

Swing

Week 49



Class Timetable - Week 49

Session Length:
60mins

Group Size:
1:8

Mastering the Game Focus:
Swing:
Fairway Woods

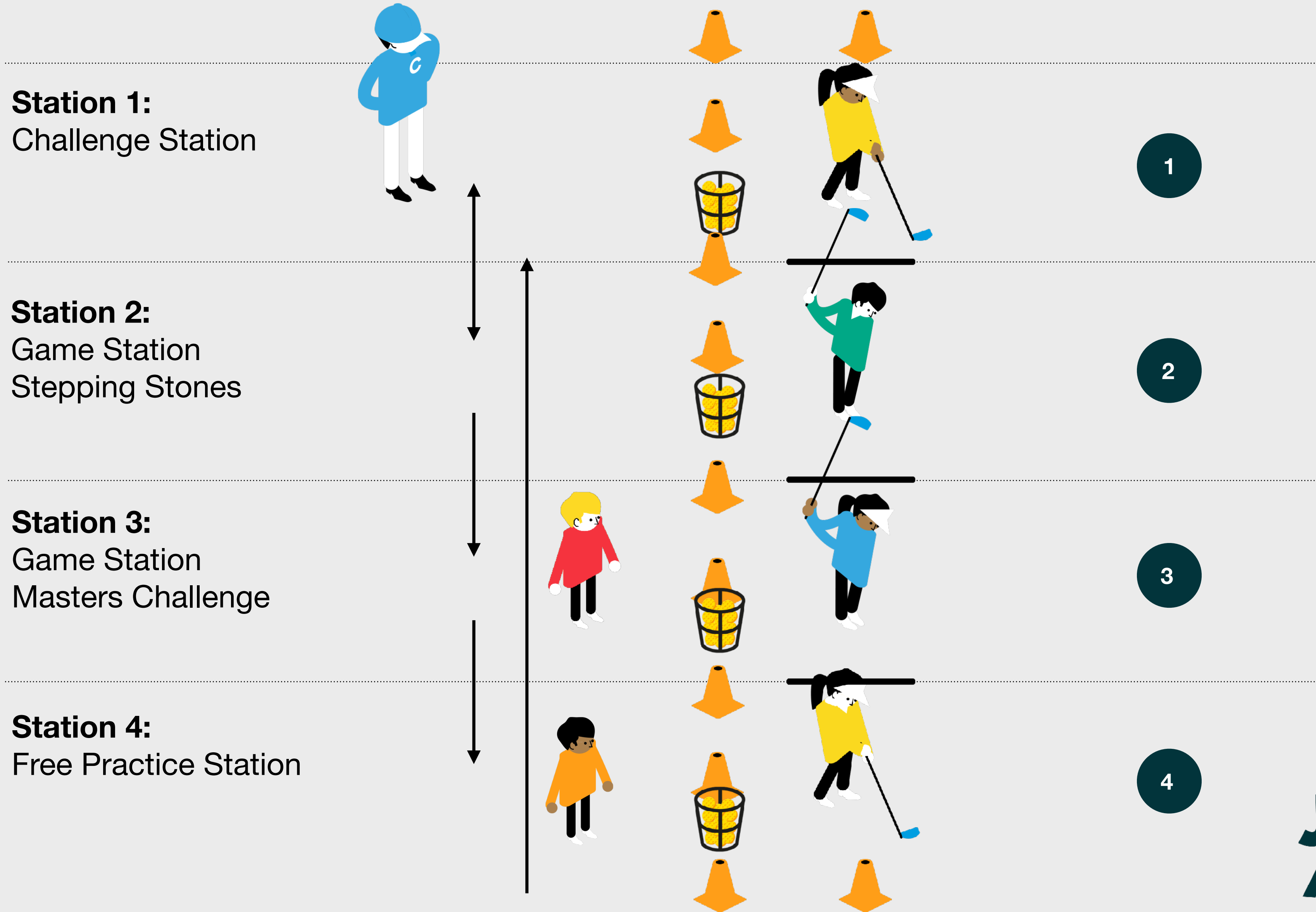
Whole Child Focus
Creative:
My Hero

Learning the Game Focus:
Orientation:
Par 3, Par 4, Par 5

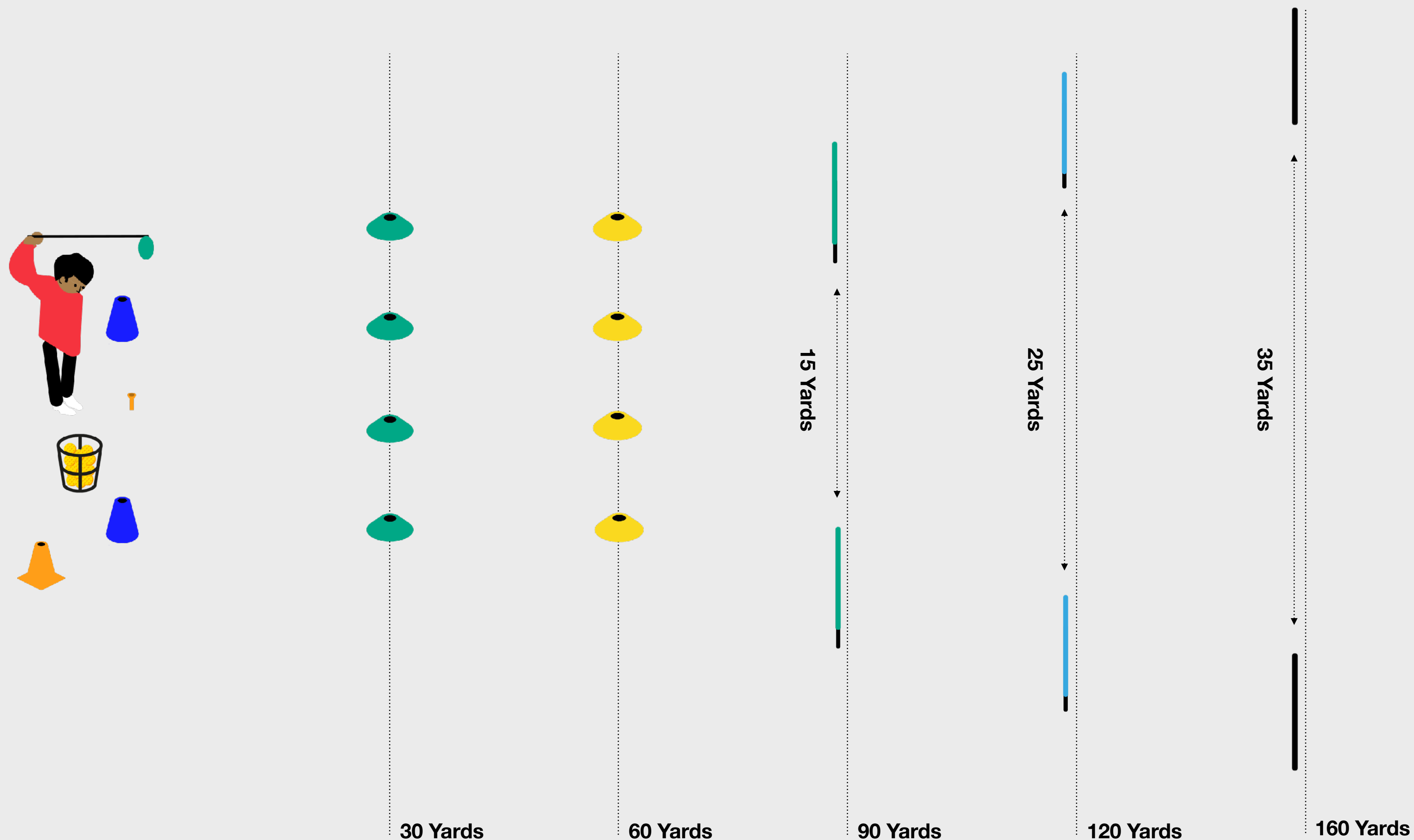
Mastering the Game Challenge:
Fairway Wood Challenge

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"> Capture the Cone
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"> Shouting Fore!
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"> Teaching your Parents
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"> Stepping Stone Masters Challenge Fairway Wood 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 myProgress Wheel and add stickers where appropriate to the myAcademy 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"> myAcademy Folders GLF. Connect myGame+

Class Layout and Setup



Fairway Woods Challenge Setup



Equipment Needed

- Orange safety cones for a safety line
- Marker cones to represent the tee markers at the challenge station
- Coloured cones to mark out the carry lines for the level 2 and 3 challenges
- Alignment Sticks with a foam noodle on top to mark out the target gates

Setting out the Challenge

- Use cones to mark out the carry distance lines for the level 2 and 3 challenges
- Alignment sticks with foam noodles should be used to measure the gates for the level 4-6 challenges at the target distances and widths
- Set out all the markers to enable every child to attempt their challenges in the class

Capture the Cone

Team 1's Safety Zone

Team 1's Base

Halfway Line

Team 2's Safety Zone

Team 2's Base



How to Play

- This game is best played in two teams. Split the children evenly and allocate each team a base on opposite sides of the playing area
- Team 1 is trying to capture Team 2's "JGA" cone and vice versa
- When a player ventures over the halfway line they are at risk of being tagged by the opposing team. If they are tagged they must go back to their safety zone and wait there until a member of their team tags them back in or for a designated period of time, e.g. 5 seconds
- The game is won when a player manages to capture the opposing team's "JGA" cone and return it to their base without being tagged

Progression Ideas

- Increase or decrease the area that the game is played depending on the number of players
- Introduce different FMS such as jumping, hopping or side steps

Equipment Needed

4 x Orange Safety Cones to mark out the safety zones

SAFETY



2 x JGA Cones



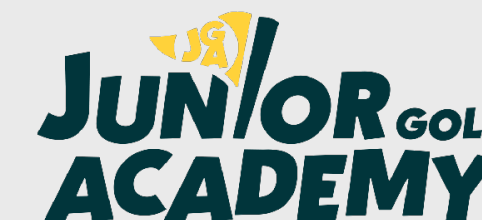
8 x Colored cones to mark the center line



4 x Colored cones to mark Team 1's base



8 x Colored cones to mark Team 2's base





Social

Teaching your Parents

- The Whole Child theme this week is to encourage the children to teach their parents some of the things they have learnt in class.
- Carry this theme into the class by encouraging to the children to relay the information they learned within the focus part of the class to their parents. In addition, they could show them a more technique based skill they worked on.

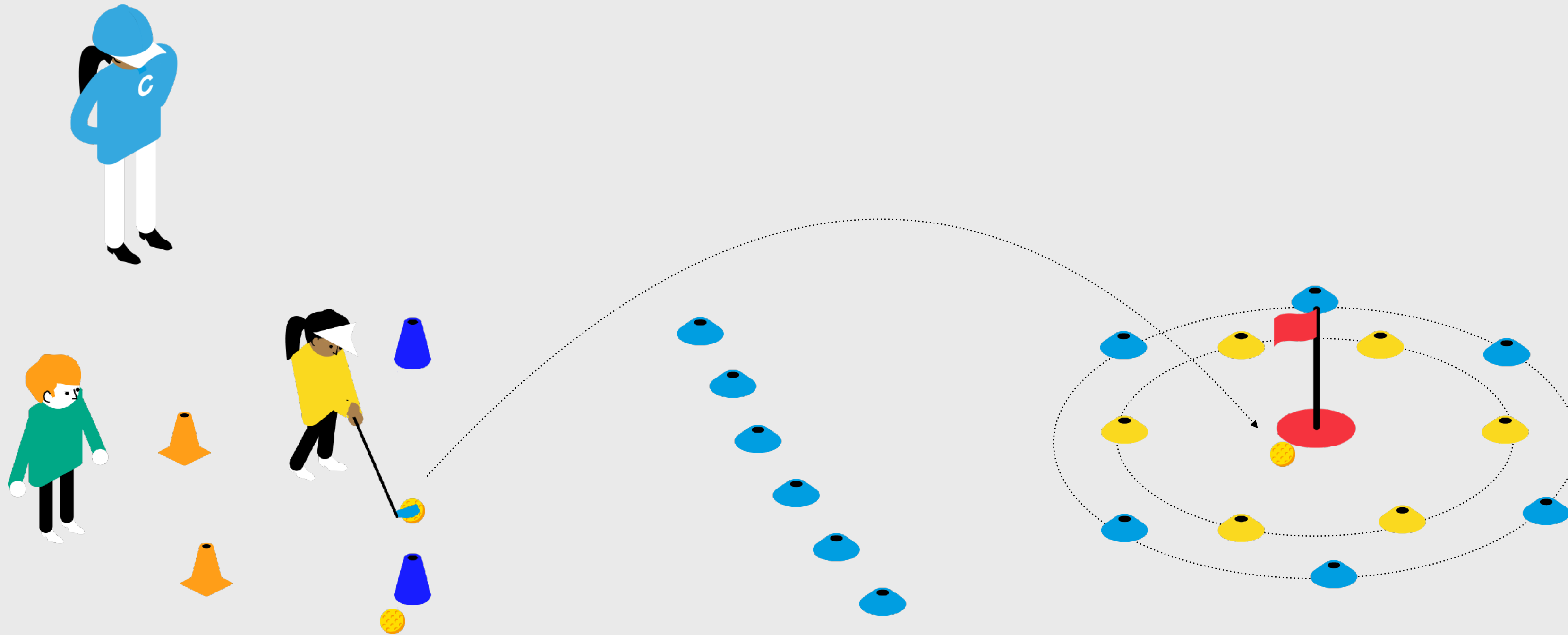


Playing and Scoring

Shouting Fore!

- The Learning the Game focus this week is to make sure that children understand the importance of shouting “Fore”!
- You should make sure that children know what to do when they hear the shout of “Fore”

The Masters Challenge



How to Play

- Explain how the line of blue cones represents a river, just like the famous 12th hole at The Masters
- Players take it in turns to hit shots over the “river” and into the target circles
- If their ball doesn’t go in the air over the line of blue cones then any points scored do not count
- Players score 2 points for the inner circle and 1 point for the outer circle
- The aim is to score the most points after each player has hit 10 shots

Progression Ideas

- Vary the distance to carry the ball over the river
- 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

4 x Orange Safety Cones

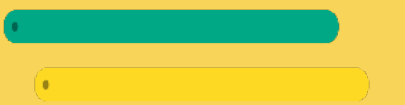
SAFETY



9 x Numbered Cones



2 x Foam Noodles



Stepping Stones



How to Play

- 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

2 x Orange Safety Cones

SAFETY



2 x Cones



1 x White Cone



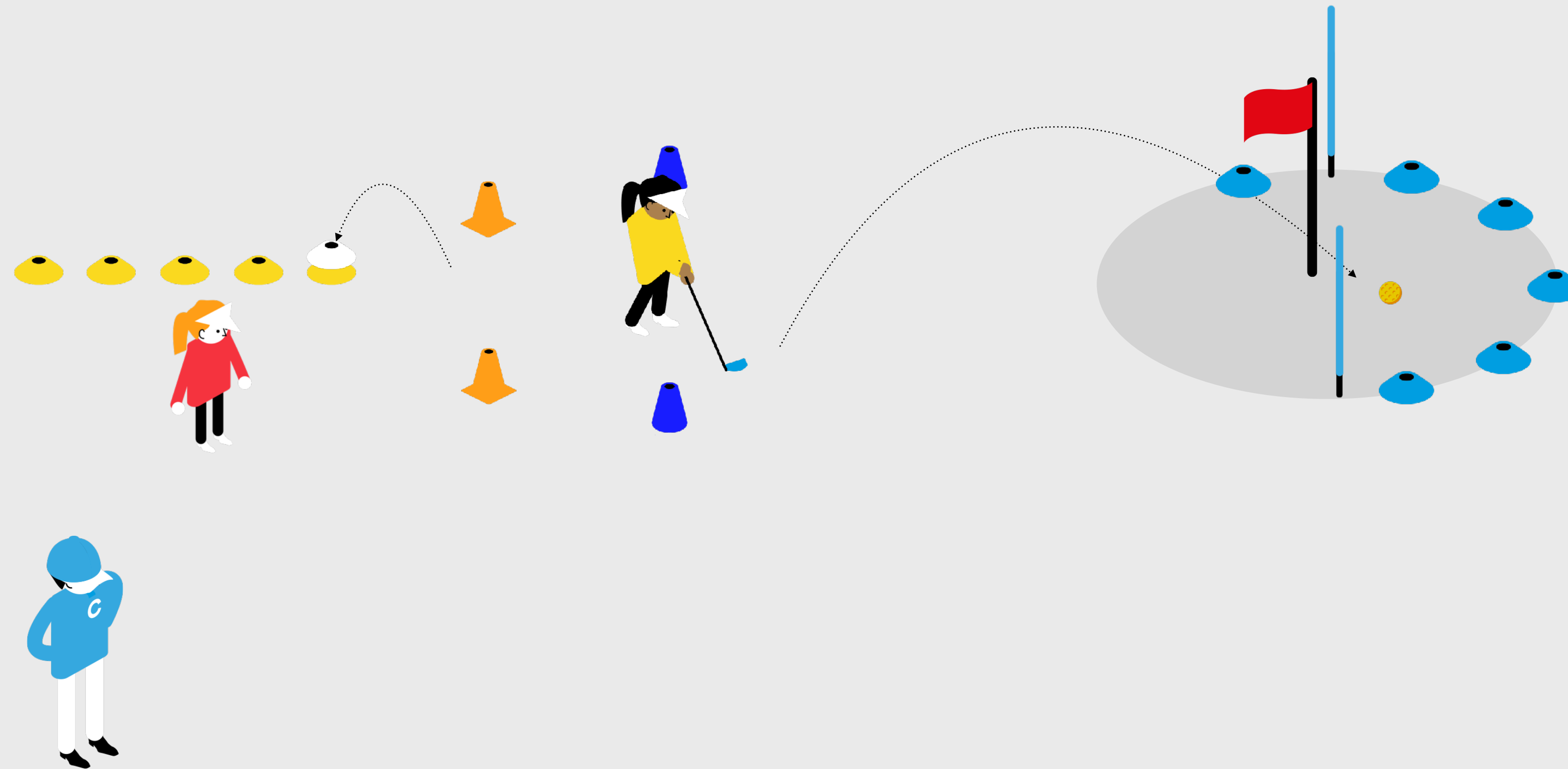
5 x Yellow Cones



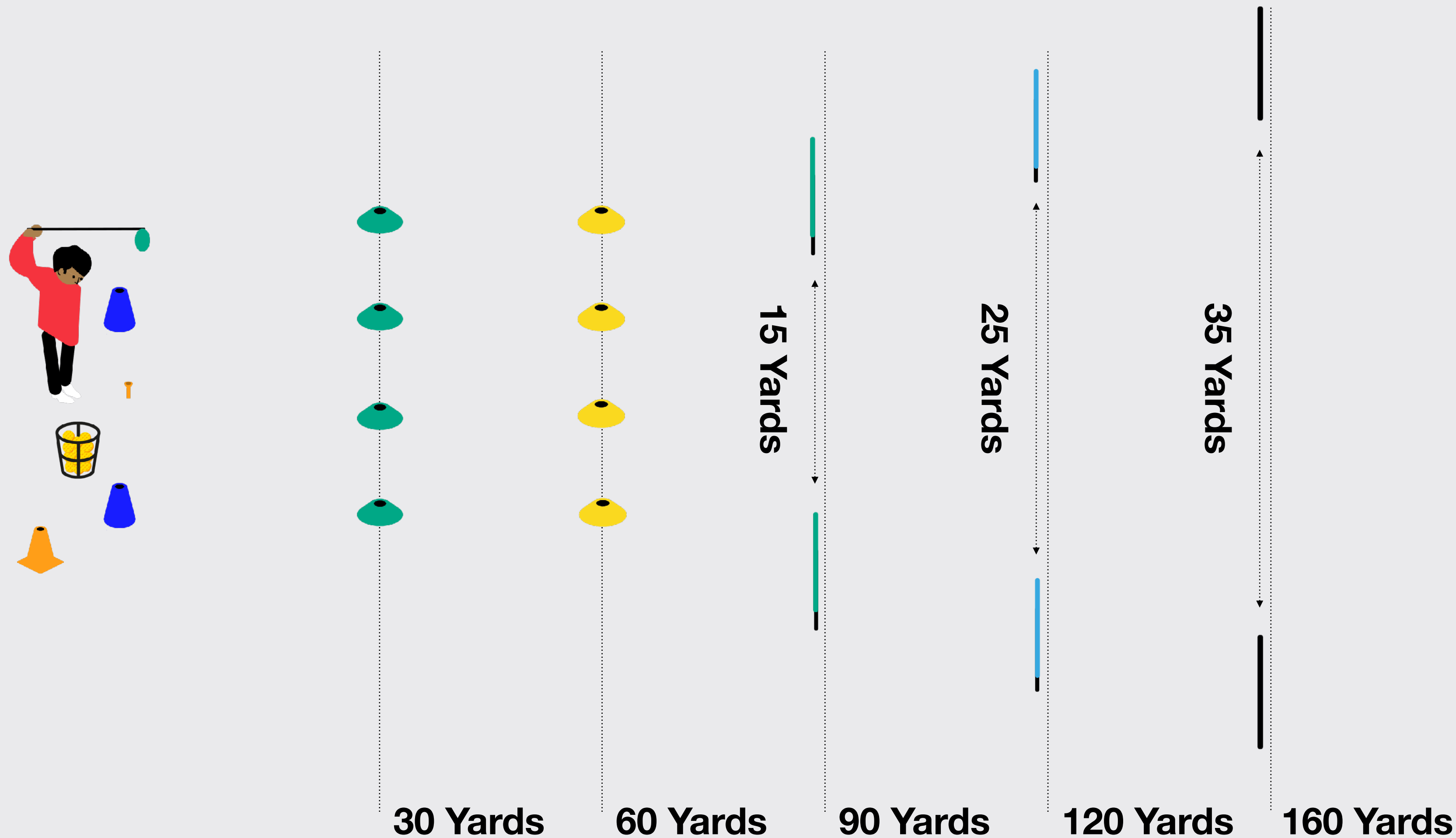
Golf Balls



Spare equipment that may be required for the group attendees.



Fairway Wood 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 hit 2 shots in the air using a Fairway Wood. They have 5 attempts and do not need to hit the ball a certain distance or direction. This challenge can be attempted off a tee.
- 2** Juniors hit 2 shots in the air using a Fairway Wood. The ball must carry a minimum of 30 yards. They have 5 attempts with no direction requirement. This challenge can be attempted off a tee.
- 3** Juniors hit 3 shots in the air using a Fairway Wood. The ball must carry a minimum distance of 60 yards. They have 5 attempts with no direction requirement. This challenge can be attempted off a tee.
- 4** Juniors hit 2 shots 90 yards with a Fairway Wood. The ball needs to finish through the 15-yard-wide gate. They have 5 attempts and this challenge must be attempted with the ball on the ground.
- 5** Juniors hit 3 shots 120 yards with a Fairway Wood. The ball needs to finish through the 25-yard-wide gate. They have 5 attempts and this challenge must be attempted with the ball on the ground.
- 6** Juniors hit 4 shots 160 yards with a Fairway Wood. The ball needs to finish through the 35-yard-wide gate. They have 5 attempts and this challenge must be completed on the ground.

