

# Swing Week 25



# Contents

- 3 **Class Timetable**
- 5 **Class Setup and Layout**
- 7 **Physical Literacy Warm Up**
- 10 **The Whole Child Focus**
- 12 **Learning the Game Focus**
- 14 **Mastering the Game Cards**



# Class Timetable



# Class Timetable - Week 25

**Session Length:**  
60mins

**Group Size:**  
1:8

**Mastering the Game Focus:**  
Swing:  
Driver

**Whole Child Focus**  
Cognitive:  
Brush it Off

**Learning the Game Focus:**  
Orientation:  
Hitting with different parts of the Driver

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>Pass the Ball</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>Hitting with different parts of the Driver</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>Brush it Off</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, tasks and challenges</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 if appropriate</li> </ul>	<ul style="list-style-type: none"> <li>X's and O's</li> <li>C.O.P.Y me</li> <li>Rocket Launcher</li> </ul>
5 Mins	myAcademy Folder Track and Reward	<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>Present the Achiever Award to a student in front of the parents and the group</li> </ul>	<ul style="list-style-type: none"> <li>myAcademy Folders</li> </ul>

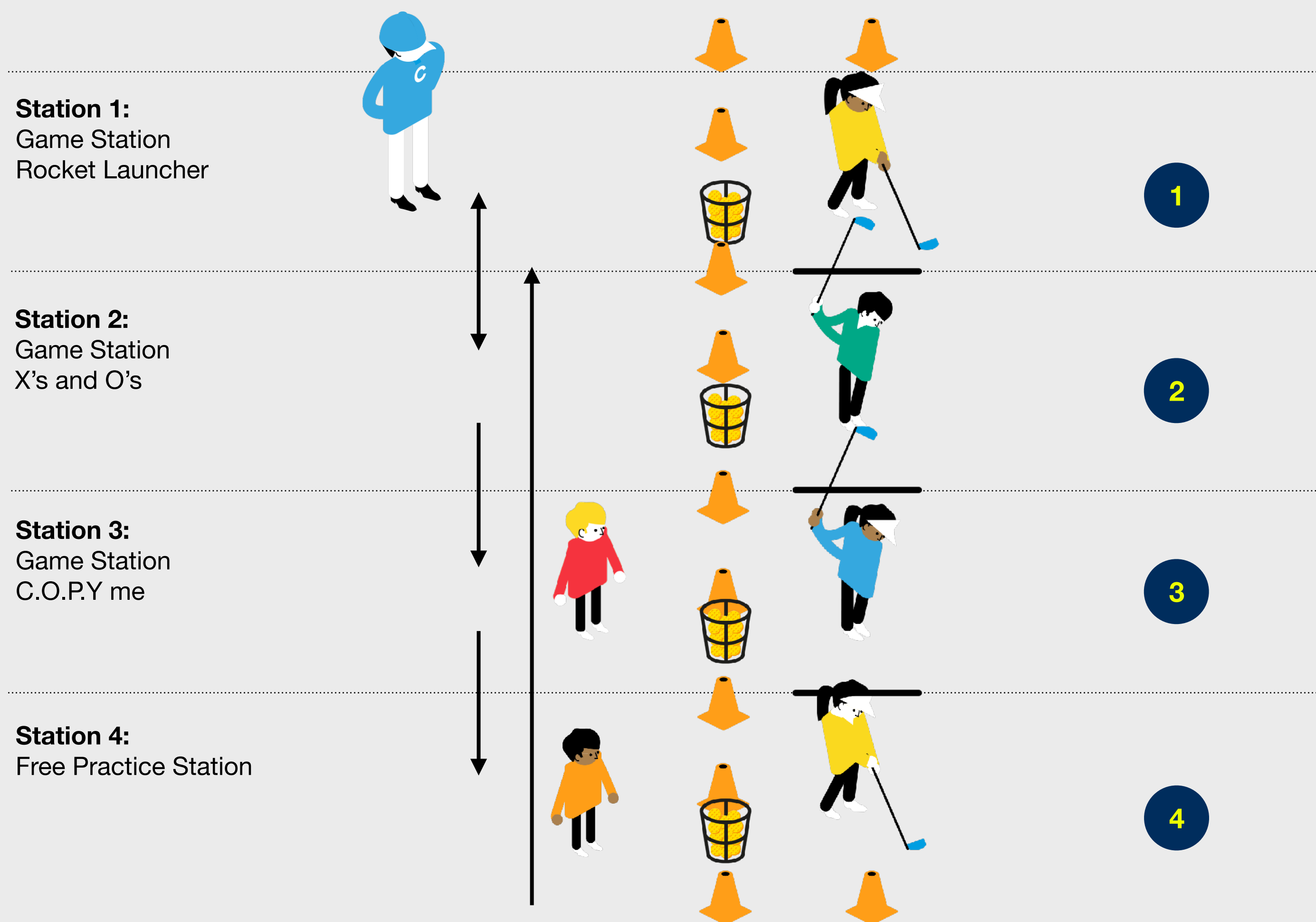
# Layout and Setup



# Class Layout and Setup

The graphic opposite provides an example image of how we suggest you layout your class so that the learning outcomes and activities can be delivered in a safe, fun and engaging manner. We suggest running the class as follows:

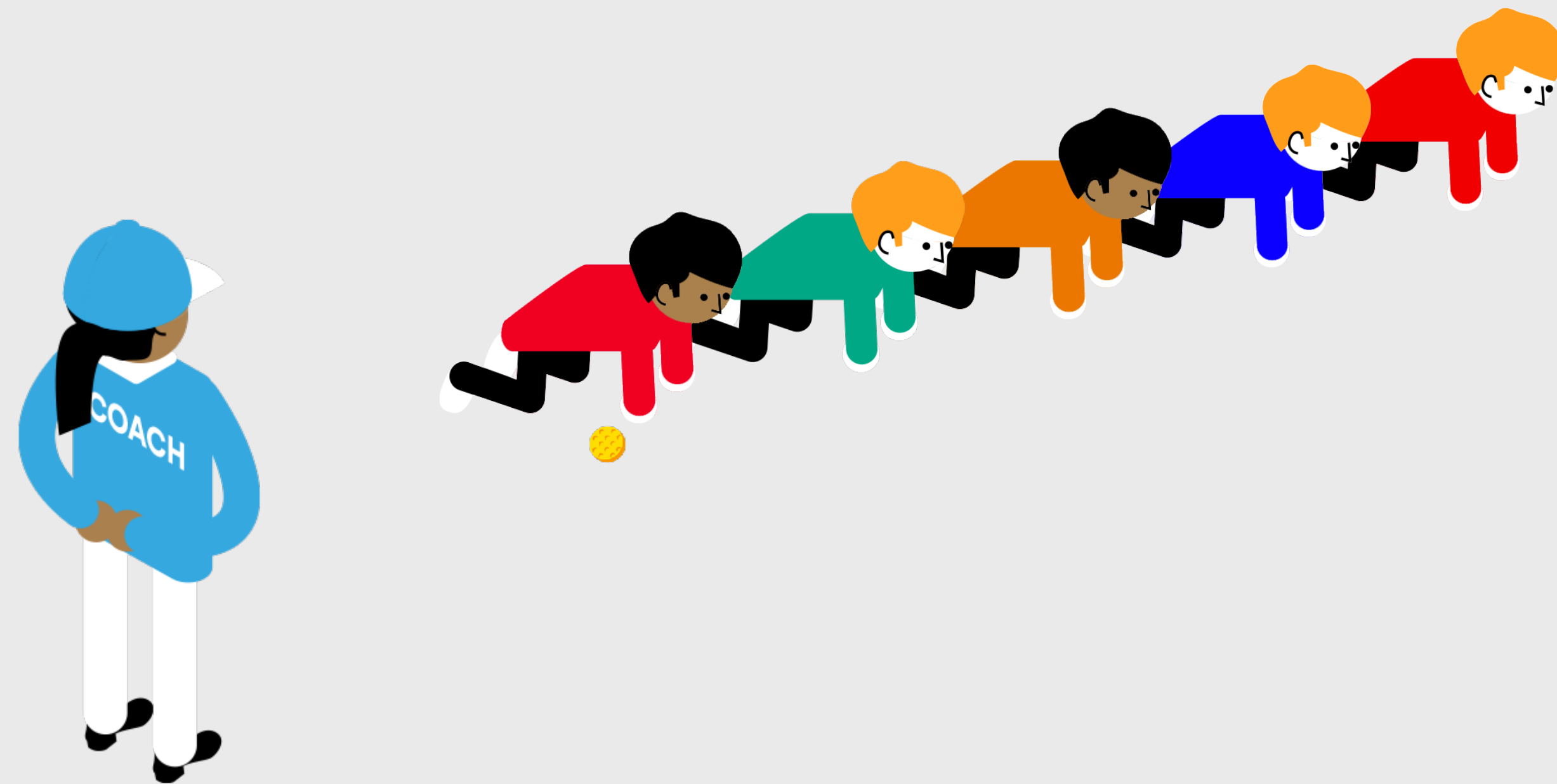
- Stations 1, 2 and 3 are **Game Stations**. At these stations the children play in pairs or play the games independently with occasional supervision from the coach
- Station 4 is the **Free Practice Station**. It is at this station the child can develop their fundamentals under guidance from the coach, away from any form of game or competitive play. You may decide the lay out a technical drill if appropriate for the child
- Children should play in pairs, with stations 1 and 2 being a pair, another pair at station 3 and the last pair at station 4
- Children should rotate around the stations, with each pair spending approximately **8 minutes** to spend at each station. Each child should get an opportunity at each station during the class
- Safety is your top priority when running your class, please remember to;
  - Add your orange safety cones behind each station to identify to the juniors where they are required to stand when not hitting from the hitting station
  - Dividers should be used to identify the hitting stations
  - Baskets should be placed to the side of the golfers and behind the hitting area
  - Juniors should never go in front of the hitting stations to collect a golf ball or golf club
  - Juniors should always exit the hitting stations from the rear by crossing the orange safety cones



# Physical Literacy Warm Up Game



# Pass the Ball



## How to Play

- All the children lay down in a raised plank position, side by side
- The aim of the game is to pass the ball from one end of the line to the other end and then back again in the quickest time possible
- Everyone has to stay in the plank position until the ball gets back to the first child

## Progression Ideas

- Put in a target time to beat
- Increase the number of times the ball has to be passed up and down the line

## Equipment Needed

1 x Golf Ball





# Fundamental Movement Skills (FMS)



During your Warm Up Game, explore a range of Fundamental Movement Skills (FMS). The children should be encouraged to experiment and develop these movements and you can tailor the difficulty of the specific movement to each child or warm up game.



## Kick

Explore this skill using both feet, different parts of the foot and kicking in the air and on the ground



## Throw

Explore this skill using both arms, underarm and overarm throws as well as at a range of heights



## Skip

Explore this skill using a rope and in dynamic motion at a range of speeds



## Run

Explore this skill at a range of speeds, and going backwards



## Hop

Explore this skill by alternating legs on the spot and in dynamic motion



## Side-step

Explore this skill by alternating sides, touching heels and crossing legs



## Dodge

Explore this skill by getting the child to dodge static and dynamic obstacles at a range of heights



## Jump

Explore this skill by exploring the movement in multiple directions



## Stand on one leg

Explore this skill by exploring balancing on both legs



## Crawl

Explore this skill by exploring using different segments of the body

# The Whole Child



# Cognitive

## Brush It Off

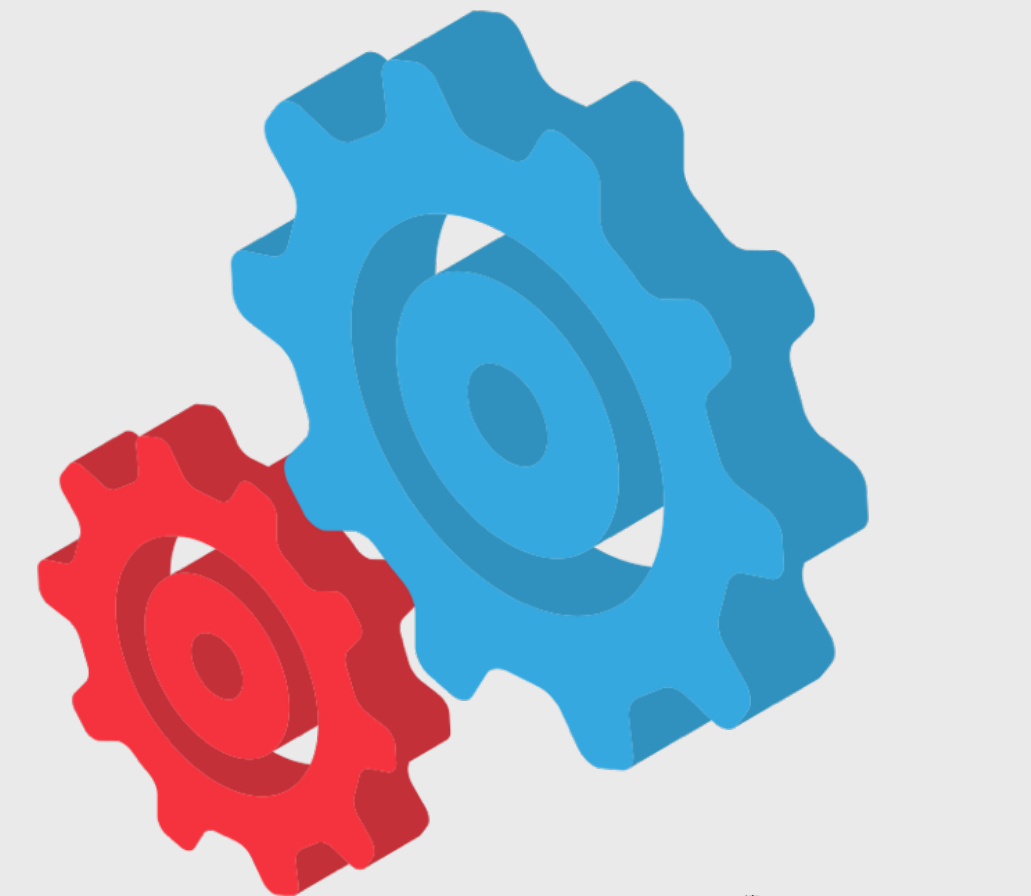
The Whole Child theme this week is to learn how to brush off any bad shots, and move on to the next.

Carry this theme into the class by letting the children know it's ok to get frustrated, but learning to move on without letting a bad shot effect you will be a key skill to learn.

It should be highlighted that the Achiever Award is presented to the child that has demonstrated the ability to not let a bad shot effect them negatively.

Taking the time to highlight this to the parents and children at the end of the lesson will reinforce the characteristics that embody the Crush It program.

An Achievement Sticker can be added to the myAcademy Folder if applicable to your program.



**CRUSH  
IT!**   
JUNIOR GOLF



### Reinforcing positive behaviours

There are lots of ways to reinforce the positive behaviours we want to see in your junior golfers.

Non-verbal reinforcement:

- Thumbs up
- Nod of your head
- A smile

Personal verbal reinforcement:

- “Love that attitude”
- “That’s the creativity we’re looking for”
- “Great effort, keep it up”

Group reinforcement:

- Stop the class, get everyone together, and highlight the behaviour you observed, and why you liked it
- Awarding the Achiever reward at the end of the lesson is a great opportunity to reinforce positive behaviours
- Be sure to pinpoint two or three moments in the lesson that stood out to you and praise the children involved

# Learning the Game Focus



# Orientation

## Hitting with different parts of the Driver

The Learning the Game focus this week is about understanding the different parts of the driver and how the ball flight is affected when you strike it off the heel or toe.

You should introduce your juniors to the heel and toe of the club and, if appropriate, explain the expected ball flight when striking the ball from these parts of the club with a driver.

Highlight that it is great practice to deliberately try and strike the ball from the heel and toe in order to get better at finding the middle of the club.

Carry this theme throughout the class and reward any behaviours with an achievement sticker.



### Questions to Ask

- What are the different parts of the club head called?
- What happens if you hit the ball off the toe with the driver?
- What happens if you hit the ball off the heel with the driver?

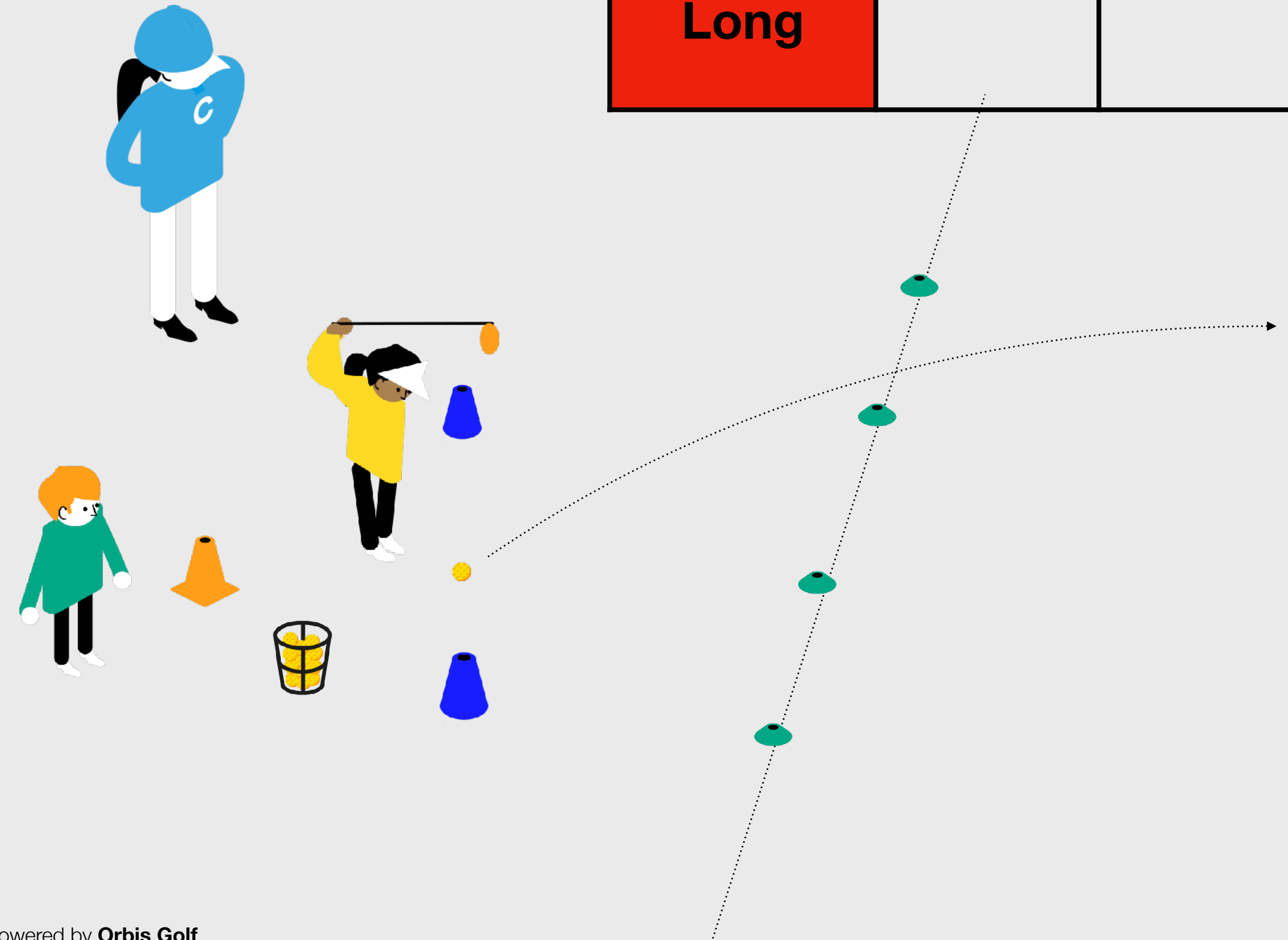
# Mastering the Game Cards





# X's & O's

Shot Type	Left	Straight	Right
Short	X		
Medium		X	
Long			X



### How to Play:

- The challenge is for the golfers to carry the ball past the minimum yardage line of cones
- The children take it in turns to hit their shots
- If they are successful hitting their chosen shot then they can mark a O or X on the grid in any blank space
- The winner is the player who can achieve 3 in a row on the grid

### Progression Ideas:

- Move the minimum distance cone line further out

### Equipment Needed:

Orange Safety Cones



Cones to mark out the necessary hitting stations.



Golf balls



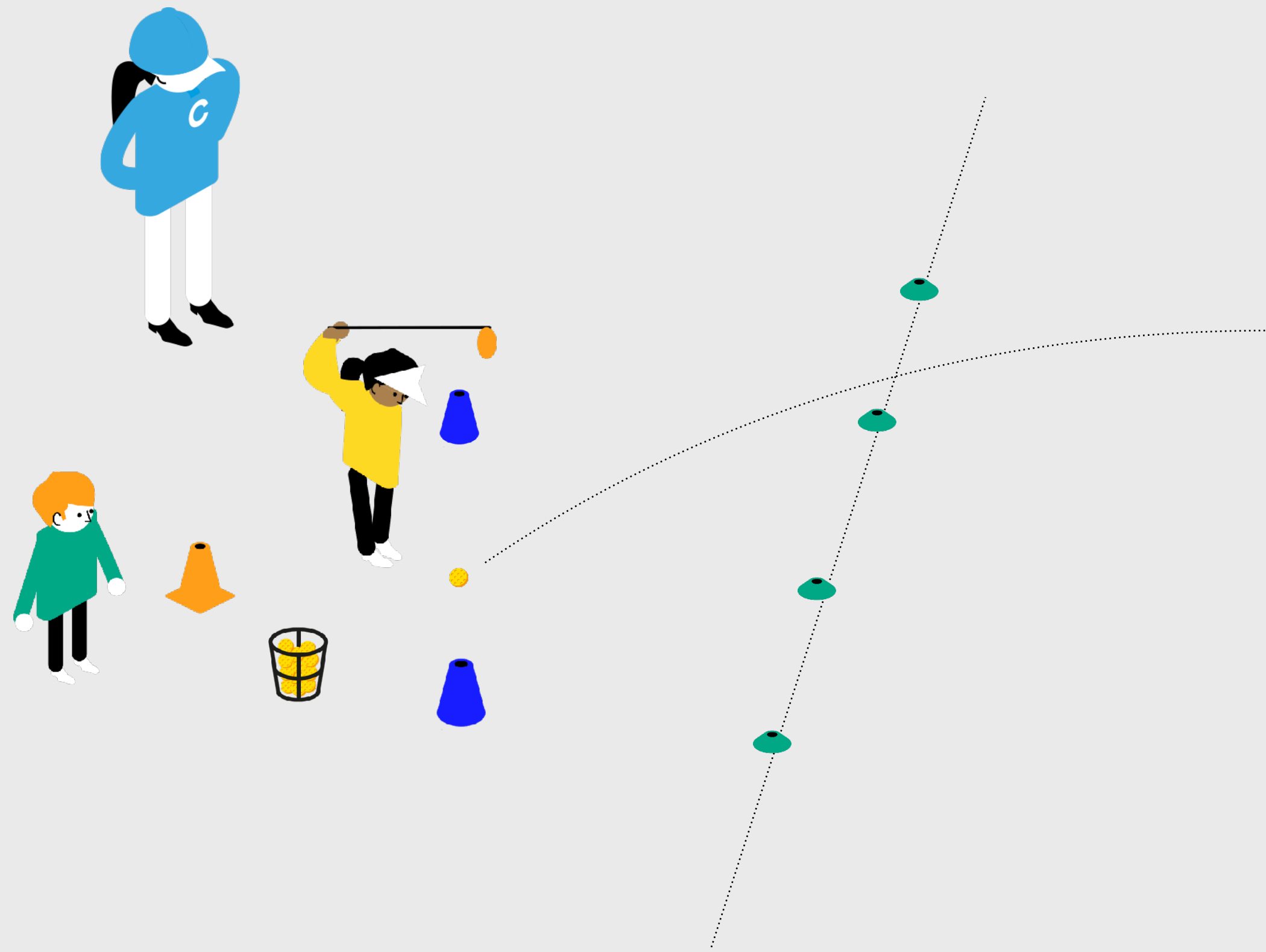
Paper and Pen to draw the grid



4 x Green Cones



# C.O.P.Y me



## How to Play

- The children should take it in turns to choose a shot for their partner to replicate
- If the child cannot produce the shot themselves they receive a letter "C"
- If their partner does not manage to replicate the intended shot they receive a letter "C"
- The game continues until one learner has completed the word "COPY" then they lose

## Progression Ideas

- Make it target based as well

## Equipment Needed

Orange Safety Cones

SAFETY



Cones to mark out the necessary hitting stations.



Golf balls



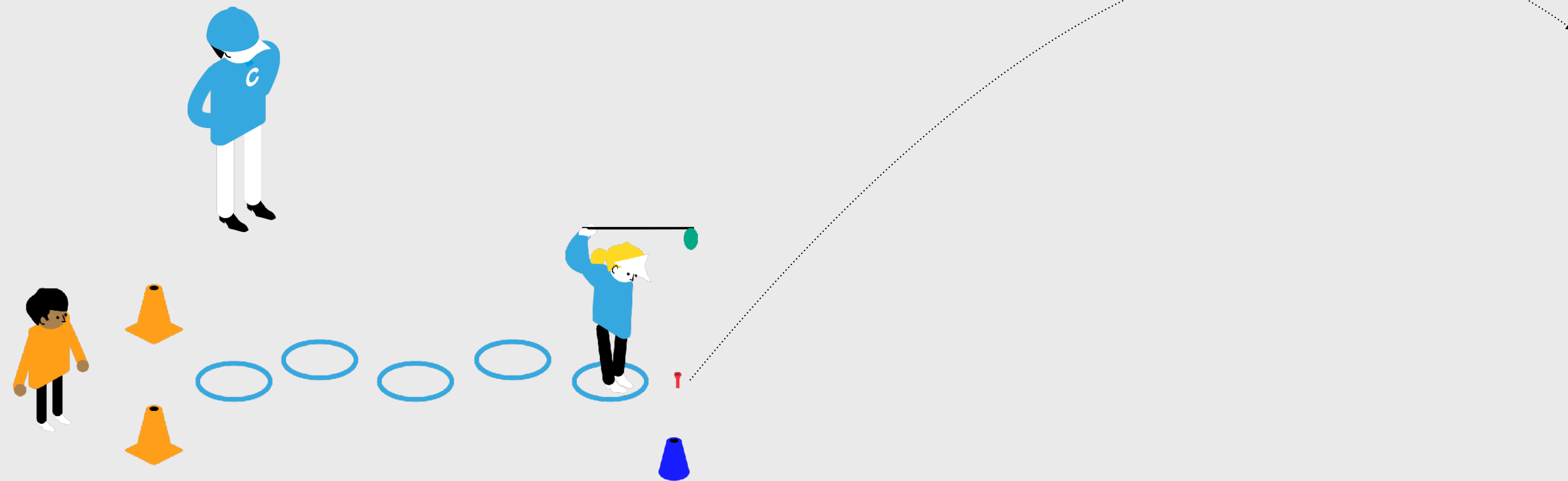
6 x Cones to build a target pyramid



CRUSH  
IT!  
JUNIOR GOLF



# Rocket Launcher



## How to Play

- Choose an FMS for the children to move between the launch pads (hoops)
- Children should countdown as they move to the ball “5, 4, 3, 2, 1...”
- When the child reaches the ball they have to try to launch the ball as high as possible
- The children take it in turns to hit their shots

## Progression Ideas

- Ask the children to choose how they move between the hoops
- Award points for how high they can hit the ball
- Add in a distance challenge for the children to try to hit the ball past

## Equipment needed

4 x Orange Safety Cones

SAFETY

Hoops

