On the Green Week 20



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Class Timetable - Week 20

Session Length:	Group Size:	Mastering the Game F
60mins	1:8	On the Green: Short Putts

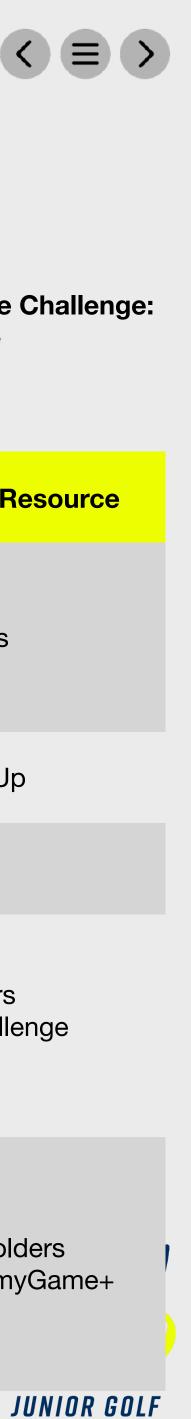
Time	Focus	Suggested Theme			
10 Mins	Introduction and Warm Up Game	 Outline the lessor Introduce the war Introduce FMS ar Split into teams a Play the warm up 			
5 Mins	Learning the Game Focus	 Introduce to the g 			
5 Mins	Whole Child Focus	 Introduce to the g 			
35 Mins	Mastering the Game Focus	 Outline the safety Introduce games Deliver one to one Children can atter Children rotate are Opportunity for free 			
5 Mins	<i>my</i> Academy Folder Track and Reward MyGame+ Progress on GLF. Connect	 Recap Mastering understanding Children can com <i>my</i>Academy folde The challenge car Present the Achie Award any Pins ar 			

Whole Child Focus Focus: **Learning the Game Focus:** Mastering the Game Challenge: Short Putt Challenge Creative: Preparing to Play: Putting Warm-Up Independence Content **Games / Drills / Resource** n objectives to the group rmup game to the group nd Physical Literacy focus • "PGA Pro" says and demonstrate the warm up game game in groups, pairs or individually • Putting Warm-Up group the Learning the Game focus of the class group the Whole Child focus of the class • Independence y instructions and class layout • Putting Pool and challenge • Finders Keepers e and group coaching on the Mastering the Game learning outcomes • Short Putt Challenge mpt the Challenge in pairs

- round the stations
- ree practice

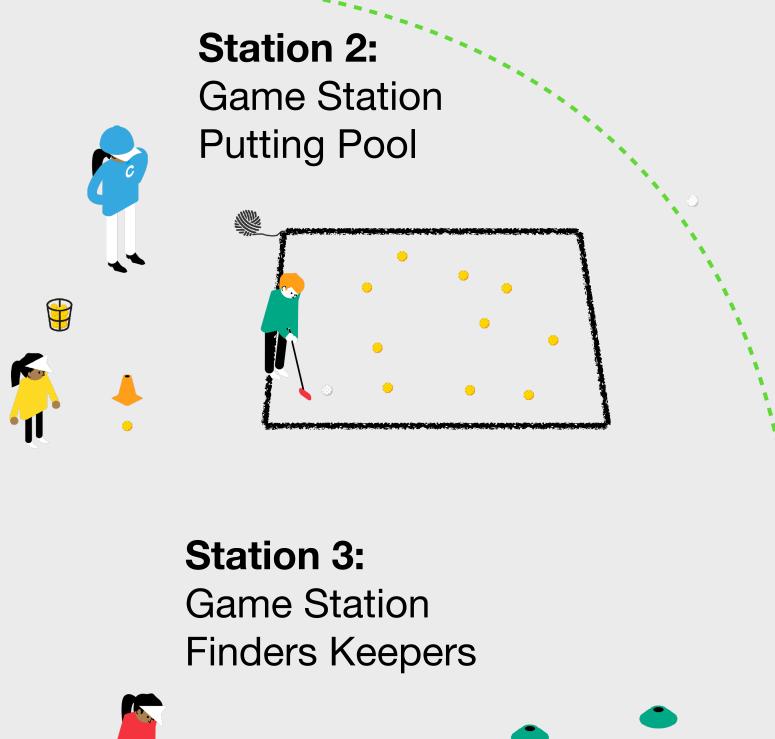
the Game and Learning the Game Focus from the session to check for

- nplete myProgress Wheel and add stickers where appropriate to the • myAcademy Folders • GLF. Connect myGame+ an be marked as complete if required on MyGame+ part of GLF. Connect app ever Award to a student in front of the parents and the group
- and Hats that may have been achieved



Class Layout and Setup



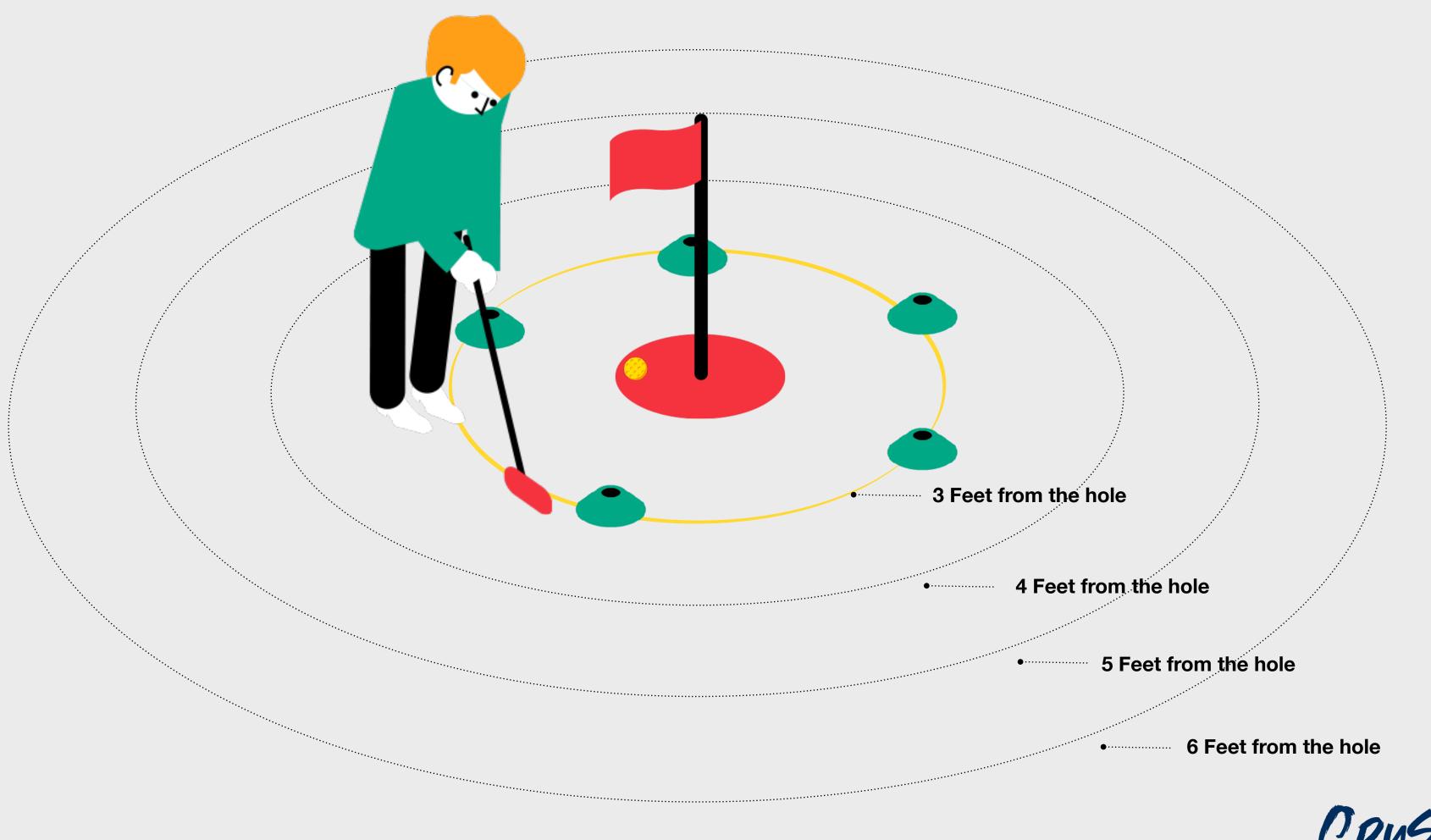






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Short Putts Challenge Setup







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

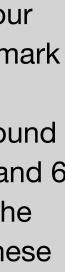
Equipment Required

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





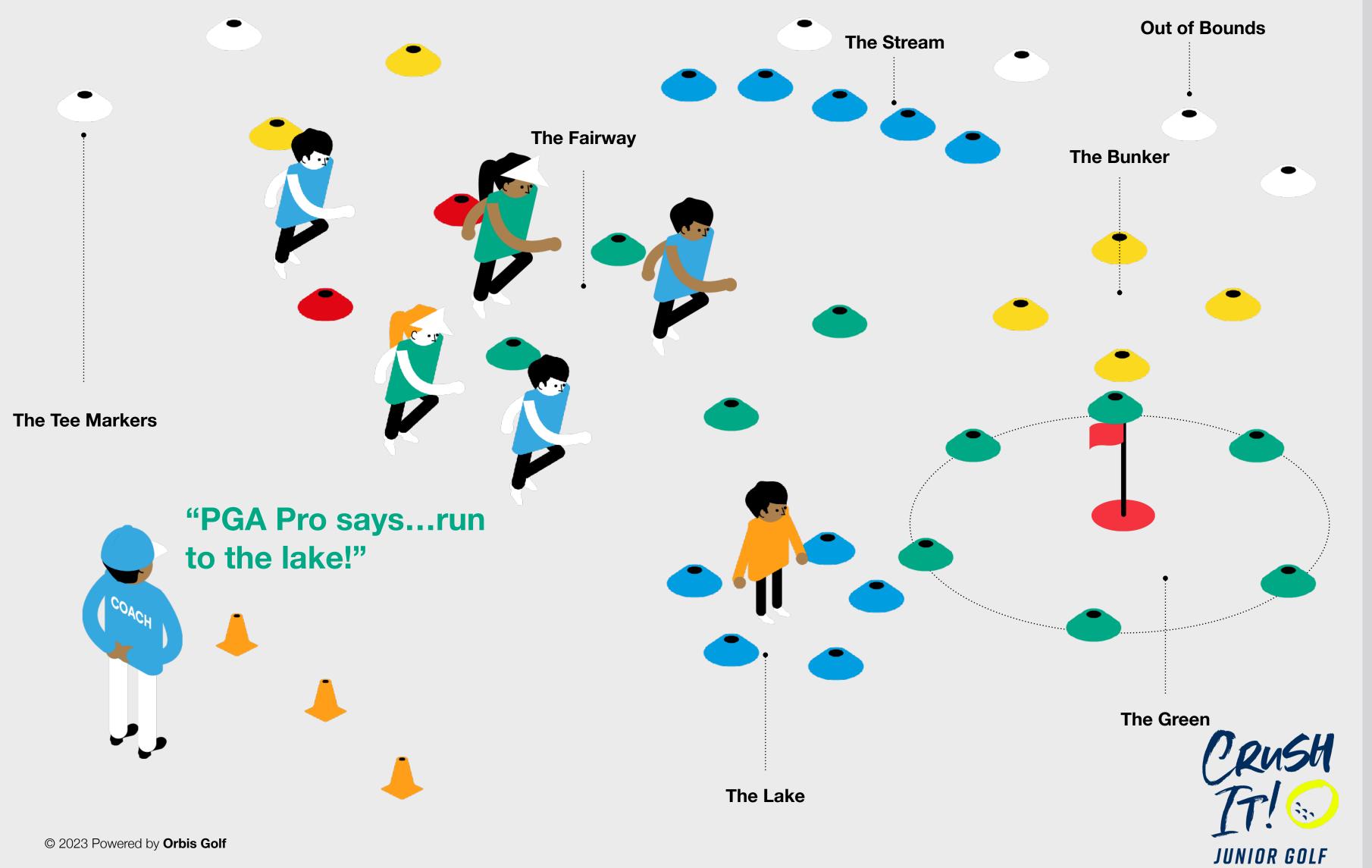
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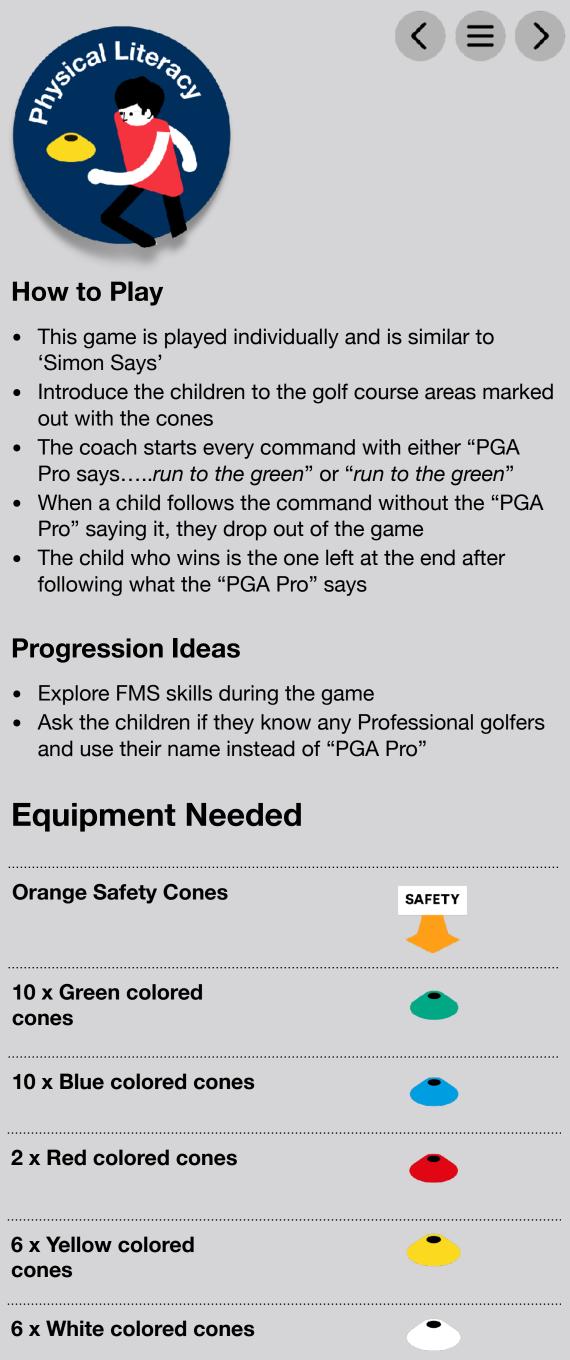
"PGA Pro" Says





- 'Simon Says'
- out with the cones
- Pro" saying it, they drop out of the game
- following what the "PGA Pro" says

- and use their name instead of "PGA Pro"





Creative Independence

- golf course and in life.
- because it will help test their individual skill.



Preparing to Play Putting Warm-Up

- before the round on the putting green.
- confident hitting different lengths of putt.



• The Whole Child theme this week is to encourage children to make their own decisions, both on the

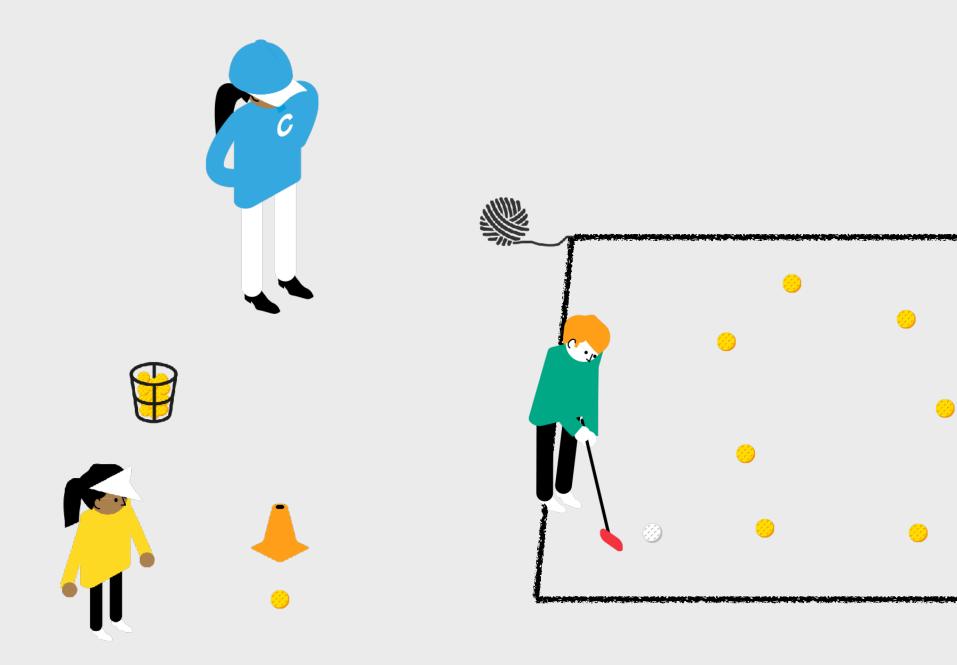
• Carry this them into the class by getting the children to play the games as individuals in this session

• The Learning the Game focus this week is about preparing to play, and how to best use your time

• You should highlight to the children best practice of learning the pace of the green and getting



Putting Pool





6

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

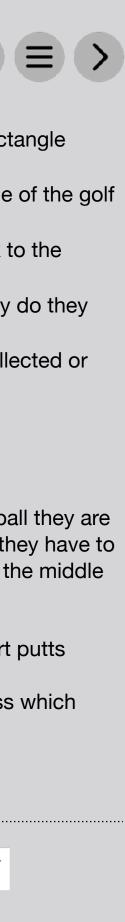




4 x Tees



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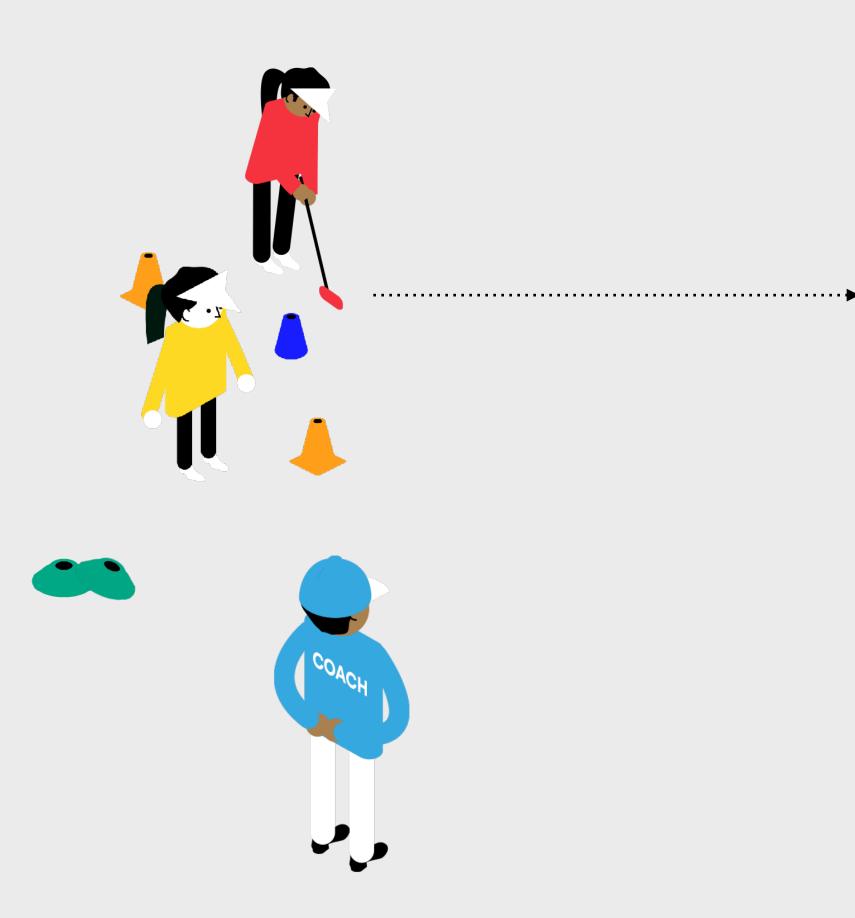


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Finders Keepers







- 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

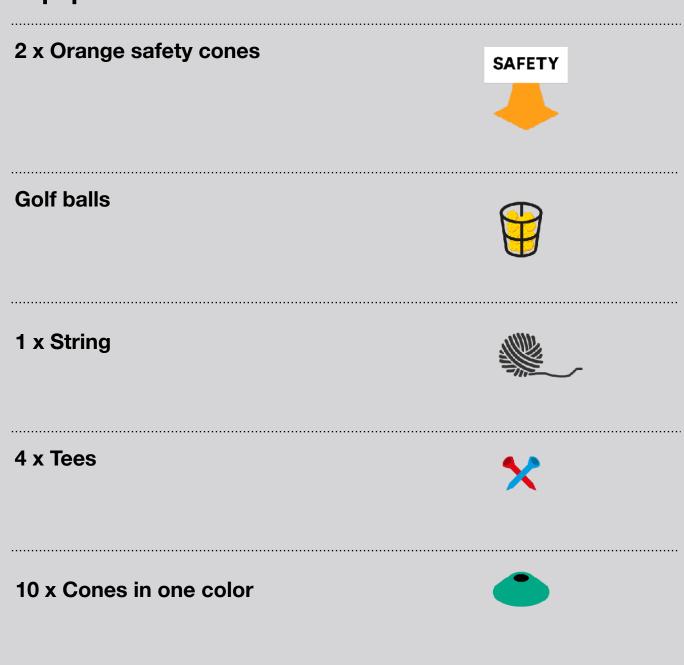
Progression Ideas

- 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

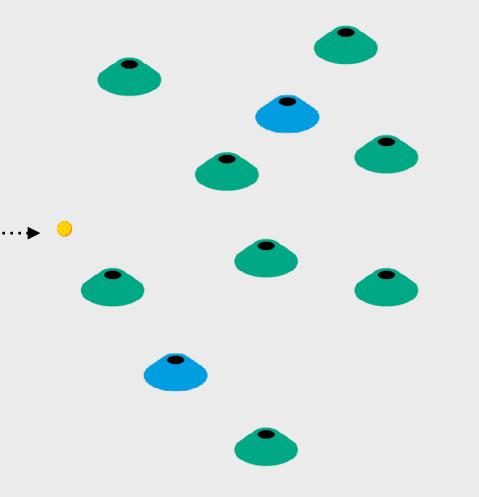
- This game is great for improving accuracy of putts
- Children have to think which cones to aim for, strategic thinking is improved as they navigate the cones that are of a different color

Equipment needed

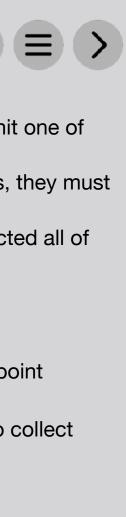






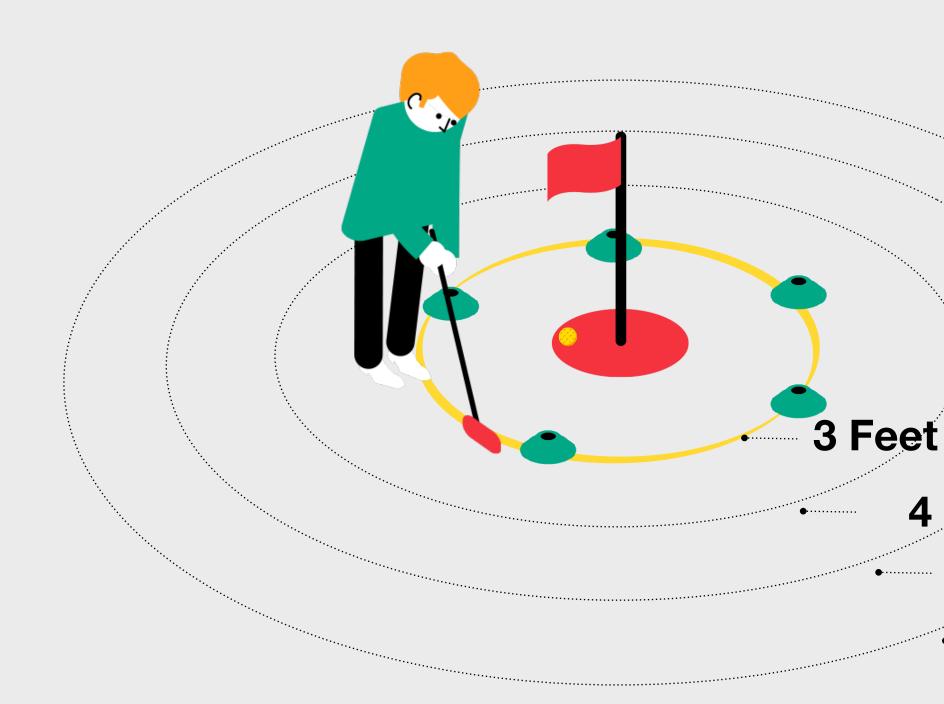






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Short Putt Challenges



4 Feet

5 Feet

6 Feet from the hole

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

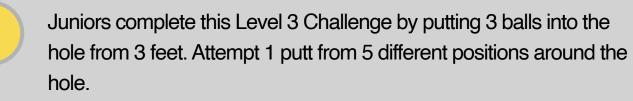
The Challenges



Juniors complete this Level 1 Challenge by putting 1 ball into the hole from 3 feet They have 5 attempts.



Juniors complete this Level 2 Challenge by putting 3 balls into the hole from 3 feet. They have 5 attempts.





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.



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.



PRUSH Tri

JUNIOR GOLF

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.