Around the Green

Week 15









Class Timetable - Week 15

Group Size: Mastering the Game Focus: Whole Child Focus Session Length: Learning the Game Focus: Around the Green: Rules and Etiquette: 1:8 60mins Social: Pitching Gratitude The Pitchfork

Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction and Warm Up Game	 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 	Hop Frog Zig-Zag
5 Mins	Learning the Game Focus	Introduce to the group the Learning the Game focus of the class	The Pitchfork
5 Mins	Whole Child Focus	Introduce to the group the Whole Child focus of the class	Gratitude
35 Mins	Mastering the Game Focus	 Outline the safety instructions and class layout Introduce games, tasks and challenges 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 if appropriate 	Field GoalCrossbar ChallengeChoose Your Trajectory
5 Mins	myAcademy Folder Track and Reward	 Recap Mastering the Game and Learning the Game Focus from the session to check for understanding Children can complete <i>my</i>Progress Wheel and add stickers where appropriate to the <i>my</i>Academy folder Present the Achiever Award to a student in front of the parents and the group 	• myAcademy Folders





Class Layout and Setup

Station 3: Game Station Field Goal



Station 2: Game Station Crossbar Challenge

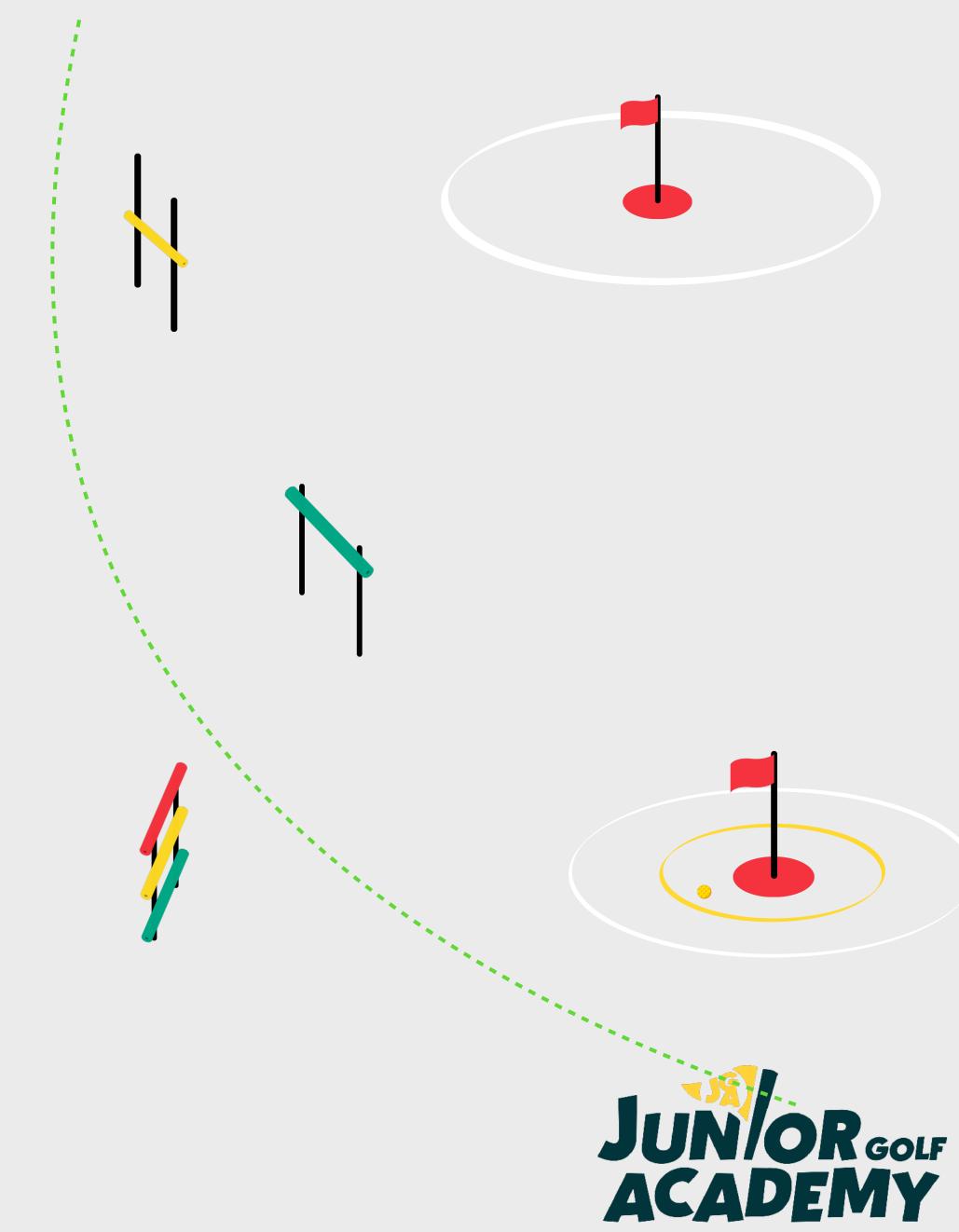


Station 1: Game Station Choose your Trajectory



Station 2: Free Practice Station

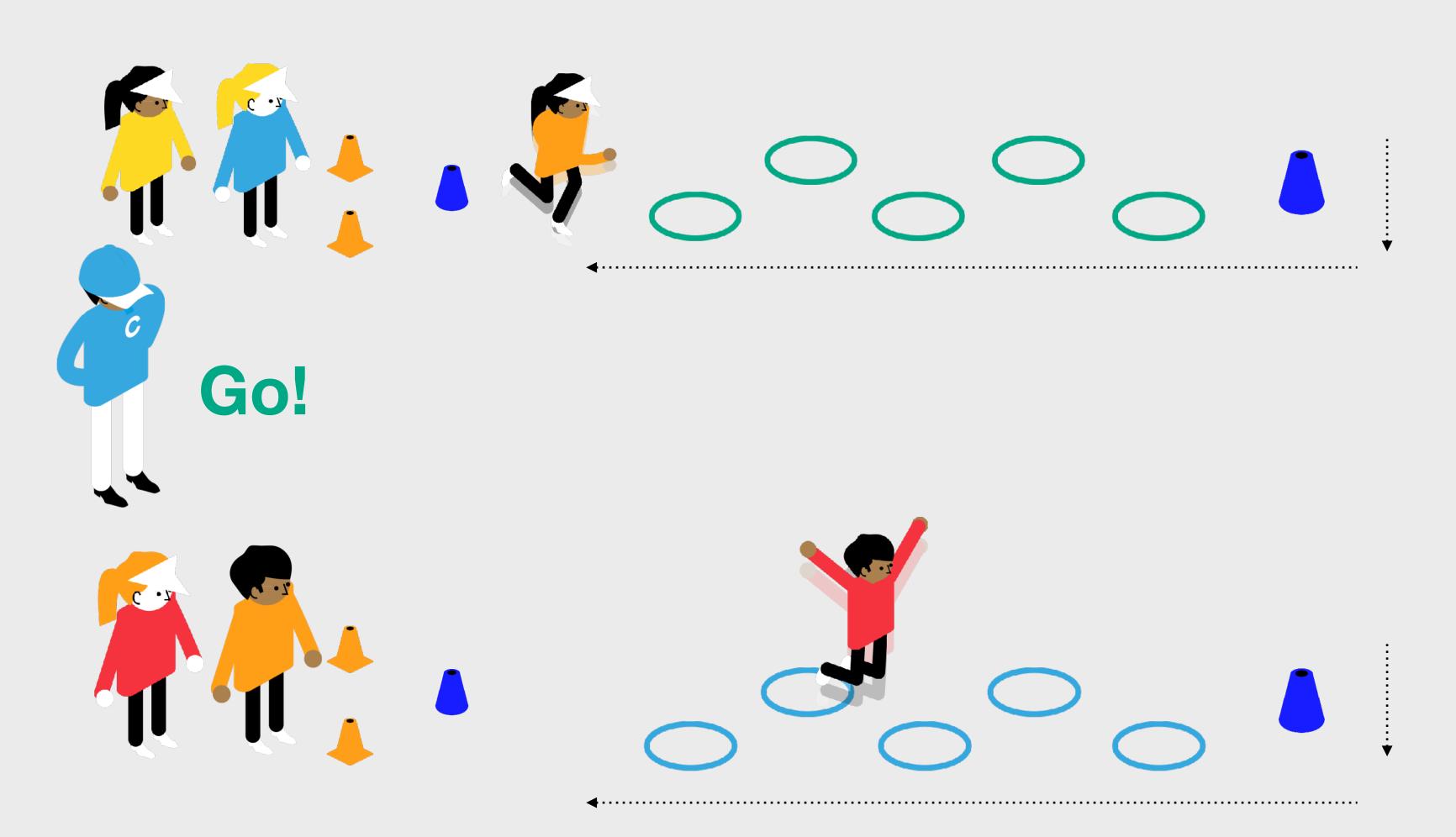




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Hop Frog Zig-Zag





How to Play

- Split the children into even groups, ideally two groups of 3
- Number the children players 1 3
- •hild number 1 starts with their hand on the starting cone
- On go, the child jumps with both feet together into each hope in alternative directions
- The team that wins is the one who gets all players home first

Progression Ideas

- Add extra goes for each child
- Decrease or increase the distance between the markers
- Play the game with different fundamental movements such as single leg jumping and alternative leg jumping
- Increase the number of steps of the ladder
- Increase the width of the ladder steps.

Equipment Needed

Orange Safety Cones	SAFETY
4 x Cones	
10 x Hoops	







Social Gratitude

- The Whole Child theme this week is to understand what gratitude is and why it is important.
- Carry this theme into the class by going round the class and asking the children one thing they are thankful for in golf.



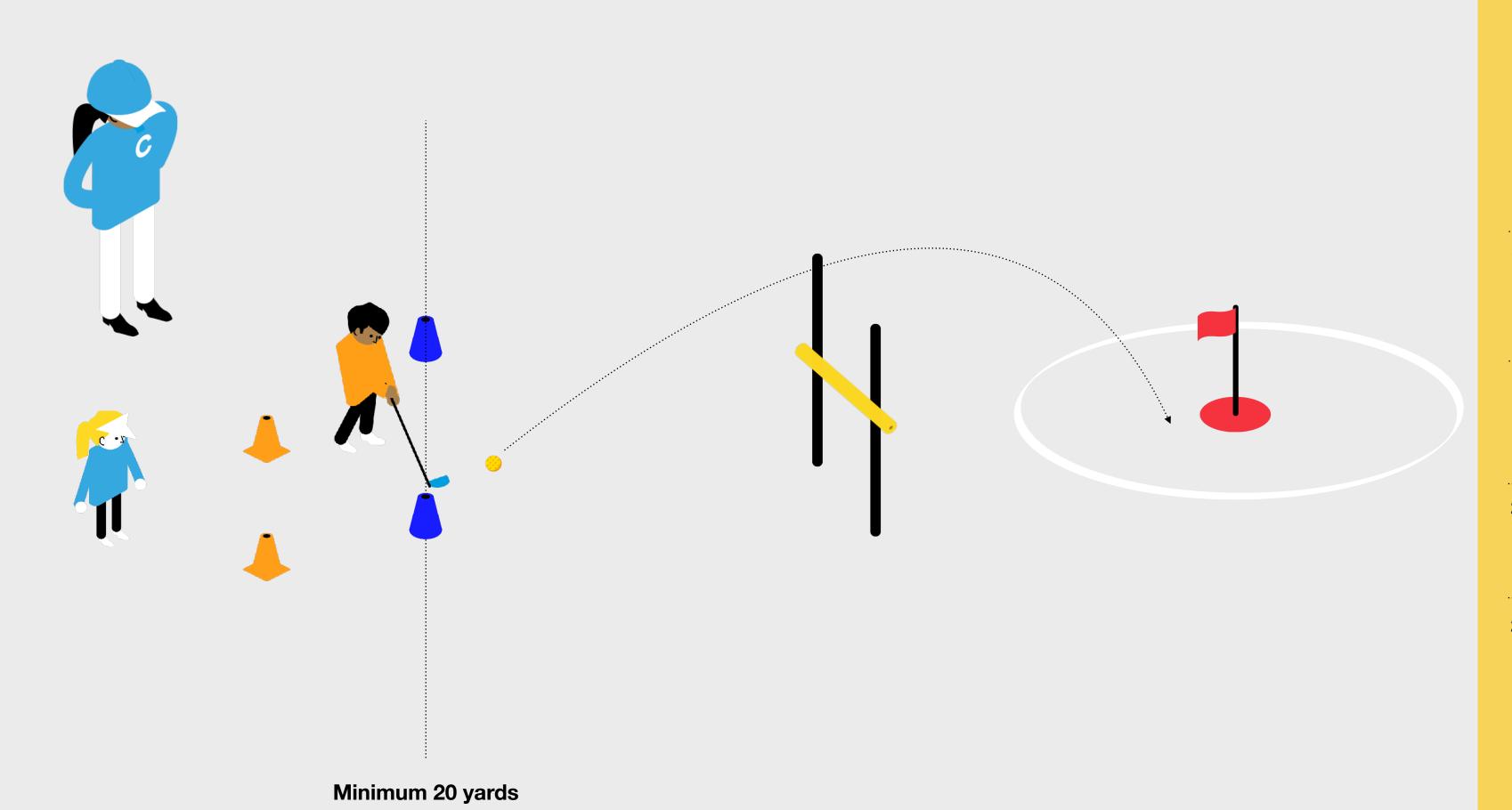
Rules and Etiquette The Pitchfork

- The Learning the Game focus this week is to learn how to use a pitchfork.
- You should make sure children know how to repair their pitchmarks and that it is every golfer's responsibility to look after the golf course.



Field Goal















- Players work as a team to accumulate the most points possible
- Nominate a player to play first.
- The first player attempts their shot and aims to get the ball through the posts to score a field goal
- If the player gets the ball through the posts they score 3 points. If they land the ball into the target circle too they score a touchdown, and a further 6 points
- The team reports their score at the end of the time allowed

Progression Ideas

- Vary the starting point from around the green
- Vary the club that is being used
- Vary the lie of the ball on the ground
- Change the size of the target circle
- Change the distance between the starting position and the posts

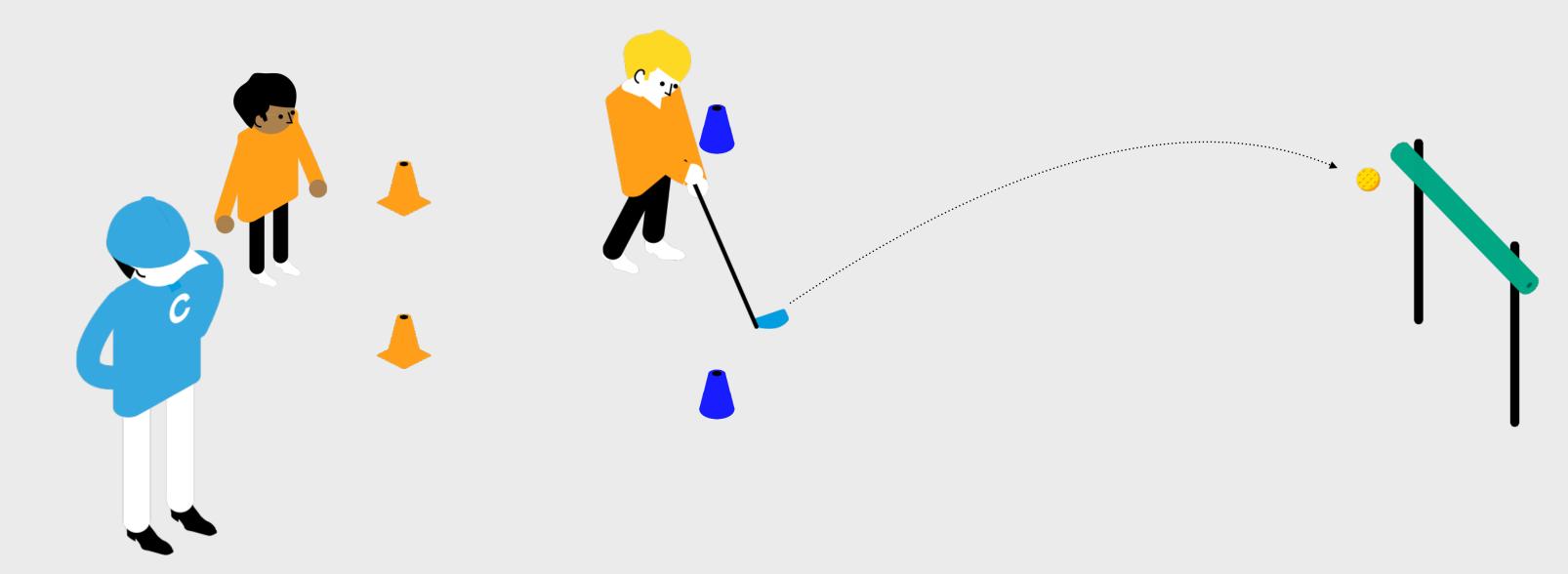
Equipment needed





Crossbar Challenge













How to Play

- Set a target score for the children to achieve
- The first child attempts to either throw or hit their shot to hit the foam noodle (crossbar)
- The children receive 1 point for hitting the crossbar with a throw, and 2 points with a golf shot
- Players take it in turns, until both have hit 10 shots, the aim is to achieve the target score as a team

Progression Ideas

- Vary the distance to the crossbar
- Make multiple crossbars
- Specify which club to use

Learning Outcomes

- Learn to control the distance the ball travels
- Understand how different trajectories can be successful

Equipment needed

Orange Safety Cones	SAFETY
Cones to mark out hitting stations	
1 x Foam Noodles	
2 x Alignment Sticks	
Spare equipment that may be required for the group attendees.	
Golf Balls	



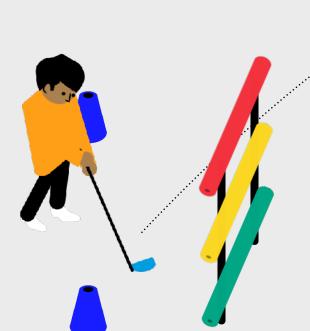
Choose your Trajectory





















How to Play

- Give the target circles different points
- Each child has 10 shots and tries to accumulate as many points as possible for their team based on where the ball finishes
- In order to score points the player must hit the ball through the gap nominated by their playing partner
- The team try to score the most points from their 10 shots, and then try to beat that score on the next go

Progression Ideas

- Specify which club must be used
- Change the size of the target circles
- Vary the size of the gaps created by the foam noodles
- Vary the starting point from around the green
- Add penalty points if the child is unsuccessful on getting the ball onto the green or in the target circles

Learning Outcomes

- Controlling strike to get a consistent trajectory
- Understanding the loft of the club and it's influence on trajectory
- Develop the ability to control the flight of the ball, hitting different trajectories, using the same golf club

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	
2 x Alignment Sticks	
3 x Foam Noodles	•