

F-2

3-4

5-6

GAME CONCEPTS

Mini golf

Players play a course set out like a real course. Scoring is in Ambrose format. Play in teams of 3 or 4.

What you need

- > Marker cones for the teeing area
- > Hoops, ropes or similar to act as greens, and stakes/flags
- > A boundary line at the edge of the playing area to mark out-of-bounds
- > Roped areas or mats to act as hazards
- > Obstructions [e.g. milk crates, bins, chairs]
- > 1 hitting implement per team
- > 1 ball per player
- > Optional: 1 frisbee per player

What to do

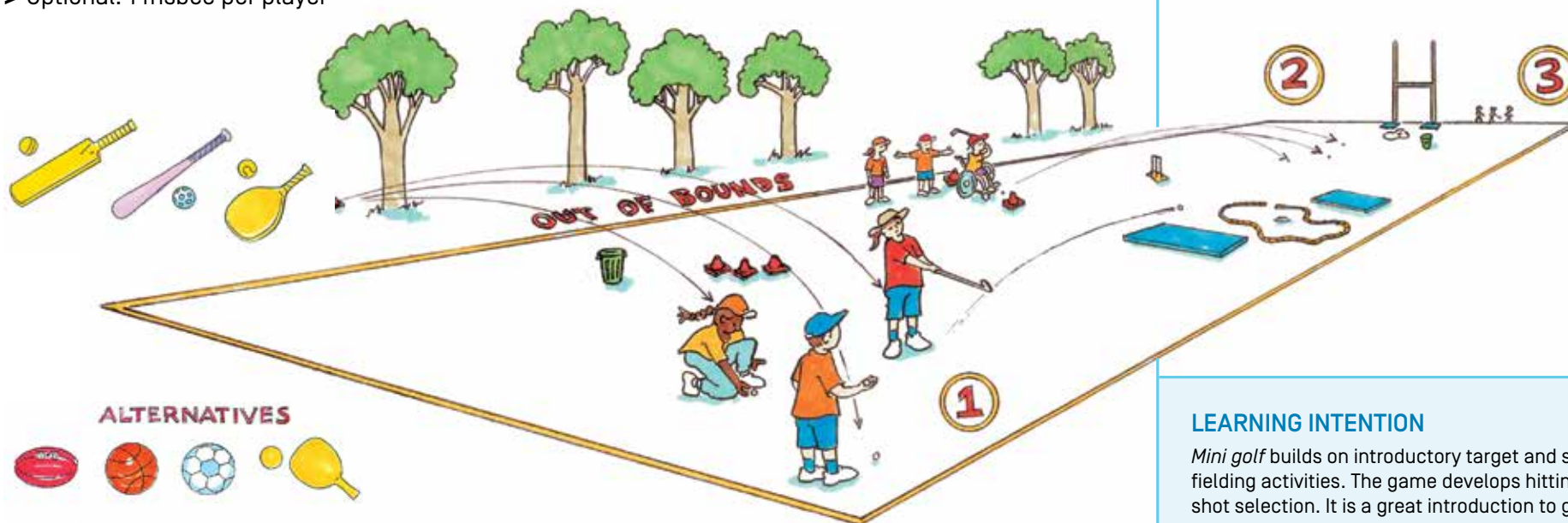
- > Set up a course outside, with around 5–9 holes, depending on the time available.
- > Each hole should be the length of around 2–3 shots to reach the green, based on the ability of the players and the hitting implement used. Vary this between holes.
- > For each hole, set up a tee [marker cones], hazards [ropes or mats], obstructions [chairs or bins] and a green [hoops or a roped area].
- > Each team starts at a different tee.

Ambrose

- > All players hit their first shot.
- > Players then pick the best shot and all hit their second shot from that spot.
- > This continues until the ball is on the green.

Ambrose scoring

- > The number of 'selected' (best) shots count (individual shots do not).
- > A ball is considered 'holed out' when it lands on the green.
- > One penalty stroke is scored if the 'selected' shot is in a hazard area.



ALTERNATIVES



LEARNING INTENTION

Mini golf builds on introductory target and striking and fielding activities. The game develops hitting accuracy and shot selection. It is a great introduction to golf.

PHYSICAL LITERACY ELEMENTS

OBJECT MANIPULATION

SELF-REGULATION (EMOTIONS) CONNECTION TO PLACE

STRATEGY AND PLANNING

AC:HPE CONTENT DESCRIPTIONS

ACPMPO61
ACPMPO63

Coaching

- > Use role models to highlight good technique.
- > Players can be coached on the side to develop their skills.

Game rules

- > Vary the scoring format (e.g. players score individually).

Equipment

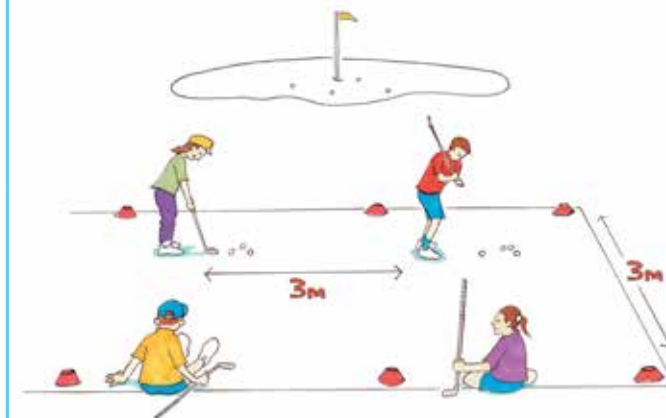
- > To make it easier, use a lightweight racquet or bat with a larger, lighter ball.
- > Use a frisbee or allow players to roll, throw or kick a ball.

Playing area

- > Vary the length and design of holes according to ability.
- > Include more or fewer obstacles or hazards.
- > If space is restricted, set up shorter holes that only require chipping or short game shots.
- > Incorporate parts of the natural or built environment outdoors as obstacles at each hole.

Safety

- > Make sure the 'holes' are not too close to each other.
- > Players waiting to hit must be at least 3 metres from the hitter.
- > If a ball strays onto another hole, it must be dropped back in play.



Ask the players

- > What strategy will give you the best score as a team?
- > How can you work together to achieve the best score?
- > [If played outside] What did you like about being outside?
- > What other obstacles from the outdoor environment could be incorporated?
- > How could you make your own course at home?
- > What strategies can you use to remain calm and focused?

