

The Old Collier Golf Club

Sample School Tour Agenda and Best Practices

8:30 a.m.:

- We meet the group that includes 20-25 kids and 3-4 adults including teacher and escorts at school grounds adjacent to our 8th hole. Golf course superintendent Tim Hiers, CGCS, goes over expectations, i.e. no running, no sticking feet out of the golf carts, no talking while tour guide is giving out information, etc. He tells them, “That is why you have two ears and one mouth.”
- Everyone gets into 8-passenger seated carts. Tim leads the procession with an employee riding in last cart acting as caboose (each has a radio). There is at least one adult in each cart.
- The tour of the golf course lasts about 1 hour; frequent stops (about 10) are made to discuss points of interest and learning opportunities throughout the back nine holes to avoid golfers.
- Tim tells them that if they learn something, they will get a trip to our “Candy Store”. Here is an example of a tour stop topic:
 - We show them a dead tree standing on the golf course which has holes in it and we tell them it is called a snag. The holes are cavities made by cavity nesting birds. Tim asks them what they call a hole in their tooth when they go to the dentist. They reply: a cavity. He points out that the snag is a home for cavity-nesting birds such as the Red-bellied woodpecker and Eastern bluebird. The snag is a perch for birds of prey such as Bald eagles, owls, hawks, and osprey. The snag is a food source for birds and reptiles because insects inhabit dead trees. Other discussion items are: What are four things that animals need to live effectively? Answer: food, water, cover, space. What is the name for the overlapping quality of the four items? Answer: interspersion. Cars travel on highways, what do animals travel on? Answer: corridors. In 15 years, we have yet to have a class who could not answer all questions at the end of the tour.
- Try to include surprises on the tour (e.g. Tim -- and only Tim -- will drive the kids, one cart at a time, down a steep hill.) They love that!
- One of the stops on the golf course tour is at one of the bridges for “Busch Gardens Tour” where the kids look for snakes, frogs, turtles, and

alligators. If they see one, they get a sticker on their forehead which earns them a trip to the “Candy Store” when they get to the Golf Maintenance Facility. Past experience has taught us that the snakes, turtles, frogs and alligators don’t always show up, so we put out replicas of each and hide them to ensure a successful hunt.

- Throughout the golf course tour, Tim frequently repeats the same information so the kids know the subjects by the time they get to the Golf Maintenance Facility.

9:30 a.m.:

- Arrive at Golf Maintenance Facility. After everyone has a chance to get a drink of water and be seated on the floor, the kids with stickers on their foreheads get to choose one candy item from the “Candy Store” (a variety of candy is arranged on a counter or table). Then Tim goes over rules for the games to be played. He picks 2-3 kids who did not get a sticker and names one as spokesperson for their group. Tim asks a question to the spokesperson such as: What do you call a dead-tree standing? The spokesperson confers with the group of 2-3 and gives him the answer. If they answer 2 out of 3 questions correct, they get a trip to the “Candy Store” for one piece of candy. The spokesperson is always given the choice of serious or goofy questions. Each group will get a goofy question regardless of what they want. A goofy question might be: You get 6 tries to guess within 5 pounds what Tim weighs. Once all kids who didn’t get stickers have had a chance to get candy, we go to the next game.
- The Ball Throw game – Each student gets one chance to throw a volleyball into a bucket from a distance. Each basket made is counted and then Tim throws the ball between his legs trying to total more than the students added together.
- The last 15 minutes of the school tour are for the T-Rex game. The prize is an additional trip to the “Candy Store”. Here are game instructions:

Draw 11 steps going up to a platform. Put a “T” on bottom step, skip a step and put a “Y”. Tim tells them that “Y” is for You (the class) and “T” is for T-Rex. Tim asks them: What does a T-Rex do if he catches you? They answer: He eats you. They pick a spokesperson for the entire class. Tim directs questions, goofy or serious, to the spokesperson. After conferring with the group, if the answer is correct, the “Y” jumps up 1 step; if wrong, the T-Rex jumps up 1 step. By virtue of questions, Tim makes sure T-Rex stays on the heel of “Y” the entire game. When he asks the last question, the kids are not sure if they will win or lose. He always makes sure they win the last question. One method of adding excitement

is that Tim tells them that if they run out of time, T-Rex wins which means no additional trips to the “Candy Store”.

10:45 a.m.:

Return students and adults to school grounds.