

# Around the Green

## Week 27



# Class Timetable - Week 27

**Session Length:**  
60mins

**Group Size:**  
1:8

**Mastering the Game Focus:**  
Around the Green:  
Bunker Play

**Whole Child Focus**  
Social:  
Teamwork

**Learning the Game Focus:**  
Preparing to Play:  
Keep your clubs clean

**Mastering the Game Challenge:**  
Bunker Challenge

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>Golf Ball Dribbling</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>Keep your clubs clean</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>Teamwork</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 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 style="list-style-type: none"> <li>Sandshots</li> <li>Beat the Bunker</li> <li>Bunker Challenge</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 <i>myProgress</i> Wheel and add stickers where appropriate to the <i>myAcademy</i> 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><i>myAcademy</i> Folders</li> <li>GLF. Connect <i>myGame+</i></li> </ul>

# Class Layout and Setup

**Station 3:**  
Game Station  
Sand Shots



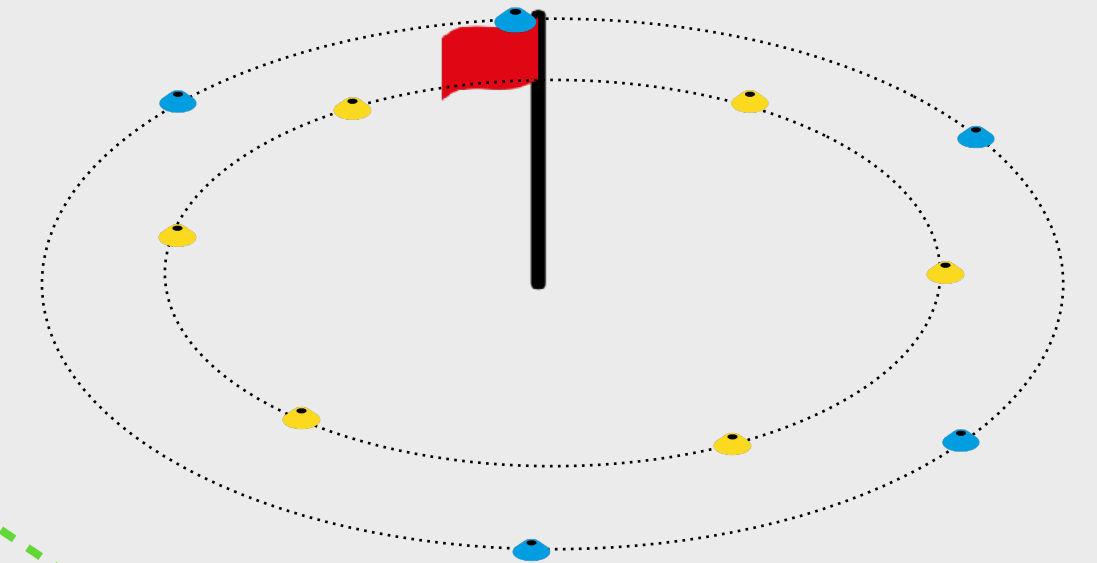
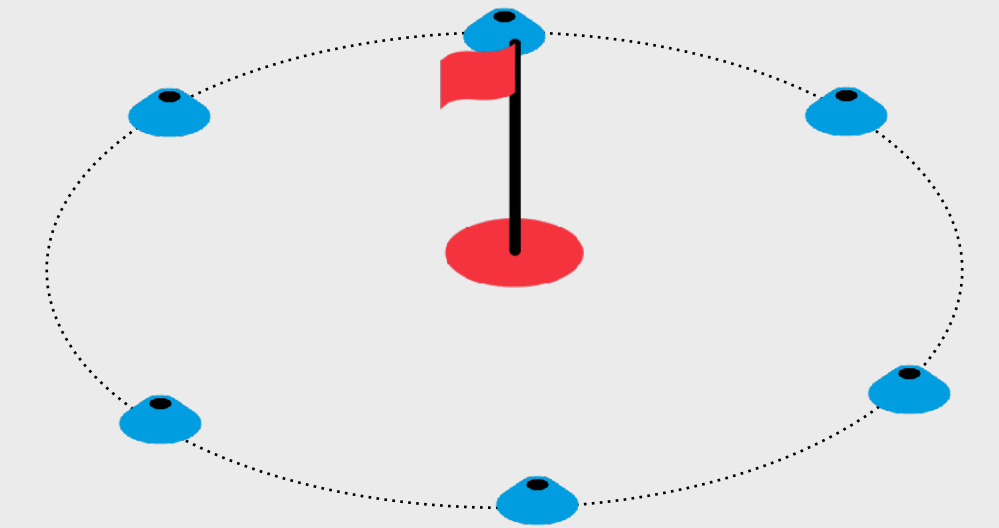
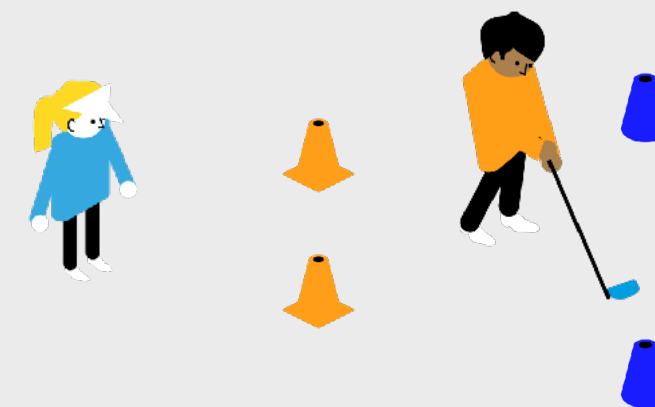
**Station 2:**  
Game Station  
Beat the Bunker



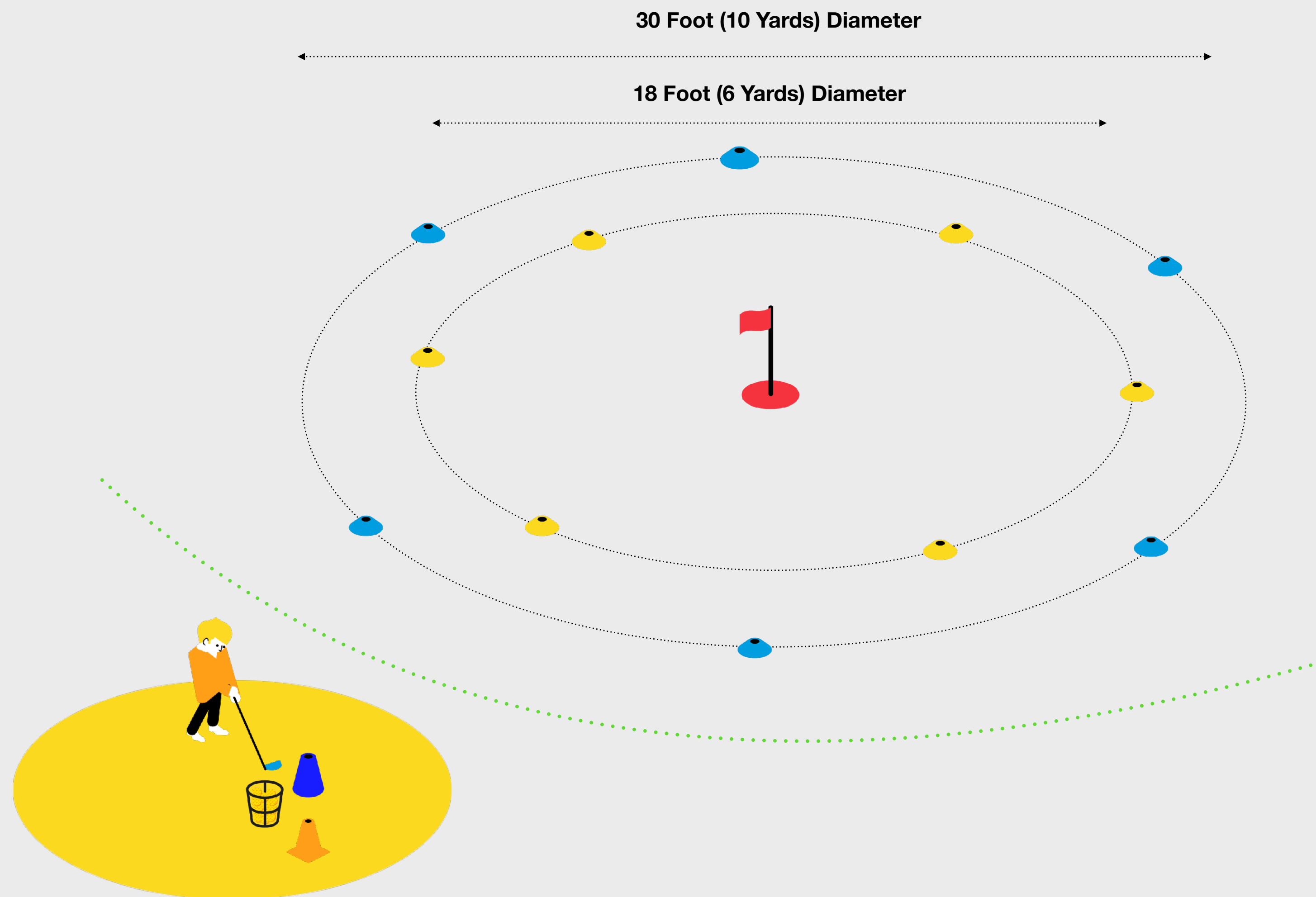
**Station 1:**  
Challenge Station



**Station 4:**  
Free Practice Station



# Bunker Play Challenge Setup



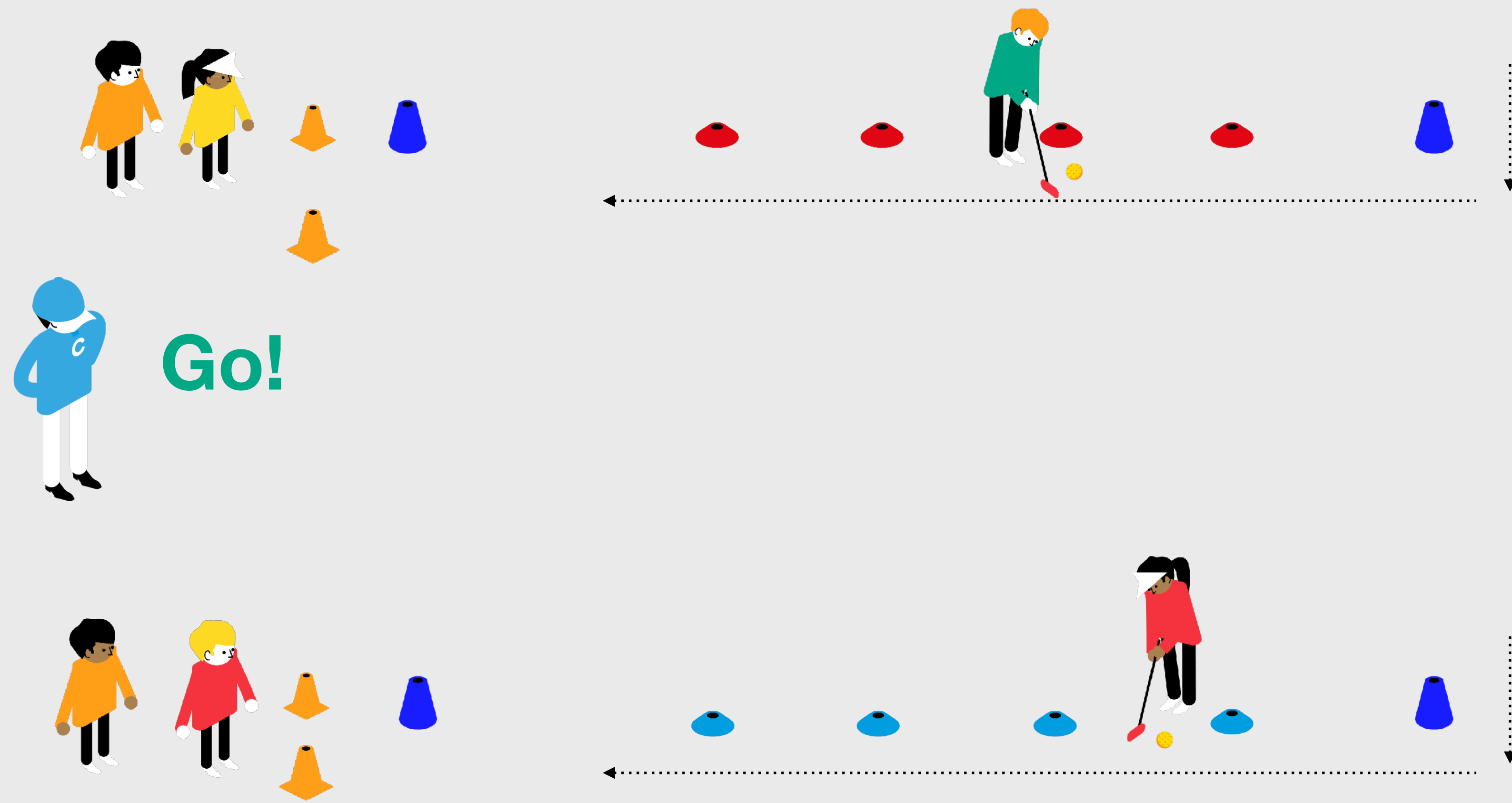
## Setting out the Challenge

- 1 flag should be selected on the green. Alignment sticks could be used where this isn't possible
- 2 target circles are placed around each of these targets at the diameters in the graphic opposite
- One starting position is marked in the bunker using cones

## Equipment Required

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

# Golf Ball Dribbling



## How to Play

- Play this game on the driving range or practice area
- Split the children into even groups, ideally two groups of 3
- Number the children players 1 – 3
- Child number 1 starts with their hand on the starting cone
- On go, the child dribbles the ball in and out of the cones, round the end cone and back to the start
- The team that wins is the one that 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 fundamental movements such as crawling, side steps, skipping, jumping or backwards running
- Increase the number of cones to weave in and out

## Equipment Needed

Orange Safety Cones

SAFETY



4 x Cones



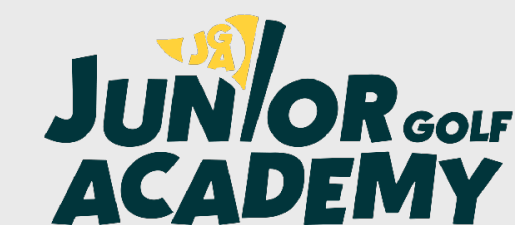
Golf Putter



Soft Ball



Colored Cones





## Social Teamwork

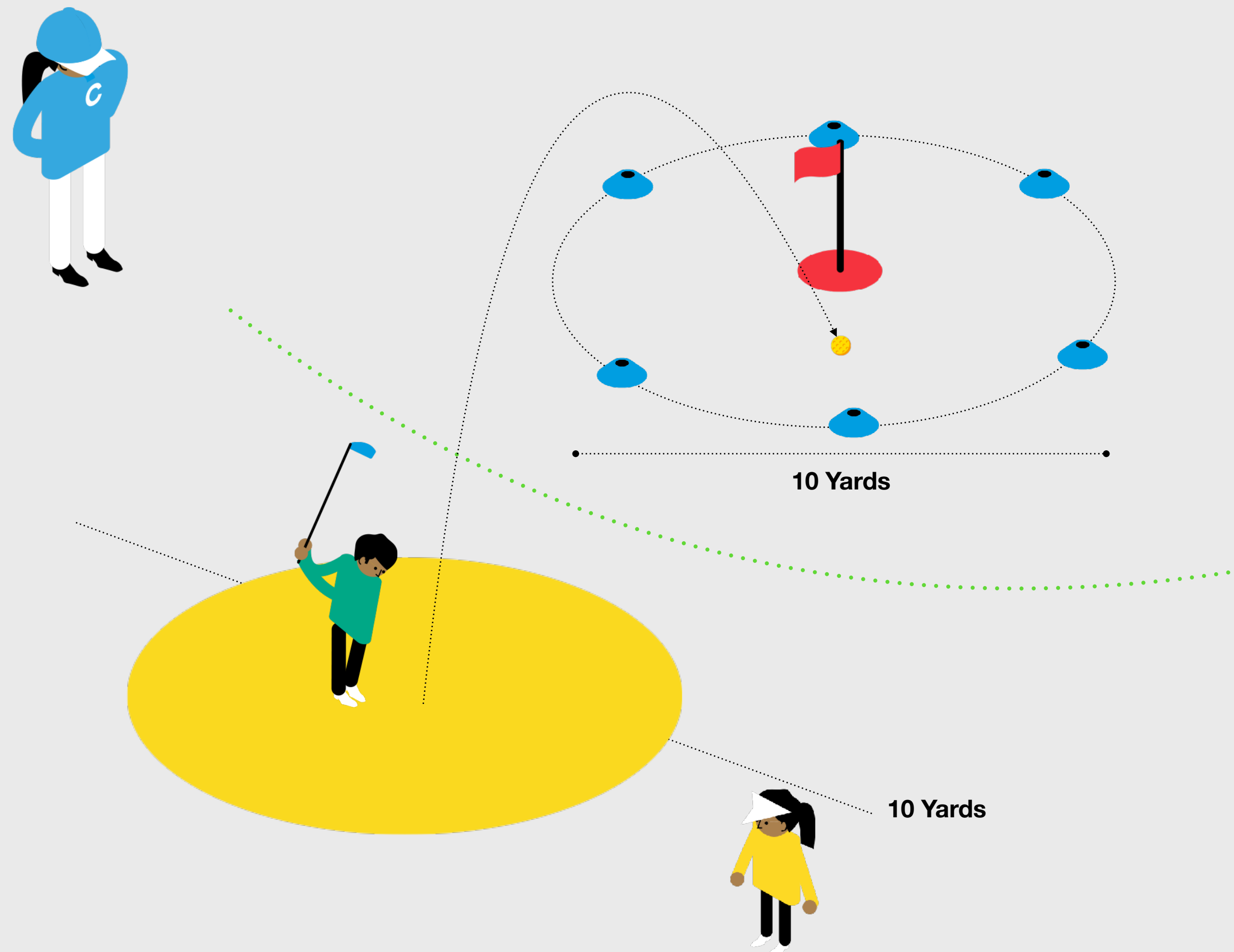
- The Whole Child theme this week is focussed on working as a team.
- Carry this theme into the class by ensuring children are playing the games in pairs and if there is an odd amount then partner up with them yourself. Encourage the children to share each others thoughts and advice too.



## Preparing to Play Keeping your Clubs Clean

- The Learning the Game focus this week is to make sure your are prepared to play by keeping your golf equipment in great condition.
- You should highlight to your juniors that it is their responsibility to keep their golf equipment clean and in good condition.

# Beat the Bunker



## How to Play

- Nominate a player to play first. Each team has 10 shots per round
- The first player attempts their first shot and aims to get their ball out of the bunker
- Players score a point for getting the ball out of the bunker first time
- Players hit 5 shots each to get a total score for the round
- The aim is to beat your team's best score each time

## Progression Ideas

- Vary the starting point in the bunker
- Vary the club that is being used
- Add additional points for getting the ball inside target circle

## Equipment needed

Orange Safety Cones

SAFETY



Cones to mark out the necessary hitting station



Colored Cones for Target Circles



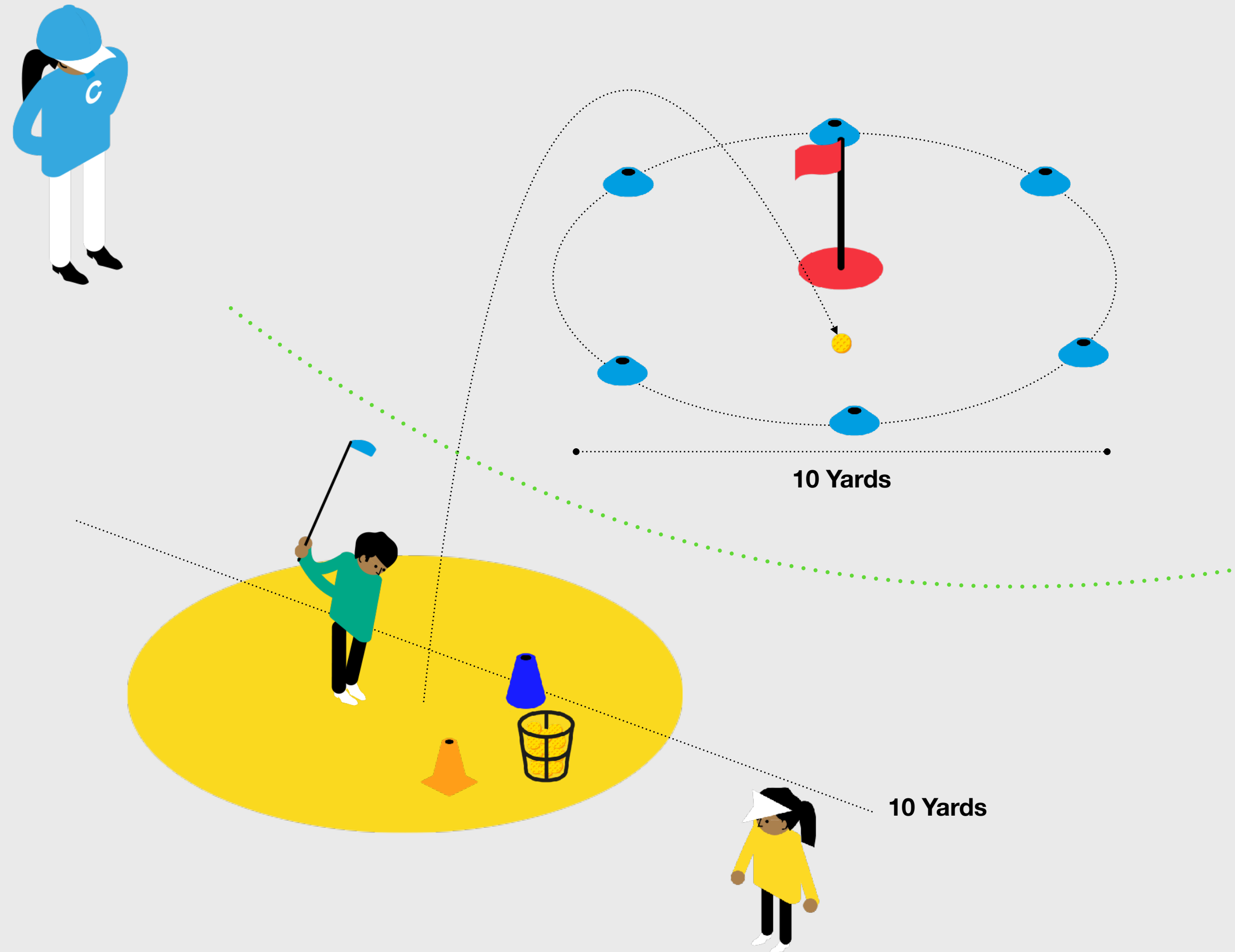
Spare equipment that may be required for the group attendees.



Golf Balls



# Sand Shots



## How to Play

- Nominate a player to play first. Each team has 10 shots per round
- The first player attempts their five shots, in a row, without stopping their swing
- Players score a point for getting the ball out of the bunker first time, and 2 points if they get it into the circle
- Players hit 5 shots each to get a total score for the round
- The aim is to beat your team's best score each time

## Progression Ideas

- Vary the starting point in the bunker
- Vary the club that is being used
- Add additional points for getting the ball inside target circle

## Equipment needed

### Orange Safety Cones

SAFETY



### Cones to mark out the necessary hitting station



### Colored Cones for Target Circles



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

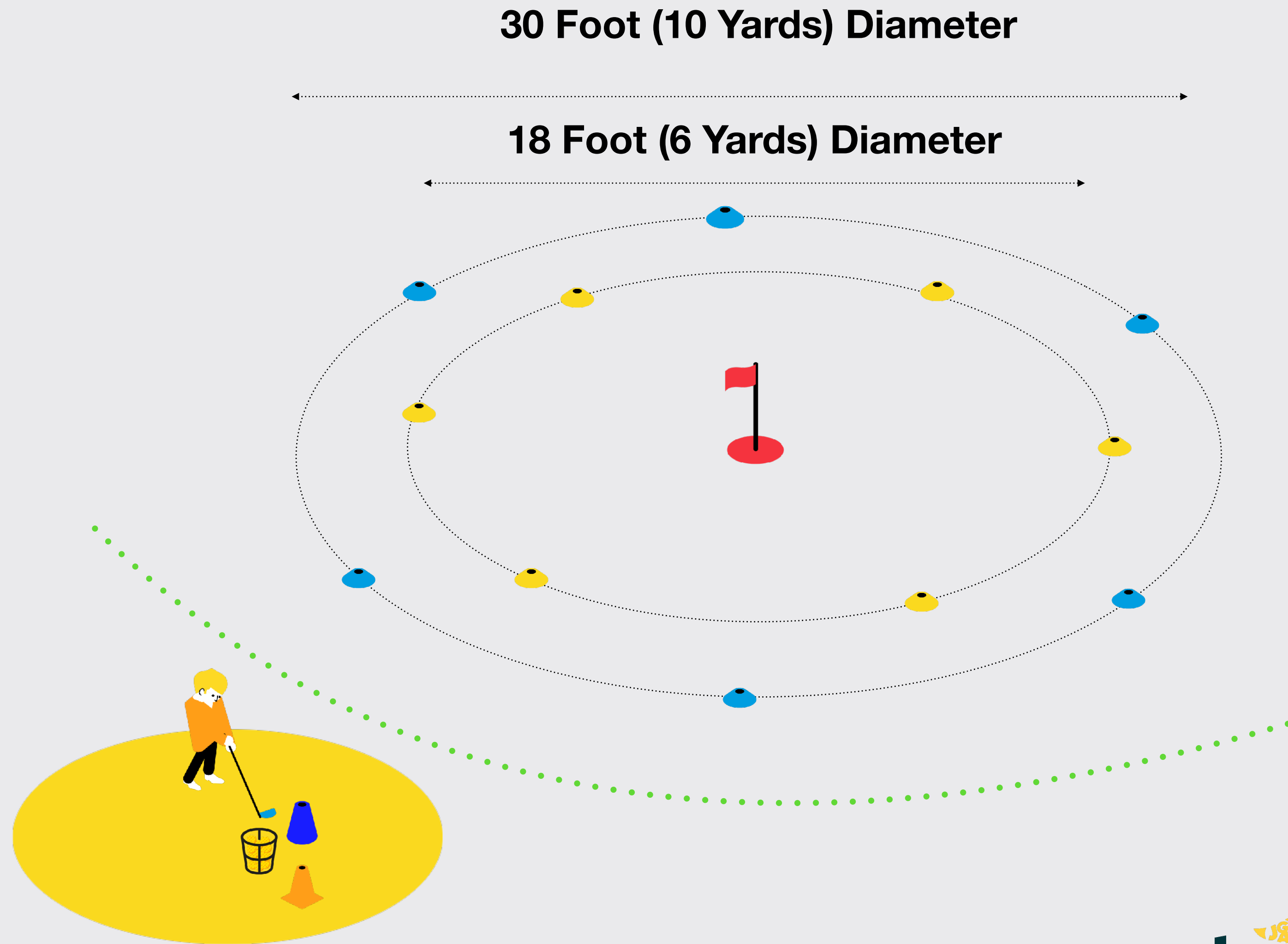


### Golf Balls





# Bunker Play Challenges



## 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 making contact with the ball twice. You have 5 attempts and the ball does not need to leave the bunker.
- 2 Complete this Level 2 Challenge by hitting 1 ball out of the bunker. You have 5 attempts and you must make contact with the ball on all attempts.
- 3 Complete this Level 3 Challenge by hitting 3 balls on the green 3 times. You have 5 attempts and all attempts must finish out of the bunker.
- 4 Complete this Level 4 Challenge by hitting 2 balls within a 10-yard circle. You have 5 attempts and all attempts must finish out of the bunker.
- 5 Complete this Level 5 Challenge by hitting 3 balls within a 10-yard circle. You have 5 attempts and all attempts must finish on the green.
- 6 Complete this Level 6 Challenge by hitting 2 balls within a 6-yard circle. You have 5 attempts and all attempts must finish within a 10 yard diameter circle.