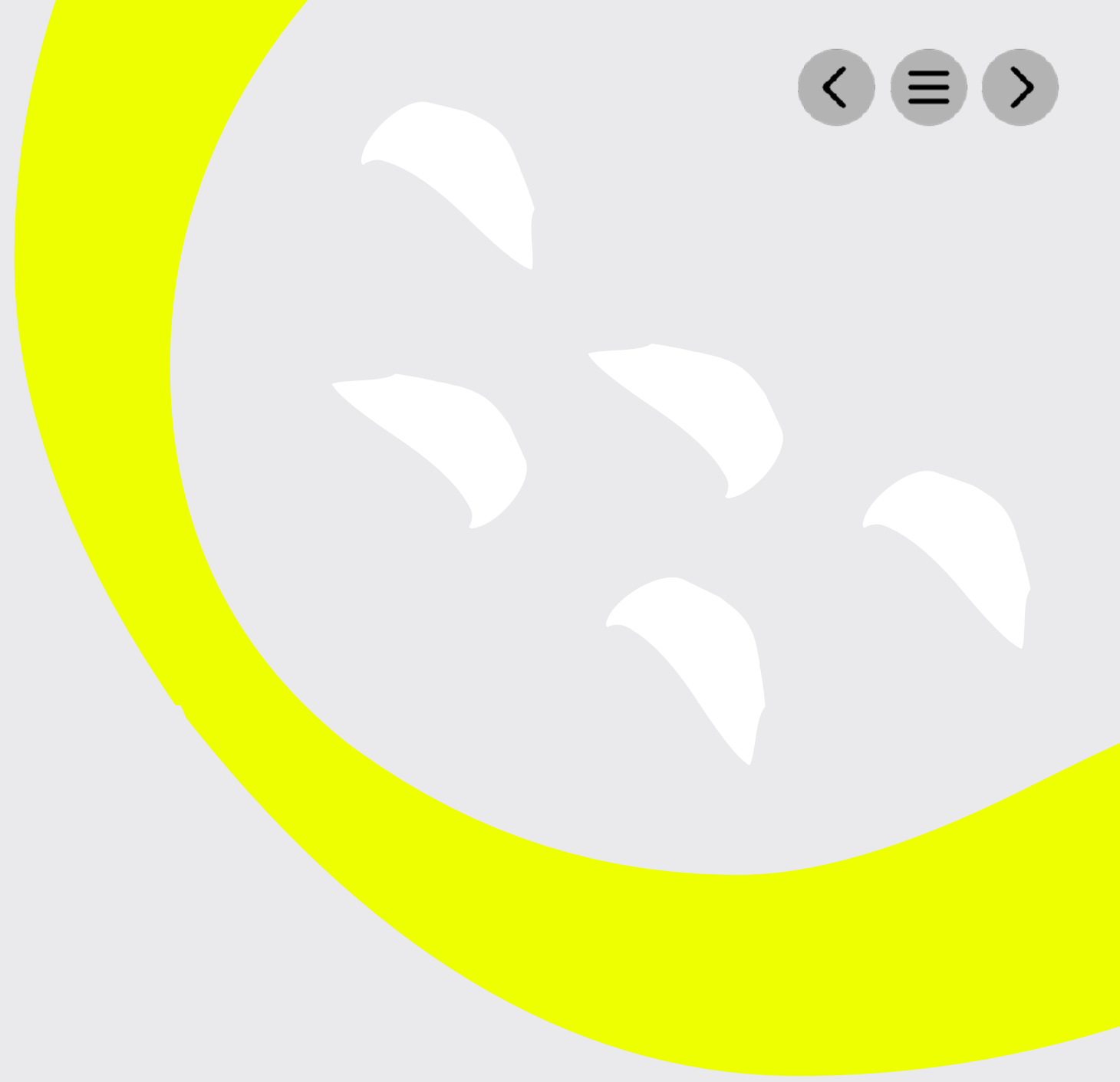


# Around the Green

## 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

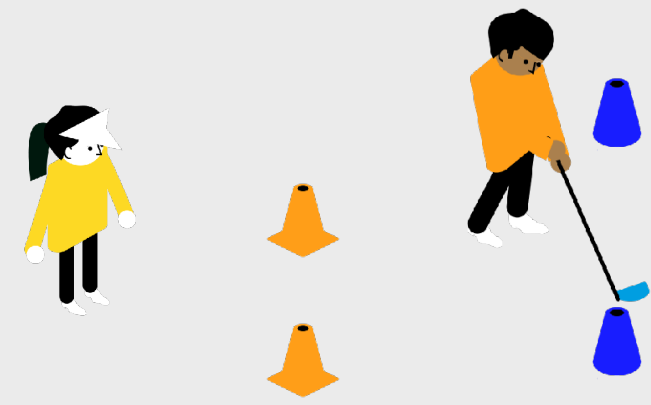
**Learning the Game Focus:**  
Rules and Etiquette:  
Who plays first? Chipping vs  
Putting

**Mastering the Game Challenge:**  
Chipping 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>Pitch vs Chip</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>Who plays first? Chipping vs Putting</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>Play in the now</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>Finders Keepers</li> <li>Closest to the Line</li> <li>Chipping 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  
Finders Keepers



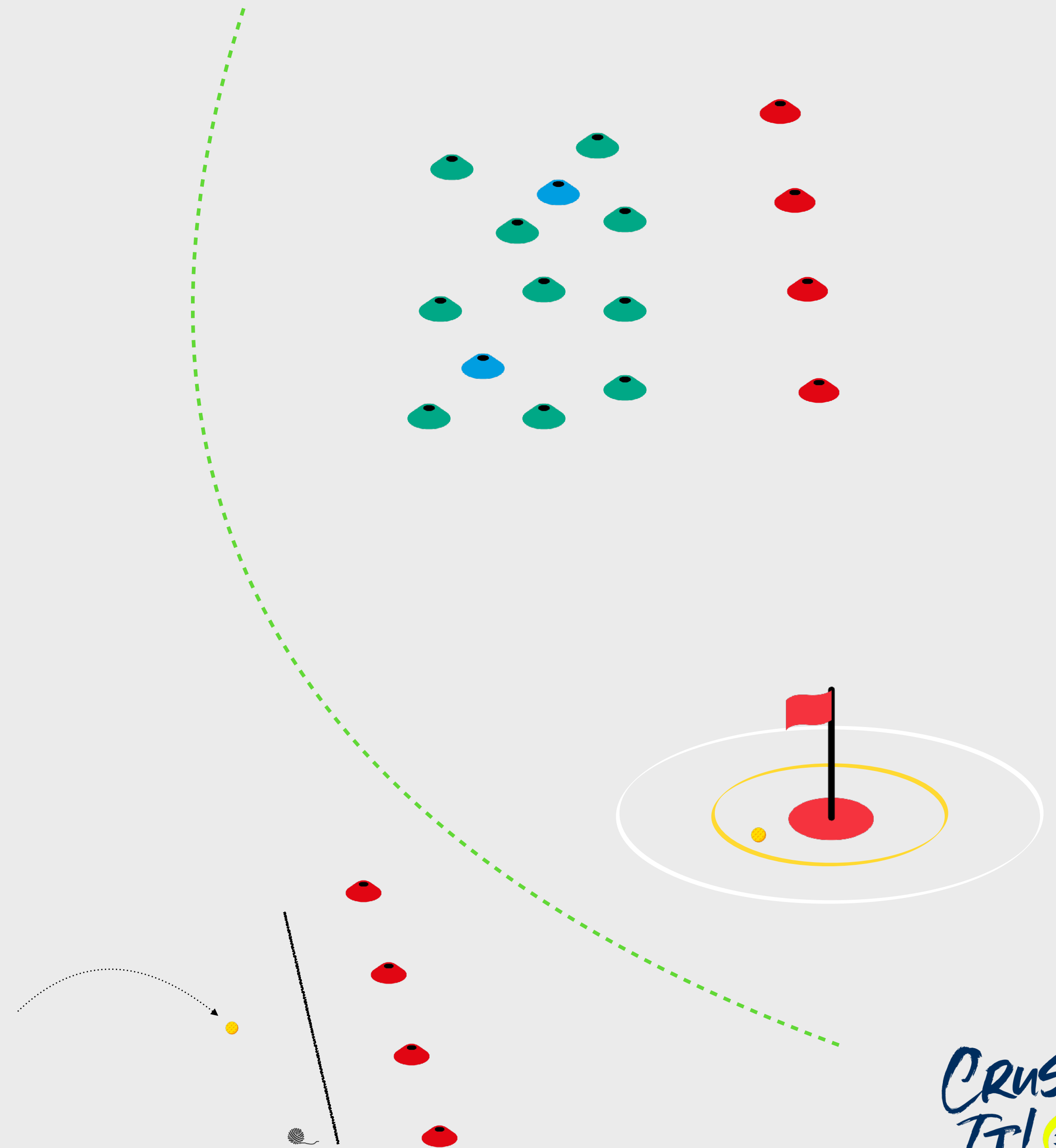
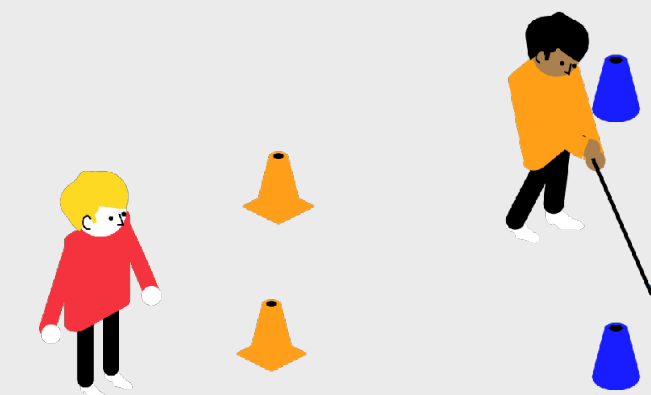
**Station 4:**  
Free Practice Station



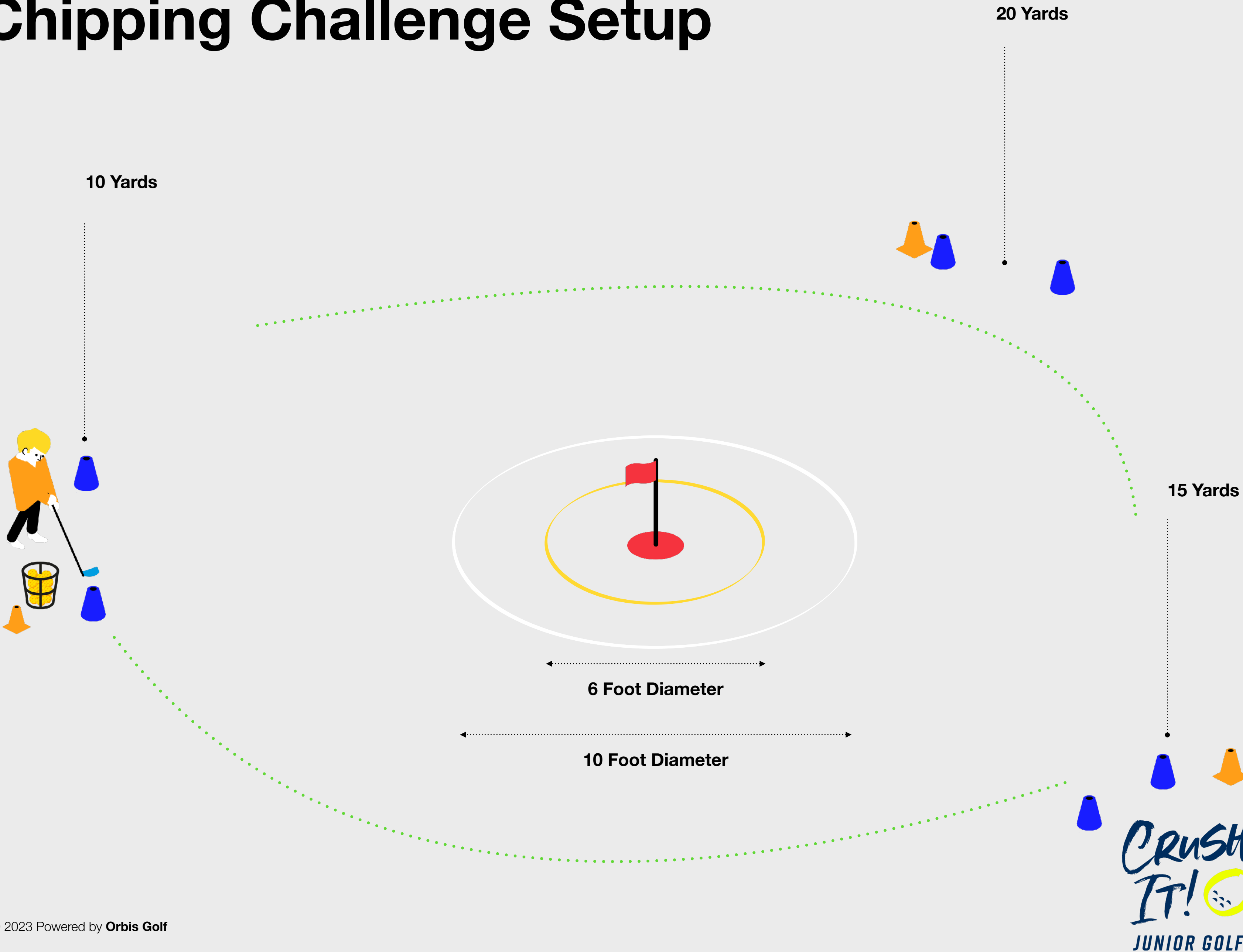
**Station 1:**  
Challenge Station



**Station 2:**  
Game Station  
Closest to the Line



# Chipping Challenge Setup



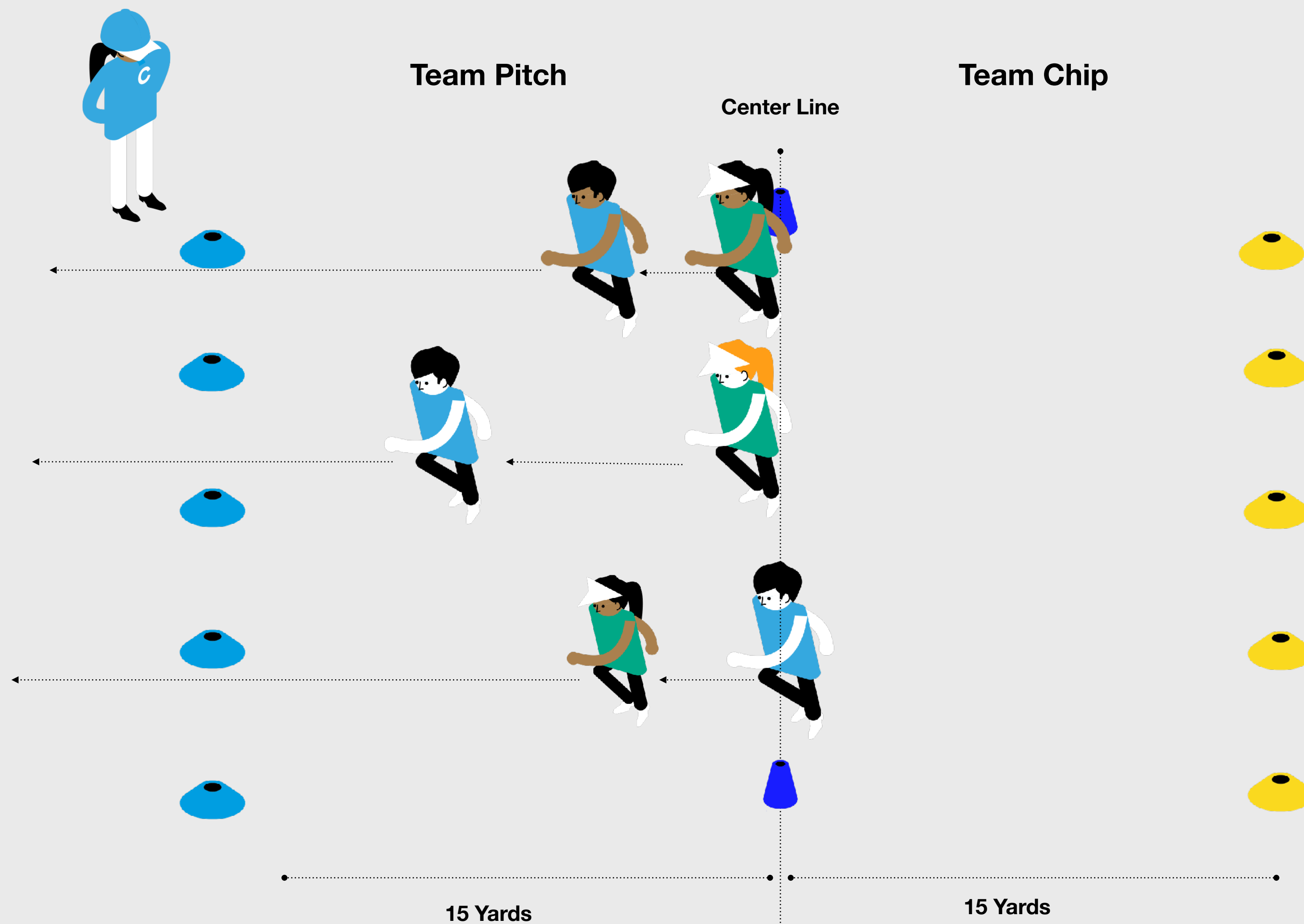
## Setting out the Challenge

- 1 flag should be selected on the green. Alignment sticks could be used where this isn't possible
- 2 target circles from your equipment bag are placed around the flag at the diameters in the graphic opposite
- Three starting points are positioned around the green for level 3-6 challenges
- These should offer variation and at the approximate distance indicated in the graphic

## Equipment Required

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

# 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

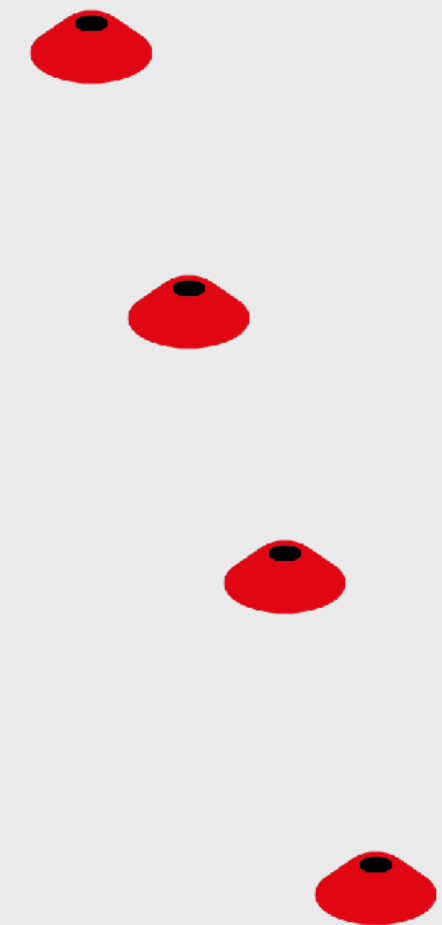
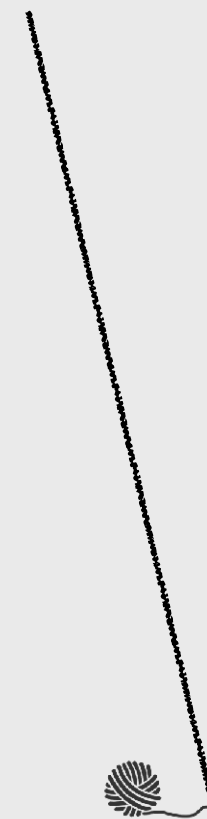
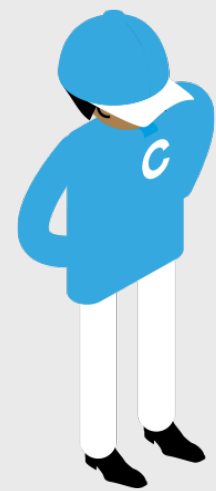
- The Whole Child theme this week is to encourage children to focus on the present. Not thinking too much about what is to come or dwelling on what has already happened.
- Carry this theme into the class by keeping the session really fast paced and making sure everyone is as involved and active as possible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



**CRUSH  
IT!**  
JUNIOR GOLF



## 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



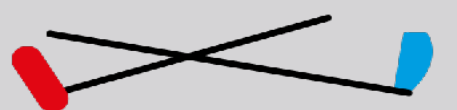
String to mark the target line



Red cones to mark the end zone



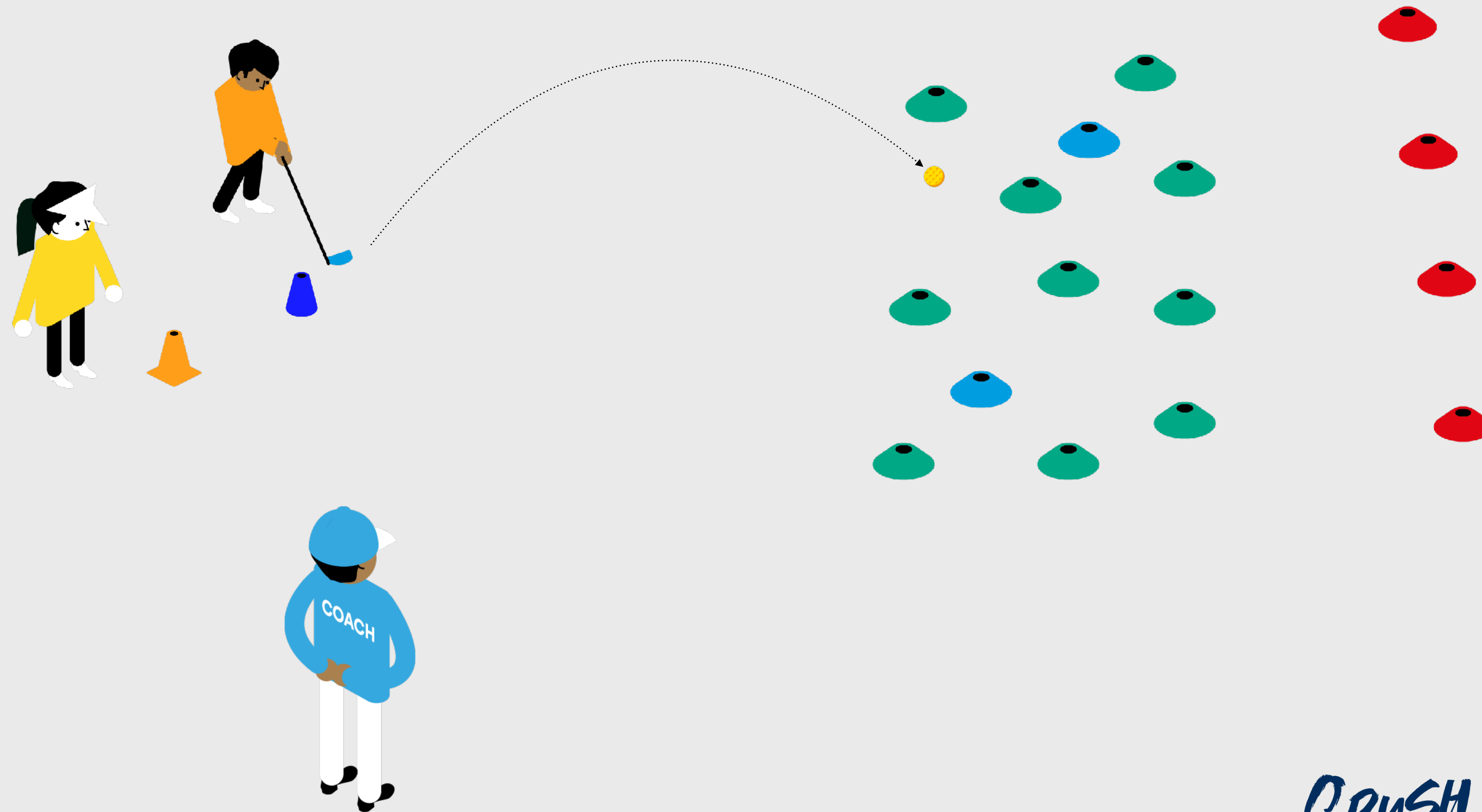
Spare equipment that may be required for the group attendees.



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

SAFETY



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



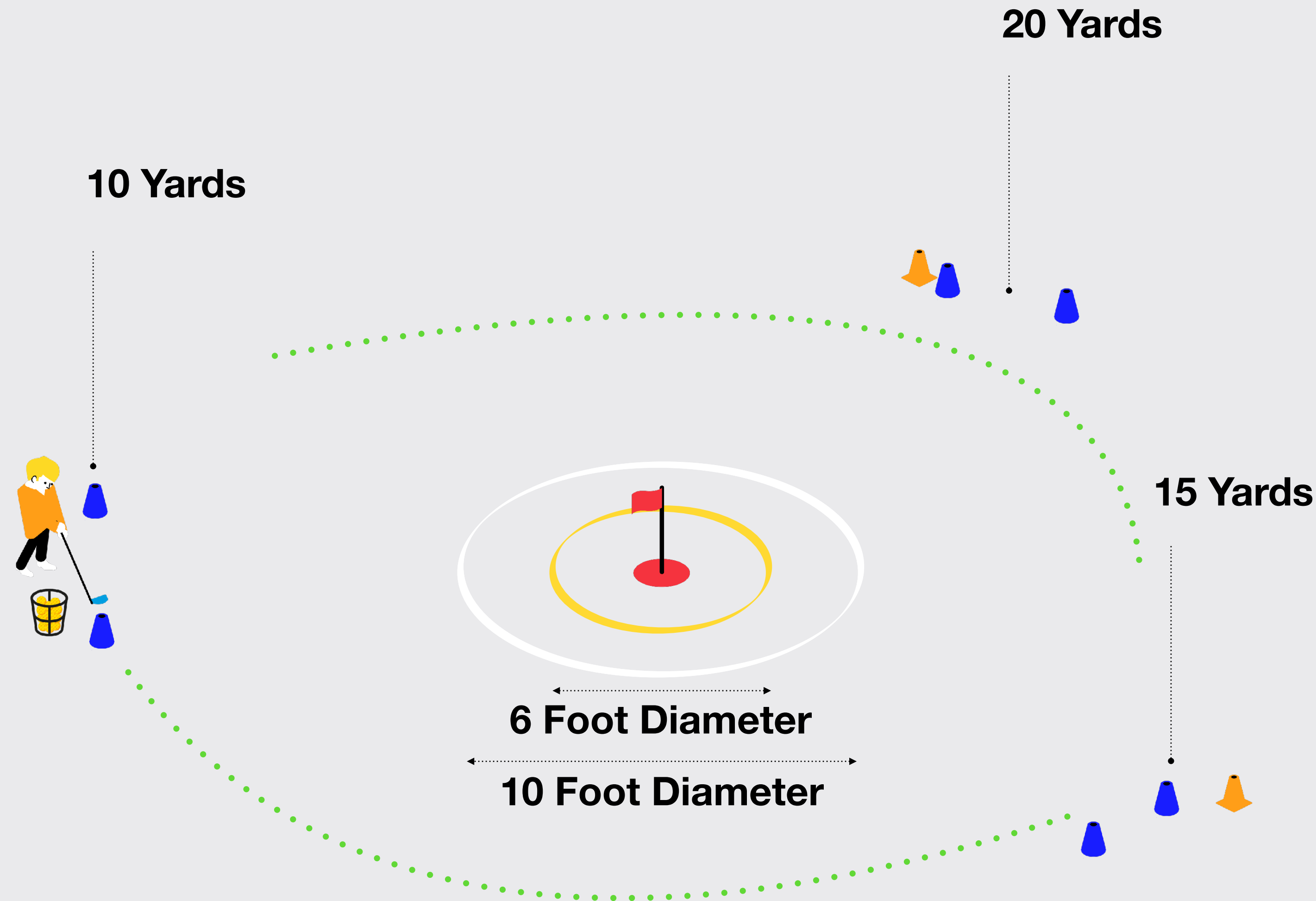
Red cones to mark the end zone



CRUSH  
IT!  
JUNIOR GOLF



# Chipping Challenge



## 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 chipping 3 balls on the green from a starting distance of 10 yards from the flag. You have 5 attempts.
- 2 Juniors complete this Level 2 Challenge by chipping 2 balls within a 10-foot circle from a starting distance of 10 yards from the flag. You have 5 attempts.
- 3 Juniors complete this Level 3 Challenge by chipping 3 balls within a 10-foot circle from a starting distance of 10 yards from the flag. Chipping 1 ball within a 10-foot circle from a starting distance of 15 yards from the flag. You have 5 attempts from each starting position.
- 4 Juniors complete this Level 4 Challenge by chipping 4 balls within a 10-foot circle from a starting distance of 10 yards from the flag. Chipping 2 balls within a 10-foot circle from a starting distance of 15 yards from the flag. Chipping 1 ball within a 10-foot circle from a starting distance of 20 yards from the flag. You have 5 attempts from each starting position and all shots must finish on the green.
- 5 Juniors complete this Level 5 Challenge by chipping 5 balls within a 10-foot circle from a starting distance of 10 yards from the flag, Chipping 4 balls within a 10-foot circle from a starting distance of 15 yards from the flag, Chipping 3 balls within a 10-foot circle from a starting distance of 20 yards from the flag. You have 5 attempts from each starting position and all attempts must finish on the green. You have 5 attempts.
- 6 Juniors complete this Level 6 Challenge by chipping 3 balls within a 6-foot circle from a starting distance of 10 yards from the flag. Chipping 2 balls within a 6-foot circle from a starting distance of 15 yards from the flag. Chipping 1 ball within a 6-foot circle from a starting distance of 20 yards from the flag. You have 5 attempts from each starting position and all shots must finish within the 10 foot circle.

