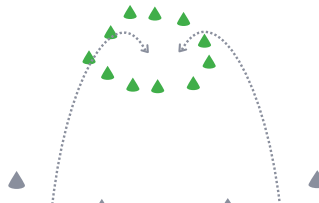


START

	GOLFER'S CODE	PUTTING	SHORT GAME	LONG GAME	PLAYING
LEVEL 2	<ul style="list-style-type: none"> ■ Demonstrate knowledge of rules and etiquette relating to the green ■ Show an understanding of how to mark a scorecard 	<ul style="list-style-type: none"> ■ Demonstrate distance control ■ Complete 3 putting 'holes' in 7 shots or better 	<ul style="list-style-type: none"> ■ Demonstrate set-up for pitching ■ Hit 3/5 pitch shots onto a 'green' 	<ul style="list-style-type: none"> ■ Demonstrate correct stance and posture for the swing ■ Hit 3/5 shots 30+ yards in the air onto a 'fairway' 	<ul style="list-style-type: none"> <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	Green Hunter	7 mins	Start as a chipping pitching game to recap prior learning and refine the skills
Exercise	As appropriate to recap on prior learning	7 mins	Coach should choose appropriate recap exercises based on pupil weaknesses
Game	Green Hunter	7 mins	Progress to Long Game, different lengths for different pupils. Encourage pupils to follow routine and monitor pre swing technique.
Exercise	As appropriate to recap on prior learning	7 mins	Coach should choose appropriate recap exercises based on pupil weaknesses
Game	Play an imaginary hole on the range	7 mins	Using different clubs, playing each shot in turn as if playing a hole
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 Green Hunter</p> 	<p>Exercise 1 As appropriate to develop skills further</p>
<p>Game 2 As appropriate to develop skills further</p>	<p>Exercise 2 As appropriate to develop skills further</p>

Coaches notes

<p>What went well?</p>	<p>What could be improved?</p>
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