

# On the Green

## Week 11



# Class Timetable - Week 11

**Session Length:**  
60mins

**Group Size:**  
1:8

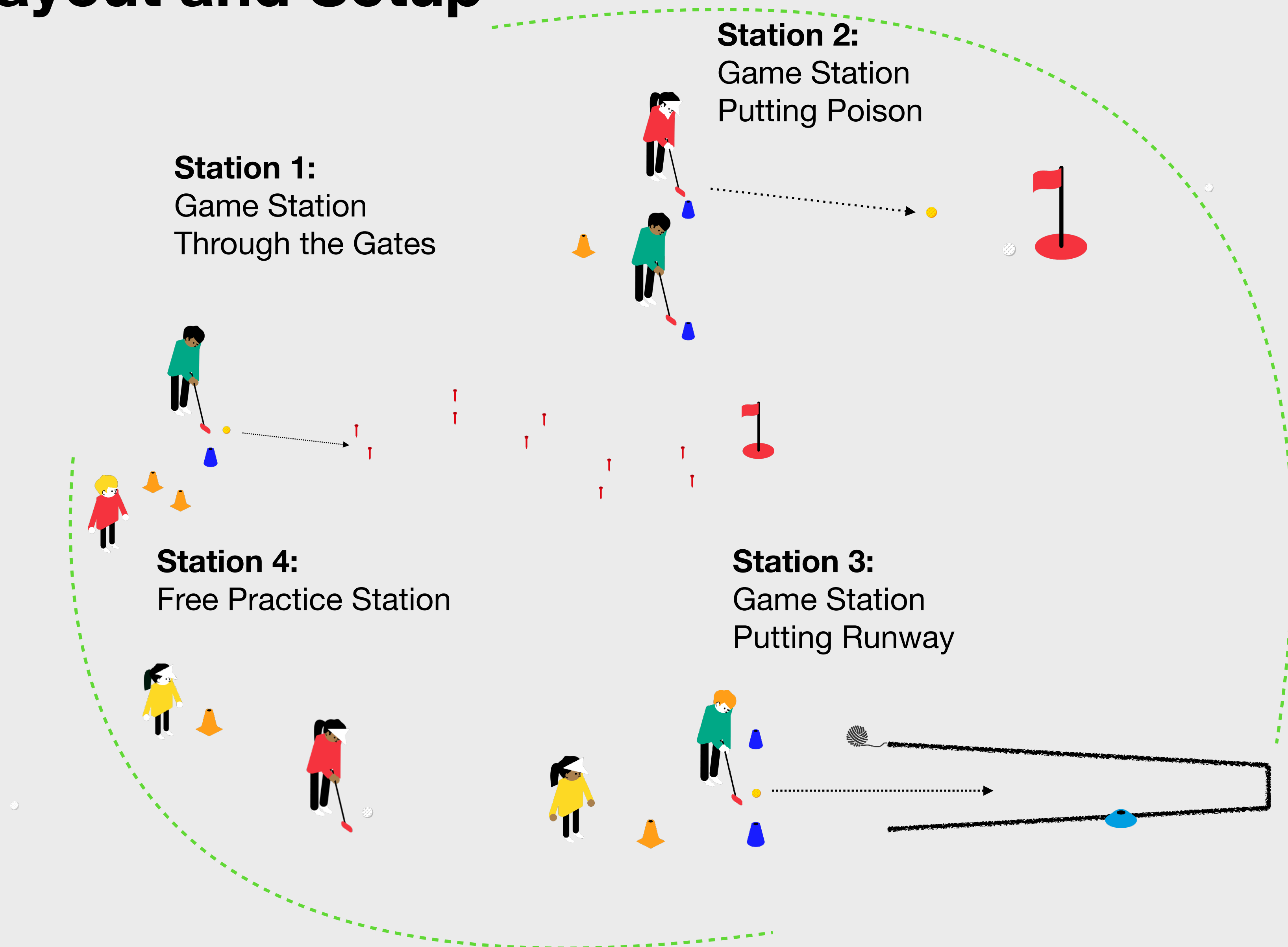
**Mastering the Game Focus:**  
On the Green:  
Short Putts

**Whole Child Focus**  
Social:  
Praise

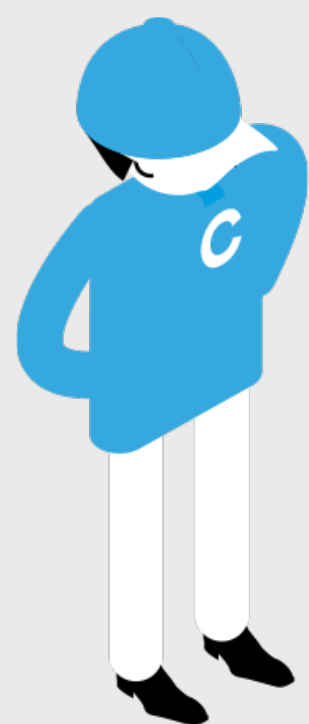
**Learning the Game Focus:**  
Orientation:  
The Putter

Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction and Warm Up Game	<ul style="list-style-type: none"> <li>Outline the lesson objectives to the group</li> <li>Introduce the warmup game to the group</li> <li>Introduce FMS and Physical Literacy focus</li> <li>Split into teams and demonstrate the warm up game</li> <li>Play the warm up game in groups, pairs or individually</li> </ul>	<ul style="list-style-type: none"> <li>Connected</li> </ul>
5 Mins	Learning the Game Focus	<ul style="list-style-type: none"> <li>Introduce to the group the Learning the Game focus of the class</li> </ul>	<ul style="list-style-type: none"> <li>The Putter</li> </ul>
5 Mins	Whole Child Focus	<ul style="list-style-type: none"> <li>Introduce to the group the Whole Child focus of the class</li> </ul>	<ul style="list-style-type: none"> <li>Praise</li> </ul>
35 Mins	Mastering the Game Focus	<ul style="list-style-type: none"> <li>Outline the safety instructions and class layout</li> <li>Introduce games, tasks and challenges</li> <li>Deliver one to one and group coaching on the Mastering the Game learning outcomes</li> <li>Children can attempt the Challenge in pairs</li> <li>Children rotate around the stations</li> <li>Opportunity for free practice if appropriate</li> </ul>	<ul style="list-style-type: none"> <li>Putting Poison</li> <li>Putting Runway</li> <li>Through the Gates</li> </ul>
5 Mins	myAcademy Folder Track and Reward	<ul style="list-style-type: none"> <li>Recap Mastering the Game and Learning the Game Focus from the session to check for understanding</li> <li>Children can complete myProgress Wheel and add stickers where appropriate to the myAcademy folder</li> <li>Present the Achiever Award to a student in front of the parents and the group</li> </ul>	<ul style="list-style-type: none"> <li>myAcademy Folders</li> </ul>

# Class Layout and Setup



# Connected



## How to Play

- This game should be played in pairs
- Each pair is connected by a foam noodle
- The aim is to get from the starting cones to the other side, round the JGA cone and back without dropping the noodle or touching it with their hands

## Progression Ideas

- The pairs get an extra go to beat their time
- Increase the distance between the cones
- Switch partners and try the game again
- Add penalties for dropping the noodle or touching it with their hands

## Equipment Needed

3 x Foam Noodles



3 x Orange safety cones

SAFETY



6 x Cones





## Social Praise

- The Whole Child theme this week is to encourage the children to praise each other for their efforts and good shots.
- Carry this theme into the class by going around the group and asking each child which putt from another child impressed them the most during the session.



## Orientation The Putter

- The Learning the Game focus this week is to educate the children about the different parts of the putter and how the design will help children to putt more effectively.
- You should explain why the putter is designed as such and highlight the alignment aids that will help the children to aim.

# Putting Poison



## 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



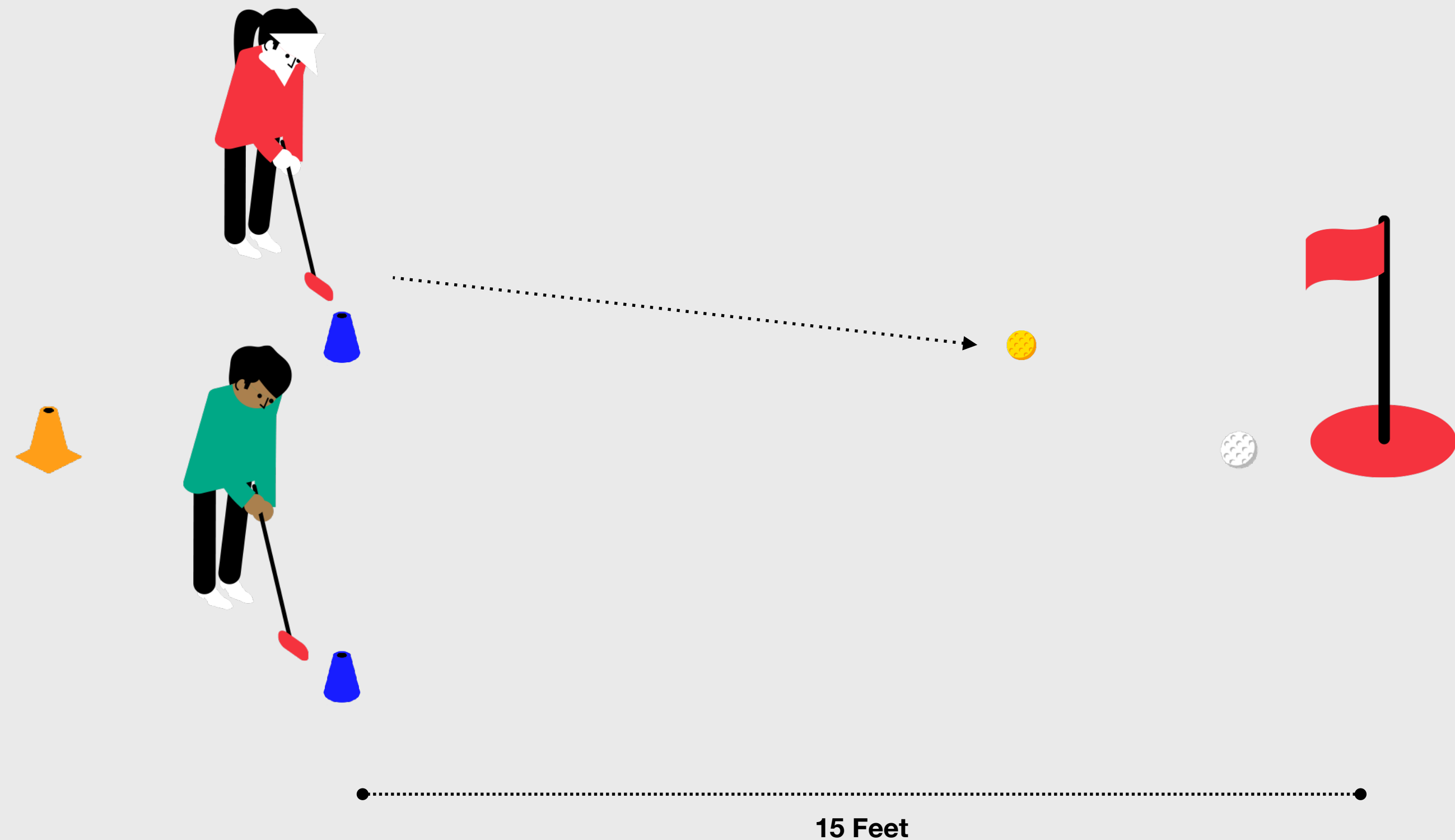
2 x Cones to mark out the necessary hitting stations.



Spare equipment that may be required for the group attendees.

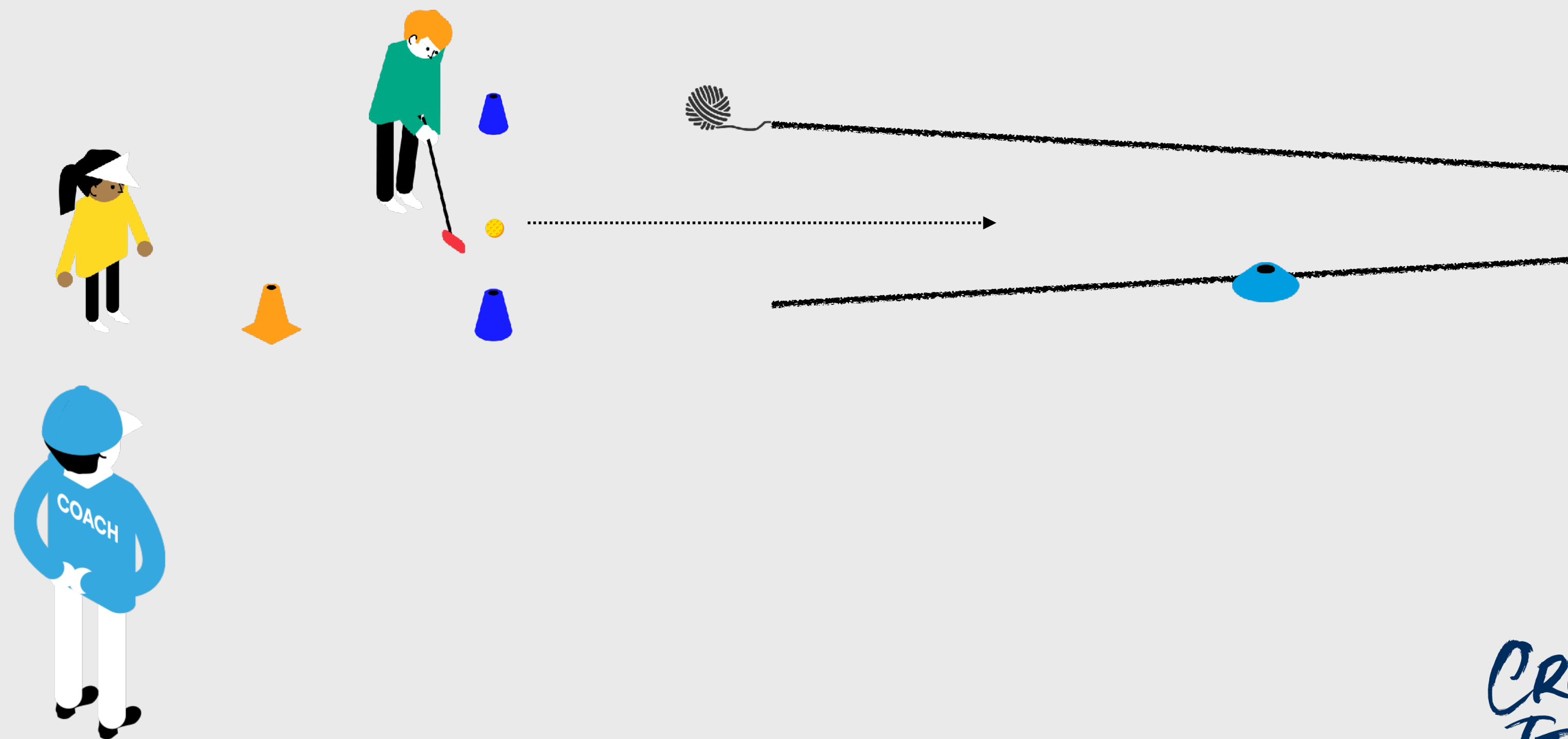


2 x Golf balls



CRUSH  
IT!  
JUNIOR GOLF

# 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



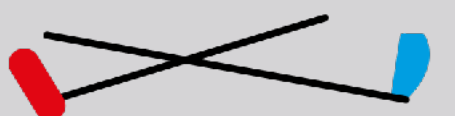
2 x Cones to mark out the necessary hitting stations.



1 x Colored Cone



Spare equipment that may be required for the group attendees.



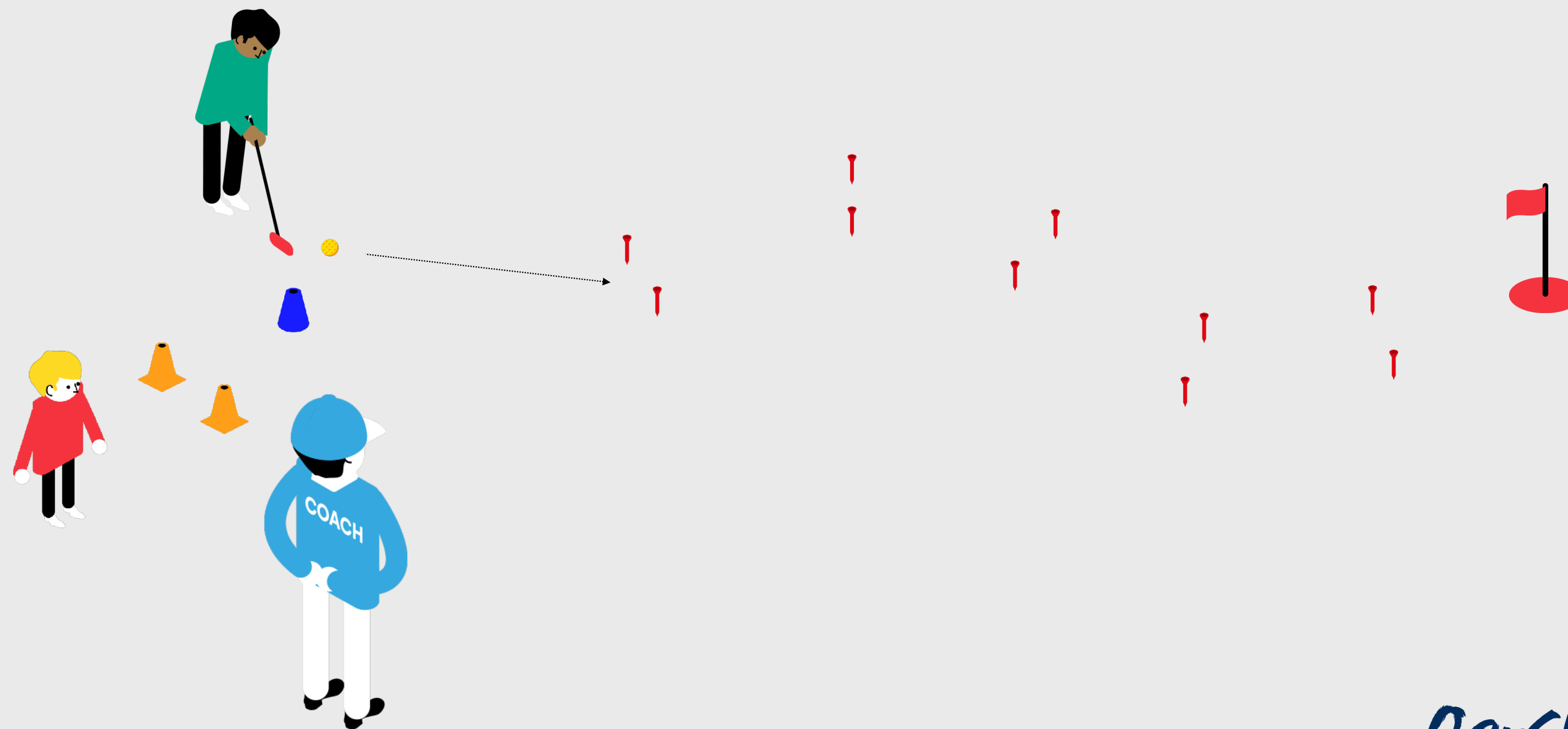
4 x Tees and string to create the runway



Golf Balls



# 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



### Tee Pegs



### 2 Colour Cones or Markers



### 2 x Cones to mark the starting point

