

Golfway



SCHOOL GAMES GOLF TOOLKIT FOR PRIMARY SCHOOLS

GOLF FOR SCHOOL GAMES

The Golfway Skills Festivals are popular at primary school level for children new to golf and using adapted Golfway equipment. It can be delivered for competitive or non-competitive School Games events; Intra-School events, Inter-School Cluster events and County events.

Here are 4 competition options:

- 8-game Golfway Skills Competition
- Virtual Golfway Skills Competition
- School Games Values Festival
- 'My PB' (Personal Best) Challenge

Intra-School Competition

At intra-school level, teachers can use the 'Virtual Golfway Skills Competition' or 'My PB' Challenge' (using the 4-game Skills Festival). The 8-game Golfway Skills Festival can be split and used to structure individual lessons.

Inter-School Events: and County Events:

At Inter-School and County levels, event organisers should use all 8 games in the agreed county format i.e. 8-Game Golfway Skills Competition', 'My PB' (Personal best) Challenge or Golfway School Games Values Festival.

The formats in more detail.

• 8-game Golfway Skills Competition:

The 8-game Golfway Skills Competition is ideal for a mass participation event. An 8-game circuit can host between 20 – 160 young people across 2 -16 teams of 10 (5 girls and 5 boys).

- **Resource:** Use all 8 games in this resource with the game scoring only.

• Golfway School Games Values Festival:

The 8-game Golfway Skills Competition circuit is ideal for a mass participation event. Each of the 8 games carries one of the School Games Values (Passion, Self-Belief, Respect, Honesty, Determination, Teamwork). The Golfway School Games Values Festival is a great way to practically deliver and demonstrate the School Games Values in action. Before the team plays the game, a young leader or teacher will explain a value and then assess the team on how well they demonstrated that value during the game.

- **Resource:** Use all 8 games in this resource with both the game scoring, School Games Values scoring and scorecard.

• Virtual Golfway Skills Competition:

The 4-game Golfway Skills Competition is used for this. The 4 games are easy to setup using equipment you have at school. You will split your class into teams of 10 (5 girls and 5 boys). Every player takes 3 shots on each of the 4 games, this will give you a total team score. The team score is then uploaded onto our dedicated website where you will see a live leaderboard. You will be able to see the school name, SGO area and county for each team on the leader board.

- **Resource:** Use games numbered 5 – 8 in this resource and the guidance on www.golfwaycompetition.org

• 'My PB' (Personal Best) Challenge:

Using the 4-game Golfway Skills Competition, the 'My PB' Challenge allows individual pupils to play the game to set a score and then try and beat their personal best score. This universal format is ideal as a mass participation event, curriculum PE session, health week activity and more. It can be split to be delivered as 4 separate challenges or delivered as a circuit of 4 challenges and can be delivered to face-to-face mixed groups and virtually (school or home).

- **Resource:** Use games numbered 5 – 8 in this resource and the 'My PB' Personal Best Challenge Scorecard.

4-GAME GOLFWAY 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 Golfway Skills Festival is ideal for:

Intra-School Events

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 that can be delivered over several weeks. Ask a local PGA Professional from a local HSBC Golf Roots Centre to support the delivery of an after-school club.

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

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

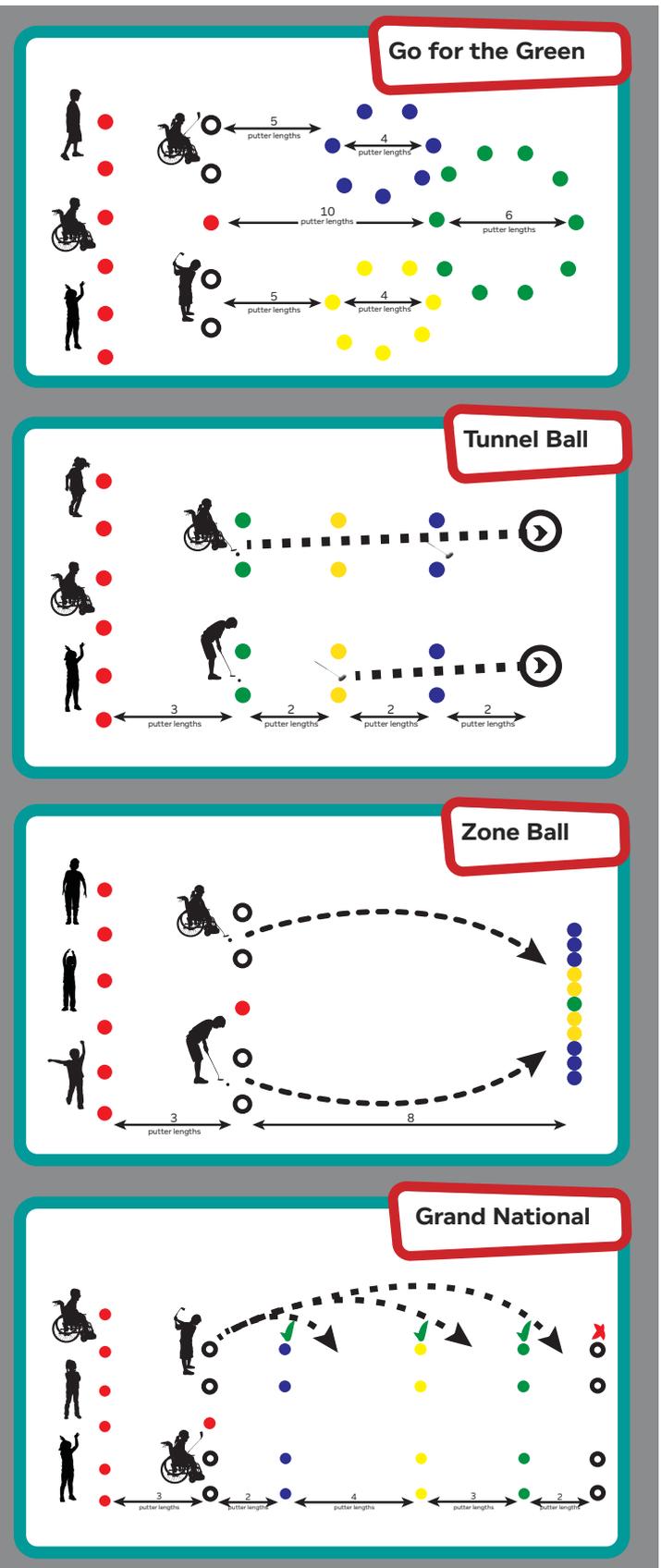
'My PB' Challenge

See page 15 for the individual pupil scorecard. Pupils can track their own progress over a certain period. 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 Golfway Skills Competition

The 4-game Golfway Skills layout is used in the Virtual Golfway Skills Competition. Visit the dedicated website www.golfwaycompetition.org

SAFETY AND REFLECTION ZONE



STATION 1: BULLSEYE

INSTRUCTIONS

Team of 5 on each tee (white cones). If possible elevate the target by resting it on a chair so that it faces the pupils at an angle. Chip the ball in the air aiming at the centre of the target. Balls should not be collected until all balls have been hit and a command has been given. 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

- Yellow inner = 10 points
- Blue circle = 5 points
- Red circle = 1 points
- Inside green = 10 points
- Middle green = 5 points
- Outer green = 1 point

Score is taken from where the ball finishes, not where it hits.

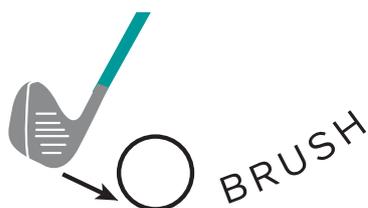
EQUIPMENT

- 1 x chipper per team
- 1 x 2m pop up target
- 5 x Velcro balls per team

Cones could be used if you do not have a target.

KEY POINTS FOR SUCCESS

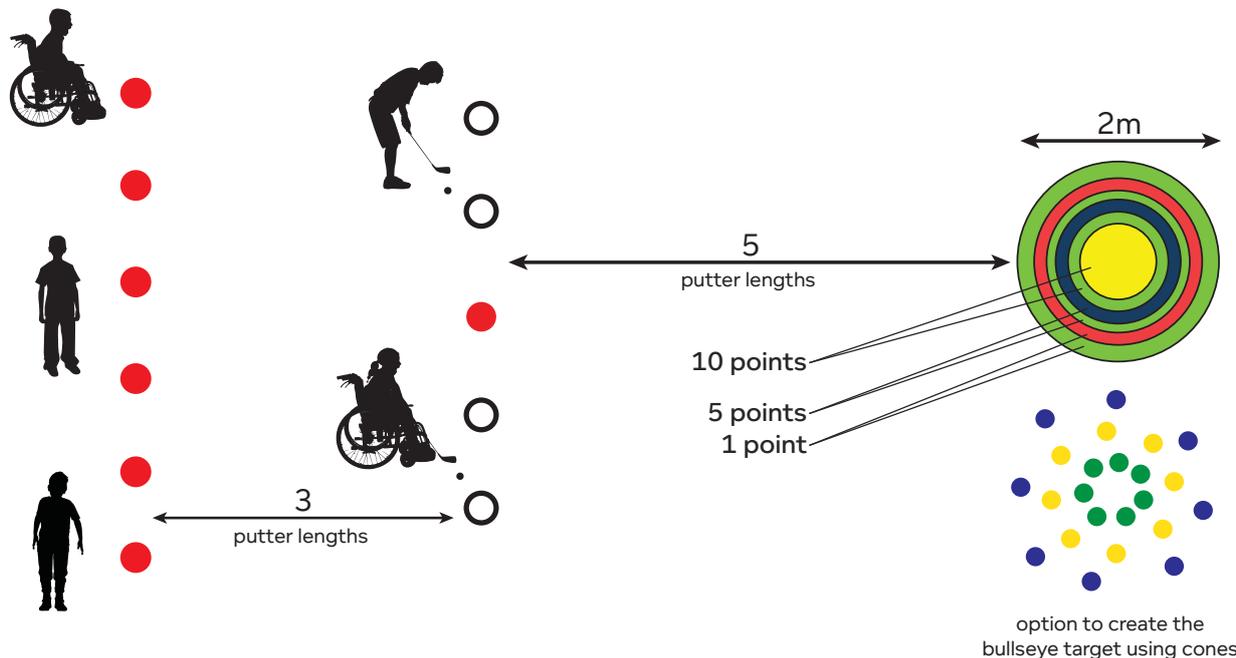
1. Tick Tock brush the ground to get the ball into the air



2. Practise and then play for success



Bullseye



STATION 2: DOMINOES

INSTRUCTIONS

Team of 5 on each tee (white cones). 13 cones are in a straight line from the player. Players try to roll the ball with the putter to hit the cone nearest to them, if the player hits the cone they collect it. The cones must be hit in order. 2 minutes practice (if time allows), 5 minutes play. Don't reset the cones once they are all collected.

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

SCHOOL GAMES VALUE: TEAMWORK

Treating everyone equally, supporting each other and working together to have fun and achieve. Celebrate each other's success when they hit a cone and be a positive team player by getting the ball back quickly.

Value not demonstrated = 1 point
 Value displayed in parts = 5 points
 Value demonstrated throughout = 10 points

SCORING

- Team continues until all cones are hit
- Score 1 point for blue cones, 5 points for yellow cones, 10 points for green cones.

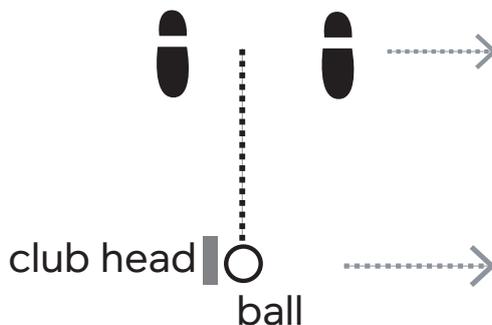
If all cones are cleared = 138 points!

EQUIPMENT

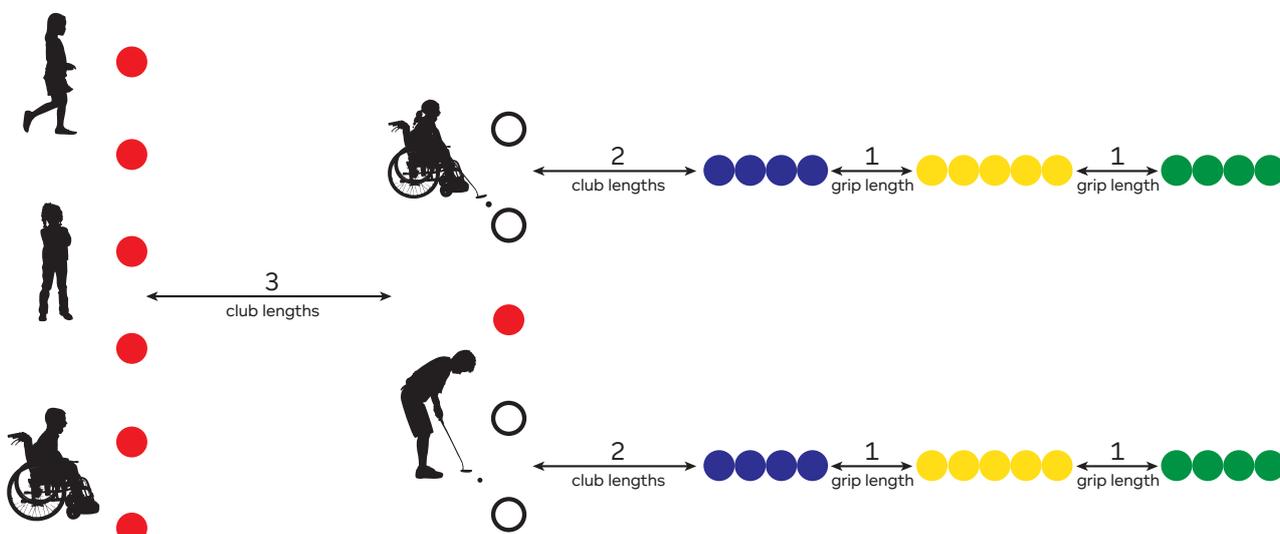
- 1 x putter per team
- 1 ball per team
- Cones as below.

KEY POINTS FOR SUCCESS

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



Dominoes



STATION 3: DRIVE FOR SHOW, PUTT FOR DOUGH

INSTRUCTIONS

Team of 5 on each tee (white cones). Each player will have 1 chip and 1 putt on their turn. The aim is to chip the 1st ball in the air over the blue line and land before the white line of cones. Then the player uses the putter to putt the 2nd ball into the half hoop, the ball must stay in the half-hoop to score. 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

- Drive over White cones = 0 points
- Drive rolls over Blue cones along the floor = 1 point
- Drive over Blue cones in the air, land before white = 5 points
- Putt to remain in half loop = 5 bonus points

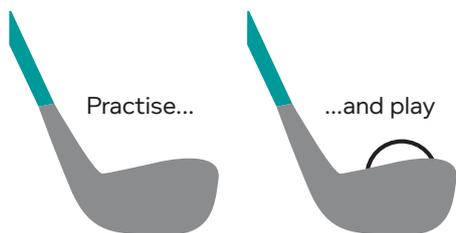
When using the tally scoresheet, score each individual shot and not the chip and putt combined score. i.e. '1 and 5' and not a '6'.

EQUIPMENT

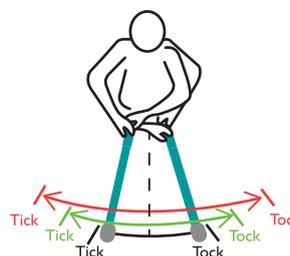
- 1 x putter per team
- 1 x chipper per team
- 2 balls per team
- 1 half hoop per team (3 sections).

KEY POINTS FOR SUCCESS

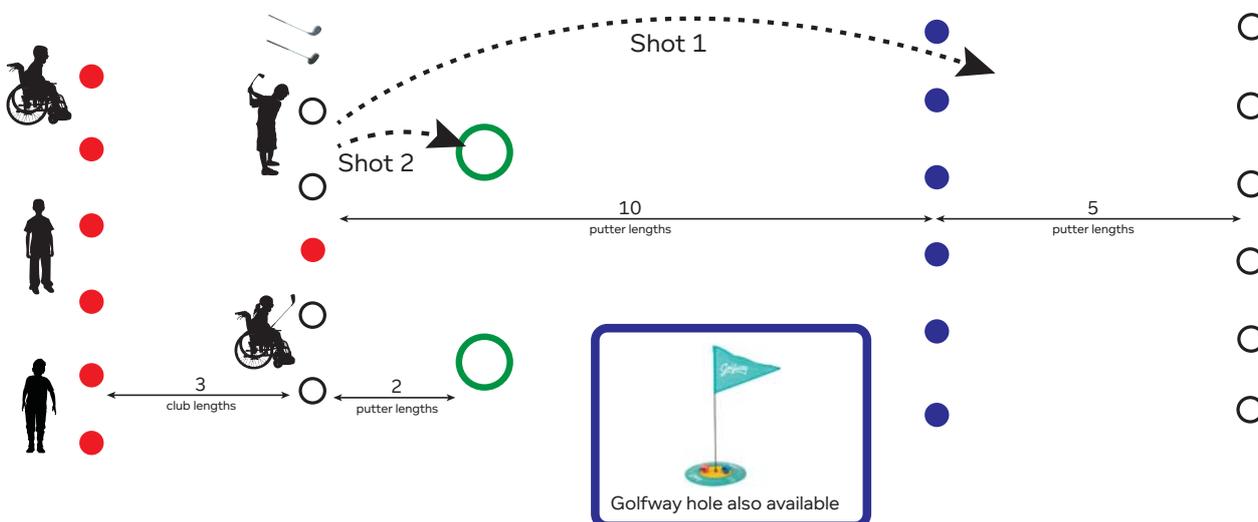
1. Practise and then play for success



2. Concentrate on the size of your Tick Tock swing



Drive for Show, Putt for Dough



STATION 4: FINDERS KEEPERS

INSTRUCTIONS

Team of 5 on each tee (white cones). Putt the ball towards the cones, the first cone the ball hits the player collects with the ball and returns it to the team. Pick up only 1 cone at a time and once all cones have been collected the game stops. 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: PASSION

Show you care. Put your heart and soul into the game and never give up. Passion gives you the desire to play your best. Be passionate for you and your team the whole 5 minutes of the game.

- Value not demonstrated = 1 point
- Value displayed in parts = 5 points
- Value demonstrated throughout = 10 points

SCORING

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

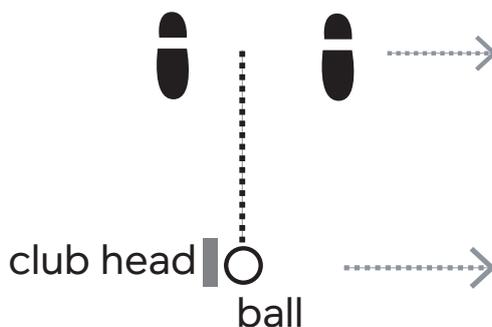
If all cones are cleared = 132 points!

EQUIPMENT

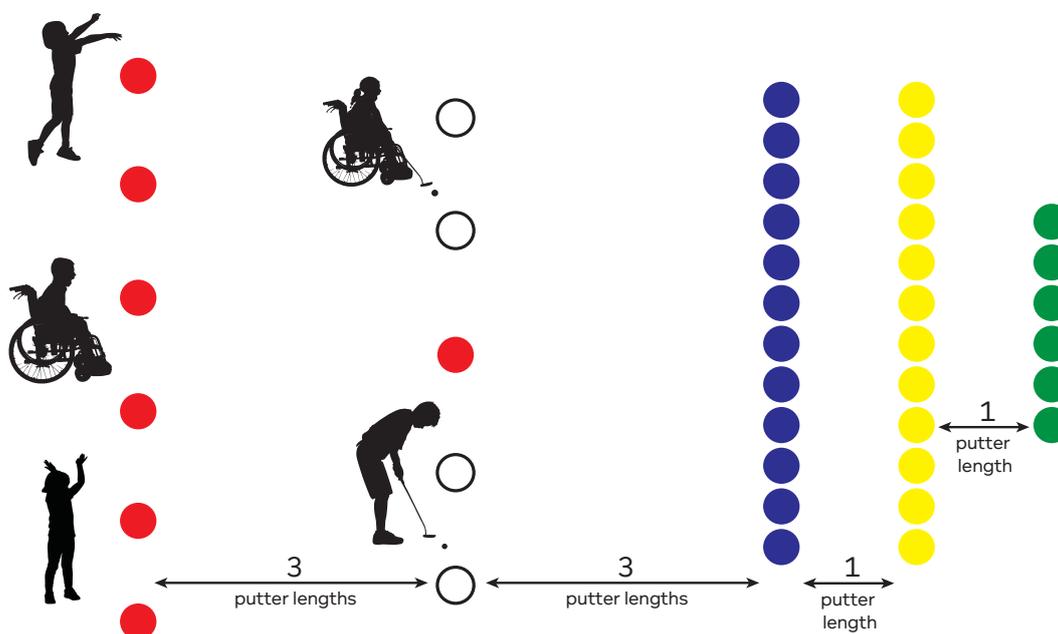
- 1 x putter per team
- 1 ball per team
- 12 blue cones, 12 yellow cones and 6 green cones

KEY POINTS FOR SUCCESS

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



Finders Keepers



STATION 5: 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

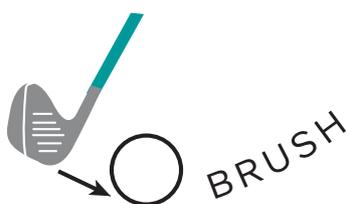
Score from where the ball lands, not where it stops.

EQUIPMENT

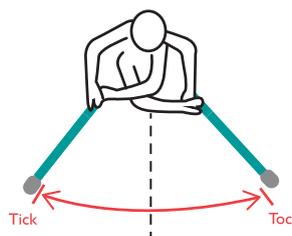
- 1 x chipper per team
- 1 ball per team
- Cones as below.

KEY POINTS FOR SUCCESS

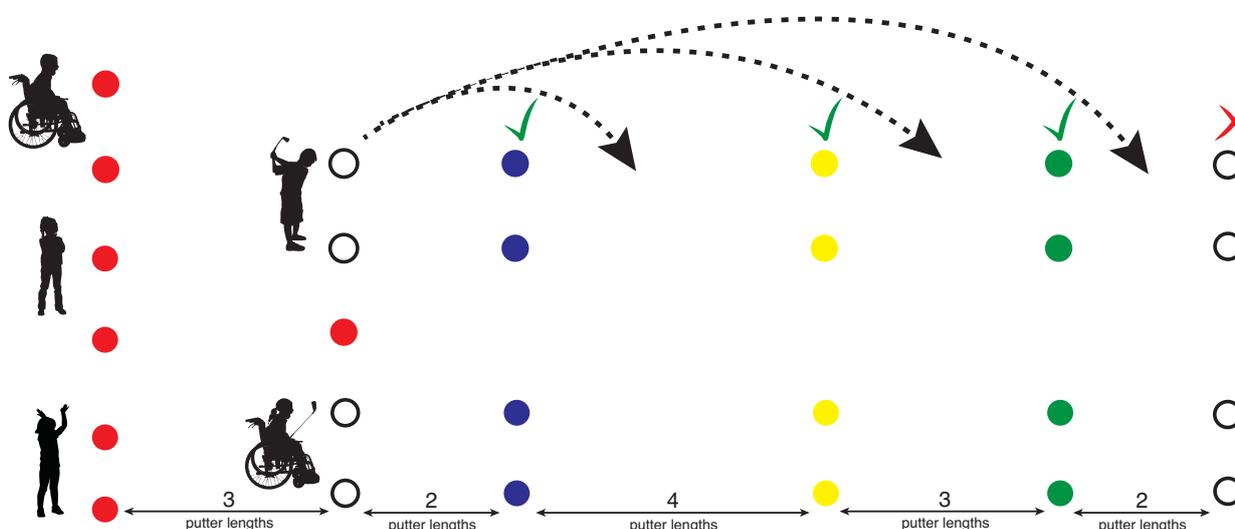
1. *Brush* the ground to get the ball into the air



2. Make an equal *Tick Tock* swing



Grand National



STATION 6: 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

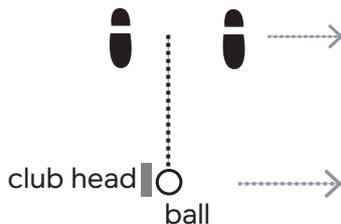
The ball must stay in the hoop to score.

EQUIPMENT

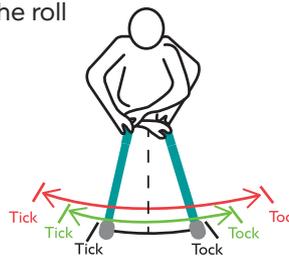
- 1 x putter per team
- 1 ball per team
- 2 half hoops, each made up from 3 sections
- Cones as below.

KEY POINTS FOR SUCCESS

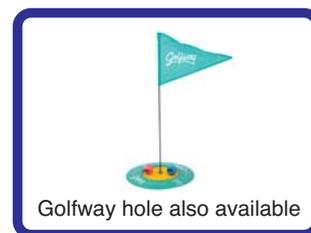
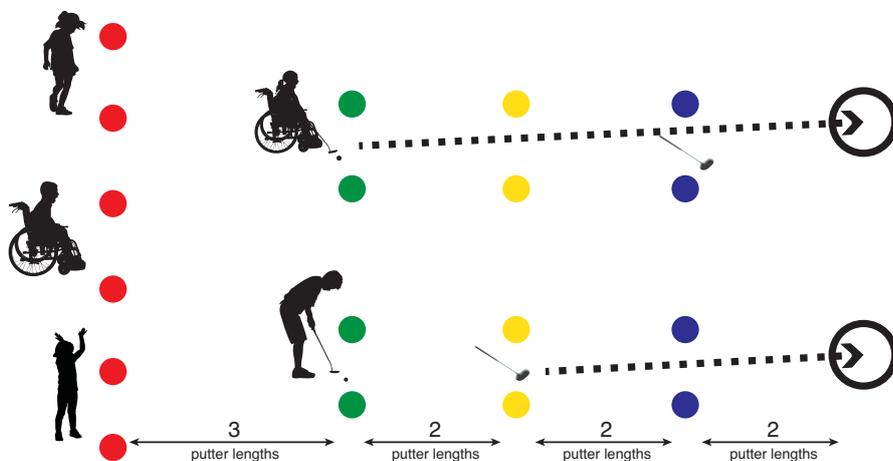
1. Club ready and aim using the grey part of the club



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



Tunnel Ball



Golfway hole also available

STATION 7: 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

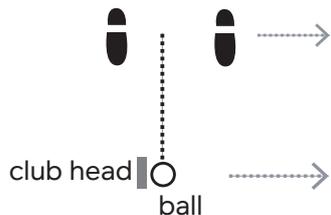
EQUIPMENT

- 1 x putter per team
- 1 ball per team
- Cones as below, must be touching

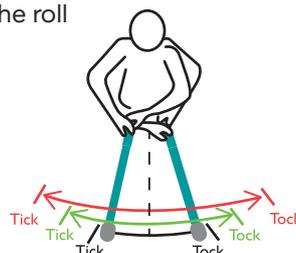
The ball must stay in the hoop to score.

KEY POINTS FOR SUCCESS

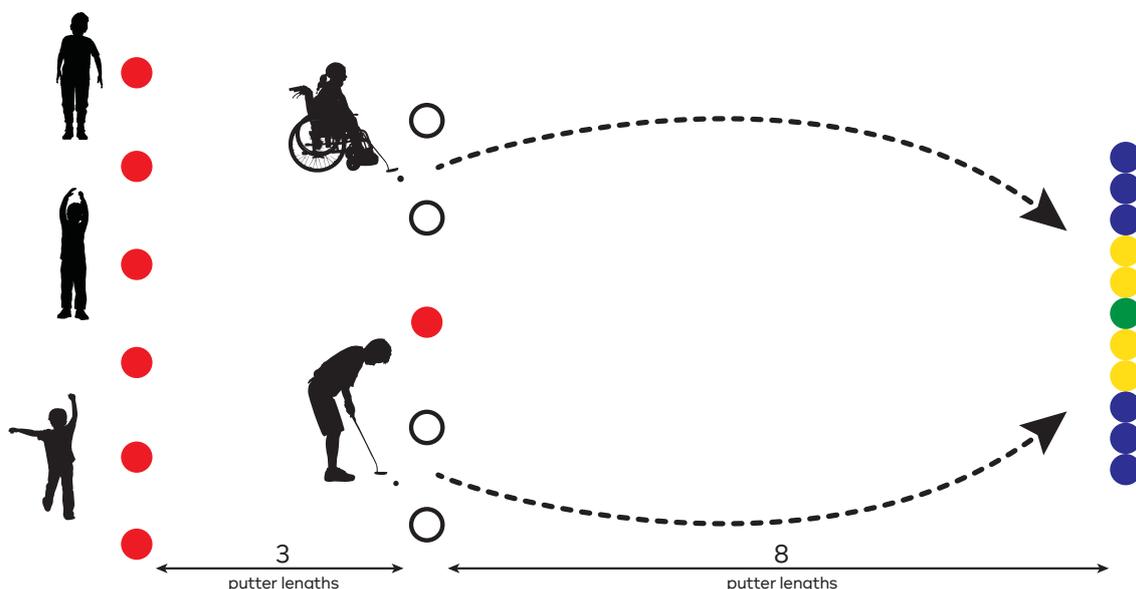
1. Club ready and aim using the grey part of the club



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



Zone Ball



STATION 8: 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

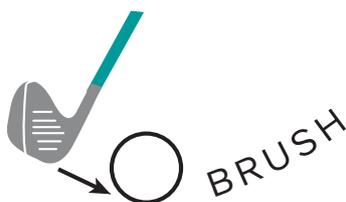
EQUIPMENT

- 1 x chipper per team
- 1 ball per team
- Cones as below.

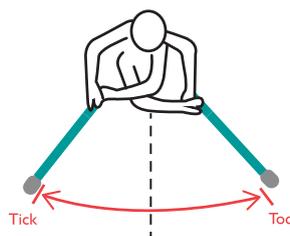
Score from where the ball lands if game isn't on grass.

KEY POINTS FOR SUCCESS

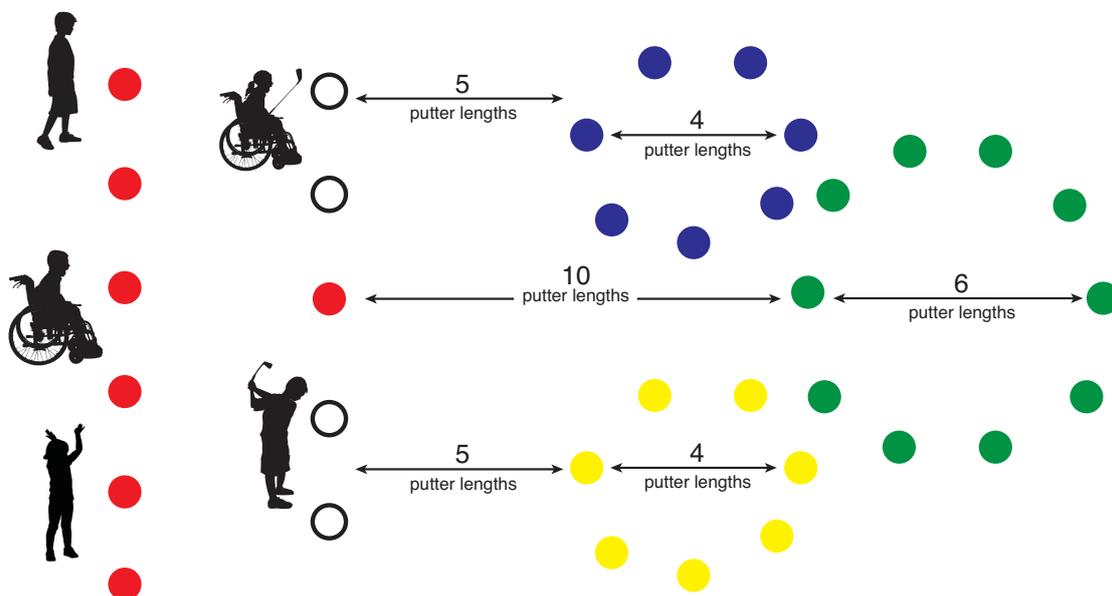
1. *Brush* the ground to get the ball into the air



2. Make an equal *Tick Tock* swing



Go for the Green

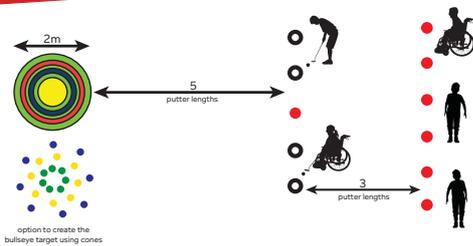


8-GAME GOLF SKILLS COMPETITION AND GOLF SCHOOL GAMES VALUES FESTIVAL LAYOUT

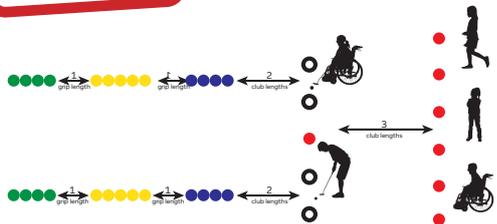
- 8 games and a bunker rest stop
- 2 tees per game station to allow more turns per player
- 5 pupils per tee (10 players on each game station)
- 90 players can participate
- Ensure left handed chippers are available
- Minimum of 1 scorer on each station using the tally score sheet
- 2 minutes practice time and 5 minutes scoring time on each game
- See individual game instructions

Equipment needed	Qty	Notes
Putters	10	Check if double sided
Chippers	8	+ 4 left handed
Balls	16	
Velcro balls	20	5 x 4 colours
Red cones	48	
White cones	37	
Yellow cones	44	
Green cones	33	
Blue cones	49	
2m bullseye target	1	
Benches	4	
Hoops	4	
Game info sheets	8	Game info sheets in clipboard on each game
Scorecards		1 scorecard per team, 1 tally sheet per scorer
Benches		one of each
Hoops		

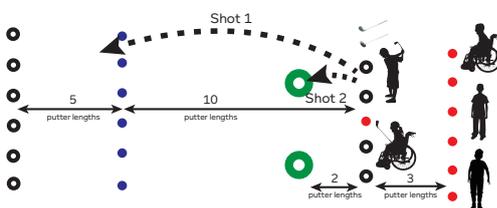
1. Bullseye



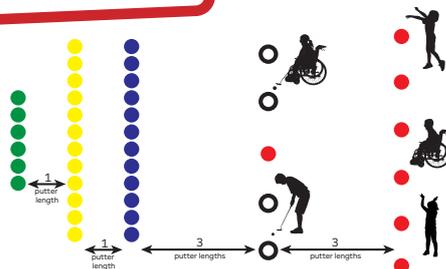
2. Dominoes



3. Drive for Show



4. Finders Keepers

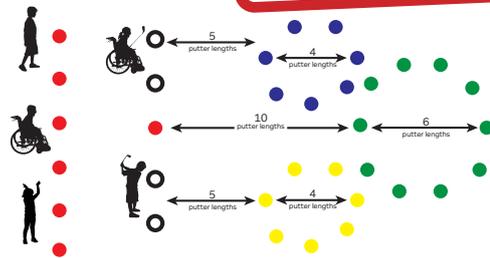


SAFETY AND REFLECTION ZONE

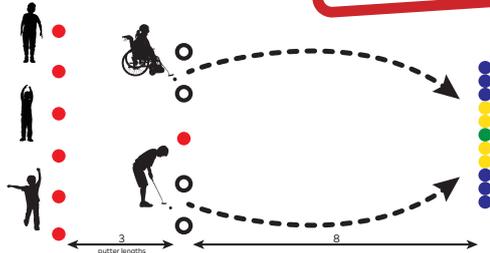
BENCH
BENCH

Bunker stop

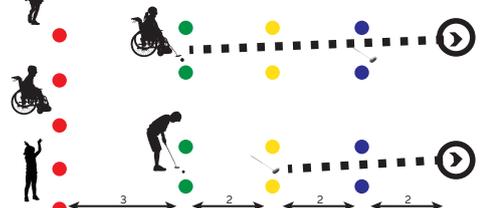
8. Go for the Green



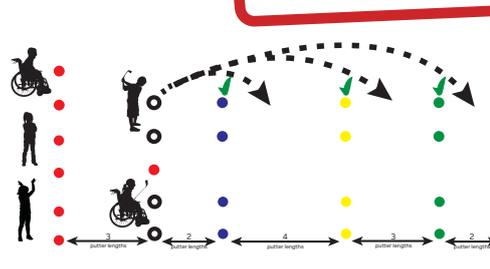
7. Zone Ball



6. Tunnel Ball



5. Grand National



Station number: _____ Name of game: _____

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

Golfway

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Golfway

GOLFROOTS
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HSBC

SCORECARD			
Team Name			
Team No	Game	Score	School Games Values Score
1	Bullseye		
2	Dominoes		
3	Drive for Show		
4	Finders Keepers		
5	Grand National		
6	Tunnel		
7	Zone Ball		
8	Go for the Green		
Grand total			
Signature			

SCORECARD			
Team Name			
Team No	Game	Score	School Games Values Score
1	Bullseye		
2	Dominoes		
3	Drive for Show		
4	Finders Keepers		
5	Grand National		
6	Tunnel		
7	Zone Ball		
8	Go for the Green		
Grand total			
Signature			

'My PB' Challenge Scorecard		Name:			
Game	Date:	Date:	Date:	Date:	Date:
Grand National					
Tunnel Ball					
Zone ball					
Go for Green					
Totals					

'My PB' Challenge Scorecard		Name:			
Game	Date:	Date:	Date:	Date:	Date:
Grand National					
Tunnel Ball					
Zone ball					
Go for Green					
Totals					

'My PB' Challenge Scorecard		Name:			
Game	Date:	Date:	Date:	Date:	Date:
Grand National					
Tunnel Ball					
Zone ball					
Go for Green					
Totals					

'My PB' Challenge Scorecard		Name:			
Game	Date:	Date:	Date:	Date:	Date:
Grand National					
Tunnel Ball					
Zone ball					
Go for Green					
Totals					