

# On the Green

## Week 41



# Class Timetable - Week 41

**Session Length:**  
60mins

**Group Size:**  
1:8

**Mastering the Game Focus:**  
On the Green:  
Long Putts

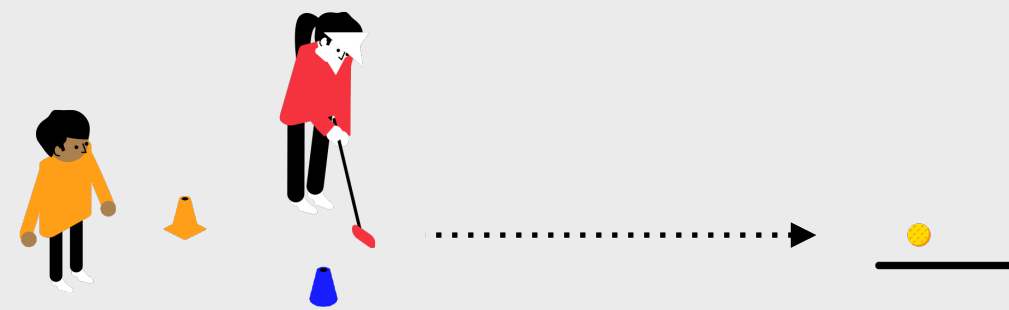
**Whole Child Focus**  
Cognitive:  
Attitude towards learning

**Learning the Game Focus:**  
Preparing to Play:  
What time do you arrive?

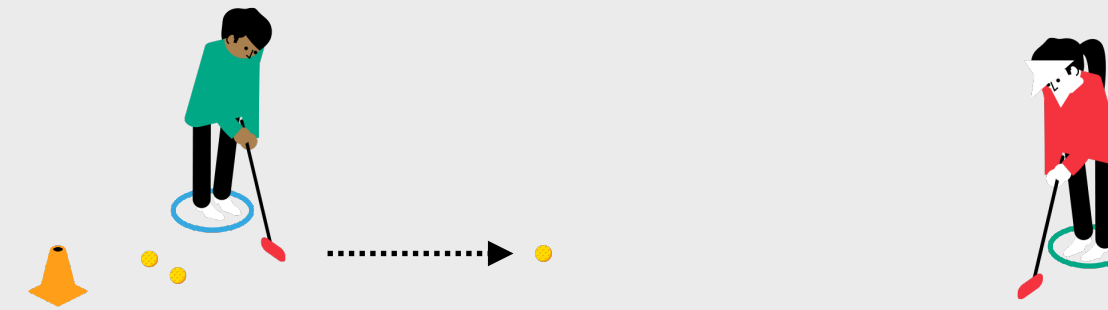
Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction and Warm Up Game	<ul style="list-style-type: none"> <li>Outline the lesson objectives to the group</li> <li>Introduce the warmup game to the group</li> <li>Introduce FMS and Physical Literacy focus</li> <li>Split into teams 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>Cone Collector</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>What time do you arrive?</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>Attitude towards learning</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>Putting Partners</li> <li>Single, Double, Triple</li> <li>Stick Shift</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>

# Class Layout and Setup

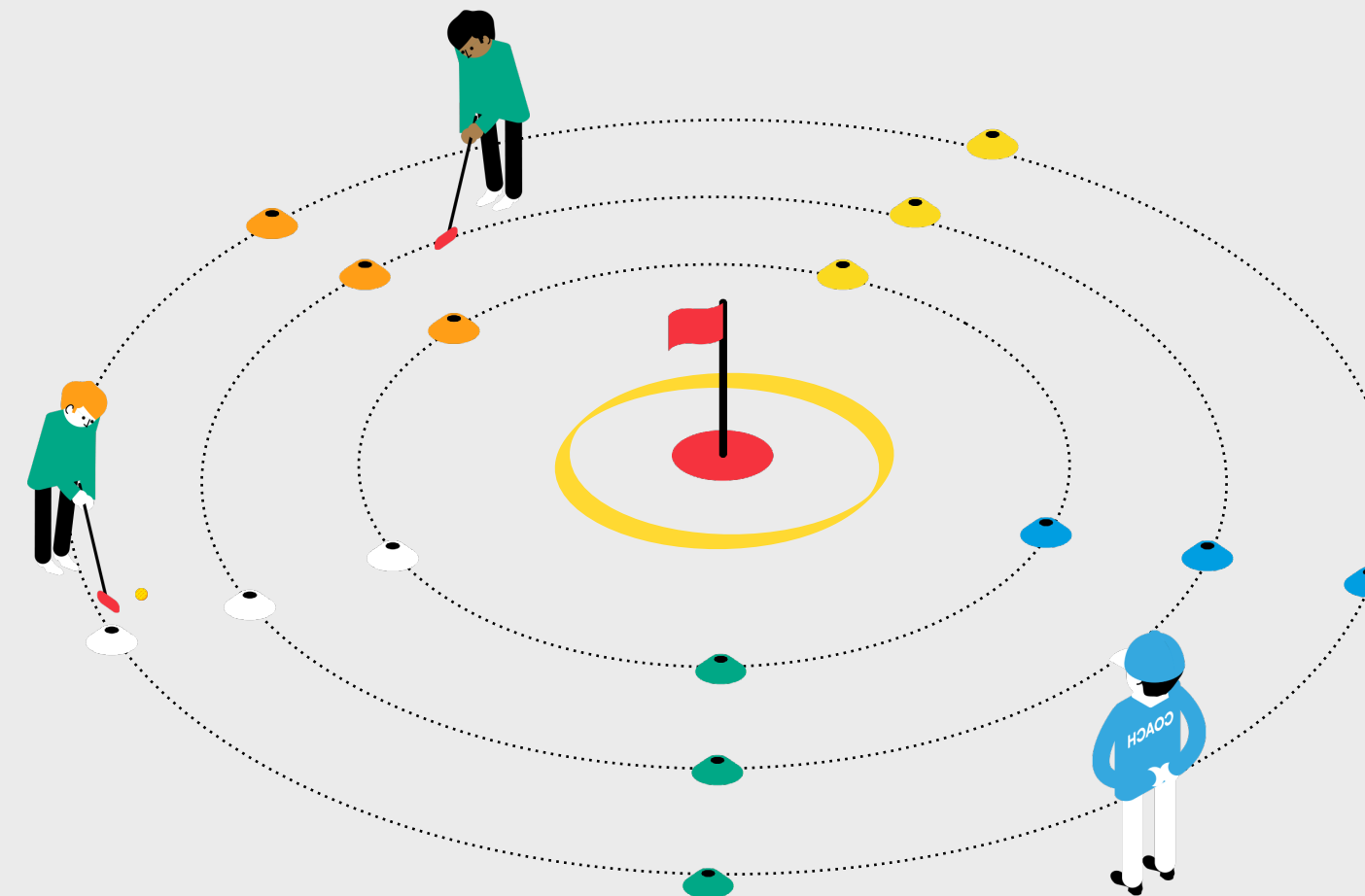
**Station 1:**  
Game Station  
Stick Shift



**Station 2:**  
Game Station  
Putting Partners



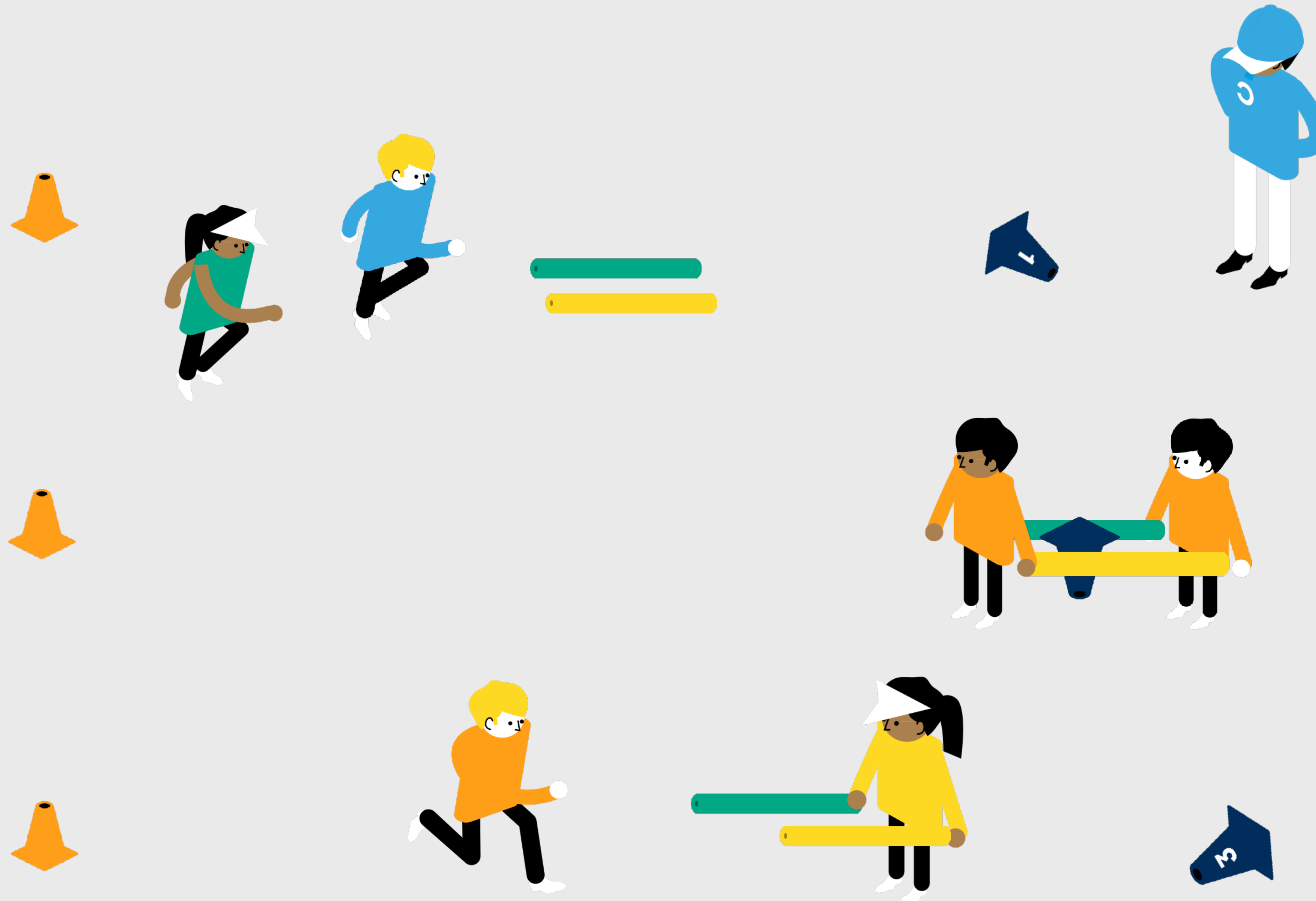
**Station 3:**  
Game Station  
Single, Double, Triple



**Station 4:**  
Free Practice Station



# Cone Collector



## How to Play

- Split the children into pairs, and line them up behind their safety cones
- When the coach shouts GO! The children run out and pick up the foam noodles
- One child must hold one end of the noodles and their partner must hold the other end
- The pair then have to work together to pick up the JGA cone without touching it with their hands
- The winning pair are the ones that can carry the JGA cone back to their safety cone

## Progression Ideas

- Add in obstacles
- Introduce a time penalty for dropping the cone
- Introduce other objects to pick up using the noodles

## Equipment Needed

3 x Orange safety cones

SAFETY



3 x JGA cones



6 x Foam noodles



CRUSH  
IT!  
JUNIOR GOLF



## Cognitive

### Attitude towards learning

- The Whole Child theme this week is to develop a great attitude towards learning.
- Carry this theme into the class by hosting a mini quiz on some of the content and topics that have been shared over the previous classes.



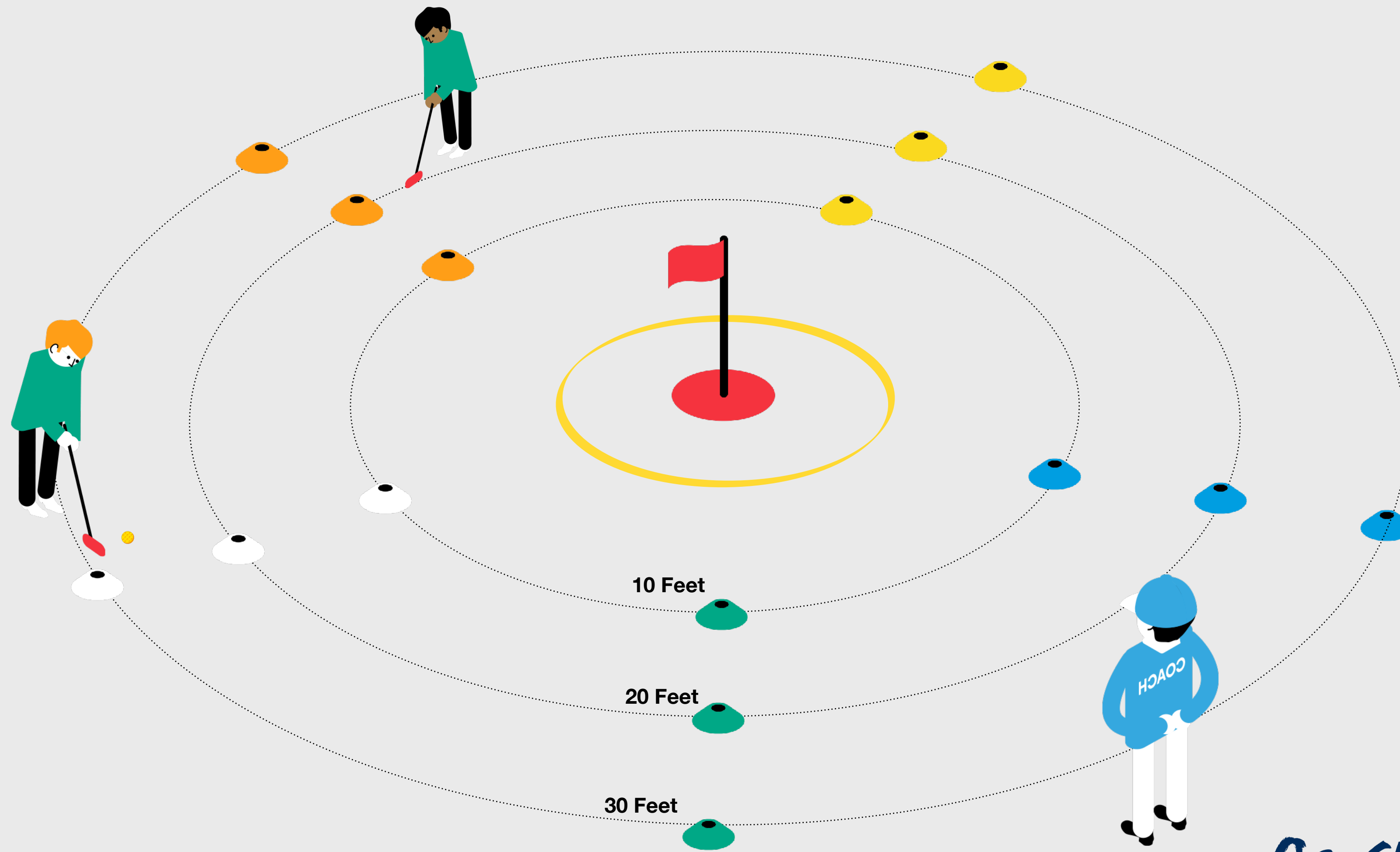
## Preparing to Play

### What Time do you Arrive?

- The Learning the Game focus this week is about preparing to play, knowing when to arrive at the club, and when to be on the tee ready to play.
- You should highlight to the children that you should arrive at the tee at least 5 minutes before it is your tee time.



# Single, Double, Triple - Putting



## How to Play

- Children take it in turns to choose which distance they want to start from
- If the player starts from the 10 foot line and they putt the ball inside the 6 foot circle they score 1 point, 2 points if they hole the putt
- If the player starts from the 20 foot line they score double points; 2 points inside the 6 foot circle, 4 points if they hole the putt
- If the player chooses to start from the 30 foot line they score triple points; 3 points if they putt the ball into the 6 foot circle, 6 points if they hole the putt
- The game continues until both players have hit 5 putts, one from each color cone.
- The winner is the player who has the most points after 5 shots

## Progression Ideas

- Change the distance between the cones
- Attempt the game on a sloped surface

## Learning Outcomes

- Distance control
- Strategic thinking
- Understand risk and reward

## Equipment needed

### Orange Safety Cones

SAFETY



### 3 x Blue cones



### 3 x Green cones



### 3 x Yellow cones



### 3 x Orange cones



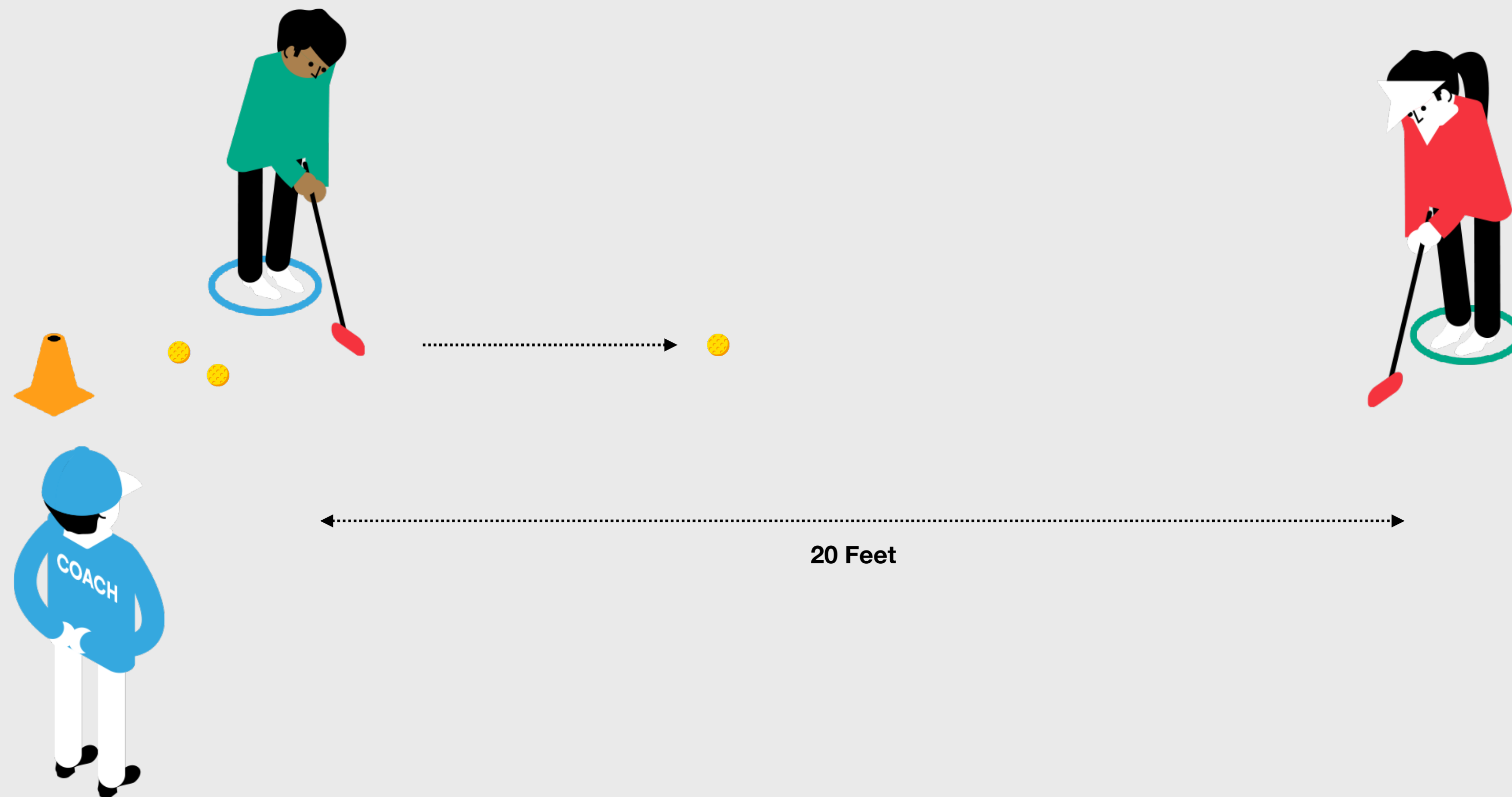
### 3 x White cones



### 6 foot diameter target ring



# Putting Partners



## How to Play

- In this game the players are working as a team. The aim is to keep their 3 golf balls in play for as long as possible
- Each player has to remain in their circle at all times
- The first player putts the balls towards their partner, who has to remain motionless in the circle
- Once the balls have come to rest the partner has to reach out and retrieve the balls without leaving the circle or touching the ground with their knees or elbows
- The second player is only allowed to putt back the balls they can reach
- The game ends when no balls are remaining

## Progression Ideas

- Change the distance between the hoops
- Don't allow players to use their putter when retrieving balls
- Introduce a sloped surface when playing the game
- Change the number of balls being used

## Learning Outcomes

- A great game to explore the concept of distance control and direction control
- Also a great game to promote team work

## Equipment needed

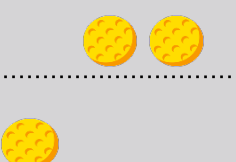
Orange Safety Cones

SAFETY

2 x Hoops



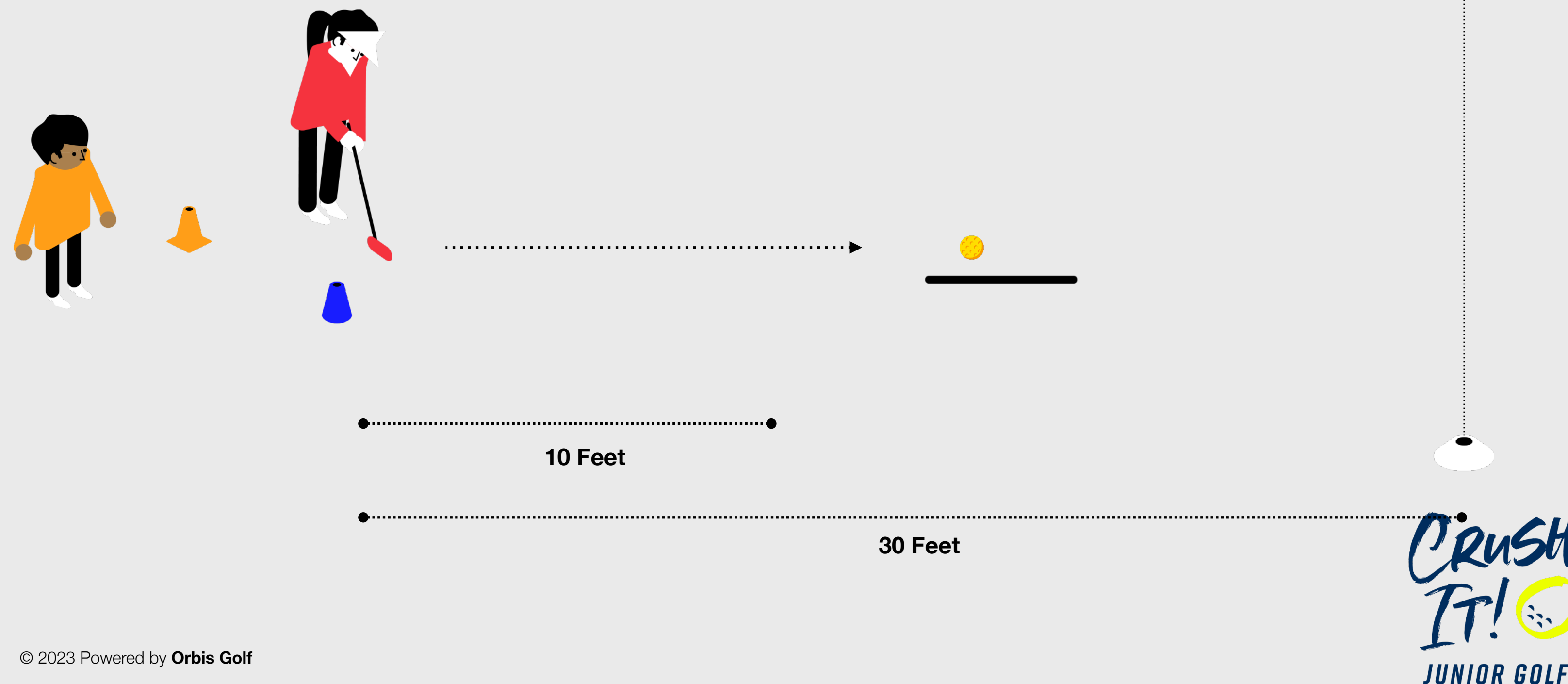
3 x Golf Balls



# Stick Shift



Finish Line



## How to Play

- The children are working together to move the alignment stick from its starting point 10 feet away, to the finish line
- The children take it in turns to hit a putt towards the alignment stick
- The aim is to get the ball to stop within the length of the alignment stick. If they are successful they get to move the alignment stick one length further on
- If the player is not successful in putting the ball inside the length of the alignment stick they have to try again when it is their turn
- The team complete the game when they get the alignment stick past the finish line

## Progression Ideas

- Increase or decrease the starting distance and the finish line distance
- Add in a rule whereby the player has to move the alignment stick back one distance if they are not successful

## Learning Outcomes

- The primary learning outcome is control of distance
- Consistency of distance control

## Equipment needed

### Orange Safety Cones

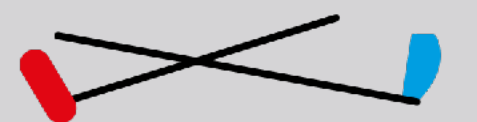
SAFETY



2 x Cones to mark out the necessary hitting stations.



Spare equipment that may be required for the group attendees.



1 x Golf ball



1 x Alignment Sticks



2 x White cones for the finish line

