

# Around the Green

## Week 3



# Class Timetable - Week 3

**Session Length:**  
60mins

**Group Size:**  
1:6

**Mastering the Game Focus:**  
Around the Green:  
Chipping

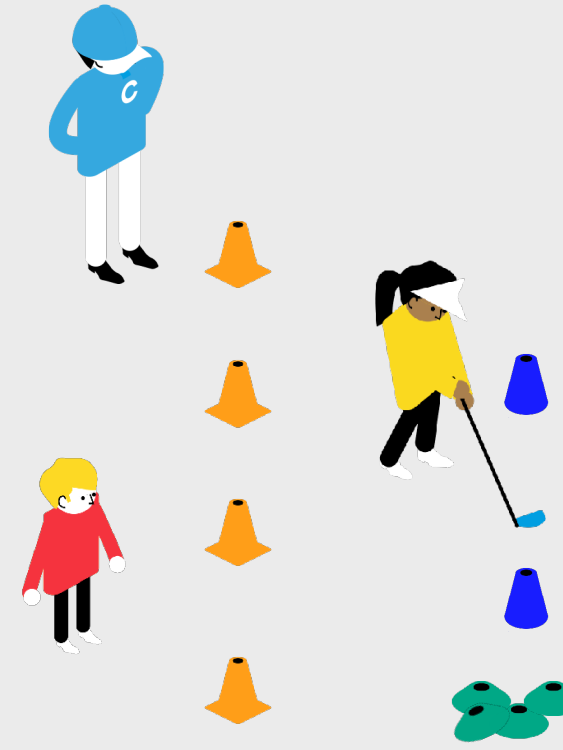
**Whole Child Focus**  
Social:  
Friendships

**Learning the Game Focus:**  
Preparing to Play:  
Staying Safe at the Golf Course

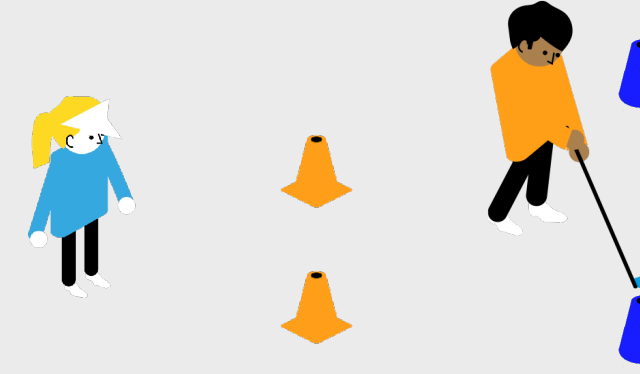
Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction and Warm Up Game	<ul style="list-style-type: none"> <li>Outline the lesson objectives to the group</li> <li>Introduce the warmup game to the group</li> <li>Introduce FMS and Physical Literacy focus</li> <li>Split into teams 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>Wedge and 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>Staying Safe at the Golf Course</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>Friendships</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</li> <li>Deliver one to one and group coaching on the Mastering the Game learning outcomes</li> <li>Children rotate around the stations</li> <li>Opportunity for free practice if appropriate</li> </ul>	<ul style="list-style-type: none"> <li>Battleships</li> <li>Ladder Challenge</li> <li>Cone Crusher</li> </ul>
5 Mins	myAcademy Folder Track and Reward MyGame+ Progress on GLF. Connect	<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>The challenge can be marked as complete if required on MyGame+ part of GLF. Connect app</li> <li>Present the Achiever Award to a student in front of the parents and the group</li> <li>Award any Pins and Hats that may have been achieved</li> </ul>	<ul style="list-style-type: none"> <li>myAcademy Folders</li> <li>GLF. Connect myGame+</li> </ul>

# Class Layout and Setup

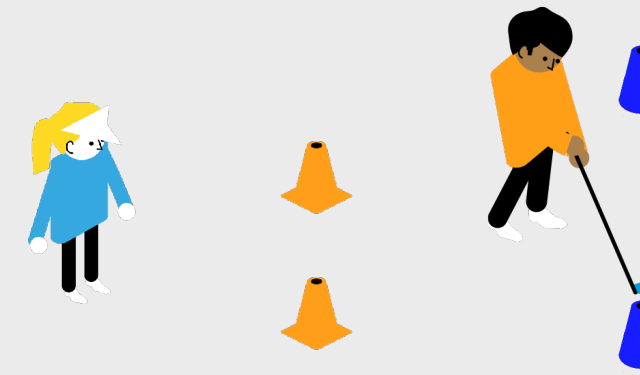
**Station 3:**  
Game Station  
Battleships



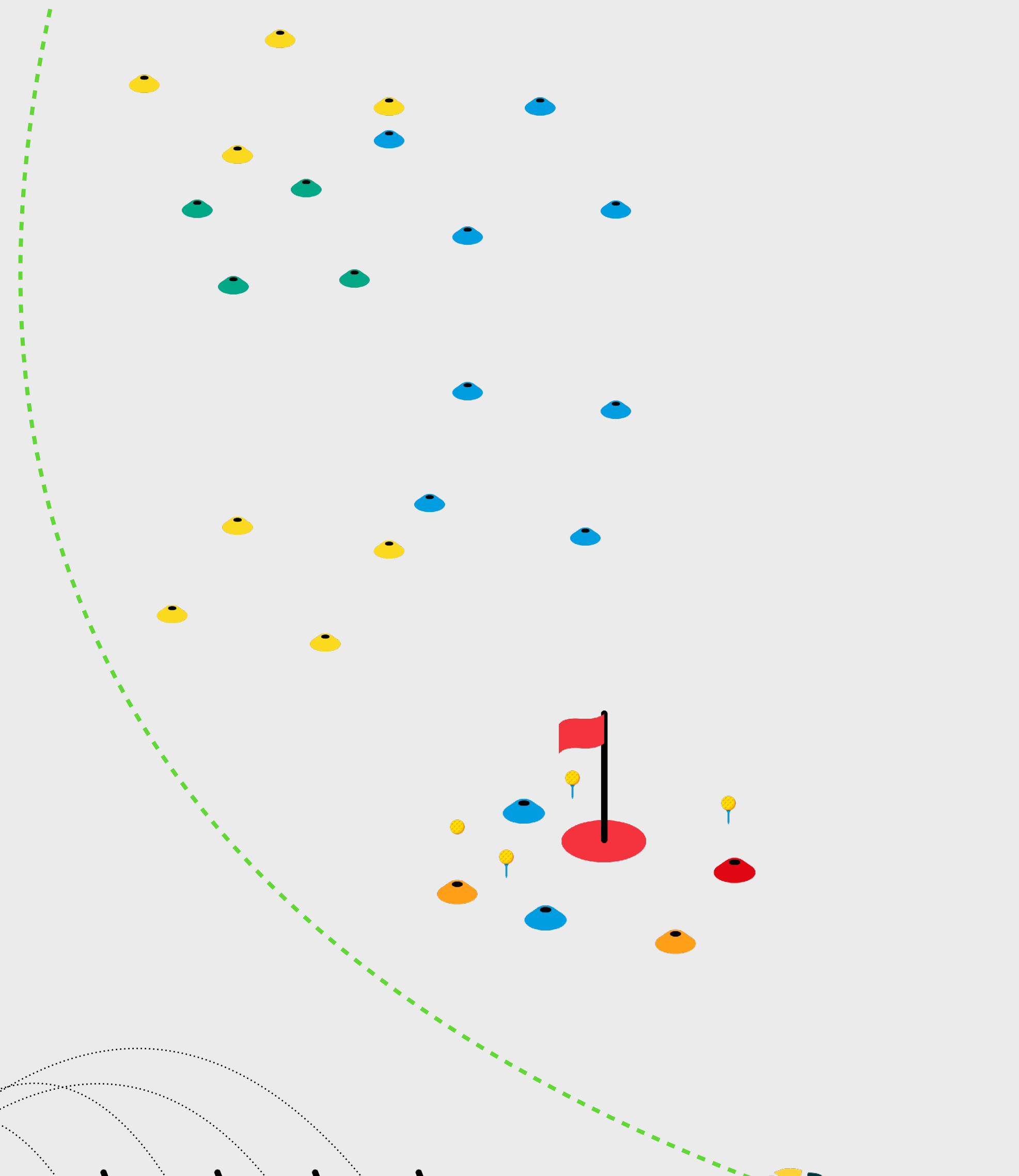
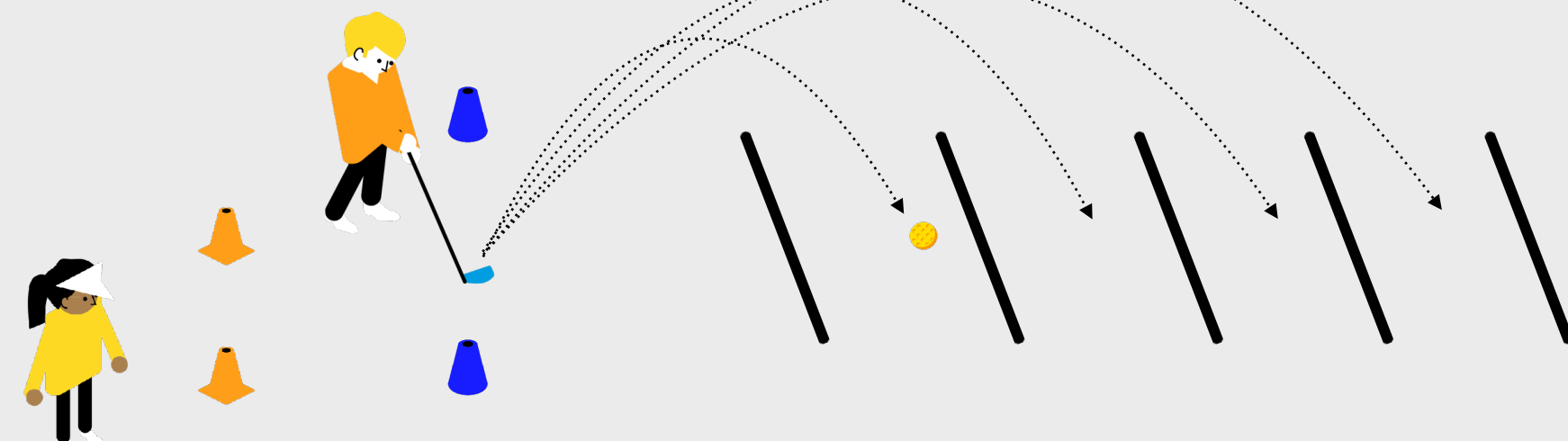
**Station 4:**  
Free Practice Station



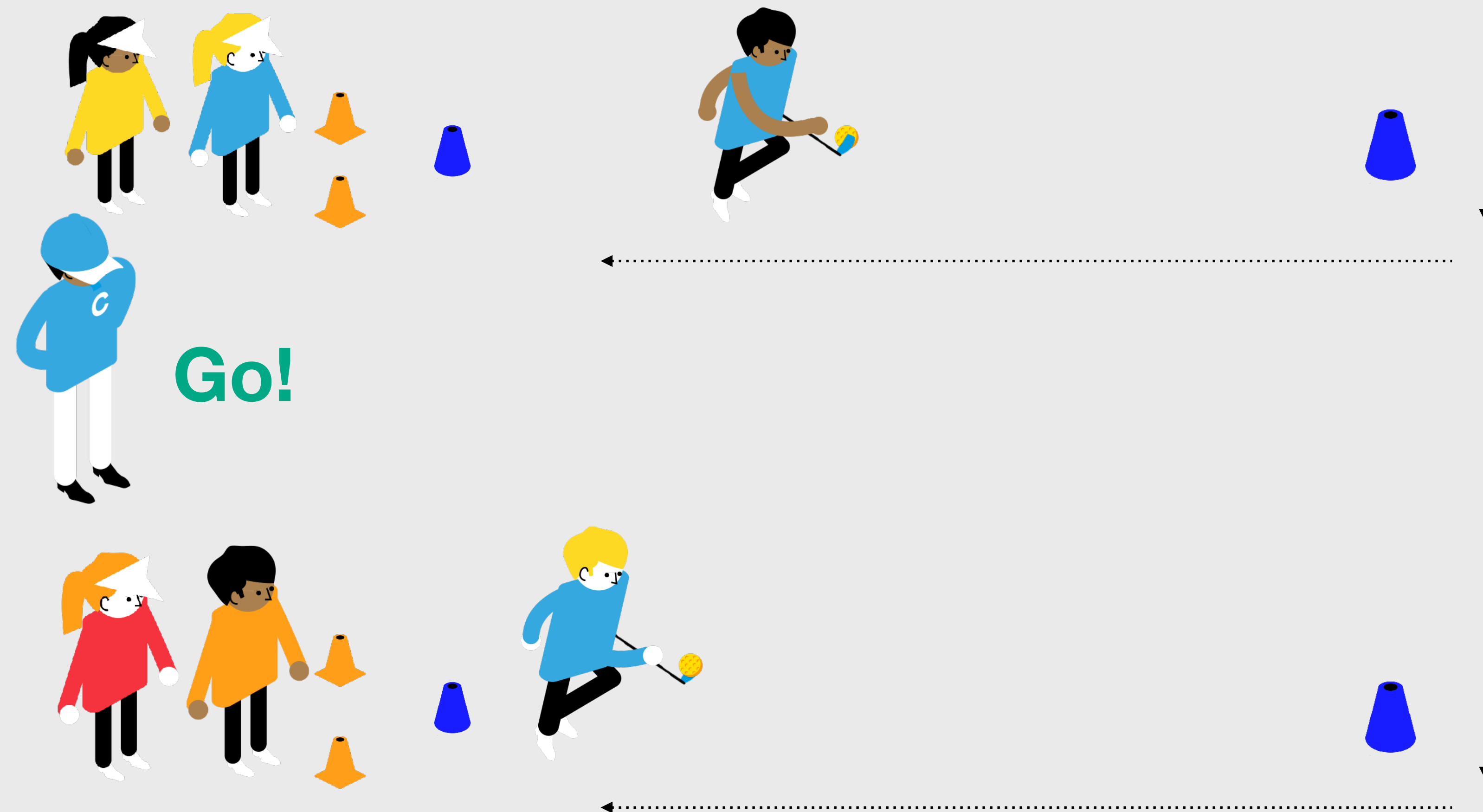
**Station 1:**  
Game Station  
Cone Crusher



**Station 2:**  
Game Station  
Ladder Challenge



# 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



## Social Friendships

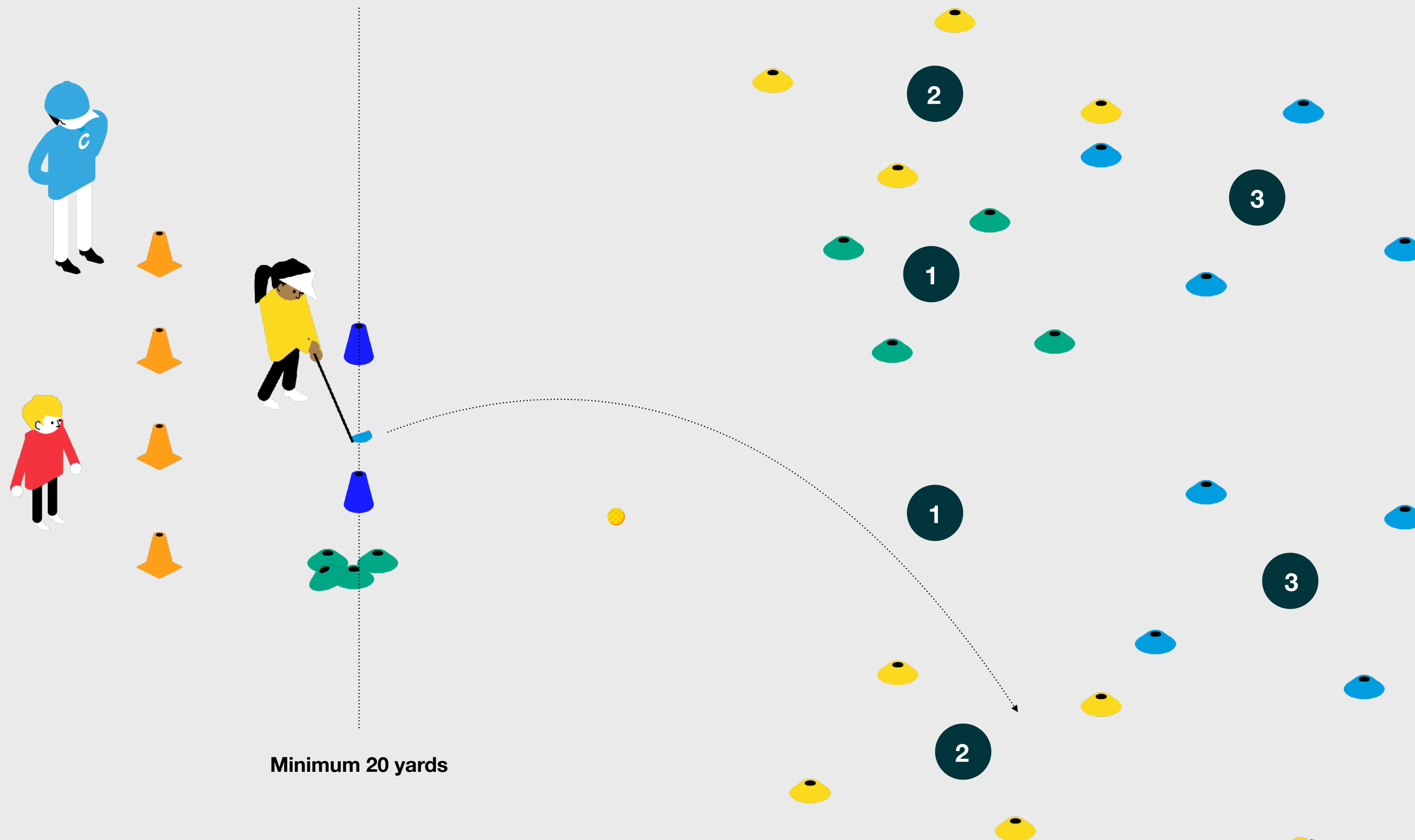
- The Whole Child theme this week is to encourage children to make friends with other children that they don't know. Use the opportunity to pair the children with those they don't normally play with, or those they don't know as well as others.



## Playing and Scoring Staying safe on the golf course

- The Learning the Game focus this week is about understanding the dangers on the golf course and what we need to know to stay safe.
- You should highlight to your juniors best practice of knowing where to stand when someone is playing their shot, being aware of other players on the course, and introduce the concept of shouting "Fore!" and what to do when you hear this shout.
- Use the lesson to practice playing safely and give your juniors responsibility to make sure this happens.

# Battleships



Minimum 20 yards

## How to Play

- One player is assigned one side as their ships and the other child is assigned the opposite. The aim of the game is for players to destroy the opposing player's ships by landing the ball into the box
- Players must nominate the ship they are attempting to destroy. If they are successful, they pick up the cones and return it to the start
- The game continues until one player has destroyed all of the opposing players ships

## Progression Ideas

- Vary the starting point around the green
- Vary the club that is being used
- Vary the lie of the ball on the ground
- Change the distance between the starting point and the ships
- Change the size of the target ships
- Change the number of target ships

## Equipment needed

Orange safety cones

SAFETY

3 x cones

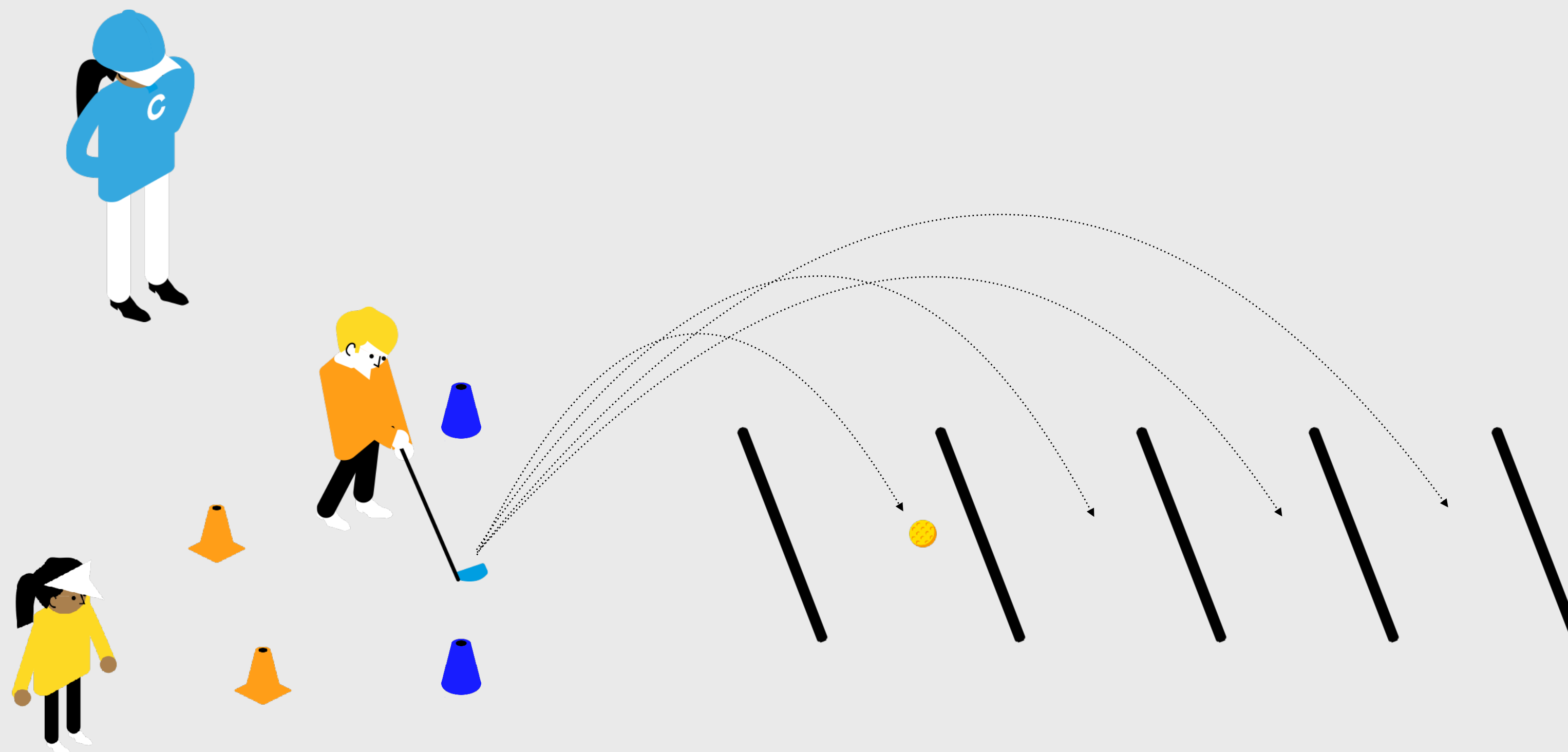
Golf balls

8 x Colored cones to mark out two of the boxes

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# Ladder Challenge



## How to Play

- Nominate a player to play first. Each child has 10 shots per round
- The first player attempts to pitch their ball into the gap between the first and second alignment stick
- If successful, then their partner aims for the gap between the second and third alignment sticks
- If they miss the gap the team have to aim for the same gap until they are successful
- The aim is to pitch the ball into each gap on the ladder before they run out of golf balls
- The game is complete if players have successfully hit each rung of the ladder after taking 10 shots each

## Progression Ideas

- Vary the distance from the first alignment stick
- Vary the gap between alignment sticks
- Add in more alignment sticks to create a longer ladder

## Equipment needed

2 x Orange safety cones

SAFETY



2 x Cones



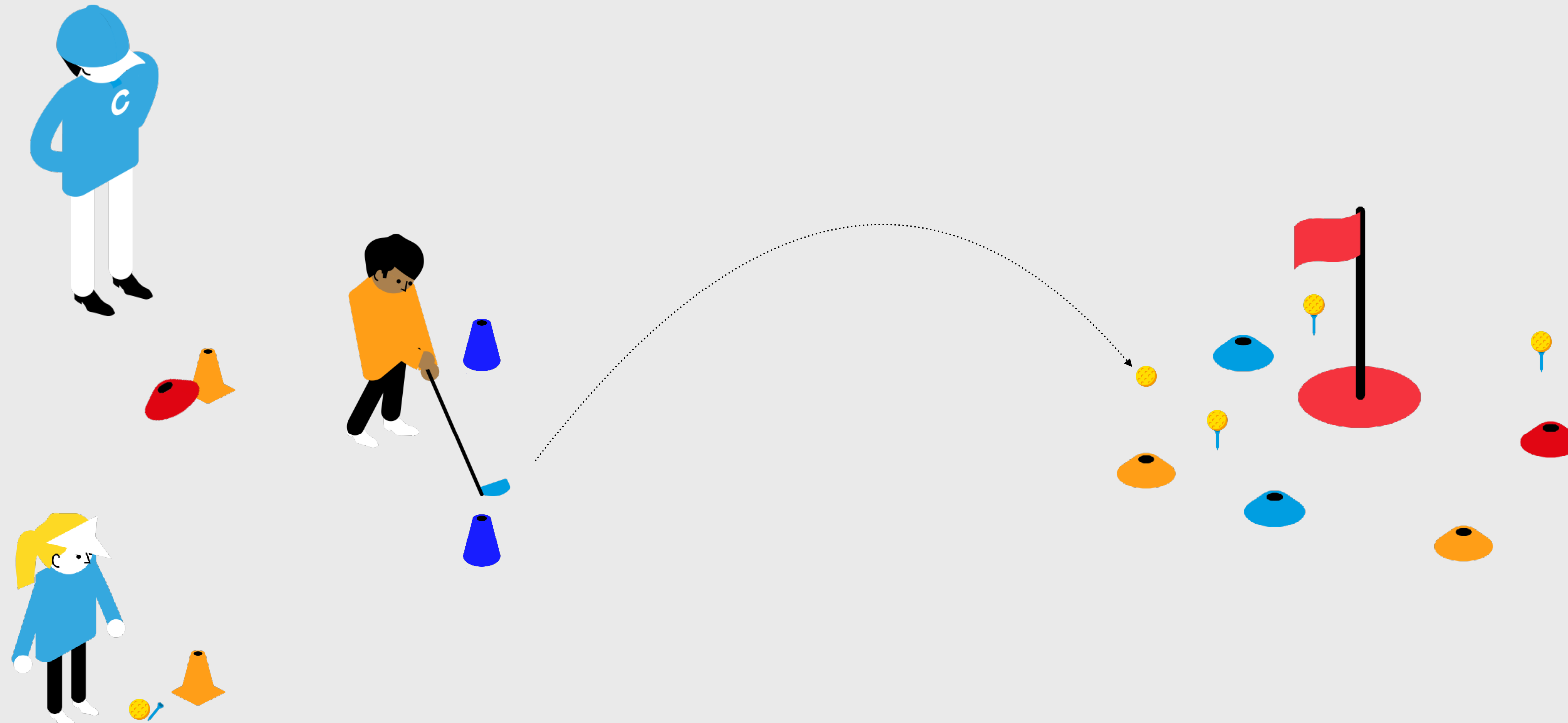
5 x Alignment sticks



Golf balls



# Cone Crusher



## How to Play

- Allocate points for each of the targets. For example, 5 points for the holing out, 2 points for hitting a ball and 1 point for hitting a cone
- Children take it in turns to hit their chip shot and attempt to hit one of the targets
- If the child is successful they collect their ball and the target they hit and bring it back to the safety cones
- If they miss they should just collect their ball and it's the next player's turn
- Each player has 10 shots to hit as many targets as possible and score as many points as possible for their team
- At the end of the lesson see which team scored the most points for this game

## Progression Ideas

- Add or remove targets
- Vary the size of the gaps between targets
- Vary the starting point from around the green
- Add penalty points if the children hit a particular cone (the red cone, for example)
- Add a line behind the hole, which if the ball travels over then the child has to put back one of the targets they have hit

## Learning Outcomes

- Controlling direction and distance on a chip shot
- Working together to collect the targets and choose which targets to aim for

## Equipment needed

Orange Safety Cones

SAFETY

Cones to mark starting position

Cones for the targets

Tees and balls for the targets

Spare equipment that may be required for the group attendees.

Golf Balls