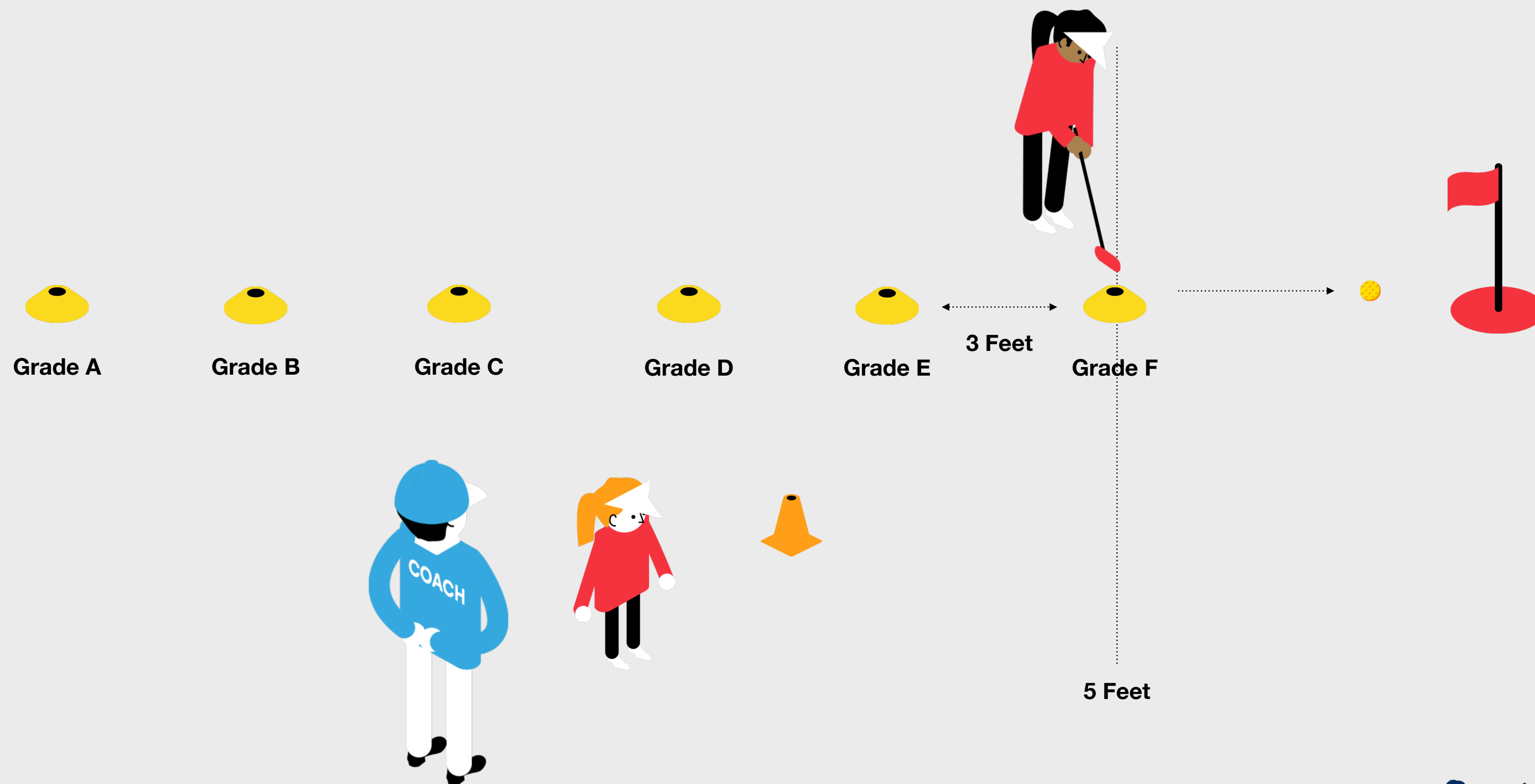
Flags





# Back to School

*Nominated by Robert Esquivel II, Bay Oaks Country Club*



## How to Play

- Aim of the game is achieve a Grade A by making a putt from each of the cones
- Nominate a child to play first
- From the starting cone at 5 feet, if the putt is holed the player moves back a cone and can have another go. If the putt is missed the player has to wait until their go to have another attempt
- The player who wins is the one who reaches the Grade A cone first and holes their putt

## Progression Ideas

- Change the distance between the starting cone and the hole
- Change the distance between each of the cones
- Introduce a rule where the number of attempts is limited otherwise the player moves back a step
- Attempt the game on a sloped surface

## Learning Outcomes

- A great game to explore the concept of distance control and direction control
- This game will also explore skill development under pressure

## Equipment needed

2 x Orange Safety Cones

SAFETY

6 x Colored Cones

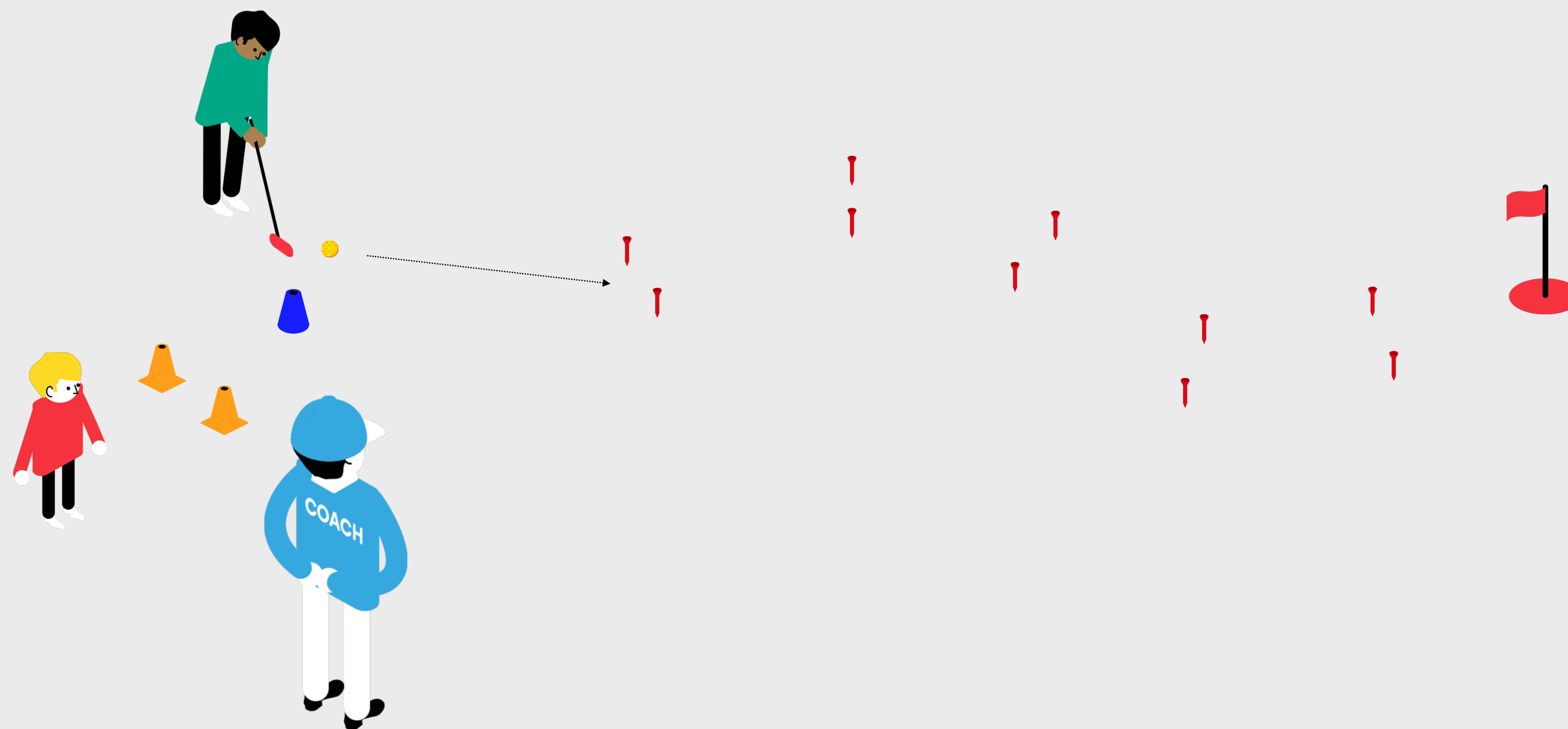
Spare equipment that may be required for the group attendees.

Golf Balls

CRUSH  
IT!  
JUNIOR GOLF



# Through the Gates



## 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

## Learning Outcomes

- A great game to explore the concept of distance control and direction control
- This game will also explore green reading skills and understanding the impact of slopes on the roll of the ball

## Equipment needed

### Orange Safety Cones

SAFETY



### Tee Pegs



### 2 Colour Cones or Markers



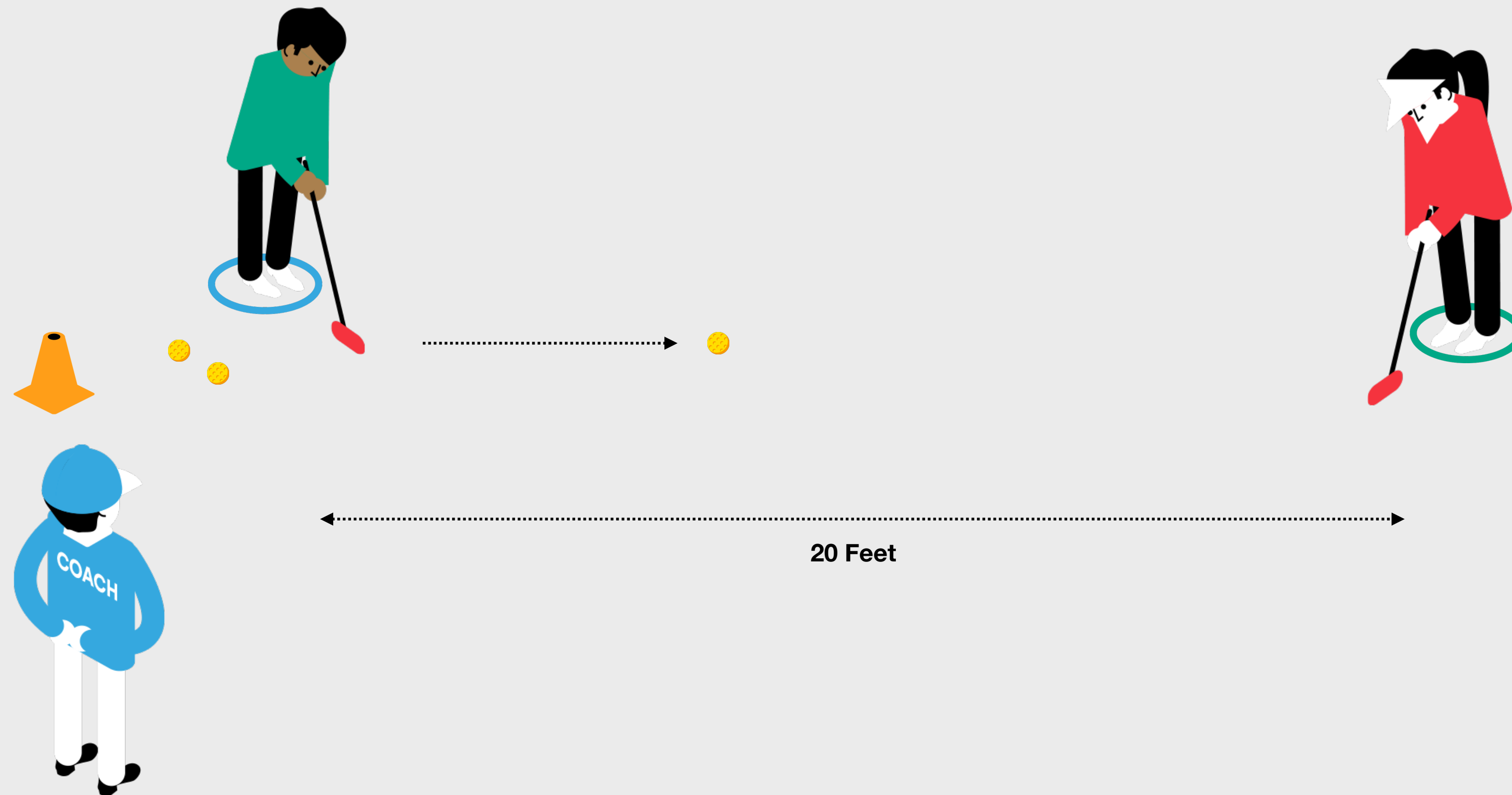
### 2 x Cones to mark the starting point





# Putting Partners

*Nominated by Chris Endres, Anthem Golf and Country Club*



## How to Play

- In this game the players are working as a team. The aim is to keep their 3 golf balls in play for as long as possible
- Each player has to remain in their circle at all times
- The first player putts the balls towards their partner, who has to remain motionless in the circle
- Once the balls have come to rest the partner has to reach out and retrieve the balls without leaving the circle or touching the ground with their knees or elbows
- The second player is only allowed to putt back the balls they can reach
- The game ends when no balls are remaining

## Progression Ideas

- Change the distance between the hoops
- Don't allow players to use their putter when retrieving balls
- Introduce a sloped surface when playing the game
- Change the number of balls being used

## Learning Outcomes

- A great game to explore the concept of distance control and direction control
- Also a great game to promote team work

## Equipment needed

Orange Safety Cones

SAFETY

2 x Hoops



3 x Golf Balls

