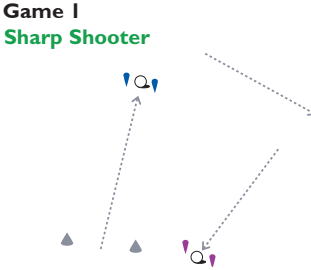
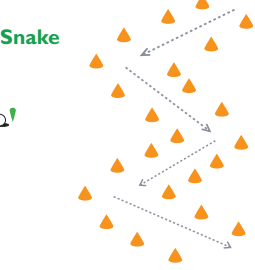
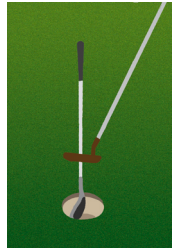
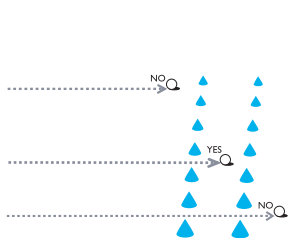
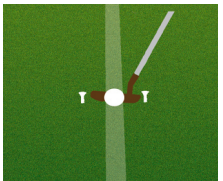


START	GOLFER'S CODE	PUTTING	SHORT GAME	LONG GAME	PLAYING
	LEVEL 2 <input checked="" type="checkbox"/> Demonstrate knowledge of rules and etiquette relating to the green <input checked="" type="checkbox"/> Show an understanding of how to mark a scorecard	<input checked="" type="checkbox"/> Demonstrate distance control <input checked="" type="checkbox"/> Complete 3 putting 'holes' in 7 shots or better	<input type="checkbox"/> Demonstrate set-up for pitching <input type="checkbox"/> Hit 3/5 pitch shots onto a 'green'	<input type="checkbox"/> Demonstrate correct stance and posture for the swing <input type="checkbox"/> Hit 3/5 shots 30+ yards in the air onto a 'fairway'	<input type="checkbox"/> Play 3 par-3 'holes' <input type="checkbox"/> Play 3 par-3 'holes' in 18 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	Sharp Shooter / Snake	7 mins	Use game to stimulate discussion about relining aim and combining distance control
Exercise	Point the way	7 mins	Recap on previous learning about putting; use exercise to further develop routine and aim. (Use the name on the ball as an alignment aid)
Game	Cliff-hanger	7 mins	Use game to stimulate discussion about distance control and central solid contact.
Exercise	Through the gate	7 mins	Use to encourage improved contact
Game	3 putting holes	7 mins	Play 3 putting holes in groups, recap on who plays first, marking a scorecard
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 Sharp Shooter</p>  <p>Snake</p> 	<p>Exercise 1 Point the way</p> 
<p>Game 2 Cliffhanger</p> 	<p>Exercise 2 Through the gate</p> 

Coaches notes

What went well?

What could be improved?