Around the Green

Week 15









### Class Timetable - Week 15

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

Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction and Warm Up Game	<ul> <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>	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	<ul> <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><li>Field Goal</li><li>Crossbar Challenge</li><li>Pitching Challenge</li></ul>
5 Mins	myAcademy Folder Track and Reward MyGame+ Progress on GLF. Connect	<ul> <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> <li>myAcademy Folders</li> <li>GLF. Connect myGame+</li> </ul>

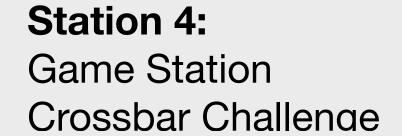


# Class Layout and Setup

Station 3: Game Station Field Goal



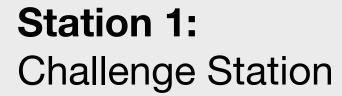








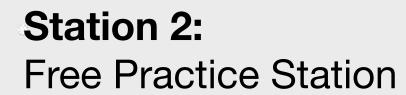








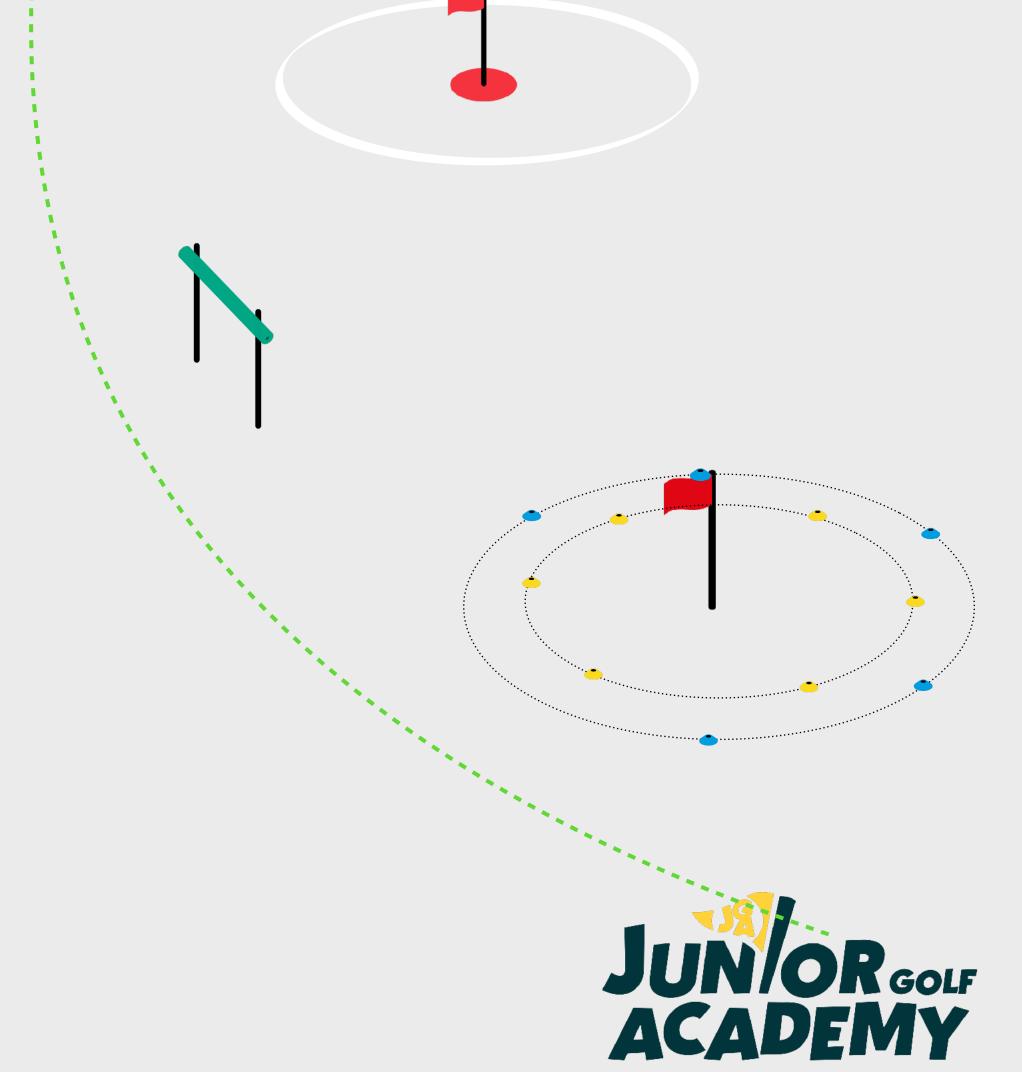








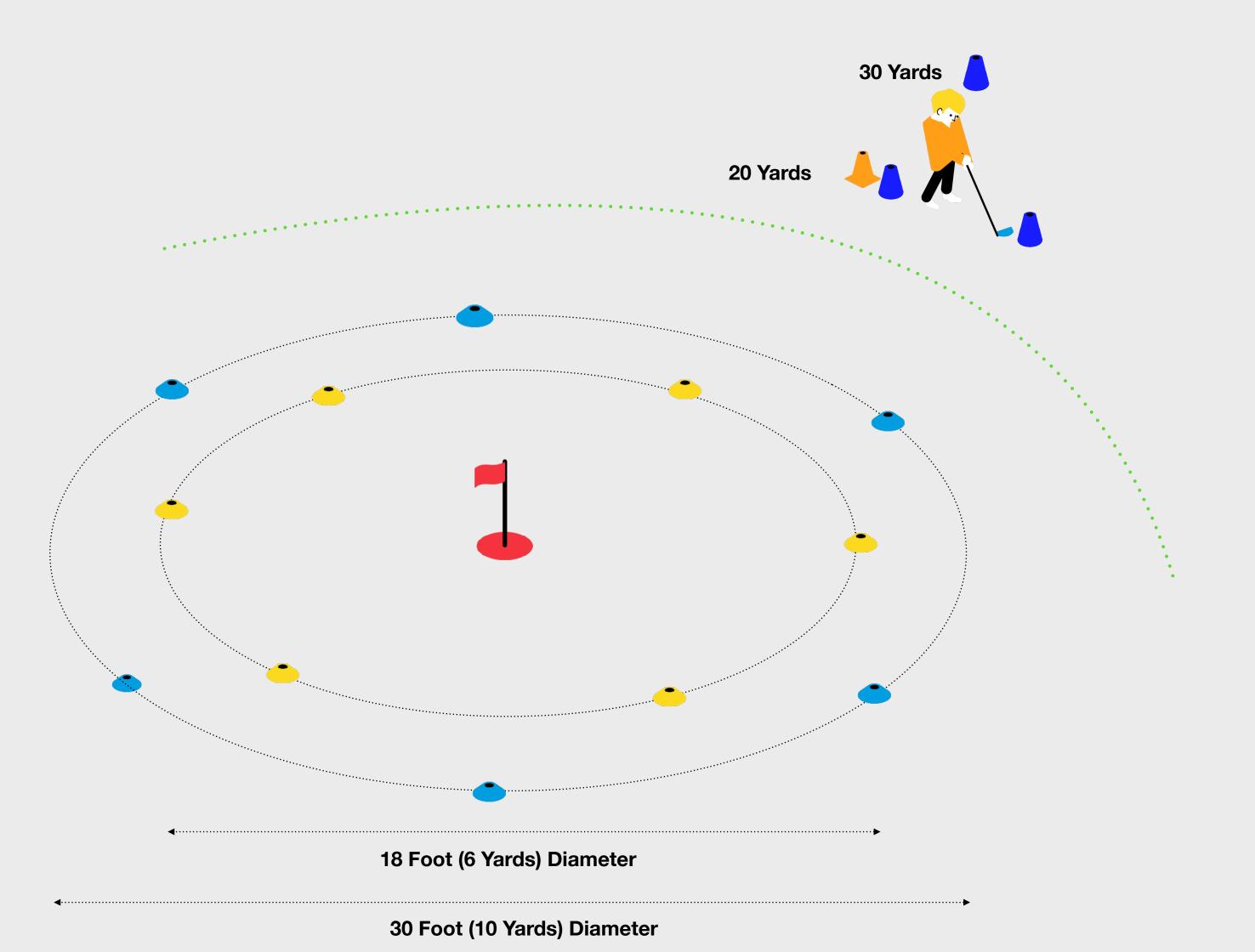






# Pitching Challenge Setup







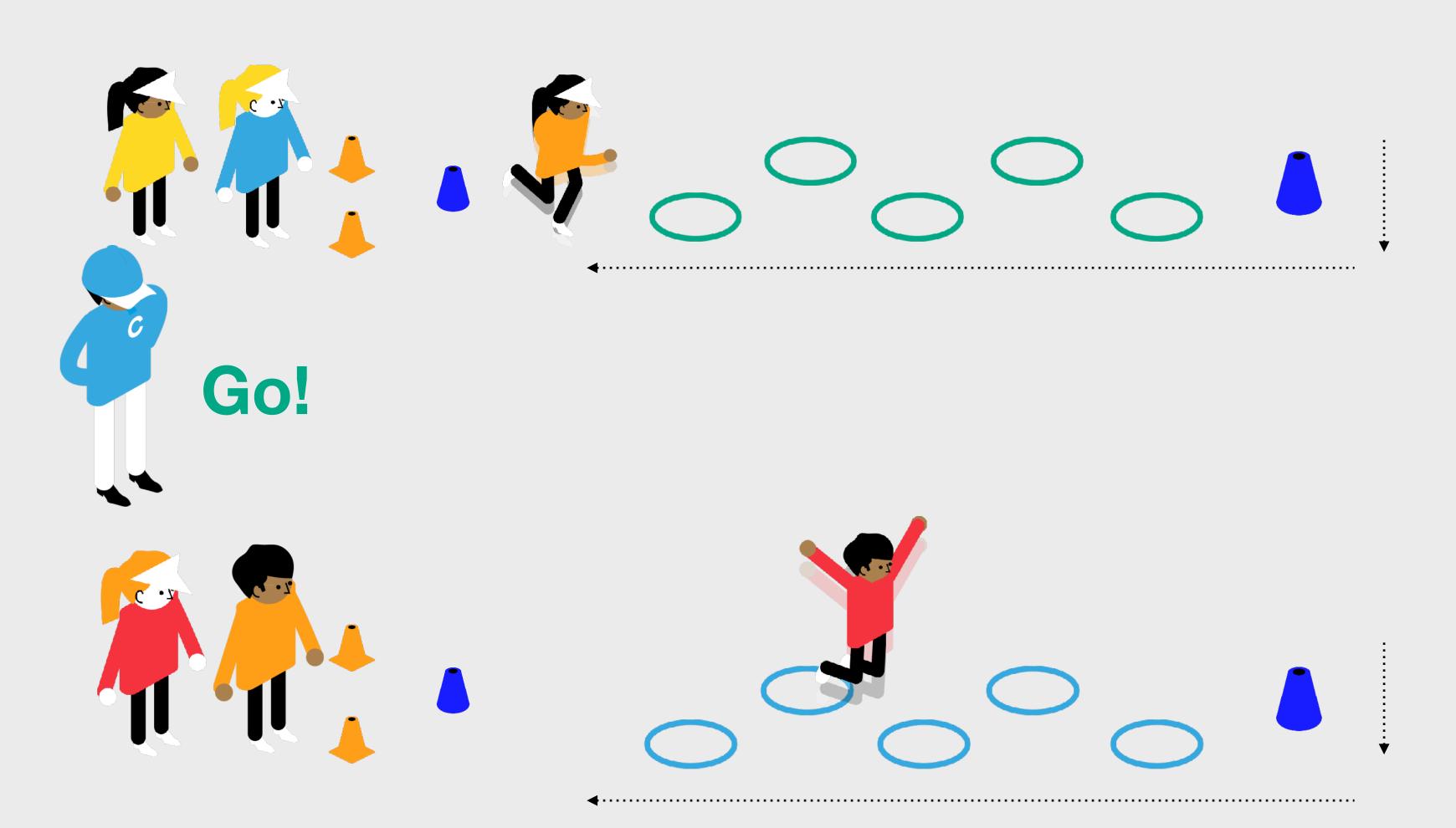
- 1 flag should be selected on the green, alignment sticks could be used where this isn't possible
- 2 target circles, marked by cones, are placed around the flag or alignment stick at the diameters in the graphic opposite, 6 yards and 10 yards
- Three starting points are positioned in a row at distances of 20, 30 and 40 yards

#### **Equipment Required**

- Orange cones to mark out a safety line
- Marker cones to represent the tee markers
- Target circles from the equipment bag
- Cones to mark target circles
- Flag
- Alignment Sticks for a flag if this isn't possible



# 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









## 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.



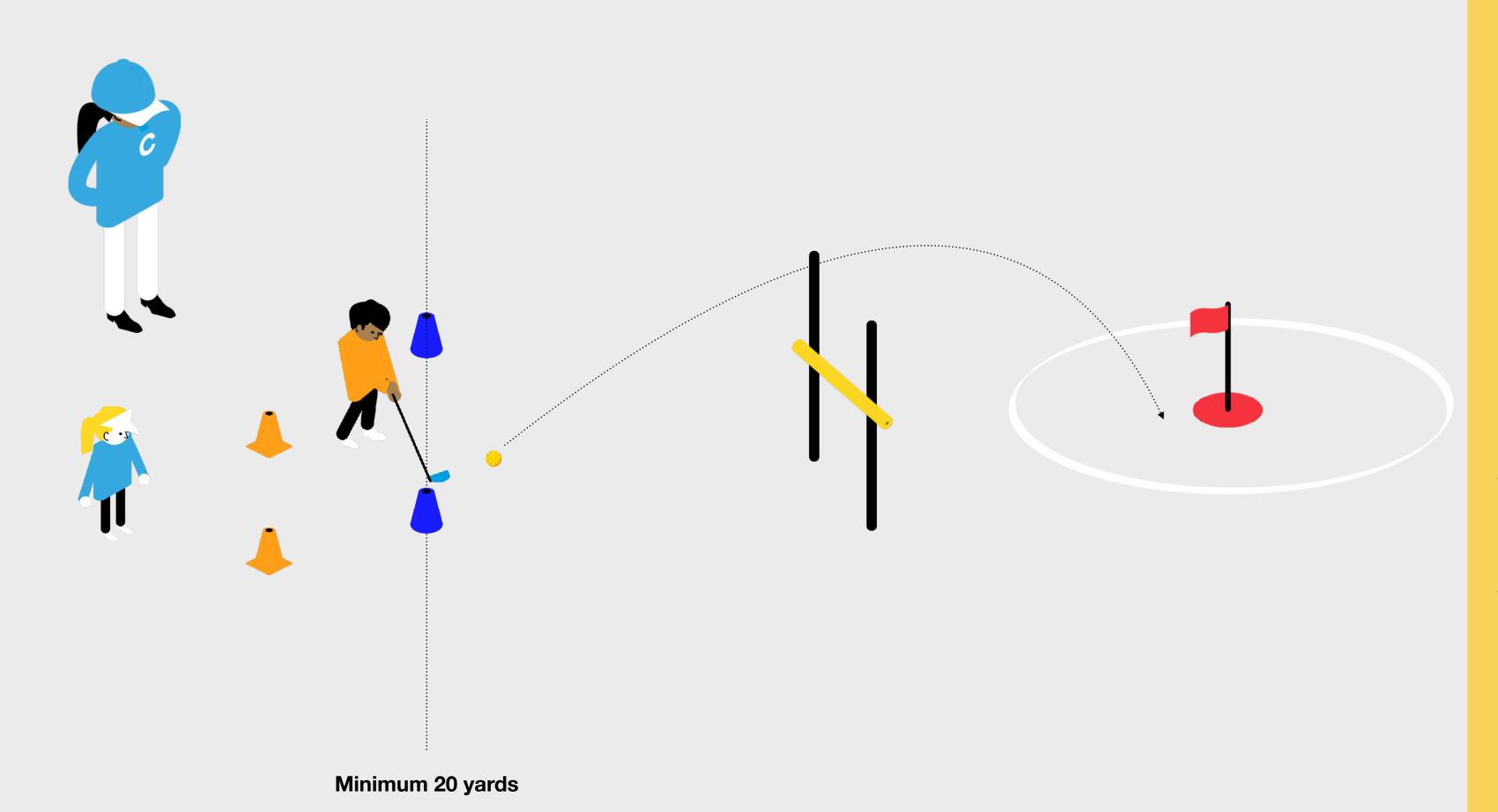
## Rules and Etiquette The Pitchfork

- 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











#### **How to Play**

- 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**

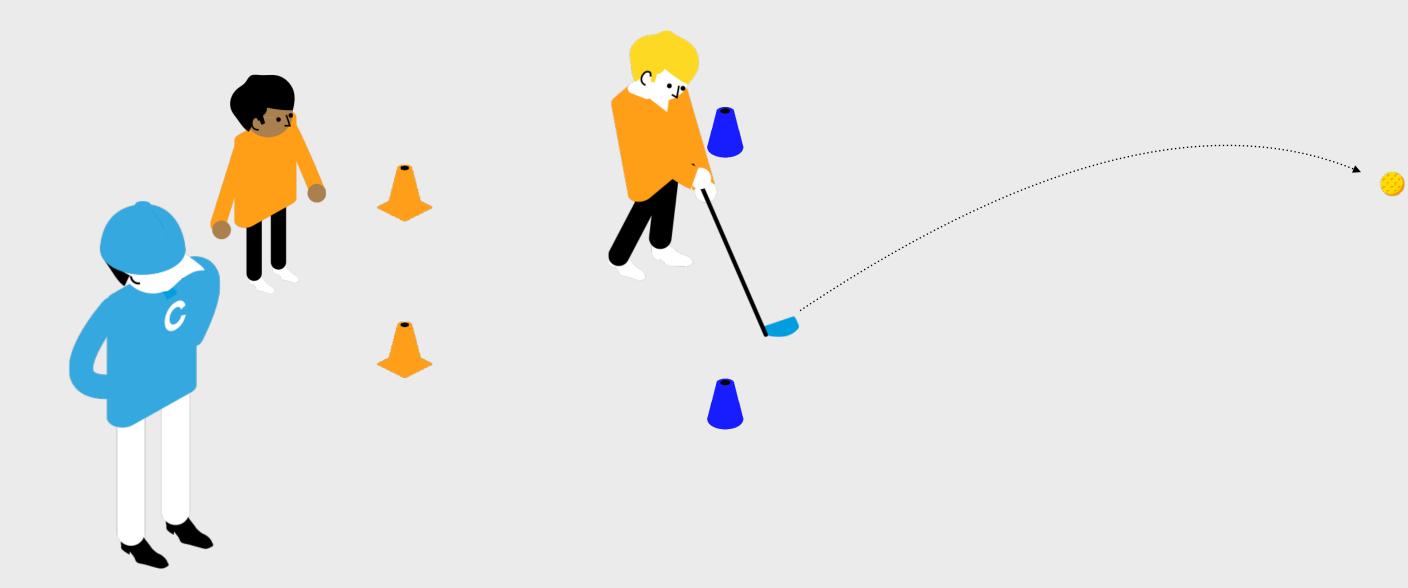
- Vary the starting point from around the green
- Vary the club that is being used
- Vary the lie of the ball on the ground
- Change the size of the target circle
- Change the distance between the starting position and the posts

#### **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**

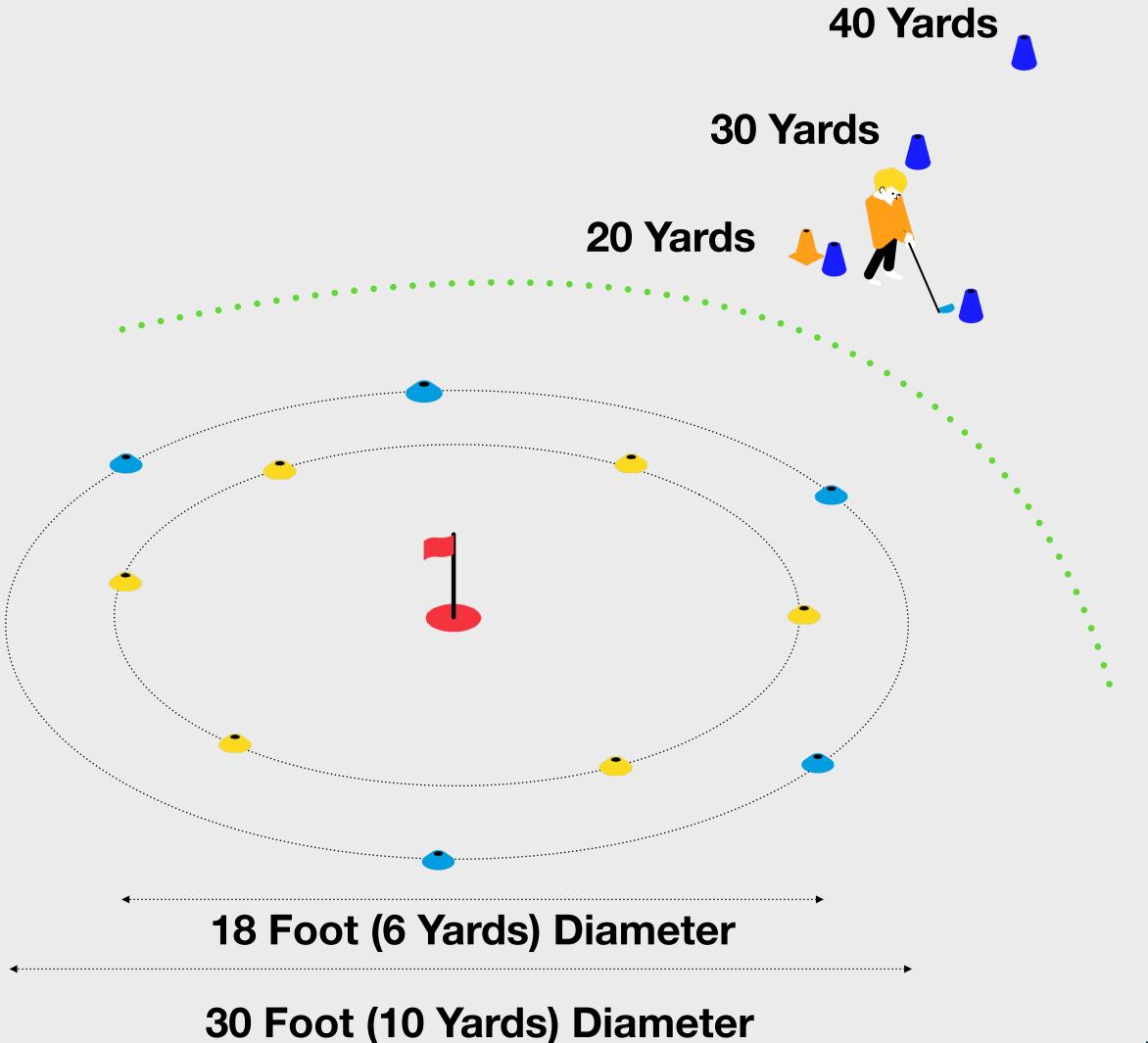
- Learn to control the distance the ball travels
- Understand how different trajectories can be successful

#### **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	



# Pitching Challenge





#### **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**

- Complete this Level 1 Challenge by pitching 1 ball on the green from a starting distance of 20 yards from the flag. You have 5 attempts and the ball does not need to land on the green.
- Complete this Level 2 Challenge by pitching 3 balls on the green from a starting distance of 20 yards from the flag. You have 5 attempts and the ball does not need to land on the green.
- Complete this Level 3 Challenge by pitching 1 ball within a 10-yard circle from a starting distance of 20 yards from the flag. You have 5 attempts and all attempts must finish on the green, but the ball does not need to land on the green.
- Complete this Level 4 Challenge by pitching 3 balls within a 10-yard circle from a starting distance of 20 yards from the flag. Pitching 1 ball within a 10-yard circle from a starting distance of 30 yards from the flag. You have 5 attempts from each position and all attempts must finish on the green, but do not need to land on the green.
- Complete this Level 5 Challenge by pitching 4 balls within a 10-yard circle from a starting distance of 20 yards from the flag. Pitching 2 balls within a 10-yard circle from a starting distance of 30 yards from the flag. Pitching 1 ball within a 10-yard circle from a starting distance of 40 yards from the flag. You have 5 attempts from each position and all attempts must finish on the green, but the ball does not need to land on the green.
  - Complete this Level 6 Challenge by pitching 4 balls within a 6-yard circle from a starting distance of 20 yards from the flag. Pitching 3 balls within a 6-yard circle from a starting distance of 30 yards from the flag. Pitching 2 balls within a 6-yard circle from a starting distance of 40 yards from the flag . You have 5 attempts from each position and all attempts must land and finish on the green.