

Around the Green

Week 21



Class Timetable - Week 21

Session Length:
60mins

Group Size:
1:8

Mastering the Game Focus:
Around the Green:
Chipping

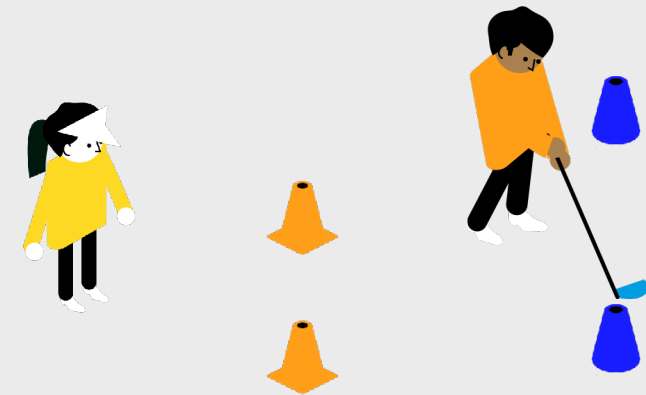
Whole Child Focus
Cognitive:
Play in the now

Learning the Game Focus:
Rules and Etiquette:
Who plays first? Chipping vs Putting

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

Class Layout and Setup

Station 3:
Game Station
Finders Keepers



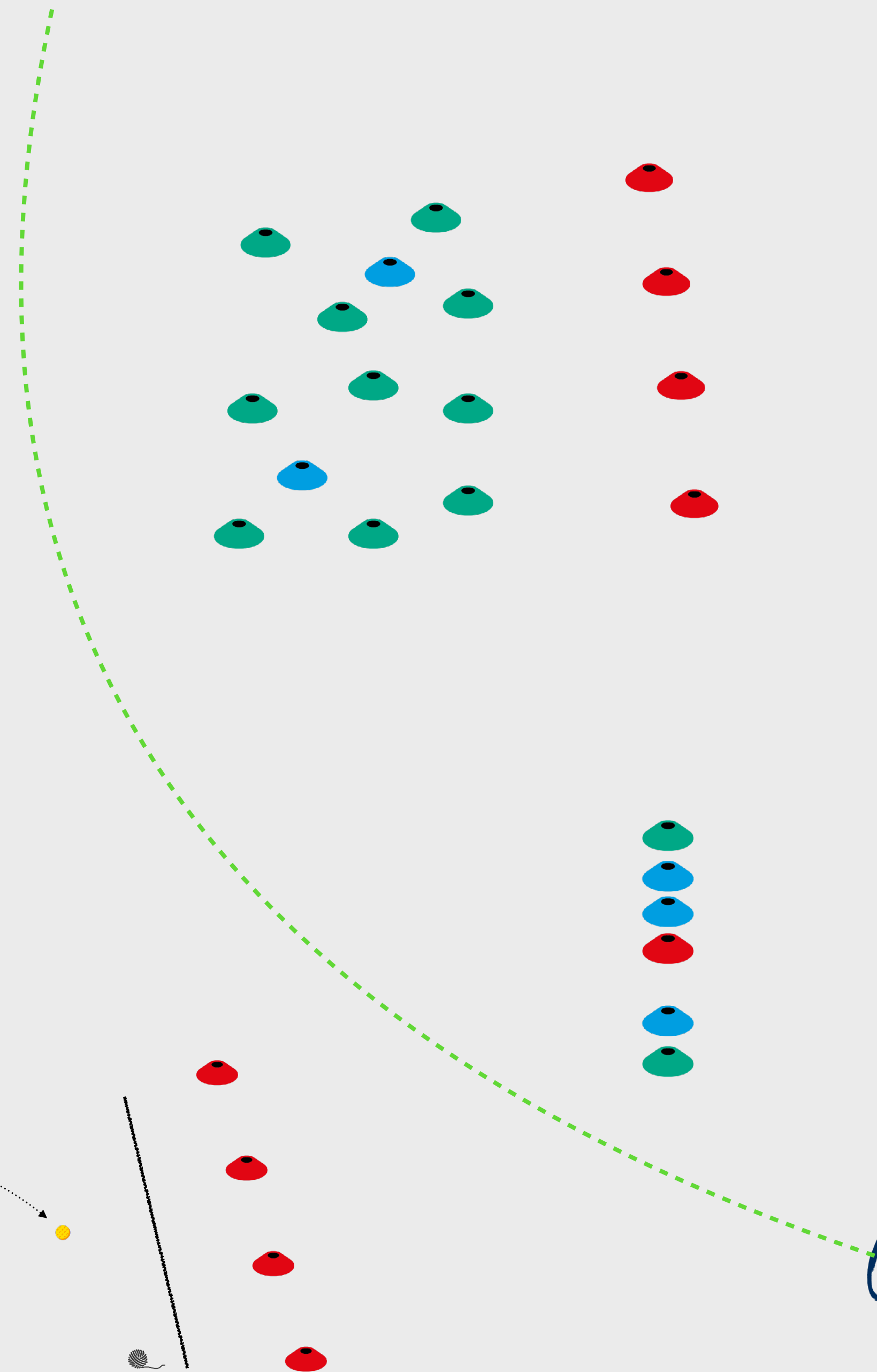
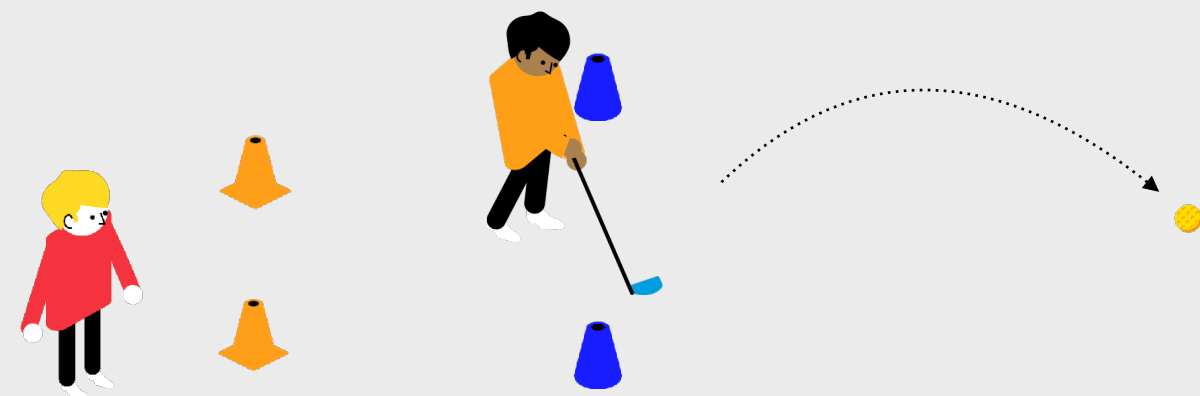
Station 4:
Free Practice Station



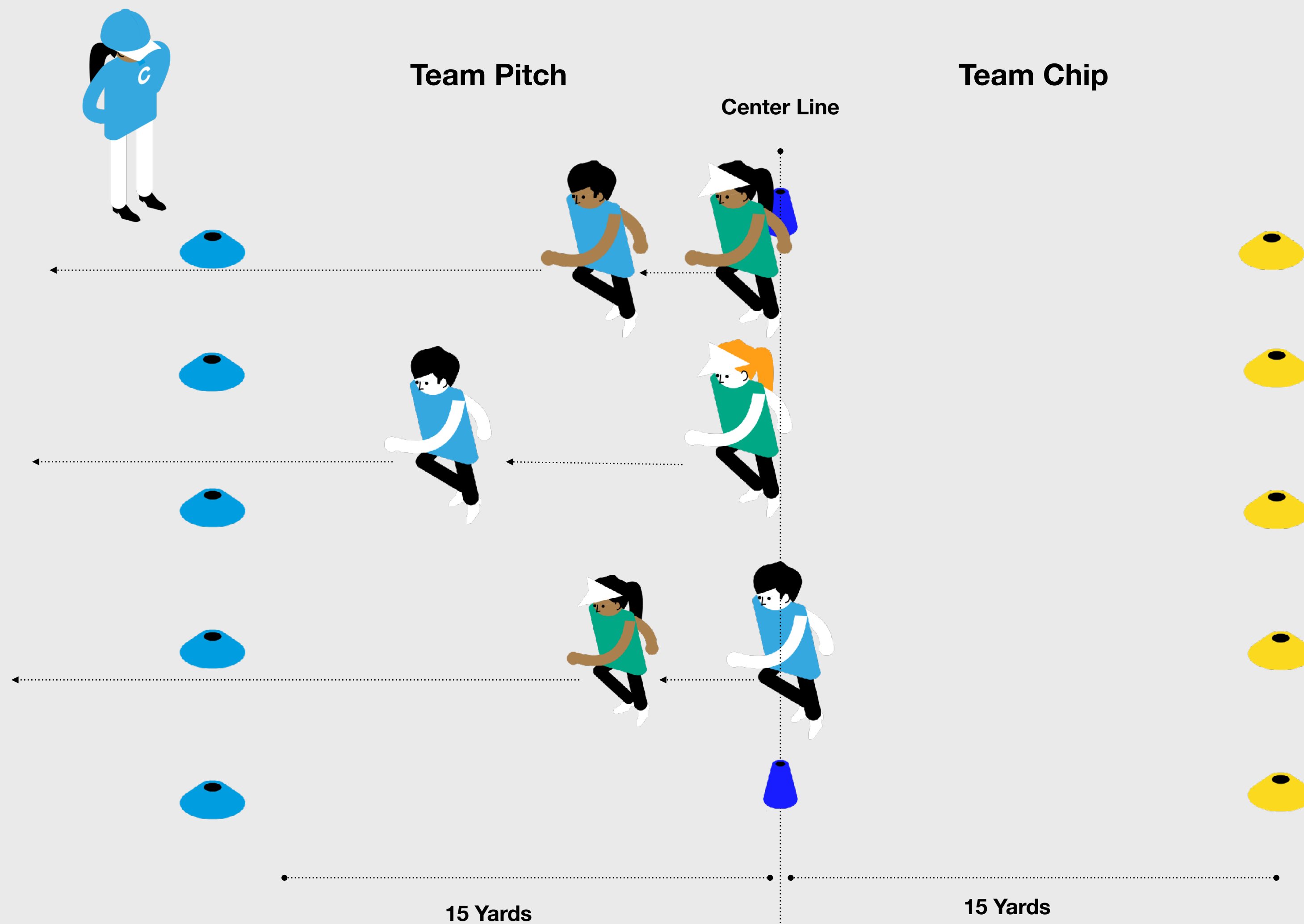
Station 1:
Game Station
Knockout



Station 2:
Game Station
Closest to the Line



Pitch vs Chip



How to Play

- This game is best played in two teams. Split the children evenly. One team is named the 'Pitch' and one team is named the 'Chips'
- Players stand at the center line, side by side, spaced an arms length apart. Players stand next to a player from the opposing team
- If the coach shouts "Pitch", this team runs to make it back to their finish line before their partner from the opposing team
- A point is awarded for each player that passes the finish line first
- The team that wins is the team that gets to 11 points first

Progression Ideas

- Increase the distance to the finish line
- Introduce different FMS such as jumping, hopping or side steps

Equipment Needed

Orange Safety Cones

SAFETY



2 x Cones



5 x Yellow colored cones



5 x Blue colored cones



**CRUSH
IT!**
JUNIOR GOLF



Cognitive Play in the Now

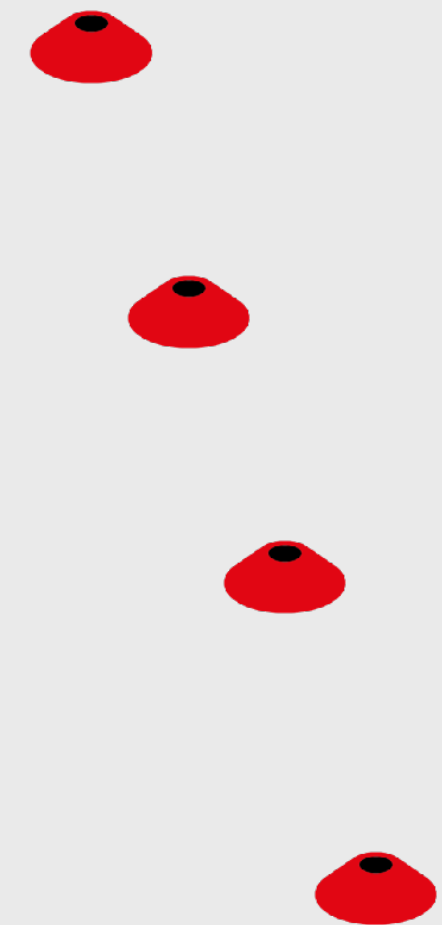
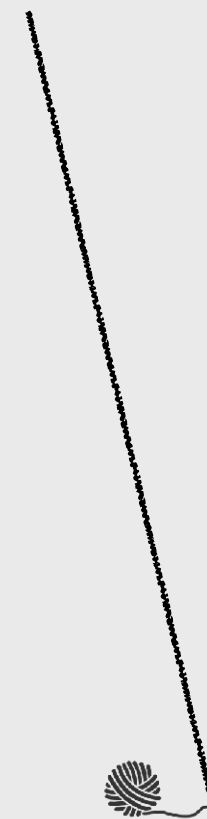
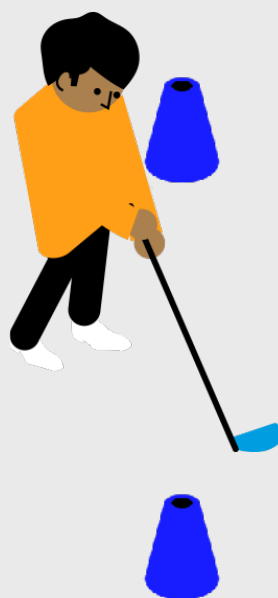
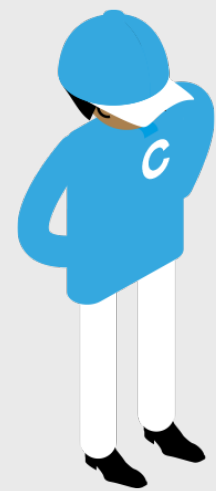
- The Whole Child theme this week is to encourage children to focus on the present. Not thinking too much about what is to come or dwelling on what has already happened.
- Carry this theme into the class by keeping the session really fast paced and making sure everyone is as involved and active as possible throughout.



Rules and Etiquette Who plays first? Chipping vs Putting

- The Learning the Game focus this week is learning about who plays first when someone is on the green and the other player is off the green.
- You should highlight to the children that in competition the player that is furthest away plays first, which can be confusing when that player is on the green.

Closest to the Line



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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



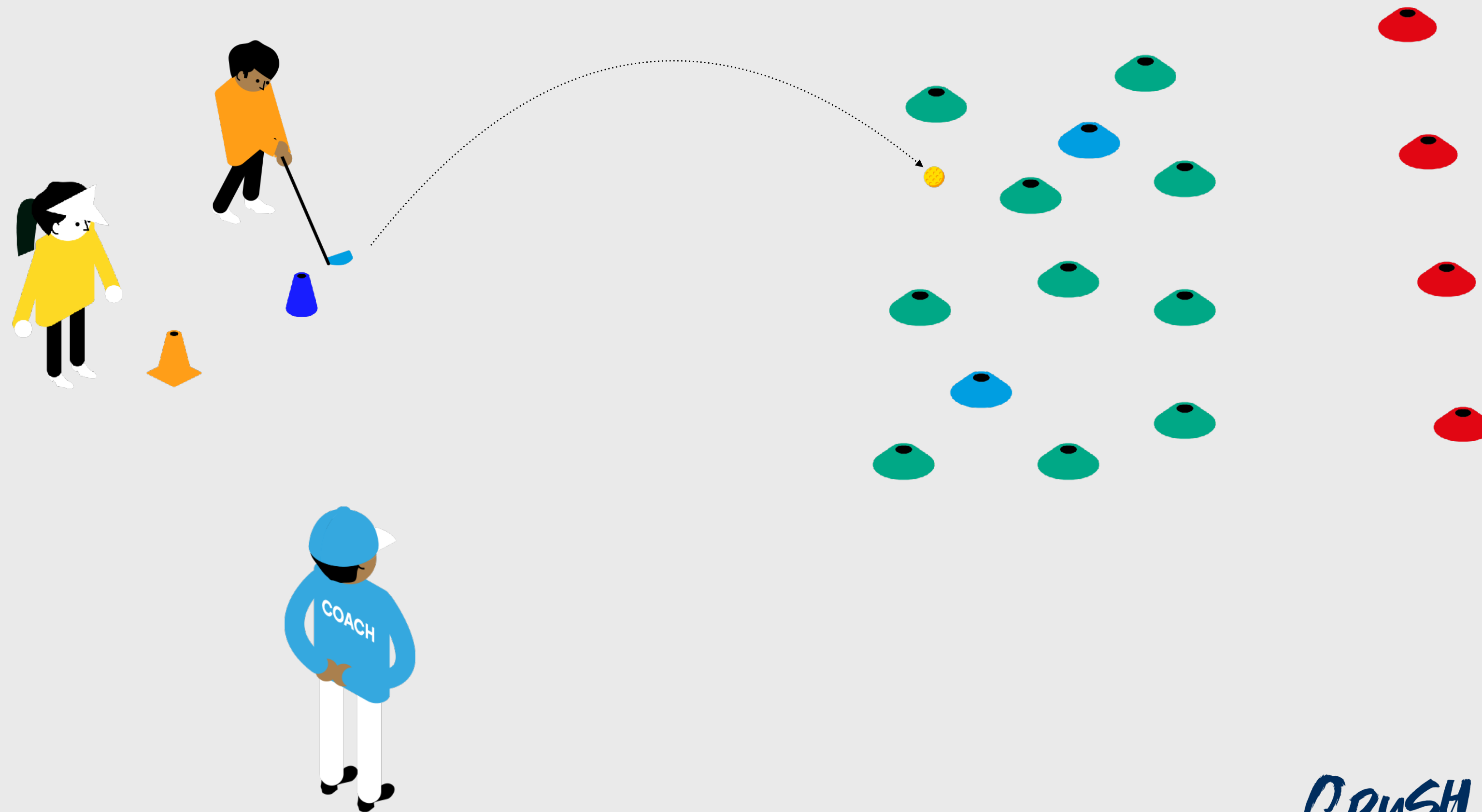
Spare equipment that may be required for the group attendees.



Golf Balls



Finders Keepers



How to Play

- Children take it in turns to attempt to chip 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
- If the players chip their ball past the line of red cones they have to put one of their collected cones back into the middle
- The winner is the player who has collected the most cones once all the cones have been collected

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.

Equipment needed

2 x Orange Safety Cones



1 x Cone for starting position



2 x Blue Colored Cone



10 x Green Colored Cone



Spare equipment that may be required for the group attendees.



Golf Balls

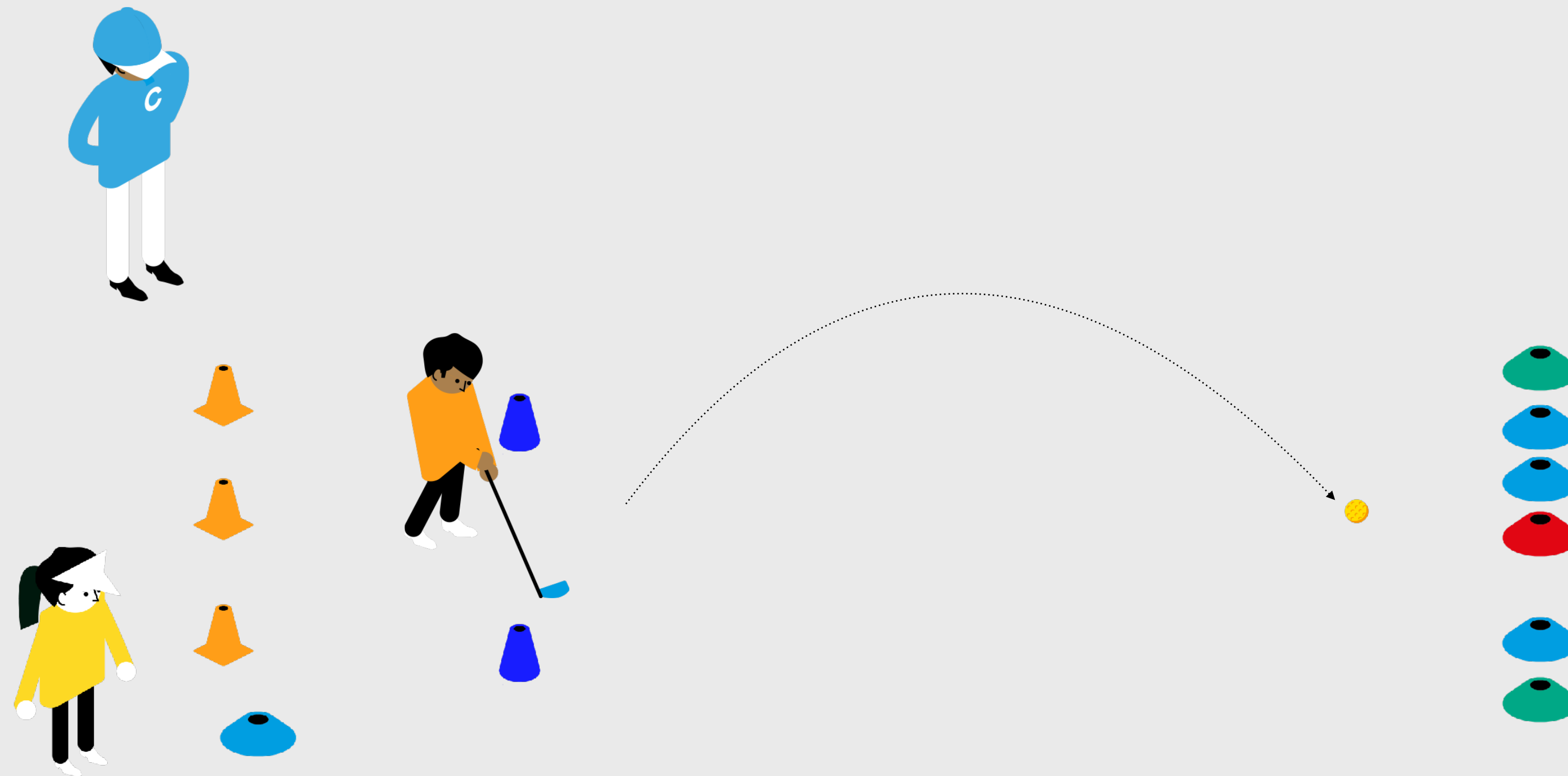


Red cones to mark the end zone



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Knockout



How to Play

- Children take it in turns to hit the ball towards the target
- If they hit one of the cones they pick up the cone and bring it back for their team
- The game is complete when all the cones have been hit

Progression Ideas

- Vary the distance from the cones
- Add in more or less cones to make the target bigger or smaller
- Introduce a fringe in front of the player and the ball only counts if it lands over the fringe
- Add different point values to each color cone

Learning Outcomes

- Control over distance and direction of pitch shots

Equipment needed

Orange Safety Cones

SAFETY



Cones to mark starting position



Cones for the target



Spare equipment that may be required for the group attendees.



Golf Balls



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