

Stage 1

Week 2 - Putting and Chipping



Contents

- 3 **Timetable**
- 4 **Learning Theme**
- 5 **Layout and Setup**
- 7 **Warm Up Game Cards**
- 8 **Games Cards**



Timetable

Session Length:
60 Mins

Group Size:
1:18

Mastering the Game Skill:
On the Green - Putting
Around the Green - Chipping

Learning the Game Focus:
Who Plays First

Whole Child Focus:
Attitude towards
Learning

Time	Focus	Suggested Theme Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations for the specific class in the school hall or playground Be ready to welcome the children 5 minutes before the session starts Ensure that you take a register of the children before the session starts 	
10 Mins	Introduction and Learning the Game/ Whole Golfer Focus	<ul style="list-style-type: none"> Welcome and Introduction to the program. Outline what will be covered over the course of the 5 weeks for Stage 1 Communicate the Learning the Game topic Communicate the Whole Golfer topic 	
10 Mins	Warm Up Game	<ul style="list-style-type: none"> Introduce the warm up game and how the the game can be completed safely 	<ul style="list-style-type: none"> Golf Ball Dribbling
30 Mins	Mastering the Game Skills and Games	<ul style="list-style-type: none"> Introduce the games and explore important safety guidance Separate children into groups to rotate around the games and pairs/teams to play in within their group Assist children playing the games and ensure children are all following safety guidelines 	<ul style="list-style-type: none"> 10 Pin Bowling Battleships Finders Keepers
10 Mins	End of Session Review	<ul style="list-style-type: none"> Recap the games and find out the children's favourites, as well as how they found the session. Outline to the children the topic for the following week and any important information relating to this class Children can help to tidy down by collecting equipment used during the class Check each child out of the class using the register or ensure school guidelines are followed for collection by parents/guardians 	



• Aim of the Game

- The Learning the Game theme this week is the Aim of the Game. You should introduce children to aim of the game of golf, the equipment that is used and the objective is to get the ball into the hole in the fewest shots possible
- Explore these themes throughout your class and promote opportunity for questions and discussion

• Attitude Towards Learning

- The Whole Child theme this week is to develop a great attitude towards learning. A great attitude towards learning should be emphasised throughout the class
- Examples of this could be asking questions to develop a greater understanding or not giving up easily when struggling with a challenge. Encourage and reinforce this theme during the session.
- It should be highlighted that the Achiever Award is presented to the child that demonstrates a great attitude when they are playing



Reinforcing positive behaviours

There are lots of ways to reinforce the positive behaviours we want to see in your junior golfers.

Non-verbal reinforcement:

- Thumbs up
- Nod of your head
- A smile

Personal verbal reinforcement:

- “Love that attitude”
- “That’s the creativity we’re looking for”
- “Great effort, keep it up”

Group reinforcement:

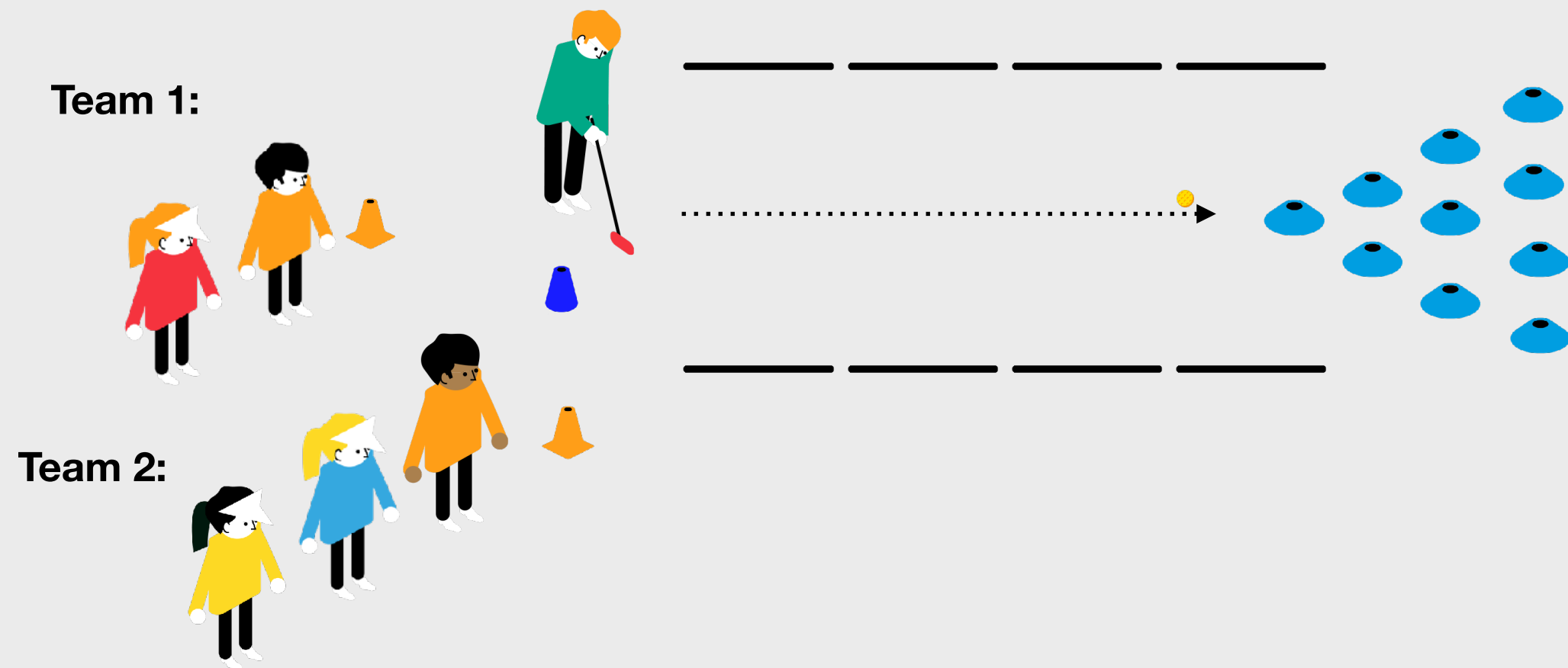
- Stop the class, get everyone together, and highlight the behaviour you observed, and why you liked it
- Awarding the Achiever reward at the end of the lesson is a great opportunity to reinforce positive behaviours
- Be sure to pinpoint two or three moments in the lesson that stood out to you and praise the children involved

Layout and Setup



Layout and Setup

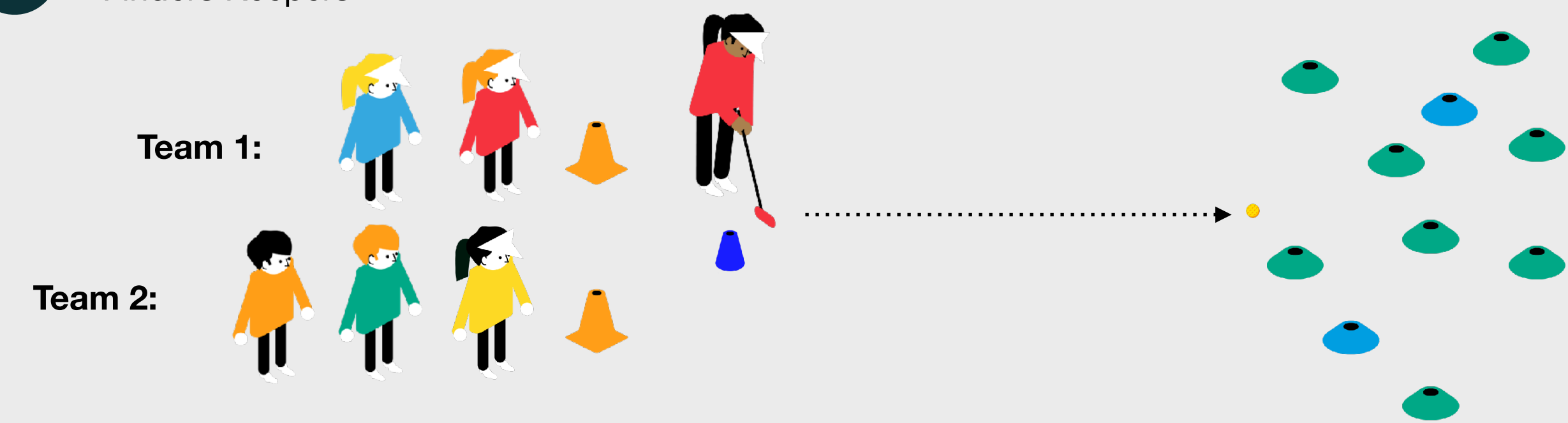
1 Station 1: 10 Pin Bowling



2 Station 2: Battleships



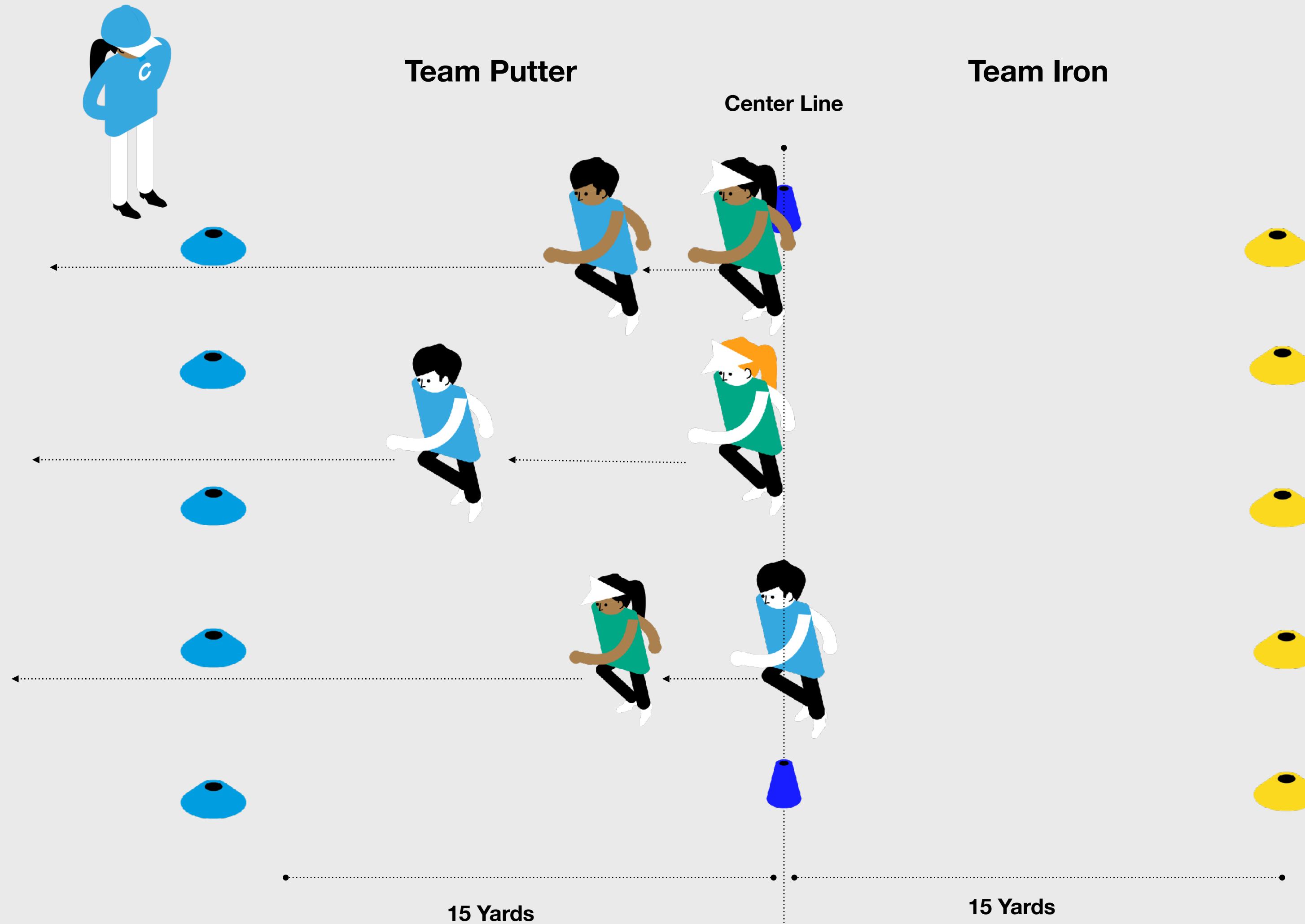
3 Station 3: Finders Keepers



Warm Up Game Card



Putter vs Iron



How to Play

- This game is best played in two teams. Split the children evenly. One team is named the 'Putter' and one team is named the 'Iron'
- Players stand at the center line, side by side, spaced an arms length apart. Players stand next to a player from the opposing team
- If the coach shouts "Putter", this team runs to make it back to their finish line before their partner from the opposing team
- A point is awarded for each player that passes the finish line first
- The team that wins is the team that gets to 11 points first

Equipment Needed

Orange Safety Cones

SAFETY



2 x Cones



5 x Yellow coloured cones



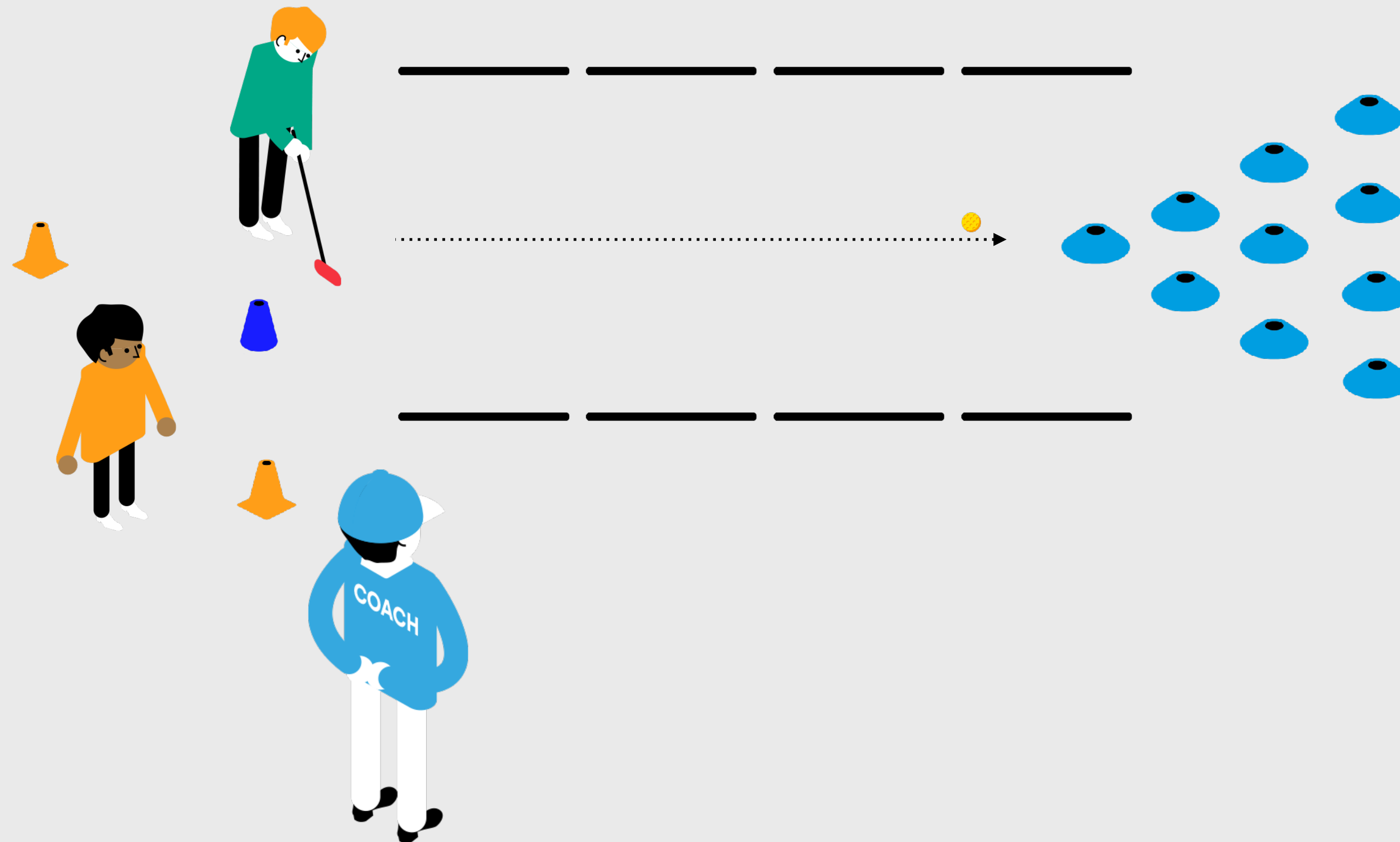
5 x Blue coloured cones



Game Cards



10 Pin Bowling



How to Play

- Nominate one of the children to play first
- Player number 1 attempts to putt the ball and hit one of the bowling pins
- If they hit the bowling pin, they pick it up and bring it back to the start. The child cannot hit the sides marked with the alignment sticks
- The children complete the game when they've collected all of the pins

Learning Outcomes

- A great game to explore the concept of distance control and direction control
- This game will also explore skill development under pressure
- This game will also explore green reading skills

Equipment needed

2 x Orange Safety Cones

SAFETY

2 x Cones to mark out the necessary hitting stations.

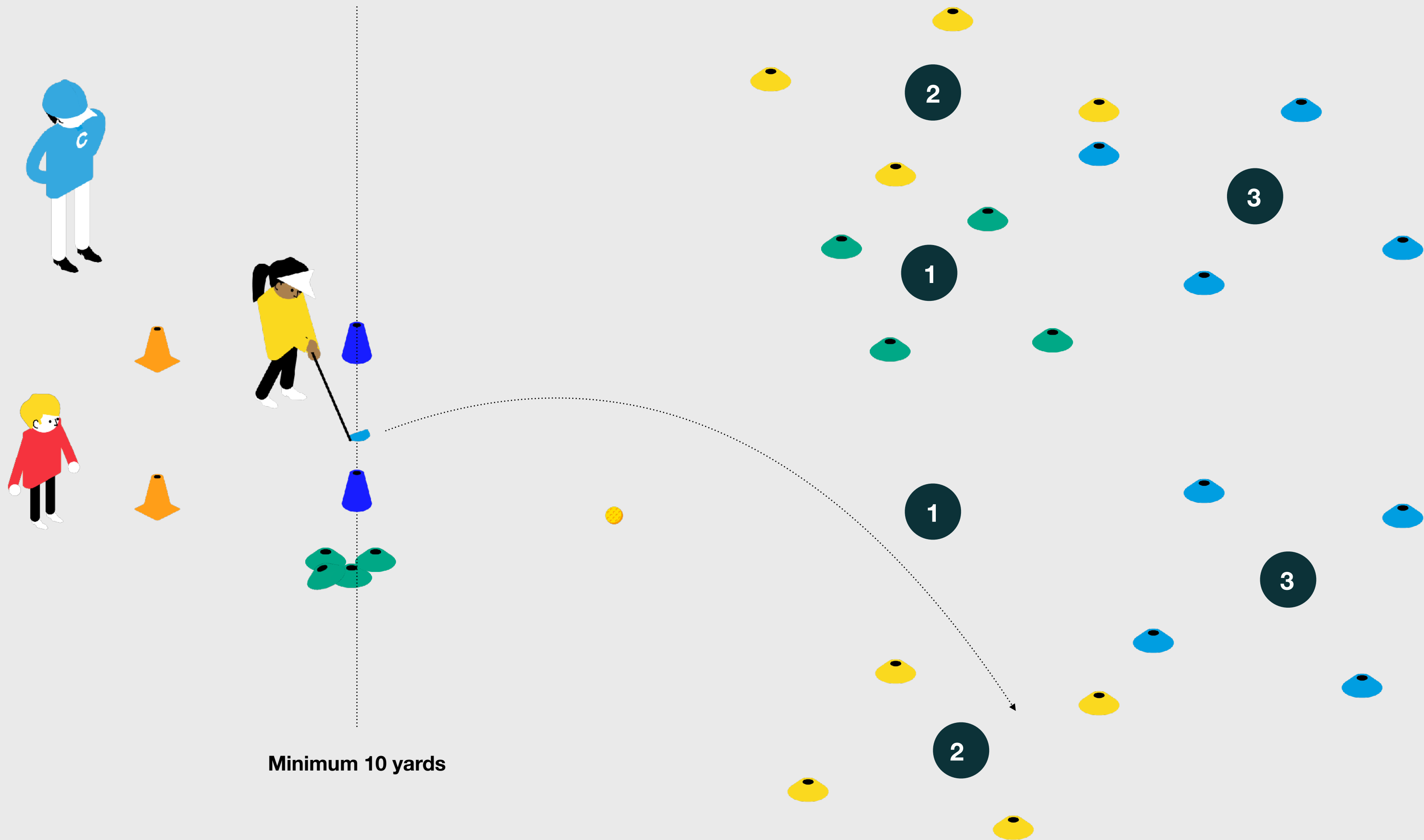
10 x Blue Cones

Spare equipment that may be required for the group attendees.

8 x Alignment Sticks

Golf Balls

Battleships



Minimum 10 yards

How to Play

- One player is assigned one side as their ships and the other child is assigned the opposite. The aim of the game is for players to destroy the opposing player's ships by landing the ball into the box
- Players must nominate the ship they are attempting to destroy. If they are successful, they pick up the cones and return it to the start
- The game continues until one player has destroyed all of the opposing players ships

Equipment needed

Orange safety cones



3 x cones



Golf balls



8 x Coloured cones to mark out two of the boxes



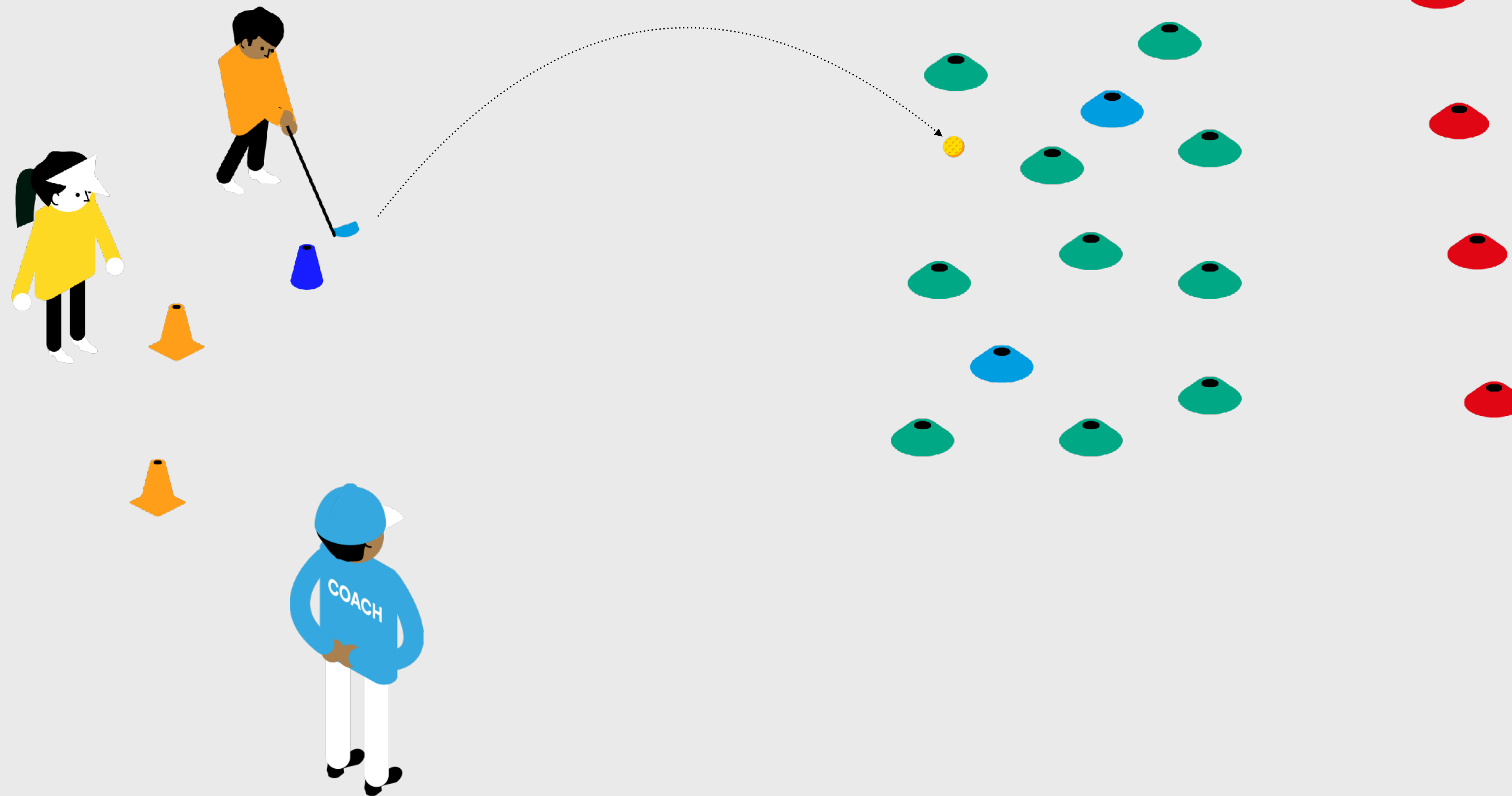
8 x Coloured cones to mark out two of the boxes



8 x Coloured cones to mark out two of the boxes



Finders Keepers



How to Play

- Children take it in turns to attempt to chip their ball to hit one of the coloured cones. If successful they collect the cone
- If a player hits one of the two alternative coloured cones, they must put one of the cones back into the middle
- If the players chip their ball past the line of red cones they have to put one of their collected cones back into the middle
- The winner is the player who has collected the most cones once all the cones have been collected

Equipment needed

2 x Orange Safety Cones

SAFETY



1 x Cone for starting position



2 x Blue Coloured Cone



10 x Green Coloured Cone



Spare equipment that may be required for the group attendees.



Golf Balls



Red cones to mark the end zone

