Swing Week 31



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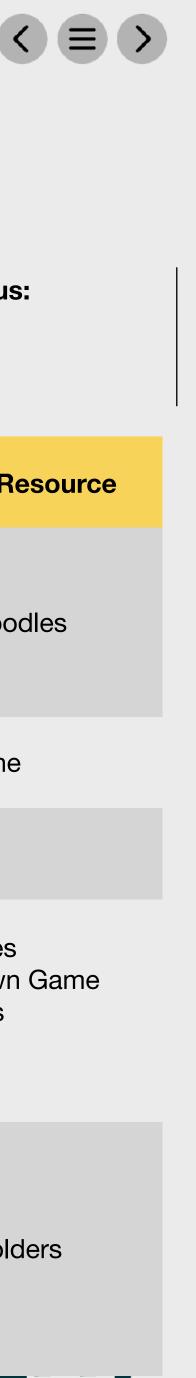




Class Timetable - Week 31

Session Length: 60mins	Group Size: 1:8	Swing:	Whole Child Focus Social: Engagement	Learning the Game Focus: Playing and Scoring: Pre-Shot Routine
Time	Focus	Suggested Theme Content		Games / Drills / Resou
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 		 Knockdown Noodles
5 Mins	Learning the Game Focus	 Introduce to the group the Learning the Game focus of the class 		 Pre-Shot Routine
5 Mins	Whole Child Focus	 Introduce to the group the Whole Child focus of the class 		 Engagement
35 Mins	Mastering the Game Focus	 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 		 Stepping Stones Create Your Own Gar Flamingo Shots
5 Mins	<i>my</i> Academy 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 		or • <i>my</i> Academy Folders

Session Length: 60mins		Group Size: 1:8		Mastering the Game Focus: Swing: Fairway Woods	Whole Child Focus Social: Engagement	Playin	ing the Game Focus: og and Scoring: hot Routine
Time	Focus		Sugges	sted Theme Content			Games / Drills / Resou
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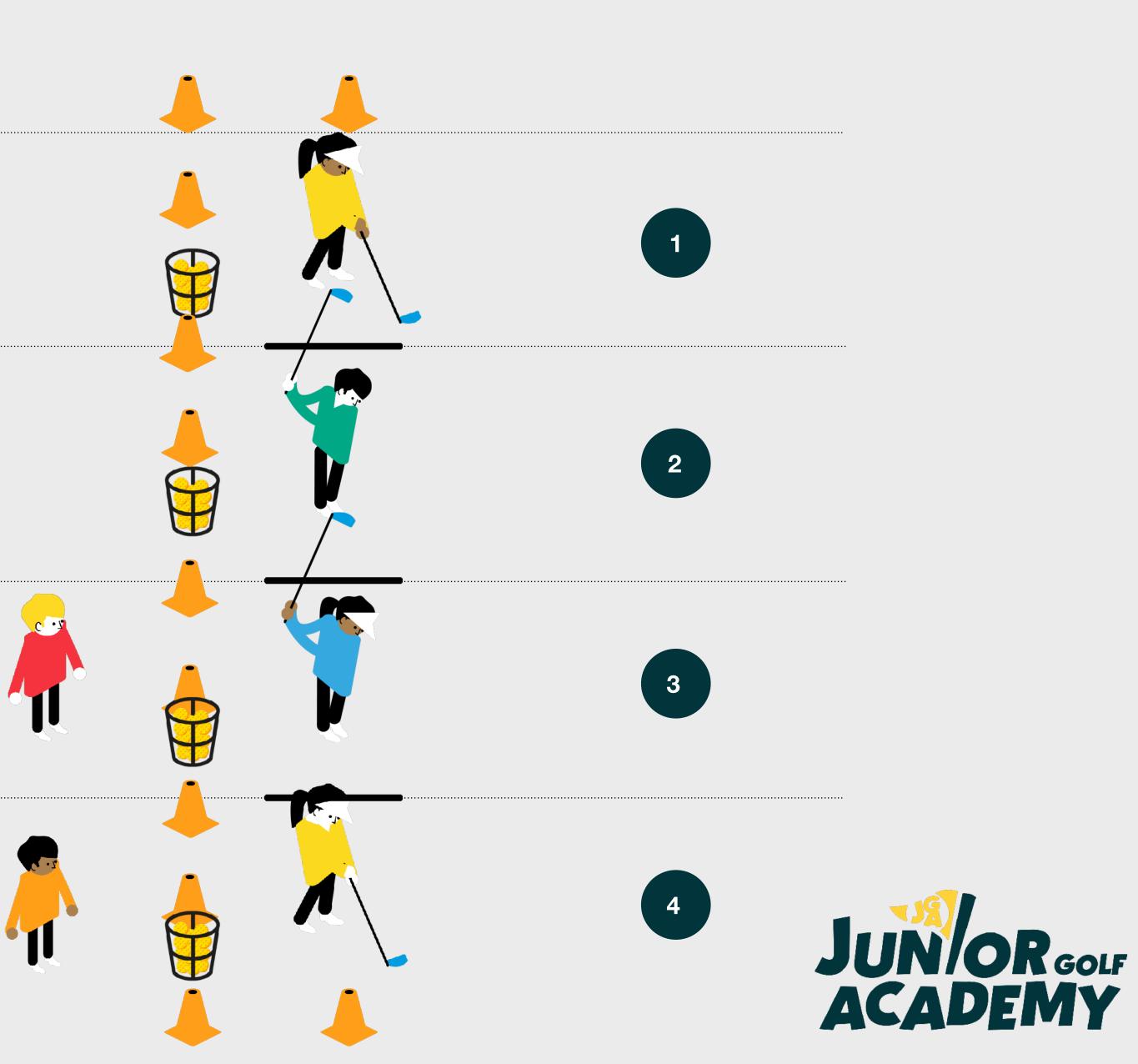
Class Layout and Setup

Station 1: Game Station Flamingo Shots

Station 2: Game Station **Stepping Stones**

Station 3: Game Station Create your own Game

Station 4: **Free Practice Station**

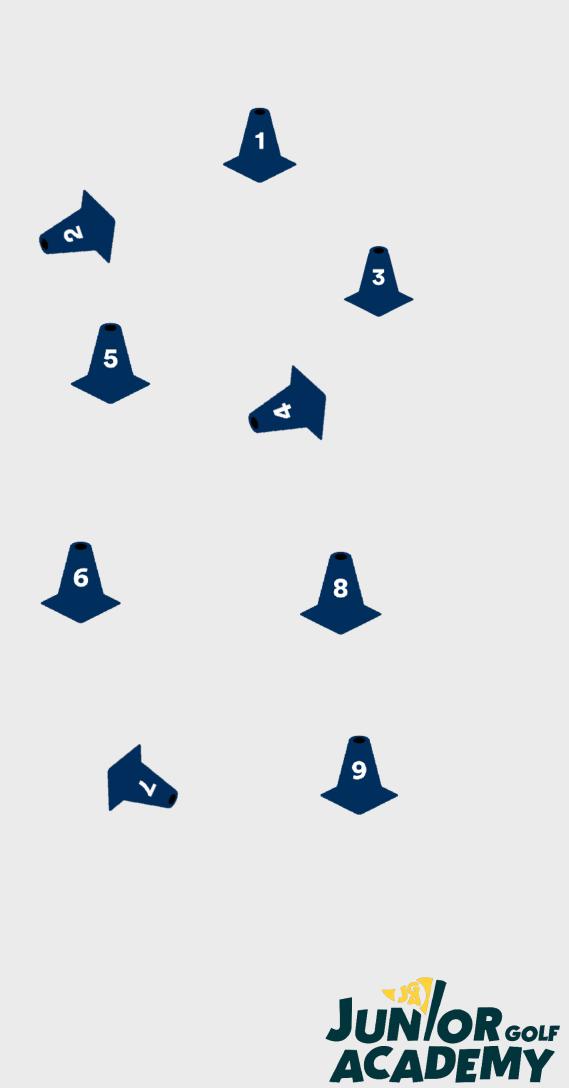


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Knockdown Noodles







How to Play

- Split the children into even groups, ideally two groups of 3
- Place the numbered cones evenly spaced approximately 10 paces from the safety cones
- On go, the the first child of each team places the foam noodle in between their feet and has to jump to where the cones are, using the noodle to know over a cone
- Once they have knocked over a cone using the foam noodle they can jump back to the safety cones and pass the noodle to the next player
- The team that wins is the one who knocks the most cones over

Progression Ideas

- If the children are struggling with the noodle in between their feet, let them pick the noodle up but they have to bunny hop to the cones and back
- Move the cones further away
- Decrease or increase the distance between the cones

Equipment Needed



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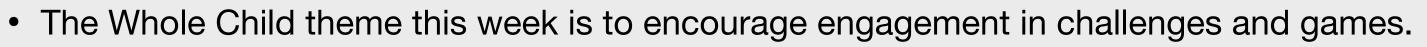


Social Engagement



Playing and Scoring Pre-Shot Routine

- The Learning the Game focus this week is about learning a pre-shot routine.
- the shot and committing to the shot.

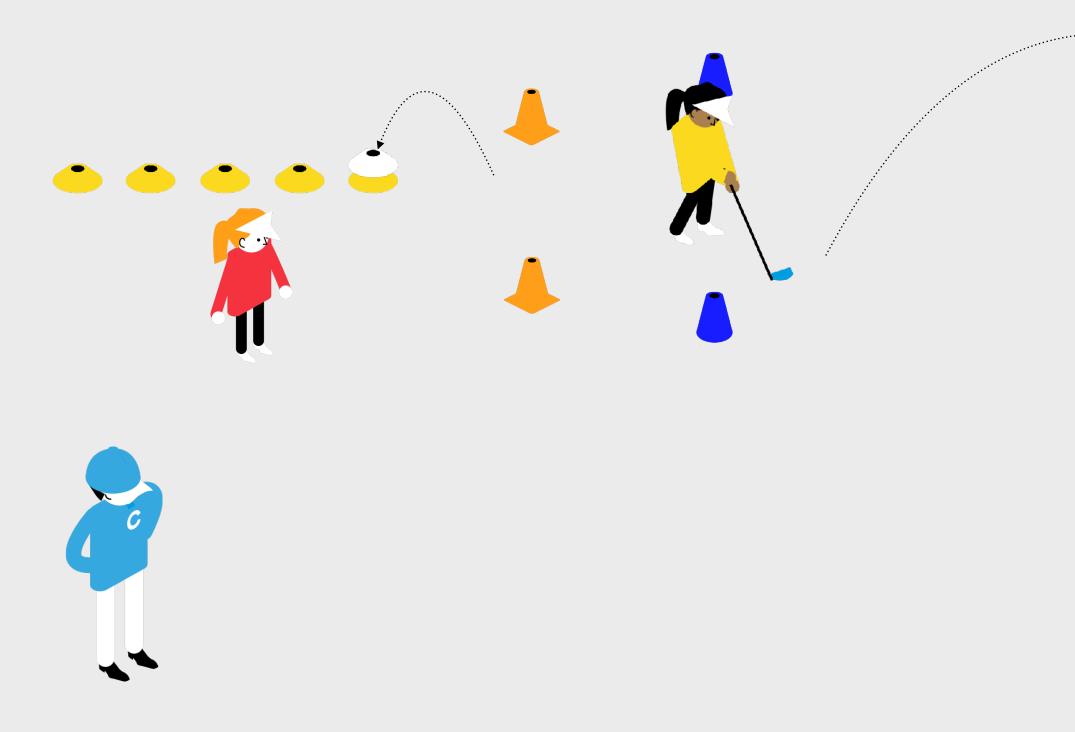


• Carry this theme into the class by ensuring children rotate around all the stations during the session. This will help keep their full concentration on their current task and avoid their attention wavering.

• You should highlight to the children how having a pre-shot routine can help them to perform better, and introduce some key aspects of a pre-shot routine. For example, visualising the shot, rehearsing



Stepping Stones





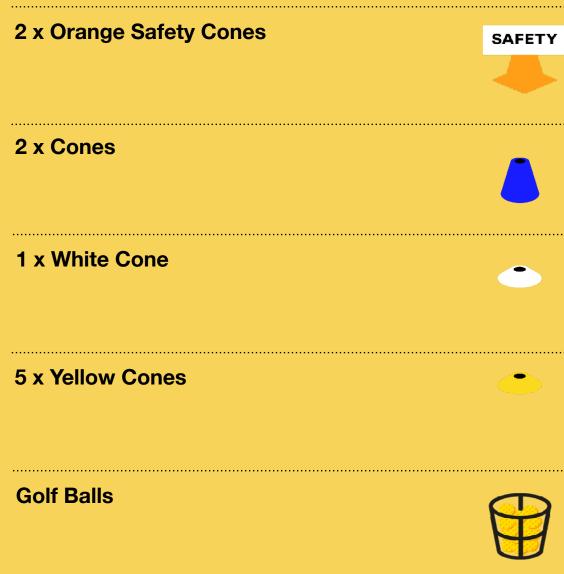


- Child number 1 starts and attempts to hit their shot onto the green
- If the child hits it onto the green, then the child moves the white cone to the first colored cone (stepping stone). If the child misses, the cone stays where it is
- The next child attempts their shot and moves the cone if successful
- The children complete the challenge if they manage to get the white cone to the end before it is time to switch games

Progression Ideas

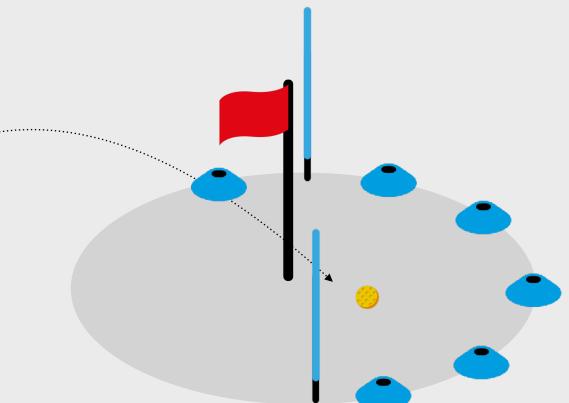
- Vary the size of the green
- Vary the distance between the tee box and the green
- Add Hazards to act as a penalty
- Add additional targets to increase the number of moves up the stepping stones

Equipment needed



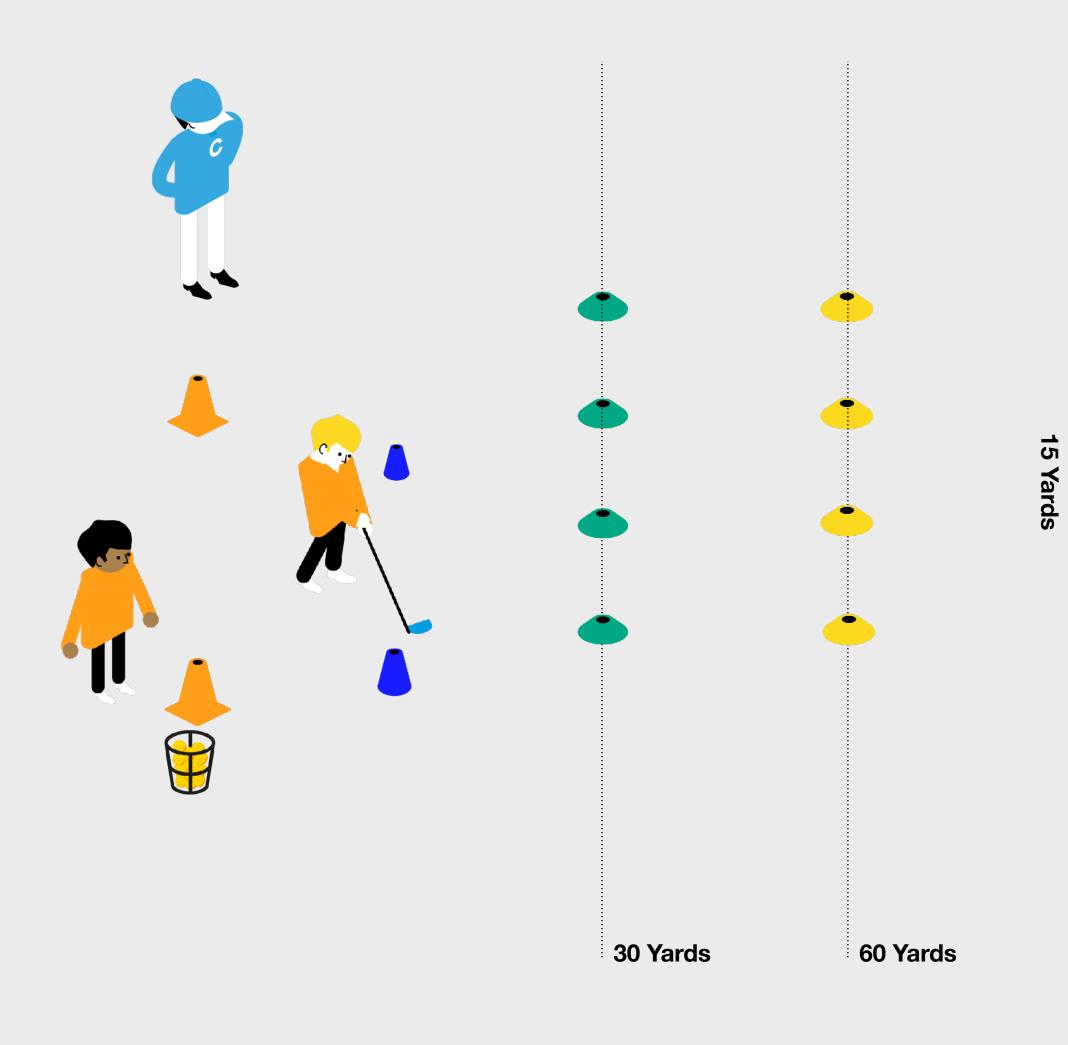
Spare equipment that may be required for the group attendees.







Create Your Own Game



		Mastering the Gau	 How to Play Using the targets that are set out on the children to be creative and come up with Try not to give too many instructions So long as the game is safe, and the clashould be allowed the freedom to come they like 	ith their own game hildren play sensibly they		
			Progression Ideas			
	1		 Provide more cones, alignment sticks and foam noodles for additional targets 			
			Learning Outcomes			
		▲	 To encourage creativity in practice and play To empower the children to come up with their own rules and play safely, fairly and sensibly 			
			Equipment needed			
			2 x Orange Safety Cones	SAFETY		
25 Yards		35 Yards	2 x Cones			
			Golf Balls			
	▼	•	Spare equipment that may be required for the group attendees.			
			6 x Alignment Sticks to mark the target fairway			
90 Yards	120 Yards	I 160 Yards	6 x Foam Noodles to mark the target fairway			
			6 x Colored Cones to mark the 30 yard distance line			
	ACA	OR GOLF DEMY	6 x Colored Cones to mark the 60 yard distance line			









Flamingo Shots





How to Play

- The children take it in turns to hit shots, whilst keeping their balance
- The challenge is for children to make good contact with the golf ball whilst standing on one foot like a flamingo
- The children should try one shot on each leg, and if they struggle they should try with their feet together

Progression Ideas

- Further difficulty can be added by standing on a noodle
- If the children find the challenge easy then add in direction and distance targets
- Allocate points for hitting certain targets

Learning Outcomes

- Learn to control strike from challenging situations
- Improve balance and coordination by making the initial challenge more difficult

Equipment needed

Orange Safety Cones	SAFETY
2 x Cones	
Golf Balls	Ð
Spare equipment that may be required for the group attendees.	
1 x Foam Noodle	



