



# Ancient and Modern Sports: Golf Through the Ages

**Learning Area**

History/PE

**Year Level**

Year 7

## Introduction

In this lesson, students will explore the evolution of golf, from its historical origins to its modern-day variations, using immersive virtual experiences. They will engage with a VR simulation of a golf game and watch videos that showcase how golf has changed over time. Students will reflect on their experience and propose improvements to the game, focusing on enhancing its enjoyment and playability.

## Application

### All-in-One Sports VR

This app provides a variety of sports activities, including a virtual round of golf. Students will experience the dynamics of the game, noting the physical and strategic elements involved.





## Lesson Overview

### Lesson Objectives

- Understand the historical and modern aspects of golf.
- Analyse and reflect on the growth of the game, and consider their own view.
- Propose an improvement to the game, whether it be to its equipment, course, rules, ect.

### Resources

-  A 360 Degree View of Sund... (3:47)
-  The Entire History Of Golf (13:23)



### Lesson Outline



#### Before the Immersive Learning Journey

- Ensure that all VR equipment (headsets, controllers, sensors) and software/applications are properly set up and functioning.
- Ensure students are familiar with Golf in All-In-One Sports VR, if not, provide a quick demonstration on how to play a round of golf.
- Ensure all content is age appropriate, and students have the base knowledge required in the softwares offered to them in the creation stage.
- Teachers may want to provide the reflective worksheet to guide students' thinking and proposal.



#### During the Immersive Learning Journey

##### **IMVR Station: Golf Today**

Students will use the All-in-One Sports VR app to complete a round of virtual golf. They will take notes on the gameplay experience, what they find enjoyable, and any aspects they would like to change.

##### **HHVR Station: Golf Through the Ages**

Students will watch and analyse the video "Golf Today" to understand modern golf and the video "The Evolution of Golf" to learn about its history. They will add to their notes/observations of the sport, noting what aspect of the game they enjoy, if they want to bring back an aspect from its history, and what they would like to change about the sport in their proposal.

##### **Creation Station: Golf of the Future**

Students will design a new version of golf. They can recreate the golf equipment, redesign the golf course, or propose new rules. They will use drawing tools, 3D modelling software (Tinkercad), or other creative methods (Canva) to bring their ideas to life.

*Note: If this is students' first station, they can view "The Evolution of Golf" on their laptops for a bit of context, and use this station and the HHVR station to create their 'Golf of the Future' proposal.*



### After the Immersive Learning Journey

**Assessment:** Have students present their improvement proposals and explain how their designs enhance the game. Discuss how their improvements could influence modern golf.

**Discussion Questions:**

1. What were the most enjoyable aspects of the modern golf game, and how did they compare to the historical game?
2. What aspects of the historical game do you think are worth retaining or modifying?
3. How do your proposed changes to the game of golf address the challenges or limitations you noticed?