

## Golf Games

These “other games” are what instructors can use to mix up classes if the kids ever seem to be uninterested with the usual stations and course.

### **1. ROLLING, ROLLING, ROLLING**

SKILL: Rolling

EQUIPMENT: Rollers, SNAG balls, Flagsticky

HOW TO PLAY: Create a long rolling area of 30'. Players attempt long rolls of 20' to 30' from one end of the play area to the Flagsticky at the other end. Play closest to the Flagsticky or fewest rolls wins.

### **2. PATHWAYS**

SKILL: Rolling

EQUIPMENT: Rollers, SNAG balls, Flagsticky, cones, Hoop Clocks, jump ropes

HOW TO PLAY: Students create a “putt-putt”-style rolling area with obstacles. Teacher provides cones, Hoop Clocks and jump ropes for boundaries. Students may change the design each time. *(K-2 students are asked what kind of pathways the ball traveled.)*

### **3. POPOUT**

SKILL: Rolling

EQUIPMENT: Rollers, SNAG balls, Flagsticky, tape for creating lines

HOW TO PLAY: Create a rolling area with lines 6', 8', 10' and 12' from a line from where the students will roll the SNAG ball. Place a Flagsticky on each line, staggered so that students can roll to each one. The object is to try to roll the ball to “POPOut” at each distance in order to get a feel for the stroke for various distances.

### **4. “32”**

SKILL: Rolling

EQUIPMENT: Rollers, SNAG balls, Flagsticky, Rolleramas, tape for lines

HOW TO PLAY: Set up rolleramas. Rolling distance varies with age. Students play “32.” The object is to roll as many times as needed to score exactly 32 without going over. If a student score goes over 32, they must go back to 20, and try to score 32 exactly.

### **5. “Poppy”**

SKILL: Rolling

EQUIPMENT: Rollers, SNAG balls, Flagsticky

HOW TO PLAY: Like the basketball game "HORSE", students choose spots to from which to roll. If they pop out, then the next person in order must attempt exactly the same roll. If they do not, then they get the next available letter in the word "SNAGGY".

## 6. "AROUND THE WORLD"

SKILL: Rolling

EQUIPMENT: Rollers, SNAG balls, Flagsticky, cones

HOW TO PLAY: Arrange the cones in a circular pattern surrounding the flagsticky. The distance from the flagsticky varies with age. Each student begins at a designated starting cone and attempts to Popout from that point. If they are successful, they move to the next cone, continuing until they miss, at which point they must stop and wait until their turn comes again. Then the next student attempts to go as far as possible. The first student to go "around the world" is the winner.

## 7. LOLLIPOP

SKILL: Pitch Shot

EQUIPMENT: Launchers, Launch pads, SNAG balls, Bullseye Target (suspended on wall)

HOW TO PLAY: Suspend a Bullseye Target to a level one foot off the ground. Popsters pitch the ball and "snag" the suspended target for score. Challenge others from distances of 30'-40'. Play for one minute and pitch as many balls as possible. Add the score at the end of one minute.

## 8. "Pop- A-TAC"

SKILL: Pitch /Chip Shot

EQUIPMENT: Launchers, Launch Pads, SNAG balls, chalk or rope for grid lines

HOW TO PLAY: Two Popsters have different color SNAG balls. A Tic-Tac-Toe-like grid is placed on the ground. Adjust size of grid to student age (larger for younger players). Popsters chip or pitch and attempt 3 in a row. *Variation: Suspend a bulls-eye target. Attach yarn to the target to create a Tic-Tac-Toe board.*

## 9. Pop Ball

SKILL: Launching

EQUIPMENT: Launchers, Cones, SNAG balls, Launch Pads

HOW TO PLAY: PopBall is baseball with snag equipment. Set up the bases. Everyone gets to hit with a launcher and from there it is baseball rules. 3 out and it ends the inning. Divide the teams equally.

### **10. Pop run Derby**

SKILL: Launching

EQUIPMENT: Launchers, Launch Pads, SNAG balls

HOW TO PLAY: Set up a line or fence and everyone gets 5 balls to see how many home runs they can hit.

### **11. Rapid Fire**

SKILL: Launching

EQUIPMENT: Launchers, Launch Pads, SNAG Balls

HOW TO PLAY: "Rapid Fire" is best for classes with 2 instructors so you can use all 8 launch pads (4 from each). This game simulates a driving range. Players are each given several SNAG balls. They may hit the balls at their leisure. Instructor is to walk around and monitor players and whether or not they are implementing the proper fundamentals.

### **12. Targets**

SKILL: Pitch/Chip Shot, Launching

EQUIPMENT: Launchers, Launch Pads, SNAG Balls, Cones, Flagsticky, Bullseye Target.

HOW TO PLAY: Set up several small, square, coned areas at different angles and distances. Players are to try and hit balls in each area. Different areas may have different points assigned to each of them based on difficulty of the shot.

### **13. "500"**

SKILL: Launching

EQUIPMENT: Launchers, Launch Pads, SNAG Balls

HOW TO PLAY: Start the game with the kids standing roughly 30 yards from the instructor. Use the launcher, launch pad, and SNAG balls to play 500. Call out how much each hit is worth and the kids should try to catch the ball. 1<sup>st</sup> kid to 500 points gets to hit next. If there are two instructors, break the kids into 2 even groups.

### **14. "POP" Relay Race**

SKILL: Launching

EQUIPMENT: Launchers, Launch Pads, SNAG Balls, Flagsticky, Standing Yellow Target

HOW TO PLAY: This is very similar to a track relay race. Group the kids into teams. Try to put 4 kids on each team. Place the Flagsticky in the standing yellow target about 30 yards from the launchers. Each team hits the SNAG balls at the target and when they hit the target they grab the ball, run back to their team and hand off the Launcher and SNAG Ball. Repeat until one team wins.