

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

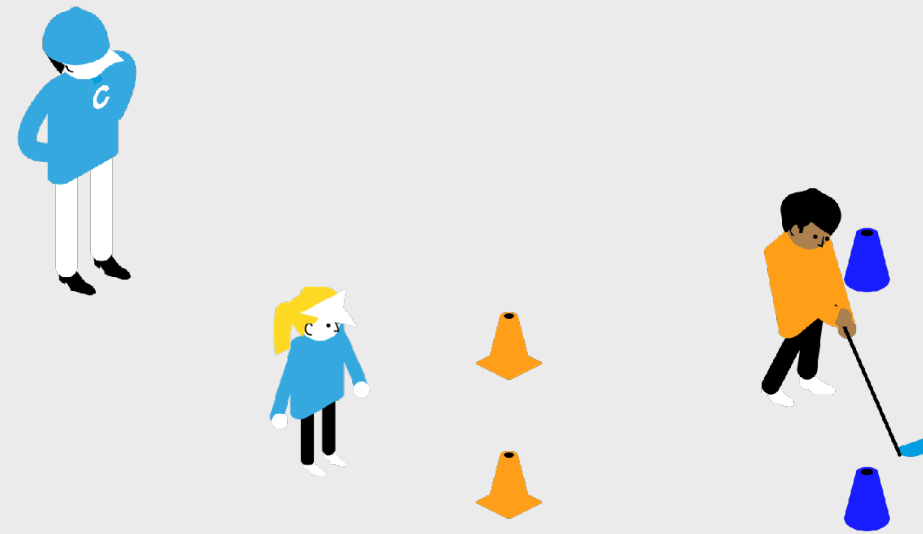
Learning the Game Focus:
Rules and Etiquette:
Divots

Mastering the Game Challenge:
Pitching Challenge

Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction and Warm Up Game	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> Floor is Lava
5 Mins	Learning the Game Focus	<ul style="list-style-type: none"> Introduce to the group the Learning the Game focus of the class 	<ul style="list-style-type: none"> Divots
5 Mins	Whole Child Focus	<ul style="list-style-type: none"> Introduce to the group the Whole Child focus of the class 	<ul style="list-style-type: none"> Additional Practice
35 Mins	Mastering the Game Focus	<ul style="list-style-type: none"> Outline the safety instructions and class layout Introduce games and challenge 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 	<ul style="list-style-type: none"> Bullseye Splash Shot Pitching Challenge
5 Mins	myAcademy Folder Track and Reward MyGame+ Progress on GLF. Connect	<ul style="list-style-type: none"> Recap Mastering the Game and Learning the Game Focus from the session to check for understanding Children can complete <i>myProgress</i> Wheel and add stickers where appropriate to the <i>myAcademy</i> folder The challenge can be marked as complete if required on MyGame+ part of GLF. Connect app Present the Achiever Award to a student in front of the parents and the group Award any Pins and Hats that may have been achieved 	<ul style="list-style-type: none"> <i>myAcademy</i> Folders GLF. Connect <i>myGame+</i>

Class Layout and Setup

Station 3:
Game Station
Bullseye



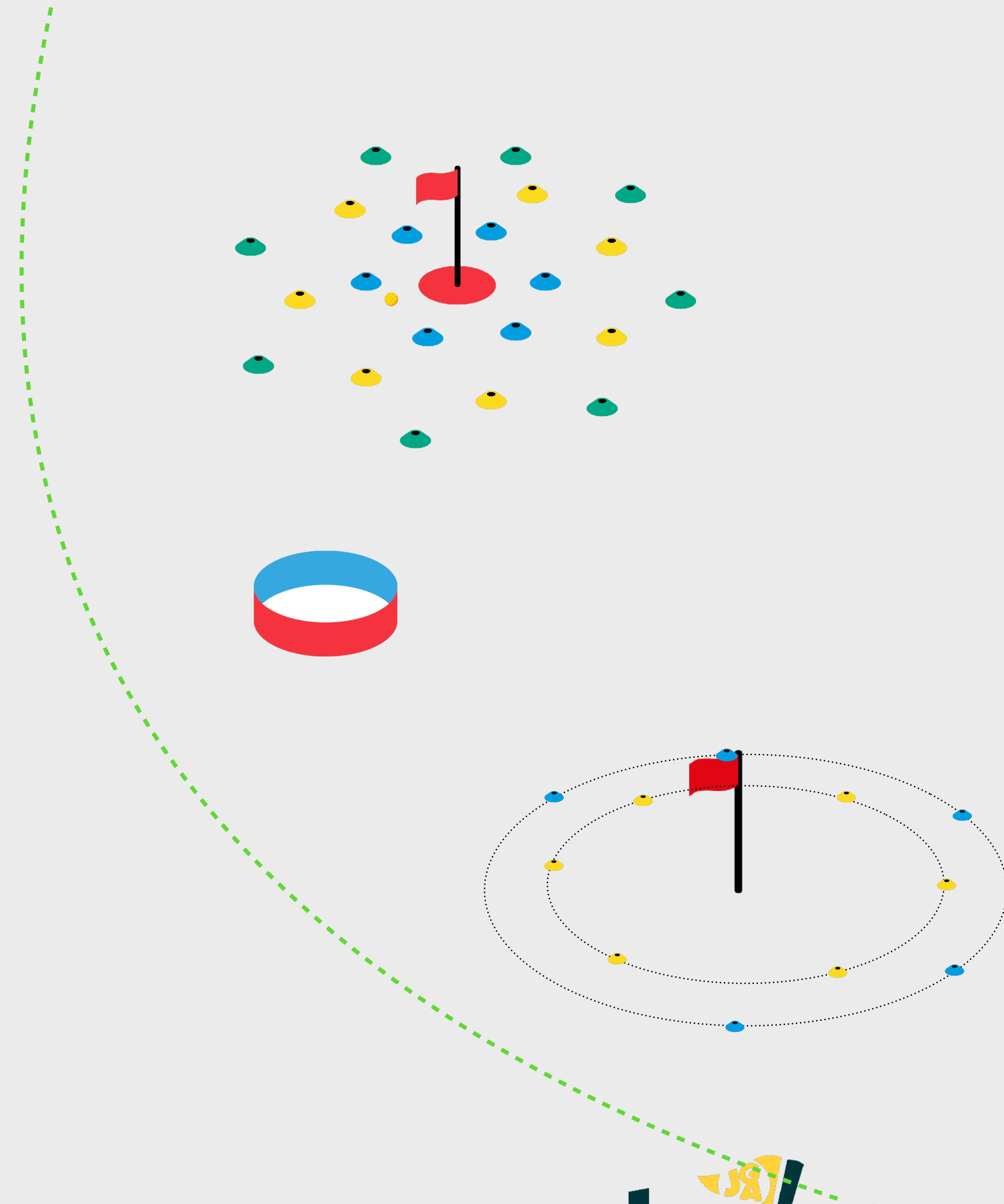
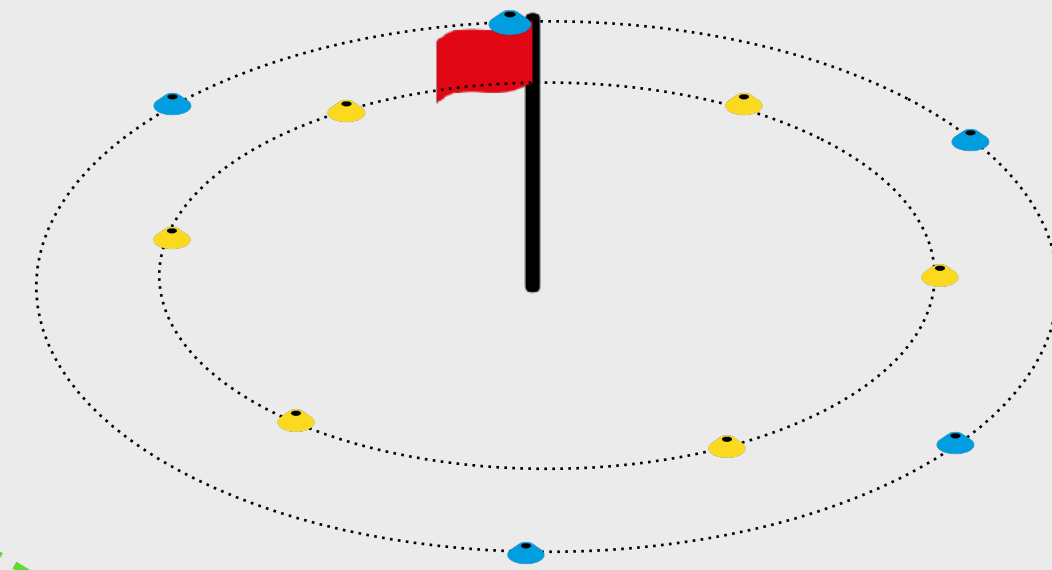
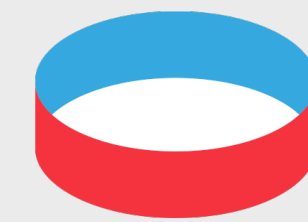
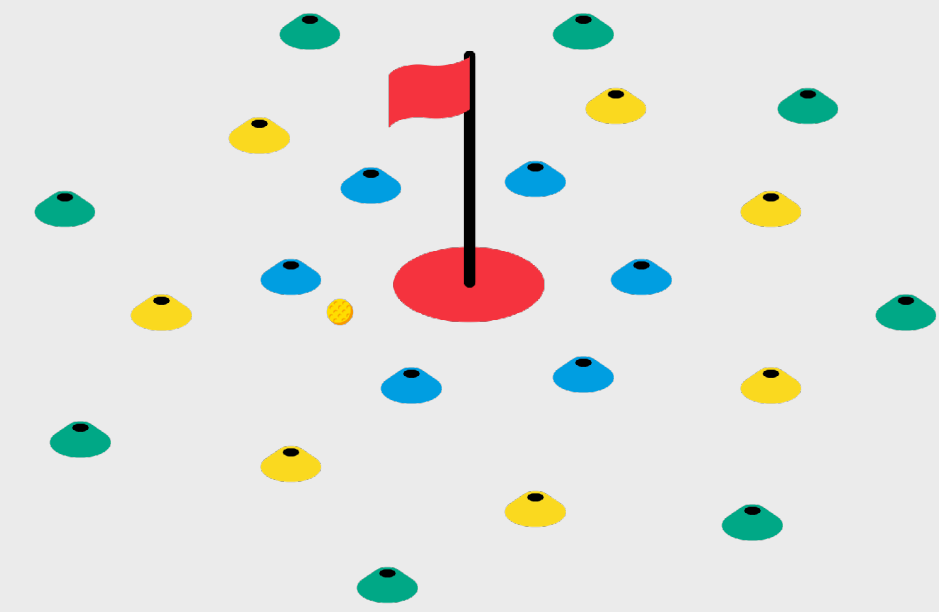
Station 2:
Game Station
Splash Shot



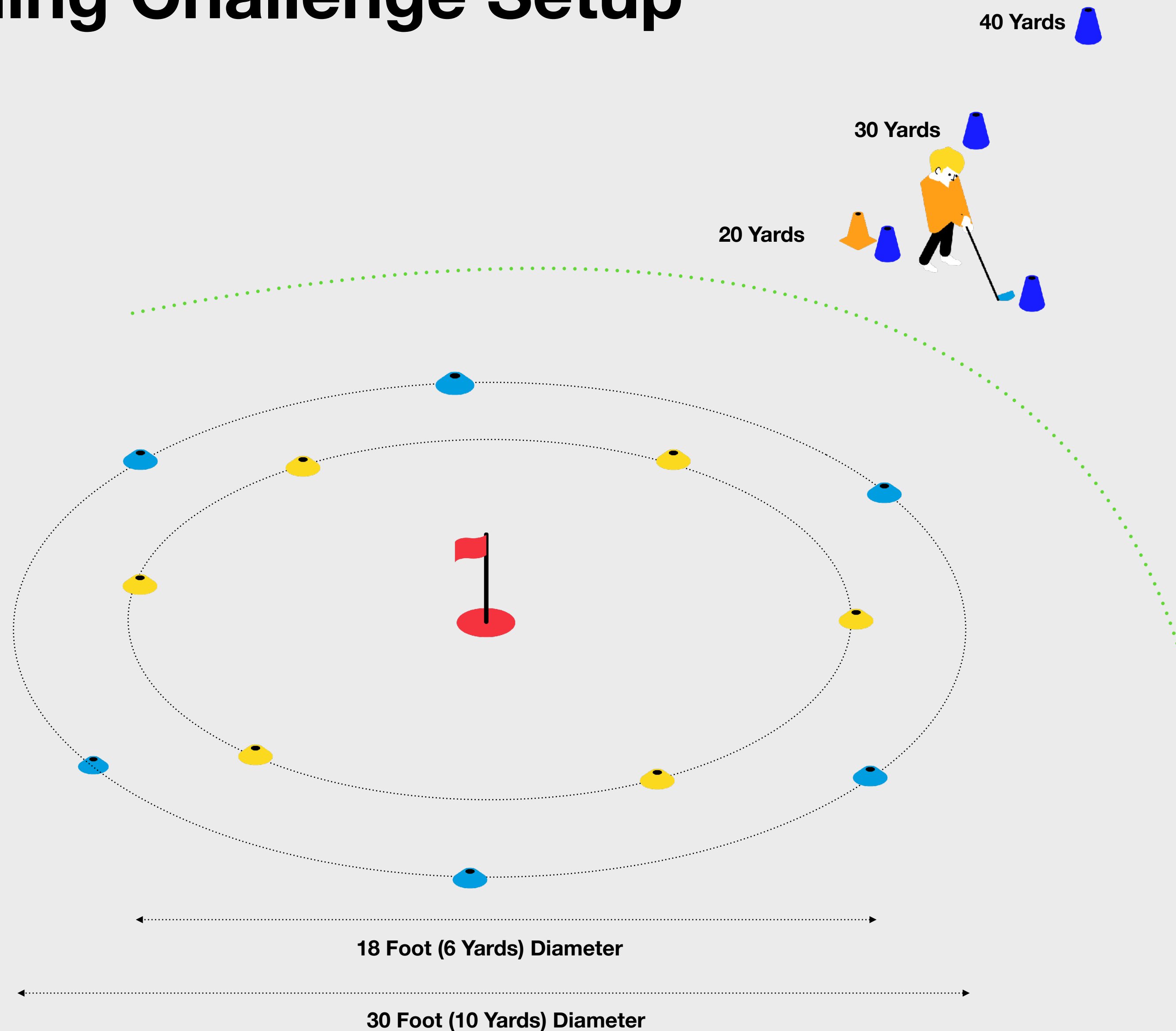
Station 1:
Challenge Station



Station 4:
Free Practice Station



Pitching Challenge Setup



Setting out the Challenge

- 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

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

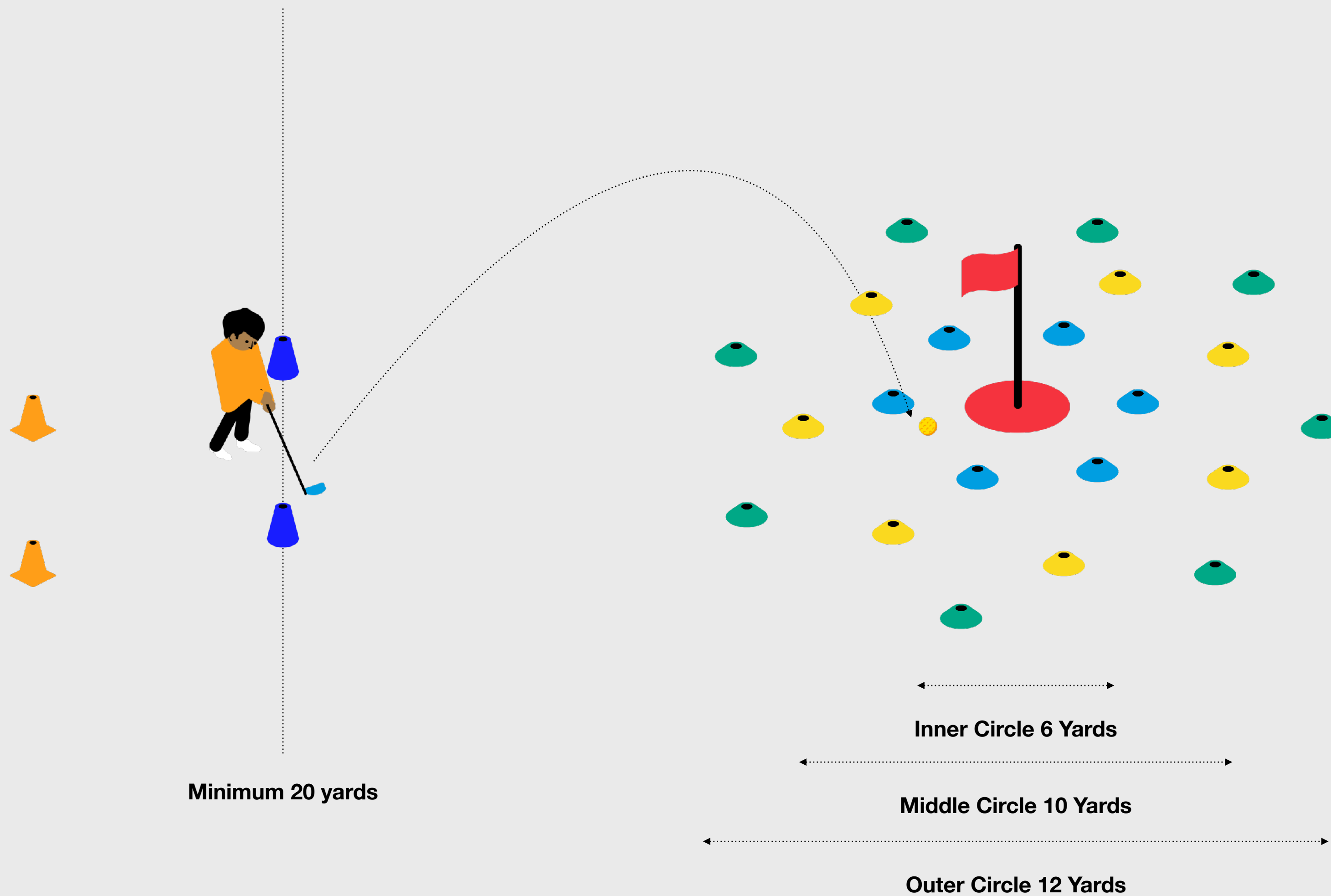
- The Whole Child theme this week is to encourage the children to practice outside of class times.
- Carry this theme into the class by teaching the children some easy drills they can set up and show them how they can use the GLF. app for their practice too.



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



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

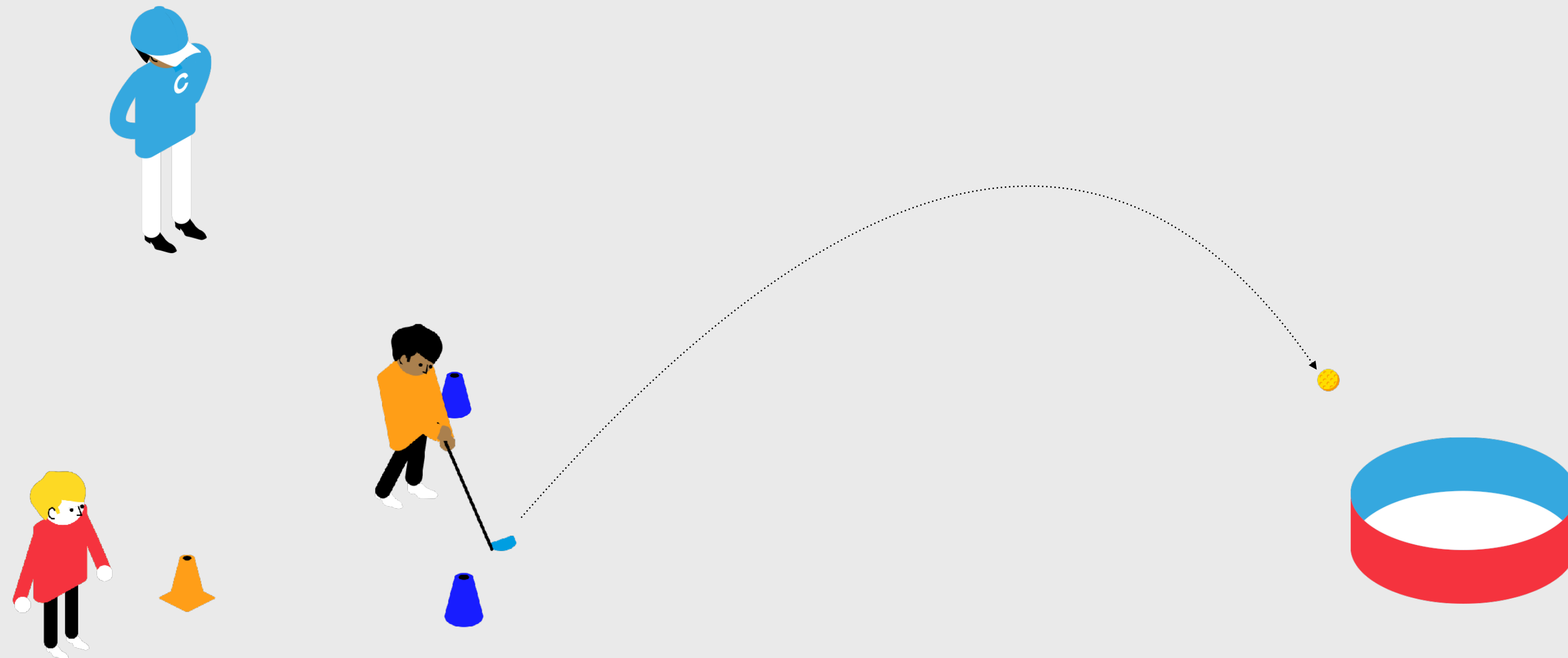
8 x Yellow colored cones to mark the middle circle

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



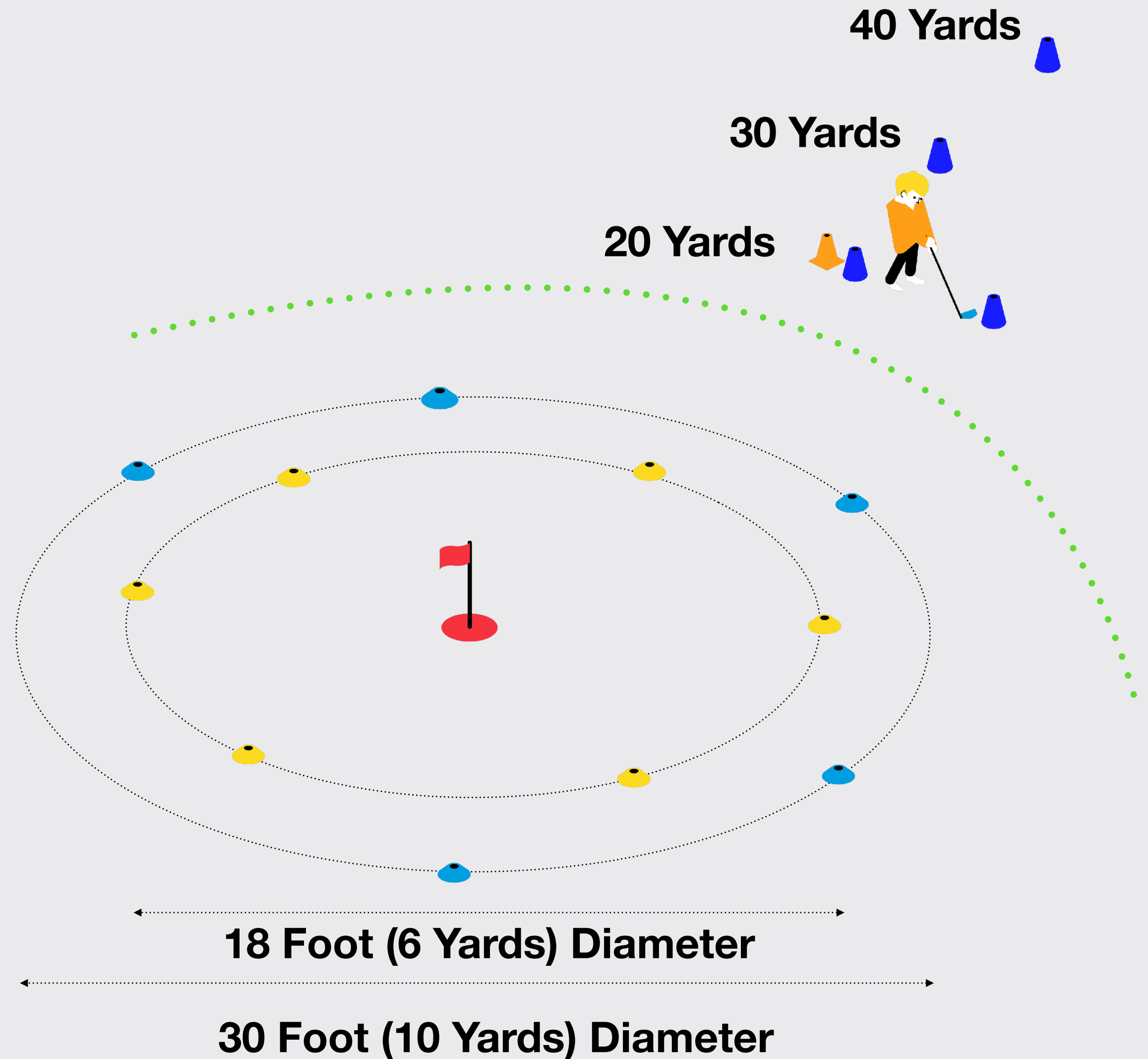
Spare equipment that may be required for the group attendees.



Golf Balls



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

- 1 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.
- 2 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.
- 3 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.
- 4 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.
- 5 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.
- 6 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.