

# On the Green

## Week 47



# Class Timetable - Week 47

**Session Length:**  
60mins

**Group Size:**  
1:8

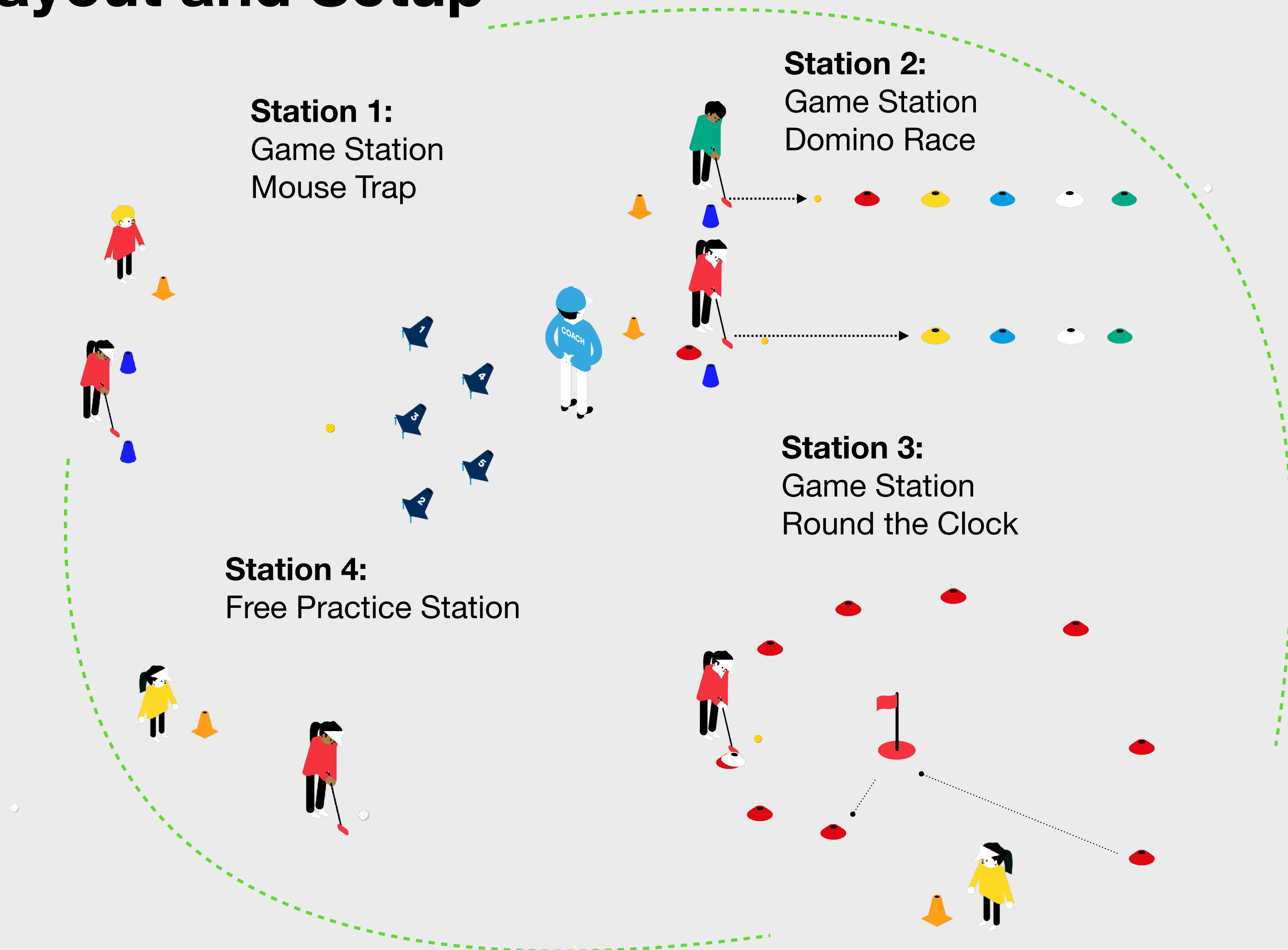
**Mastering the Game Focus:**  
On the Green:  
Short Putts

**Whole Child Focus**  
Social:  
Caring

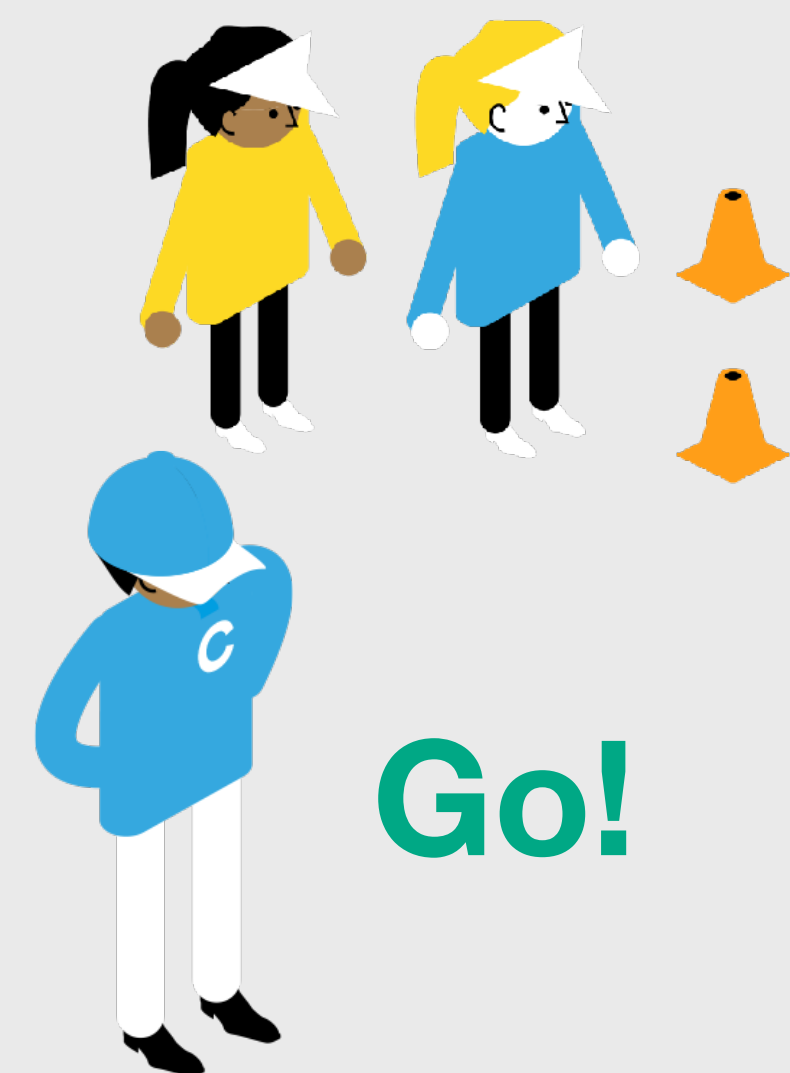
**Learning the Game Focus:**  
Playing and Scoring:  
Ryder Cup Playing Formats

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>Hop Frog</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>Ryder Cup Playing Formats</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>Caring</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>Round the Clock</li> <li>Domino Race</li> <li>Mouse Trap</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



# Hop Frog



Go!



## How to Play

- Split the children into two even teams
- Mark out 10 hoops, approximately 1 yard apart in a line or in a curve
- Half the group starts at one end, the other half starts at the other
- The first child from each side bunny hops along the hoops until they reach the end cone
- They run back from the end cone and the next player on their team can go
- This continues until one of the groups gets all their players back to the start

## Progression Ideas

- Explore FMS during the game
- Change the distance between the hoops
- Add in additional turns

## Equipment Needed

Orange Safety Cones

SAFETY



4 x Cones



10 x Hoops



CRUSH  
IT!  
JUNIOR GOLF



## Social Caring

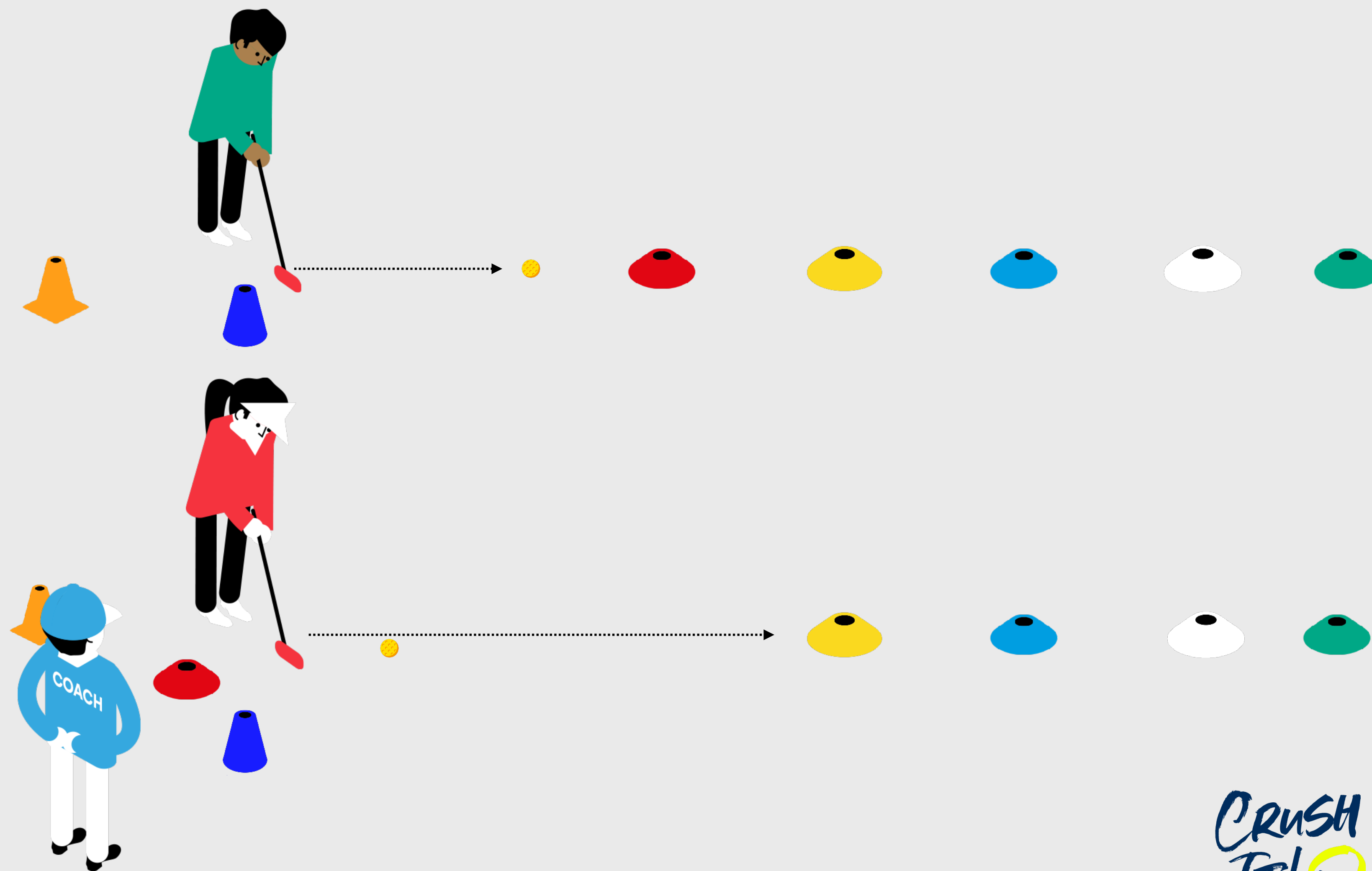
- The Whole Child theme this week is to instill a caring mindset within each child.
- Carry this theme into the class by highlighting to the children the importance of the orange cones for safety, the games for practicing and the challenges for improving.



## Playing and Scoring Ryder Cup Playing Formats

- The Learning the Game focus this week is learning about the Ryder Cup.
- You should highlight the different formats, how they are played and encourage the children to experiment with playing different formats when they're playing on the course.

# Domino Race



**CRUSH  
IT!**  
JUNIOR GOLF



## How to Play

- Each player is nominated a line of colored cones and a starting point
- Each player hits their first putt and attempts to hit the first colored cone. If the player misses, they return to the start and tries again
- When a player successfully hits the cone, they pick the cone up and bring it back to the start
- The player who wins is the one who hits every cone in order

## Progression Ideas

- Change the distance between the starting cone and the target cones
- Change the size of the targets
- Introduce a sloped surface when playing the game
- Introduce a rule where the player must return the cone after a certain number of attempts
- Alternate the direction of each cone

## 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

Orange Safety Cones

SAFETY



2 x Blue cones



2 x Green cones



2 x Yellow cones



2 x Orange cones



2 x White cones

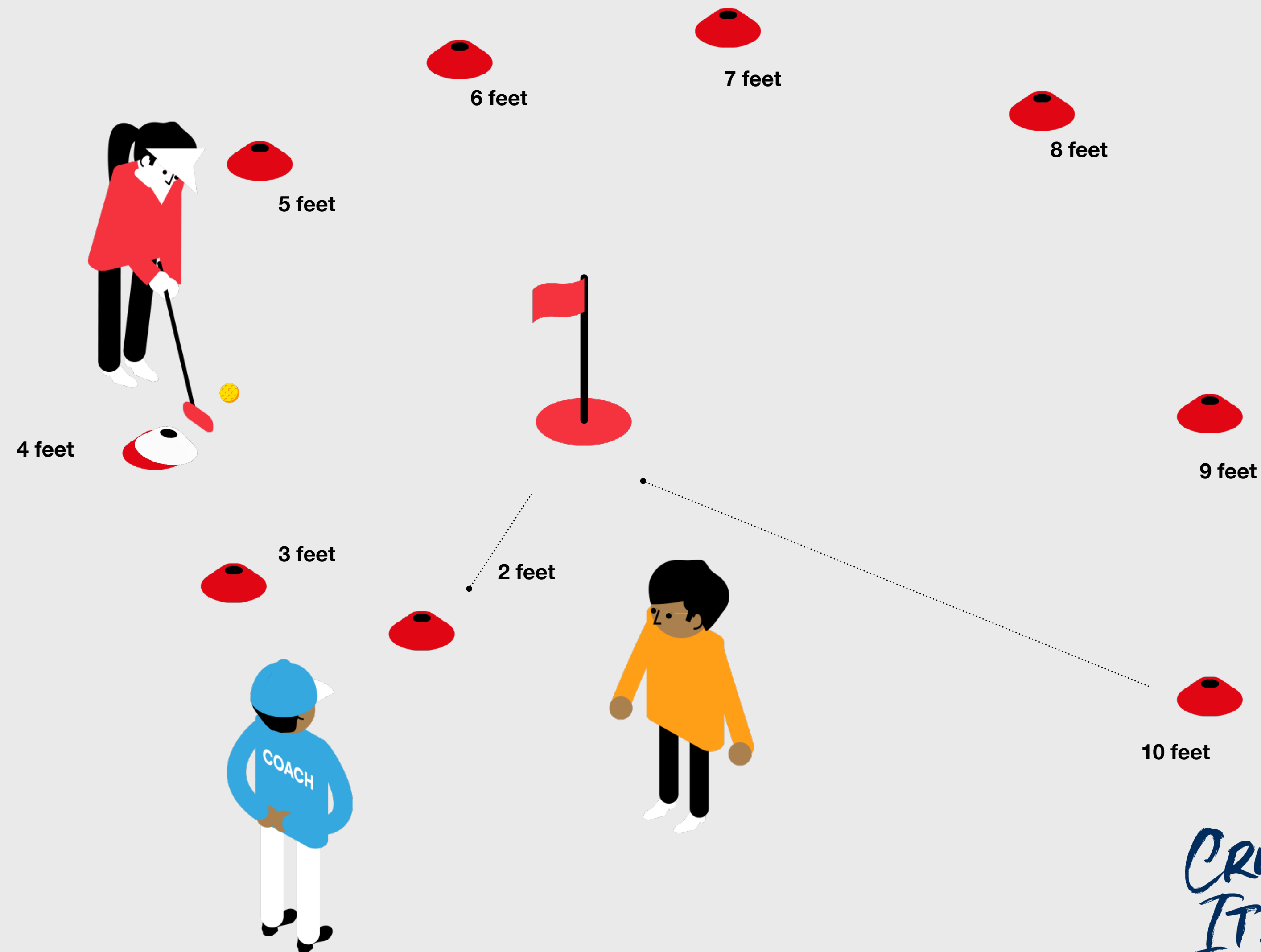


2 x Starting Cones





# Round the Clock Spiral



**CRUSH  
IT!**  
JUNIOR GOLF



## How to Play

- Nominate one of the children to play first and nominate a colored cone for the team. This cone is to track their progress around the spiral
- The player attempts to hole their putt from the 1<sup>st</sup> cone nearest to the hole
- If the player misses, the team stays where they are and their partner has a turn. If they successfully hole the putt, they move to the next cone
- The next player then goes and the game continues until the team completes the spiral

## Progression Ideas

- Change the distance between the cones and the hole
- Add a sloped surface to the game
- Introduce a rule that after a certain number of attempts the players must move back a step or go back to the start

## Learning Outcomes

- Perseverance is needed to complete the challenge
- Direction, distance control, and ability to read greens are all being tested in this game
- Improves the player's ability to adapt from one direction of putt to another

## Equipment needed

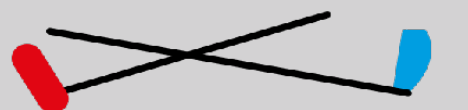
### Orange Safety Cones



9 x Colored Cones to mark distance from 2-10 feet



Spare equipment that may be required for the group attendees.



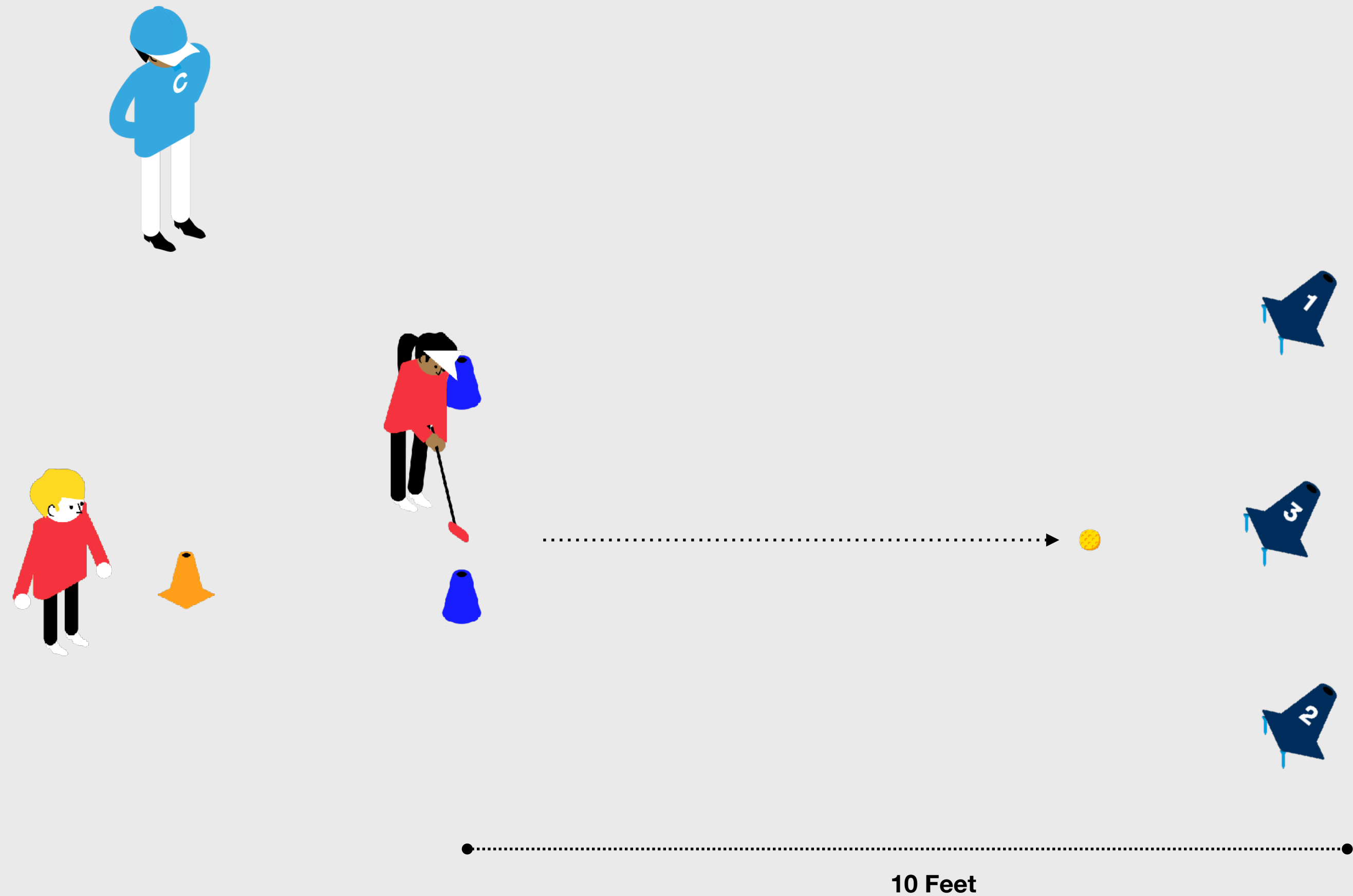
2 x different Colored Cones



Golf Ball



# Mouse Trap



## How to Play

- Children take it in turns to hit their putts towards the cones that have been propped up with tees
- The aim of the game is to knock the cone so it traps the golf ball
- The children take it in turns to hit their putts
- The challenge is complete when the team manage to trap all the balls using the cones available

## Progression Ideas

- Vary the distance of the putt
- Add or reduced the number of traps
- Add points for each cone equal to the number on the cone, set the children a target to achieve a certain score

## Learning Outcomes

- Ability to control distance on a putt
- Ability to control direction

## Equipment needed

### Orange Safety Cones

SAFETY



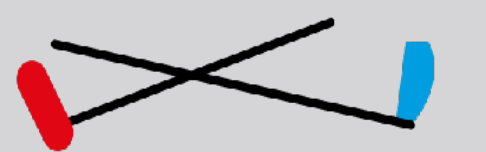
### Cones to mark starting position



### 5 x Crush It cones and tees for the mouse traps



### Spare equipment that may be required for the group attendees.



### Golf Balls



CRUSH  
IT!  
JUNIOR GOLF