

# Golfing the Course

by

Kelly E. Duell, M.A.

Grade Level: K-12

National Standards:

#1 #2 #5 #6

Learning Objectives:

- The student will utilize all previously taught skills while playing a "round of golf".
- The student will practice proper etiquette while playing golf.
- The student will follow all applicable rules while playing a "round of golf".
- The student will work cooperatively in a group and maintain proper personal responsibility.
- The student will use proper social support.

Space Needed:

- A large grassy area is best; however a cafeteria, blacktop, or any flat surface is acceptable.
- Equipment & Materials Needed:
- One carpet square per hole (optional).
- One rubber, portable T per hole.
- One putter per hole.
- One ball (or whiffle-golf balls) per student.
- One portable golf hole per hole.

Set-Up:

- Place the portable T on the carpet square, at the T-off location.
- Place the portable golf hole at a given distance away from the carpet square.
- Pass out a course map to each group.
- Pre-design groups of 4 students to play together.
- Provide each group with a score card.

Description of Learning Activities:

Instructional Phrase:

(History)

- Golf originated in Scotland during the 13<sup>th</sup> century.
- Scottish farmers and shepherds hit small round stones into rodent burrows with sticks.
- Many Kings of Scotland made laws limiting the amount of time they were allowed to play golf.

- The 1<sup>st</sup> images of golf were documented in 1520.
- Old Course at St. Andrews in Scotland has been in operation since the 17<sup>th</sup> century.
- The 1<sup>st</sup> rules were set down in 1744.
- Golf came to the United States in the late 19<sup>th</sup> century. It was mainly played the wealthy, to show off their wealth.
- In the 1920's was the 1<sup>st</sup> time a US golfer won an international tournament.
- The 1<sup>st</sup> golf balls were made of feathers tightly packed into a hand-stitched leather covering. They were called "featheries" and took a long time to make, plus very expensive. They did not travel very far.

(Vocabulary)

- Sweet spot: is the small center portion of the club face where the ball should be contacted for maximum distance and accuracy.
- Fairway: is a closely mown area that leads from the place where you hit your 1<sup>st</sup> shot (the tee) to the putting green.
- Green: is even more closely mown and is the round or oblong area of grass surrounding the hole.
- Tee: is the designated place where you begin your quest for each hole.
- Tee shot: the 1<sup>st</sup> shot taken off the tee.
- Hole: "10<sup>th</sup> hole" = the entire area from the tee to the hole in the ground; hole/cup = the hole in the ground that the ball drops into.
- Birdie: getting the ball in the hole in 1 under par.
- Eagle: getting the ball in the hole in 2 under par.
- Double-Eagle: getting the ball in the hole in 3 under par on a 5-par hole.
- Ace: hole in one.
- In 1891, Shinnecock Hills Golf Club in Southampton was the 1<sup>st</sup> club to allow women to join.
- Lie: the spot where your ball rests on the course.
- Honor: the right to Tee-off 1<sup>st</sup> on the hole.
- Loft: how high the ball is hit off the ground.

(Facts)

- An official course is 18 holes, although there are 9-hole courses.
- Each hole has a par, which is the number of shots it would take a good golfer to get the ball from the Tee to the hole.

(Rules) \*If you break a rule, you are obligated to call the penalty yourself.

- Play the same ball, Tee to green.
- Play the ball as it lies.
- Don't touch the hazard surface before you play out of it.
- If the ball goes out of bounds, you must hit the shot again from the same spot and add a penalty stroke to your score.
- If you lose a ball, you must go back to your original hitting position and hit another ball and add a penalty stroke to your score.
- If you hit an unplayable ball, you must penalize yourself one stroke; drop your ball within 2 club lengths of the spot where the ball lies, making sure it does not end up any closer to the hole.
- An obstruction is anything on the course that gets in the way of you hitting your ball.
- All loose impediments may be moved without penalty.
- There is a 14 golf club maximum that any one player may carry.
- You may not give advice or take advice from your playing partners.
- You must Tee up your ball within the prescribed teeing area.
- You may not putt while another player is in motion.

(Etiquette)

- You must repair all divots and ball marks you make.
- Do not speak or move when a player is preparing to make a shot.
- Always wait until the group ahead of you is clear before making a shot.
- Shout "Fore!" if you see your ball heading towards other golfers.
- Be ready to take your swing as soon as it is your turn. Don't hold up other golfers.
- Mark your scorecard AFTER you move off the green.
- Play an honest game.

(Physics)

- When the club hits a golf ball, a tremendous amount of potential energy is released. That energy is converted into velocity and lift, sending the ball soaring up into the air. This energy comes from the construction of the golf ball and the velocity of the golf club head.

(Clubs)

- Driver (in the woods family): 10 degree loft; 240 yards.
- 3-wood: 15 degree loft; 220 yards.
- 5-wood: 21 degree loft; 200 yards.
- 3-iron (long): 22 degree loft; 190 yards.
- 4-iron (long): 26 degree loft; 180 yards.
- 5-iron (medium): 30 degree loft; 170 yards.
- 6-iron (medium): 34 degree loft; 160 yards.
- 7-iron (medium): 38 degree loft; 150 yards.
- 8-iron (short): 42 degree loft; 140 yards.
- 9-iron (short): 46 degree loft; 130 yards.
- Pitching Wedge: 50 degree loft; 100 yards.
- Sand Wedge: 56 degree loft; 75 yards.

#### Guided Practice:

- Each group should consist of 4 students.
- Each student is playing independently, not as a pair or team.
- The students do a "coin toss" (rock, paper, scissors) to determine who goes 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup>.
- The 1<sup>st</sup> person Tee-'s-off, followed by the 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> person. Students should select a wood (driver) for the Tee-off.
- After everyone Tee-'s-off, then order of play is determined by who is farthest from the hole. The farthest hits 1<sup>st</sup>, and so forth.
- Students should select an iron for chipping or pitching and a putter for anything on the "green" (for putting).
- The order of Tee-ing off on the next hole is determined by who had the least number of strokes for the last hole played.
- It may behoove the players to mark the spot where their ball landed with a coin or chip if their ball is closer to the hole, so that the other player does not move your ball while hitting theirs.
- Mark the score card with the number of strokes, for each player individually, for each hole, and then total all strokes at the end of the course.

#### Authentic Assessment:

- Peers observe one another during the course of play and give an assessment score of their social support and etiquette of the game.
- Teacher observation of students' social support and etiquette of the game.
- Students take a quiz on the game of golf.