

**START**

	GOLFER'S CODE	PUTTING	SHORT GAME	LONG GAME	PLAYING
<b>LEVEL</b> 1	<ul style="list-style-type: none"> <li>Answer safety questions</li> <li>Demonstrate knowledge of how to play a golf hole</li> </ul>	<ul style="list-style-type: none"> <li>Demonstrate set-up for putting</li> <li>Hole 2/5 putts, a putter's length from the 'hole'</li> </ul>	<ul style="list-style-type: none"> <li>Demonstrate set-up for chipping</li> <li>Hit 3/5 chip shots onto a 'green'</li> </ul>	<ul style="list-style-type: none"> <li>Demonstrate correct hold of the club</li> <li>Hit 3/5 shots in the air</li> </ul>	<ul style="list-style-type: none"> <li>Play a par-3 'hole'</li> <li>Play a par-3 'hole' in 7 shots or better</li> </ul>

## 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	Bullseye	7 mins	Place cones in concentric circles with the centre 30 to 50 yards from the pupils. Focus on a re-cap of previous learning
Exercise	Clip and Count	7 mins	Focus on a balanced finish for two seconds at the end of the swing
Game	Play a hole	16 mins	Play an adapted or real par 3 hole focusing on safety and which player plays first
Exercise	Mark a scorecard	5 mins	Use info in the passport as a discussion point
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	

### Game 1 Bullseye

