



BULLSEYE

STUDENT TARGETS

- **Skill:** I will focus on accuracy and distance when putting a golf ball.
- **Cognitive:** I will identify strategies to putt for accuracy and distance.
- **Fitness:** I will stay actively engaged throughout the activity.
- **Personal & Social Responsibility:** I will demonstrate safe and cooperative behaviors during the activity.

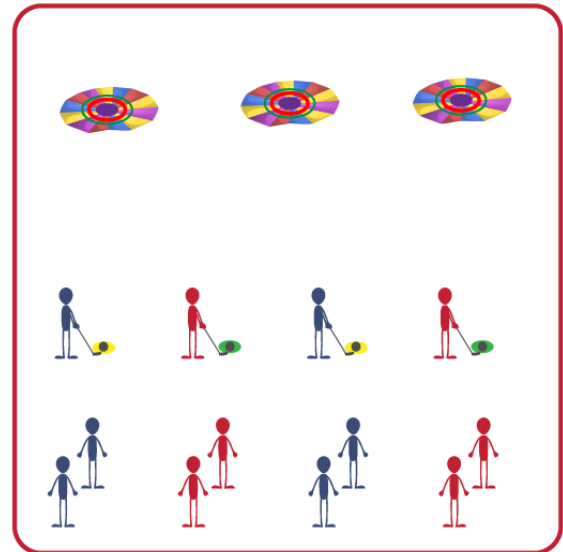
EQUIPMENT & SET-UP

Equipment:

- 1 plastic golf ball per student
- 1 club per 3-4 students
- 1 spot marker per 3-4 students (or hitting mat)
- 1 6-foot parachute, flat hula hoop, sling ring, and spot marker to create the course per 3-4 students

Set-Up:

- Set up Bullseye course so that it is 10-20 feet from the spot marker or hitting mat. Bullseye course has a parachute flat on ground, with a flat hula hoop, sling ring, and spot marker in the center of it. Identify how many points are associated with each zone.
- Teacher Note: you can use FloormarX as another option to draw/set up target zones if used indoors on gym floor.
- Create groups of 3-4 students; each group by a spot marker (or hitting mat) with a club and plastic balls (different ball color for each group member if possible).



ACTIVITY PROCEDURES

1. This activity is called Bullseye. The object of the game is to putt your golf ball to land in one of the Bullseye zones.
2. Every bullseye course has 4 zones, ranging from 2-5 points. If you putt your ball into a bullseye zone, you receive the points associated with that zone. Your teammates will assist with identifying your points after each putt and helping retrieve the ball before the next putter takes their turn.
3. On the start signal, one partner will attempt to putt the ball into the bullseye course. Once they have attempted their putt, you will determine their score, retrieve the ball, and switch roles. You will continue taking turns putting and accumulating points until time expires. The student with the most points before the time expires wins!
4. When you hear the stop signal, the student with the highest points will stay and everyone else will rotate clockwise to the next course before we play again.

GRADE LEVEL PROGRESSION

- **Grade 6:** Play as described above. You can increase the distance between tee and bullseye course if space allows.
- **Grades 7-8:** Allow students to choose between putting and chipping.

TEACHING CUES

- **Cue 1:** Stand with feet shoulder width apart.
- **Cue 2:** Align the face of the putter square to your target.
- **Cue 3:** Use a smooth and controlled “tick tock” motion when swinging.



BULLSEYE (continued...)

UNIVERSAL DESIGN FOR LEARNING

- **UDL 1:** Increase/decrease the activity space as needed.
- **UDL 2:** Use modified equipment as needed.
- **UDL 3:** Use verbal cues and visual aids along with demonstrations.
- **UDL 4:** Use peer partners as appropriate.

ACADEMIC LANGUAGE

Accuracy, Distance, Cooperation, Encourage

PRIORITY OUTCOMES

Etiquette:

- Identifies the rules and etiquette for physical activities/games and dance activities.

Social Interaction:

- Demonstrates the importance of social interaction by helping and encouraging others, avoiding trash talk, and providing support to classmates.

DEBRIEF QUESTIONS

- **DOK 1:** What are some strategies that can help with accuracy in golf?
- **DOK 2:** What are some adjustments that can help if the ball lands in front of the target? If it lands past the target?