

# 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?

**Mastering the Game Challenge:**  
Chipping Challenge

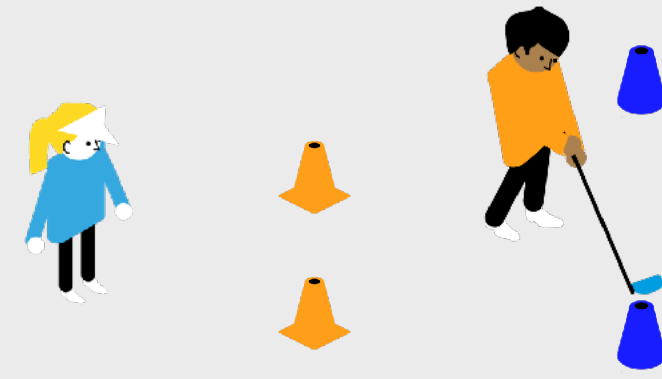
Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction and Warm Up Game	<ul style="list-style-type: none"> <li>Outline the lesson objectives to the group</li> <li>Introduce the warmup game to the group</li> <li>Introduce FMS and Physical Literacy focus</li> <li>Split into teams 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>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>Chipping 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 myProgress Wheel and add stickers where appropriate to the myAcademy 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>myAcademy Folders</li> <li>GLF. Connect myGame+</li> </ul>

# Class Layout and Setup

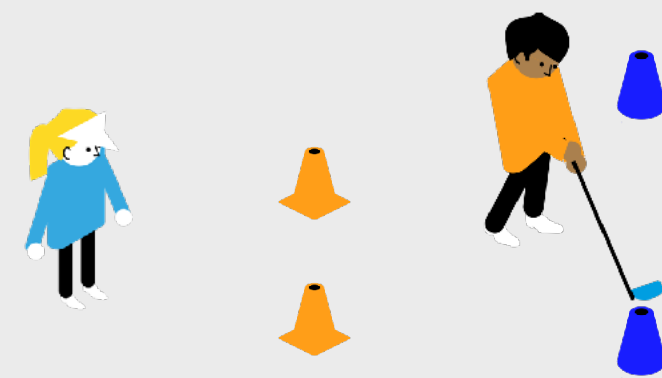
**Station 3:**  
Game Station  
Curling



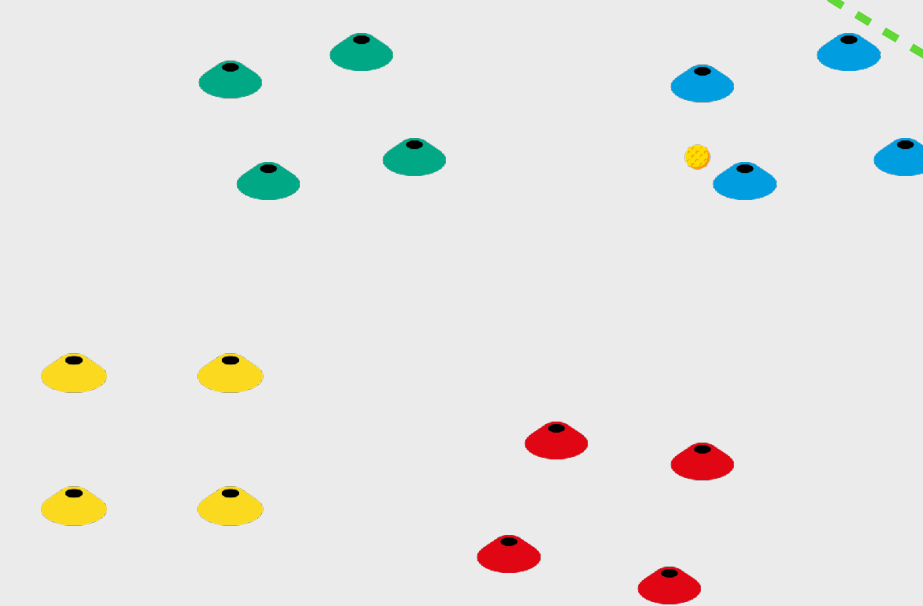
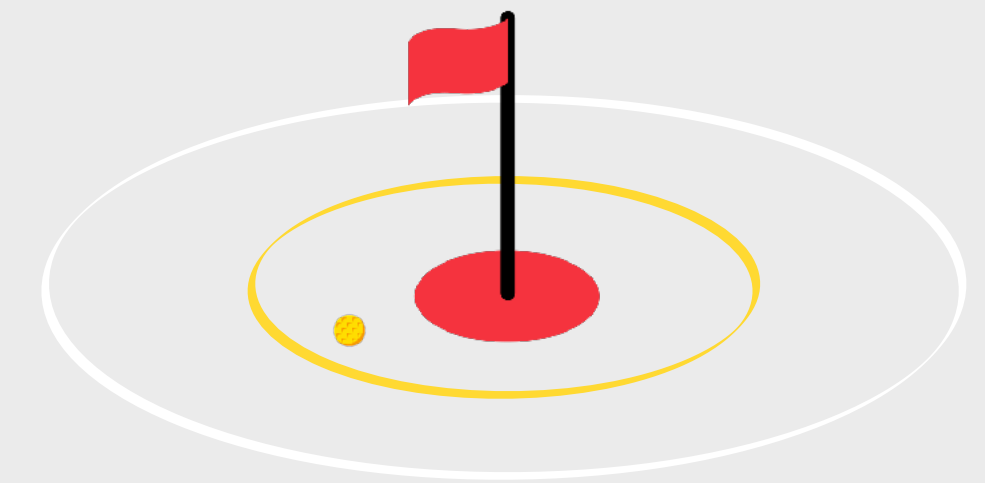
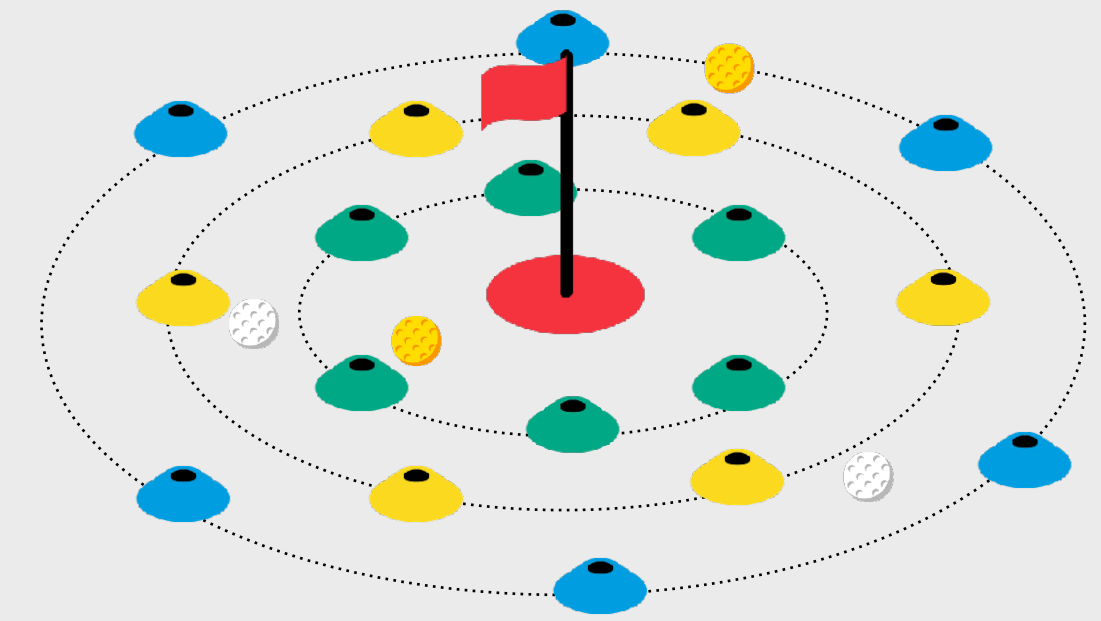
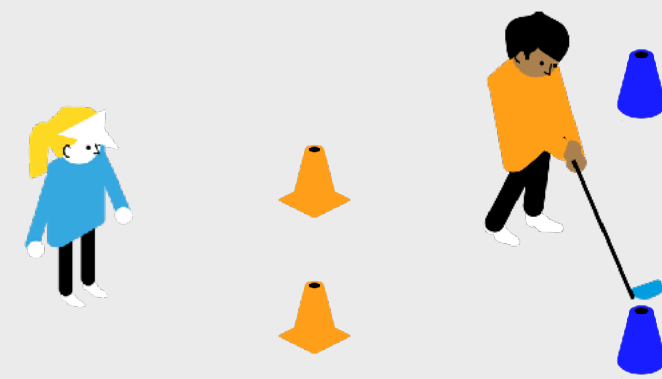
**Station 4:**  
Free Practice Station



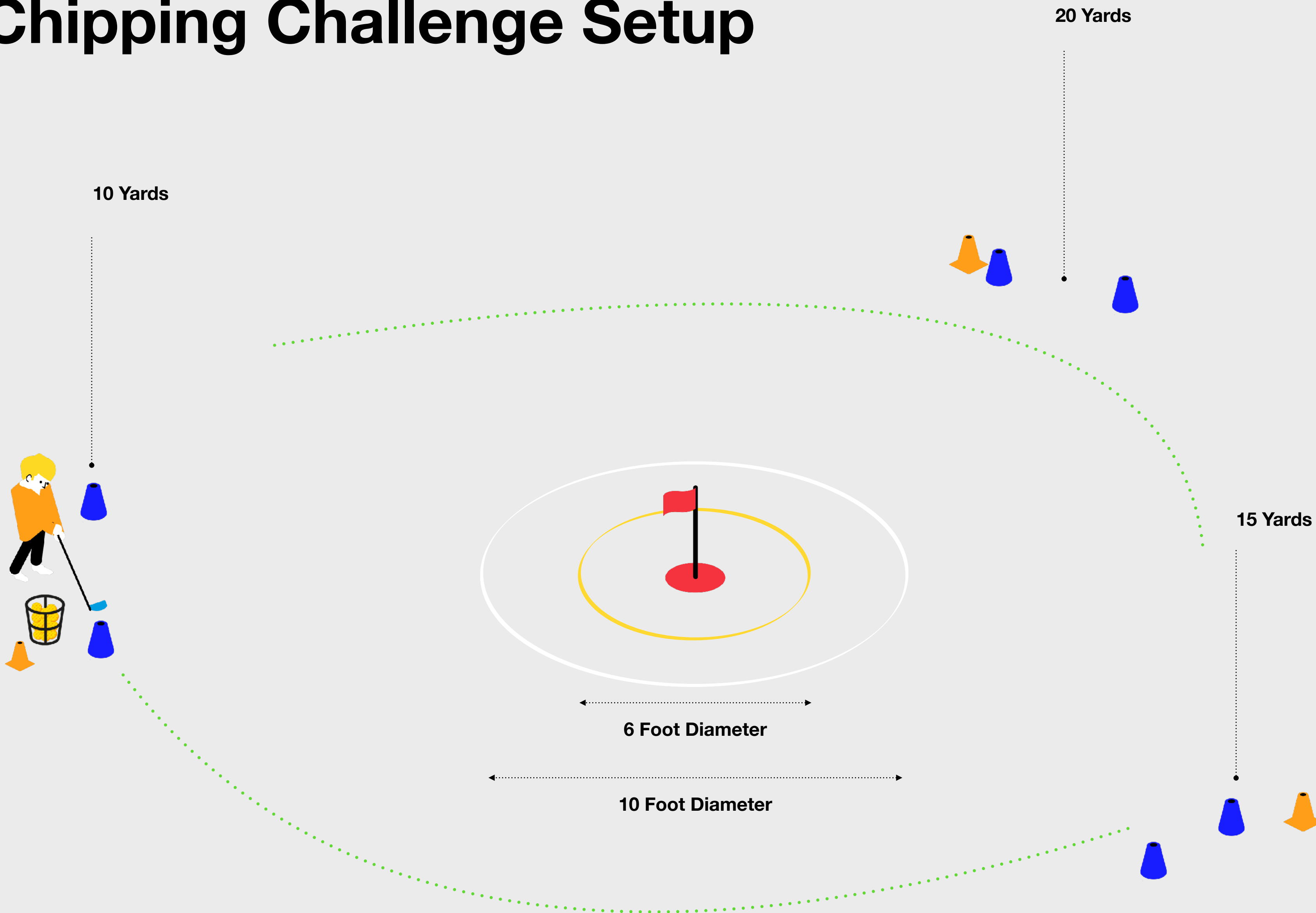
**Station 1:**  
Challenge Station



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



# Chipping Challenge Setup



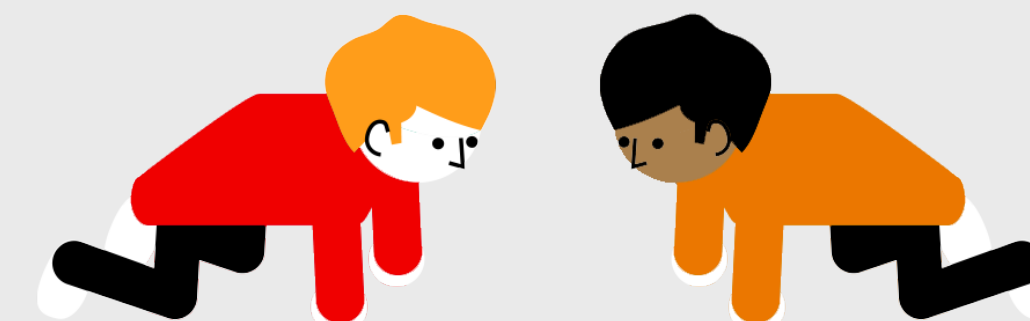
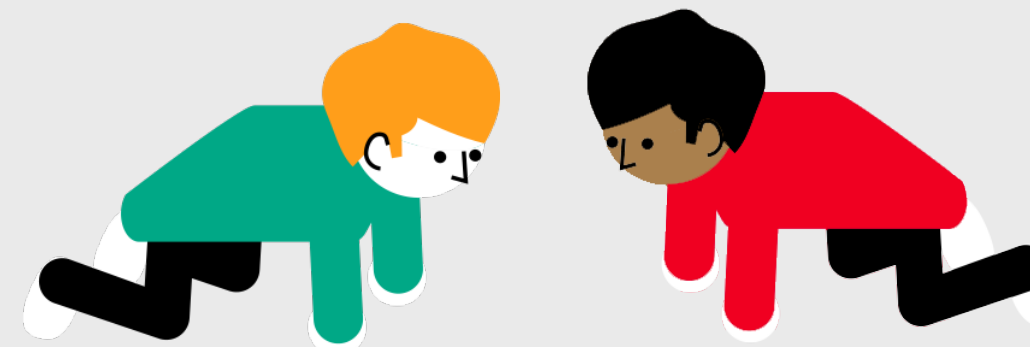
## Setting out the Challenge

- 1 flag should be selected on the green. Alignment sticks could be used where this isn't possible
- 2 target circles from your equipment bag are placed around the flag at the diameters in the graphic opposite
- Three starting points are positioned around the green for level 3-6 challenges
- These should offer variation and at the approximate distance indicated in the graphic

## Equipment Required

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

# 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.

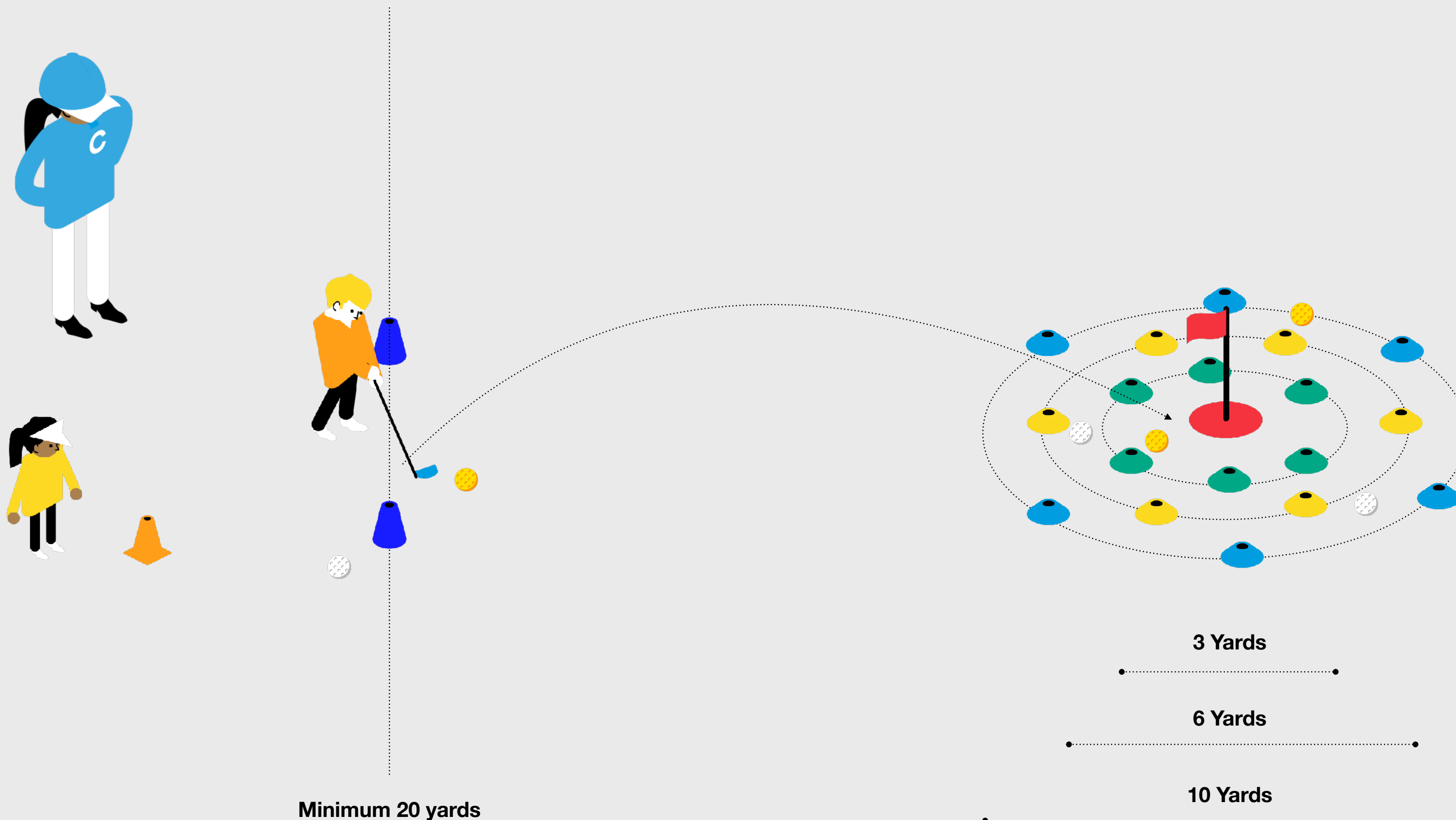


## Rules and Etiquette

### 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

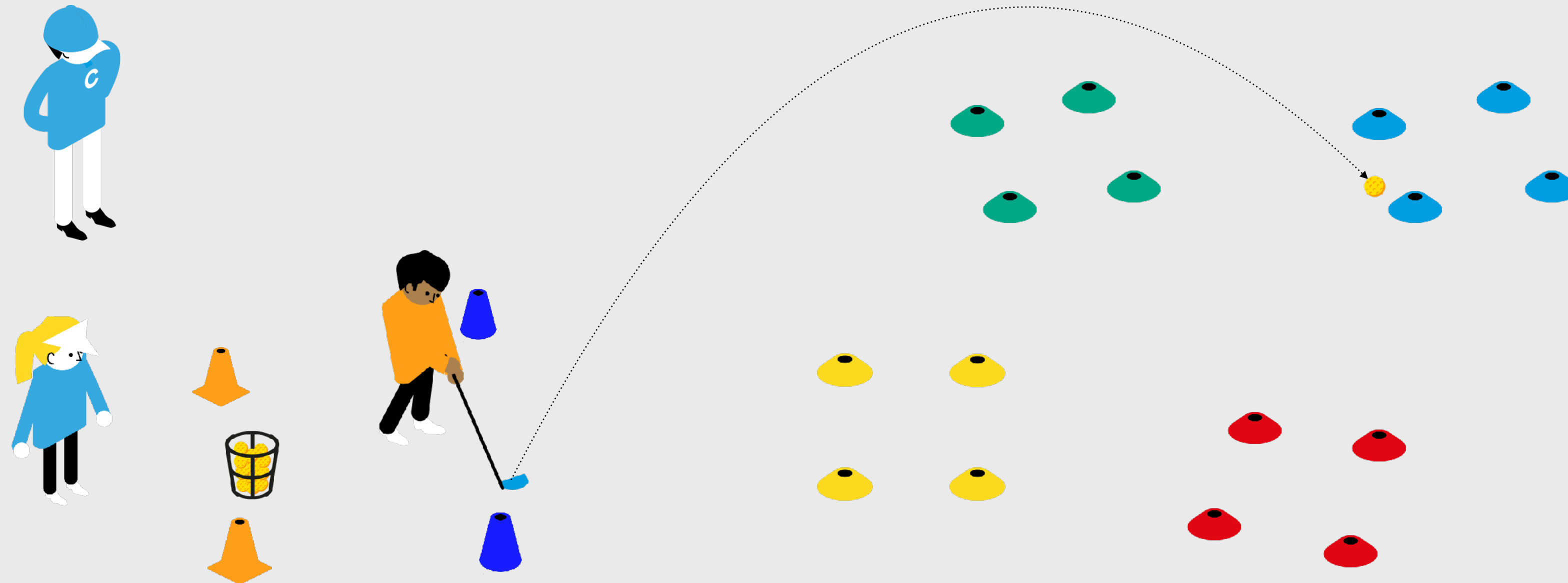
3 x White Golf Balls

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

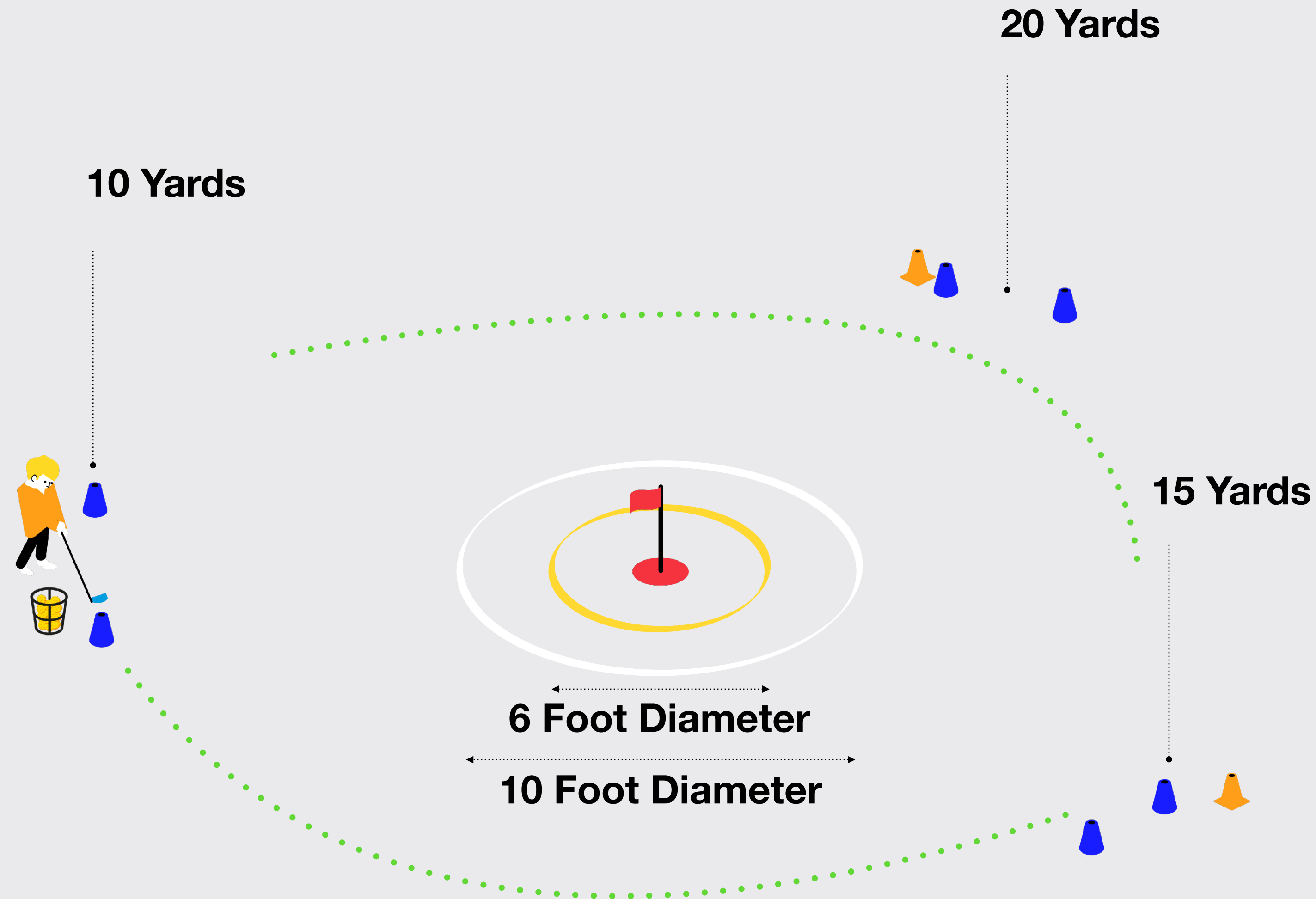


Golf Balls





# Chipping 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 Juniors complete this Level 1 Challenge by chipping 3 balls on the green from a starting distance of 10 yards from the flag. You have 5 attempts.
- 2 Juniors complete this Level 2 Challenge by chipping 2 balls within a 10-foot circle from a starting distance of 10 yards from the flag. You have 5 attempts.
- 3 Juniors complete this Level 3 Challenge by chipping 3 balls within a 10-foot circle from a starting distance of 10 yards from the flag. Chipping 1 ball within a 10-foot circle from a starting distance of 15 yards from the flag. You have 5 attempts from each starting position.
- 4 Juniors complete this Level 4 Challenge by chipping 4 balls within a 10-foot circle from a starting distance of 10 yards from the flag. Chipping 2 balls within a 10-foot circle from a starting distance of 15 yards from the flag. Chipping 1 ball within a 10-foot circle from a starting distance of 20 yards from the flag. You have 5 attempts from each starting position and all shots must finish on the green.
- 5 Juniors complete this Level 5 Challenge by chipping 5 balls within a 10-foot circle from a starting distance of 10 yards from the flag, Chipping 4 balls within a 10-foot circle from a starting distance of 15 yards from the flag, Chipping 3 balls within a 10-foot circle from a starting distance of 20 yards from the flag. You have 5 attempts from each starting position and all attempts must finish on the green. You have 5 attempts.
- 6 Juniors complete this Level 6 Challenge by chipping 3 balls within a 6-foot circle from a starting distance of 10 yards from the flag. Chipping 2 balls within a 6-foot circle from a starting distance of 15 yards from the flag. Chipping 1 ball within a 6-foot circle from a starting distance of 20 yards from the flag. You have 5 attempts from each starting position and all shots must finish within the 10 foot circle.

