

Frisbee Golf

Design a Course (35 points)

Directions:

1. Design a **9 hole / target** frisbee golf course. The course that you design should be a real and playable course. You can use a park, your neighborhood, a school, or any other location.
2. Identify the location at the top of the map.
3. Each hole needs a starting point or a "Tee" area.
4. Select a target for each hole. This target should be far enough away that it would take more than one throw to reach. Targets could be a poles, trees, garbage cans, through an open space, etc.
5. For each hole, identify the number of throws it should take to hit the target (PAR).
6. Map out your frisbee golf course on a sheet of paper, indicating the "tee area"
- 7. Make sure the course flows in a sequential order on your map so that it is easy to follow.**
8. You must include all relevant land marks. These may be buildings, trees, poles, tables or any other structures in the area.
9. You should only turn in one sheet of paper which is the map of your frisbee golf course. Make sure the Par for the entire course is listed on the map as well as the par for each hole. (Refer to the map we used in class)
10. You must play your course. Include a score card with the score of your game.
- 11. NOTE! This assignment should be done very neatly. Messy or illegible papers will not be accepted.**

The assignment will be assessed as follows:

- 5 points: Location Identified
- 5 points: Neatness
- 5 points: Landmarks are drawn on map
- 5 points: Tee and Targets are Identified, 9 of them
- 5 points: Par for each target is identified
- 5 points: The course follows a sequential order that is easy to follow.
- 5 points: Included score card.

Total points: 35

DUE April 11th

Get your Parent or Guardian to play for extra credit (3pts), must be signed!