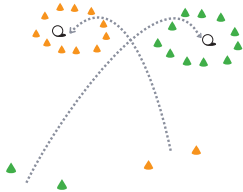

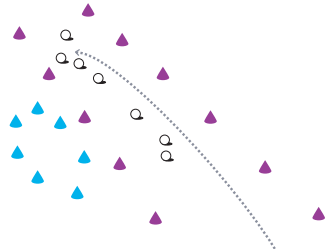



START	GOLFER'S CODE	PUTTING	SHORT GAME	LONG GAME	PLAYING
	LEVEL 2 ■ Demonstrate knowledge of rules and etiquette relating to the green ■ Show an understanding of how to mark a scorecard	■ Demonstrate distance control ■ Complete 3 putting 'holes' in 7 shots or better	■ Demonstrate set-up for pitching ■ Hit 3/5 pitch shots onto a 'green'	<input checked="" type="checkbox"/> Demonstrate correct stance and posture for the swing <input checked="" 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	Trespassing	7 mins	Set a variety of sector at different distances and sizes.
Exercise	Shake and Point	7 mins	Focus on the feel of 1/2 way back
Game	Down the Middle	7 mins	Give bonus points for good routine and technique
Exercise	Clip and Count	7 mins	Use exercise to build awareness of contact and balance
Game	Down the Middle	7 mins	Add imaginary bunkers or a water hazard on one side, give extra bonus points for good balance shown.
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 Trespassing</p> 	<p>Exercise 1 Shake and Point</p> <p>add POINTING</p> 
<p>Game 2 Down the Middle</p> 	<p>Exercise 2 Clip and Count</p> 

Coaches notes

What went well?

What could be improved?