

Giant Obstacle Putt Billiards

Item #15705



- **Overview.** Add variety with this fun putt billiards course that can be set up anywhere, and redesigned whenever you want! Make your course as difficult or easy as you'd like! 40 pieces total, includes one 10' x 5'6" carpeted green with rubber bottom, twelve 7" foam pieces, four 11" foam pieces, four 48" foam pieces, 6 black and yellow goals with mesh nets, 5 arch obstacle course pieces with bell balls, 4 plastic 29"L golf clubs with foam handles, and 4 small rubber balls, 1 each in red, yellow, blue and green. All obstacle pieces feature hook-and-loop fasteners that attach easily to the green, making it easy for you to change the course at anytime. Arch pieces are constructed of nylon material over hard foam.
- **What Are the Educational Applications?**
 - Activities that involve striking with an implement are an important component at any level in Physical Education. When teaching these types of activities, accuracy should be an important point for discussion. By focusing students on the target area to shoot, a higher level of success is usually achieved.
 - Manipulating objects with other objects or striking with an implement is a common theme in many sport-like activities. These practices also promote the use of fine and gross motor skills. By practicing a golf-related activity, students also use a high level of self-control and focus to be successful. Many students who initially do not use these skills will realize quickly that they are essential to have success.
 - Although golf can be played in a group setting, it is an individualized practice so students can work in heterogeneous or homogenous groupings and still be able to practice at his or her own skill level.
 - Golf is a considered a lifetime activity, so students who are exposed to it can add it to their physical activity repertoire which they can use throughout their lifespan.
 - Easy to incorporate as a differentiated instruction tool.
 - Giant Obstacle Putt Billiards allows for safe play because the pieces Velcro together.
- **How Can I Use This Product With My Students?**
 - **Where:** Can be used indoors and outdoors.
 - **Age:** Appropriate for a variety of age ranges & skill ranges, but recommended for beginners and/or younger individuals.
 - **Group Size:** Each set accommodates up to 4 players.
 - **Basic Skills Needed:**
 - Prior to using, instructors should teach proper form for grip and stance.
 - *Grip:* non-dominant hand at top, dominant below with thumbs facing downward.
 - *Stance:* feet shoulder width apart, body square to ball, ball centered to body.
 - Prior to using, teachers should give students guidelines for swing height and form.
 - Be sure to teach golf terminology:
 - *Fore:* Move out of the way
 - *Par:* The average number of hits before getting in the hole - usually three for miniature golf
 - *Hole-in-one:* Landing the ball into the cup or hole on the first stroke
 - *Eagle:* Two strokes under par, therefore for miniature golf, same as hole-in-one
 - *Birdie:* One stroke under par
 - *Bogey:* One stroke over par
 - *Double Bogey:* Two strokes over par
- **Set Up/Instructions:** If giving an obstacle to shoot from, make sure it is appropriate for the given age group. For example, do not set the par at three on a complex maze for first graders.



The Games/Activities

• **Activity #1: Make the Grade**

- a. **Objective:** Students start at the closest tee and in order to “graduate” to the next farthest distance, they must successfully make three Eagle putts in a row. This activity focuses on putting from a stationary position to a designated target. In each situation, the distance between the individual and the target increases. By changing a size, shape, or weight of an object and repeating the same movement, a child understands how much force is necessary to propel varying objects.
- b. **Set Up:** Arrange Giant Obstacle Course Putt Billiards so that the carpeted green is long, and use the foam pieces to create five separate straight putting greens. At each station, set up the yellow and black mesh net behind an arch with the bell ball so that the distance between the tee off area and the arch mesh net increases as you move down the line.
- c. **How to Play:** Have students start at the closest tee and in order to “graduate” to the next farthest distance, they must successfully make three hole-in-one putts in a row. Student can only do one putt at a time and then must allow another student to take a turn. If successful at all stations, increase the tee off distance as appropriate and needed.
- d. **Extensions:**
 - Instead of five stations, have two stations set up so that there is a near arch mesh net and a far mesh net. Students must make six holes-in-one to progress.
 - Student must hit the bell ball and sink the putt in order to progress.
 - Instead of using included balls, use a larger foam golf ball. This will make it easier for students to make contact.

• **Activity #2: Exercise Strokes**

- a. **Objective:** After each turn, students go to the designated workout area and perform an exercise based on their score for that hole.
- b. **Set Up:** Set up Giant Obstacle Course Putt Billiards in any arrangement with the foam pieces, and one mesh net or mesh net with bell ball arch.

- c. How to Play: Par is set at three strokes, making Eagle one stroke, Birdie two strokes, Bogey four strokes, and Double Bogey five strokes. Each student will have a maximum of five strokes per attempt so a Double Bogey is guaranteed. After each turn, students go to the designated workout area and perform an exercise based on their score for that hole before returning to the group's safety hoop. For example, if a student gets an Eagle s/he will do 10 ABC pushups, 10 Mountain Climbers for a Birdie, 10 Crunches for a Par, 10 Jumping Jacks for a Bogey, or 10 Push-ups for a Double Bogey.
- d. Extension: To incorporate math, instructor may opt to have students keep score by recording their strokes at each hole then add up the score at the end of the period. Student with the lowest score wins.

- **Activity #3: Designer Holes**

- a. Objective: To practice golf strokes using the obstacles provided to replicate more difficult golf strokes.
- b. Set Up: Use the foam pieces to create these different holes. The mesh net or mesh net bell ball arch combo completes the hole.
- c. How to Play:
 - **Straight Putt** - Student attempts a straight putt from a distance over a smooth flat surface.
 - **The Cave** - Student attempts a straight putt from a close distance with the hole under a mat.
 - **L Putt** - Student attempts a shot where the hole is not a straight shot because the green is shaped like an L with walls.
 - **Water Hazard** - Student must putt around a water hazard (blue tarp) to successfully reach the hole. If the ball goes into the water, the student's turn is over.
 - **Captain's Hook** - Student attempts to putt the ball around a bend to get the ball into the hole.
 - **The Box** - Student attempts to putt the ball when an obstacle in the shape of a box is placed between him/her and the hole.

- **Activity #4: Bell Ball Shots for Accuracy**

- a. Objective: Students aim to rack up the most points while hitting through a series of arches.
- b. Set Up: Place five bell ball arches in various areas throughout the Giant Obstacle Course, making sure to place the arches so that the point value on the arch is showing, and the higher numbers are assigned to areas of more difficulty. Some should be placed with a straight shot and some should have a challenge, such as banking off a foam piece to go around another foam piece.
- c. How to Play: Each student will have five turns, using a different ball for each turn to make a hole-in-one shot for each designated bell ball arch. The student will receive the number of points indicated on that arch to determine their score for that round. After all students in the group have a turn, whoever has the highest score for that round gets to rearrange the bell ball arches for the next round, or gets to go first during the next round.

- **Activity #5: Designer Shots**

Allow students to use the pieces from the set to create their own hole. After they are done creating, let them try out the hole and make adjustments as needed.

- **Activity #6: Putt Billiards**

Set up so that the carpeted green with the rubber bottom has all the foam pieces around the perimeter, except in each corner place one black and yellow goal with mesh nets and one midway on each of the long sides to create a look similar to a pool table.

- **Safety Issues & Concerns**

- Make sure that the Giant Obstacle Course Putt Billiards is securely unrolled so that students do not trip or slip.
- Do not allow students to stand near Giant Obstacle Course Putt Billiards when others are putting.
- If a student is retrieving ball from the Giant Obstacle Course Putt Billiards, make sure no one is putting during that time.
- Make sure the students have a safe area to stand in that is far away from the swing length of the club.
- Do not allow students to pull on Giant Obstacle Course Putt Billiards, as this can result in the item coming apart.
- Students should only aim objects at Giant Obstacle Course Putt Billiards, not other people.

Meets These NASPE Standards

1. Demonstrates competency in motor skills and movement patterns needed to perform a variety of physical activities.
2. Demonstrates understanding of movement concepts, principles, strategies, and tactics as they apply to the learning and performance of physical activities.
3. Participates regularly in physical activity.
4. Achieves and maintains a health-enhancing level of physical fitness.
5. Exhibits responsible personal and social behavior that respects self and others in physical activity settings.
6. Values physical activity for health, enjoyment, challenge, self-expression, and/or social interaction.

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