

Around the Green

Week 36



Class Timetable - Week 36

Session Length:
60mins

Group Size:
1:8

Mastering the Game Focus:
Around the Green:
Bunker Play

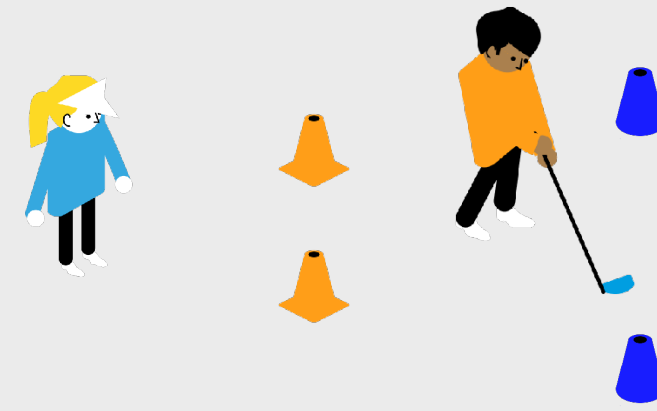
Whole Child Focus
Creative:
Ambitious

Learning the Game Focus:
Rules and Etiquette:
Play the ball as it Lies

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"> Wedge and Ball
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"> Play the ball as it Lies
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"> Ambitious
35 Mins	Mastering the Game Focus	<ul style="list-style-type: none"> Outline the safety instructions and class layout Introduce games and challenge 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 	<ul style="list-style-type: none"> Bullseye Erase the Face Closest to the Pin
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

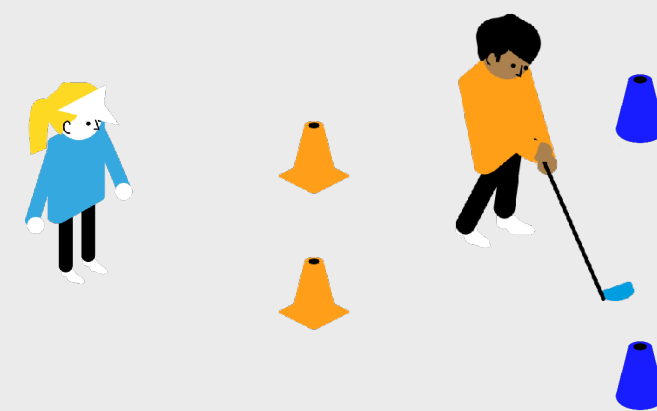
Station 3:
Game Station
Bullseye



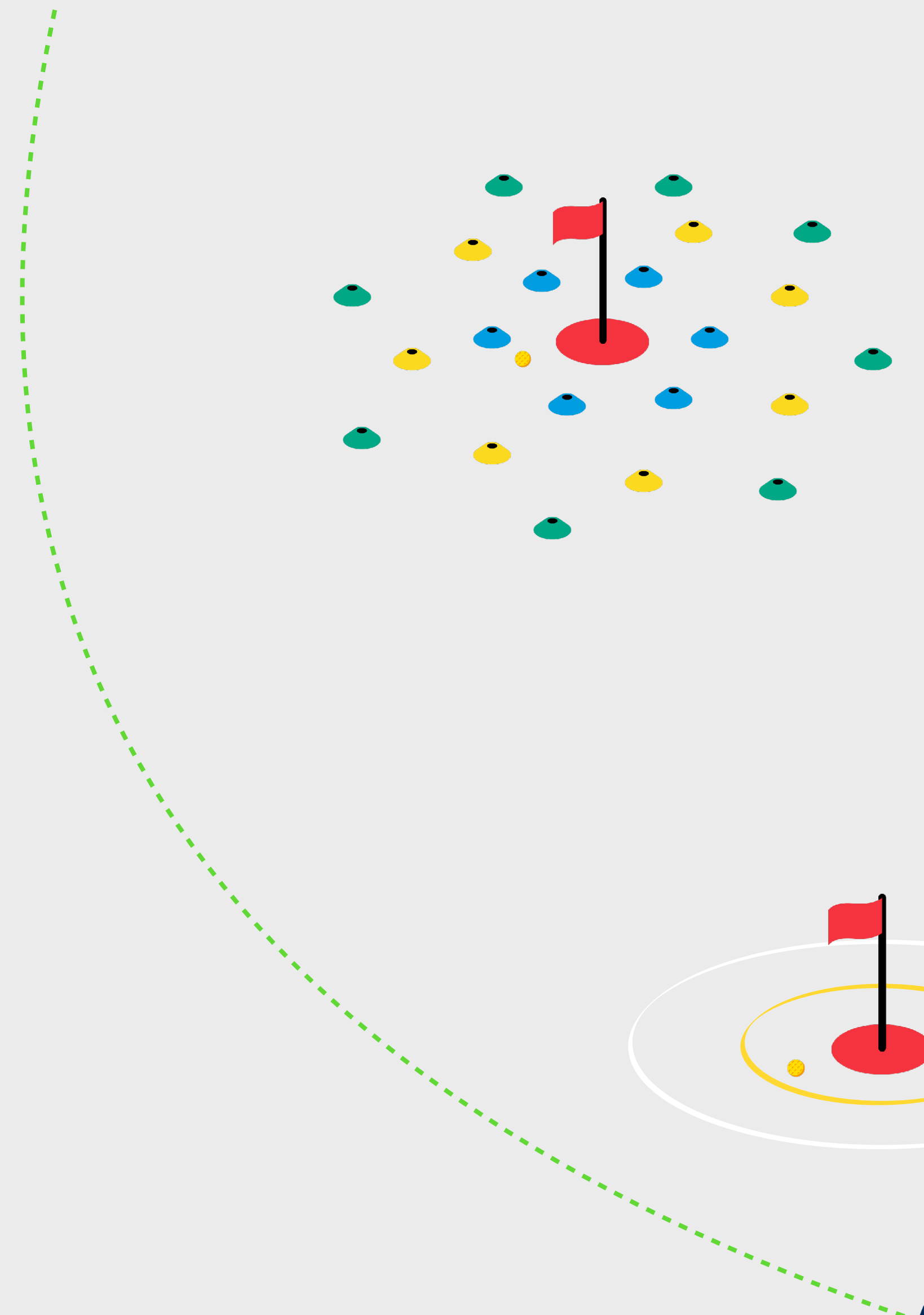
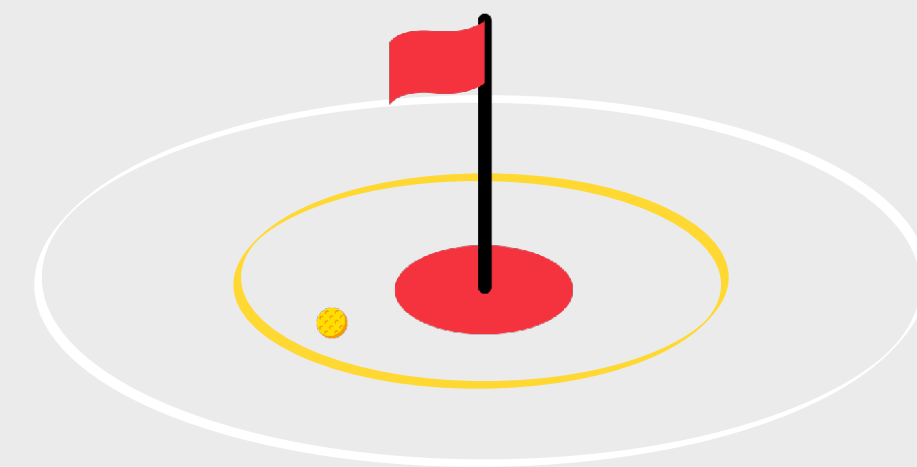
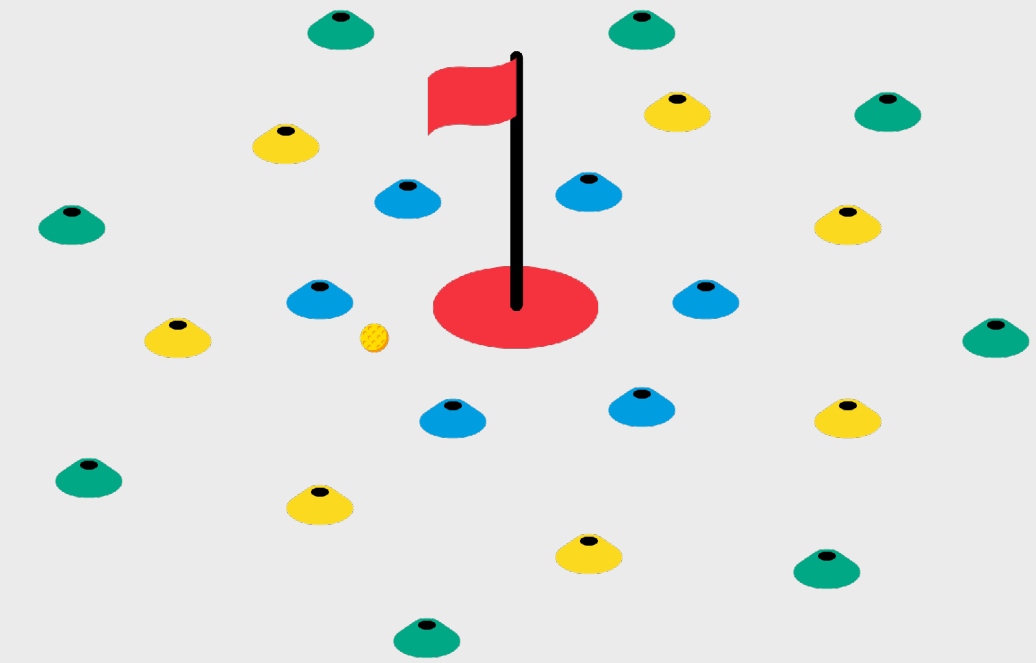
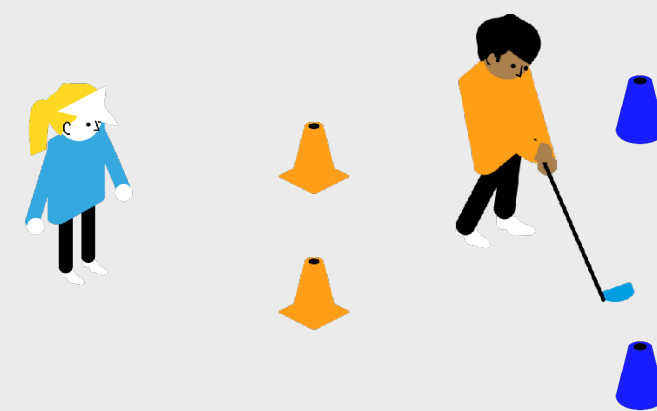
Station 2:
Game Station
Erase the Face



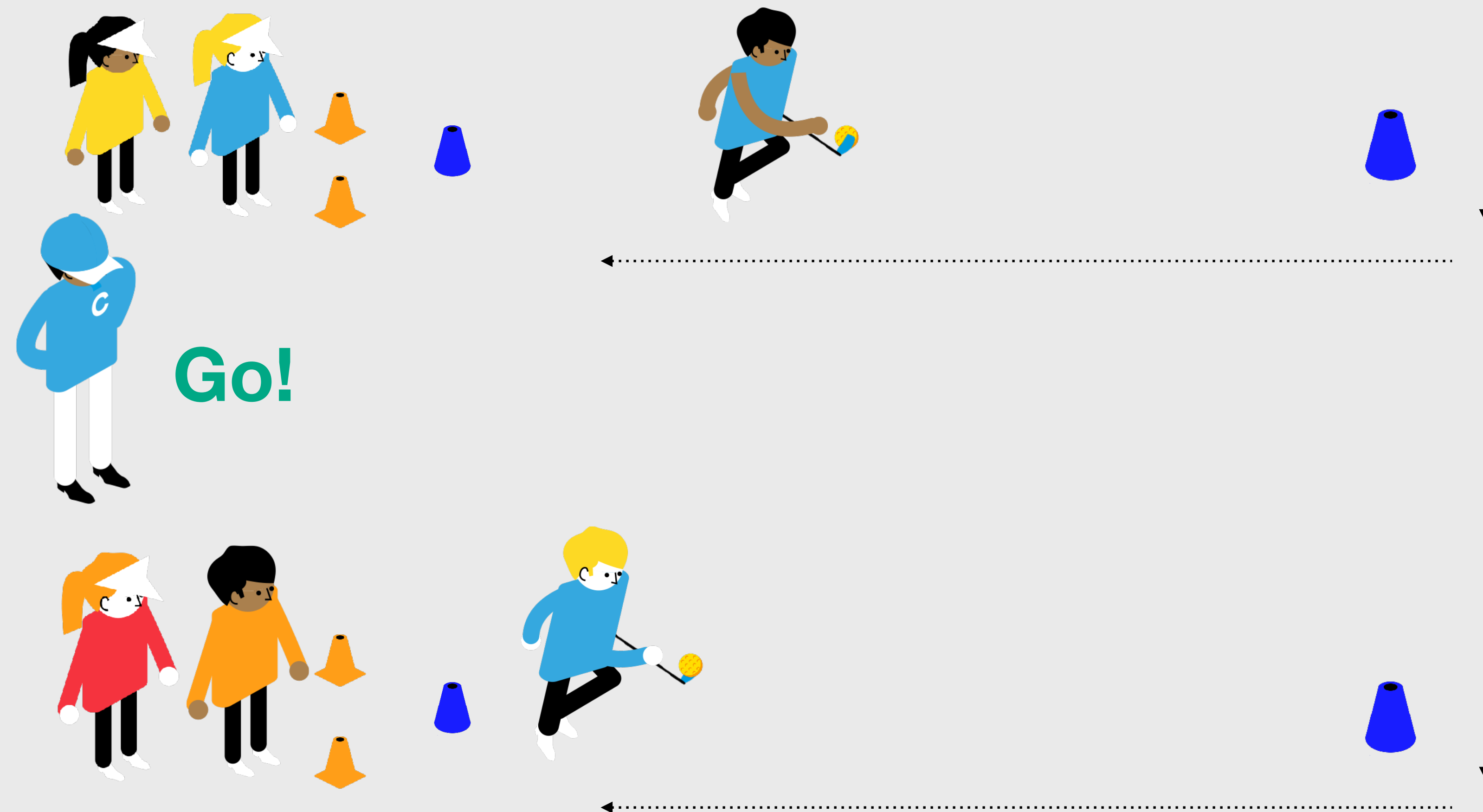
Station 1:
Game Station
Closest to the Pin



Station 4:
Free Practice Station



Wedge and Ball



How to Play

- Split the children into even groups, ideally two groups of 3
- Number the children players 1 – 3
- Child number 1 with the wedge in one hand and the golf ball in the other
- On go, the child tries to walk and balance the golf ball on the club face
- The team that wins is the one who gets all players home first.

Progression Ideas

- Add extra goes for each child
- Increase the distance between the markers
- Play the game with different fundamental movements such as running or hopping
- Attempt to play the game bouncing the ball on the clubface as the child moves
- When the ball is dropped, the child returns to the start

Equipment Needed

Orange Safety Cones

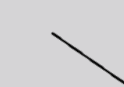
SAFETY



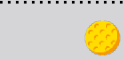
4 x Cones



Golf Wedge



Golf Ball



CRUSH
IT!
JUNIOR GOLF



Creative Ambitious

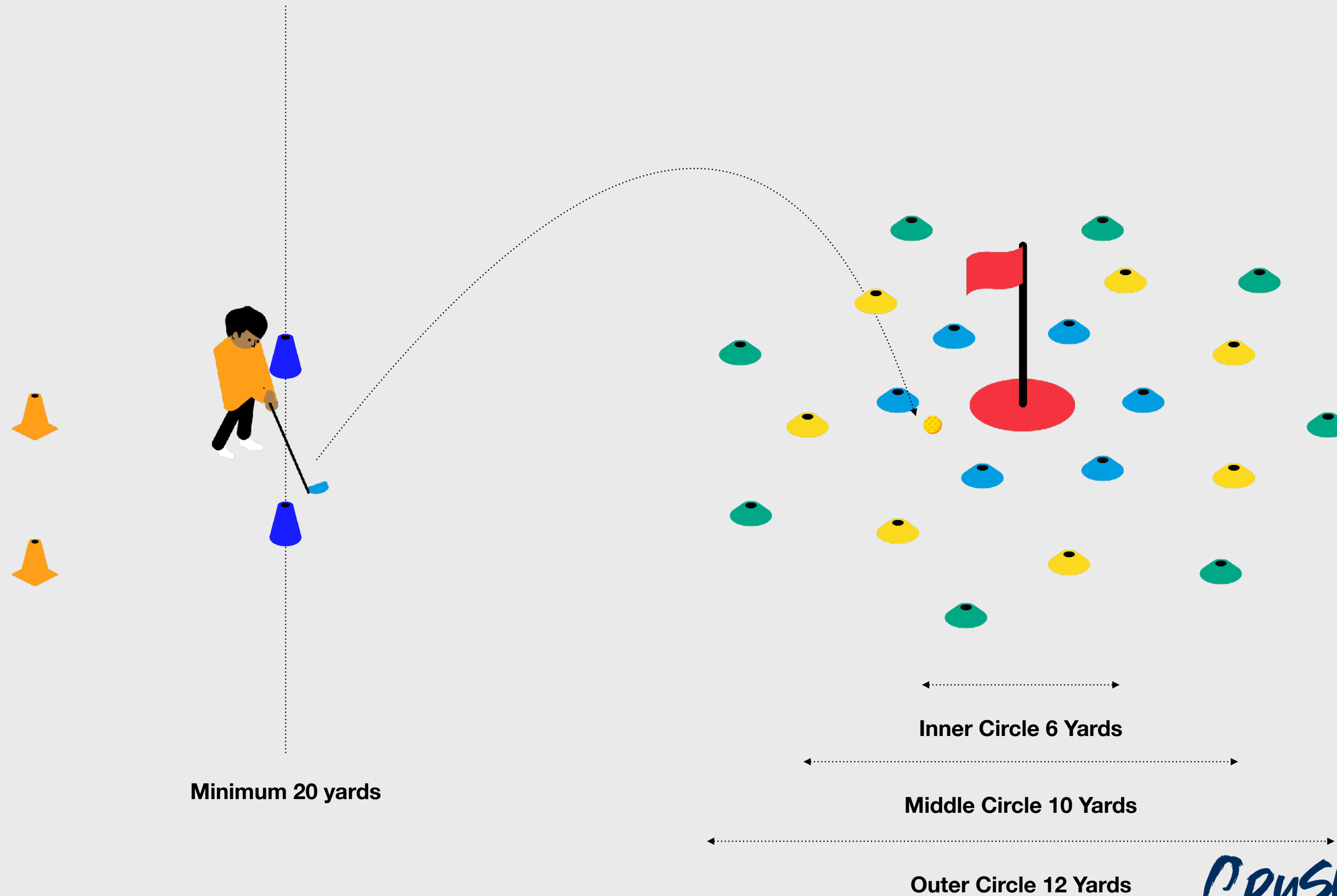
- The Whole Child theme this week is focussing on developing an ambitious attitude.
- Carry this theme into the class by prompting the children to take on a tougher shot or set a more difficult goal within the session that they wouldn't usually attempt, and even talk about future ambitions.



Rules and Etiquette Play the ball as it lies

- The Learning the Game focus this week is about playing the ball as it lies
- You should highlight to your juniors the importance of practicing from difficult lies, not improving your lie to make life easier

Bullseye



How to Play

- Allocate the target circles different points
- Each child has 10 shots and tries to accumulate as many points as possible based on where the ball finishes
- The winner is the player who gets the most points from their 10 shots

Progression Ideas

- Change the size of the target circles
- Vary the starting point from around the green
- Introduce a rule that the ball must land over the fringe to count
- Add penalty points if the child is unsuccessful on getting the ball onto the green or in the target circles

Learning Outcomes

- Control of distance and direction when pitching

Orange Safety Cones

SAFETY



Cones to mark out the necessary hitting station



6 x Blue colored cones to mark the inner circle



8 x Yellow colored cones to mark the middle circle



10 x Green colored cones to mark the outer circle



Spare equipment that may be required for the group attendees.



Golf Balls



Erase the Face



How to Play

- Children take it in turns to draw a smiley face in the bunker
- The aim of the games to try and erase the face in one shot with your most lofted club
- Children are then asked what is missing... The nose!
- Children add the ball (the nose) to the face, and try to erase the face once more
- The challenge is complete when the children erase the face and successfully accomplish

Progression Ideas

- Add in a target on the green
- Aim to hit a certain number of shots out of the bunker in a row

Learning Outcomes

- Ability to hit a successful bunker shot

Equipment needed

Orange Safety Cones

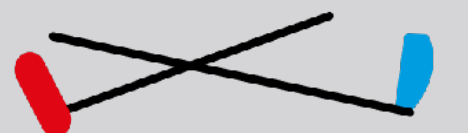
SAFETY



Cones to mark starting position



Spare equipment that may be required for the group attendees.



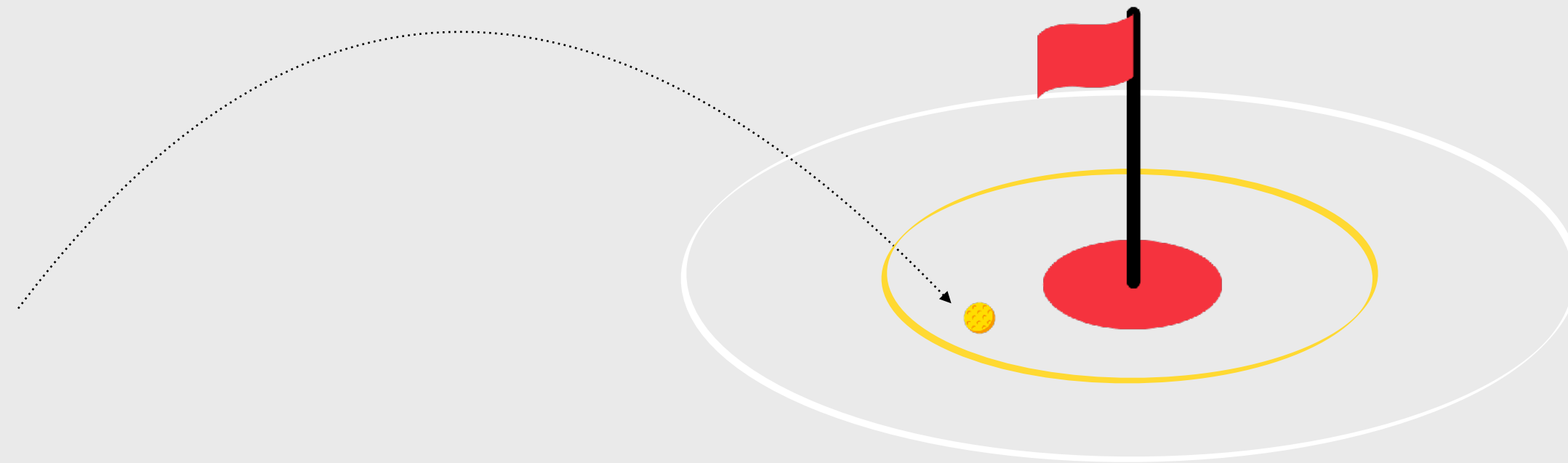
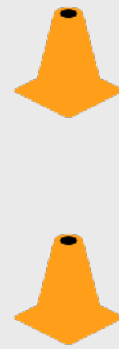
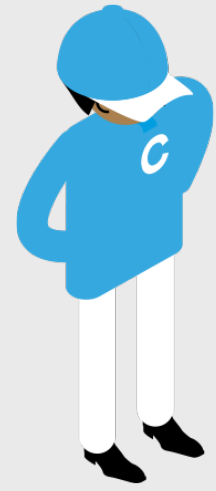
Golf Balls



CRUSH
IT!
JUNIOR GOLF



Closest to the Pin - Play it as it Lies



How to Play

- Give the target circles different points
- Each child has 10 shots and tries to accumulate as many points as possible based on where the ball finishes
- Children take it in turns to drop the ball in different positions around the green
- The ball must be played from where it lands

Progression Ideas

- Vary the distance of each shot
- Allow 1 re-drop out of the 10 shots
- Define whether the ball lands or rolls into the box
- Introduce a fringe in front of the player and the ball only counts if it lands over the fringe

Learning Outcomes

- Ability to adapt to the conditions
- Understand there is an element of luck in golf that you cannot control
- React well to bad luck and you will perform better more often
- Variability in your practice helps to improve your skills and is realistic to how the game is played on the course

Equipment needed

Orange Safety Cones

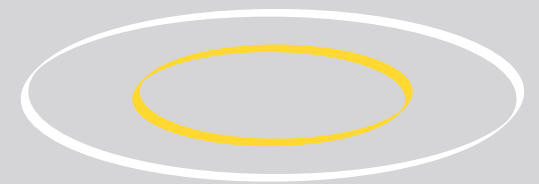
SAFETY



Cones to mark starting position



Target Rings



Spare equipment that may be required for the group attendees.



Golf Balls



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