GOLF

Course Description:

Students will be participating in a unit of Physical Recreation devoted to the game of Golf. Over the course of the term, students will be taught the various plays involved in the game and demonstrate these abilities at the end of the term. As well as the practical involvement, they will have the opportunity to understand the rules and etiquette involved in the game. They will become familiar with the many terms associated with golf and have a basic understanding of the structure of golf tournaments throughout the world.

Course Outcomes:

By the end of this unit you should be able to:

- Have an understanding of the rules involved in a game of golf
- Have an appreciation of the etiquette involved in the game of golf
- Be able to correctly score a game of golf
- Display a correct putting, chipping and driving
- Use the skills learnt to participate in a game of golf
- Participate in a recreational activity within our local community
- Contribute to their own health and well being
- Apply self-management skills and plans for the achievement of personal & group goals.
- Demonstrates communication & co-operation skills that enhance interpersonal & group interaction.

Course Organisation:

Physical Recreation is a double period, with part of the lesson dedicated to theory part of the lesson dedicated to practical. The first period of each lesson focuses on developing the student’s knowledge of the various skills, techniques, rules and etiquette used in the game of golf. The second period of the lesson focuses on developing the various skills and techniques being taught. It is hoped that certain community members will be available to give students lessons on specific skills.

Most of the practical lessons will be carried out on the school oval using practice golf balls. It is hoped, with proper behaviour and interest in the sport, it is hoped the students will have the opportunity to play a game at the Gingin Golf Club. There may be a minimal cost involved in this, for the bus to transport students to and from the course.

The Gingin Golf Club are generous enough to offer the services of a accredited Junior Golf instructor to help with the lessons for this class.

Please note: Inclement weather, incursions, excursions, carnivals and one off sporting programs can all alter the schedule of this course. Students who are unable to participate require a signed note from parent/guardian stating why they are unable to participate.

Specific Equipment required for each lesson:

- Enclosed sport shoes
- Hat/Towel (depending on weather)
- Water bottle, however, water fountains available
Course Timeline:

<table>
<thead>
<tr>
<th>Week</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Introduction: Structure and expectations</td>
</tr>
</tbody>
</table>
| 2    | THEORY: Correct Grip, rules and etiquette  
PRACTICAL: Practice and game time |
| 3    | THEORY: Driving  
PRACTICAL: Practice Driving on the school oval |
| 4    | THEORY: Chipping  
PRACTICAL: Practice Chipping on the school oval |
| 5    | THEORY: Putting  
PRACTICAL: Practice Putting on the school oval |
| 6    | THEORY: Long Hitting  
PRACTICAL: Practice hitting on the school oval |
| 7    | THEORY:  
PRACTICAL: Practice and game time |
| 8    | THEORY:  
PRACTICAL: Practice and game time |
| 9    | THEORY: written Test – Rules and Etiquette  
PRACTICAL: Visit to Gingin Golf Club for game |
| 10   | THEORY:  
PRACTICAL: Visit to Gingin Golf Club for game |

- Assessment Outline -

Course Assessment:

<table>
<thead>
<tr>
<th>Week</th>
<th>Assessment type</th>
<th>Weighting</th>
<th>Marks Achieved</th>
</tr>
</thead>
</table>
| 1-10 | Practical sessions  
- skills assessment (each lesson) | 25% | |
| 9    | Theory Test | 25% | |
| Ongoing | Contribution to class, attitude and behaviour | 25% | |
| Ongoing | Displaying of good sportsmanship and teamwork | 25% | |

Course Vocabulary:

<table>
<thead>
<tr>
<th>GRIP</th>
<th>ANGLE</th>
<th>APPROACH</th>
<th>BACKSWING</th>
<th>BALANCE</th>
<th>BUNKER</th>
</tr>
</thead>
<tbody>
<tr>
<td>BOGEY</td>
<td>BIRDIE</td>
<td>CADDIE</td>
<td>CHIP</td>
<td>CLUB</td>
<td>CLUBFACE</td>
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<tr>
<td>DRIVER</td>
<td>DIVOT</td>
<td>DRIVING</td>
<td>RANGE</td>
<td>GROOVE</td>
<td>HOOK</td>
</tr>
<tr>
<td>LOB</td>
<td>SHOT</td>
<td>LONG SHOT</td>
<td>PUTTING</td>
<td>PIVOT</td>
<td>PISTOL</td>
</tr>
<tr>
<td>TEE</td>
<td>TRAJECTORY</td>
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