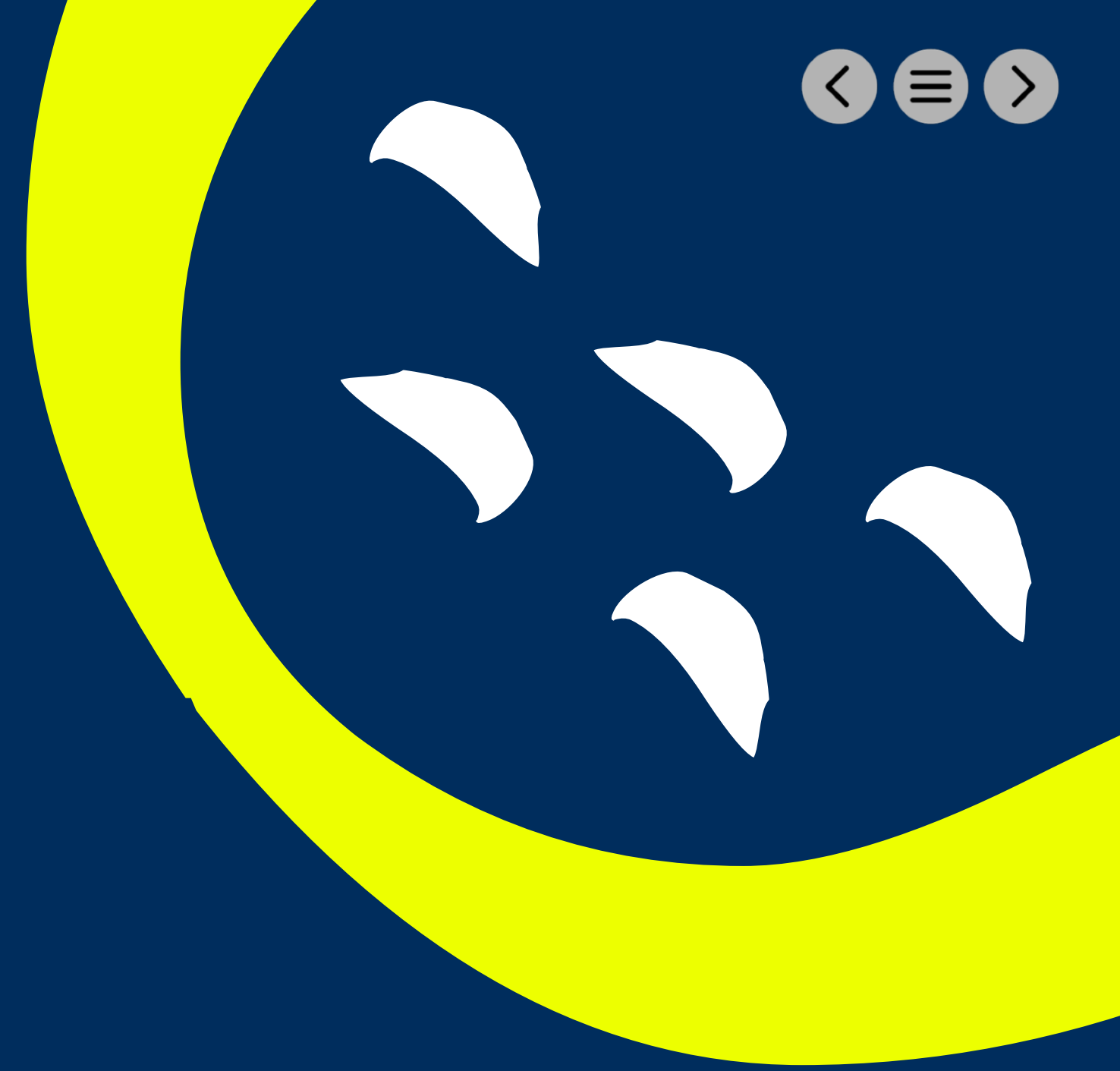


Junior Monthly

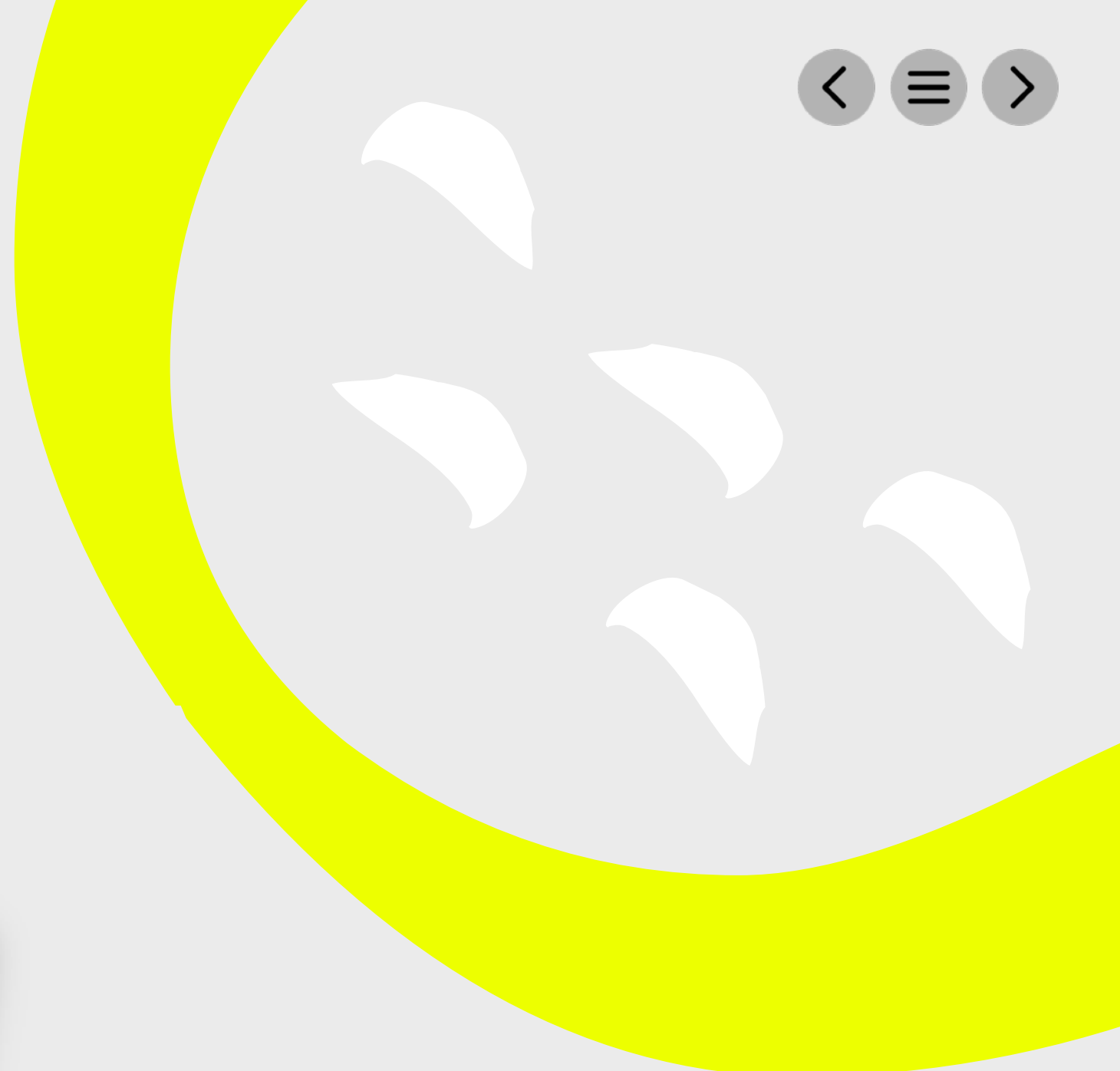


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Overview



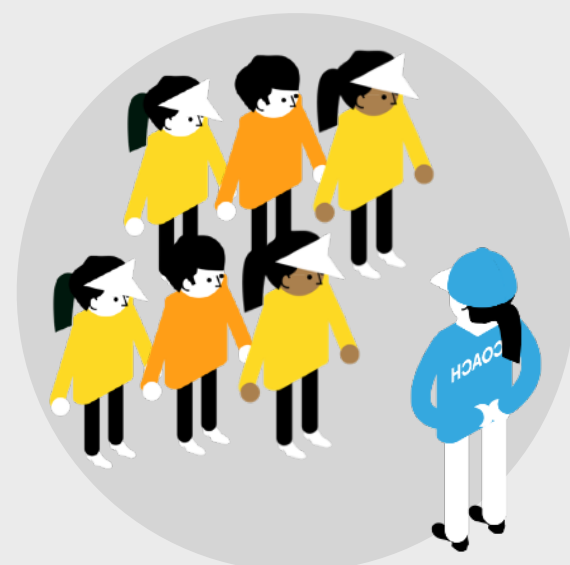
Overview of the Program

The Junior Monthly Program is the core Junior Program delivered at your venue. The essentials of the program are as follows:



1. Weekly Classes

Classes are offered on a weekly basis at your venue within the Junior Monthly on consistent days and times.



2. Group Based

Classes are delivered on a group basis.



3. Open to All

The program is open to all juniors at your venue regardless of their ability and experience.



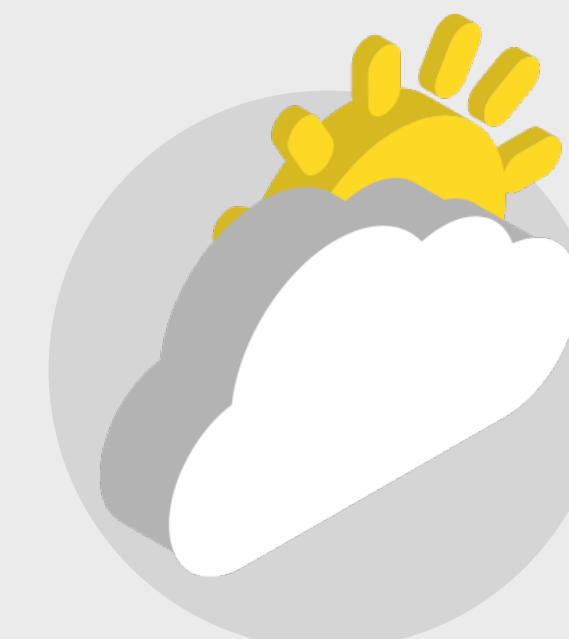
4. Age & Ability Groups

You are able to offer classes across three age groups delivered in a developmentally appropriate way. On a venue by venue basis dependent on numbers, you are also able to offer ability based groups.



5. Subscription Based

The Junior Monthly program is delivered on a subscription based model with parents and/or guardians paying a monthly fee to attend the weekly classes and course play events.

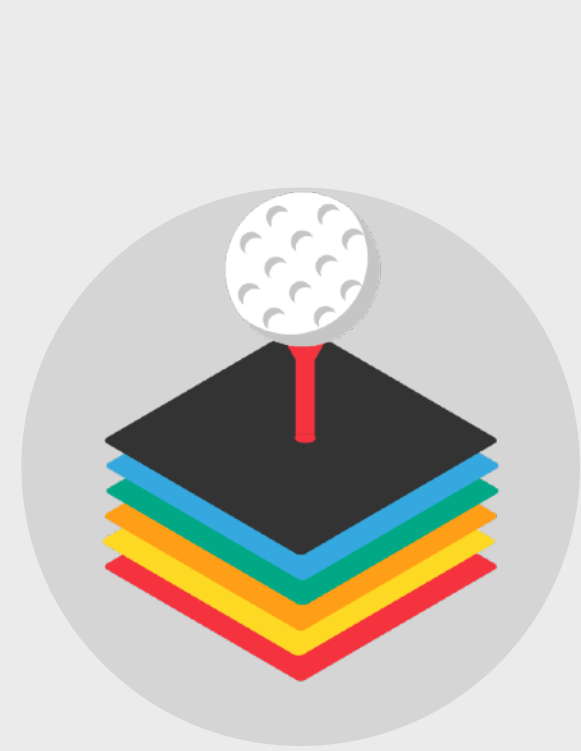


6. Climate Dependent

The exact number of classes, delivery year and number of months will vary dependent on the climate and region of your venue.

Purpose of the Program

The purpose of the Junior Monthly Program is giving the child a consistent and structured coaching program to develop them and their golf skills across a range of learning outcomes. The Junior Monthly program will also give the child the opportunity to become integrated into the Club environment to develop their confidence and knowledge and showcase your venue as an ideal place for the child and the family to spend time learning and playing the game.



1. Progression Pathway

When developmentally appropriate, children are able to work through a progression pathway across six levels to drive engagement, development and enjoyment.



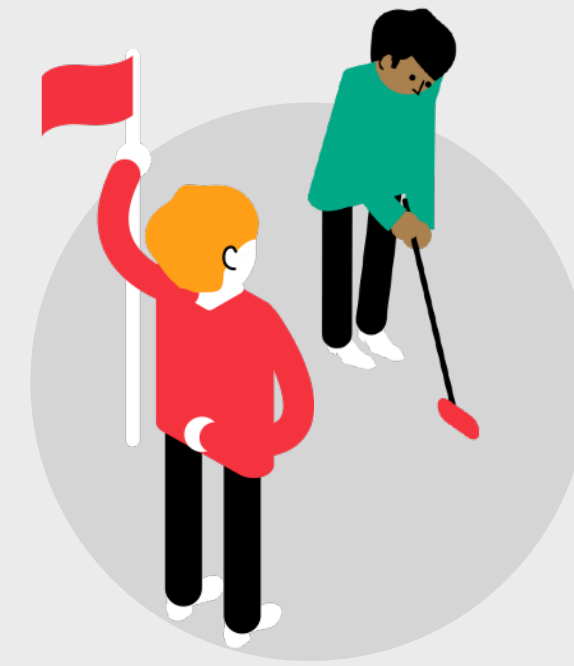
2. Develop Fundamentals

One of the core focusses of the program is driving the development of the child's fundamental skills and knowledge to play the game confidently and competently at your venue and develop the building blocks to become a golfer for life.



3. Drive New Friendships

Through group based classes across age and ability based group, children will have the opportunity to develop friendships to drive confidence and enjoyment of the game.



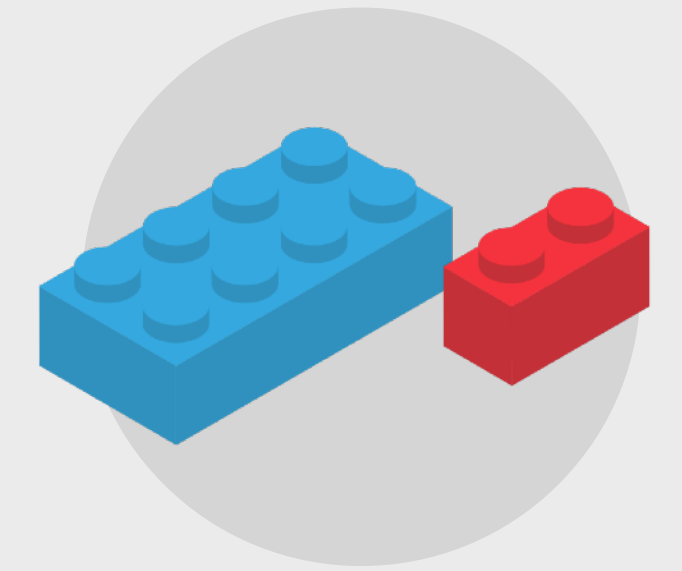
4. Engage the Family

The Junior Monthly program will provide the ideal opportunity to engage with the family, welcome them to your venue and get them invested in the child's development.



5. Integrate into the Club

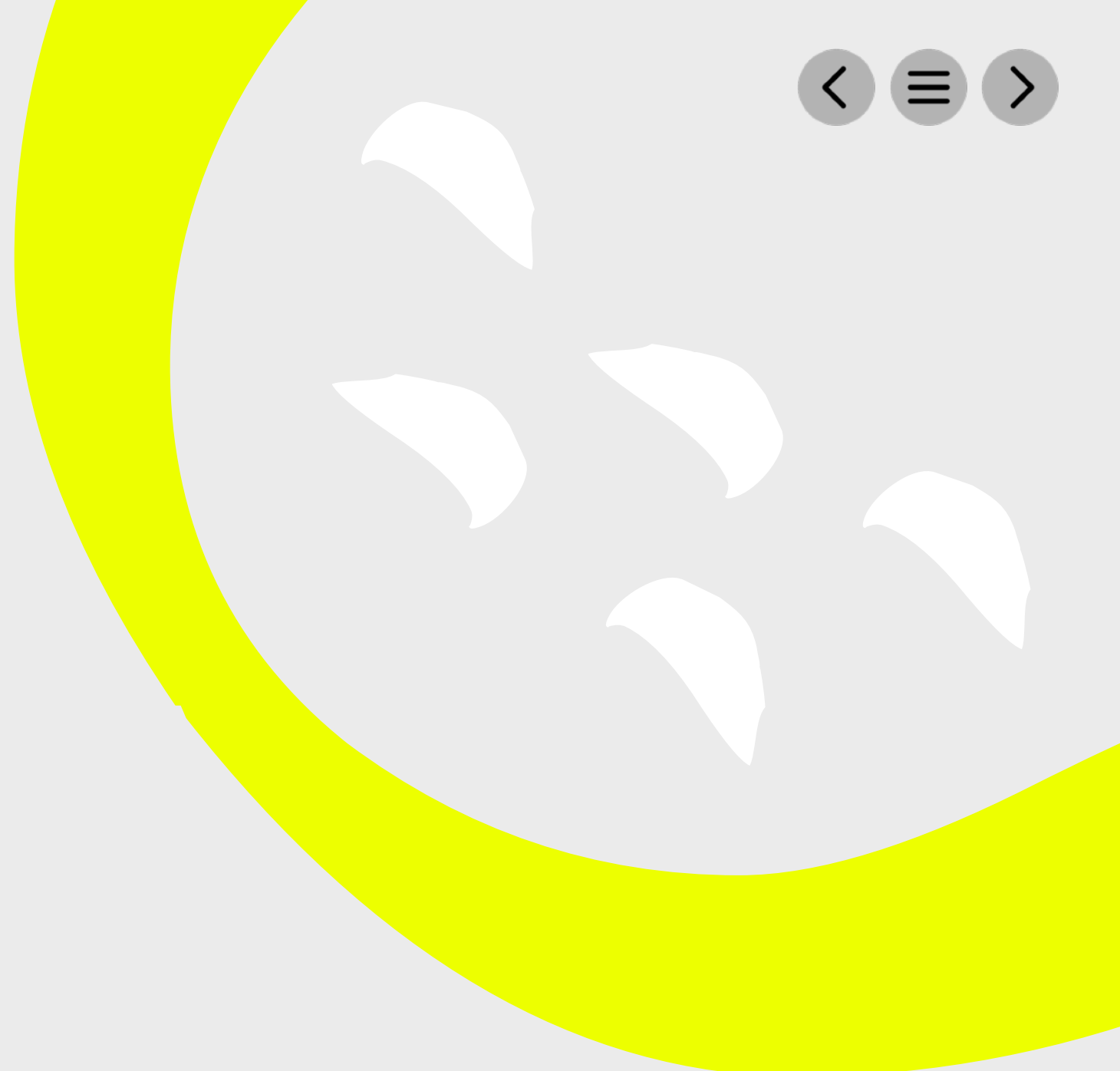
Through engaging with the family and driving opportunities for the child to build their confidence, skills and friendships the Junior Monthly Program will drive integration into your venue and conversations of new members and retention in the long term.



6. Structured & Developmentally Appropriate

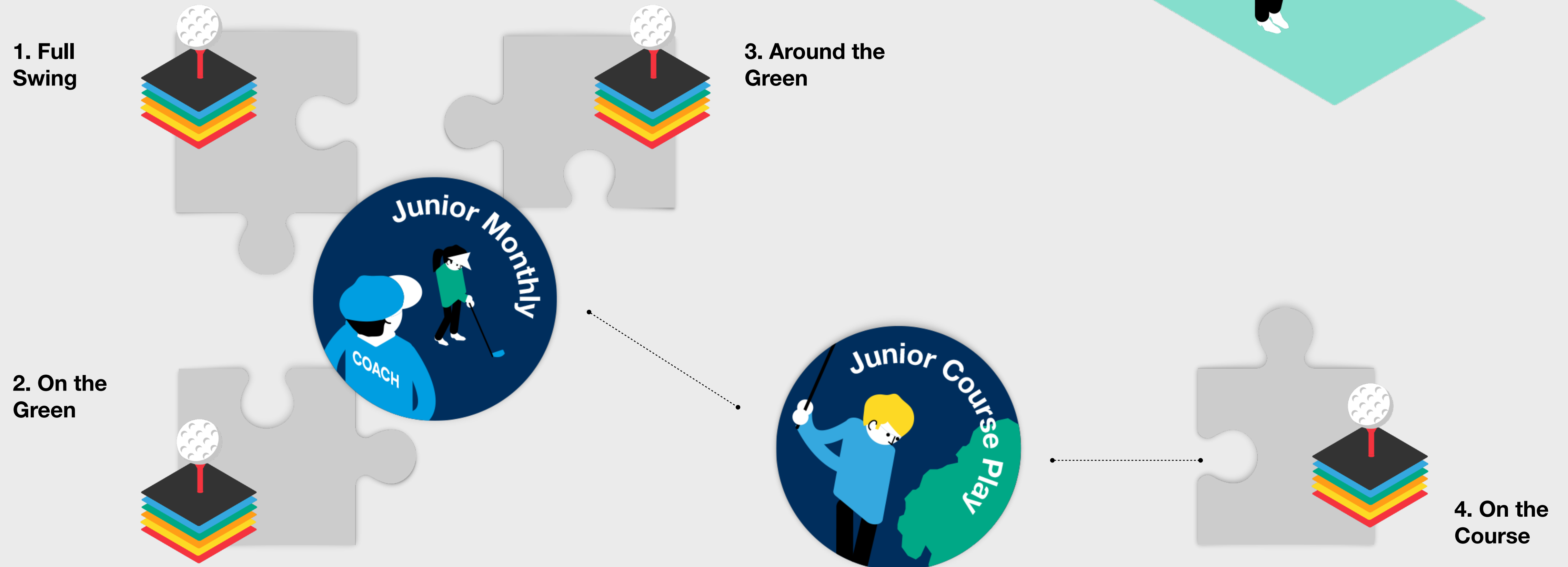
Children can work through a structured program across a variety of learning outcomes in a developmentally appropriate manner driven by the principles of the ADM Model.

Implementation



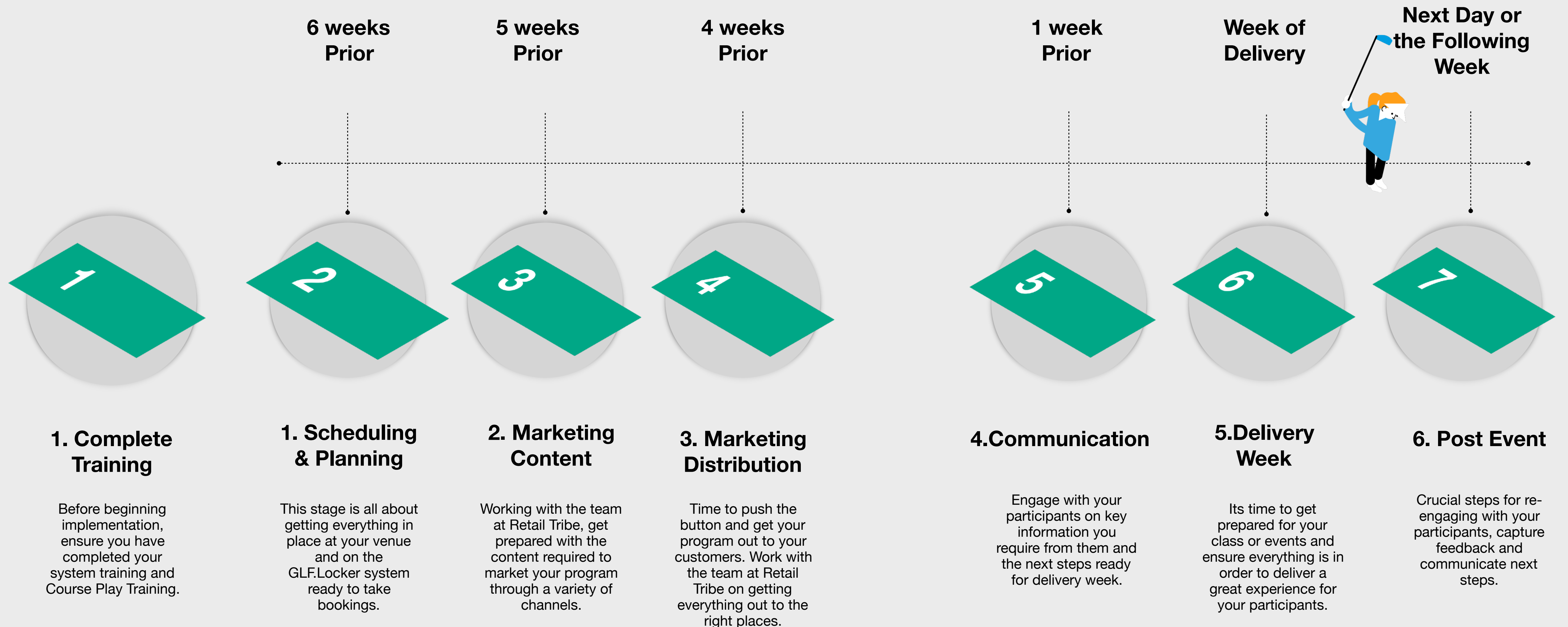
Implementation Stage & Link to Course Play

The Junior Monthly Program is the first program that is to be implemented at your venue. It also runs in tandem with the implementation of the Junior Course Play Program. This is due to how one program complements the other and that those participating in the Junior Monthly Program can access Course Play events within their monthly fee. Furthermore, the Junior Monthly program provides the opportunity to develop the child's fundamentals across three of the four skill elements, namely **Full Swing**, **On the Green** and **Around the Green**. The Junior Course Play program provides the child with the opportunity to develop within the fourth element, **On the Course**. These opportunities all provide the child with the opportunities to attempt the challenges within the progression pathway across each element and level.



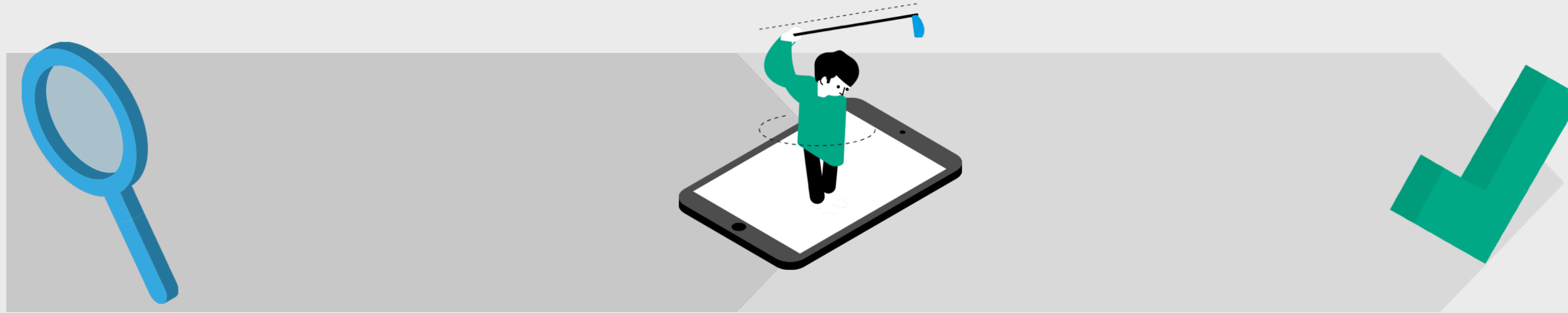
Implementation of the Program

After completing your system setup and training and completing the Program Training, you will be ready to get into action and start your journey to getting up and running at your venue. The implementation stages of any of your programs are broadly as follows:



First Steps - Step by Step Guides

To help you with the implementation of this timeline, we have provided a step by step checklist document to help you tick off the actions for each week. Navigate across to the Training Hub and download the Checklist Guides to help you get up and running.

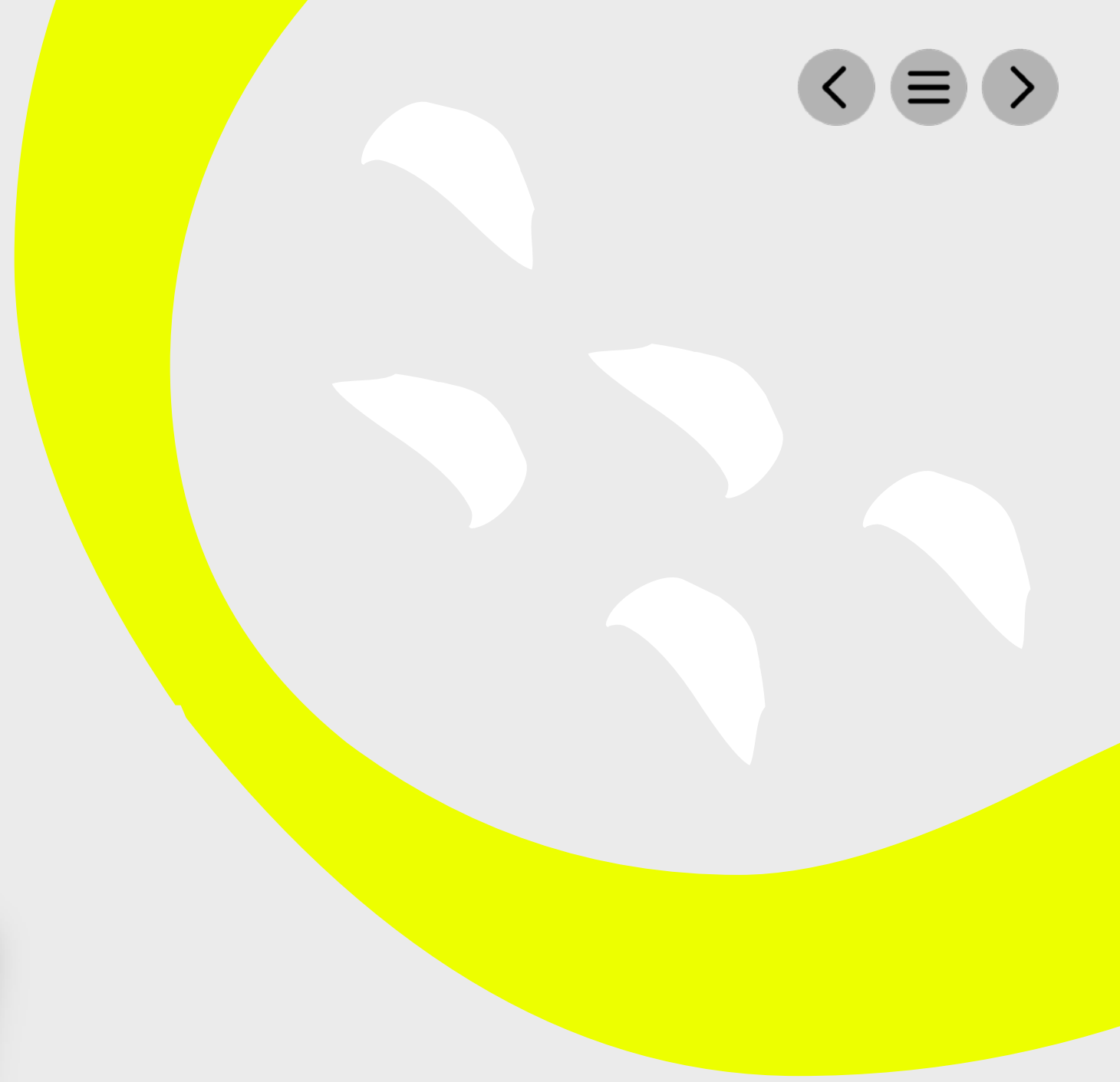


1. Navigate to the Junior Monthly Section of the Training Hub

2. View or Download Step 1 'Planning & Scheduling Checklist'

3. Action and tick off the tasks

Program Groups



**CRUSH
IT!** 
JUNIOR GOLF

Program Groups

The Junior Monthly Program is delivered across aged based groups. This is to ensure that the right balance can be struck on delivering on the principles of the ADM model, in delivering the right opportunities and development at the right time in a child's development as well as help you to practically deliver the junior program at your venue. It is also vital to ensure that the program meets the business needs of the company. The aged based groups are:



Keys to Running Your Groups

Each venue will be different in the number of classes that are on offer, there are five important keys to running classes within the age groups at your venue. These five keys are important as the structure of the class plans, pricing structure and targets have been built around these:



1. Class Size

The class ratio is 6 children to 1 coach. This will ensure that classes can be conducted safely and successfully meet the learning outcomes for each child. A proportion of the class delivery is also through co-operative learning with a variety of games and challenges that can be delivered in teams or pairs. The group size of 6 gives you flexibility to deliver these games and challenges in an engaging way for the child.



2. Class Duration

Classes are to be 60 minutes and the class plans and pricing model has been built around this duration. This length of class will ensure that you have appropriate time to deliver the learning outcomes within the session, keep each child engaged and deliver the elements of progression pathway during classes.



3. Recommended to be Gender Based at 11-16

It is likely that during the period of ages 11-16, the child will be maturing both physically and mentally. Therefore, it is recommended that to maximize engagement and participation in classes that children are split based on gender at this age group.



4. Running Ability Based Groups

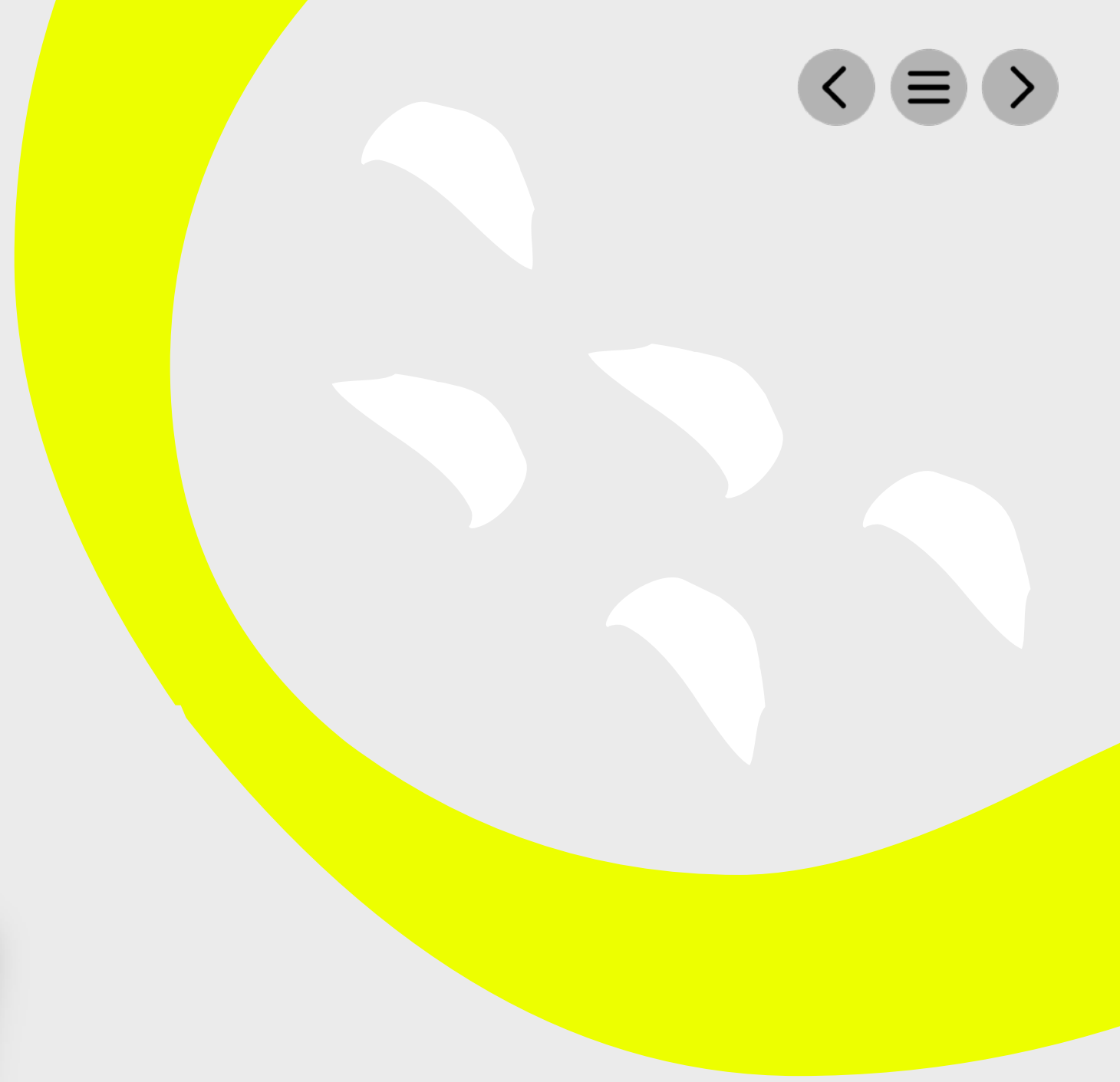
You have flexibility at your venue to split out the 6-11 & 11-16 age-based groups into two separate ability-based groups if you are able to maximize class capacity. The two types of groups are 'Starter' and 'Learner'. Starter is for those children working through levels 1-3 and Learner is for those working through levels 4-6 of the progression pathway.



5. Flexibility for You

Although the age groups should be followed as closely as possible, you have flexibility to move a child into an age groups class depending on their maturity and ability. Every child is different and you should cater for this to ensure that the child is receive coaching and opportunities that are developmental appropriate.

Scheduling Expectations



Scheduling Expectations

Each venue will be different in regards to exact delivery of the Junior Monthly Program, there are a number of expectations of the programs at your venue which you will need to follow and implement:



1. Weekly Classes

You should be offering classes across each age group each week on a consistent day and time. This will drive participation and engagement as well as maximize revenue.



2. 60 Minute Duration

Classes should be 60 minutes and the class plans and pricing model have been built around this duration. This length of class will ensure that you have appropriate time to deliver the learning outcomes within the session, keep each child engaged and deliver the elements of progression pathway during classes.



3. Weekend or After School

You have the flexibility to decide on what days to run your classes to be best suit your needs, the needs of your venue and opportunities in the local community. Classes may be delivered after school and on the weekends at times to suit you.



4. Bookings through GLF. Locker

All activity is to be driven through the GLF.Locker system. This is vital to ensure that classes are appropriate planned, delivered and tracked.



5. Climate Dependent

The starting date of your program and the months in which it will run will be dependent on the climate in which you operate. In turn this will have an impact on the number of classes you can deliver in a program year.



6. All Age Groups

You are expected to offer opportunities across all of the age groups at your venue.

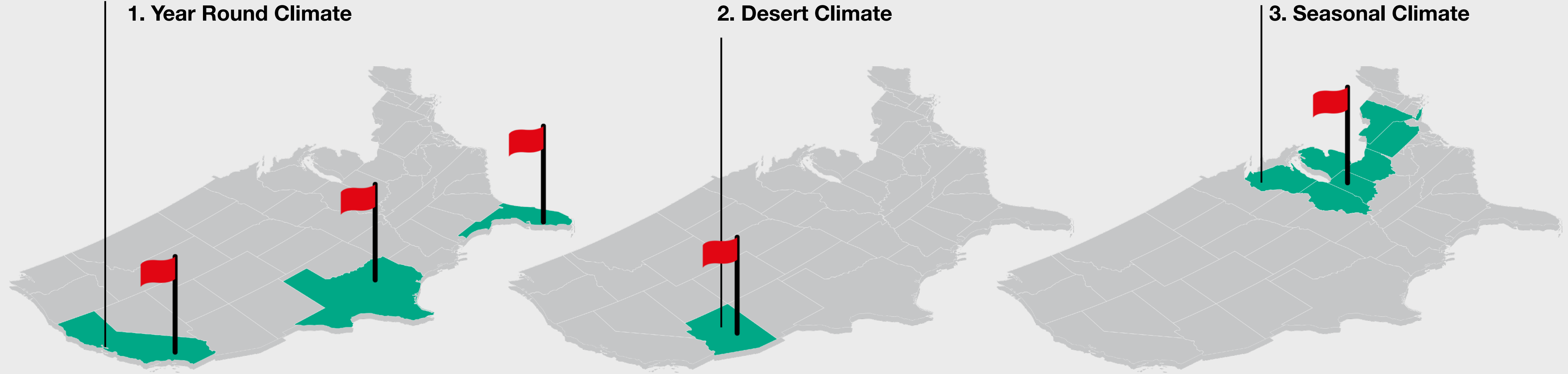
Expectation Based on Climate & Region

The graphics below indicates an example of how the Monthly program is delivered based on climate and region. Those venues operating in a region with a year round climate such as California are able to offer 51 weeks of classes across the program year. Those in Desert climates, such as Arizona can offer weekly classes across seven months due to the extremely hot temperatures. Those operating in Seasonal Climates such as Minnesota can offer weekly classes across seven months due to extremely cold temperatures.

1. Year Round Climate

2. Desert Climate

3. Seasonal Climate



51 Weeks over 12 Months
January - December



30 Weeks over 7 Months
October - April



30 Weeks over 7 Months
April - October

Annual Program Calendar - Year Round

The graphics below shows an example of how each of the programs can be scheduled and come together across a calendar year for those operating in a year round climate. In this example, classes are operating weekly on a Saturday throughout the year during 2021. Due to Christmas Day falling on a Saturday, in this example 51 classes can be offered across the year.



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25	26	27	28	29		31




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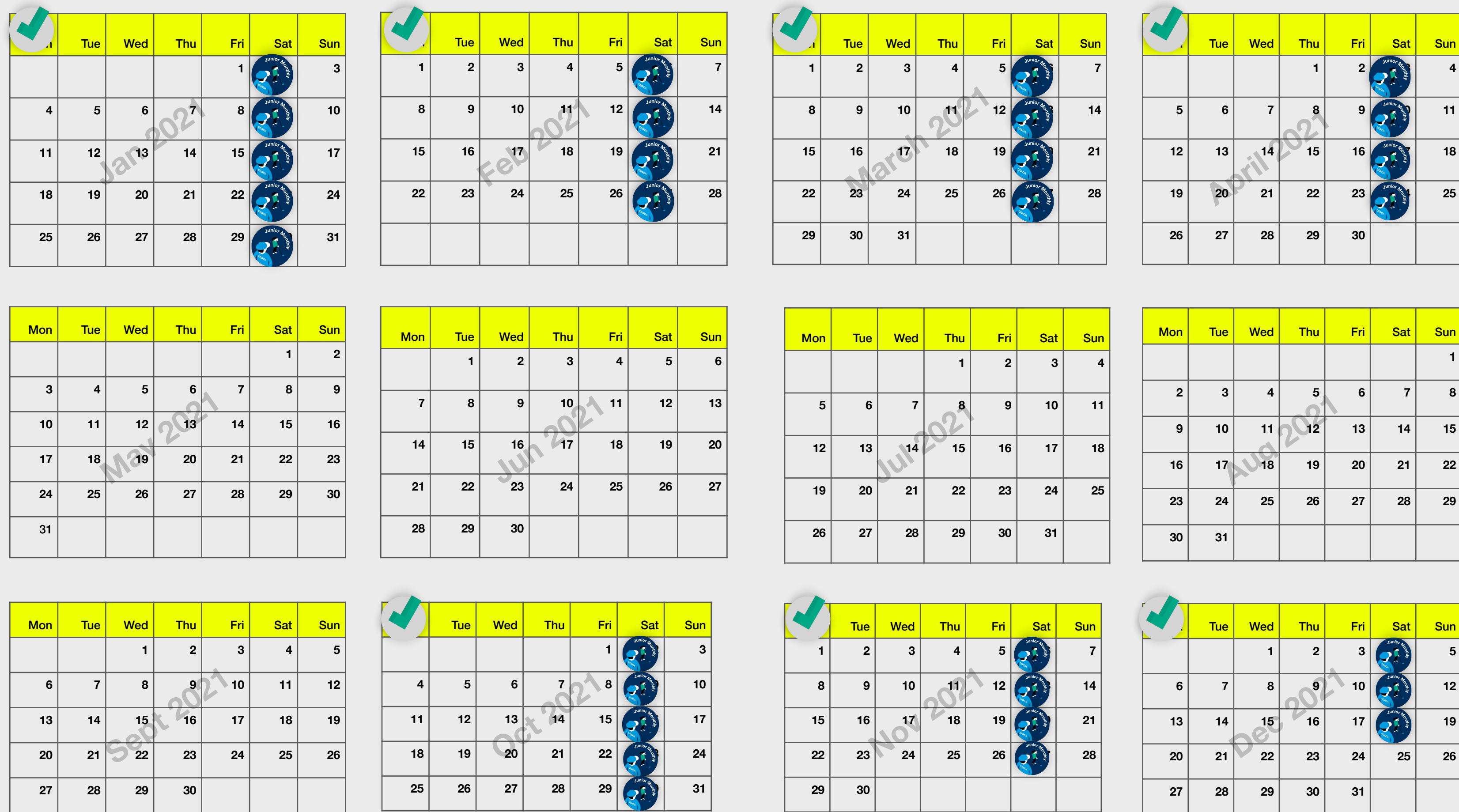
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13	14	15	16	17		19
20	21	22	23	24	25	26
27	28	29	30	31		

Annual Program Calendar - Desert

The graphics below shows an example of how Junior Monthly Program can be scheduled and come together across a calendar year for those operating in a region with a Desert Climate. As can be seen, no programming is offered between May - September and in this example classes between October - April are taking place on a Saturday with 29 classes on offer through the year.



Annual Program Calendar - Seasonal

The graphics below shows an example of how Junior Monthly Program can be scheduled and come together across a calendar year for those operating in a region with a Seasonal Climate. As can be seen, no programming is offered between November - March and in this example classes between April - October are taking place on a Saturday with 29 classes on offer through the year.



Class Scheduling on the Day

Depending on the number of classes that you intend to offer at your venue within each age group, scheduling classes correctly to ensure that there is adequate access to facilities and for you to manage the setup and changeover between classes is imperative. We do not recommend scheduling all classes back to back, but instead leaving a buffer period between certain classes. This will help you to deal with the unexpected, plan and setup for each class as well as ensuring you can engage with parents and re-energize to deliver the next class. In this example, we can see that every age group class is offered at the venue on a Saturday and planned accordingly.

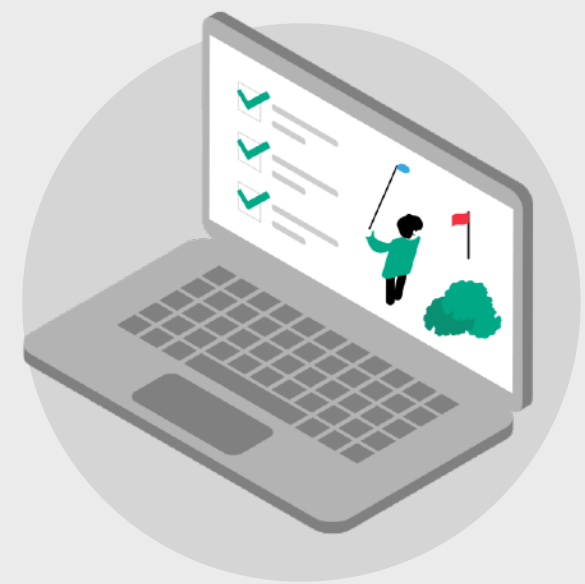
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26	27	28	29	30		

Saturday 3rd April

Time	Session
9am - 10am	Ages 4 - 6
10am - 10:15am	Break
10.15am - 11:15am	Ages 6 - 11
12.15pm - 1pm	Break
1pm - 2pm	Ages 11-16 Boys
2pm - 2:15pm	Break
2.15pm - 3:15pm	Ages 11-16 Girls

Support Available to You

While you are responsible for scheduling your classes over the delivery year for each age group and to organize the day and times these will take place, you are being provided with specific support to help you with this. Support is available with the Training Hub in the following ways:



1. Step 1 - Scheduling & Planning Checklist

This will help you to understand the recommend steps to take when planing and scheduling your Junior Program so you can move to the next step.



2. Centralized Calendar

Within the Training Hub, you can access a centralized calendar outlining the Class that is recommended to be delivered on a specific week of the year. This calendar will also indicate the Class Plan that can be followed and the Challenge that can be attempted by the child.



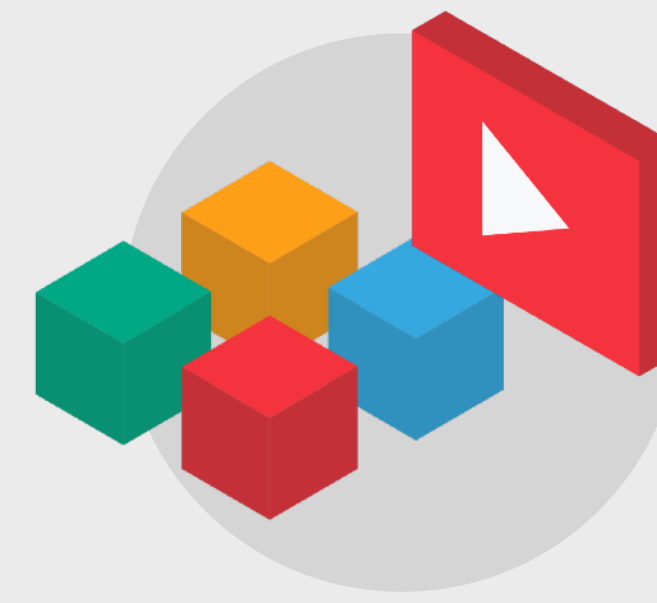
3. Scheduling Templates

Within the Training Hub, you can access a downloadable resource detailing the specific key dates across the calendar year. This can be used to ensure you can plan your program effectively without clashing with major holidays.



4. Climate & Region List

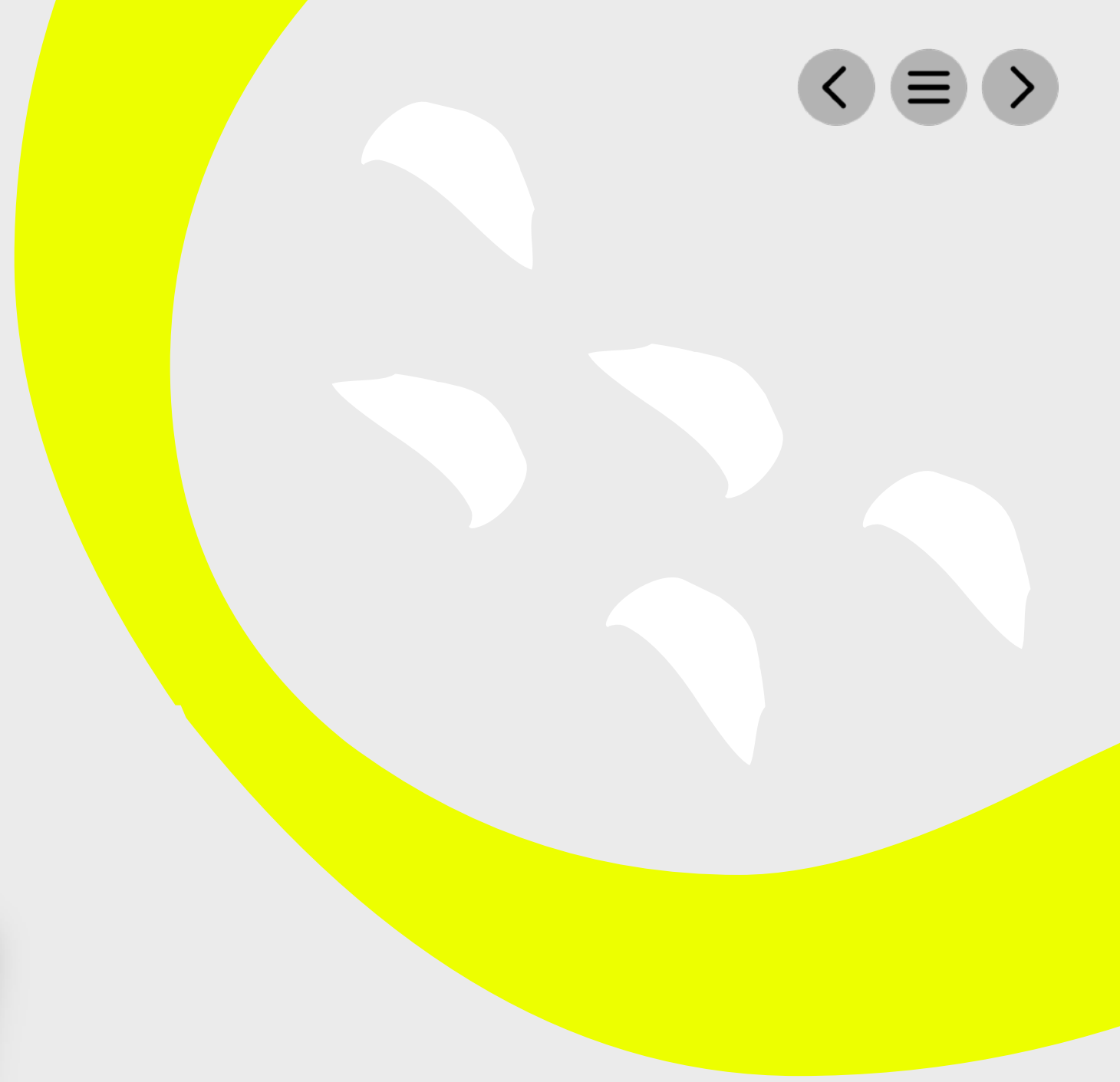
You can access a list of clubs within the Training Hub and the corresponding Region and Climate.



5. System Training & Tutorials

Through the Training Hub and the Using your system section you can access a range of training materials to learn how to use your schedule and manage your classes.

Pricing, Charges & Projections

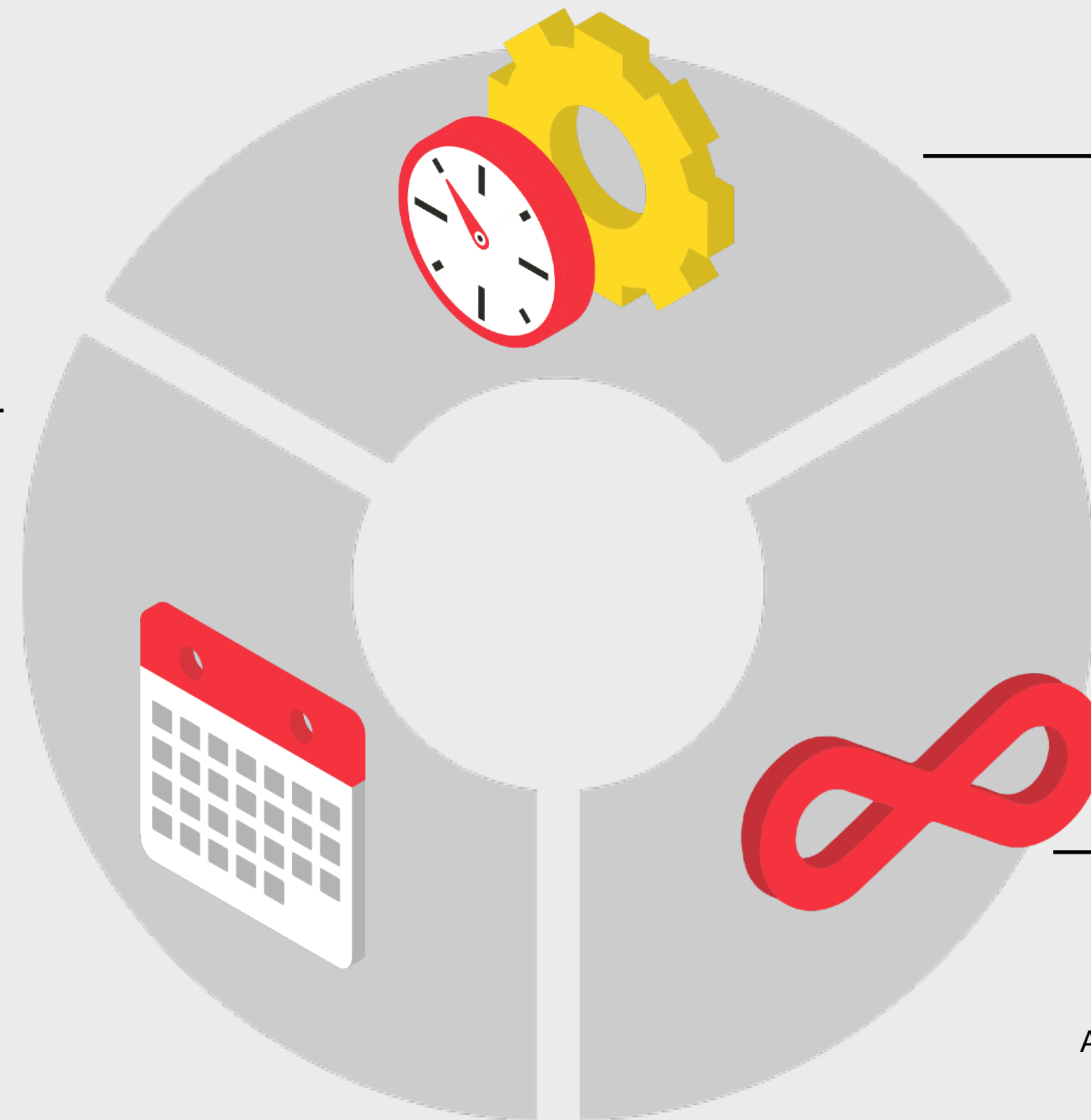


Subscription Based Program

The Junior Monthly Program is a subscription-based program. A subscription-based model is an effective way of running a Junior Program and will be of benefit in the following ways:

1. Long Term Commitment

A subscription based model helps with gaining long term commitment from parents into the program, which will not only drive recurring revenue but but also engagement in the program.



2. Reduces Admin

Sure, there is some upfront work to do, but this model will pay off in the long term by reducing the administration involved with running your monthly program.

3. Reduces Attrition

A subscription-based model will help you retain juniors into the program and reduce those that drop out of the program.

Monthly Program Price

The monthly subscription varies depending on the classification of your venue. However, the pricing of the program is standardized across all venues (unless by exception with approval). The pricing, what is included and other key information is as follows:



What is included?

- ✓ 1 Weekly Class
- ✓ 1 Course Pay event each month

Key Information

- ✓ Payment on Registration
- ✓ No Commitment
- ✓ Payment Months dependent on program calendar
- ✓ Payment to be made through Micros
- ✓ Welcome Pack chargeable at \$50
- ✓ Junior Level Hats chargeable at \$10

Junior Welcome Pack

\$ 50

Each child that registers for the Junior Monthly Program, receives a Welcome Pack on registration. Those participating in the additional programs do not receive the Welcome Pack. The Welcome Pack is charged on a one off fee of \$50 and includes the following resources:



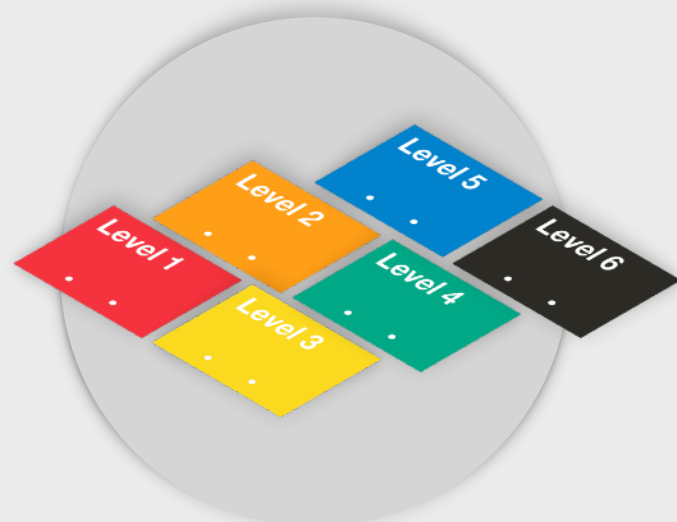
myJunior Folder

The *myJunior Folder* provides a child with everything they need to know to complete their journey through the progression pathways.



Junior Crush It Hat

Used as a symbol of participation in the program. The Junior Crush It Hat gives the child the ability to proudly display their Junior Hat Pins to track progression through the program.



Program Resources

Interactive documents and educational resources for the coach, child and parent to measure and track their journey through the program.



Backpack

A symbol of participation in the program and ideal for storing equipment required during classes and events.



Valuables Pouch

Perfect for storing everything the child needs in practice and on the course.



Divot Tool, Ball Marker, Towel & Water Bottle

Perfect for laying the foundations for educating the child on equipment necessary to play the game.

Junior Hats

When developmentally appropriate, each child may be progressing through the program pathway and progression levels. On recognition of their achievement of the four skill element pins, the child is awarded a colored hat for each level.

Distribution of these hats come at an additional fee to the parent and priced as follows.



Class Commission

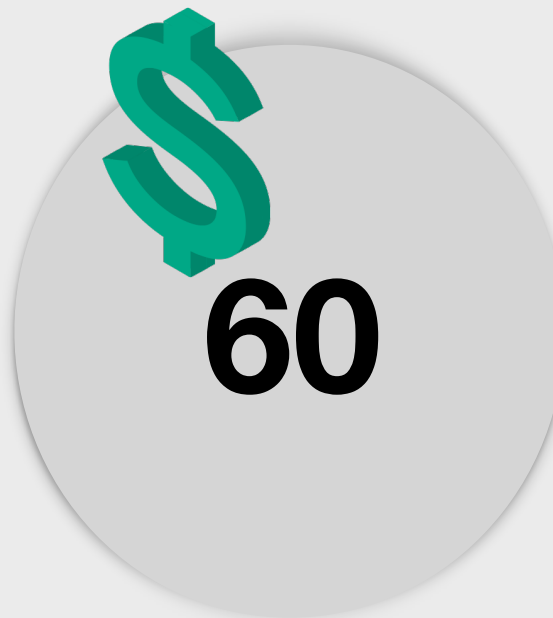
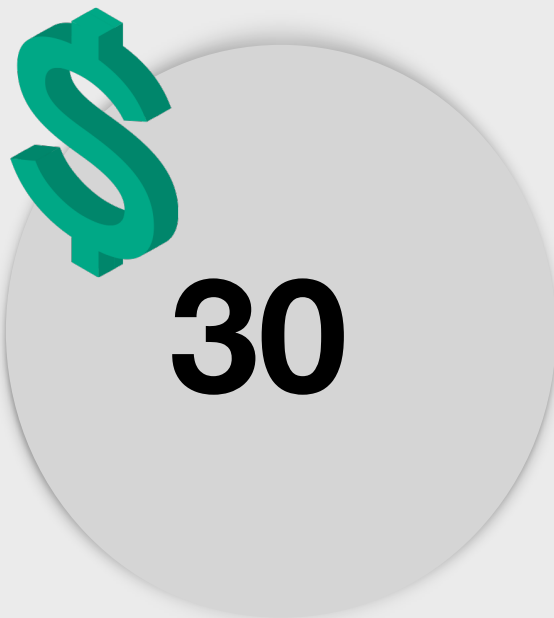
The graphics below are projections of your coach commission per class. These graphics also indicate how your commission will vary depending on capacity using the measurements of 50% and 100% full. Obviously, as capacity increases, your commission increases so let's fill those classes!



\$80 per month

Based on 50% capacity (3 participants)

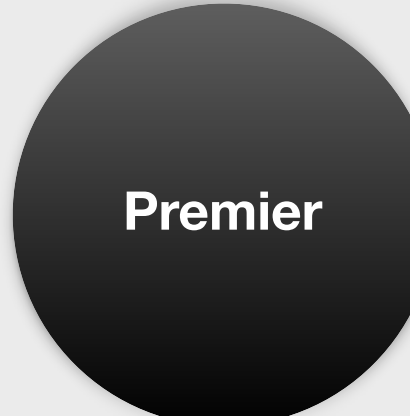
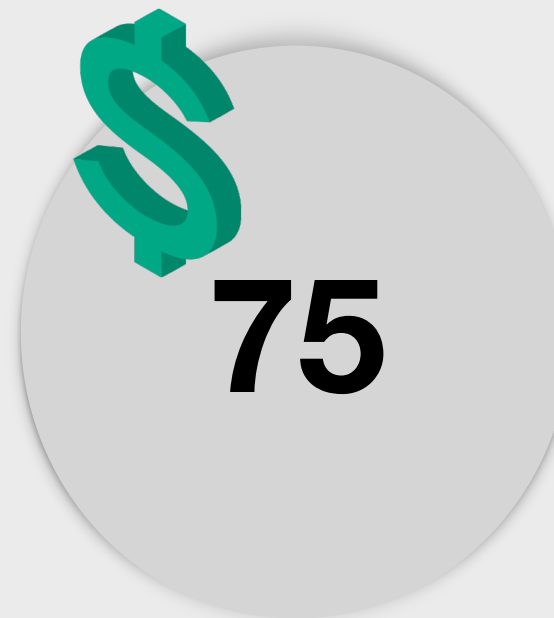
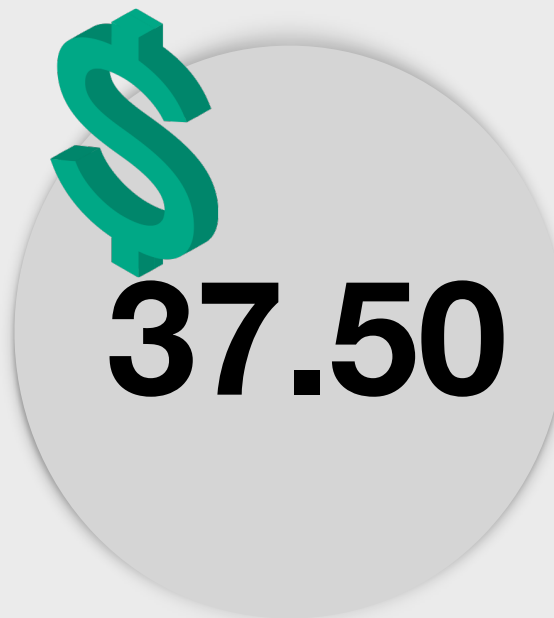
Based on 100% capacity (6 participants)



\$100 per month

Based on 50% capacity (3 participants)

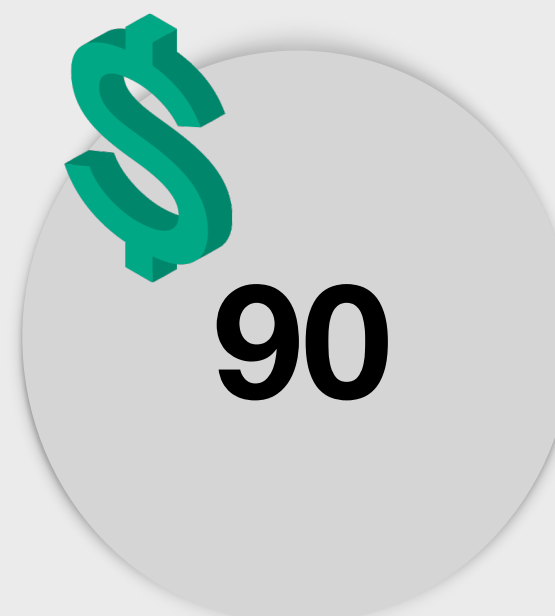
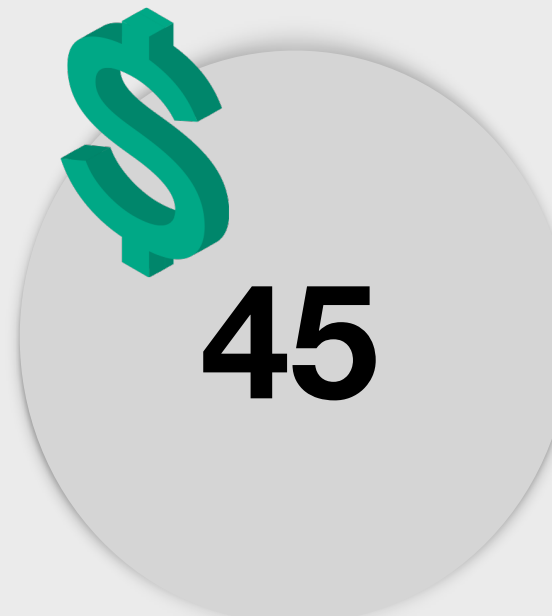
Based on 100% capacity (6 participants)



\$125 per month

Based on 50% capacity (3 participants)

Based on 100% capacity (6 participants)



Annual Projections - Year Round

The graphics below are projections of your monthly and annual commissions for those venues operating a year round climate. Some assumptions have been made here to peak your appetite including filling all of those places in the class. Obviously, these figures will multiply depending on the number of classes that you intend to run at your venue within each group.

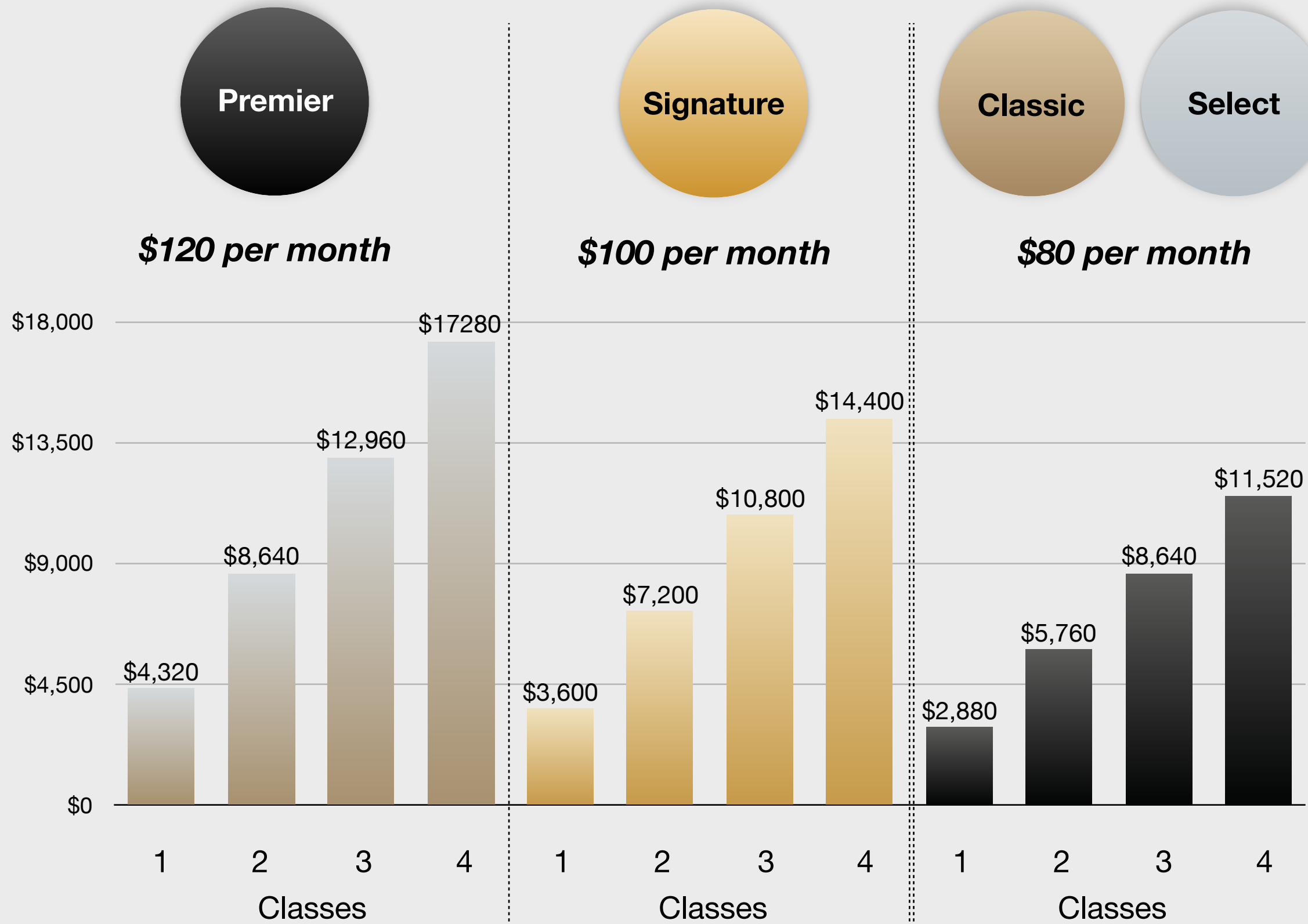
Monthly Commission

Based on 100% capacity



Annual Commission

Based on 100% capacity

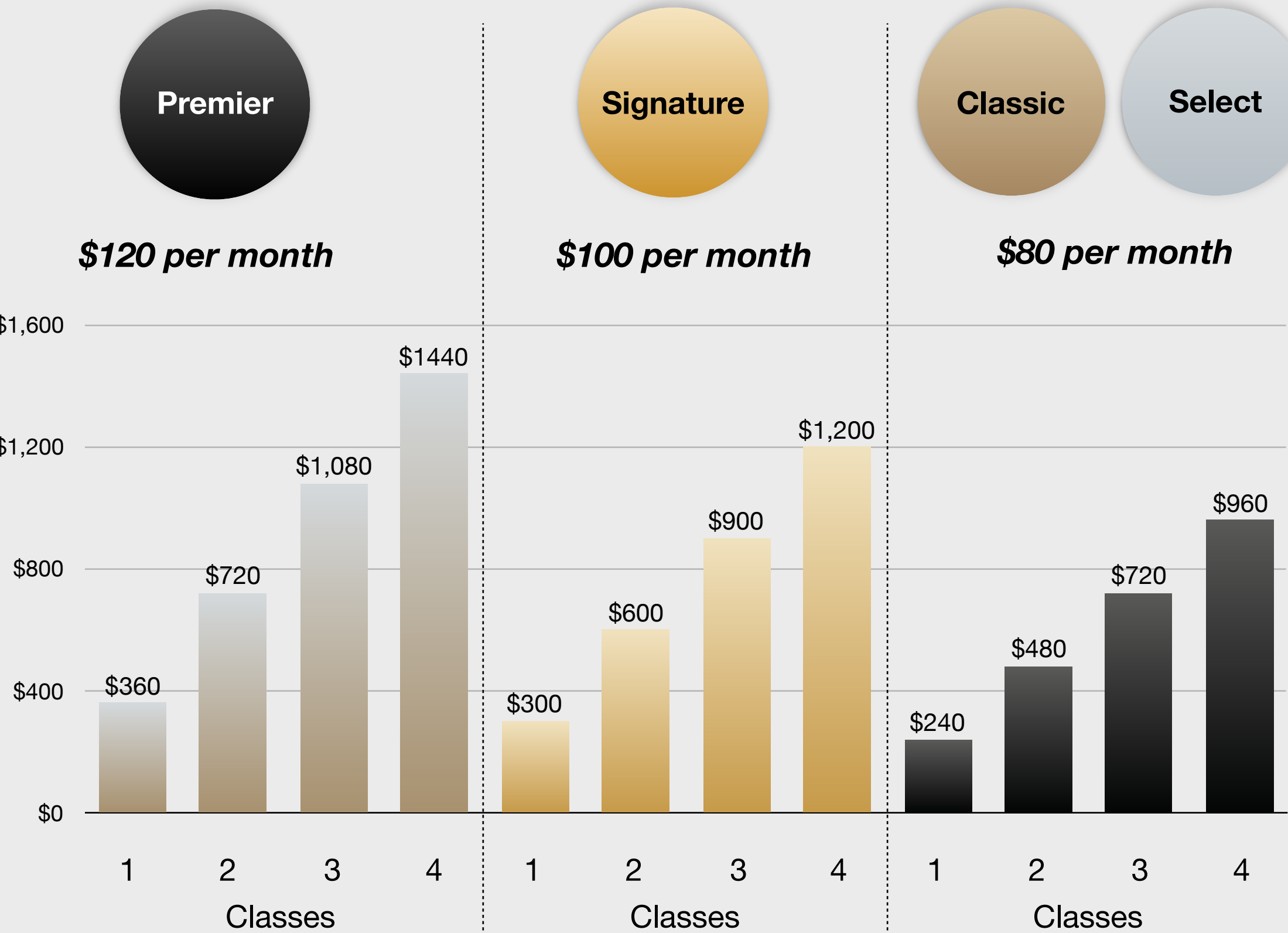


Annual Projections - Desert & Seasonal

The graphics below are projections of your monthly and annual commissions for those venues operating in a Desert or Seasonal Climate and thus a reduced program year.

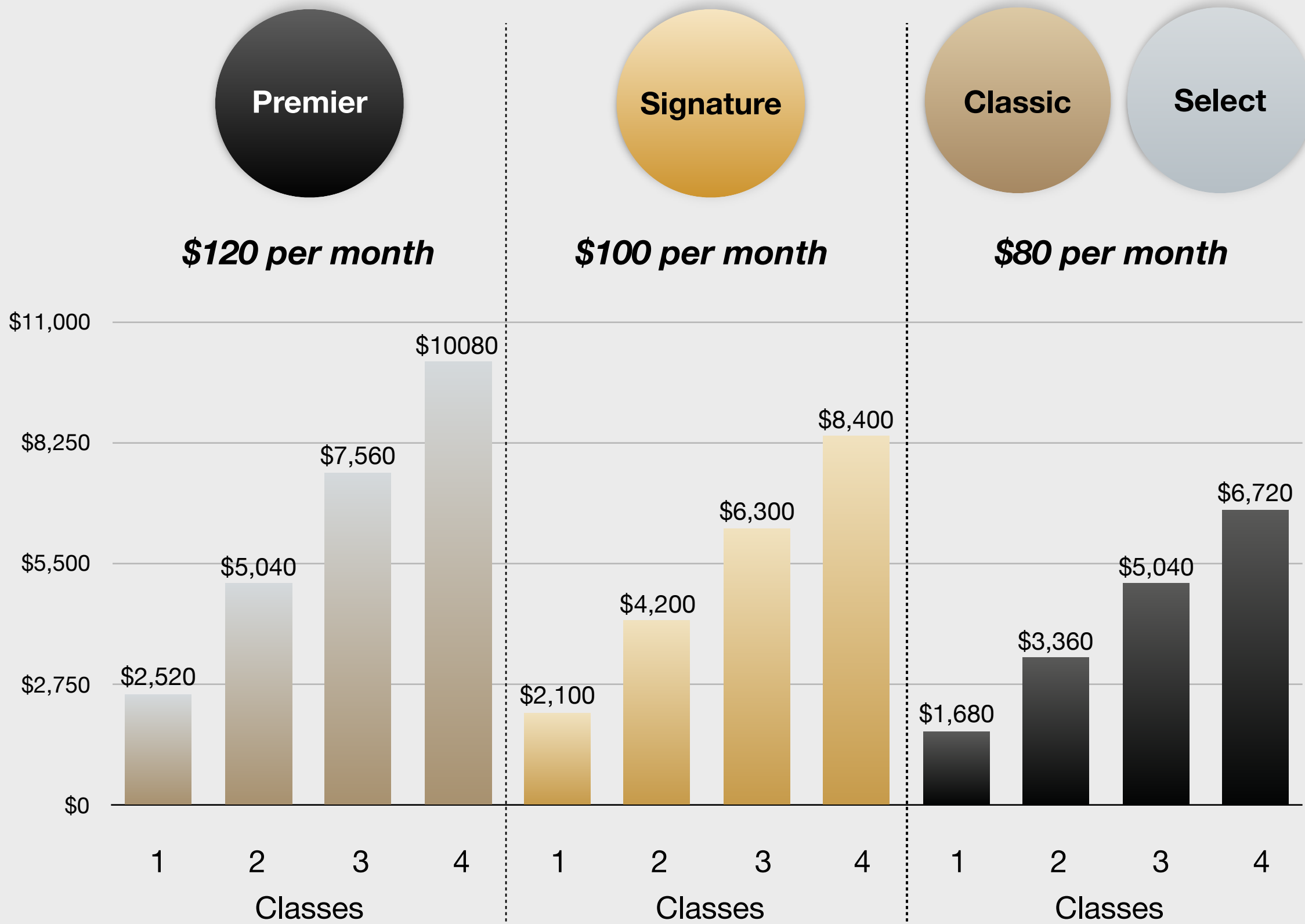
Monthly Commission

Based on 100% capacity

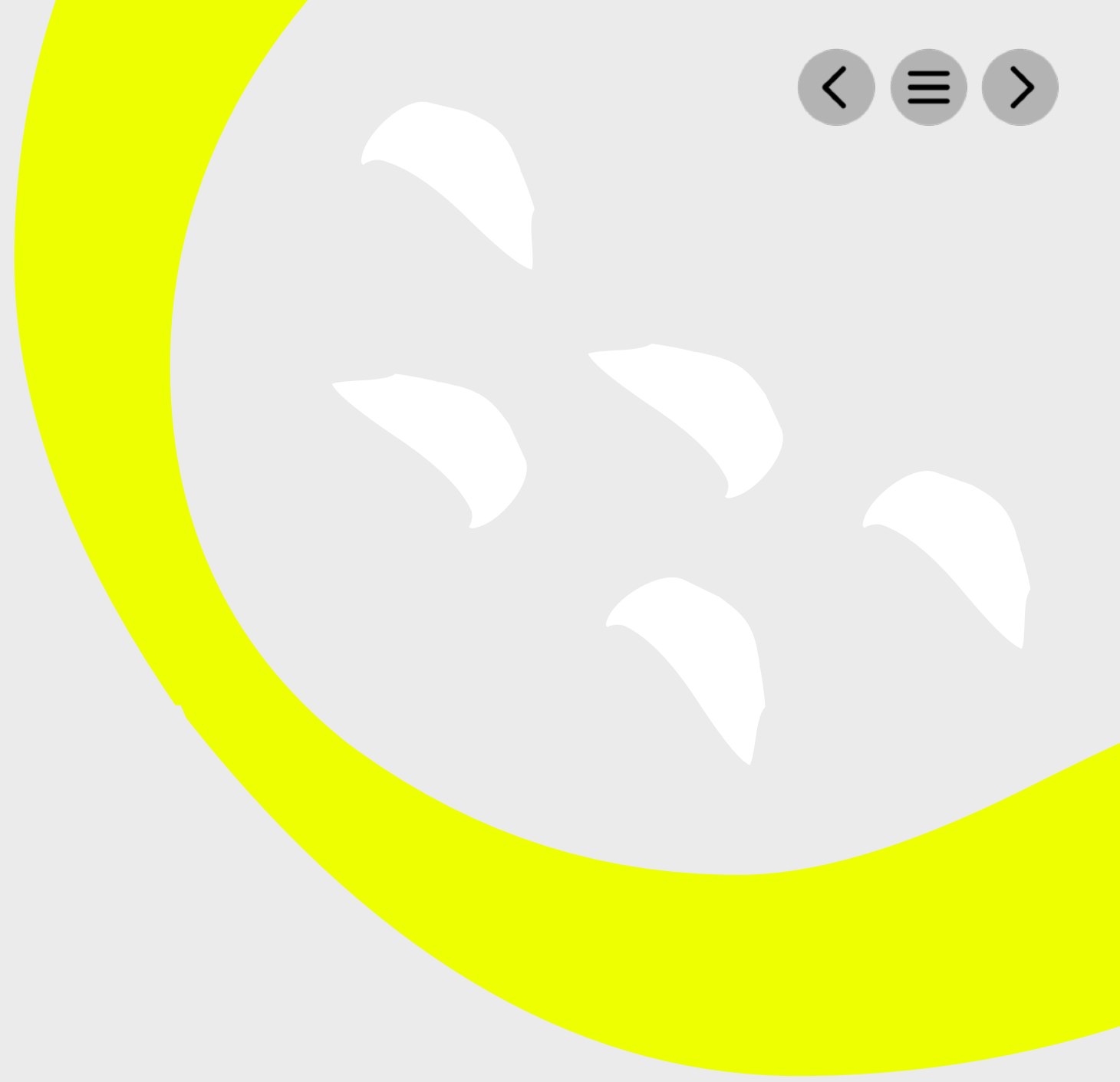


Annual Commission

Based on 100% capacity



Curriculum



Learning Outcomes

Each class within the Junior Monthly Program will draw upon the four learning outcomes. These are:



1. Mastering the Game

Each class will focus on one of the Mastering the Game elements. This will give the child the opportunity to develop their skills across three of the four elements.



2. Learning the Game

Each class will provide the child with an opportunity to develop their understanding of the Learning the Game elements.



3. The Whole Child

The element within this learning outcome will be developed through independent, social and competitive learning opportunities within each class.



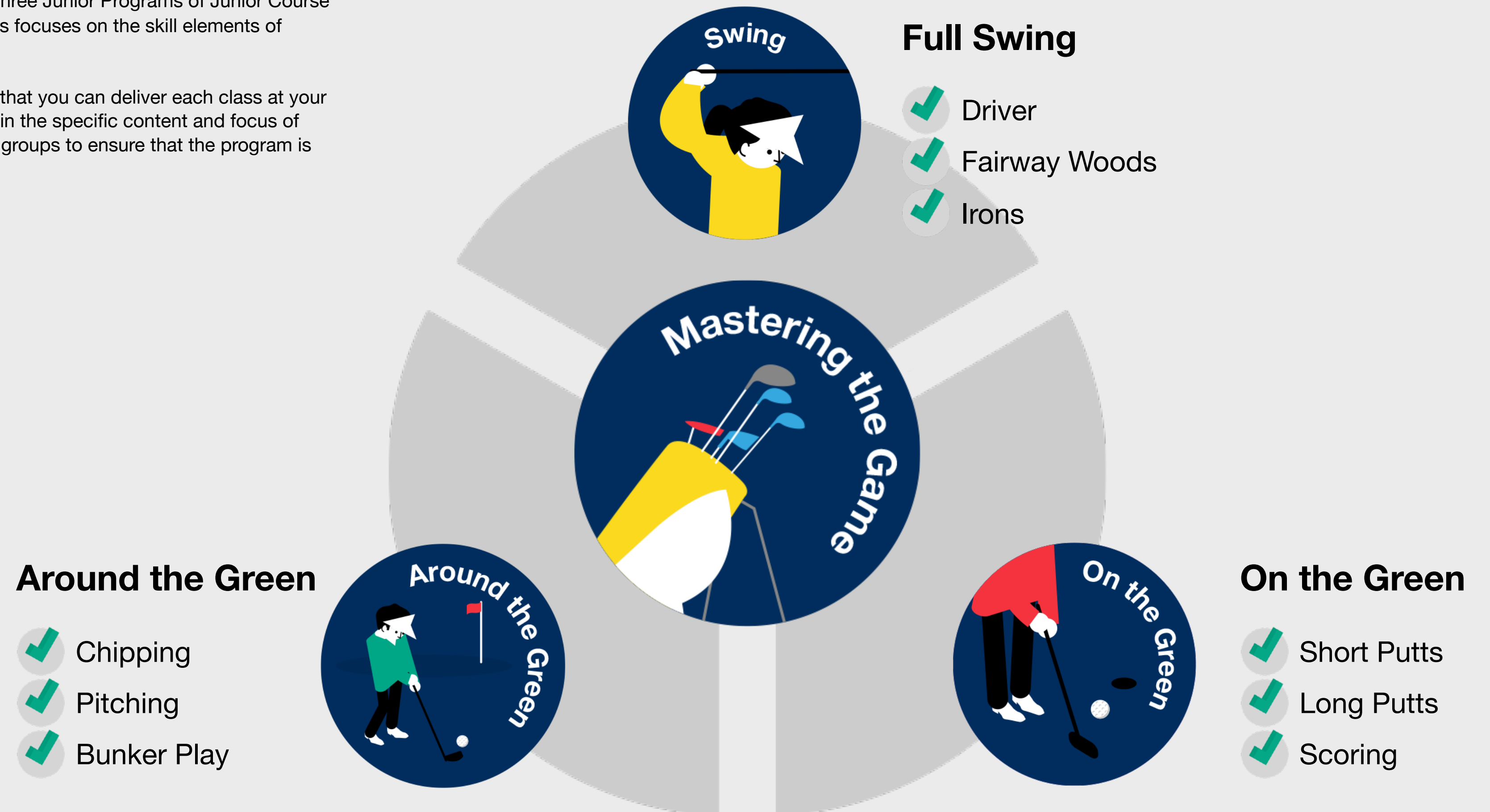
4. Physical Literacy

This elements within this learning outcome will be developed through independent and team based warm up games at the start of each class.

Weekly Class Focus

The recommended class focus and thus the location of the lesson will be based on the skill elements within the Mastering the Game learning outcome. Opportunities for the child to develop their skills within the On the Course Skill element are delivered within the three Junior Programs of Junior Course Play, Junior Social Play and PGA Jr League. Therefore, the class focuses on the skill elements of **Swing**, **On the Green** and **Around the Green**.

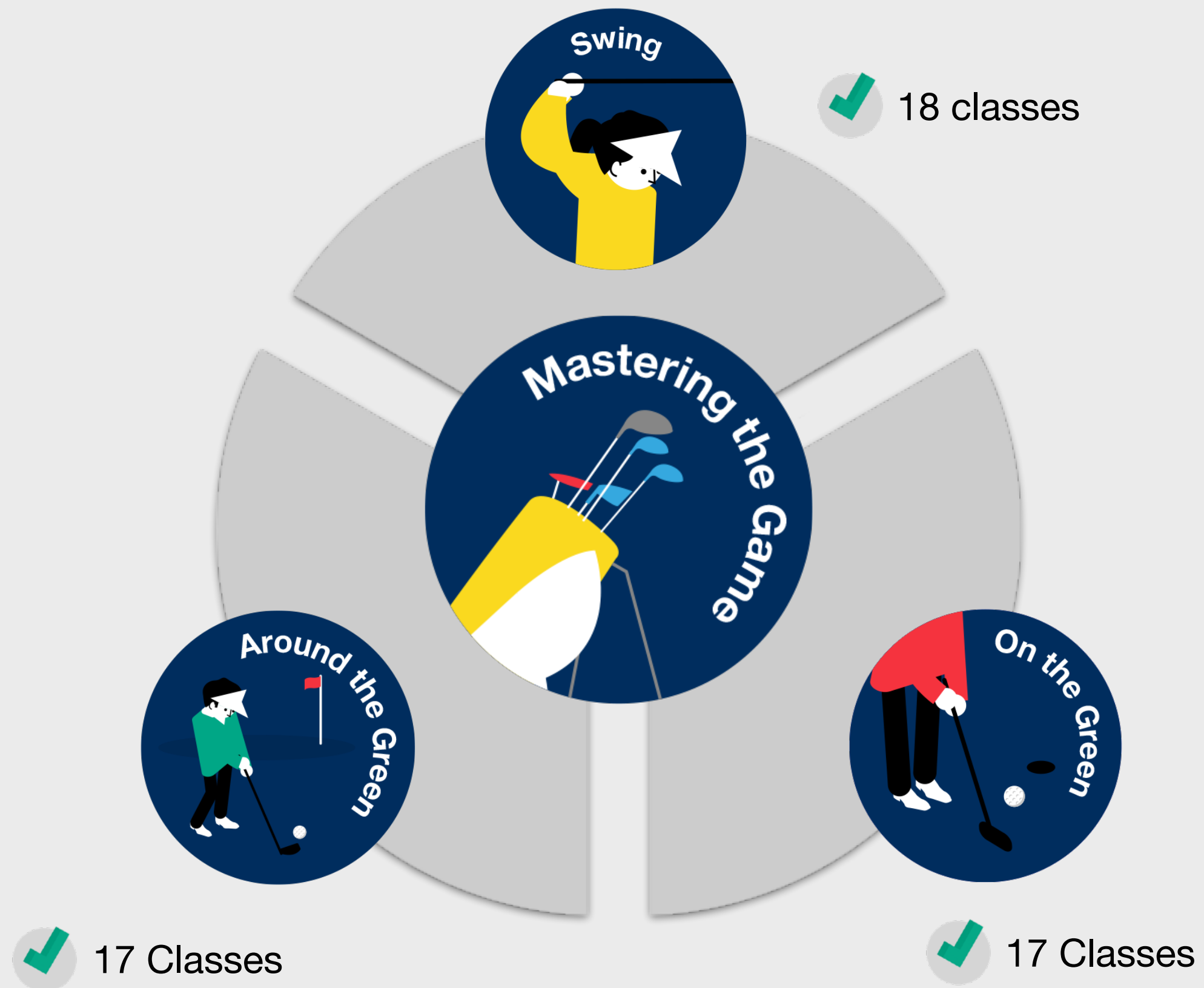
Age Group class focus run in conjunction each week to ensure that you can deliver each class at your venue as efficiently as possible. However, there are differences in the specific content and focus of each class within the Age 4-6 age group and 6-11 & 11-16 age groups to ensure that the program is developmentally appropriate.



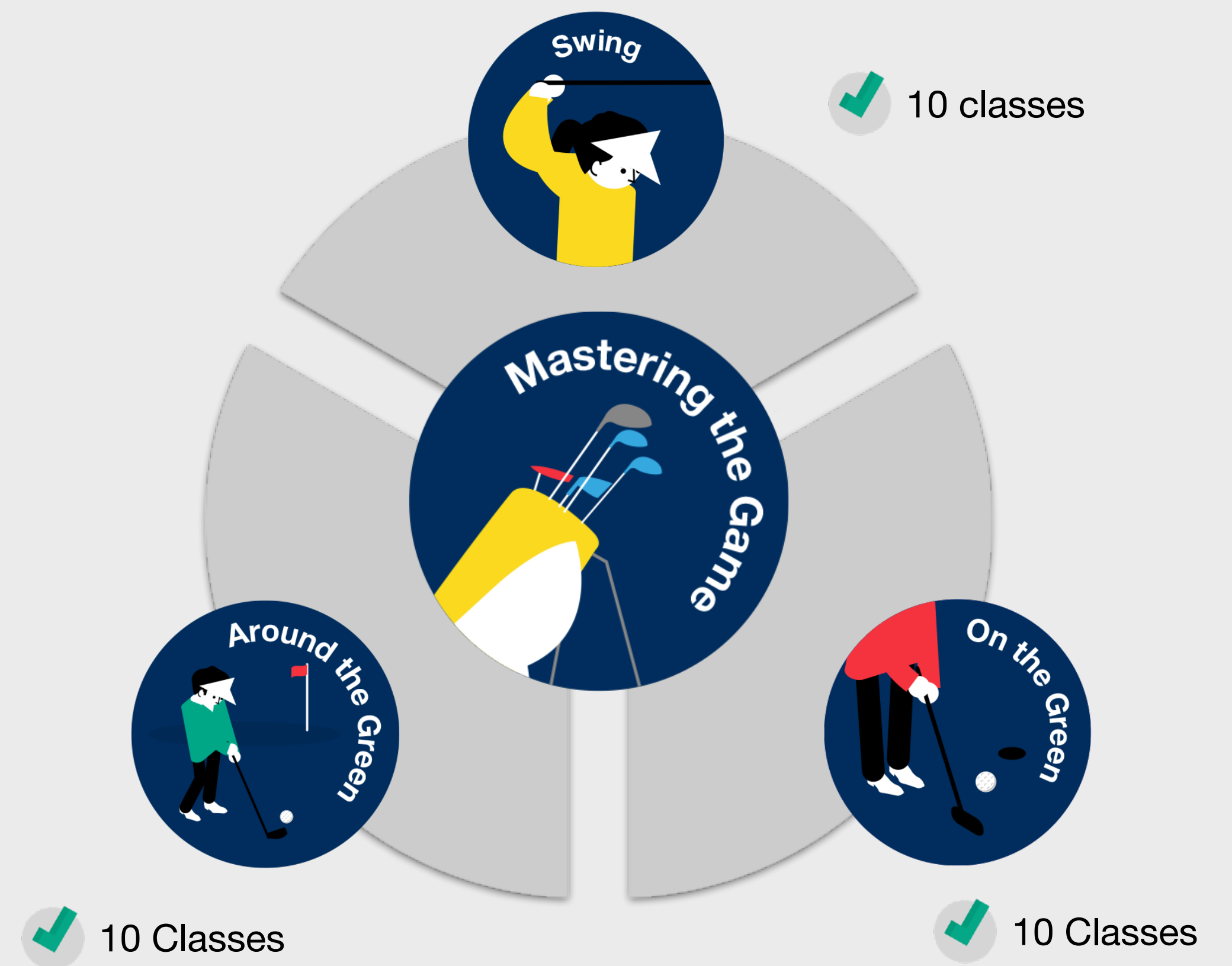
Weekly Class Focus

Based on the number of delivery weeks in your region, the number of weeks that can be delivered across each of the skill elements will vary. The graphics below indicated the number of delivery weeks across each skill element based on a partial year program over seven months and a year round program delivered every week over a 12 month period.

Year Round



Desert & Seasonal



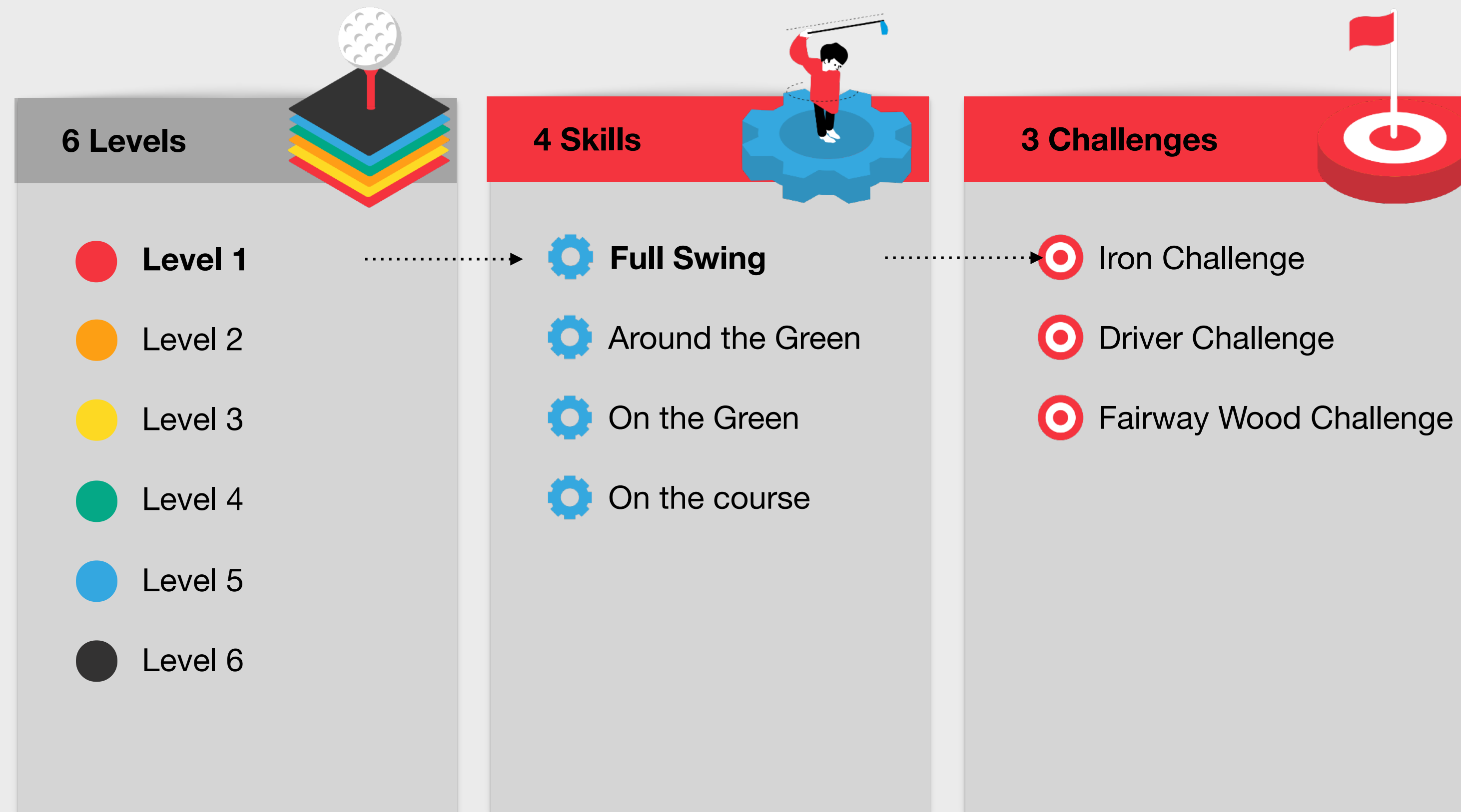
Class Focus

The class focus is rotated each week to ensure variation for the child and to ensure that each skill within the learning outcome is adequately covered during the program year. In the example below, using February 2021 as an example, the first week of delivery is swing and each week then rotates through the three skill elements, rotating back to Swing on Week 4.

	Mon	Tue	Wed	Thur	Fri	Sat	Sun	
					1	2 	3	
Week 1 Swing	4	5	6	7	8	9 	10	
	11	12	13	14	15	16 	17	Week 2 Around the Green
Week 3 On the Green	18	19	20	21	22	23 	24	
	25	26	27	28	29	30		Week 4 Swing

Challenge Focus

During each class, the child has an opportunity to attempt a challenge that links to the Skill element for that week and which links directly to the progression pathway and levels. As a reminder, there are 72 Challenges across the six levels, with three challenges within each skill element.



Challenge Focus

In the example below, we can see how the challenge links directly to the Skill element focus for that week. As week 1 is a Swing Class, the challenge that is linked to the Class plan for that week is the Iron Challenge. On week 4, the child has the opportunity to attempt the Fairway Woods challenge within the next Swing Class. The child has an opportunity to attempt the three challenges with the On Course element within the Monthly Course Play event.

Course Play Challenge

- Score
- Attendance
- Number of holes

	Mon	Tue	Wed	Thur	Fri	Sat	Sun	
					1	2	3	
Week 1 Iron Challenge	4	5	6	7	8	9	10	
	11	12	13	14	15	16	17	Week 2 Chipping Challenge
Week 3 Short Putts Challenge	18	19	20	21	22	23	24	
	25	26	27	28	29	30		Week 4 Fairway Woods Challenge

Challenge Focus

After a total of nine classes, the child will have opportunity to attempt the three challenges within each skill element and three opportunities to attempt the On the Course Challenge during the Course Play event. We can see in the example below, that the class focus rotates each week as well as the challenges. The loop starts again on week 10.

Mon	Tue	Wed	Thu	Fri	Sat	Sun
1	2	3	4	1		
8	9	10	11	2		14
15	16	17	18	3		21
22	23	24	25	4		28



1 Iron Challenge



2 Chipping Challenge



3 Short Putts Challenge



4 Fairway Woods Challenge

Mon	Tue	Wed	Thu	Fri	Sat	Sun
1	2	3	4	5		
8	9	10	11	6		14
15	16	17	18	7		21
22	23	24	25	8		28
29	30	31				



5 Pitching Challenge



6 Long Putts Challenge



7 Driver Challenge



8 Bunker Play Challenge

Mon	Tue	Wed	Thu	Fri	Sat	Sun
			1	9		
5	6	7	8	10		11
12	13	14	15	11		18
19	20	21	22	12		25
26	27	28	29	30		



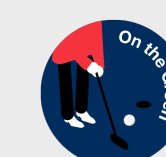
9 Scoring Challenge



10 Iron Challenge



11 Chipping Challenge



12 Short Putts Challenge

Challenge Attempts based on Climate

Based on the number of delivery weeks in your region, the number of weeks that can be delivered across each of the skill elements will vary. The graphics below indicated the total number of Challenges that a child will have an opportunity to attempt over the course of the Program year using the scheduling examples for the 2021 Calendar year.

7 Month Partial-Year Program - 30 Classes

During the program year, there is an opportunity to deliver 10 *Swing* based classes, an opportunity to run 10 *Around the Green* based classes and an opportunity to deliver 10 *On the Green* based classes. Based on this, the child can attempt:



- ✓ 4 x Driver Challenge
- ✓ 3 x Fairway Wood Challenge
- ✓ 3 x iron Challenge



- ✓ 4 x Short Putts Challenge
- ✓ 3 x Long Putts Challenge
- ✓ 1 x Scoring Challenge



- ✓ 4 x Chipping Challenge
- ✓ 4 x Pitching Challenge
- ✓ 4 x Bunker Play Challenge

12 Month Year-Round Program — 52 Classes

During the program year, there is an opportunity to deliver 18 *Swing* based classes, an opportunity to run 17 *Around the Green* based classes and an opportunity to deliver 17 *On the Green* based classes. Based on this, the child can attempt:



- ✓ 6 x Driver Challenge
- ✓ 6 x Fairway Wood Challenge
- ✓ 6 x iron Challenge



- ✓ 6 x Short Putts Challenge
- ✓ 6 x Long Putts Challenge
- ✓ 5 x Scoring Challenge



- ✓ 6 x Chipping Challenge
- ✓ 6 x Pitching Challenge
- ✓ 5 x Bunker Play Challenge

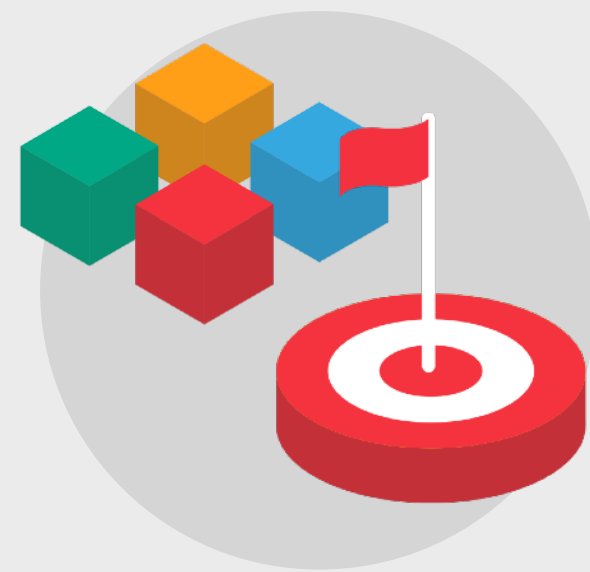
Support for You

We know that supporting you to deliver your classes, the learning outcomes and the challenges is essential and that's why we have built a number of resources to help you deliver this on the ground. Support is available to you in the following ways:



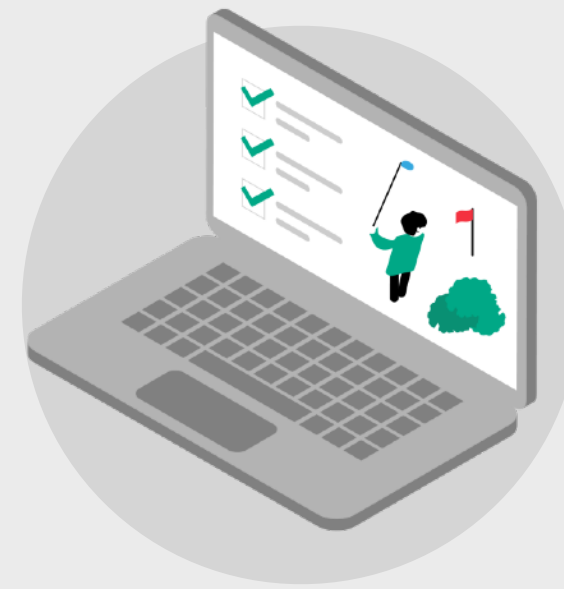
1. Class Plans

With the Training Hub, there are class plans with the aged 4-6; 6-11 & 11-16 age groups. You can use to plan and deliver your classes at your venue and meet the needs of the program.



2. Challenge Training

With the Training Hub, you can access Training to help to understand how to deliver the challenges in your class to cater for the needs of the child and how the challenges link together with the Track and Reward elements.



3. Challenge Resources

With the Training Hub, you can access resources to help you understand the deliver the challenges within your classes.



4. Learning Outcome Resources

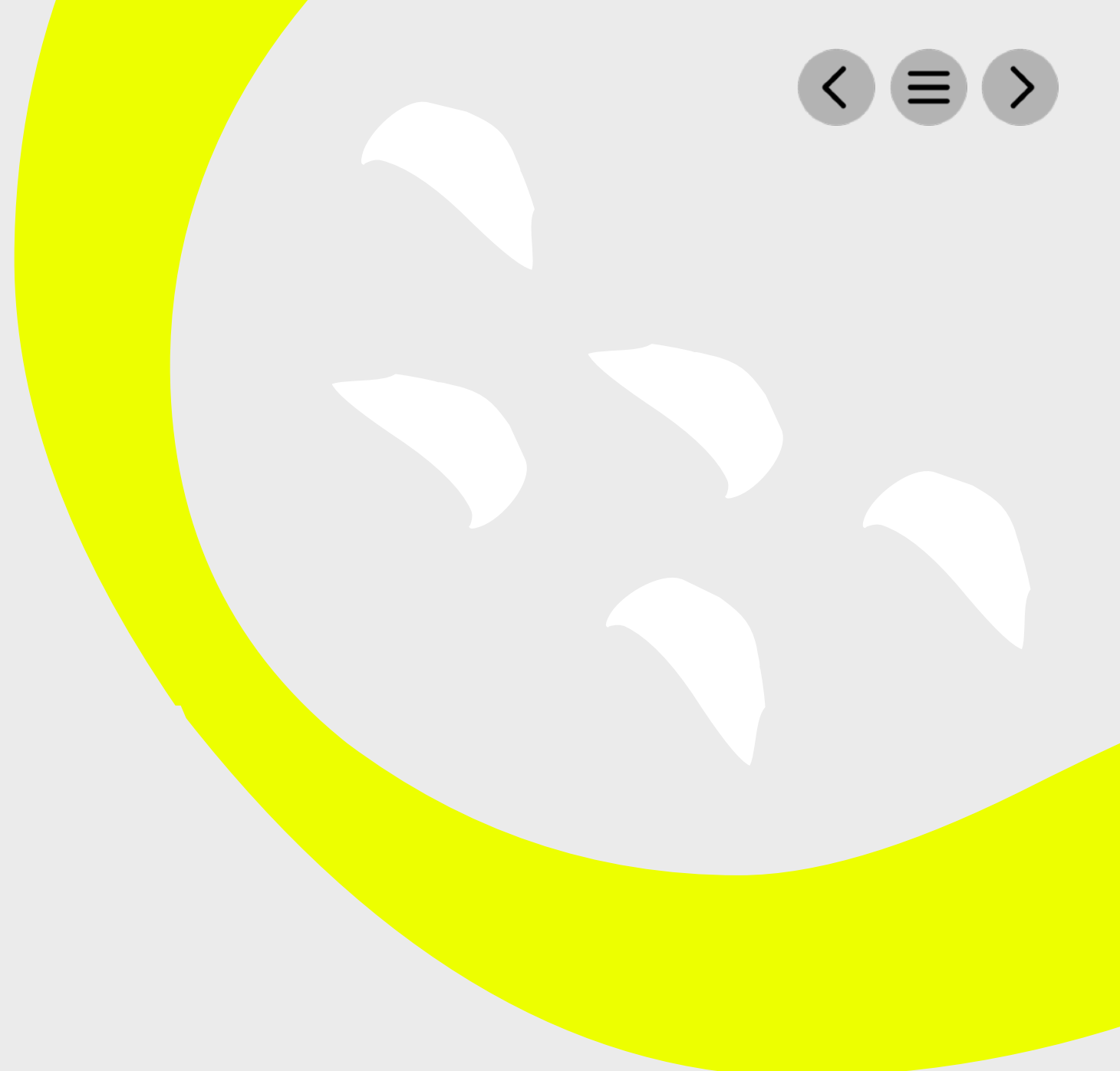
With the Training Hub, you can access a range of resources to deliver your program and have flexibility at your venue. This includes a range of game cards and resources across the Learning Outcomes.



5. *myJunior* Folder

Even though primarily the *myJunior* folder acts as the mechanism for the child and the family to actively engage in the program, it is also a great source of reference within a class to help navigate the program.

Running a Class



Finding Class Plans

In the Training Hub, you can access an example lesson plan for each of the weeks that correspond to the program curriculum. Follow the steps below to deliver the correct class plan for each week:



1. View the Class Calendar

You can view the Class Calendar within the Planning your Program section. This resource will help you to find out the correct class plan that you need to use for that week of delivery, the challenge to be attempted that week and the Class Plan to refer to.

2. Find the Class Plan

Navigate to the class plans section with the Junior Monthly section of the Training Hub. Find the correct week. You can view or download the class plan. Specific class plans are available for the ages 4-6 class and ages 6-11 & 11-16 classes.

3. View or Download

Once you have found the correct class plan, you can view it through the Training Hub or you can download it as a PDF.

Everything you need is built into these plans so you can get up and running!

What's Included

Once you have found the correct class plan, these class plans give you everything you need to prepare and deliver your class as well as ensuring it meets the necessary learning outcomes and opportunities for the child to progress through the program pathway. Each Class Plan will include:



1. Class Layout & Setup

This section of the class plan will provide you with a recommendation of how to layout your class to ensure it is delivered safely and meets the delivery of the learning outcomes.



2. Equipment you Need

Each class plan will list the specific equipment required to deliver the games and challenges within the class.



3. Timetable

The timetable provides you with an overview of what is delivered in the class and how the class is broken down across the 60 minutes.



4. Warm Up Game Card

Each class plan includes a Warm up Game that links to the physical Literacy learning outcome.



5. Game Cards

Each class plan includes Game Cards that the children attempt with a partner during the class.



6. Challenge

For children participating in the program pathway, each class includes an opportunity to attempt a Mastering the Game Challenge.



7. Learning the Game Focus

Each class plan includes a focus with the Learning the Game learning outcome and ideas of what you can introduce to the children.



8. Whole Child Focus

Each class plan includes a focus with the Whole Child learning outcome and ideas of what you can introduce to the children.

Class Timetables

Within each of the class plans is a Class Timetable. This Timetable provides an overview of what should be delivered during your class. The graphic below shows an example of an Age 4-6 Timetable:

The screenshot shows a 'Class Plans' interface with a 'Class Timetable' section. The timetable is a table with four columns: Time, Focus, Suggested Theme Content, and Games / Drills / Resource. The table is divided into four rows representing different parts of the class. Callouts explain the structure: the top section provides an overview of class including length, size, and focus; the first column provides a breakdown of recommended time; the second column provides a breakdown of focus; and the final column lists specific games.

Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction & Warm Up Game	<ul style="list-style-type: none"> Outline the lesson objectives to the group Introduce the warmup game to the group Introduce FMS and Physical Literacy focus Split into teams & demonstrate warm up game Play the warmup game 	<ul style="list-style-type: none"> Relay Race
5 Mins	The Whole Child Focus	<ul style="list-style-type: none"> Explain that it's ok to make mistakes, this is how we learn and improve. 	
	Learning the Game Focus	<ul style="list-style-type: none"> Introduce the components of the Golf Bag Introduce the Iron & components of the club 	
35 Mins	Mastering the Game Focus	<ul style="list-style-type: none"> Outline the safety instructions & class layout Introduce games, tasks & challenges Deliver games-based learning, encourage working together. Children rotate around the stations within each game 	<ul style="list-style-type: none"> Tug of War Power Play Stepping Stones
10 Mins	Recap & Reward	<ul style="list-style-type: none"> Recap the session's activities What was each child's favourite game? What did they learn today? Award the Achiever Reward to a student in front of the parents and the group 	

Callout 1: The top section provides an overview of class including the length, class size and the Learning Outcome focus

Callout 2: The first column provides a breakdown of the recommended time that should be allocated to each focus within the class

Callout 3: The second column provides a breakdown of the focus with each section of the class

Callout 4: With each section, ideas around what can be covered within this section of the class are listed here

Callout 5: The specific games that are built into the class plans are provided in the final column

Class Timetables

Within each of the class plans is a Class Timetable. This Timetable provides an overview of what should be delivered during your class with the addition of the Junior Track and Reward elements. The graphic below shows an example of an Ages 6-11 & 11-16 Timetable.

Class Plans

Class Timetable

Session Length: 60mins | Group Size: 1:6 | Mastering the Game focus: Swing - Irons | Whole Child Focus: Growth Mindset | Learning the game focus: Orientation | myJunior Challenge: Iron Challenge

Time	Focus	Suggested Theme Content	Games / Drills / Resource
10 Mins	Introduction & Physical Literacy Warm Up Game	<ul style="list-style-type: none"> Outline the lesson objectives to the group Introduce the warmup game to the group Introduce FMS and Physical Literacy focus Split into teams & demonstrate warm up game Play the warmup game 	<ul style="list-style-type: none"> Relay Race
5 Mins	Whole Child focus	<ul style="list-style-type: none"> Explain that it's ok to make mistakes, this is how we learn and improve 	
	Learning the Game Focus	<ul style="list-style-type: none"> Introduce the Iron family, components of the club Introduce the numbers on the iron & what they relate too 	
35 Mins	Mastering the Game Focus	<ul style="list-style-type: none"> Outline the safety instructions & class layout Introduce games, tasks & challenges Deliver one to one & group coaching on the Mastering the Game learning outcomes Children can attempt the Iron Challenge Children rotate around the stations 	<ul style="list-style-type: none"> The Iron Challenge Tug of War Stepping Stones
10 Mins	myJunior Track & Reward	<ul style="list-style-type: none"> Recap Mastering the Game and Learning the Game Focus from the session to check for understanding Distribute Learning the Game Resource if appropriate Children can complete myProgress Wheel and add stickers where appropriate Add any lesson notes to the child's myProgress section Award the Achiever Reward to a student in front of the parents and the group Award any Pins & Hats 	

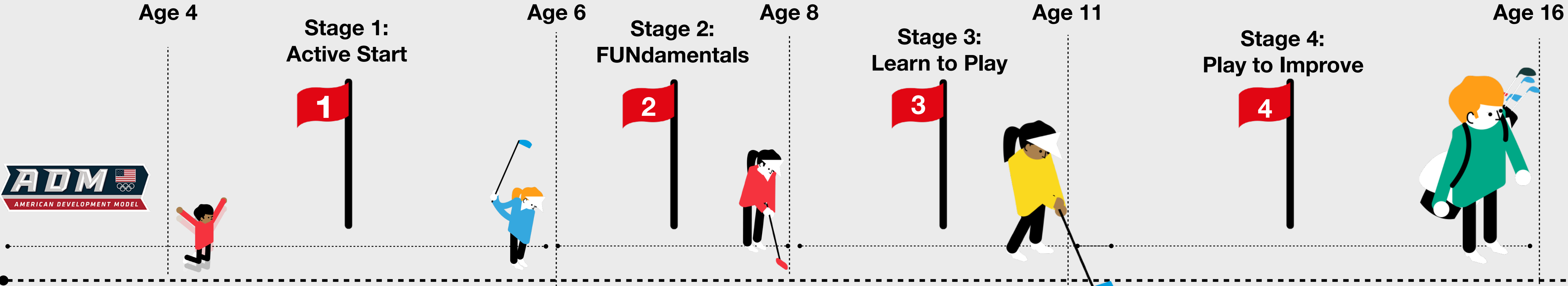
The challenges that the group can attempt during the class which links directly to the program pathway is listed here

In addition to the Games, the Mastering the Game Challenge across the six levels is provided within the class plan

The final section details the recommended steps to ensure that the child progress through the pathway is measured and tracked. It is also the opportunity to reward the child for their achievements in the class and on their journey through the program

Developmentally Appropriate

The Junior Monthly Program run in three distinct age groups to strike the balance between the right opportunities as well as the business needs of the company and practical application of the program on the ground. When running your class and managing your participants, it is vital to ensure that you delivering the content and experiences in a developmentally appropriate way. You will need to make the judgement based on your expertise and experience of when is the right time to move a child through the age groups as well as how and what information and experiences to deliver at the right time.



Age 4 - 6

The ages 4-6 class falls within the Active Start stage of the ADM model. However, there may be instances where a child is developmentally able to be presented with experiences and learning opportunities within the FUNdamentals stage of the ADM model.

Age 6-11

The ages 6-11 class covers the FUNdamentals & Learn to Play stages of the ADM model and covers a span of five years where children maturity may vary dramatically. Therefore, there may be instances where a child is developmentally ready to be presented with experiences and learning opportunities within the FUNdamentals or equally require elements of the Active Start stage.

Age 11-16

The ages 11-16 class covers the Play to Improve Stage of the ADM model and covers a span of where children are developing cognitively and physically at vastly different rates. To cater for this, groups are delivered in gender groups and you need to be aware that a child may require the principles of the Fundamentals and Learn to Play Stages.

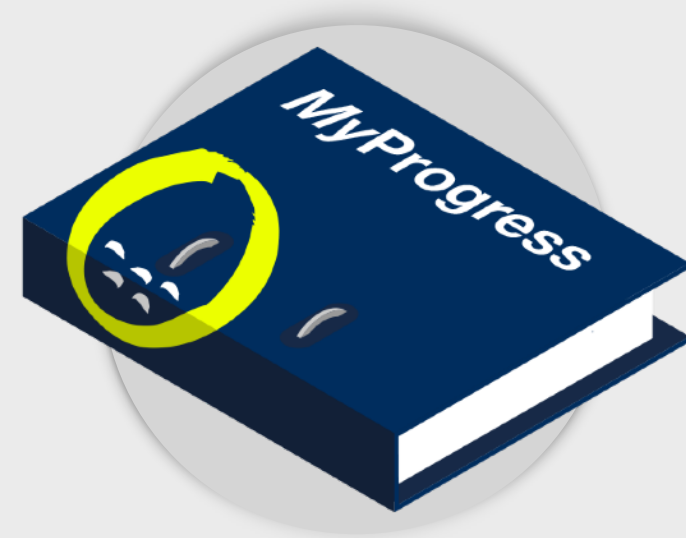
Ages 4-6 Guidance

Children within this age bracket fall within the **'Active Start'** stage of the ADM Model, however, as every child is different there may be instances where a child is developmentally able to be presented with experiences and learning opportunities within the **FUNDamentals** stage of the ADM model. We have put together guidance below of how you should deliver different elements of this program, but of course you are best placed to make these judgements at your venue.



1. Progression Levels

It is recommended that children in this age group do not work through the progression levels. However, it is at the coaches discretion to decide if a child is developmentally ready to begin their journey by attempting the challenges in classes.



2. Track & Reward

Children in this age group should receive the *myJunior* Folder but a focus is on attaining the Achievement Reward and collecting the Achievement Stickers within their folder.



3. Mastering the Game

The focus at this age group is to explore the broad golf specific skills of Full Swing, Around the Green, On the Green and On the Course. It isn't appropriate at this stage to introduce the specific golf skills within the program pathway such as Bunker Play and Pitching.



4. Learning the Game

Children should be introduced to basic concepts across the four Learning the Game sections through games based learning and play.



5. The Whole Child

Children should be introduced to basic concepts such as trying new challenges, effort and following simple instructions.



6. Physical Literacy

The focus should be on children learning and developing basic fundamental movement skills including running, skipping, jumping, throwing, kicking, catching.

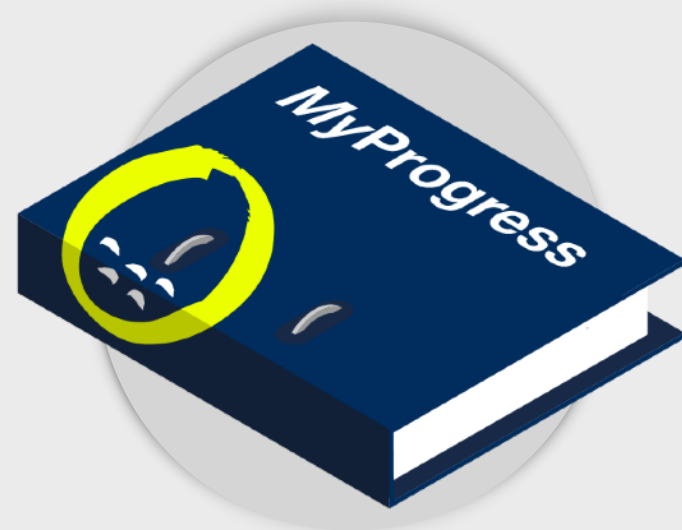
Ages 6-11 Guidance

Children within this age bracket fall within the **FUNdamentals** and **Learn to Play** stages of the ADM Model, however, as every child is different we must not assume that the principles of these stages are necessarily appropriate for each child, or that principles within the Active Start and the Play to Improve stages are not appropriate for the individual child. We have put together guidance below of how you should deliver different elements of this program, but of course you are best placed to make these judgements at your venue.



1. Progression Levels

This age group should enter into the progression pathway. Children new to the game enter at Level 1 (Red) and those children with golf experience or currently enrolled in coaching programming enter at the level appropriate for them at the coaches discretion. Further training is available on this in the Challenges section of the Training Hub.



2. Track & Reward

Children in this age group should receive the *myJunior* Folder and associated resources with a focus on collecting the Skill and Achievement stickers as well completing the *myProgress* wheels to be awarded their hat pins and hats.



3. Mastering the Game

The focus at this age group is to introduce and explore the golf specific skills across Swing, On the Green, Around the Green and On the Course. This should be delivered through games based learning, group coaching and one to one coaching during program classes and events.



4. Learning the Game

Children should be introduced to basic and specific concepts across the four Learning the Game sections through games based learning and play with others.



5. The Whole Child

Children should be introduced to areas such as Concentration, learning to make choices, respect, how to cope with success and failure, learning to solve problems and learning to cooperate with and help other children.



6. Physical Literacy

Focus on developing basic fundamental movement skills while introducing athleticism skills such as balance, coordination and agility.

Ages 11-16 Guidance

Children within this age bracket fall within the **Learn to Play** and **Play to Improve** stages of the ADM Model, however, as every child is different, especially at this stage when physical and cognitive maturity can vary, we must not assume that the principles of these stages are necessarily appropriate for each child, or that principles within the Play to Improve stages are not appropriate for the individual child. We have put together guidance below of how you should deliver different elements of this program, but of course you are best placed to make these judgements at your venue.



1. Progression Levels

This age group should enter into the progression pathway. Children new to the game enter at Level 1 (Red) and those children with golf experience or currently enrolled in coaching programming enter at the level appropriate for them, This is at the coaches discretion. Further training is available on this in the Challenges section of the Training Hub.



2. Track & Reward

Children in this age group should receive the *myJunior* Folder and associated resources. The focus should be on the challenge element rather than the achievement stickers as well as the *myGame* resources and on Course Play challenges.



3. Mastering the Game

The focus at this age group is to introduce and explore the golf specific skills across Swing, On the Green, Around the Green and Play. This should be delivered through competitive games, challenges, one to one coaching and practice with other juniors.



4. Learning the Game

Children should be introduced to basic and specific concepts across the four Learning the Game sections that are vital for playing within a club environment with others socially and competitively.



5. The Whole Child

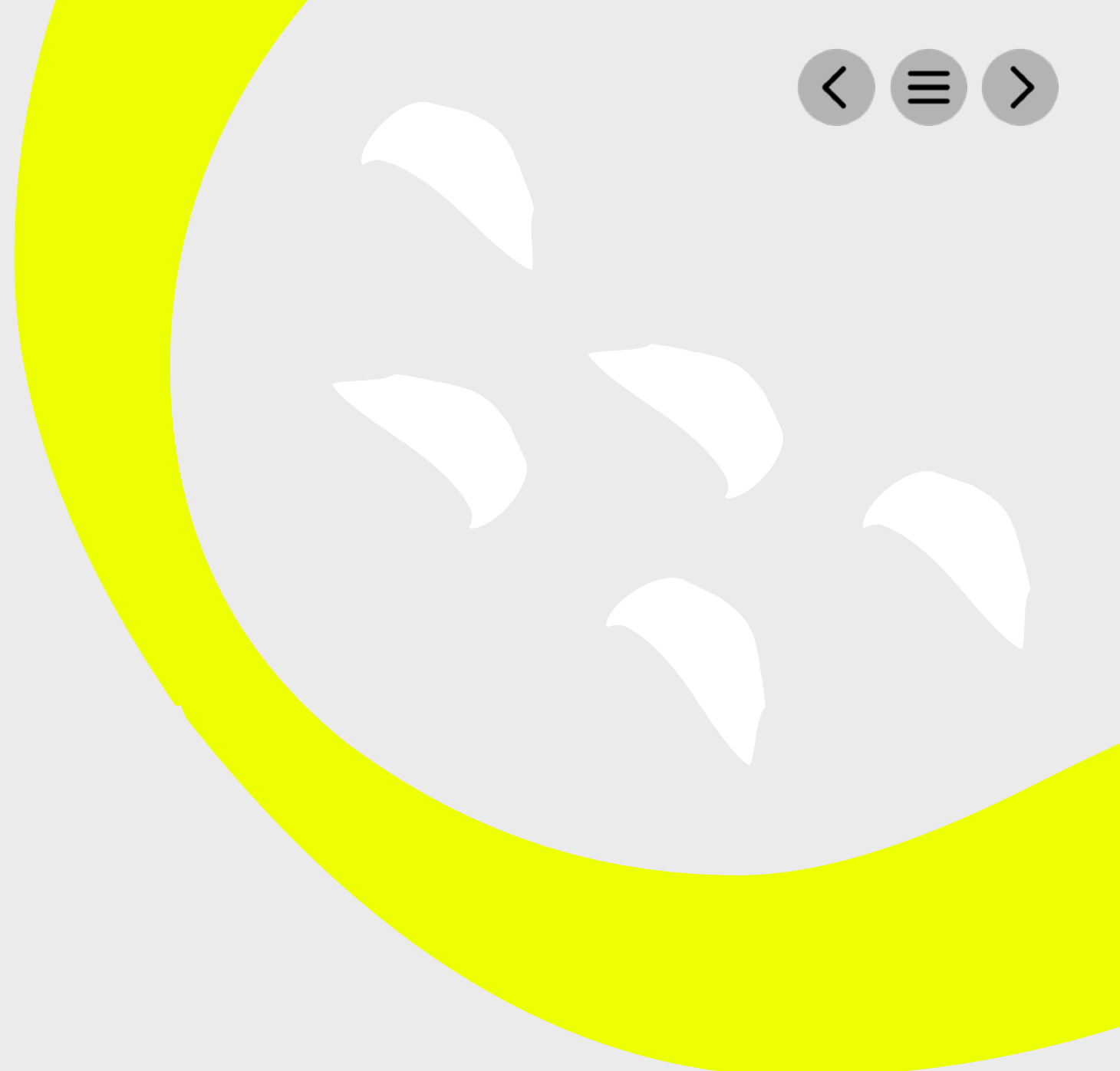
Children should be introduced to more advanced psychological and social behavior components such as developing a love of the sport, focus, simple goal setting, self motivation, confidence, learning to make decisions, developing self-reliance, understanding winning and losing.



6. Physical Literacy

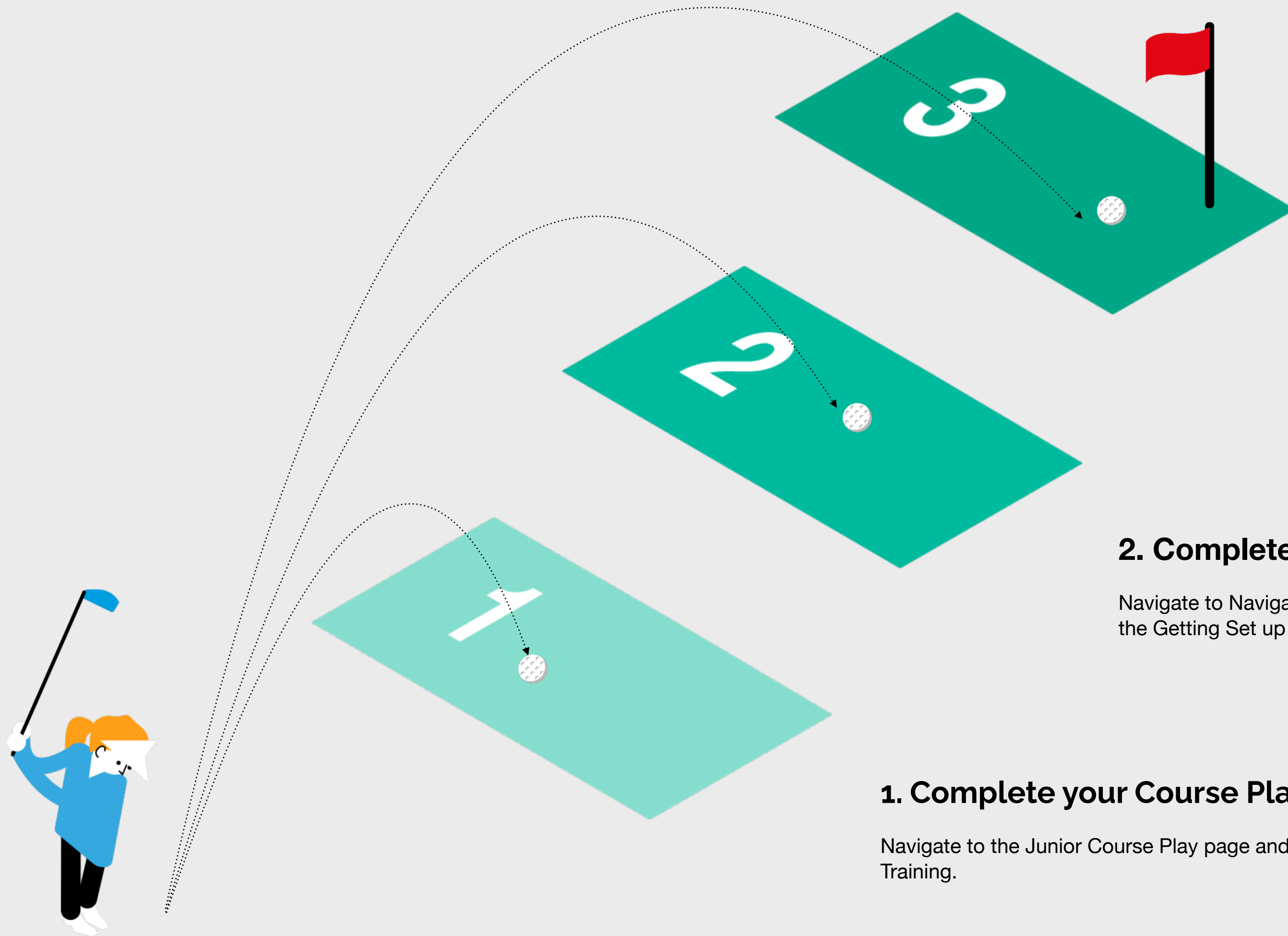
Focus introducing and developing athleticism skills such as balance, coordination and agility and relating these to the golf specific skills.

Next Steps



Next steps

Take the next steps towards a thriving Junior Monthly Program at your venue



3. Download & action the Step 1 Checklist Guides

Work through the steps listed within these guide to begin your journey to implementing your program at your venue.

2. Complete your System Training

Navigate to Navigating your System within the Online Portal and complete the Getting Set up & Getting Started Online Training Courses.

1. Complete your Course Play Training

Navigate to the Junior Course Play page and complete your Course Play Training.

Thank you.

Please review the Junior Course Play Training within the Junior Course Play section of the Training Hub.