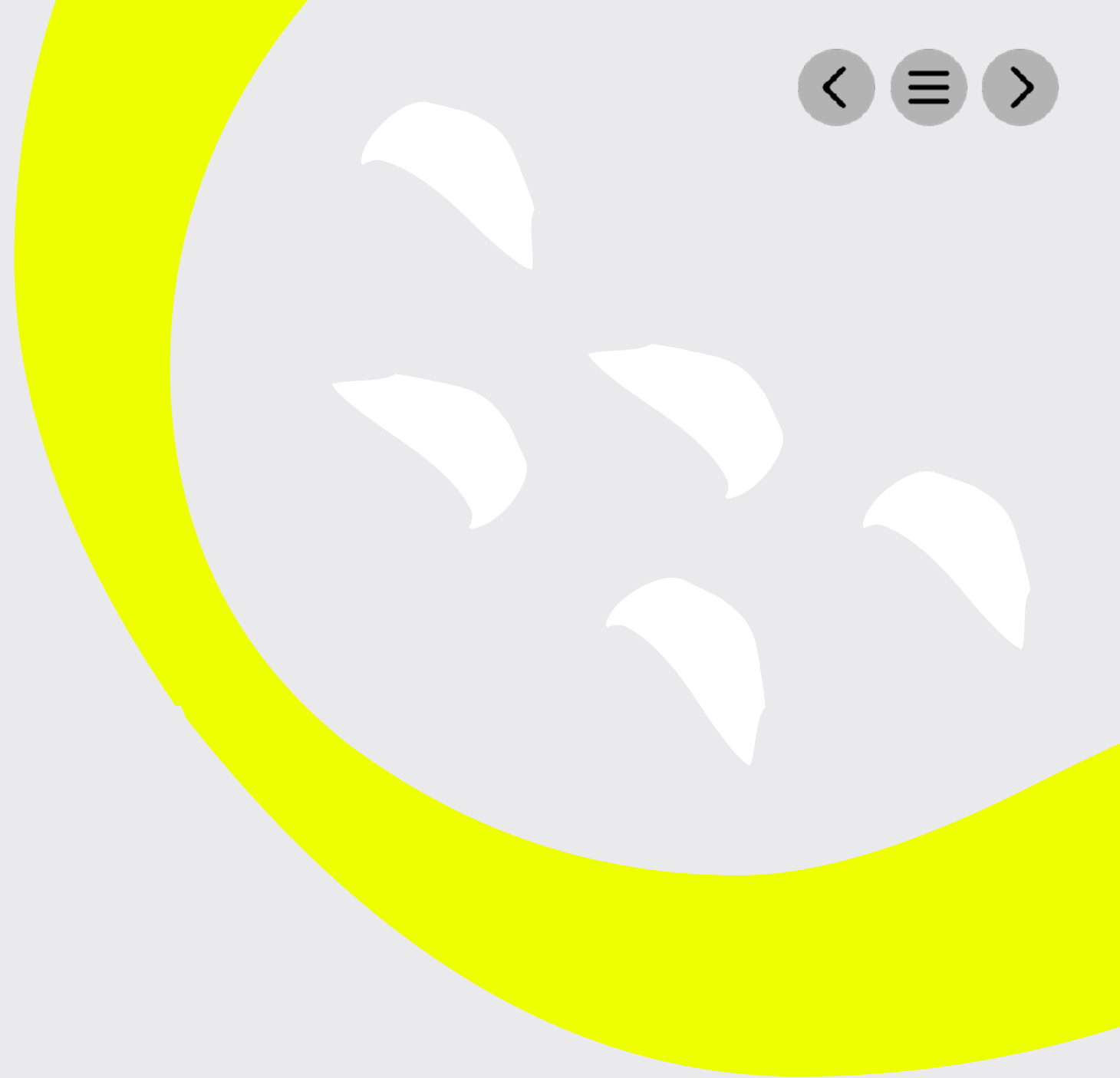


# Around the Green

## Week 18



# Class Timetable - Week 18

**Session Length:**  
60mins

**Group Size:**  
1:8

**Mastering the Game Focus:**  
Around the Green:  
Bunker Play

**Whole Child Focus**  
Personal:  
Integrity

**Learning the Game Focus:**  
Orientation:  
Sand Wedge, Loft and Bounce

**Mastering the Game Challenge:**  
Bunker 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>Obstacle Course</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>Sand Wedge, Loft and Bounce</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>Integrity</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>Sand Shots</li> <li>Erase the face</li> <li>Bunker 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

**Station 3:**  
Game Station  
Erase the Face



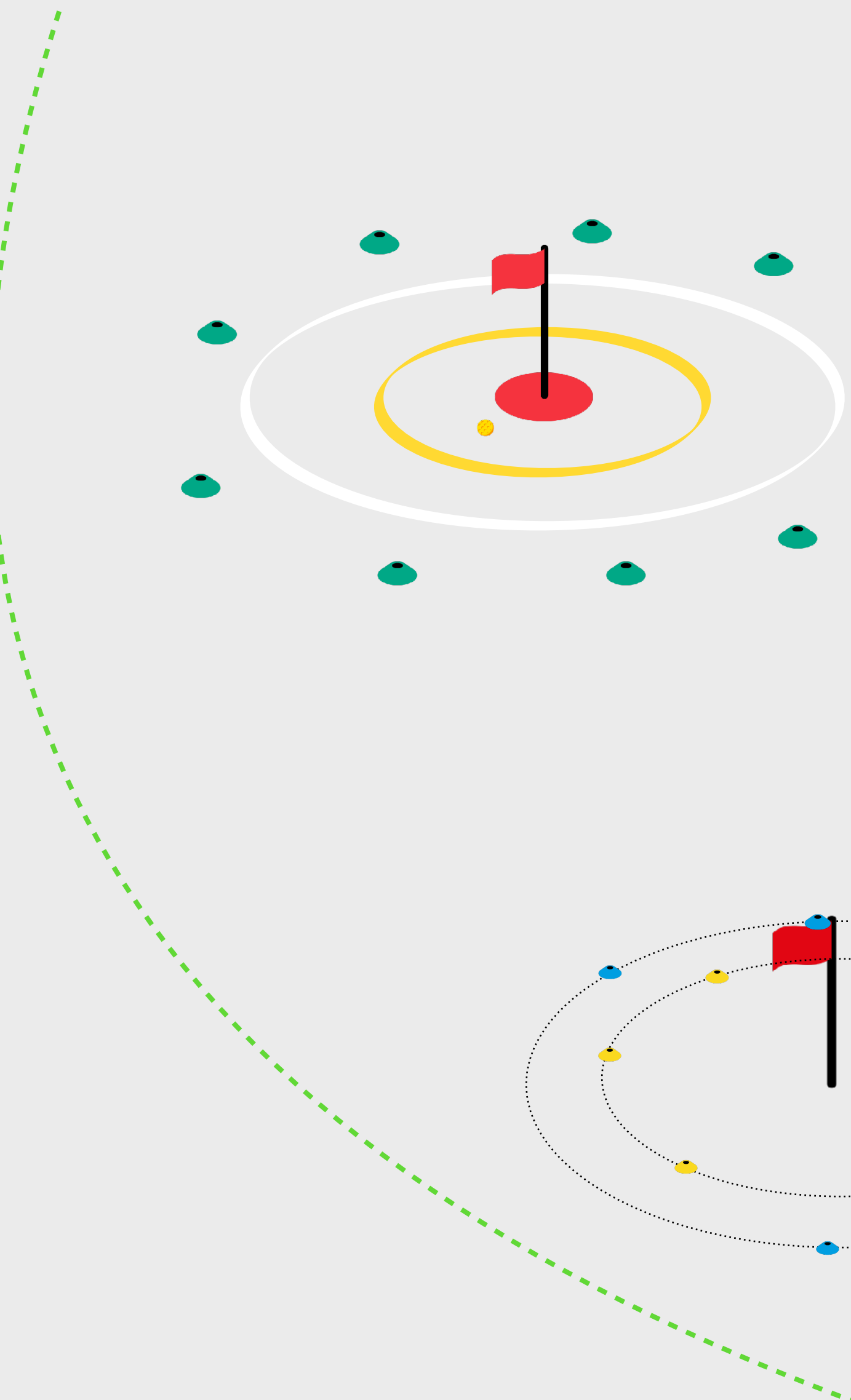
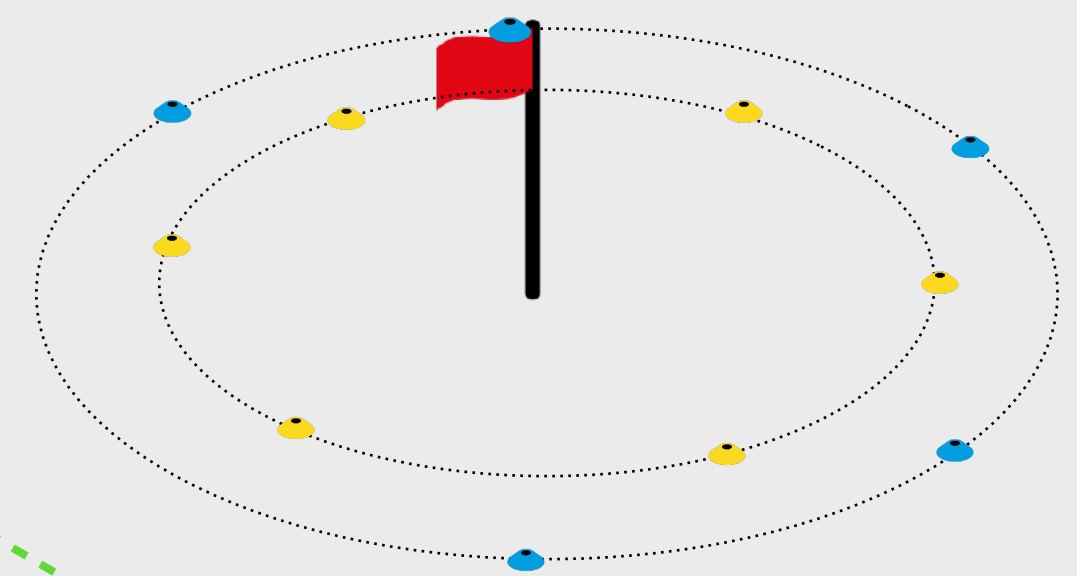
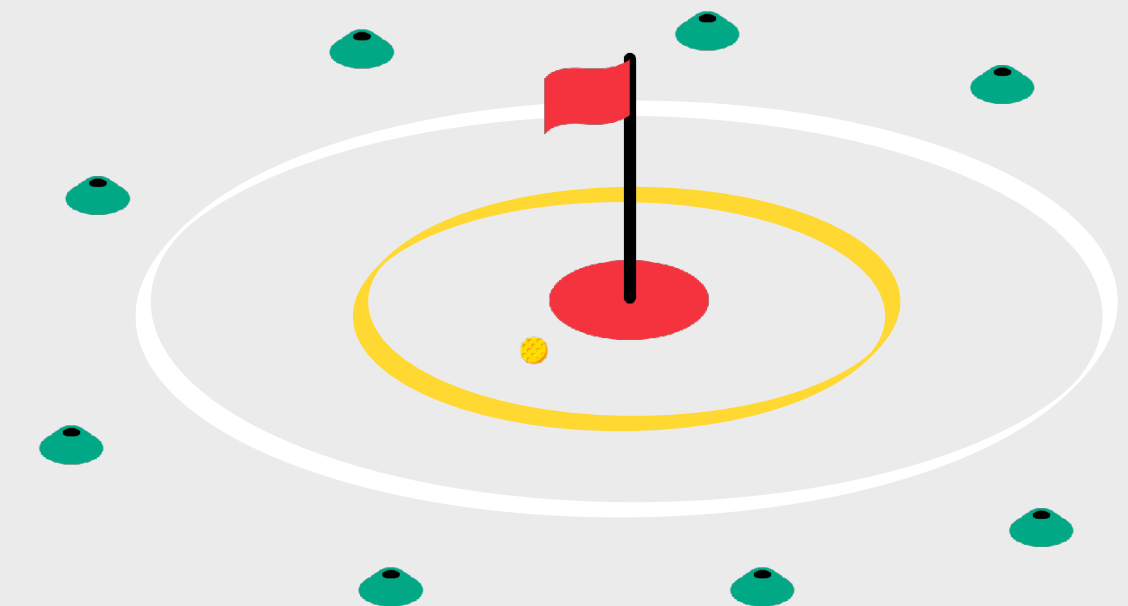
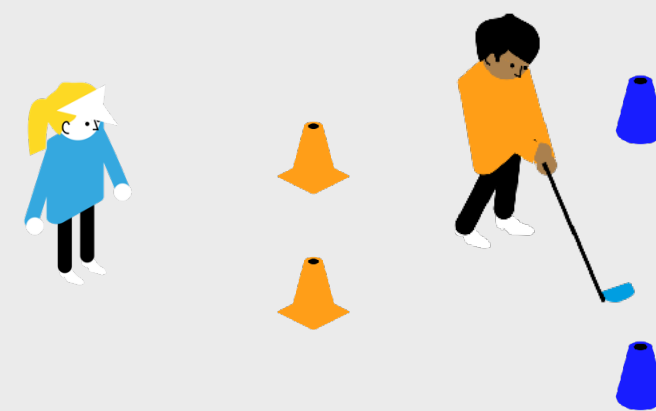
**Station 2:**  
Game Station  
Sand Shots



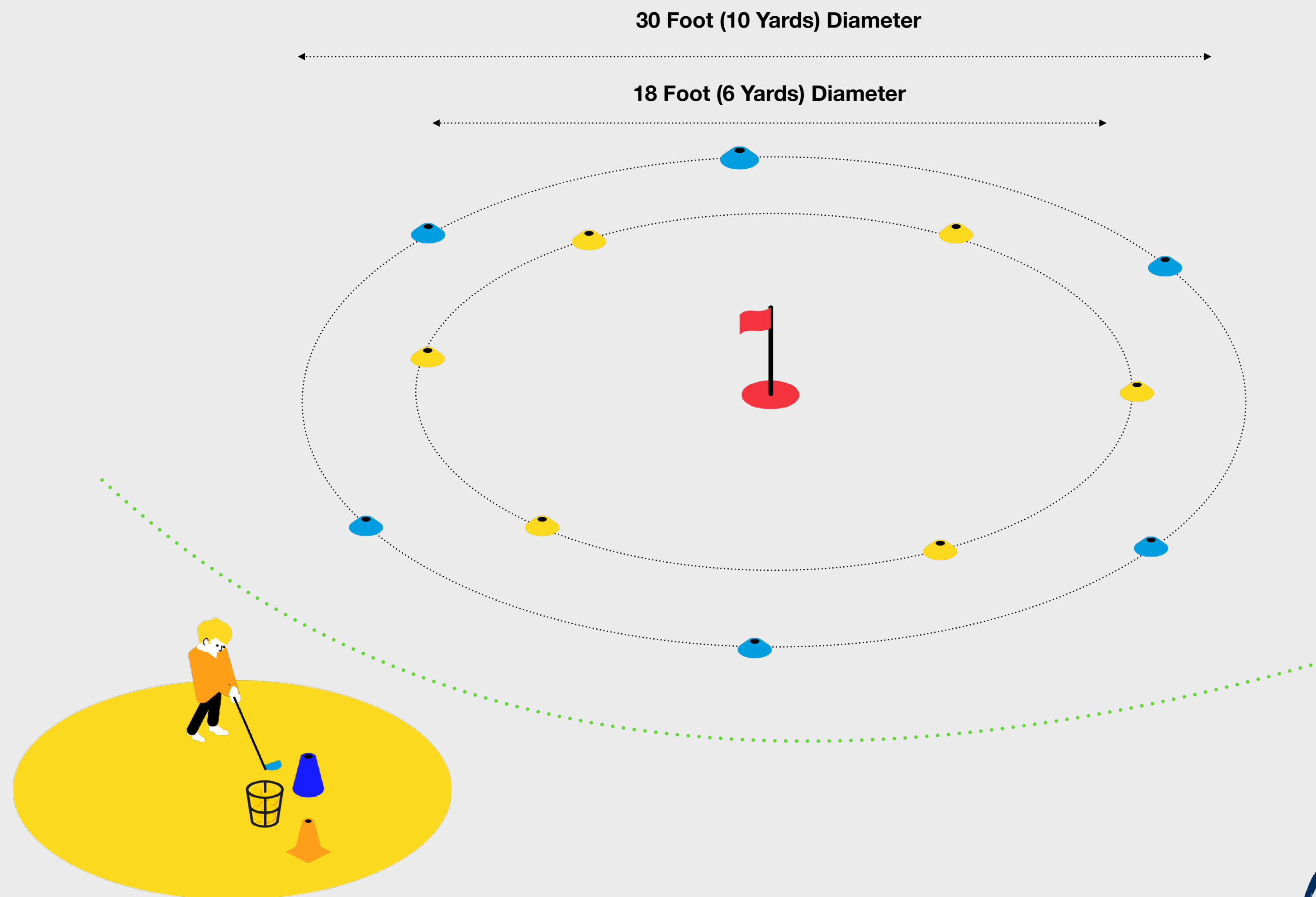
**Station 1:**  
Challenge Station



**Station 4:**  
Free Practice Station



# Bunker Play Challenge Setup



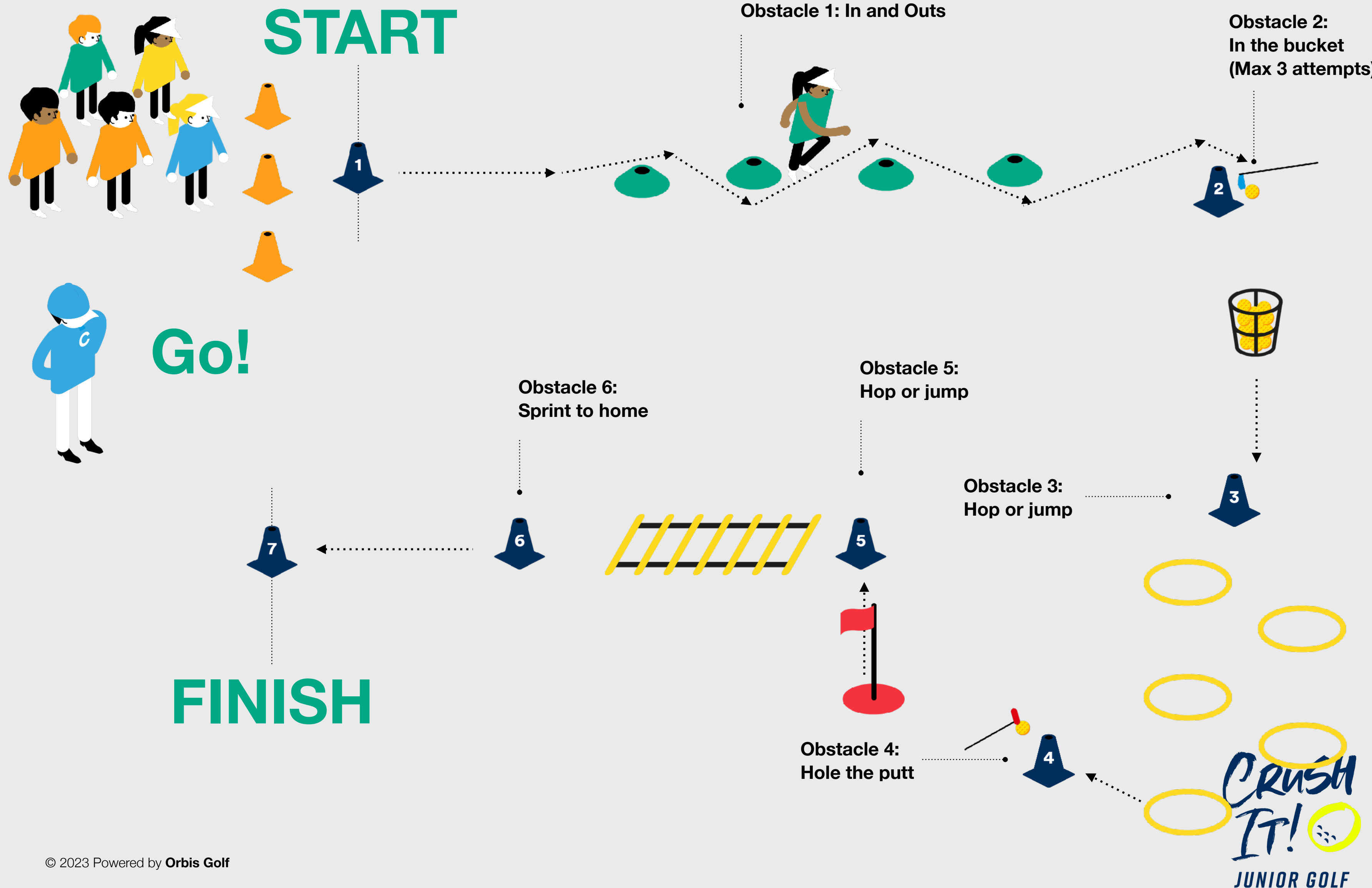
## Setting out the Challenge

- 1 flag should be selected on the green. Alignment sticks could be used where this isn't possible
- 2 target circles are placed around each of these targets at the diameters in the graphic opposite
- One starting position is marked in the bunker using cones

## Equipment Required

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers
- Cones to mark target circles
- Flag
- Alignment sticks for a flag if this isn't possible

# Obstacle Course



## How to Play

- This game can be played individually or in teams
- Split into even teams or nominate players 1-6 if playing individually
- Player number 1 starts with their hand touching the start cone
- On go, the stop watch is started and the child attempts the obstacle course
- The stopwatch is stopped when the child reaches the finish line
- The winner is the child who gets round the obstacle course fastest

## Progression Ideas

- The child gets an extra go to beat their time
- Increase the difficulty of the movement stations
- Increase the entire length of the course
- Add penalty seconds if the child incorrectly completes an obstacle
- Increase the difficulty of the golf stations

## Equipment Needed

2 x Orange Safety Cones		SAFETY	Alignment Sticks	
7 x Numbered Cones			Colored Cones	
1 x Wedge & 1 x Putter			Hoops	
Golf Balls			Ladder	





## Personal Integrity

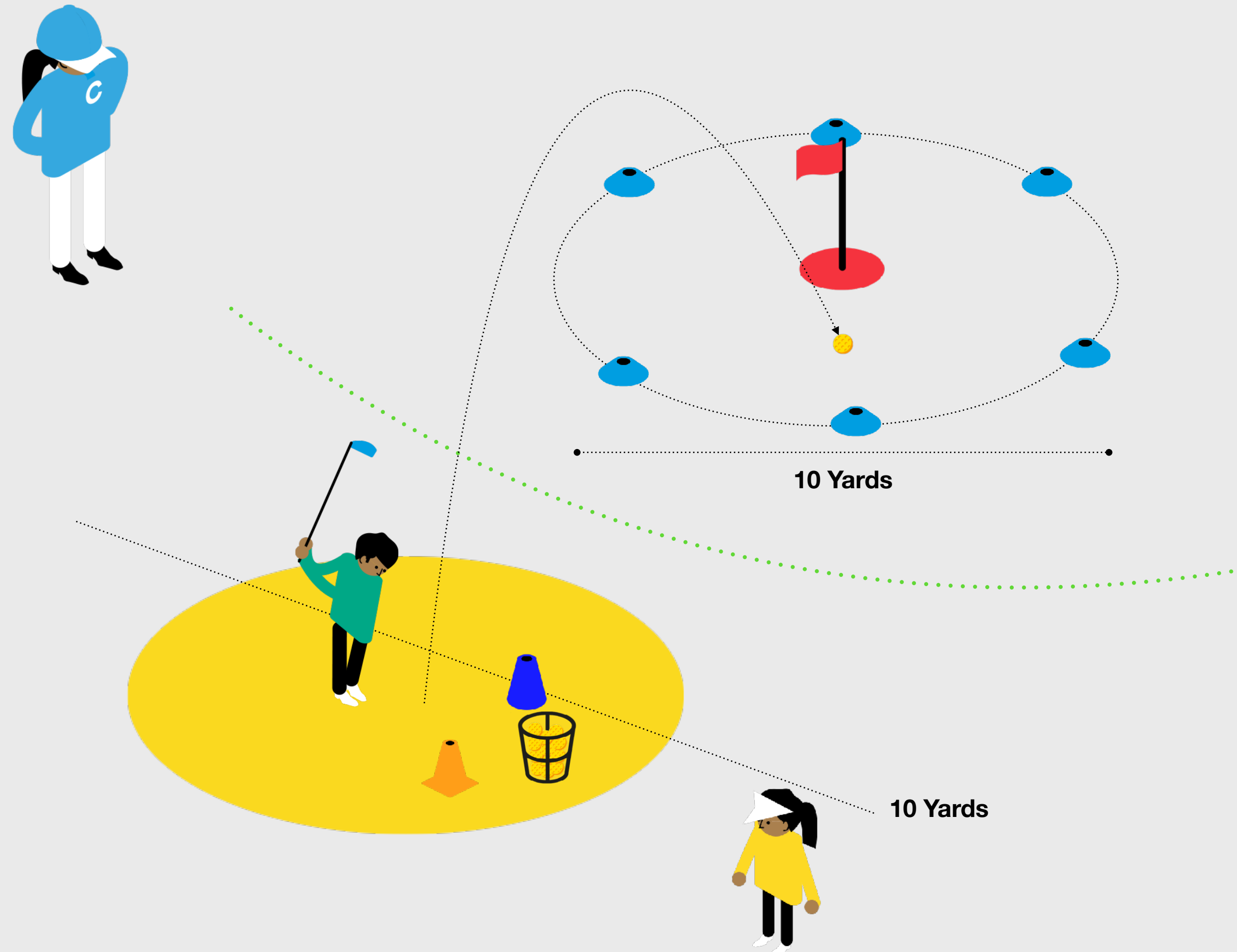
- The Whole Child theme this week is to highlight the importance of integrity, being honest and maintaining your moral principles.
- Carry this theme into the class by encouraging all the children to be honest with their challenge scores because it will be more rewarding to complete them truthfully.



## Orientation Sand Wedge, Loft and Bounce

- The Learning the Game focus this week is about understanding the Sand Wedge, in particular the loft on the club and what the bounce of the club is.
- You should highlight to your juniors, through questioning, how the bounce on a club works, why the loft is important and how you can use other clubs to hit bunker shots.

# Sand Shots



## How to Play

- Nominate a player to play first. Each team has 10 shots per round
- The first player attempts their five shots, in a row, without stopping their swing
- Players score a point for getting the ball out of the bunker first time, and 2 points if they get it into the circle
- Players hit 5 shots each to get a total score for the round
- The aim is to beat your team's best score each time

## Progression Ideas

- Vary the starting point in the bunker
- Vary the club that is being used
- Add additional points for getting the ball inside target circle

## Equipment needed

### Orange Safety Cones

SAFETY



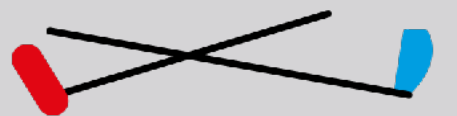
### Cones to mark out the necessary hitting station



### Colored Cones for Target Circles



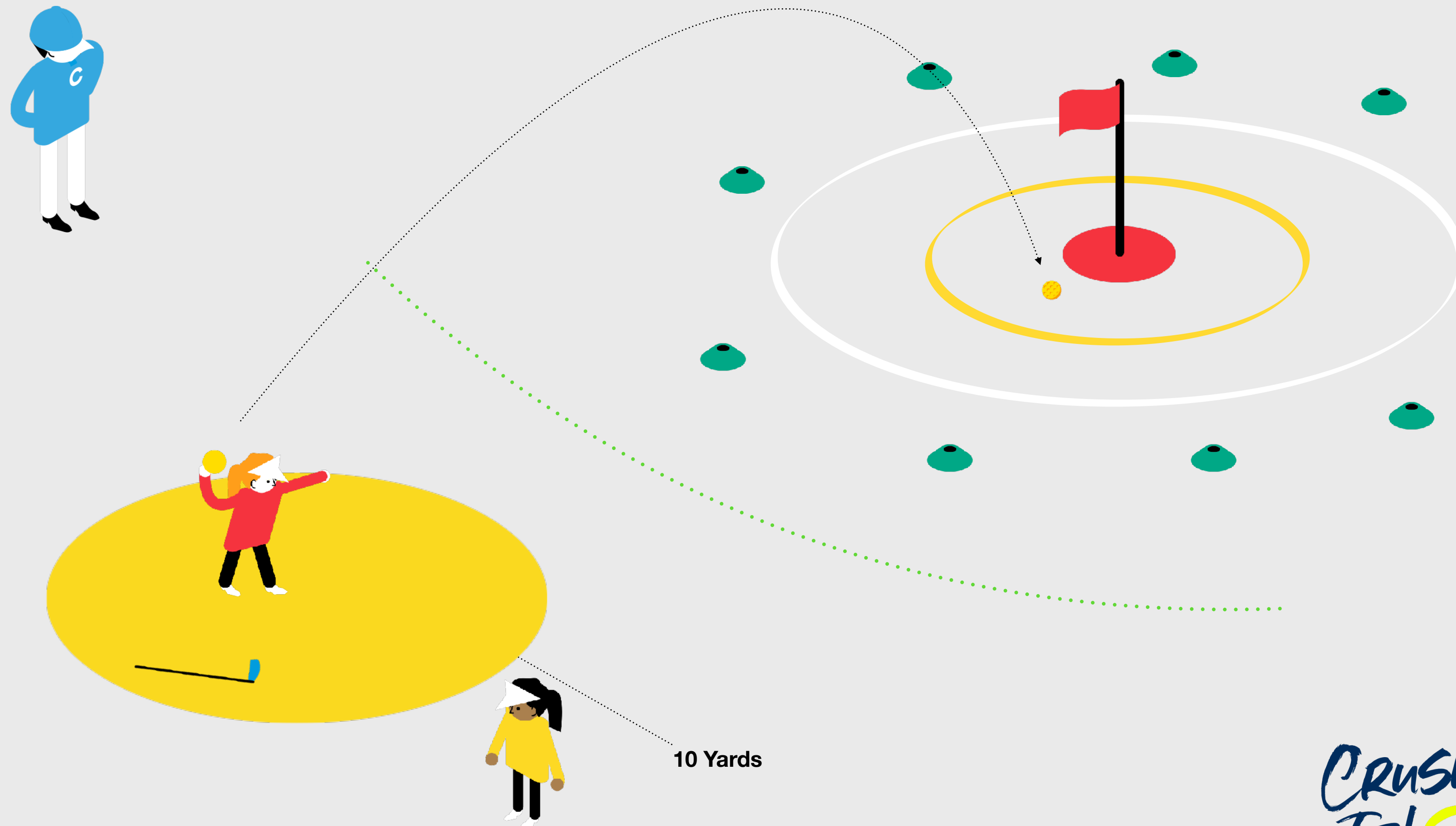
### Spare equipment that may be required for the group attendees.



### Golf Balls



# Throw then Chip



## How to Play

- Give the target circles different points
- Each child has 5 throws and 5 bunker shots
- The aim is to accumulate as many points as possible as a team, based on where the ball finishes
- The pair should try to beat their personal best score each time

## Progression Ideas

- Change the size of the target circles
- Introduce a rule that the ball must land over the fringe to count

## Equipment needed

### Orange Safety Cones

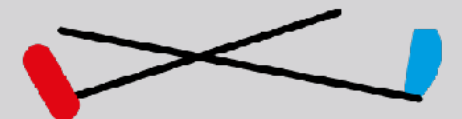
SAFETY



### Cones to mark out the necessary hitting station



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



### Golf Balls



### 1 x 6 feet Target Circle



### 1 x 10 feet Target Circles



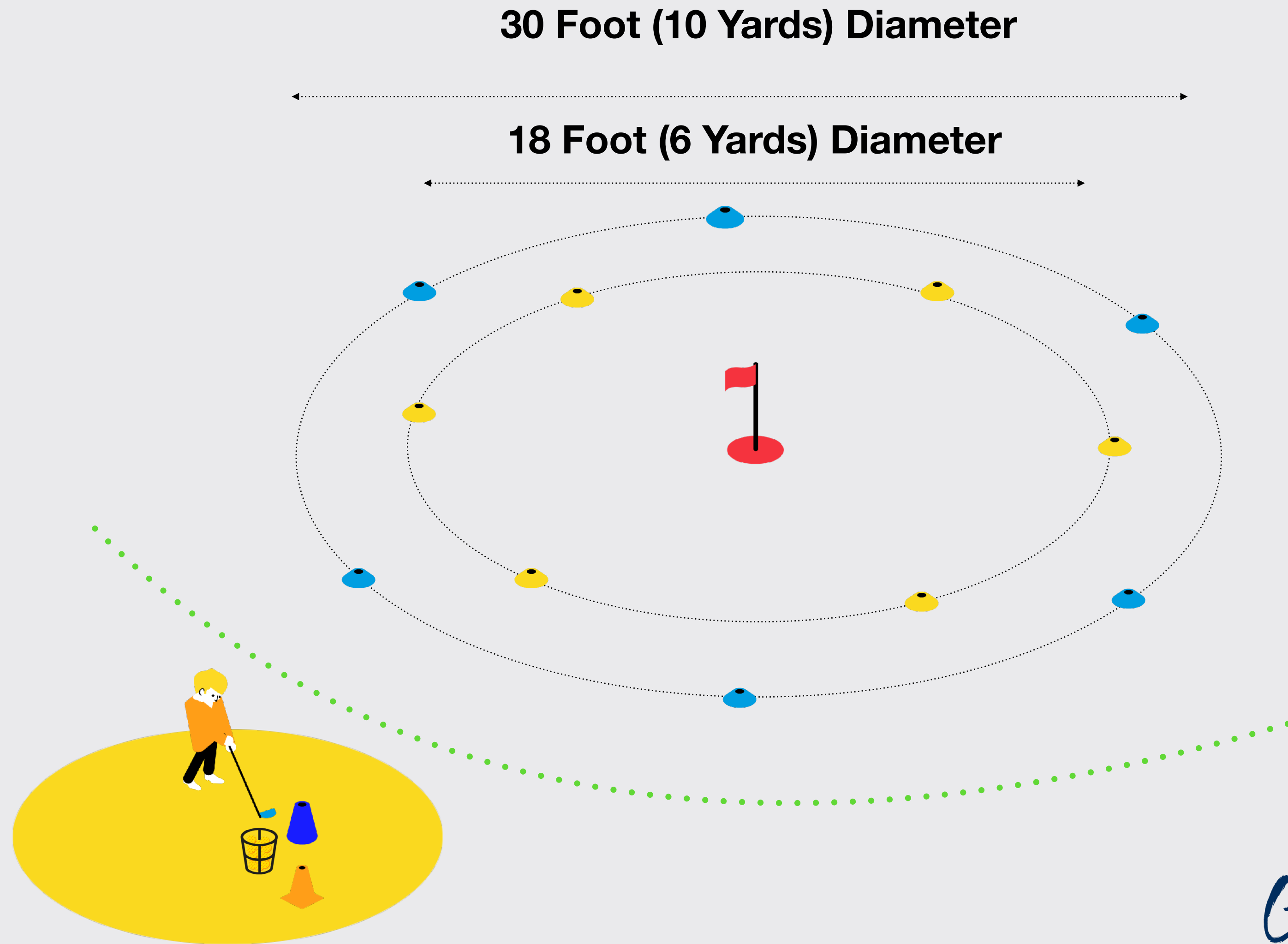
### 10 x Green Colored Cones for Outer 12 feet Target Circle



CRUSH  
IT!  
JUNIOR GOLF



# Bunker Play 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 Complete this Level 1 Challenge by making contact with the ball twice. You have 5 attempts and the ball does not need to leave the bunker.
- 2 Complete this Level 2 Challenge by hitting 1 ball out of the bunker. You have 5 attempts and you must make contact with the ball on all attempts.
- 3 Complete this Level 3 Challenge by hitting 3 balls on the green 3 times. You have 5 attempts and all attempts must finish out of the bunker.
- 4 Complete this Level 4 Challenge by hitting 2 balls within a 10-yard circle. You have 5 attempts and all attempts must finish out of the bunker.
- 5 Complete this Level 5 Challenge by hitting 3 balls within a 10-yard circle. You have 5 attempts and all attempts must finish on the green.
- 6 Complete this Level 6 Challenge by hitting 2 balls within a 6-yard circle. You have 5 attempts and all attempts must finish within a 10 yard diameter circle.

