

Lesson	Objective	Suggested Learning Activities	Assessment
<p>1.</p>	<p>To control the direction of the ball using a putter and chipper.</p> <p>To understand the safety requirements of the lesson.</p>	<p>Warm up: Simon Says 4 corners, Blue (water), Green (Fairway), Yellow (Bunker), Red (Rough). If you shout "fore" then the students have to duck down. Main Activities: Split group into 3 or 6 groups. There will be three activities which students will rotate around on their side.</p> <p>Activity 1: Tunnel Start on the white cone (tee area), roll the ball down towards the cones, if you don't hit the cones then you can collect a cone from the stack. (Ext- use putter)</p> <p>Activity 2: Tunnel Ext Start at the tee zone, try and hit as many cones as possible and collect the cones as you do.</p> <p>Activity 3: Runway Chip the ball and get it to land on the run way between the cones.</p> <p>Plenary Discuss in pairs how the shots require different swings? How can you ensure you effectively hit the ball in the right direction?</p>	<p>Can students act safely throughout the lesson, knowing the purpose of the safety zones?</p> <p>Can students identify the different swings and equipment used for different shots?</p> <p>Can students strike a ball in a forwards direction?</p>

Lesson	Objective	Suggested Learning Activities	Assessment
2.	To control the distance travelled by the ball using both the putter and chipper.	<p>Warm up: Domes and Dishes Split group into two teams. One team must turn all the cones the correct way up (domes) the other team must turn all the cones upside down (dishes). Team with most amount wins.</p> <p>Activity 1: Tunnel putt Like the tunnel activity the previous lesson, pupils must putt the ball down the tunnel of cones, this time aiming to land the ball in the target area (half a hoop).</p> <p>Activity 2: Three in a row Each person has 3 attempts to land the ball in the half hoop, increasing the distance after each putt.</p> <p>Activity 3: Target square Pupils must strike their balls and attempt to land their ball inside the target square using the chipper.</p> <p>Activity 4: Target Zones Pupils must try and chip the ball into each of the target zones at different distances. Each pupil has 3 balls.</p> <p>Plenary: Press Conference Each group must create a small press conference, creating a series of 3 questions and answers about how to be successful in the lessons activities.</p>	<p>Can students demonstrate how to get their ball to travel different distances and land in a target area?</p> <p>Can students show accuracy when striking the ball towards a target?</p> <p>Can students identify when they need to use a chipper and when to use a putter?</p>

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<p>3.</p>	<p>To work co-operatively with peers to score the most amount of points.</p> <p>To explore the range of control of the ball in the air whilst using the chipper.</p>	<p>Warm up – Finders keepers In small groups, children will be asked to putt the ball and try to hit the cones. Children will collect each successfully hit cone (honestly). After time limit teams will count cones. Reply game and try to beat previous score – add in bonus cones (green = 5 points).</p> <p>Activity 1: Cliff hanger First try throwing ball underarm to land before the river. Then try hitting the ball with the chipper.</p> <p>Activity 2: Over the River Children must try to put the ball over the river (blue cones).</p> <p>Activity 3: Down the middle Pupils have a target area beyond the river they must try and land the ball into.</p> <p>Plenary: How were you successful in chipping the ball into different areas? What did you have to do to ensure your ball landed in the correct area? How could you improve your chipping technique?</p>	<p>Can students demonstrate how to successfully use the chipper?</p> <p>Can students get flight on their ball when hitting towards a target area?</p>

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4.	To use knowledge of putting and chipping to score points and work effectively as a team.	<p>Warm up: Simon Says 4 corners, Blue (water), Green (Fairway), Yellow (Bunker), Red (Rough). If you shout "fore" then the students have to duck down.</p> <p>Activity 1- Dominoes Each team will have a row of 10 cones. They will take it in turns to hit the cone nearest, then when hit move to the next cone in the row. The first team to hit the 10th cone, wins.</p> <p>Activity 2 – 21 A point grid will be marked out on the field each zone will be worth either 1, 2, 3, or 5 points. The teams' role is to score exactly 21 points. If they score over, their previous scores don't count.</p> <p>Plenary Why was teamwork important in these tasks? What role did you play in the lesson, could you offer any feedback to your team on how to improve on these challenges?</p>	<p>Can students work effectively as a team?</p> <p>Can students show accuracy and precision when hitting the ball towards given targets?</p> <p>Can students demonstrate maths skills to do mental addition?</p>

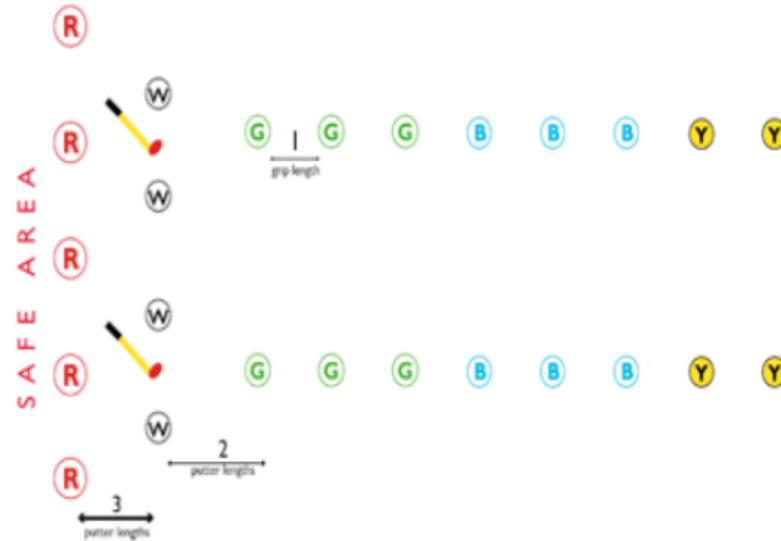
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5.	To record scores for your team whilst completing a circuit of golfing challenges.	<p>Warm up – Team relays With and without a ball. Set up and completion of this circuit may take two lessons.</p> <p>Activity 1 Each team will be given a work booklet of the activities and score cards, they will keep their own scores for the games and record them in the booklet. The activities included in the circuit are:</p> <ol style="list-style-type: none"> 1. Bullseye 2. Dominoes 3. Drive for Show 4. Finders Keepers 5. Grand National 6. Tunnel 7. Zone Ball 8. Down the Middle <p>Plenary Award to the winning team. Analysis of where teams earned most/ least of their points, what could they do to improve?</p>	<p>Can students work effectively in small groups to complete tasks?</p> <p>Can students keep score of their games?</p>

"Dominoes" Activity Card

Instructions Team on each tee (white cones). 10 cones of the same colour are in a straight line from the player. Players try to roll the ball with the putter to hit the cone nearest to them, if the player hits the cone they collect it. 5 minutes play.

Scoring Team continues until all cones are hit.

- Score 1 point for green cones, 5 points for blue cones, 10 points for yellow cones.
- When all the dominoes are completed, play them out using the putter to measure and play again.



Key point

Club ready and aim using the red part of the club

for success

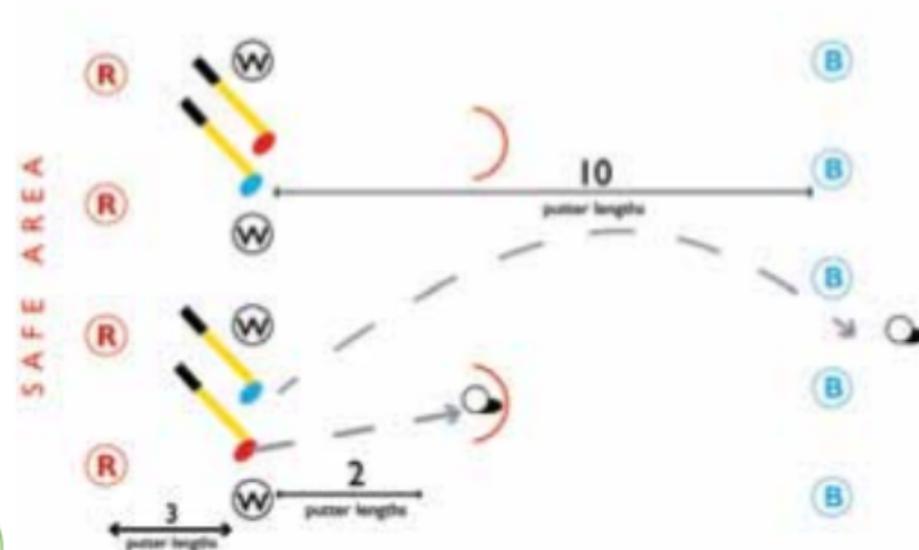
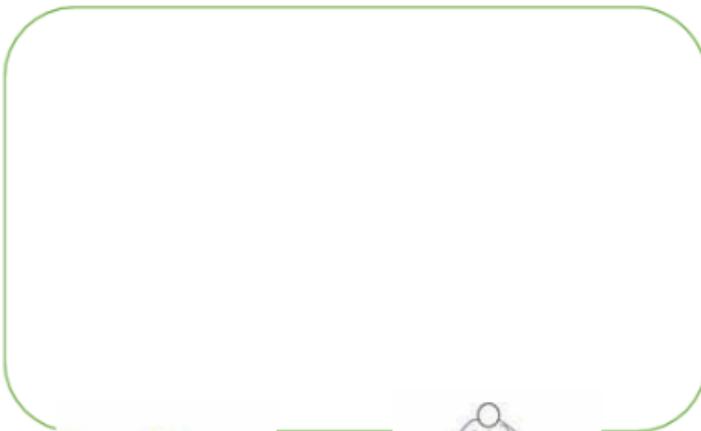
"Drive for show, putt for dough" Activity Card

Instructions Teams on each tee (white cones). Each player aims to chip the ball in the air over the blue line of cones. If they are successful, they then earn a chance to putt their ball into the hoop.

Scoring

- Drive over blue cones on floor = 1 point
- Drive over blue cones in air = 5 points
- Putt to remain in half-cone = 10 points

Putt - the ball must stop in the hoop to score



Key point for success

1. Practice and play for success
2. Concentrate on the size of your *Tick-tock* swing

"Finders Keepers" Activity Card

Instructions Teams on each tee (white cones). Putt the ball towards the cones, the first cone the ball hits, the player collects with the ball and returns it to the team. Pick up only 1 cone at a time and once all the cones have been collected the game ends. 5 minutes play.

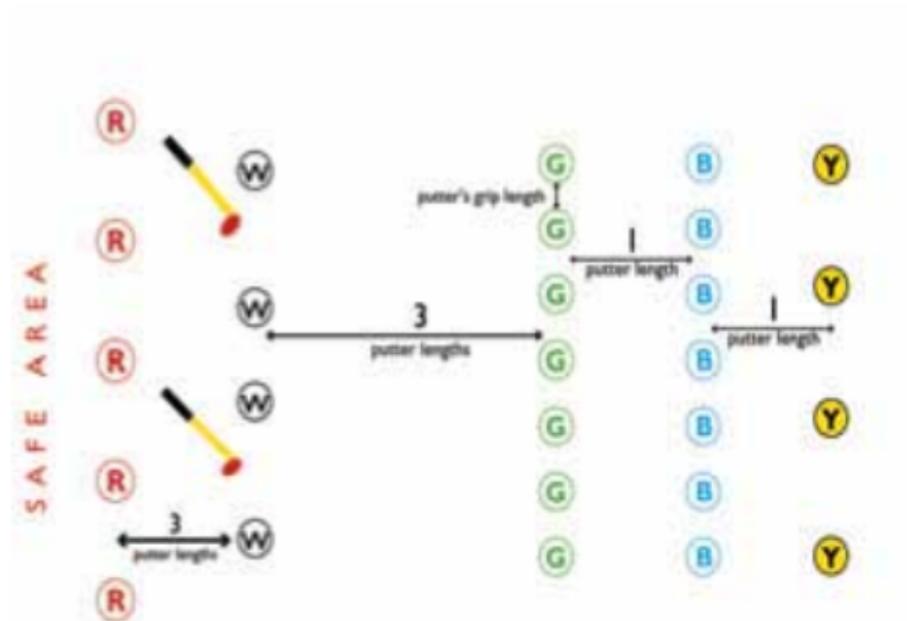
Scoring

- Yellow hit = 10 point
- Blue hit = 5 points
- Green hit = 1 point

Pick up one cone only

Key point for success

1. Choose a cone to try to hit then get your aim
2. The waiting players can act as a coach and give encouragement



"Grand National" Activity Card

Instructions Teams on each tee (white cones). Chip the ball in the air over the 'fences' made from cones to score points. 5 minutes play.

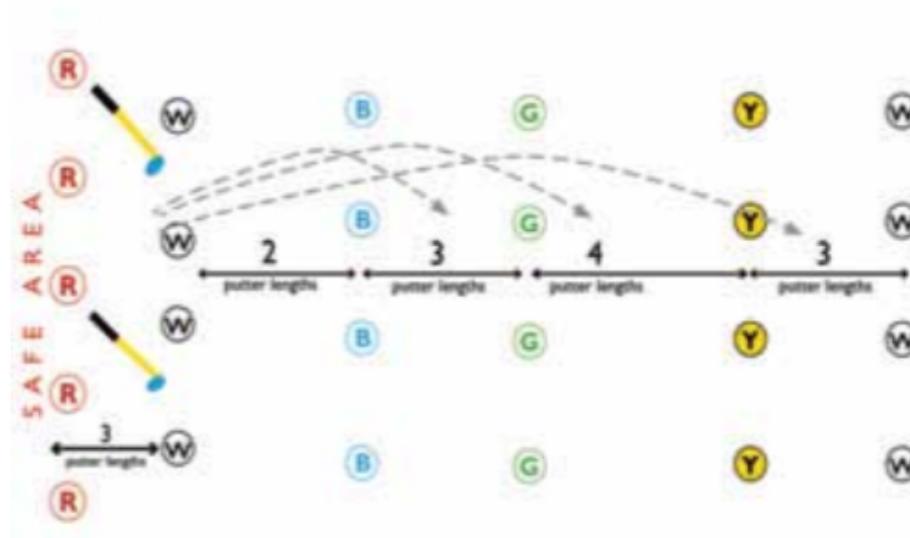
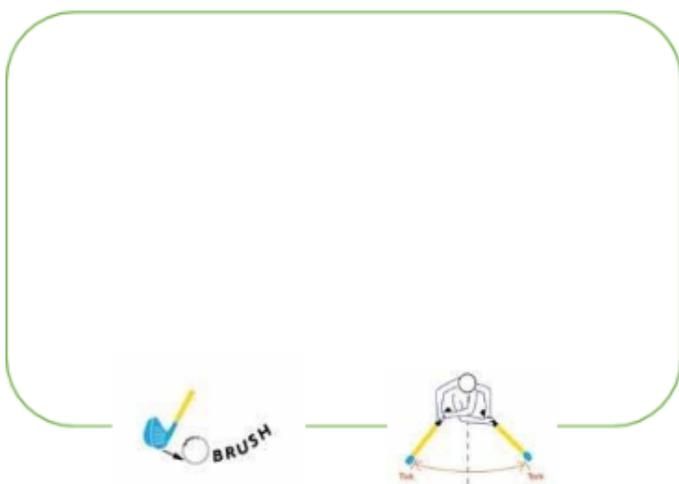
Scoring

- Over Blue = 1 point
- Over Green = 5 points
- Over Yellow before White = 10 points

Score from where the ball lands, not where it stops. Any shots landing over the white cones score 0 points.

Key

- 1.
- 2.



point for success

Brush the ground to get the ball into the air

Make an equal Tick-tock swing

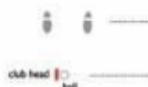
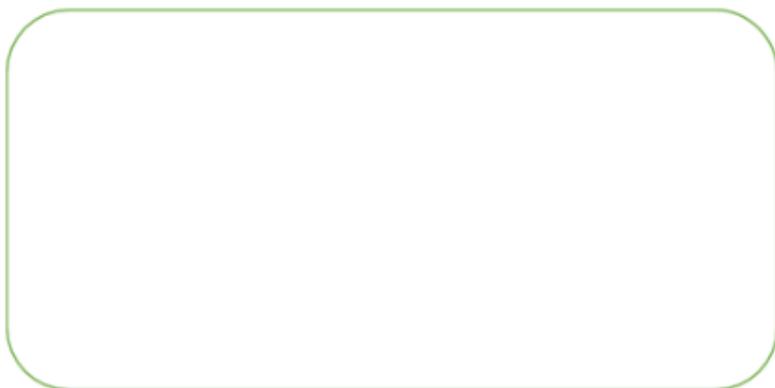
"Tunnel Ball" Activity Card

Instructions Teams on each tee (white cones). Putt the ball down the tunnel towards the hoop without hitting any cones. Choose which tee you would like to play from – yellow, blue and green. The furthest tees will reward you with more points. 5 minutes play.

Scoring

- Green = 1 point
- Blue = 5 points
- Yellow = 10 points

The ball must stay in the hoop to score



Key point for success

1. Get the club ready and aimed using the red part of the club
2. Use *Tick-tock* swing to control the roll

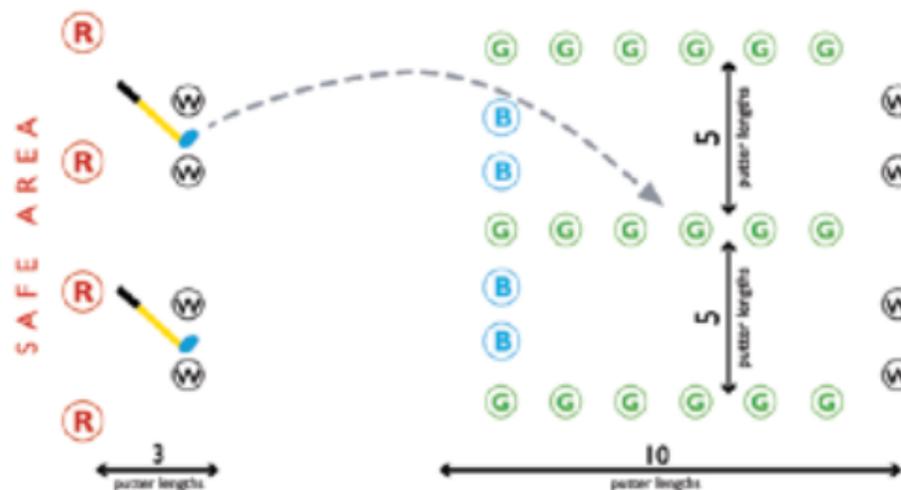
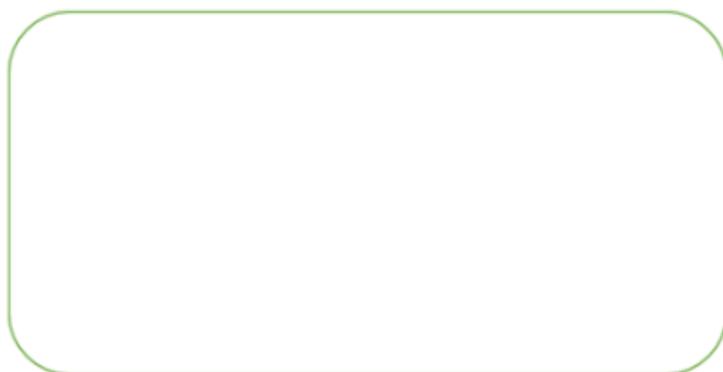
"Down the Middle" Activity Card

Instructions Teams on each tee (white cones). Players start from the white cones and try to strike the ball in between the lines of green cones (fairway) and over blue cones (river) in turn. 5 minutes play.

Scoring

- Over the river rolling = 1 point
- Over the river in the air = 5 points
- Over the river and on the correct fairway and landing before the white cones = 10 points

The ball must land over the blue cones and within the same fairway as the tee



Key point for success

1. Brush the ground to get the ball into the air
2. Hold balance at the end of the swing for a count of two