

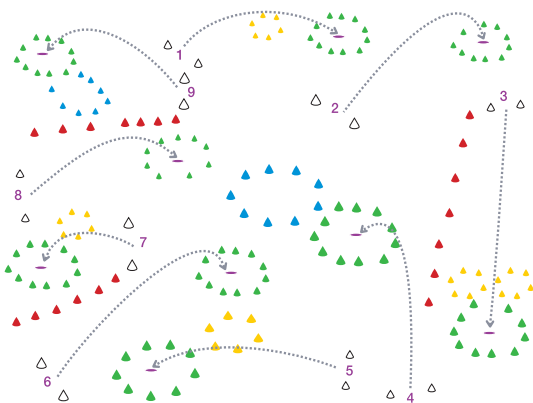
**START**

	GOLFER'S CODE	PUTTING	SHORT GAME	LONG GAME	PLAYING
<b>LEVEL 2</b>	<ul style="list-style-type: none"> <li>■ Demonstrate knowledge of rules and etiquette relating to the green</li> <li>✓ Show an understanding of how to mark a scorecard</li> </ul>	<ul style="list-style-type: none"> <li>■ Demonstrate distance control</li> <li>■ Complete 3 putting 'holes' in 7 shots or better</li> </ul>	<ul style="list-style-type: none"> <li>■ Demonstrate set-up for pitching</li> <li>■ Hit 3/5 pitch shots onto a 'green'</li> </ul>	<ul style="list-style-type: none"> <li>■ Demonstrate correct stance and posture for the swing</li> <li>■ Hit 3/5 shots 30+ yards in the air onto a 'fairway'</li> </ul>	<ul style="list-style-type: none"> <li>✓ Play 3 par-3 'holes'</li> <li>✓ Play 3 par-3 'holes' in 18 shots or better</li> </ul>

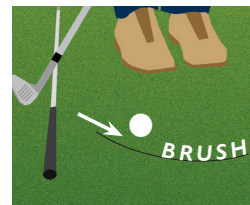
## SESSION PLAN

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	Architects	13 mins	Teams set up holes of varying lengths using cones / hoops understanding parts of the course.
Game	Play the course – 3 Par-3 holes	25 mins	Pupils play the course marking a mini scorecard.
Recap Learning		5 mins	Question pupils on what they have learnt from today's session and what they need to practice before the next session
		45 mins	

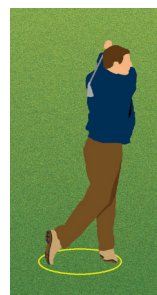
### Game 1 / Game 2 Architects



### Exercise 1 / Brush and Balance



### Exercise 2 Mark a scorecard



Player	Club	Handicap	Stroke	Par
A				
B				

Player's Score	Handicap	Stroke	Stroke	Score
		A	B	
1	140 yds	9		
2	80 yds	10		
3	148 yds	7		
4	141 yds	7		
5	100 yds	5		
6	100 yds	3		
7	115 yds	13		
8	85 yds	10		
9	200 yds	1		

Player's Score	Handicap	Stroke

### Coaches notes

### What went well?

### What could be improved?