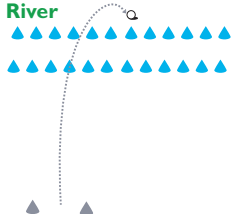
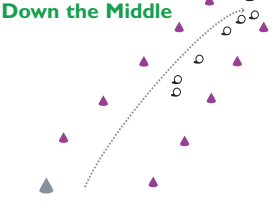

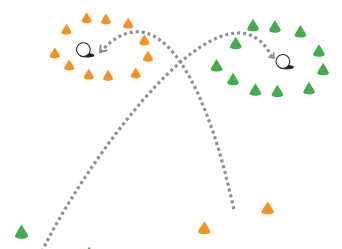
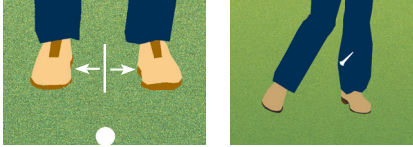


START

	GOLFER'S CODE	PUTTING	SHORT GAME	LONG GAME	PLAYING
LEVEL I	<input checked="" type="checkbox"/> Answer safety questions <input type="checkbox"/> Demonstrate knowledge of how to play a golf hole	<input checked="" type="checkbox"/> Demonstrate set-up for putting <input checked="" type="checkbox"/> Hole 2/5 putts, a putter's length from the 'hole'	<input checked="" type="checkbox"/> Demonstrate set-up for chipping <input checked="" type="checkbox"/> Hit 3/5 chip shots onto a 'green'	<input checked="" type="checkbox"/> Demonstrate correct hold of the club <input checked="" type="checkbox"/> Hit 3/5 shots in the air	<input type="checkbox"/> Play a par-3 'hole' <input type="checkbox"/> Play a par-3 'hole' in 7 shots or better

SESSION PLAN

Activity	Game / Exercise	Approx Timings	Key Information
Warm Up		5 mins	A simple, fun warm up
Session Goals		2 mins	Set ground rules for safety. Goals from JGP
Game	Over the River	7 mins	Place 'river' approx 30 paces from the pupils, allow pupils to start with the ball on a small tee
Exercise	Check the Thumbs	7 mins	Use questioning to draw out need for aim and routine to check aim and hold.
Game	Down the Middle	7 mins	Add a 'fairway 15 to 20 paces wide
Exercise	Equal Steps, Clip & Count	7 mins	Use routine to introduce stance and simple forward swing motion
Game	Trespassing	7 mins	Use game to introduce aiming at different targets / angles
Recap Learning		3 mins	Question pupils on what they have learnt from today's session and what they need to practice before the next session
		45 mins	

<p>Game 1 Over the River</p>  <p>Down the Middle</p> 	<p>Exercise 1 Check the Thumbs</p> 
<p>Game 2 Trespassing</p> 	<p>Exercise 2 Equal Steps Clip and Count</p> 

Coaches notes

What went well?

What could be improved?