*GOLF*

A number game based on the game of golf - another idea to encourage the learning and reinforcing, of multiplication tables!

The game has been given to pupils of all ages and abilities, as the degree of difficulty can be varied accordingly. It is a game which has been well received and enjoyed by all pupils.

**Explanation and Rules of the game**

The game involves using various clubs to combine with a selection of hitting strengths to cover certain stated distances.

Possible clubs to use:- Club 1 Club 2 Club 5

Possible hitting strengths:- Strength 4 Strength 3 Strength 6

Combining a club with a hitting strength by multiplying will produce the distance covered by the ball:

Example 1: Club 2 x Strength 4 = Distance 8 metres.

Example 2: If the distance to be covered is 38 metres, two combinations of clubs x strength will be necessary (ie. 2 strokes)

(Club 2 x Strength 4) + (Club 5 x Strength 6)

 = 8 metres + 30 metres

 = 38 metres.

Example 3: The ball can be hit forwards (+ value) or backwards (- value).

The player can hit the ball back if the hole has been overshot.

Distance required = 23m.

Club 5 x Strength 3 + Club 2 x Strength 6 - Club I x Strength 4

 = 15m + 12m - 4m

 = 27m - 4m

 = 23metres.

Children who find their tables difficult will need to work with Clubs and

Strengths of small values (1 - 6). This can be developed to include Clubs and

Strengths of larger values (7-12).

The backwards stroke, when the player has overshot the hole will need very careful explanation. Most children tend to try to avoid this situation.

Below is an example of such a course, with 4 holes shown.

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| Clubs 1, 2, 5 Strengths 3, 4, 6 |
| Hole | Distance | Club x Strength | Strokes | Par |
| 1 | 19m | 1 x 4 + 5 x 3= 4 + 15 = 19 | 2 | 2 |
| 2 | 26m | 2 x 6 + 2 x 4 + 1 x 6= 12 + 8 + 6  | 3 | 4 |
| 3 | 38m | 1x6 + 5x6 + 2x3 – 1x4= 6 + 30 + 6 - 4 | 4 | 5 |
| 4 | 24m | 5 x 4 + 1 x 4= 20 + 4 | 2 | 3 |
| … | … | … | … | … |