

# Around the Green

## Week 24



# Class Timetable - Week 24

**Session Length:**  
60mins

**Group Size:**  
1:8

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

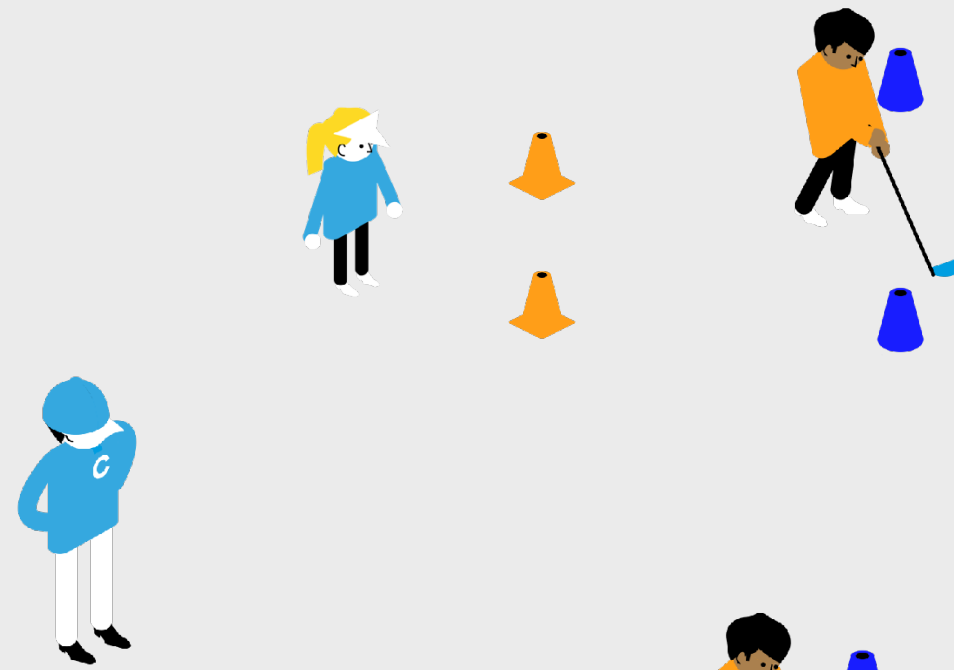
**Whole Child Focus**  
Creative:  
Additional Practice

**Learning the Game Focus:**  
Rules and Etiquette:  
Divots

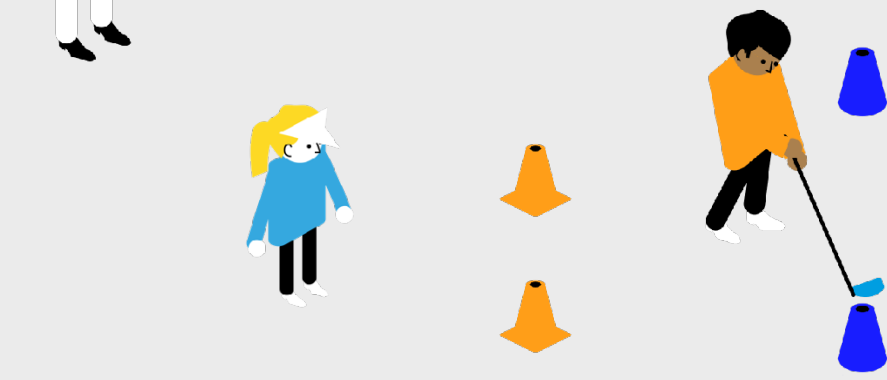
Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction and Warm Up Game	<ul style="list-style-type: none"> <li>Outline the lesson objectives to the group</li> <li>Introduce the warmup game to the group</li> <li>Introduce FMS and Physical Literacy focus</li> <li>Split into teams 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>Floor is Lava</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>Divots</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>Additional Practice</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, tasks and challenges</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 if appropriate</li> </ul>	<ul style="list-style-type: none"> <li>Bullseye</li> <li>Splash Shot</li> <li>Tic Tac Toe - Squares</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 3:**  
Game Station  
Bullseye



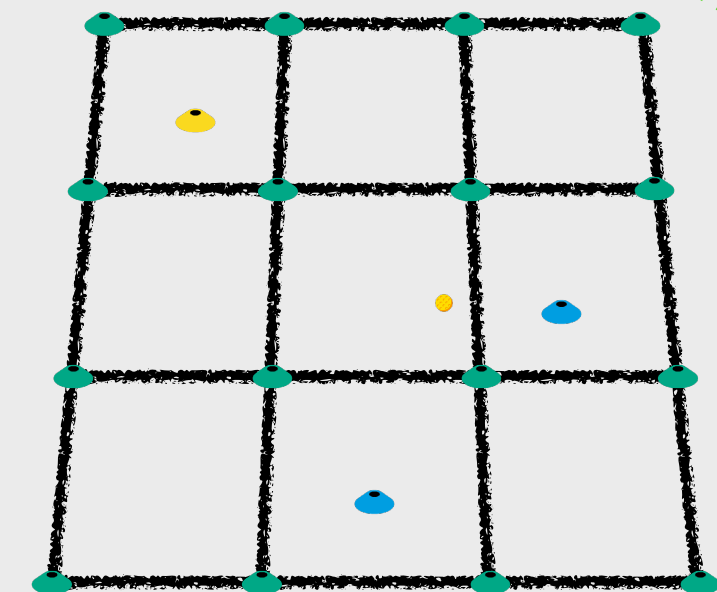
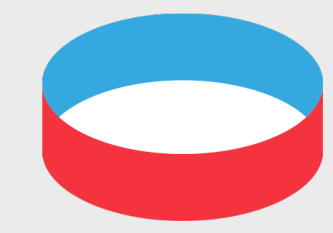
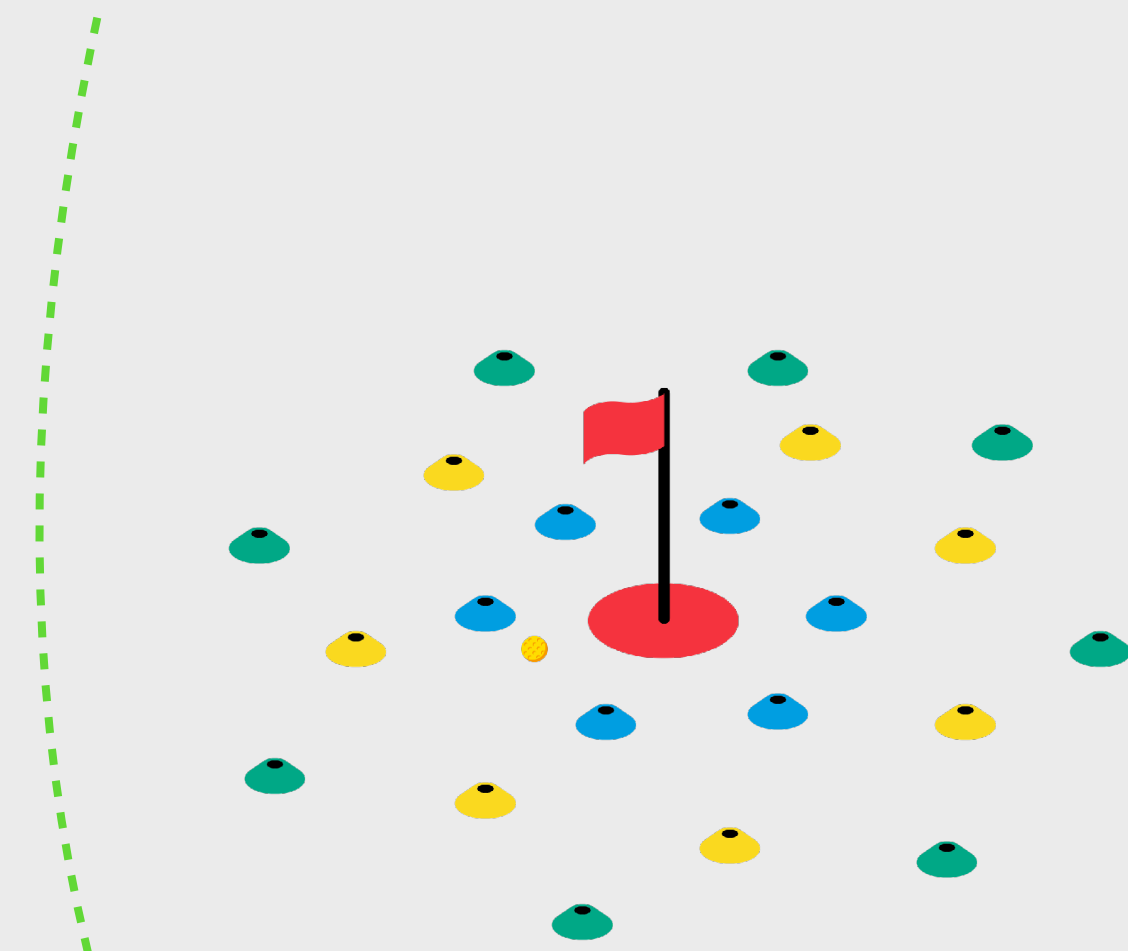
**Station 2:**  
Game Station  
Splash Shot



**Station 4:**  
Free Practice Station



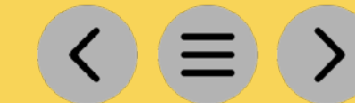
**Station 1:**  
Game Station  
Tic Tac Toe - Squares



# Floor is Lava



**JUNIOR GOLF**  
**ACADEMY**



## How to Play

- Split the children into even groups, ideally three teams of two
- One child from each team is only allowed to send in the hoops, their partner has to move the hoop into position so that their partner can move from one side of the game to the other
- On go, the pairs race to the other cone at the opposite side and switch over before racing back to the start
- The team that wins is the team that gets all players home first

## Progression Ideas

- Add in time penalties for touching the ground outside the hoops
- Specify a FMS, such as hopping or jumping

## Equipment Needed

Orange Safety Cones

SAFETY



Cones to mark out the start and end of the playing area



2 x hoops per team





## Creative Additional Practice

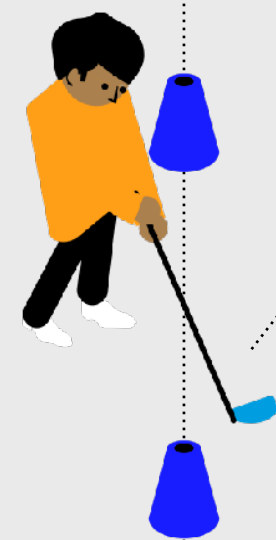
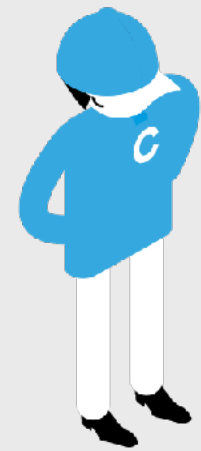
- The Whole Child theme this week is to encourage the children to practice outside of class times.
- Carry this theme into the class by teaching the children some easy drills they can set up and show them how they can use the GLF. app for their practice too.



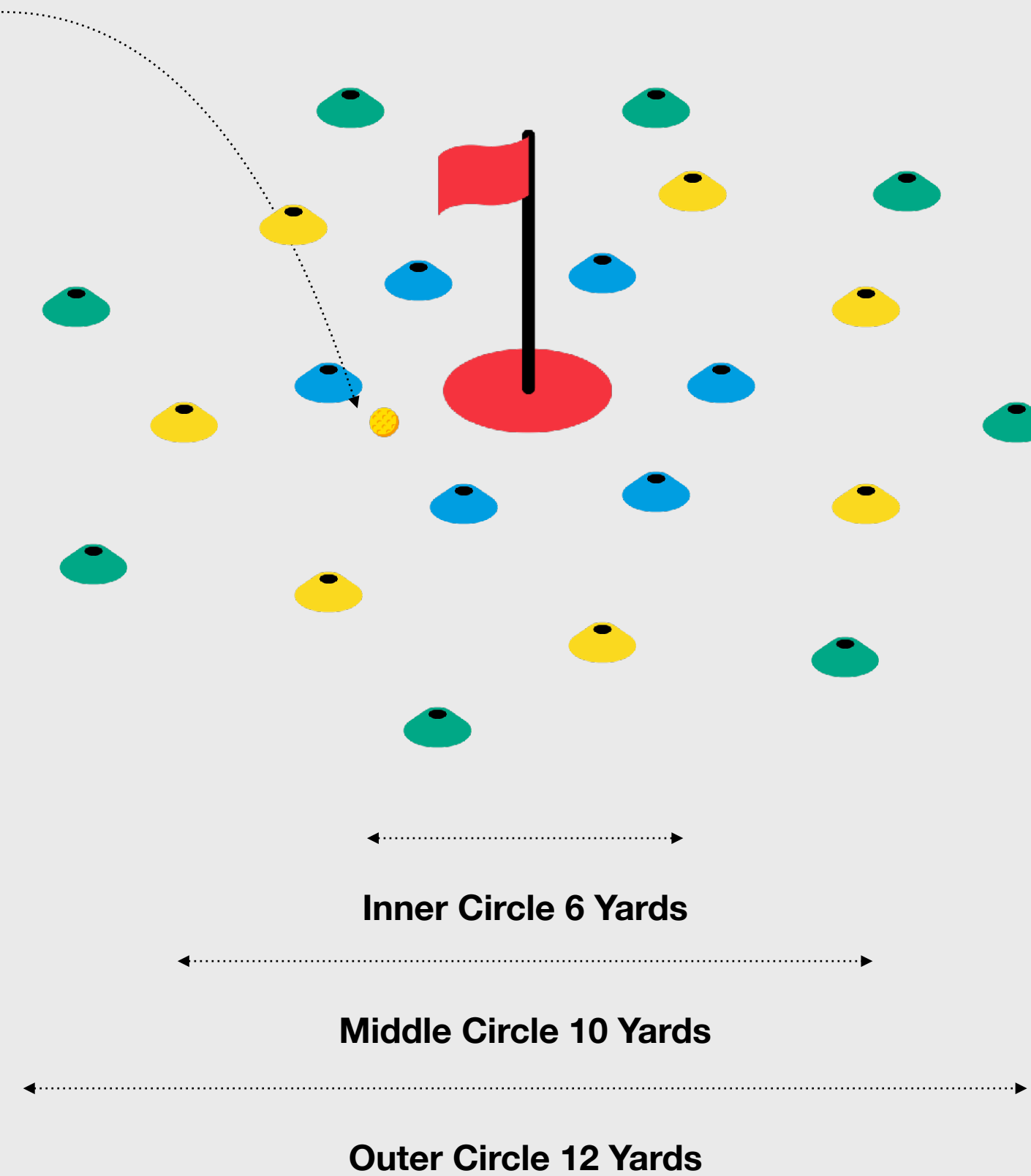
## Rules and Etiquette Divots

- The Learning the Game focus this week is about taking and repairing your divots.
- You should highlight to your juniors that it is ok to take a divot, indeed when using your irons you should brush the ground and quite often will take a divot.

# Bullseye



Minimum 20 yards



## How to Play

- Allocate the target circles different points
- Each child has 10 shots and tries to accumulate as many points as possible based on where the ball finishes
- The winner is the player who gets the most points from their 10 shots

## Progression Ideas

- Change the size of the target circles
- Vary the starting point from around the green
- Introduce a rule that the ball must land over the fringe to count
- Add penalty points if the child is unsuccessful on getting the ball onto the green or in the target circles

## Learning Outcomes

- Control of distance and direction when pitching

### Orange Safety Cones

SAFETY



### Cones to mark out the necessary hitting station



### 6 x Blue colored cones to mark the inner circle



### 8 x Yellow colored cones to mark the middle circle



### 10 x Green colored cones to mark the outer circle



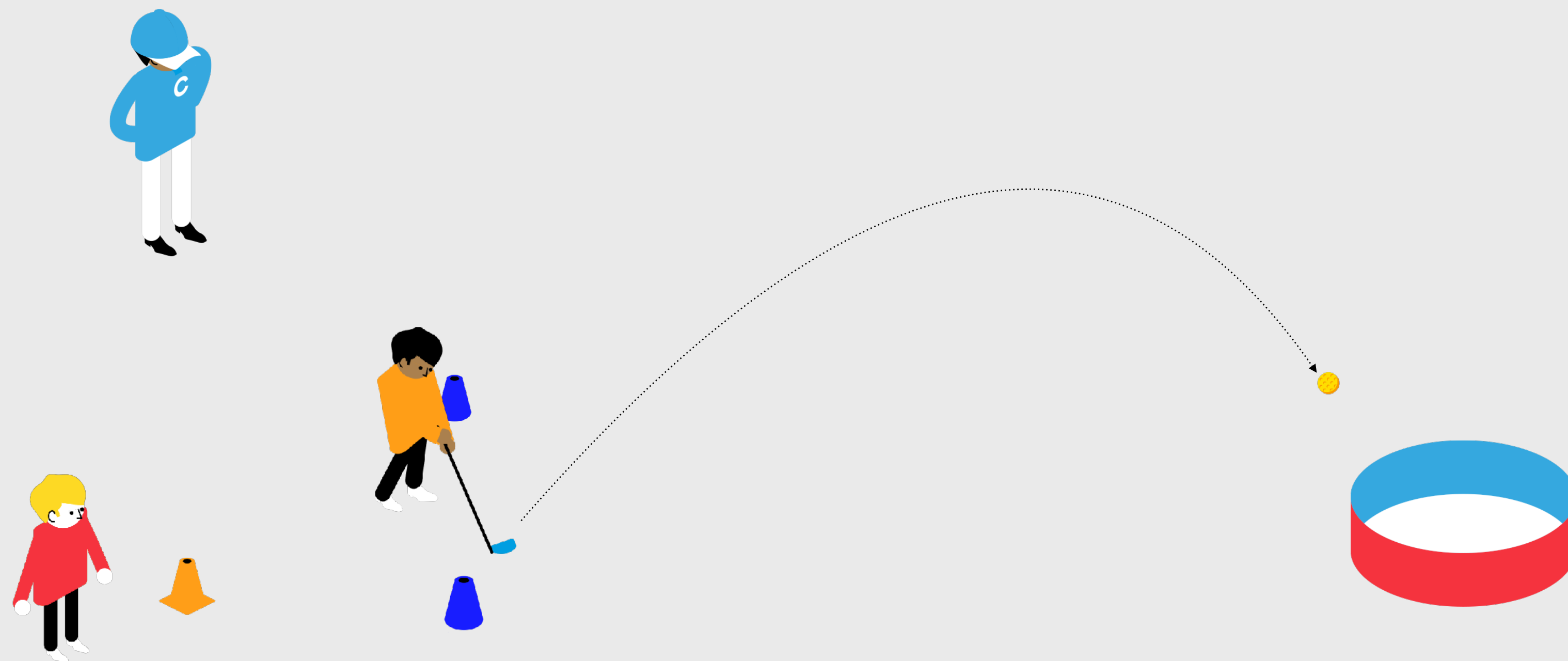
Spare equipment that may be required for the group attendees.



### Golf Balls



# Splash Shot



## How to Play

- Children take it in turns to hit their shots
- The aim of the game is to pitch the ball into the pool
- The children have 10 shots each, the winner is the child who gets the most shots into the pool

## Progression Ideas

- Vary the distance to the pool
- Add or reduced the number of shots
- Add a rule that the ball has to land in the pool without bouncing

## Learning Outcomes

- Ability to control distance on a pitch shot
- Ability to control direction

## Equipment needed

### Orange Safety Cones

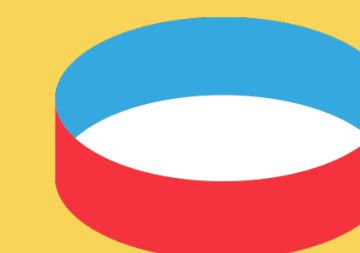
SAFETY



### Cones to mark starting position



### 1 x Pool, filled with a small amount of water



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

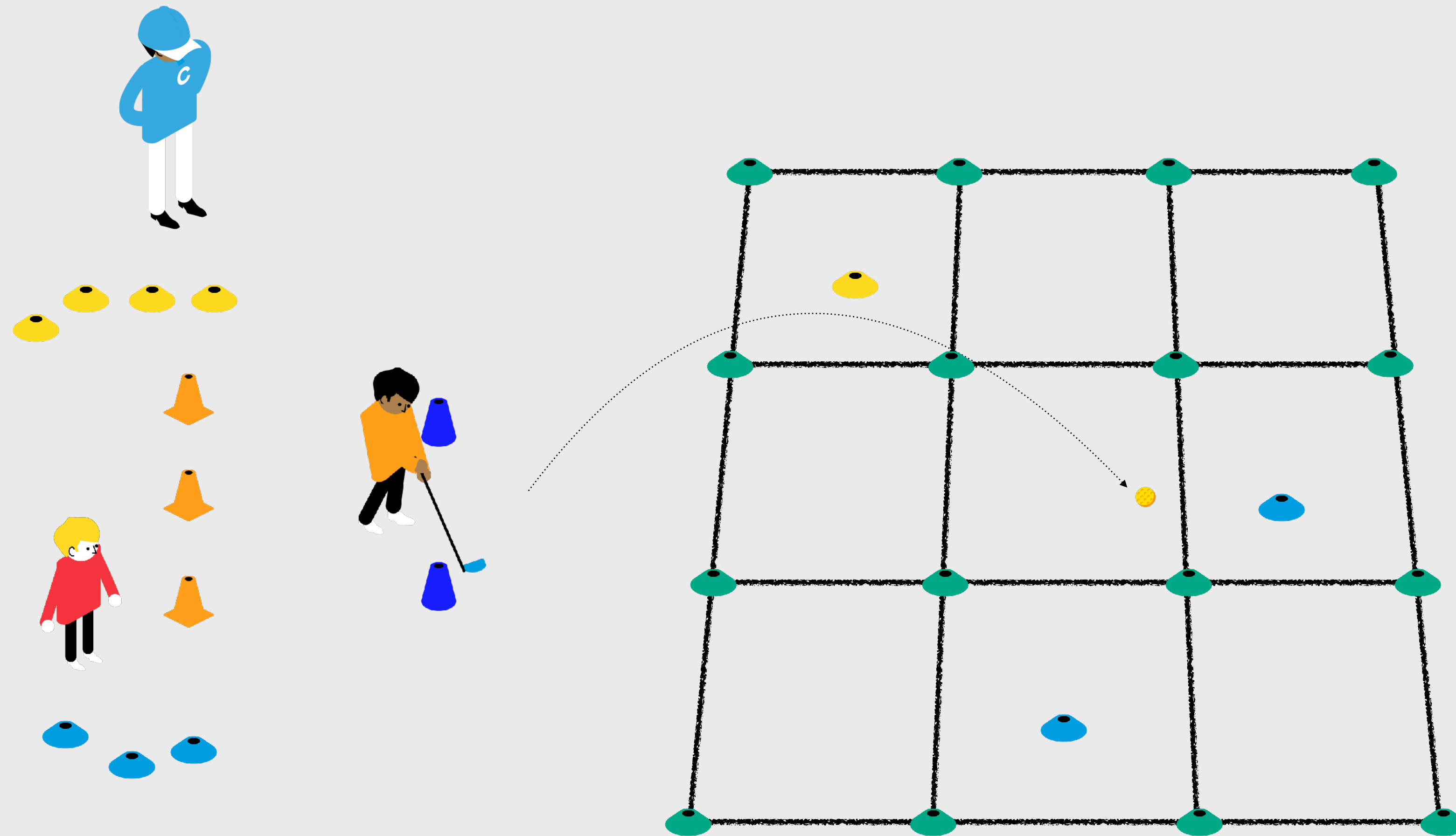


### Golf Balls





# Tic-Tac-Toe - Squares



## How to Play

- One child is the X's and the other child is the O's
- The objective is for the child to place their colored cones into the center of the box by either landing or rolling the ball into the box. This should be defined at the start of the game by the coach
- When the child successfully gets the ball into the box that has been nominated, they place their colored cone into the centre of the box
- The child who wins is the one who makes 3 in a row in one direction

## Progression Ideas

- Vary the size of the boxes
- Vary the distance between the starting point around the green and the boxes
- Increase the number of shots that must go into the boxes before the box is owned
- Define whether the ball lands or rolls into the box
- Introduce a fringe in front of the player and the ball only counts if it lands over the fringe

## Equipment needed

Orange Safety Cones

SAFETY



2 x Cones



String and 16 tees to create the grid or rings



Colored cones for one team



Colored cones for the other team



Golf Balls



Spare equipment that may be required for the group attendees.

