

# SCHOOL GAMES

**GOLF ROOTS**  
A Golf Foundation Initiative



*Image: Steven Laurence*

# School Games Golf Toolkit for Primary Schools

(Virtual and 'My PB' Edition)

# 4-game Golf Skills layout

The games have been selected to ensure that the setup is easy, no specialist equipment is needed (just cones and hoops) and easy to understand and deliver.

The 4-game Skills Festival is ideal for:

**Intra-School Competition (Level 1).** Teams of 10 (5 girls and 5 boys), 2 minutes practice on each game then 5 minutes scoring. The highest score across of 4 games wins.

**Delivering a curriculum time PE lesson.** Once the 4 games are laid out, split the class into 4 groups and rotate around the 4 stations. 40 minute – 1 hour activity can easily be delivered.

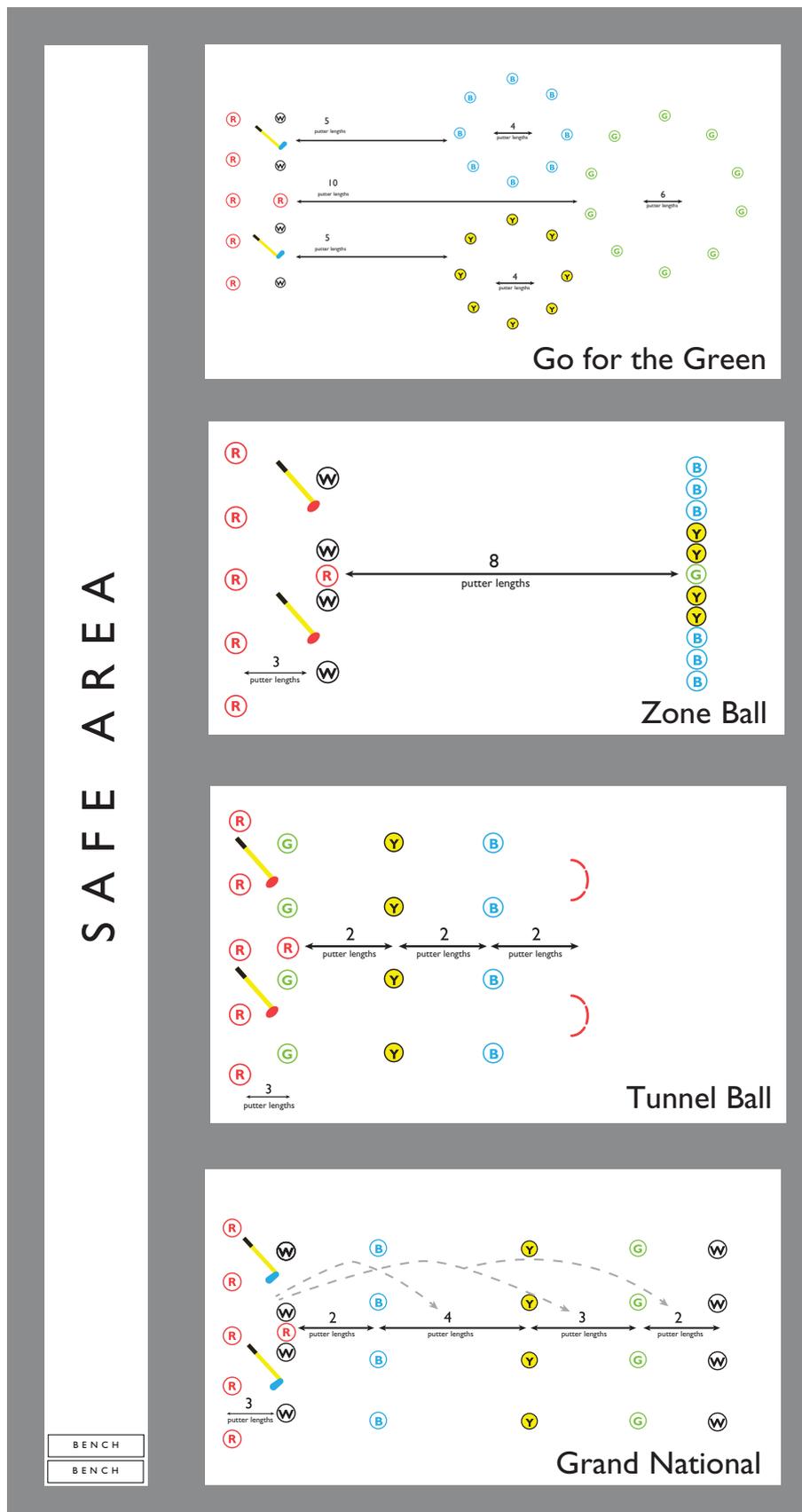
**An after-school club.** Provides a mixture of chipping and putting and a personal best activity can be delivered over several weeks. Ask a local PGA Professional to support the delivery of an after-school club from a HSBC Golf Roots Centre.

**As part of a focused event such as National School Sport Week or Health Week.**

The 4-game Golf Skills layout is a great way for pupils to sample golf. It raises the heart rate and allows them to develop new skills.

**'My PB' Challenge.** See final page for the individual pupil scorecard. Pupils can track their own progress over a period of time. Each player has 3 shots on each game to set a PB and then attempts to improve on their own score. Encourage practice or learning new skills in between attempts.

**Virtual Golf Skills Competition.** The 4-game Golf Skills layout is used in the Virtual Golf Skills Competition. Visit the dedicated website [www.tri-golfvirtualcompetition.org](http://www.tri-golfvirtualcompetition.org)



# ▶ Grand National

## Instructions

Team of 5 on each tee (white cones). Chip the ball in the air over the 'fences' made from cones to score points. 2 minutes practice (if time allows), 5 minutes play.

Players must collect their own golf balls and always return to the safety area after collecting.

## School Games Value: Self Belief

You've got to believe to achieve. Have the self-belief and confidence to succeed and reach your personal best. Really believe you can hit the centre of the target.



Value not demonstrated = 1 point

Value displayed in parts = 5 points

Value demonstrated throughout = 10 points

## Scoring

- Over Blue = 1 point
- Over Yellow = 5 points
- Over Green before White = 10 points

Score from where the ball lands, not where it stops. Any shots landing over the white cones score 0 points.

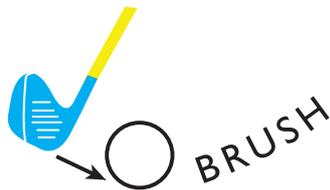
## Equipment

- 1 x chipper per team
- 1 ball per team

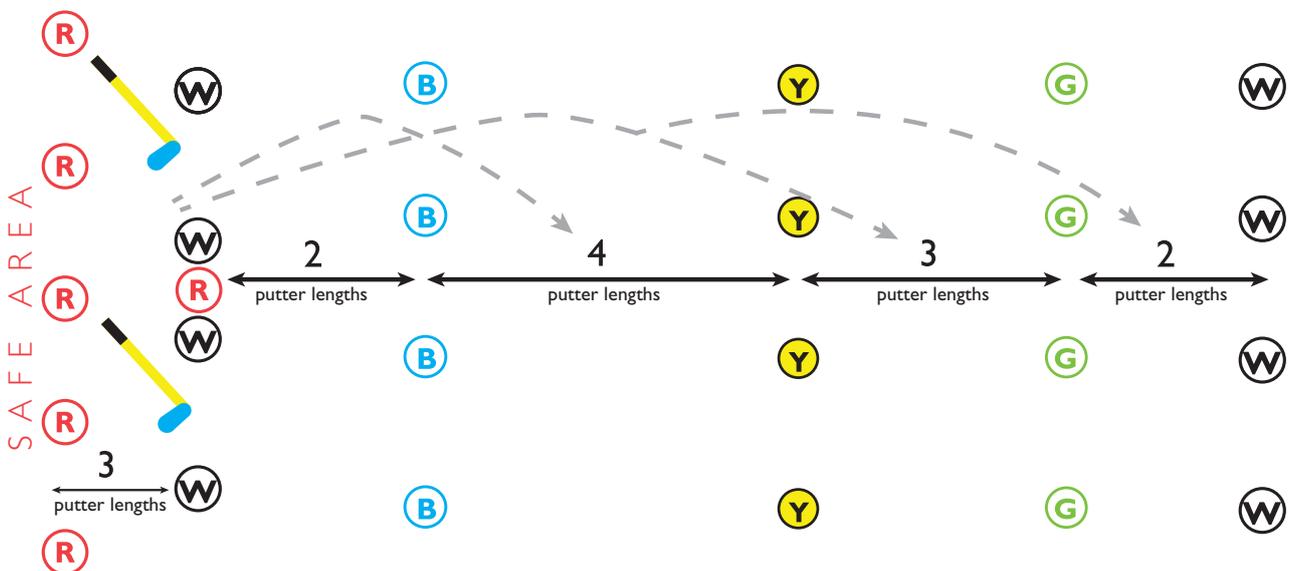
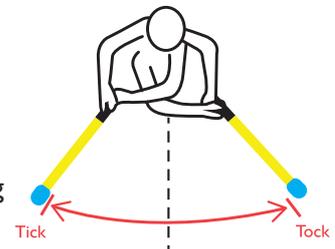
Cones as below

## Key points for success

1. Brush the ground to get the ball into the air



2. Make an equal Tick Tock swing



# Tunnel Ball

## Instructions

Team of 5 on each tee (white cones). Putt the ball down the tunnel towards the hoop without hitting any cones. Choose which tee you would like to play from – blue, yellow and green. The furthest tees will reward you with more points. 2 minutes practice (if time allows), 5 minutes play.

Players must collect their own golf balls and always return to the safety area after collecting.

## School Games Value: Respect

Show respect for the young leader, for the opposition, for your teammates, for yourself and for the game. Respect other players decisions. Have respect every day, in every sport and for everyone.



Value not demonstrated = 1 point

Value displayed in parts = 5 points

Value demonstrated throughout = 10 points

## Scoring

- From Blue = 1 point
- From Yellow = 5 points
- From Green = 10 points

The ball must stay in the hoop to score.

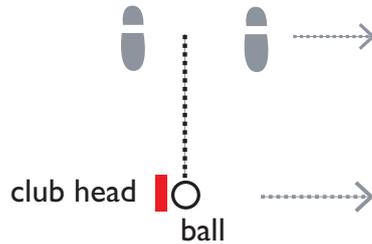
## Equipment

- 1 x putter per team
- 1 ball per team
- 2 half hoops, each made up from 3 sections

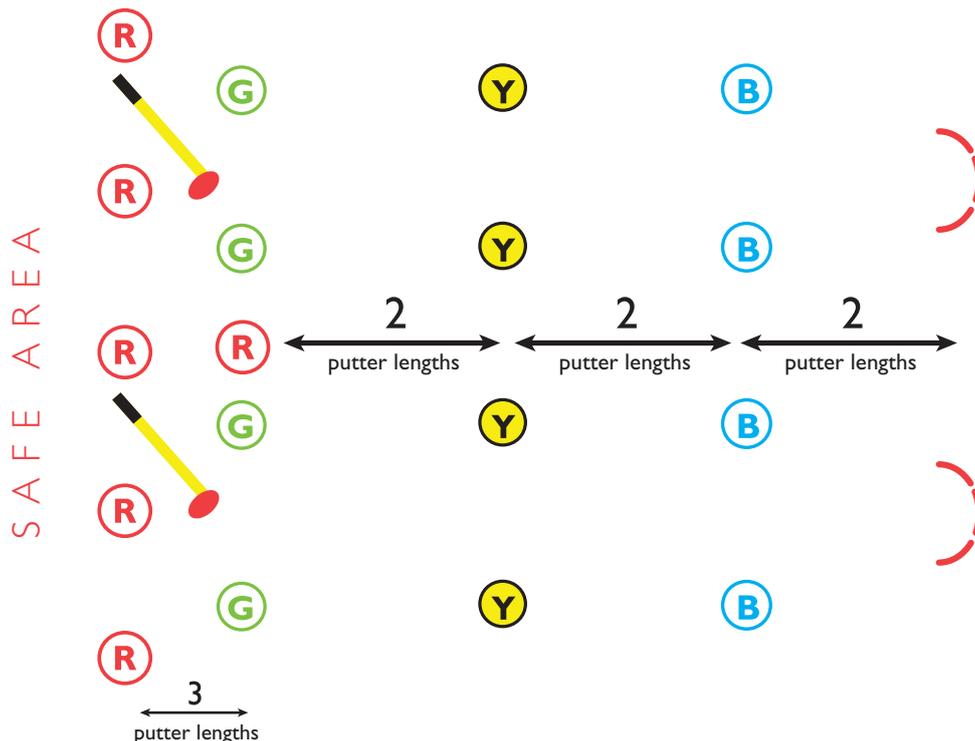
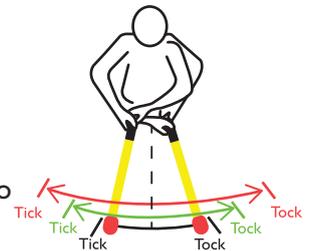
Cones as below

## Key points for success

1. Club ready and aim using the red part of the club



2. Make an equal Tick Tock swing to control the roll



# ▶ Zone Ball

## Instructions

Team of 5 on each tee (white cones). Lay out the cones so that they all touch. Try to hit the green or yellow cones to score the highest. 2 minutes practice (if time allows), 5 minutes play.

Players must collect their own golf balls and always return to the safety area after collecting.

## School Games Value: Honesty

Be honest with others and with yourself. Have the courage to do the right thing and what you know is right. Let the best person win, not the best cheat. Which cone did you honestly hit?

Shout your score to the leader.

Value not demonstrated = 1 point

Value displayed in parts = 5 points

Value demonstrated throughout = 10 points



## Scoring

- Blue = 1 point
- Yellow = 5 points
- Green = 10 points

The ball must stay in the hoop to score.

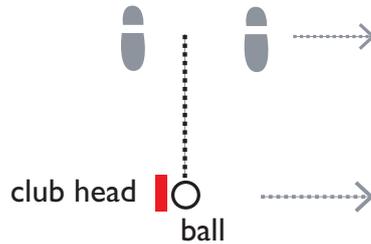
## Equipment

- 1 x putter per team
- 1 ball per team

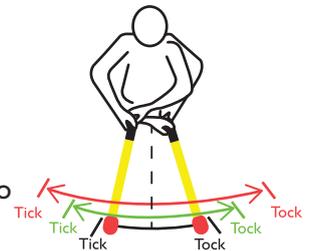
Cones as below, must be touching

## Key points for success

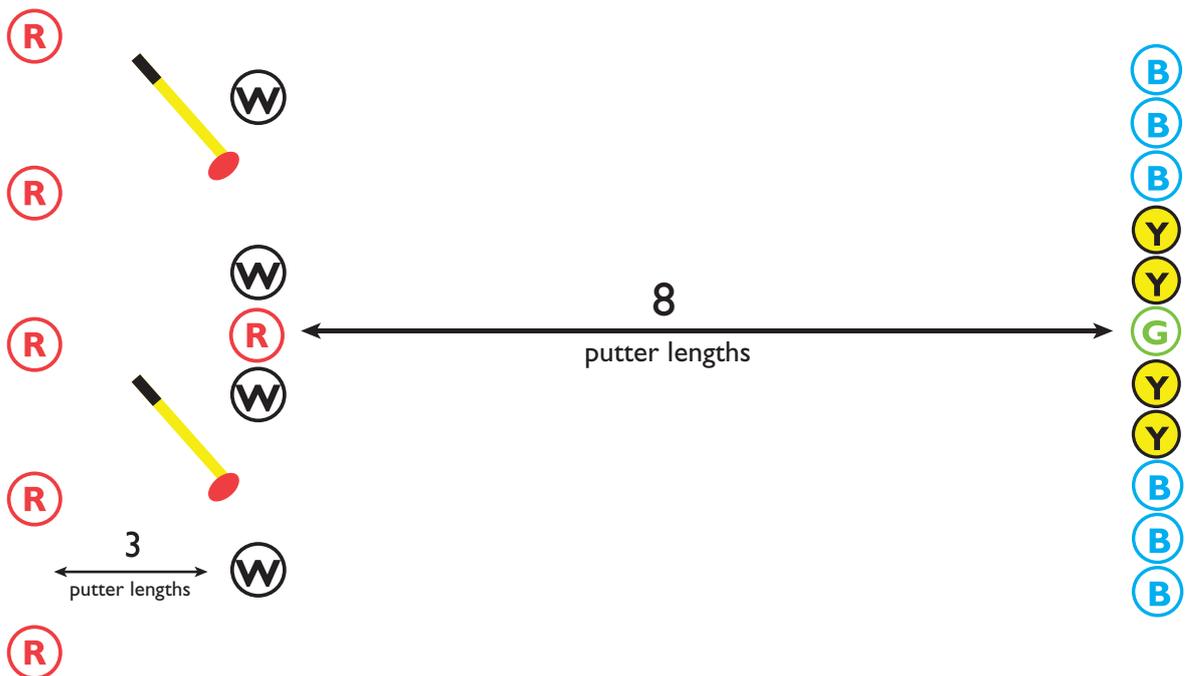
1. Club ready and aim using the red part of the club



2. Make an equal Tick Tock swing to control the roll



SAFE AREA



# Go for the Green

## Instructions

Team of 5 on each tee (white cones). Players start from the white cones and try to strike the ball onto the green target. 2 minutes practice (if time allows), 5 minutes play.

Players must collect their own golf balls and always return to the safety area after collecting.

## School Games Value: Determination

Keep going no matter what. Determination is about pushing yourself to achieve. Have the mental strength and self-discipline to try again if a shot doesn't go to plan. Try again and don't give up.



Value not demonstrated = 1 point

Value displayed in parts = 5 points

Value demonstrated throughout = 10 points

## Scoring

- Finishes in Blue target = 1 point
- Finishes in Yellow target = 5 points
- Finishes in Green target = 10 points

Score from where the ball lands if game isn't on grass.

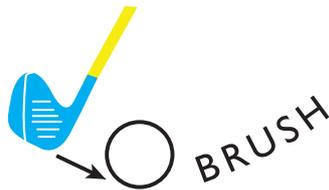
## Equipment

- 1 x chipper per team
- 1 ball per team

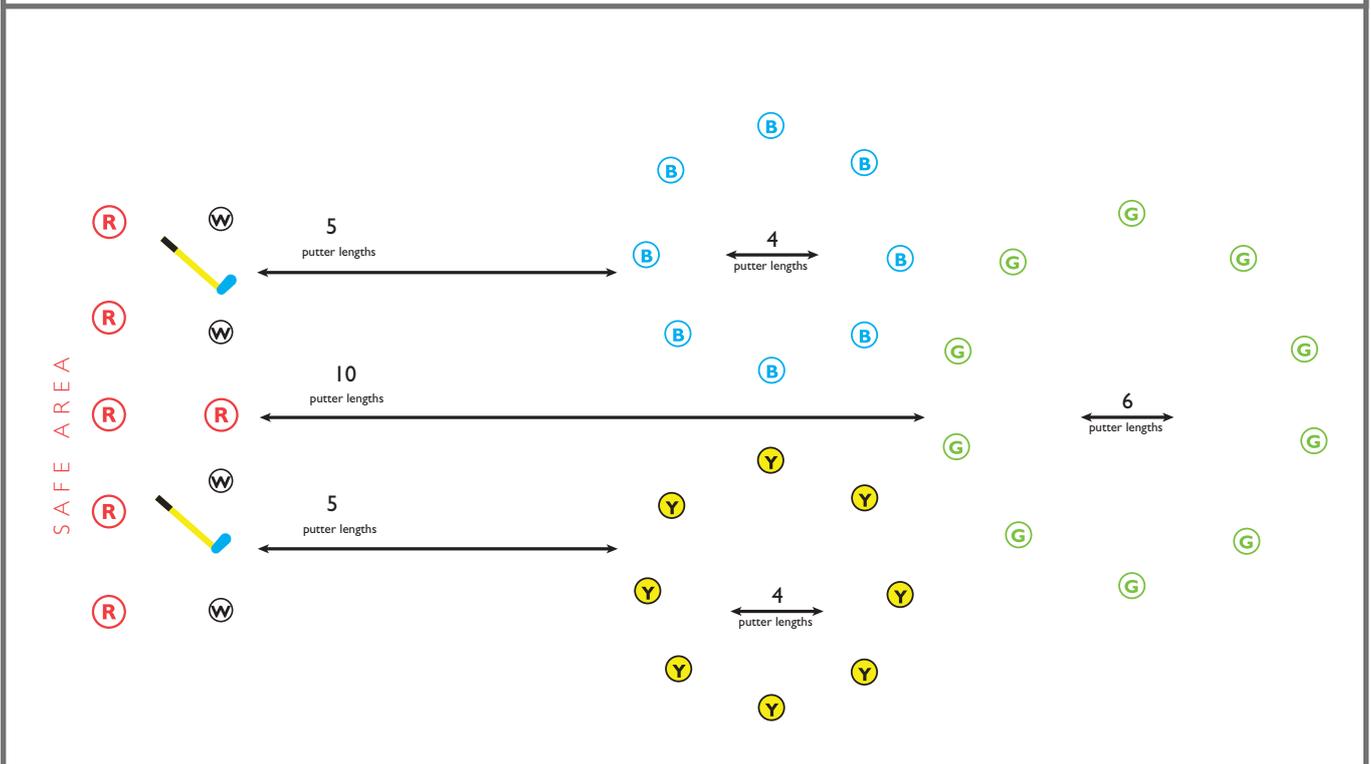
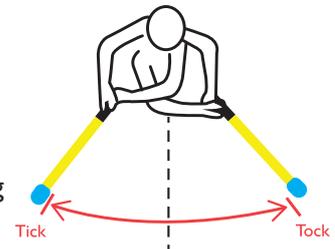
Cones as below,

## Key points for success

1. Brush the ground to get the ball into the air



2. Make an equal Tick Tock swing



Station number: \_\_\_\_\_ Name of game: \_\_\_\_\_



School name, team number or bib colour	Tally of Scores			Total	School Games Values Score
	I	5	10		
<b>Example: a Primary School</b>	<b>III</b>	<b>IIII</b>	<b>II</b>	<b>45</b>	
<b>1</b>					
<b>2</b>					
<b>3</b>					
<b>4</b>					
<b>5</b>					
<b>6</b>					
<b>7</b>					
<b>8</b>					
<b>9</b>					
<b>10</b>					
<b>11</b>					
<b>12</b>					

## SCORECARD

Team Name			School Games Values Score
Team No	Game	Score	School Games Values Score
1	Grand National		
2	Tunnel		
3	Zone Ball		
4	Go for the Green		
<b>Grand total</b>			
<b>Signature</b>			

## SCORECARD

Team Name			School Games Values Score
Team No	Game	Score	School Games Values Score
1	Grand National		
2	Tunnel		
3	Zone Ball		
4	Go for the Green		
<b>Grand total</b>			
<b>Signature</b>			

## 'My PB' Challenge Scorecard

Name:

Game	Date:	Date:	Date:	Date:	Date:
Grand National					
Tunnel Ball					
Zone ball					
Go for Green					
<b>Totals</b>					

## 'My PB' Challenge Scorecard

Name:

Game	Date:	Date:	Date:	Date:	Date:
Grand National					
Tunnel Ball					
Zone ball					
Go for Green					
<b>Totals</b>					

## 'My PB' Challenge Scorecard

Name:

Game	Date:	Date:	Date:	Date:	Date:
Grand National					
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Name:

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Go for Green					
<b>Totals</b>					