BERKSHIRE VIRTUAL SCHOOL GAMES
Week Four – Footgolf – KS1, 2 & 3 Challenges

There are 3 Challenges for you to practice and SEND IN YOUR BEST SCORES to your teacher.

KS1 - Years 1 & 2 - Level 1
KS2 - Years 3,4,5 & 6 - Level 2
KS3 - Years 7,8 & 9 - Level 3

CHALLENGE ONE: PRECISION - BULLSEYE

What you will need?

1 x Marker – if not a Can or cup or tin.
Football x 1 – if not balls from different sports or Tennis ball or Sock ball.
Towel x 1 – if not a Rug or Bed sheet.
T-shirt x 1 – if not a Jumper or coat or jacket.
Pair of Socks x 2 – if not a use 4 x markers (tins or cans or cups) - Bullseye

Level 1 (KS1 Scoring) Level 2 (KS2 Scoring) Level 3 (KS3 Scoring)

- Start by setting up your 3 Targets in a straight line starting with the biggest target -Towel; then T-shirt then a box using the 2 pairs of socks.
- Using your marker or can take 3 paces away from the 1st target this will be your Tee.
- When ready, kick the ball attempting to stop the ball on 1 of the 3 targets to score points.
- You score points if the ball stops on the following.
  - Towel = 1 point
  - T-Shirt = 3 points
  - Bullseye (Socks) = 5 points
- You will have 10 attempts (Go’s) to score as many points as possible.
- KS1 do not forget to record your best score!

- Using the equipment from level 1 move the Towel and T-shirt either side of the Bullseye target.
- Using your marker or can take 5 paces from the bullseye target this will be your tee.
- When ready, kick the ball attempting to stop the ball on 1 of the 3 targets to score points.
- You score points if the ball stops on the following.
  - Towel = 1 point
  - T-Shirt = 3 points
  - Bullseye (Socks) = 5 points
- You will have 10 attempts (Go’s) to score as many points as possible.
- KS2 do not forget to record your best score!

- Using the Tee and Bullseye from Level 2, (take away the towel and T-shirt targets).
- When ready, kick the ball in line with your tee attempting to stop the ball in your Bullseye target.
- You score 5 points every time the ball stops in the Bullseye target (Socks).
- You will have 10 attempts to score as many points as possible.
- KS3 do not forget to record your best score!

IF I NEED SUPPORT...

- Increase the size of targets used within each level.
- Move your tee closer to the targets to increase success.
- Try rolling the ball instead of kicking in each level.

IF I NEED A CHALLENGE...

- Use smaller targets to increase difficulty (items of clothes).
- Change the positioning of targets to create different angles.
- Use your non-dominate foot when attempting each level.
**Challenge Two: Putting - Hole in One**

**Marker x 6** – If not Cans or Plastic Cups or Socks.

**Football x 1** – if not balls from different sports or Tennis ball or Sock ball.

**Footgolf Hole - Laundry Basket x 1** – If not a Box or a bin or wheelie bin or a target your ball will fit in to.

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**Level 1 (KS1 Scoring)**

- Set your laundry basket (footgolf hole) lying on its side on the ground then using your markers create tees from the following distances.
  - 1st tee = 2 paces away
  - 2nd tee = 4 paces away
  - 3rd tee = 6 paces away

- On “Go” choose a tee to putt from, attempting to putt the ball in to your Footgolf hole to score a hole in one.

- Points are scored if you score a hole in one from:
  - 1st tee = 1 point
  - 2nd tee = 2 points
  - 3rd tee = 3 points

- You will have 10 attempts (Go’s) to score as many points as you can.

- KS1 do not forget to record your best score!

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**Level 2 (KS2 Scoring)**

- Using the same set up as level 1 remove the 1st tee.

- So, the remaining tees are
  - 2nd Tee = 4 paces away
  - 3rd Tee = 6 paces away

- On “Go” choose a tee to putt from, attempting to putt the ball in to your Footgolf hole to score a hole in one.

- Points are scored if you score a hole in one from:
  - 2nd tee = 2 points
  - 3rd tee = 3 points

- You will have 10 attempts (Go’s) to score as many points as possible.

- KS2 do not forget to record your best score!

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**Level 3 (KS3 Scoring)**

- Use the same set up as level 2 but start on the closest tee to the hole (2nd tee = 4 paces away).

- On “Go” attempt to score a hole in one from the closest tee if you succeed you can move to the furthest tee for your next go.

- If when you move to the 3rd tee you miss, then you move back to the 2nd tee and repeat.

- Points are scored if you score a hole in one from:
  - 2nd tee = 2 points
  - 3rd tee = 3 points

- You have 10 attempts to score as many points as possible.

- KS3 do not forget to record your best score!

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**If I Need Support...**

- Move your tees closer to your footgolf hole.
- Use a larger target (footgolf hole).
- Start from the closest tee each level to gain confidence.
- Try rolling the ball instead of kicking the ball.

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**If I Need A Challenge...**

- Increase the distance between your tee markers and your target (footgolf hole).
- Move your tees in to different positions to create angles to putt towards the hole.
- Use different surfaces of your foot to putt with and how it will affect your putting.
Challenge Three: Decision Making - Risky Business

Level 1 (KS1 Scoring)
- Place down your footgolf hole, then pace out your tee using a maker 3 paces away.
- Place your rolled-up Towel (obstacle) halfway between your hole and tee.
- On "Go" attempt to get the ball in the hole choosing the route you think is best (chip over the obstacle or go round?)
- 1 point is scored each time you finish the hole, 1 bonus point if you score a hole in one!
- You have 5 minutes to score as many points as possible.
- KS1 do not forget to record your best score.

Level 2 (KS2 Scoring)
- Using the same set up as level 1 move your tee 5 paces away from the footgolf hole.
- Add 2 markers on to the course (bunkers) if the ball touches these you must restart the hole.
- On "Go" attempt to get the ball in the hole choosing the route you think is best (chip over the obstacle or go round?)
- 1 point is scored each time you finish the hole, 1 bonus point if you score a hole in one!
- You have 5 minutes to score as many as possible.
- KS2 do not forget to record your best score.

Level 3 (KS3 Scoring)
- Using the same set-up as Level 2.
- Add another 2 markers (4 in total) on to the course (Bunkers) if the ball touches these you must restart the hole.
- On “Go” attempt to get the ball in the hole choosing the route you think is best (chip over the obstacle or go round?)
- 1 point is scored each time you finish the hole, 1 bonus point if you score a hole in one!
- You have 5 minutes to score as many points as possible.
- KS3 do not forget to record your best score.

If I Need Support...
- Remove the bunkers and obstacles from each level to increase success.
- Use a larger target (footgolf hole) such as a wheelie bin which can count if the ball hits it.
- Attempt each level by rolling the ball.

If I Need a Challenge...
- Move your tee marker further away from your footgolf hole.
- Use your non-dominant foot when playing each level.
- Change the positions of your obstacle each attempt.

Enjoy your challenges and do your best.

Don’t forget to send your best scores to your teacher.

@BerkshireSGO #stayinworkout #stayhomestayactive