

Learning Intention: How can you compete in a tri golf tournament?

I can begin to understand tri golf rules and attempt each hole  
 I can begin to understand the importance of club selection when playing each hole

I can complete the course beginning to use strategies to finish each hole in the least amount of shots

EQUIPMENT:	
Equipment:	
-	Balls
-	Chippers
-	Putters
-	Cones
-	Throw down strips
-	Hoops

**Key words: Hazards, Bunker, Distance, Directions, Fore, Contact, Accuracy, Chipper, Putter**

**WARM UP:**

- In groups of 5, set out the cones as shown.
- The children will putt the ball through the cones and then follow their shot

**Note:** if you do not have enough golf clubs, children can roll a ball or use hockey/uni hoc stick.

**Make it harder:** Introduce 2 balls  
**Make it easier:** Make the distance shorter and cones wider

**SET UP:**

Today's lesson will be made up of 4 mini golf holes (a golf course), creating a tri golf tournament.

**Lesson 5: children play as a team;**

1. Split class into groups of 5 -they will compete against other teams.
2. The aim of the game is for a team to finish on the lowest amount of shots as possible.
3. You have a maximum of 3 attempts at each hole to complete.
4. If they can't complete the hole, 10 shots will be added onto their score
5. Each team will be given a scorecard to fill out. This will be handed in at the end.

GOLF SCORECARD			
TEAM NAME			
PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
TOTAL =	TOTAL =	TOTAL =	TOTAL =
TOTAL SCORE =			

**Lesson 6: Repeat course, as a team- see if they can beat their score.**

## Hole 1 : The horse shoe

Groups to take it in turns and see how many shots it takes to complete the horse shoe.

The team with the least amount of shots wins.

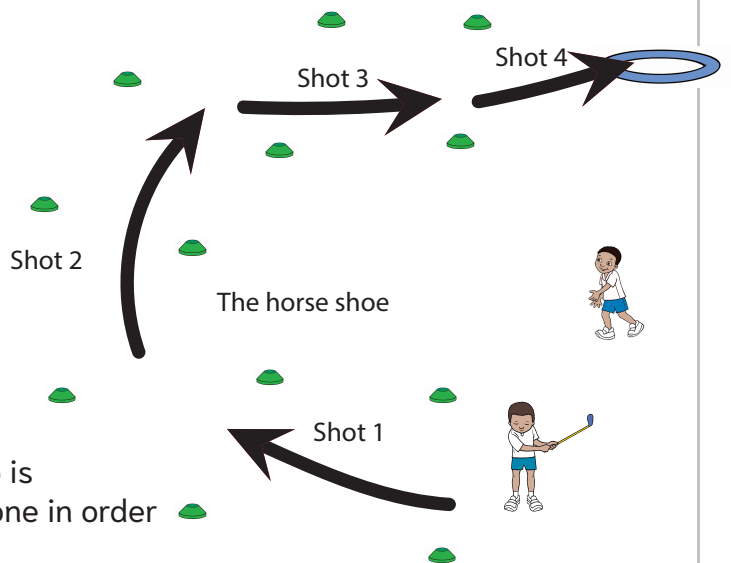
**Linking Learning:** Can you use the 'tick tok' technique when judging how far you need to either chip or putt the ball?

1. Place your ball at the starting point
2. Take your first shot using a **chipper** or **putter**
3. Then see how many shots it takes to complete

### Rules:

- The ball must stay within the cones
- If the ball goes out, you must start again
- If you start again, 1 attempt has been used
- The team with the least amount of shots wins
- Each player will have 3 attempts
- If an individual does not complete the course, they add 10 points to the score card.

RST (rules, strategies and tactics) : if they want to take the risk out of the game, they could just use the putter to make it easier.



**SAFETY:** Children on each station to stand at least 3 metres away from the player who is taking their shot. **Note:** You can create a safety zone in order to keep children outside of the hitting area.

## Hole 2 : Two Rivers

1. Place the ball at the starting point
2. Take it in turns in your team to see how many shots it takes to hit the target

### Rules:

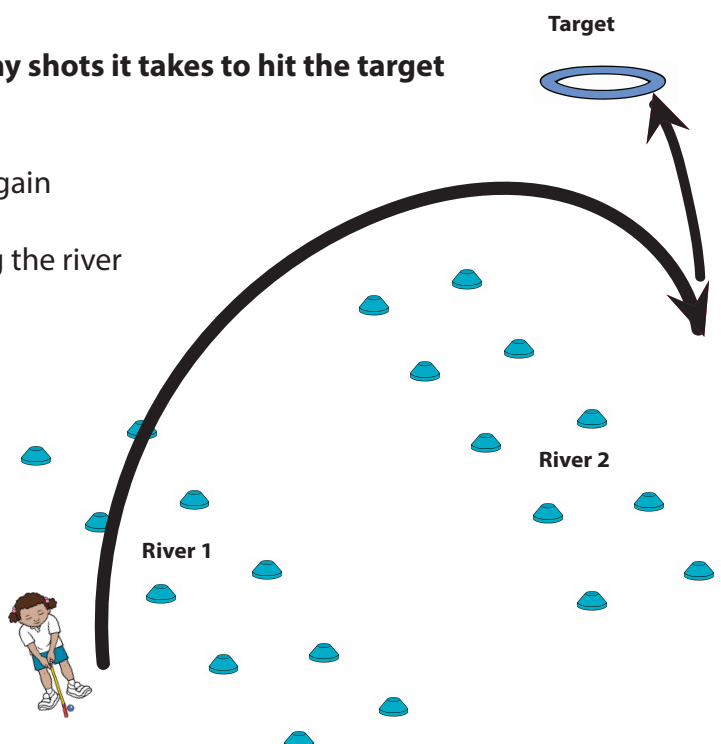
- If the ball goes into the river, you must start again
- The team with the least amount of shots wins
- You will have to go around, if you keep hitting the river
- Each player will have 3 attempts

**TIP :** Use the chipper to get over the river

**Make it easier:** Go around the river

RST (rules, strategies and tactics) :

If you're struggling to get over the rivers then you will need to go around them, resulting in more shots being added to your scorecard



## Hole 3: Over the hill

The aim of this game is to chip the ball over the hill (bench) and then into the hoop

1. Place your ball at the starting point
2. The first shot must go over the hill (bench)
3. Once the ball is over the hill, the player must aim to get it in the hoop

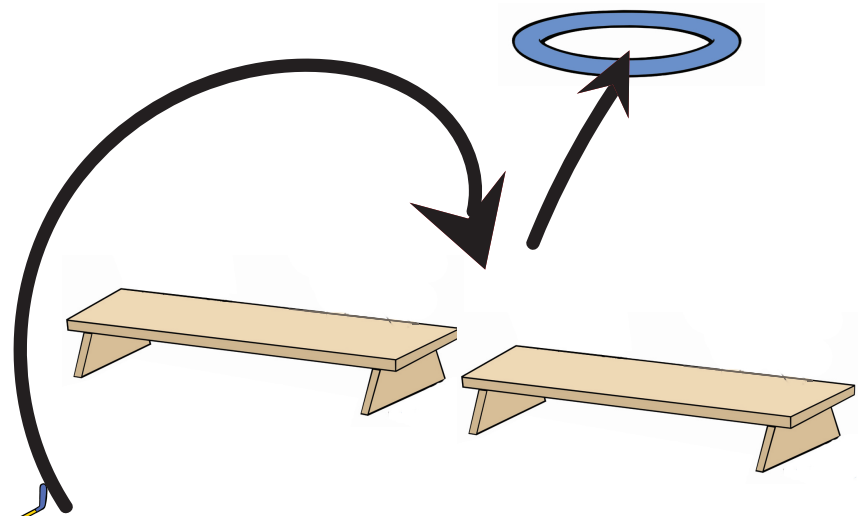
### Rules:

- The ball must clear the benches, to get over the hill
- If you can't hit the ball over the hill then you will have to go around it
- Each player will have 3 attempts each
- If an individual does not complete the course, they add 10 points to their score card.

**TIP :** Use the chipper to get over the hill (the bench)

**RST (rules, strategies and tactics) :** If you can't go over the bench, can you go around it? Remember; This will result in more shots being added to your scorecard!

**Make it easier: Go around the bench or take cones off**



## Hole 4 : Cone to Zone.

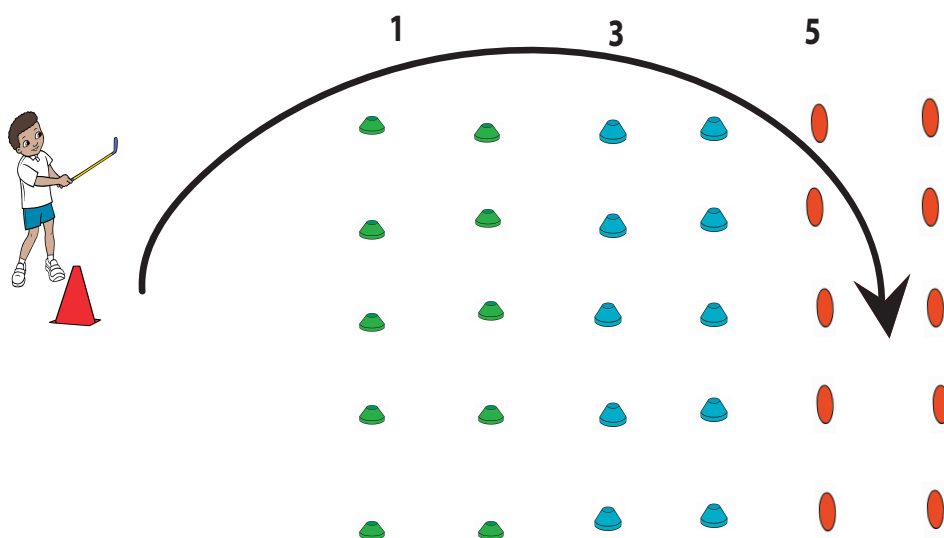
1. Place the ball at the starter cone
2. Aim is for the ball to bounce in the zone of your choice

### Rules:

- The ball must be placed at the starter cone
- The ball must bounce directly into the zone
- 1 Attempt - unless your ball does not land in any of the zones (you have up to a maximum of 3 attempts)

### RST (rules, strategies and tactics) :

Think about how far you can hit the ball, as getting minus one point is better than not getting any at all.



### Scoring:

**Green zone** = Minus 1 shot off your score

**Blue zone** = Minus 3 shots off your score

**Red zone** = Minus 5 shots off your score

### COOL DOWN

Slowly complete arm circles and arm stretches to loosen your arms

### PLENARY

What was your favourite hole during the lesson?  
What tactics did you use when attempting to get a lower score?