

# 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

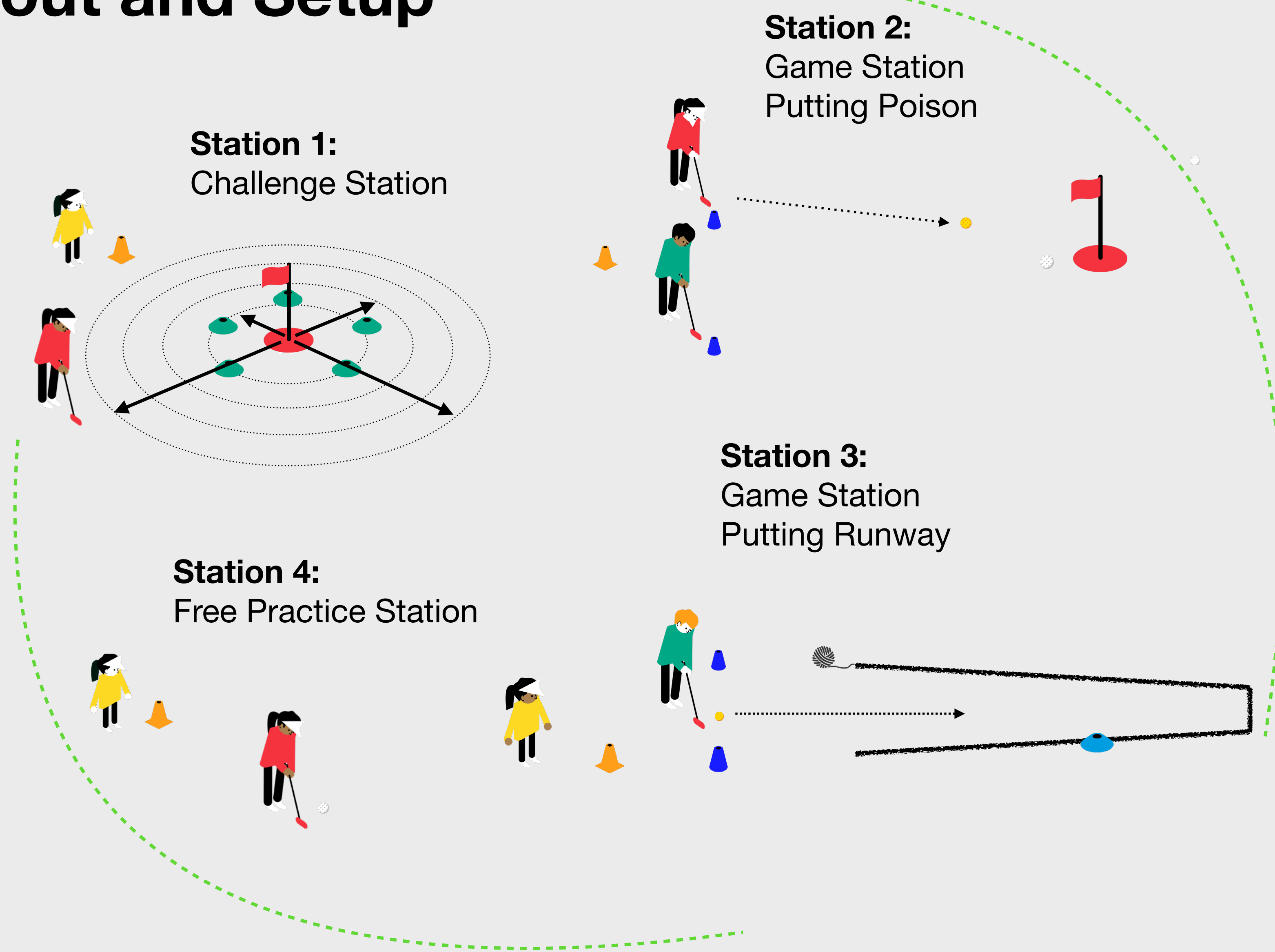
**Whole Child Focus**  
Social:  
Praise

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

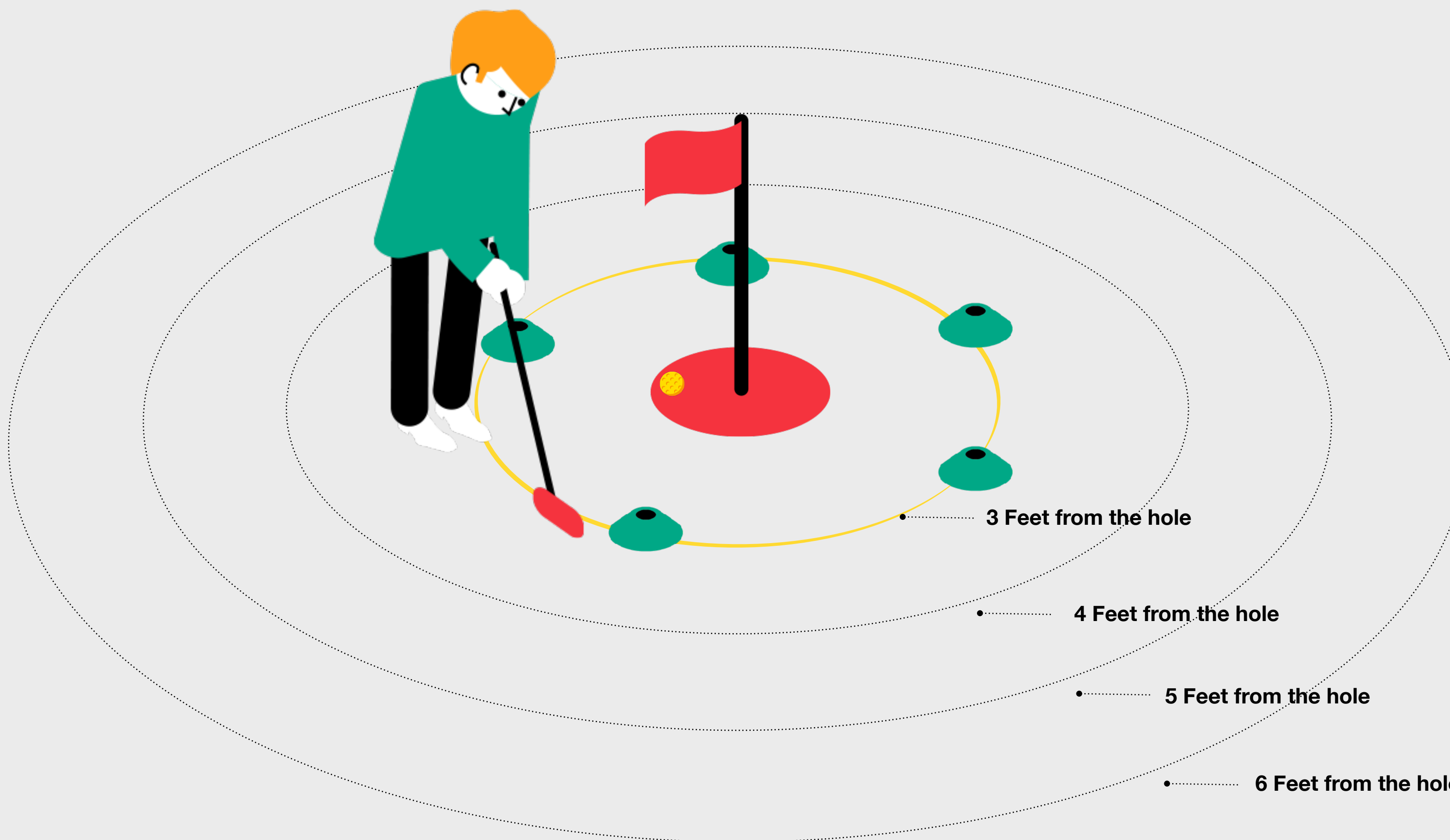
**Mastering the Game Challenge:**  
Short Putt Challenge

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 and challenge</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</li> </ul>	<ul style="list-style-type: none"> <li>Putting Poison</li> <li>Putting Runway</li> <li>Short Putt Challenge</li> </ul>
5 Mins	myAcademy Folder Track and Reward MyGame+ Progress on GLF. Connect	<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>The challenge can be marked as complete if required on MyGame+ part of GLF. Connect app</li> <li>Present the Achiever Award to a student in front of the parents and the group</li> <li>Award any Pins and Hats that may have been achieved</li> </ul>	<ul style="list-style-type: none"> <li>myAcademy Folders</li> <li>GLF. Connect myGame+</li> </ul>

# Class Layout and Setup



# Short Putts Challenge Setup



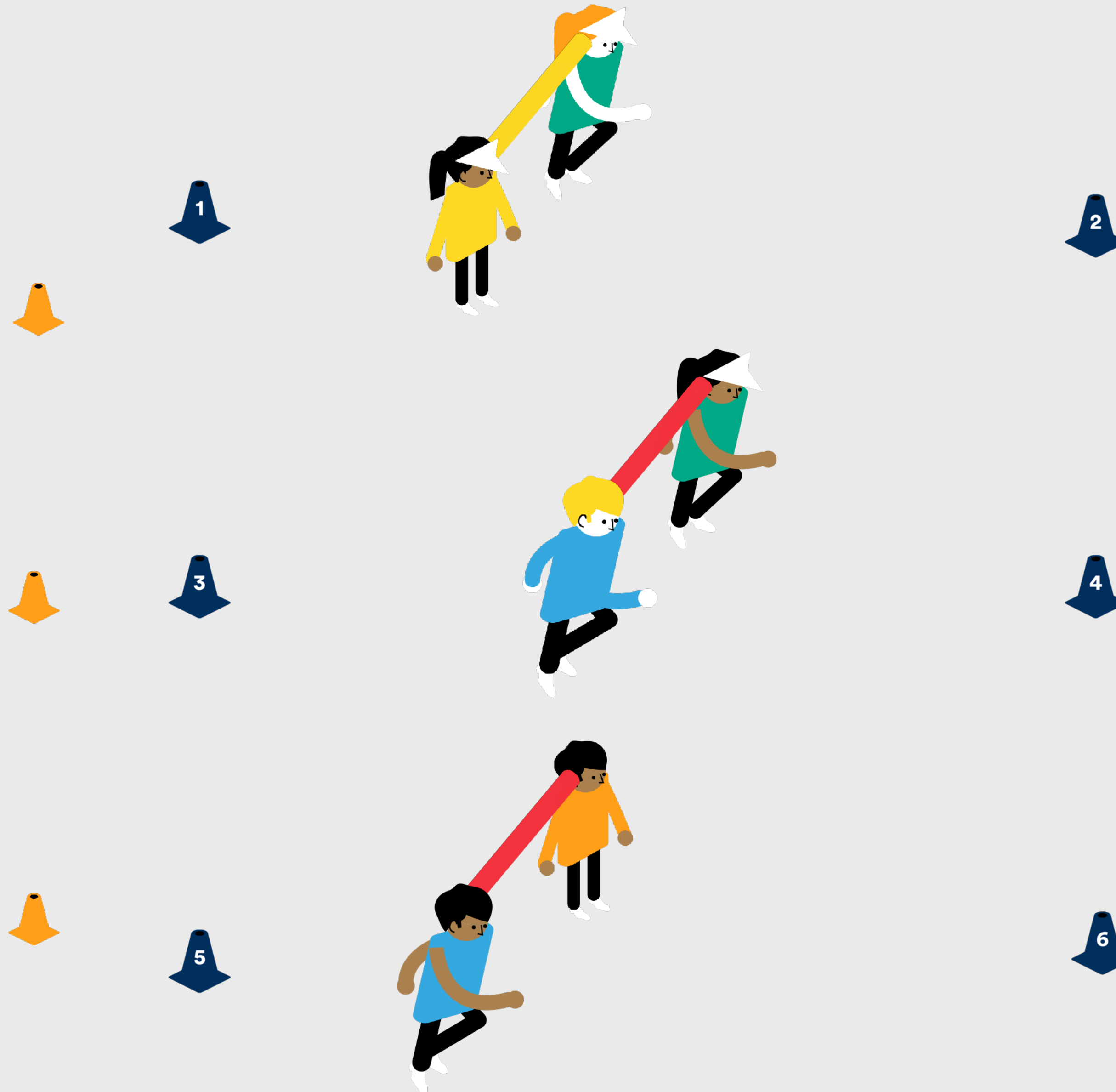
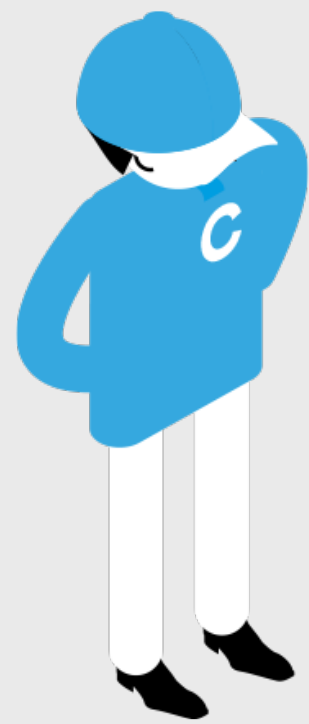
## Setting out the Challenge

- A hole should be selected on the putting green on an average sloped surface
- The 6 foot diameter ring from your equipment bag can be used to mark the 3 foot distance
- 5 tee pegs should be placed around the hole at 3 feet, 4 feet, 5 feet and 6 feet. Cones have been used in the graphic opposite to represent these positions for the 3 foot circle
- Children can attempt the challenge depending on their progression level

## Equipment Required

- 1 hole on the green
- 20 x tee pegs to mark the 5 starting positions at 3 feet, 4 feet, 5 feet & 6 feet

# Connected



## How to Play

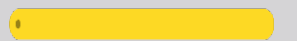
- This game should be played in pairs
- Each pair is connected by a foam noodle
- The aim is to get from the starting cones to the other side, round the JGA cone and back with out dropping the noodle or touching it with their hands

## Progression Ideas

- The pairs gets 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

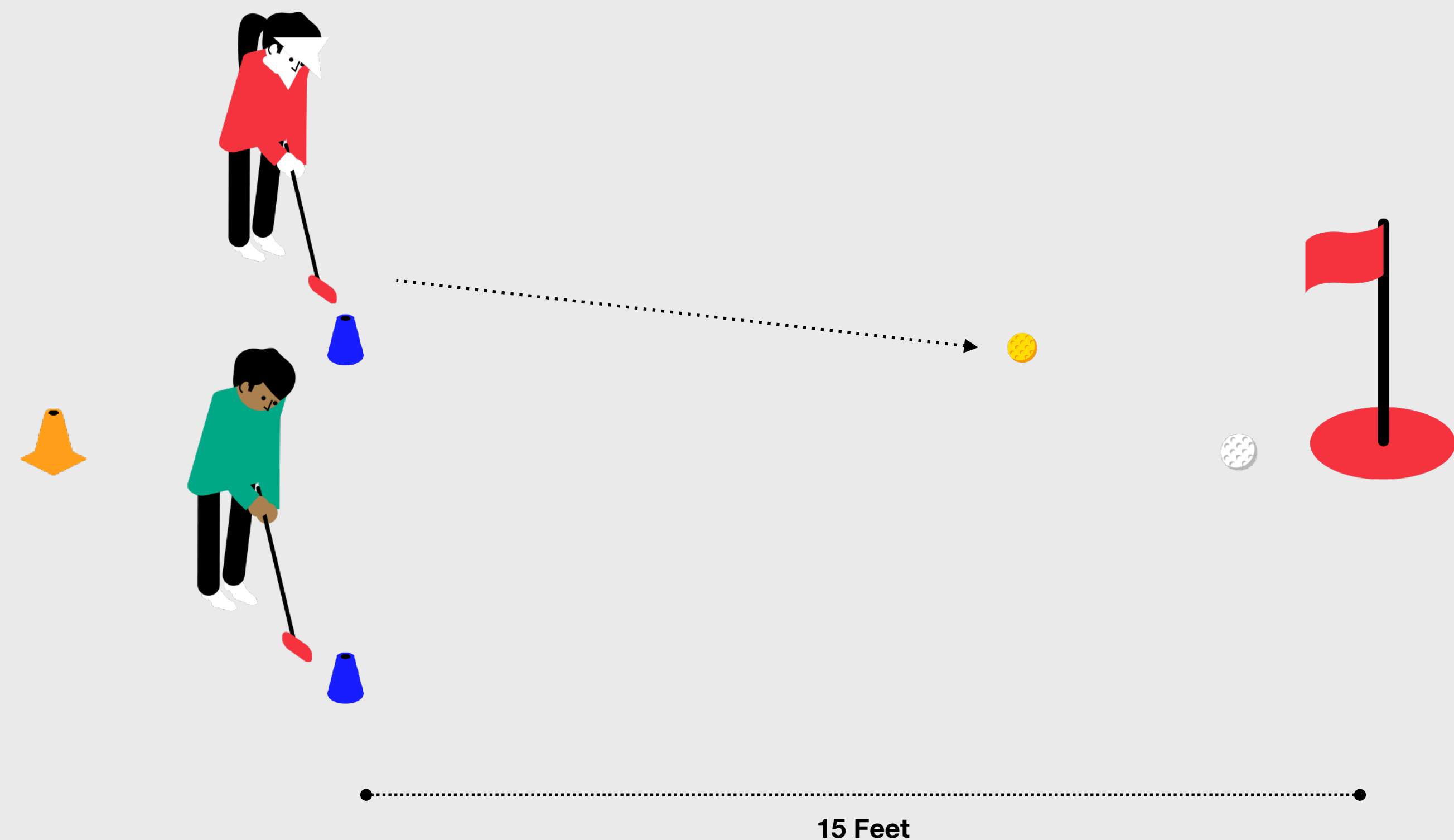
- The Whole Child theme this week is to encourage the children to praise each other for their efforts and good shots.
- Carry this theme into the class by going around the group and asking each child which putt from another child impressed them the most during the session.



## 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



**CRUSH  
IT!**  
JUNIOR GOLF



## 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.



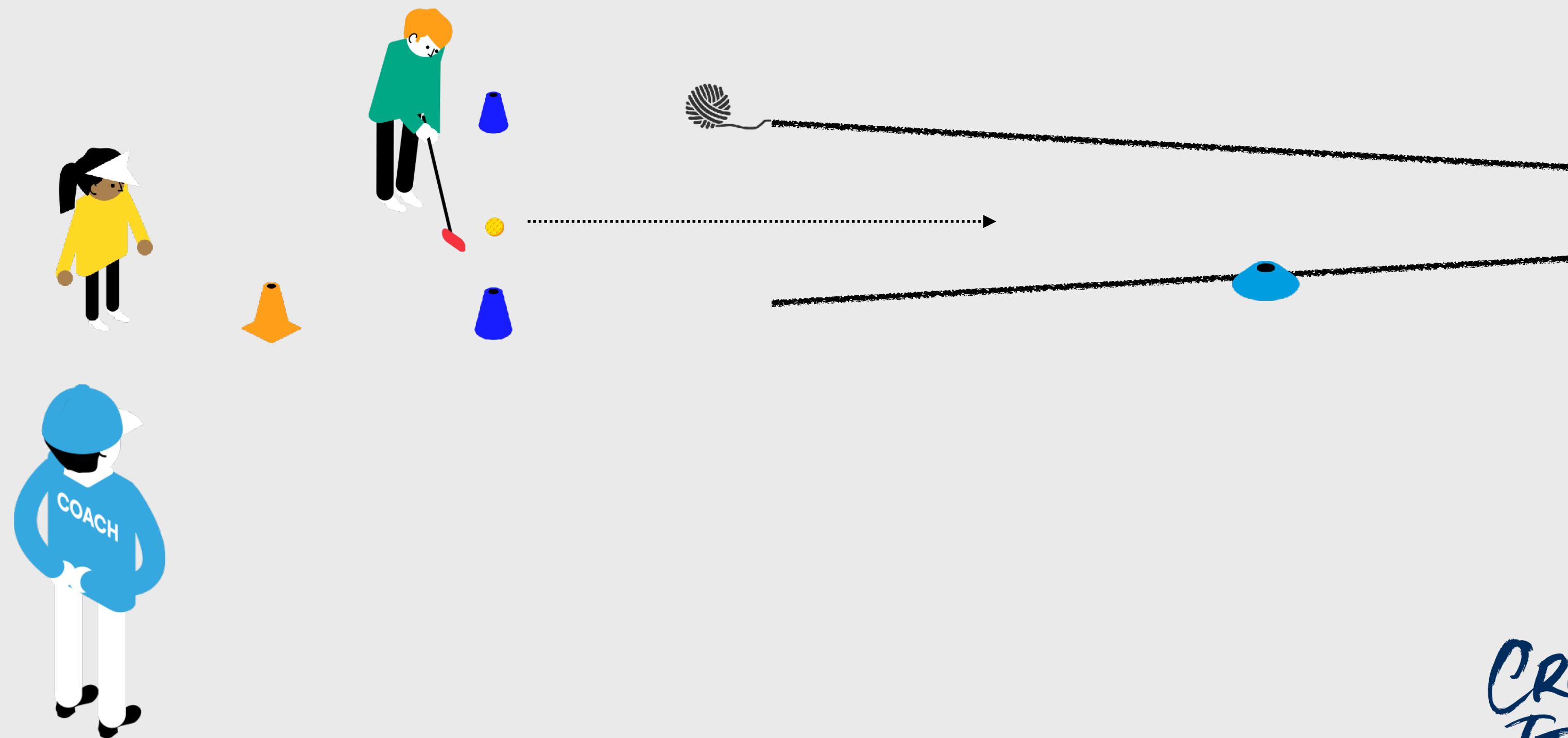
Spare equipment that may be required for the group attendees.



2 x Golf balls



# 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

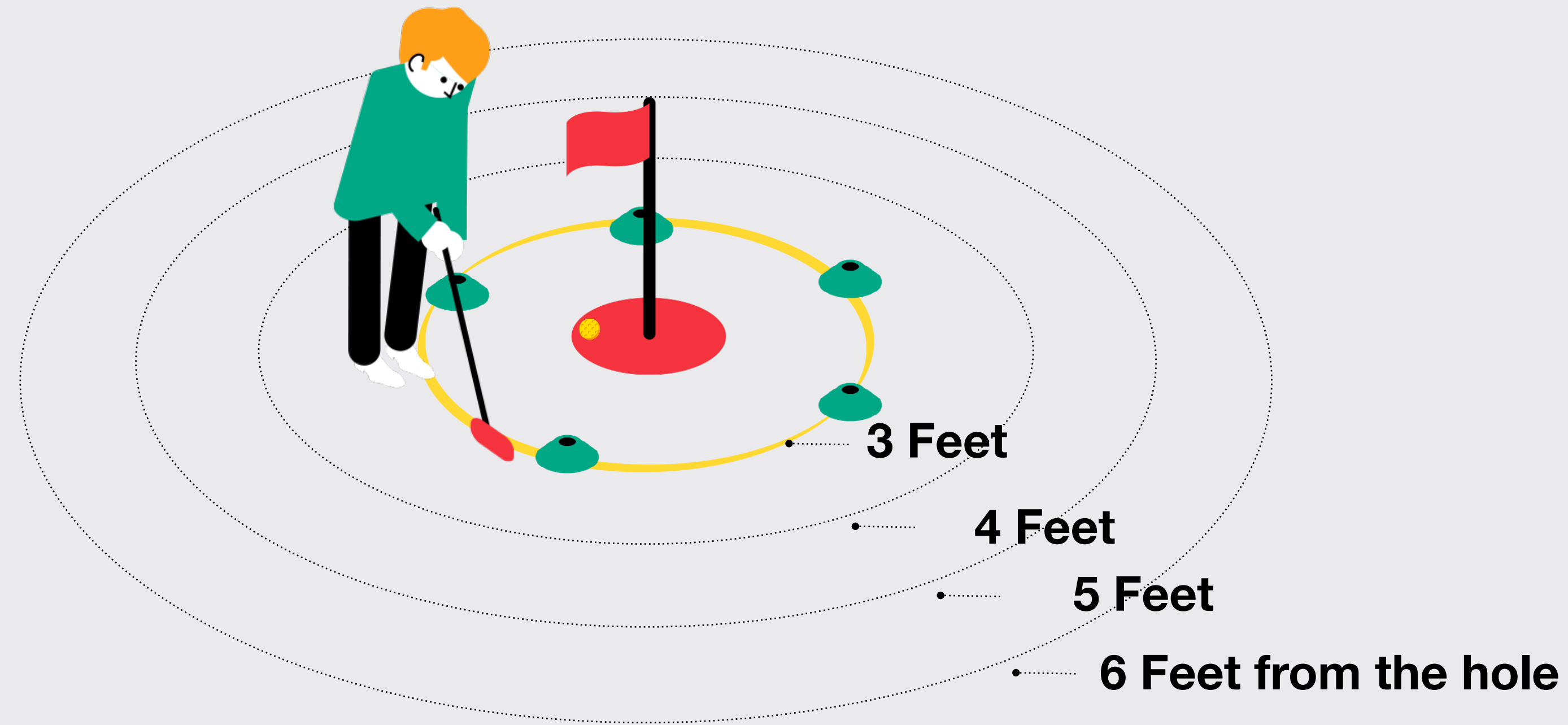


Golf Balls





# Short Putt Challenges



## Attempting the Challenge

- Juniors have 5 attempts at the Challenge
- Juniors should attempt the Challenge for the level they are aiming to complete
- Juniors get 1 point for every successful attempt for the team challenge

## The Challenges

- 1 Juniors complete this Level 1 Challenge by putting 1 ball into the hole from 3 feet. They have 5 attempts.
- 2 Juniors complete this Level 2 Challenge by putting 3 balls into the hole from 3 feet. They have 5 attempts.
- 3 Juniors complete this Level 3 Challenge by putting 3 balls into the hole from 3 feet. Attempt 1 putt from 5 different positions around the hole.
- 4 Juniors complete this Level 4 Challenge by putting 4 balls into the hole from 3 feet and Putting 1 ball into the hole from 6 feet. Attempt 1 putt from 5 different positions around the hole from each distance.
- 5 Juniors complete this Level 5 Challenge by putting 5 balls into the hole from 3 feet, Putting 4 balls into the hole from 4 feet, Putting 3 balls into the hole from 5 feet and Putting 2 balls into the hole from 6 feet. Attempt 1 putt from 5 different positions around the hole from each distance.
- 6 Juniors complete this Level 6 Challenge by putting 8 balls into the hole from 3 feet putting 7 balls into the hole from 4 feet, Putting 6 balls into the hole from 5 feet, putting 5 balls into the hole from 6 feet. Attempt 1 putt from 5 different positions around the hole from each distance.

