

# Around the Green

## Week 39



# Class Timetable - Week 39

**Session Length:**  
60mins

**Group Size:**  
1:8

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

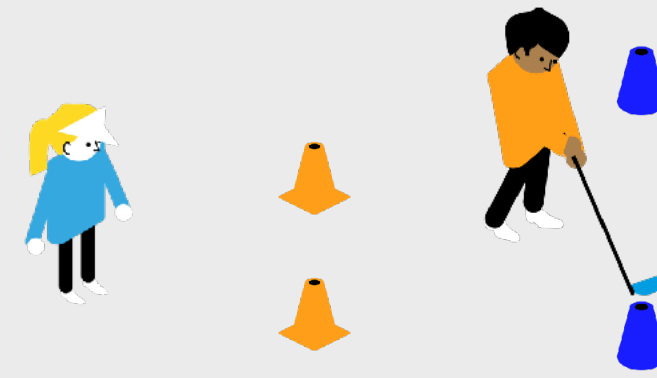
**Whole Child Focus**  
Social:  
Cooperation

**Learning the Game Focus:**  
Rules and Etiquette:  
What is a penalty area?

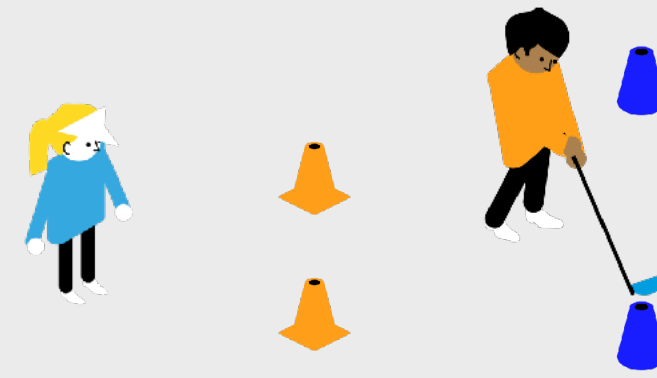
Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction and Warm Up Game	<ul style="list-style-type: none"> <li>Outline the lesson objectives to the group</li> <li>Introduce the warmup game to the group</li> <li>Introduce FMS and Physical Literacy focus</li> <li>Split into teams 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>High Fives</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>What is a penalty area?</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>Cooperation</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>Luck of the Draw</li> <li>Curling</li> <li>Matchplay Chip</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

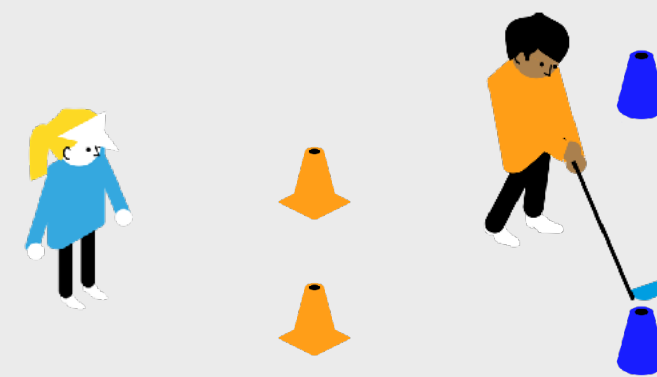
**Station 3:**  
Game Station  
Curling



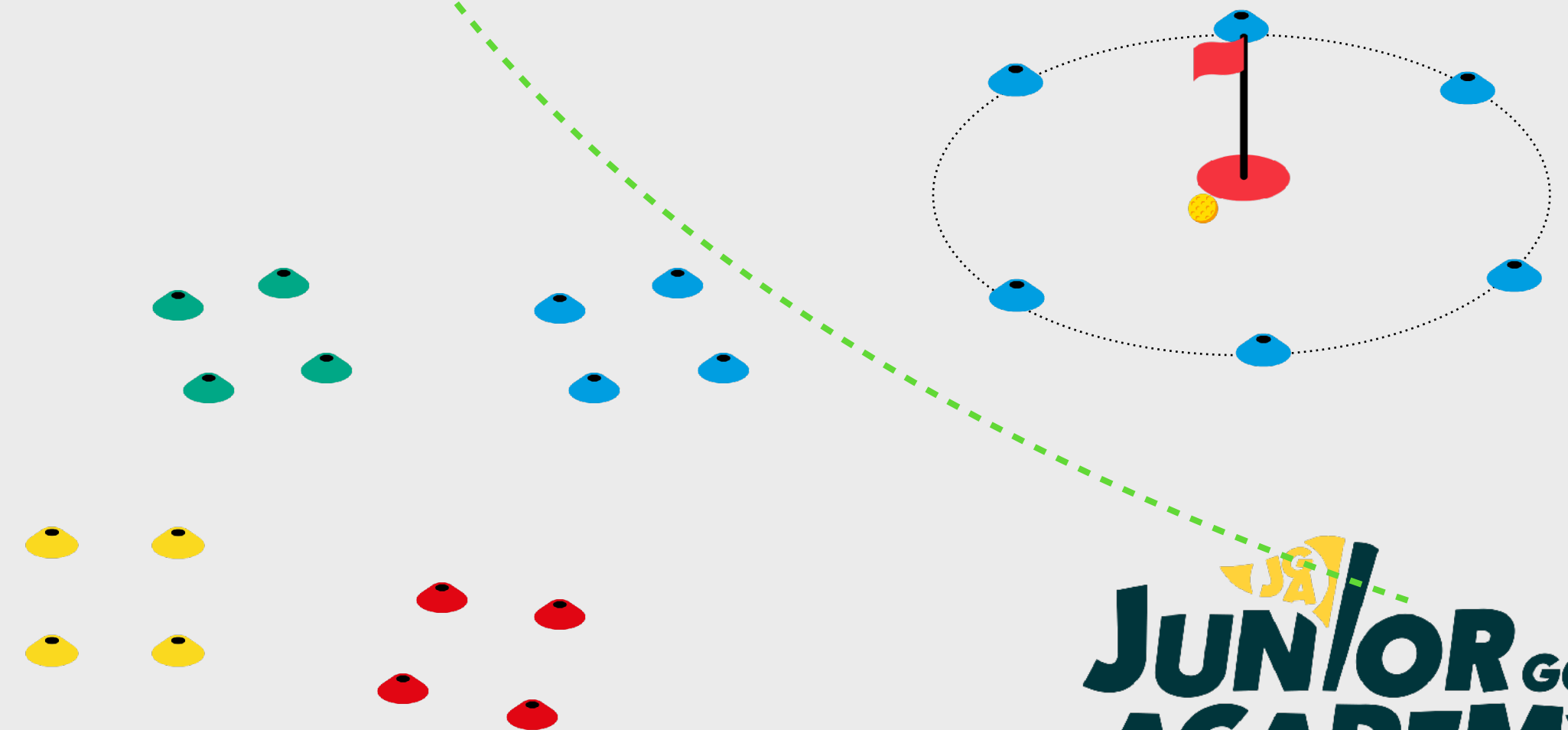
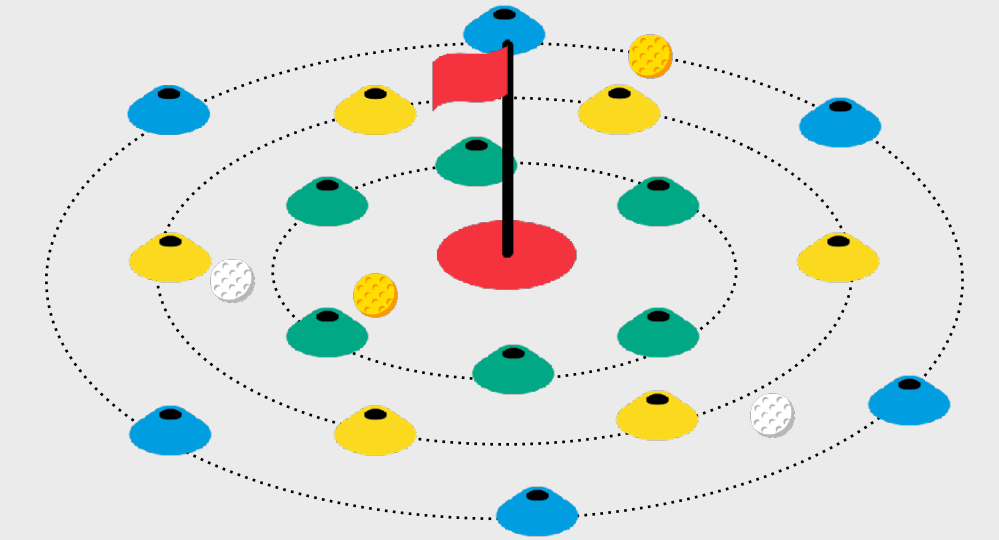
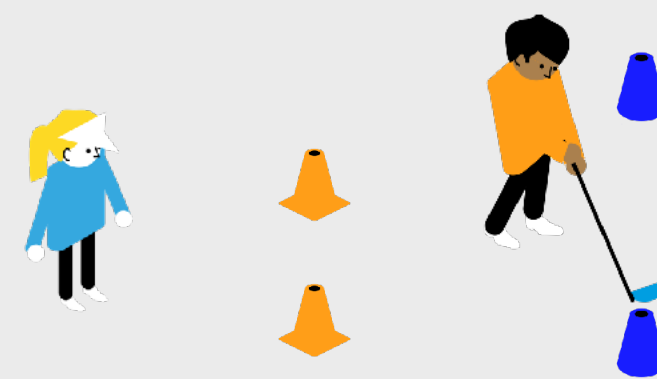
**Station 4:**  
Free Practice Station



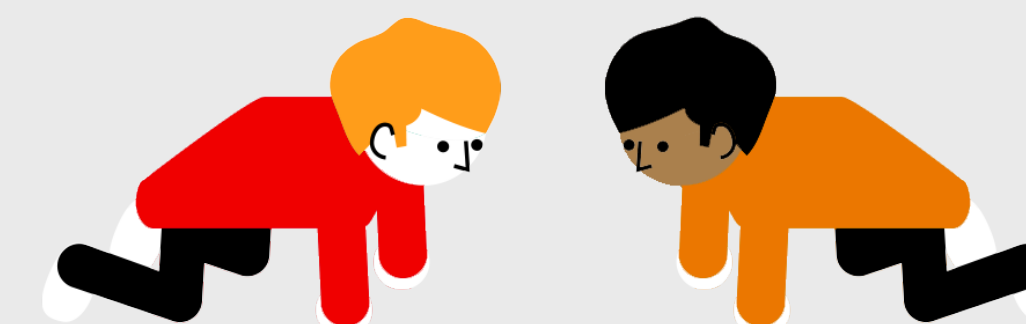
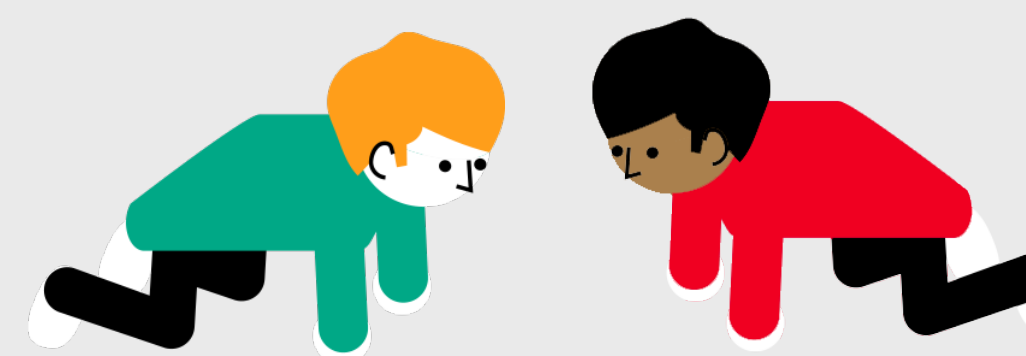
**Station 1:**  
Game Station  
Matchplay Chip



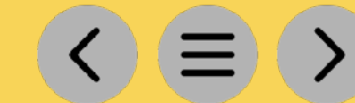
**Station 2:**  
Game Station  
Luck of the Draw



# High Fives



**JUNIOR GOLF**  
**ACADEMY**



## How to Play

- This game is played in pairs
- The children start behind their team's safety cone
- On go, the children run, hop or skip across to behind their JGA cone
- The children then get into a press up position and have to high five each other, 10 times, using alternating hands
- After the team has completed their high fives they have to run, hop or skip back behind their safety cone
- The first team back behind their cone is the winner

## Progression Ideas

- If holding a press up position is too difficult then children can play on their hands and knees, however one of their hands has to stay on the floor whilst they complete the high fives
- Introduce different FMS to move between the safety cone and JGA cone

## Equipment Needed

Orange Safety Cones

SAFETY



3 x JGA cones





## Social Cooperation

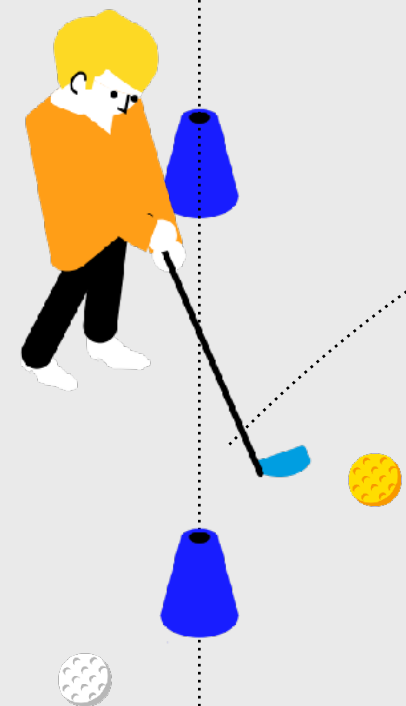
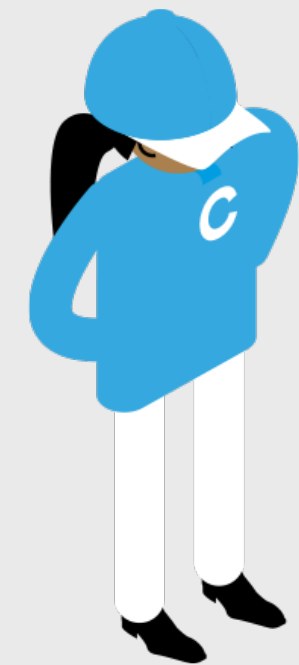
- The Whole Child theme this week is to encourage cooperation, working together with each other, the coach and everyone at the club.
- Carry this theme into the class by ensuring children attempt the games in their pairs and even join in with them yourself for a couple of shots. This will highlight togetherness to achieve a common goal.



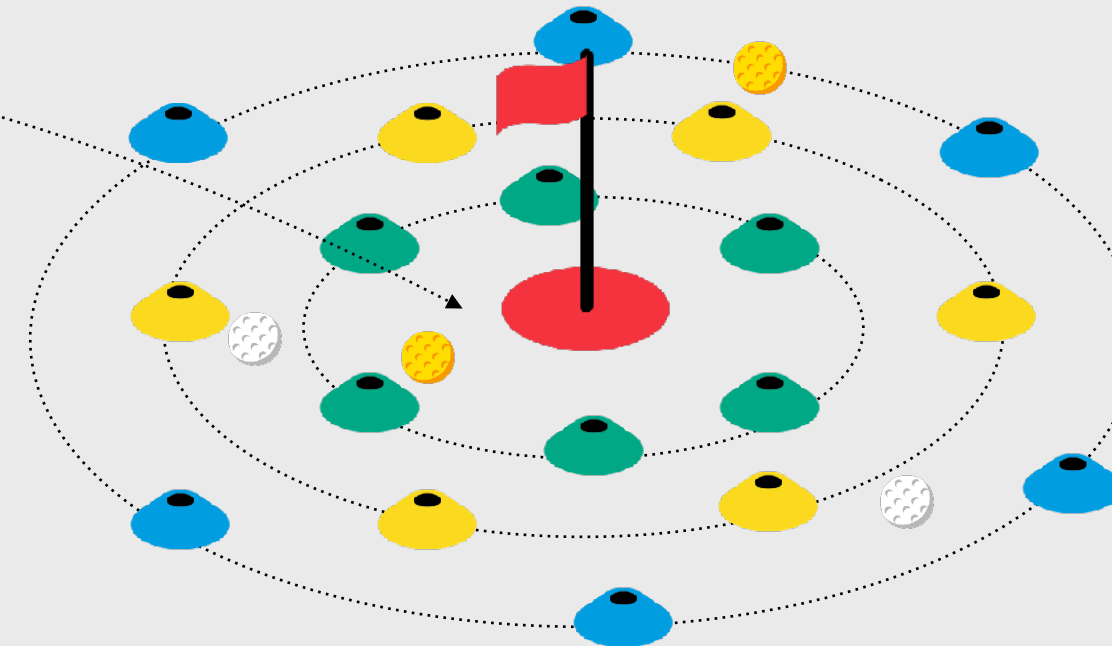
## Rules and Etiquette What is a penalty area?

- The Learning the Game focus this week is about learning the rules if your ball ends up in a penalty area.
- You should make sure the children understand what a penalty area is, how to recognise it, and how to take appropriate relief.

# Curling



Minimum 20 yards



3 Yards

6 Yards

10 Yards

## How to Play

- Nominate a player to play first. Each child is given 3 golf balls of different colors
- The first player attempts their first shot and aims to get their ball as close to the flag as possible
- Players alternate turns until all of the golf balls have been used
- The 3 golf balls nearest to the hole score a point each. Only 3 points can be scored in any round of the game
- Players then attempt the next round and the game continues until one player reaches 11 or 21 points

## 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 circles
- Change the distance between the starting position and the target circles

## Equipment needed

Orange Safety Cones

SAFETY

Cones to mark out the necessary hitting station

Spare equipment that may be required for the group attendees.

3 x Yellow Golf Balls

3 x White Golf Balls

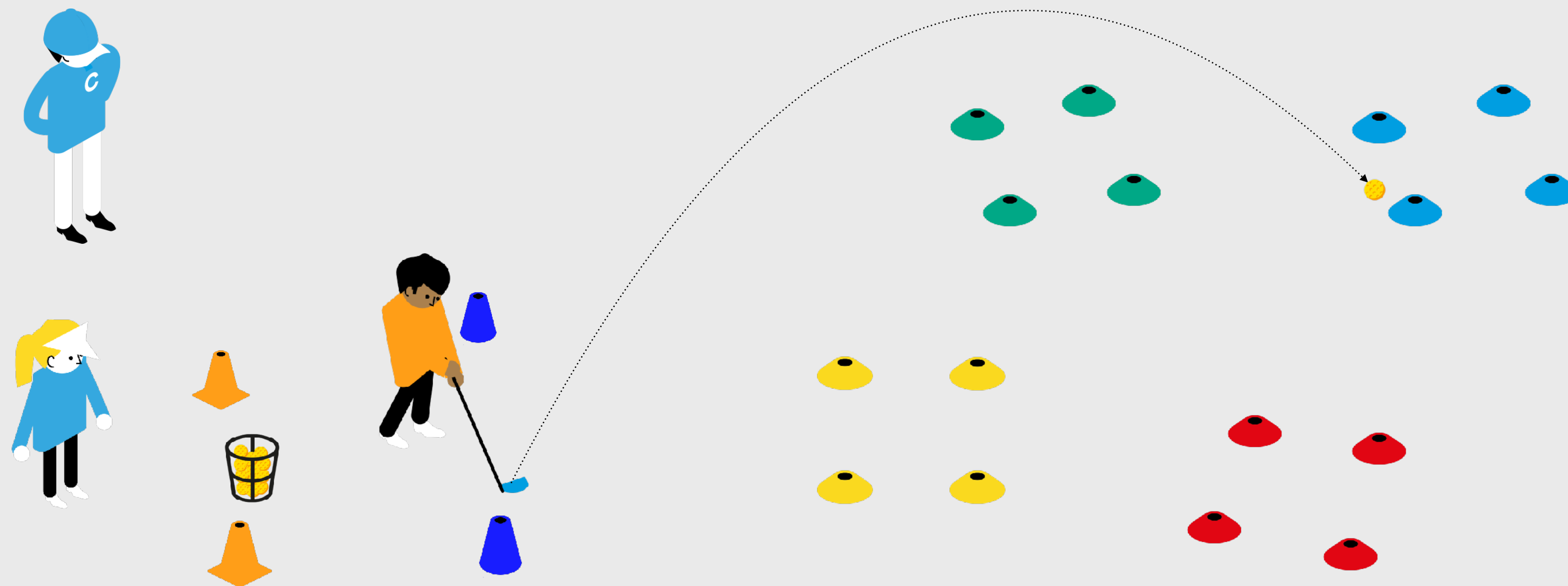
10 x Yellow Colored Cones for Middle 6 Yard Target Circle

10 x Blue Colored Cones for Outer 10 Yard Target Circle

8 x Green Colored Cones for Inner 3 Yard Target Circle



# Luck of the Draw



## How to Play

- Players take it in turns to pick a colored card from a Crush It cone
- Whichever color is picked the player must try to hit the ball into that colored square
- If the player successfully hits their shot into the designated square they score a point
- The team have to try to accumulate as many points as possible before switching games

## Progression Ideas

- Move the squares further away
- Make the size of the squares smaller or bigger
- Instead of the squares use the gates as targets

## Equipment needed

2 x Orange Safety Cones

SAFETY



2 x Cones



1 x printed "Luck of the Draw" sheet



4 x Yellow Cones



4 x Red Cones



4 x Green Cones



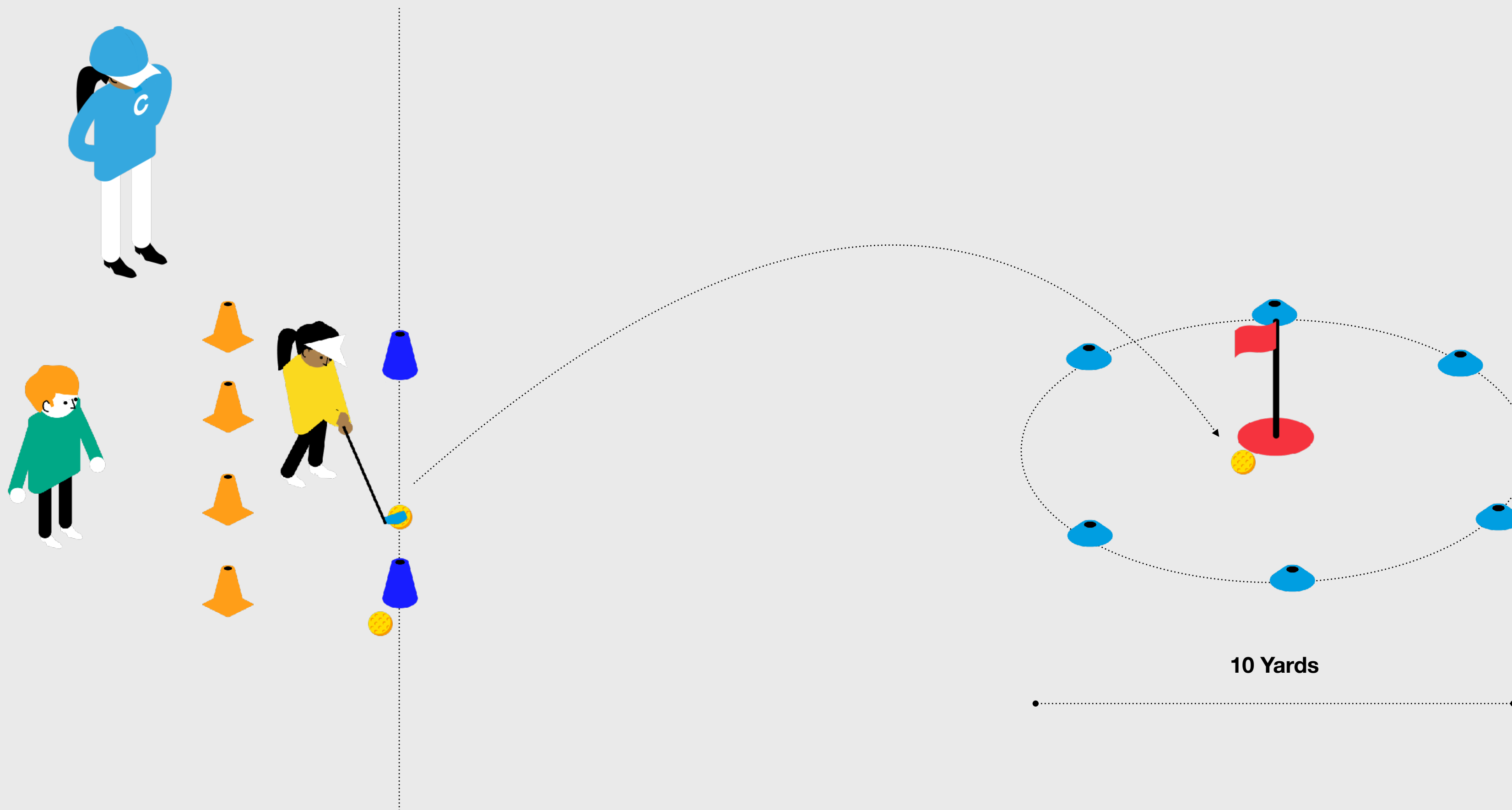
4 x Blue Cones



Golf Balls



# Matchplay Chip



10 Yards

## How to Play

- Nominate a player to go first, they try to hit their shot into the target circle
- The next player then takes their shot. If neither player hits their shot into the circle they lose the round and go 1 DOWN
- If both players manage to hit the ball into the inner target circle they win that round and the team scores 1UP
- If only one player chips the ball into the target circle the game remains ALL SQUARE
- The game is played over 9 or 18 attempts, scoring in a matchplay format

## 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 circles
- Change the distance between the starting position and the target circles

## 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

