

On the Green

Week 38



Class Timetable - Week 38

Session Length:
60mins

Group Size:
1:8

Mastering the Game Focus:
On the Green:
Short Putts

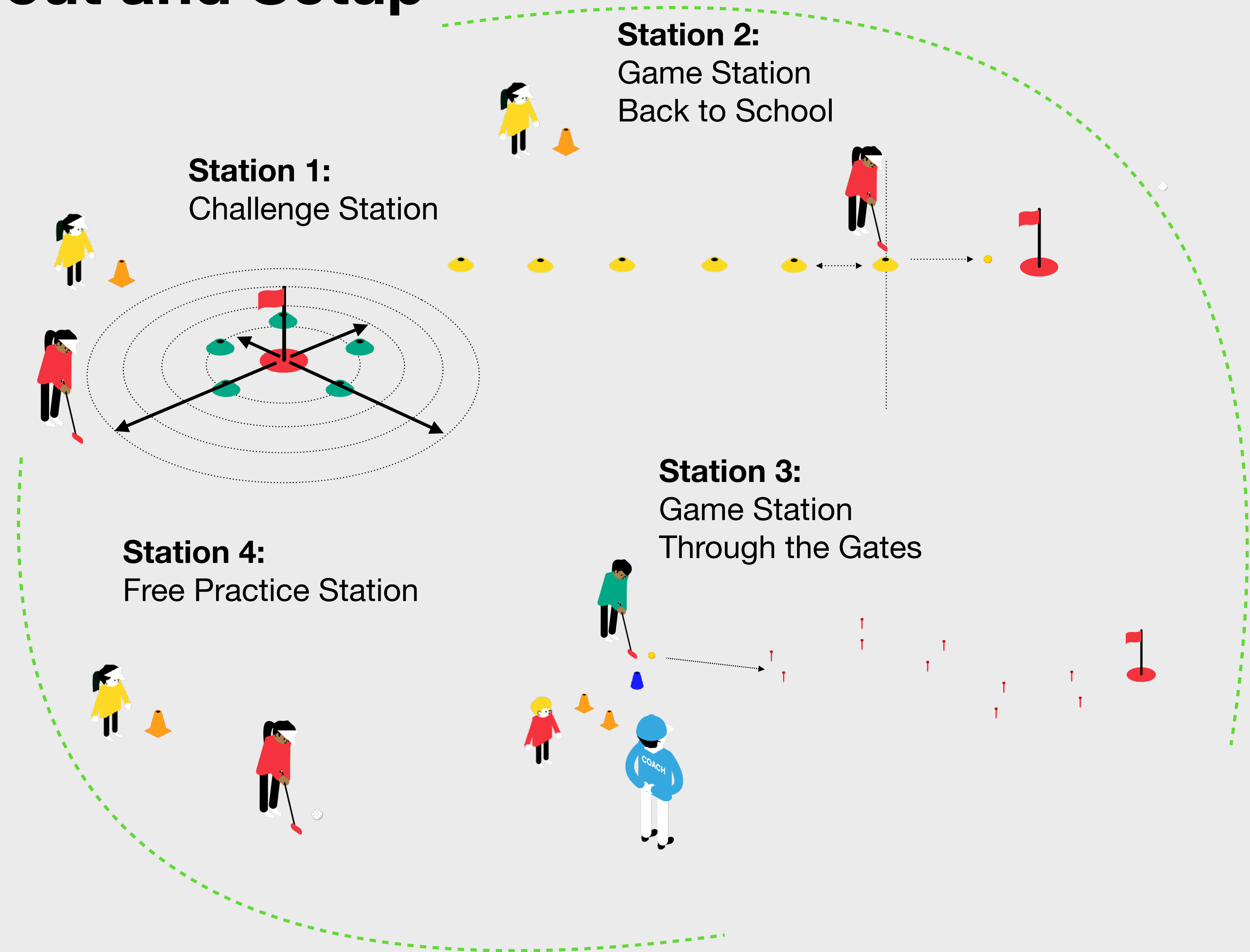
Whole Child Focus
Personal:
Passion

Learning the Game Focus:
Rules and Etiquette:
Ready Golf

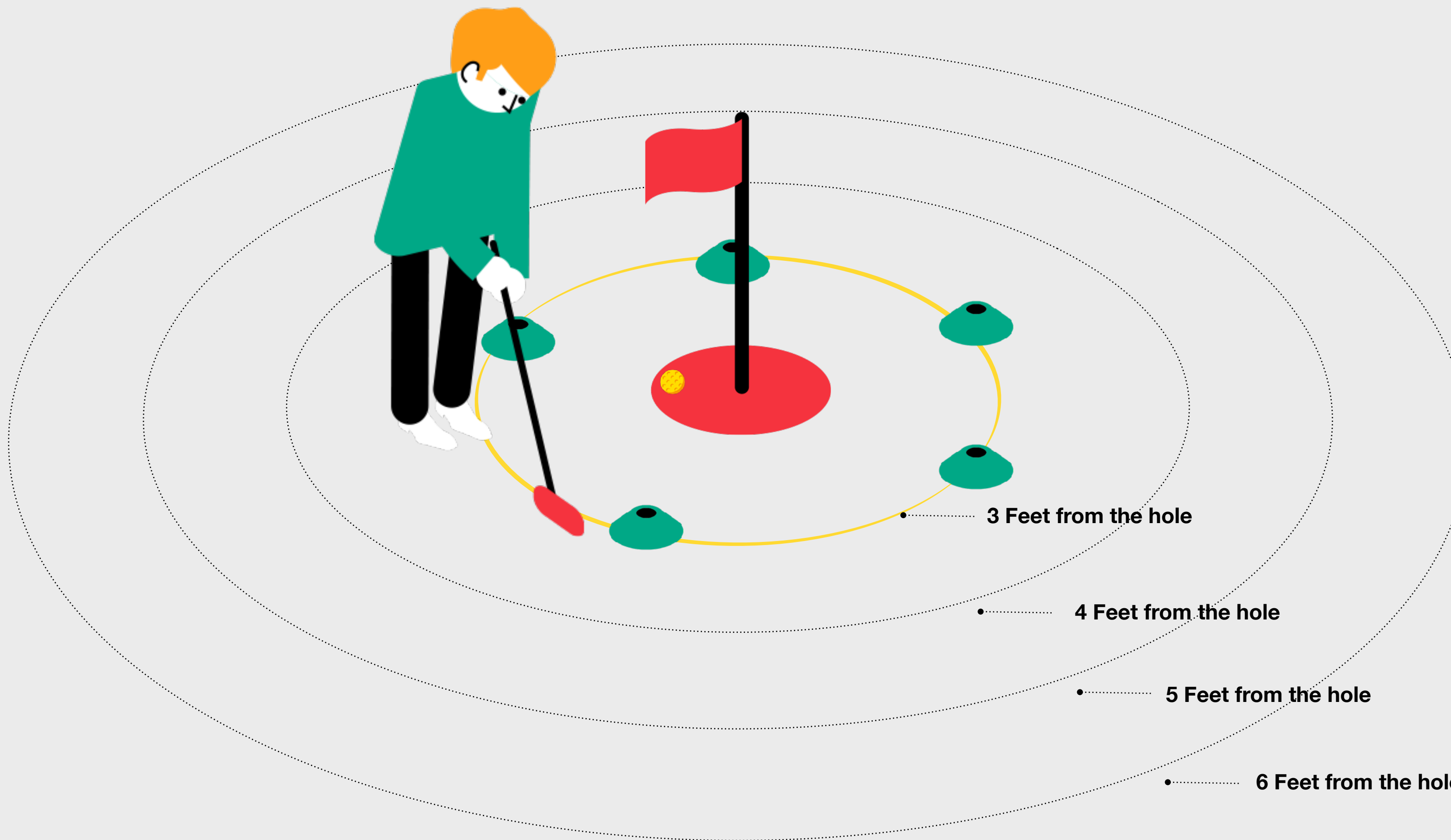
Mastering the Game Challenge:
Short Putt Challenge

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"> Ball Toss
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"> Ready Golf
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"> Passion
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"> Back to School Through the Gates Short Putt Challenge
5 Mins	myAcademy Folder Track and Reward MyGame+ Progress on GLF. Connect	<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 <i>myProgress</i> Wheel and add stickers where appropriate to the <i>myAcademy</i> folder The challenge can be marked as complete if required on MyGame+ part of GLF. Connect app Present the Achiever Award to a student in front of the parents and the group Award any Pins and Hats that may have been achieved 	<ul style="list-style-type: none"> <i>myAcademy</i> Folders GLF. Connect <i>myGame+</i>

Class Layout and Setup



Short Putts Challenge Setup



Setting out the Challenge

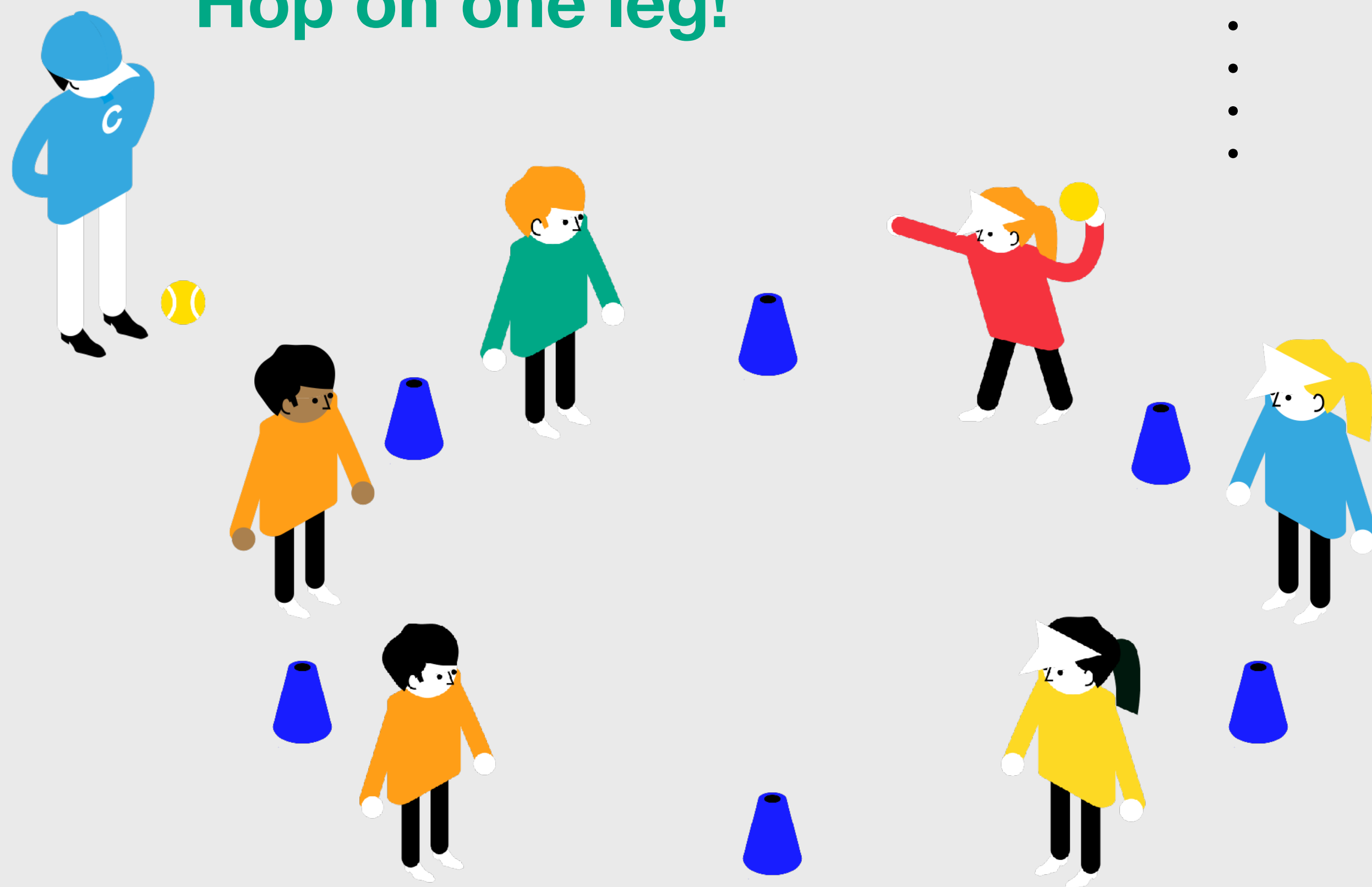
- A hole should be selected on the putting green on an average sloped surface
- The 6 foot diameter ring from your equipment bag can be used to mark the 3 foot distance
- 5 tee pegs should be placed around the hole at 3 feet, 4 feet, 5 feet and 6 feet. Cones have been used in the graphic opposite to 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

Ball Toss

Hop on one leg!



Coach commands

- Hop on one leg
- Switch legs
- Throw low
- Throw high
- Step left
- Step right
- Changeover
- Jog on the spot
- Hop on one leg
- Stand on one leg
- One arm catching



How to Play

- This game is played individually. Children form a small circle an even distance apart. Each child starts with 3 points.
- One child starts with the ball, and the aim is to throw the ball to another child directly at stomach height. When throwing the ball, the aim is attempts to throw that the other child can catch.
- If the ball is dropped, the player loses a point. If a player throw the ball out of reach of a player, they lose a point.
- When a child loses all of their points, they exit the game and the game continues until one player is left.

Progression Ideas

- Increase the distance between each child
- Increase the size of the circle
- Add multiple balls into the game.
- Decrease the size of the ball
- Use faster and more advanced coach commands during the game

Equipment Needed

Cones to mark the edge of the circle



Soft Balls





Personal Passion

- The Whole Child theme this week is to encourage the children to develop a passion for the game.
- Carry this theme into the class by showing the children some clips of golfers celebrating and explain how it is important to celebrate the good moments.



Rules and Etiquette Ready Golf

- The Learning the Game focus this week is learning to play “Ready Golf”
- You should highlight to the children that it is important to be ready to play when it is their turn, this helps to keep the pace of play with the rest of the field

Back to School



How to Play

- Aim of the game is achieve a Grade A by making a putt from each of the cones
- Nominate a child to play first
- From the starting cone at 5 feet, if the putt is holed the player moves back a cone and can have another go. If the putt is missed the player has to wait until their go to have another attempt
- The player who wins is the one who reaches the Grade A cone first and holes their putt

Progression Ideas

- Change the distance between the starting cone and the hole
- Change the distance between each of the cones
- Introduce a rule where the number of attempts is limited otherwise the player moves back a step
- Attempt the game on a sloped surface

Learning Outcomes

- A great game to explore the concept of distance control and direction control
- This game will also explore skill development under pressure

Equipment needed

2 x Orange Safety Cones

SAFETY



6 x Colored Cones



Spare equipment that may be required for the group attendees.

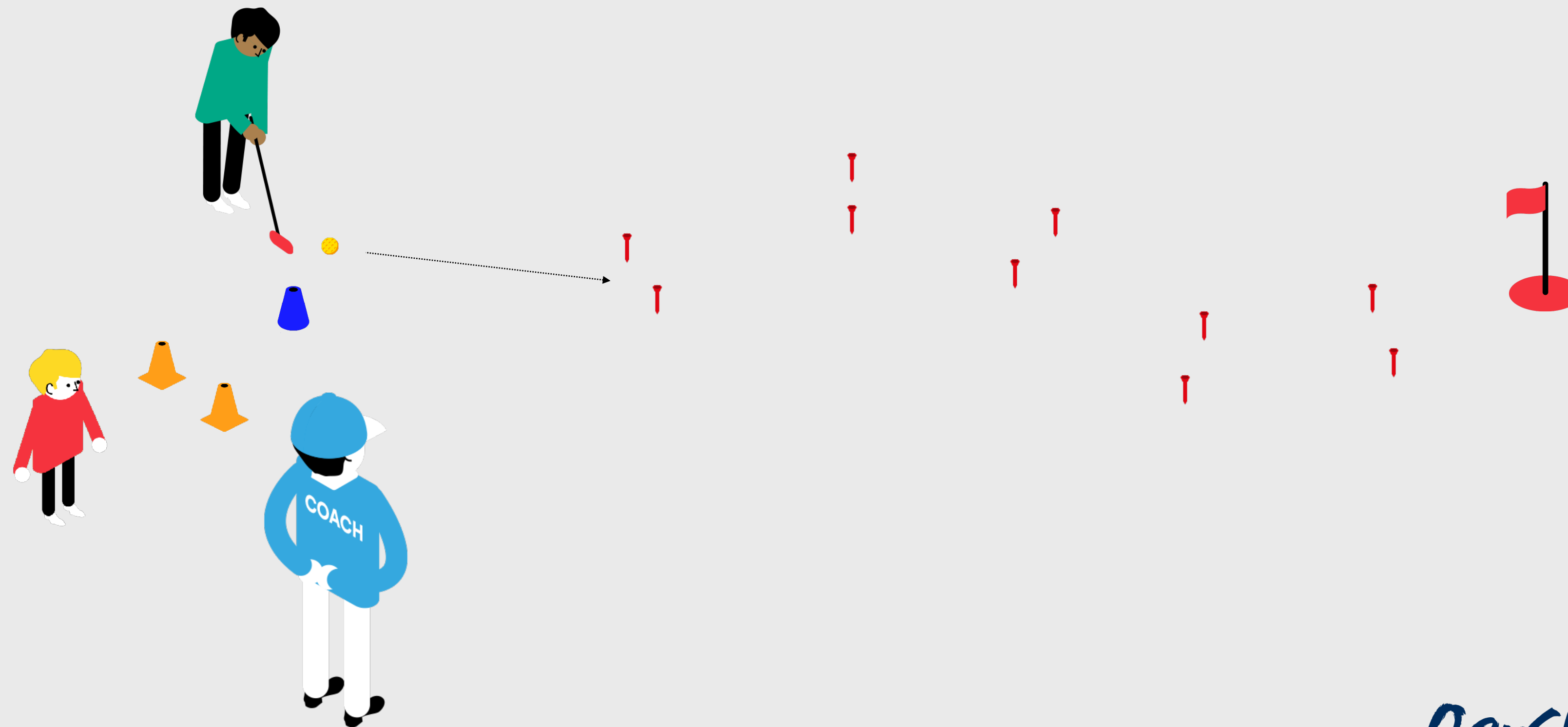


Golf Balls



CRUSH
IT!
JUNIOR GOLF

Through the Gates



How to Play

- Players take it in turns to hit the ball
- The aim is to get the ball through each of the gates in turn and then putt it into the hole
- If misses a gate they have to putt it back and get it through the correct direction
- The team should count how many putts it takes them to get the ball into the hole and then try to beat that score

Progression Ideas

- Change the distance between the starting cone and first gate
- Change the distance between each of the gates
- Reduce the size of the gates
- Attempt the game on a sloped surface
- Place a ball on each of the tees and introduce a rule that if the team knock a ball off they have to start again

Learning Outcomes

- A great game to explore the concept of distance control and direction control
- This game will also explore green reading skills and understanding the impact of slopes on the roll of the ball

Equipment needed

Orange Safety Cones



Tee Pegs



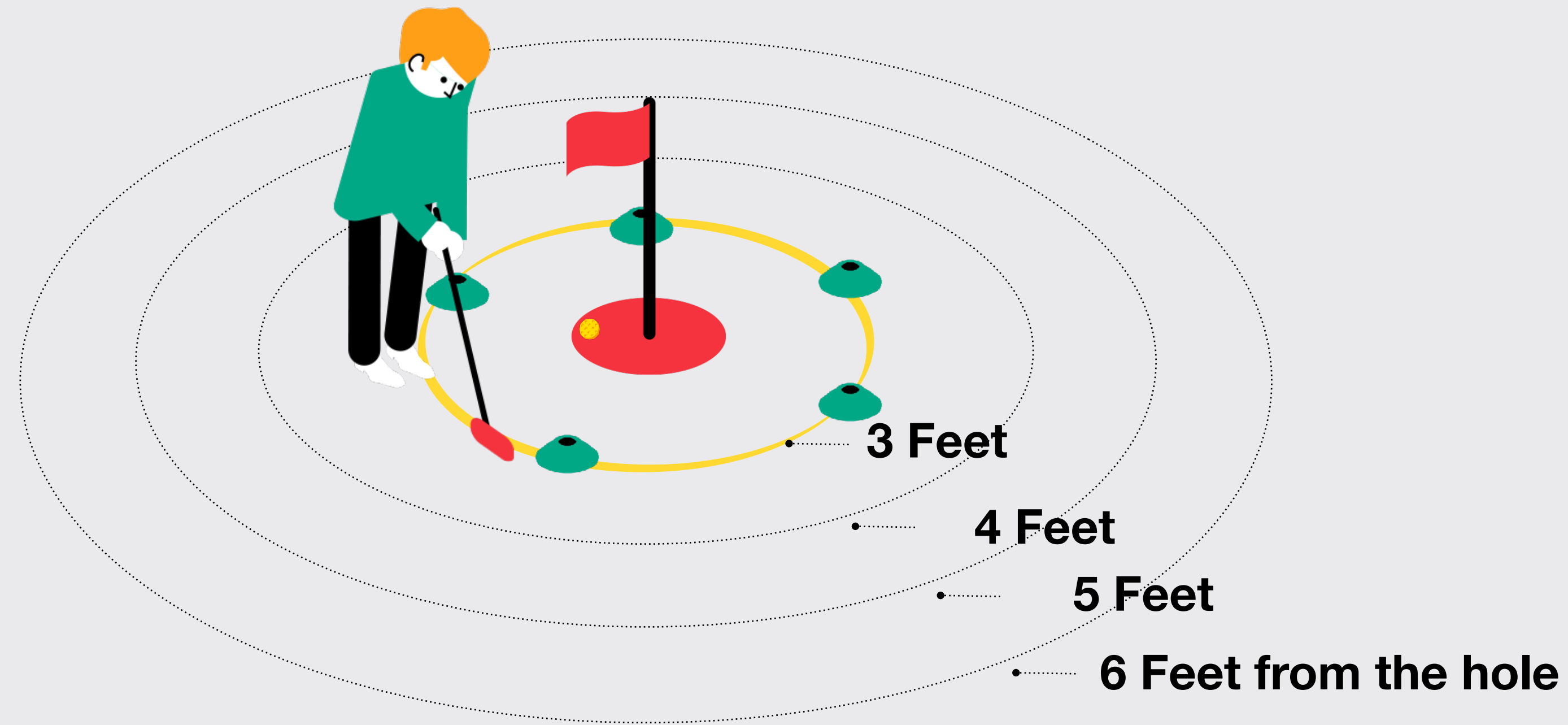
2 Colour Cones or Markers



2 x Cones to mark the starting point



Short Putt Challenges



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 putting 1 ball into the hole from 3 feet. They have 5 attempts.
- 2** Juniors complete this Level 2 Challenge by putting 3 balls into the hole from 3 feet. They have 5 attempts.
- 3** Juniors complete this Level 3 Challenge by putting 3 balls into the hole from 3 feet. Attempt 1 putt from 5 different positions around the hole.
- 4** 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.
- 5** 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.
- 6** 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.

