

Around the Green

An Introduction to Chipping



GAMEON
GOLF DEVELOPMENT

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Class Timetable

Class Timetable

Session Length: 60mins

Mastering the Game Focus:
Swing
Introduction to Swing

Online Whole Golfer Resource
Fit for Golf

Learning the Game Focus:
Aim of the Game
Equipment Requirements

Time	Class Content	Games / Drills / Resources
15 Mins Prior	Setup and Welcome	
5 mins	Introduction	
40 Mins	Mastering the Game	<ul style="list-style-type: none"> The aim of the game Overview of equipment
10 mins	Challenges and Recap	<ul style="list-style-type: none"> Practice stations Game cards Secondary skill : on
5 Mins	myGame Tracking	<ul style="list-style-type: none"> Iron play challenge
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> GLF Locker /Game App

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GOLF DEVELOPMENT

Class Timetable

Session Length:
60mins

Group Size:
1:8

Mastering the Game:
Around the Green
Introduction to Chipping

Online Whole Golfer Resource:
Overuse injuries

Learning the Game:
The Clubhouse
When to play a chip shot

Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations Be ready to welcome participants 5 minutes before the session starts 	
5 mins	Introduction	<ul style="list-style-type: none"> Objectives - Introduce shots around the green Introduce the Learning the Game and Whole Golfer focus Outline the Technical Guidance for the class Explain how to play the games and attempt the practice station activities 	<ul style="list-style-type: none"> The clubhouse Area around the green, when to play a chip shot
40 Mins	Mastering the Game	<ul style="list-style-type: none"> Learners break out to play the games individually, in pairs or groups A chance to build relationships amongst the group Opportunity for private coaching 	<ul style="list-style-type: none"> Practice stations Game cards Secondary skill station
10 mins	Challenges and Recap	<ul style="list-style-type: none"> Outline the relevant challenges students need to complete for this skill Recap Mastering the Game and Learning the Game Focus from the session 	<ul style="list-style-type: none"> Chipping challenge
5 Mins	myGame Tracking	<ul style="list-style-type: none"> Add any lesson notes to the learner's Student Connect on GLF. Locker Learners should mark their attendance at the Themed Class in the myJourney section of the myGame area. Direct the learners to the online resources for the Whole Golfer, Learning the Game and Mastering the Game focus in the myGame area of GLF.Locker 	<ul style="list-style-type: none"> GLF. Locker myGame App
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new learners Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help 	

Class Objectives



Technical Guidance

The technical guidance we are prescribing is to be delivered as you see fit, use your experience to deliver this information appropriately:

1. Use a “long putting stroke”

- I. Increase the length of the stroke to deliver more speed

2. Practice using different clubs

- I. A hybrid
- II. 7 iron
- III. Pitching Wedge

Encourage learners to practice using the same stroke and start to understand how the different clubs influence the height and roll of the ball, be sure to relate this back to whether the learner has made good contact.



Learning the Game

Provide a brief overview of the learning the game theme and remind learners that they can access the content online to review and learn more about this topic:

1. The Clubhouse

- I. Make sure learners are familiar with the clubhouse
- II. Make sure they know where to go and who to speak to
- III. Encourage learners to ask questions if they're not sure

2. When to Play a Chip Shot

- I. Introduce the different areas around the green
- II. When it is suitable to play a chip shot or more beneficial to putt



The Whole Golfer

Manage learners expectations on how much practice they should be doing, little and often is much more preferable to a long range session.

Highlight the structure of the practice club sessions and encourage practice with friends between lessons too.

1. Overuse injuries

- I. If the learner has not played much before and they start practicing a lot they will be prone to blisters and injuries
- II. Advise on how much practice you feel is appropriate
- III. Encourage learners to split their time equally between driving range, putting green and short game area



Class Layout and Setup

Station 1:
Practice Station
Strike Point



Station 2:
Practice Station
Control Distance



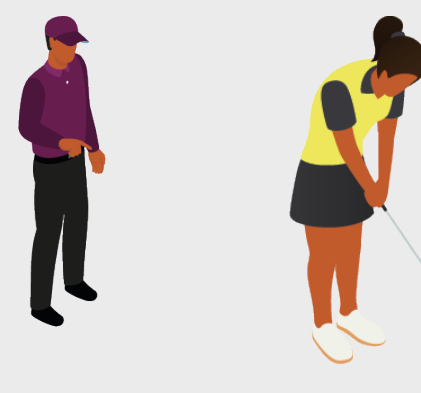
Station 3:
Practice Station
Using Different Clubs



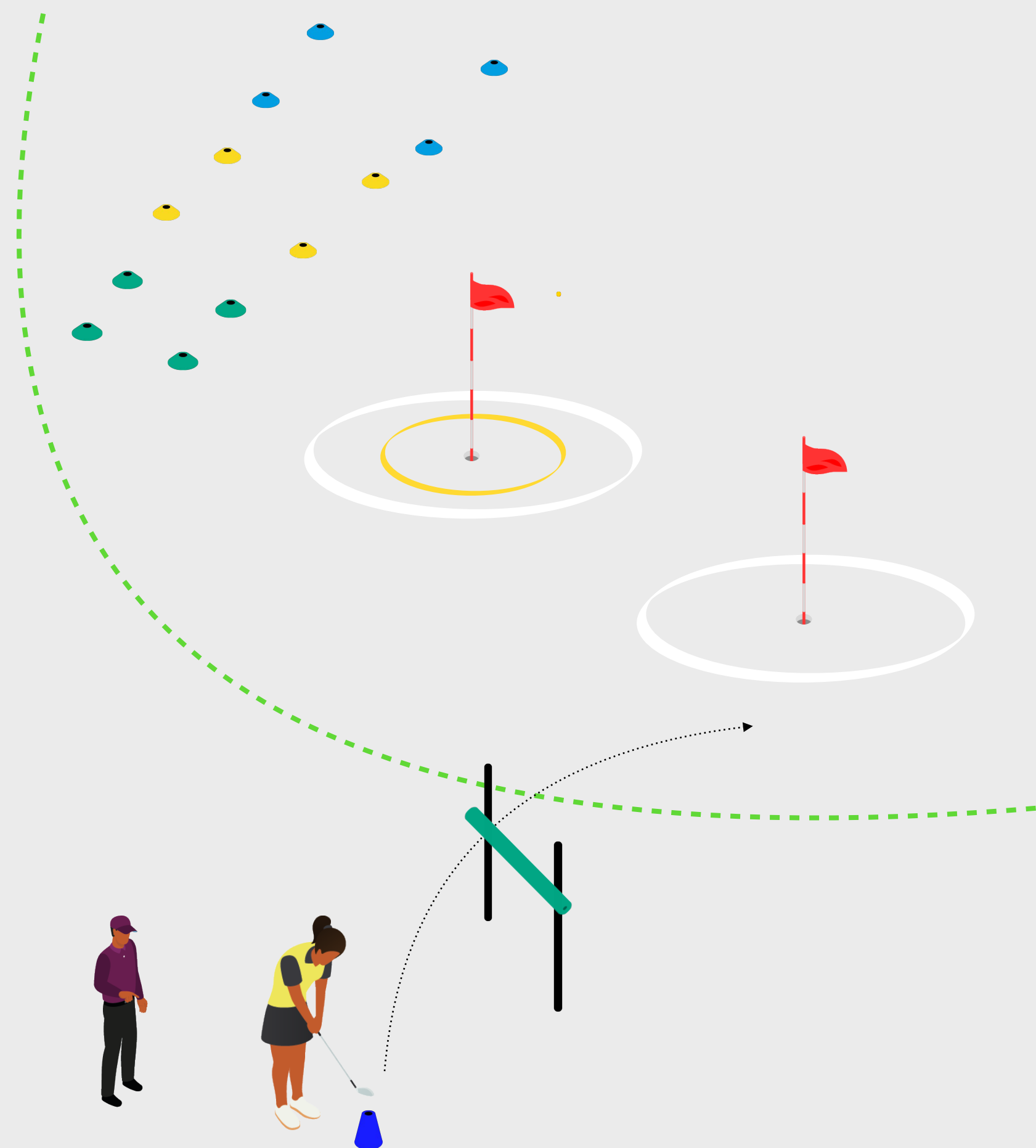
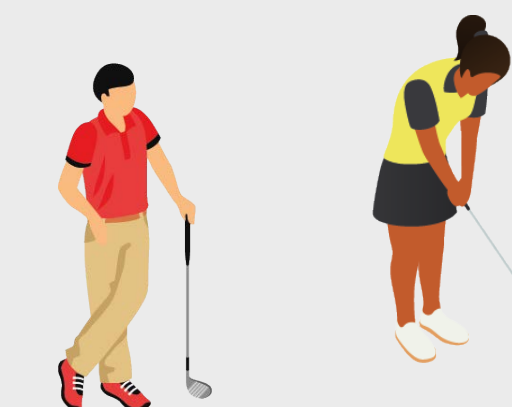
Station 4:
Game Station
Bullseye



Station 5:
Game Station
Over or Under



Station 6:
Secondary Skill or
Challenge Station



Practice Stations and Game Cards



Themed Class Plans

Control Distance

30 Yards

20 Yards

10 Yards

About
The Practice Station Activity has been built to provide an engaging practice element to your class and provide a focused, themed class focus.

Equipment Needed

- 12 cones
- Golf balls

How to Practice

- Set this activity up in 3 different sized boxes (10, 20 yards and 30 yards) from the learner.
- The learner should practice chipping the ball at different distances using the same club, by varying the speed of the swing.
- Encourage them to start by controlling the length of the stroke, similarly to how they learnt to control the ball further, and then gradually increase the length of the stroke and speed of the stroke to ball further.
- This practice is learnt using the same club as a lower lofted club, e.g. a 7 iron would be best to

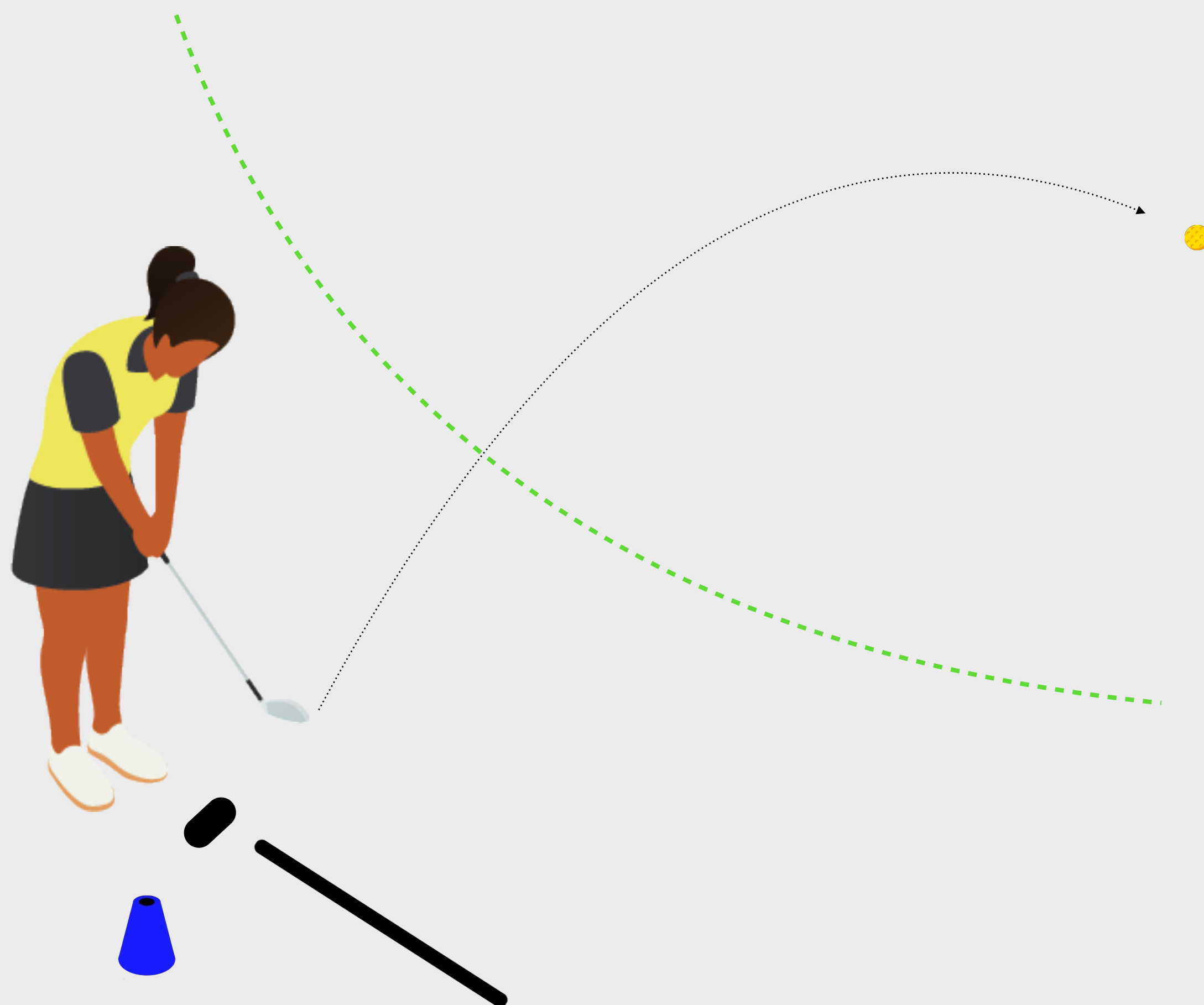
Technical Learning Objectives

- This activity will help the learner to understand the distance of a shot based on the speed of the stroke.
- This activity will help the learner to gain consistency and confidence in chipping the ball around the green by becoming proficient in using one particular type of club.

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Strike Point



Equipment Needed

- 1 Alignment sticks
- 7 iron
- Golf ball

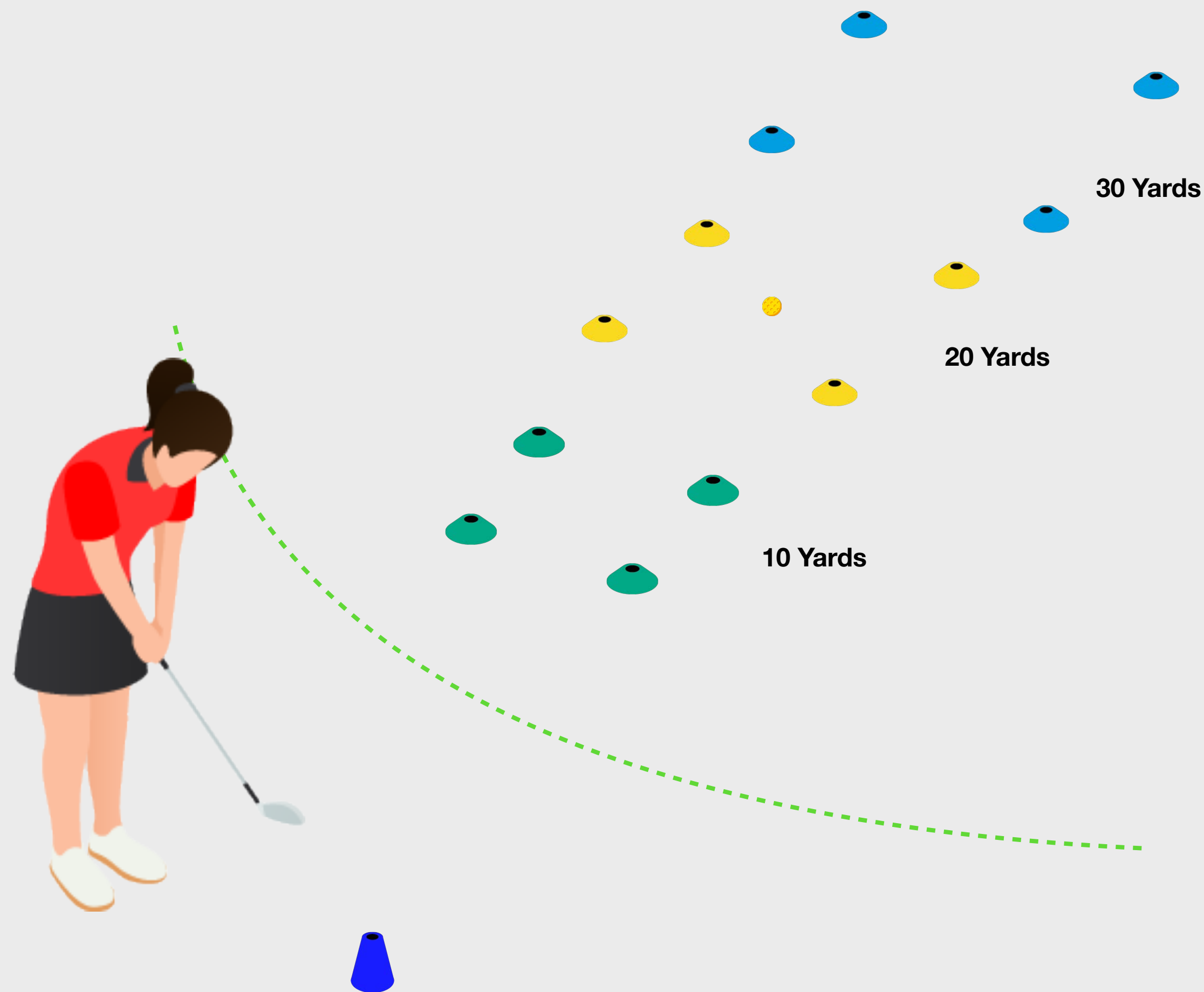
How to Practice

- The alignment stick should be placed opposite the center of the learner's stance to provide some feedback as to where they brush the ground when taking their chip shot
- The learner should take a couple of practice swings, adjusting their stroke if they do not brush the ground opposite where the alignment stick is placed
- Once they have completed a couple of practice swings, place a ball in the same place and ask them to repeat the action in order to get a good strike
- Do not worry about aiming at a target, encourage them to practice getting as many good contacts in a row as possible and notice how the ball flies and how far it rolls when they do make good contact

Technical Link

- This activity will help the learner to understand how to get a good contact and how to adjust if they are not being successful straight away
- This activity will help the learner to understand the flight and roll of a good chip shot when struck well

Control Distance



Equipment Needed

- 12 cones
- Golf balls

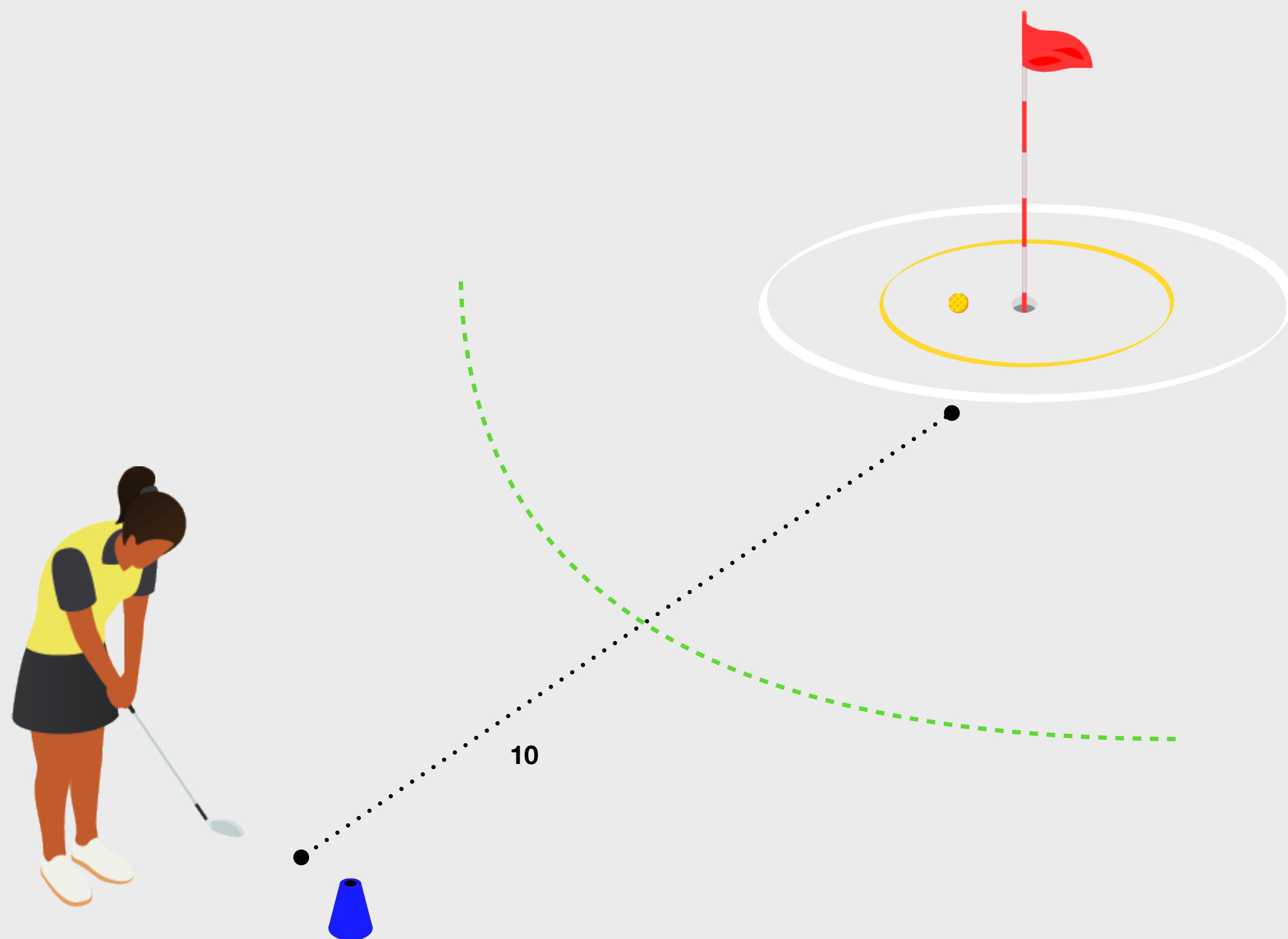
How to Practice

- Set this activity up with 3 different sized boxes at 10 yards, 20 yards and 30 yards from the learner
- The learner should practice chipping the ball different distances using the same club, by varying the length and speed of the swing
- Encourage them to start by controlling the length of stroke, similarly to how they learnt to control the length of stroke using a putter, and then gradually increase the length of the stroke and speed of the stroke to chip the ball further
- This practice is best learnt using the same club, and a lower lofted club, e.g. a 7 iron would be best to use

Technical Link

- This activity will help the learner to understand how to control the distance of a shot based on the length and speed of the stroke
- This activity will help the learner to gain some consistency around the green by becoming more confident using one particular type of club

Using Different Clubs



Equipment Needed

- Hybrid, 7 iron and wedge
- Golf balls

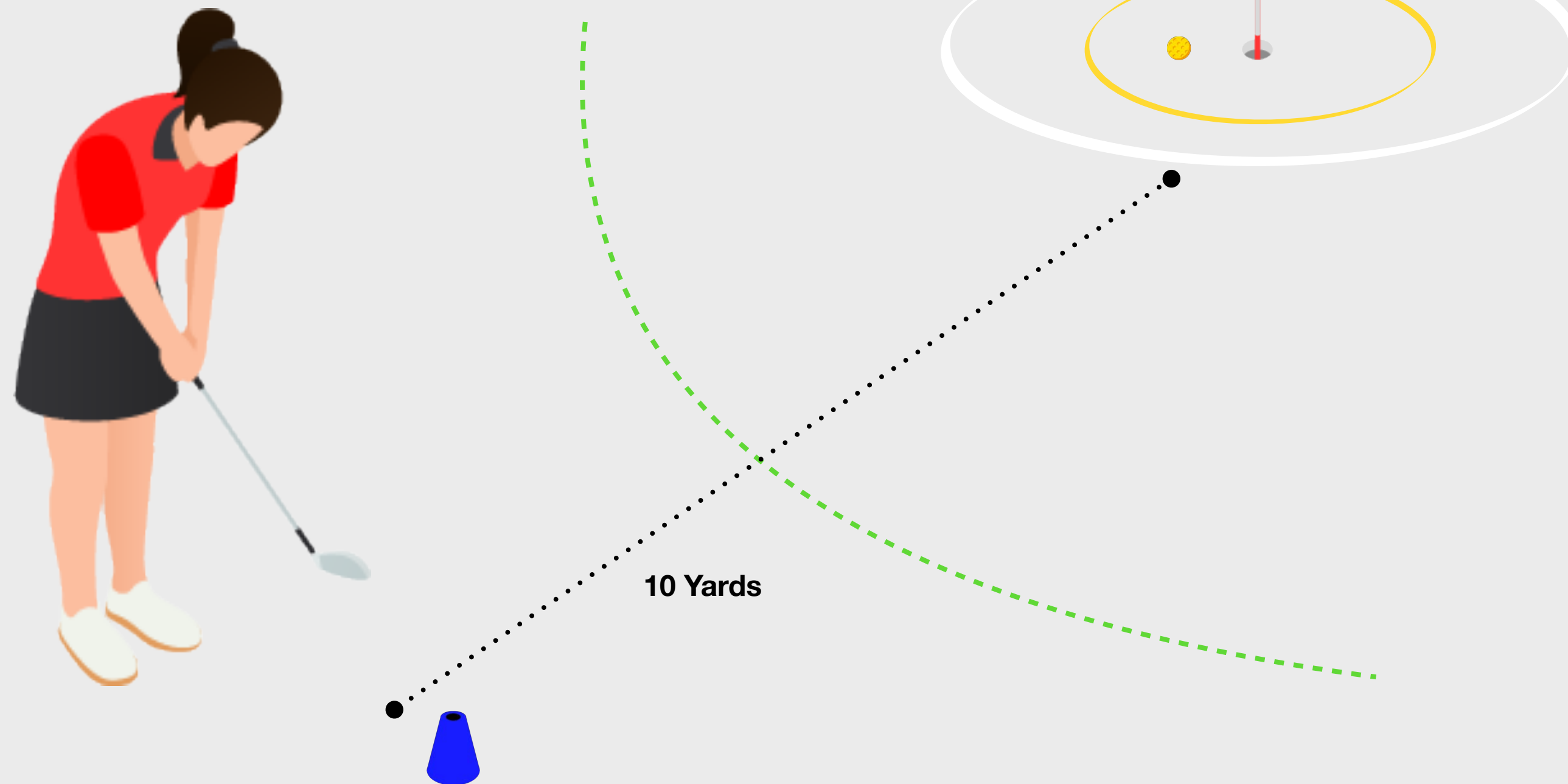
How to Practice

- The learner should practice using the different clubs to learn how the ball flight is affected by the different lofts of the clubs
- Start by hitting a few chips with the same club and trying to replicate the same stroke before switching clubs
- The learner should progress to being able to alternate clubs between each shot
- Highlight to the learner how the ball flight changes when good contact is made using the different clubs

Technical Link

- This activity will help the learner to understand the concept of flight and roll when using different clubs
- It will help them to understand how a lower lofted club will produce a lower ball flight and more roll on landing

Bullseye



Equipment Needed

- 6 foot ring
- 10 foot ring
- Golf balls

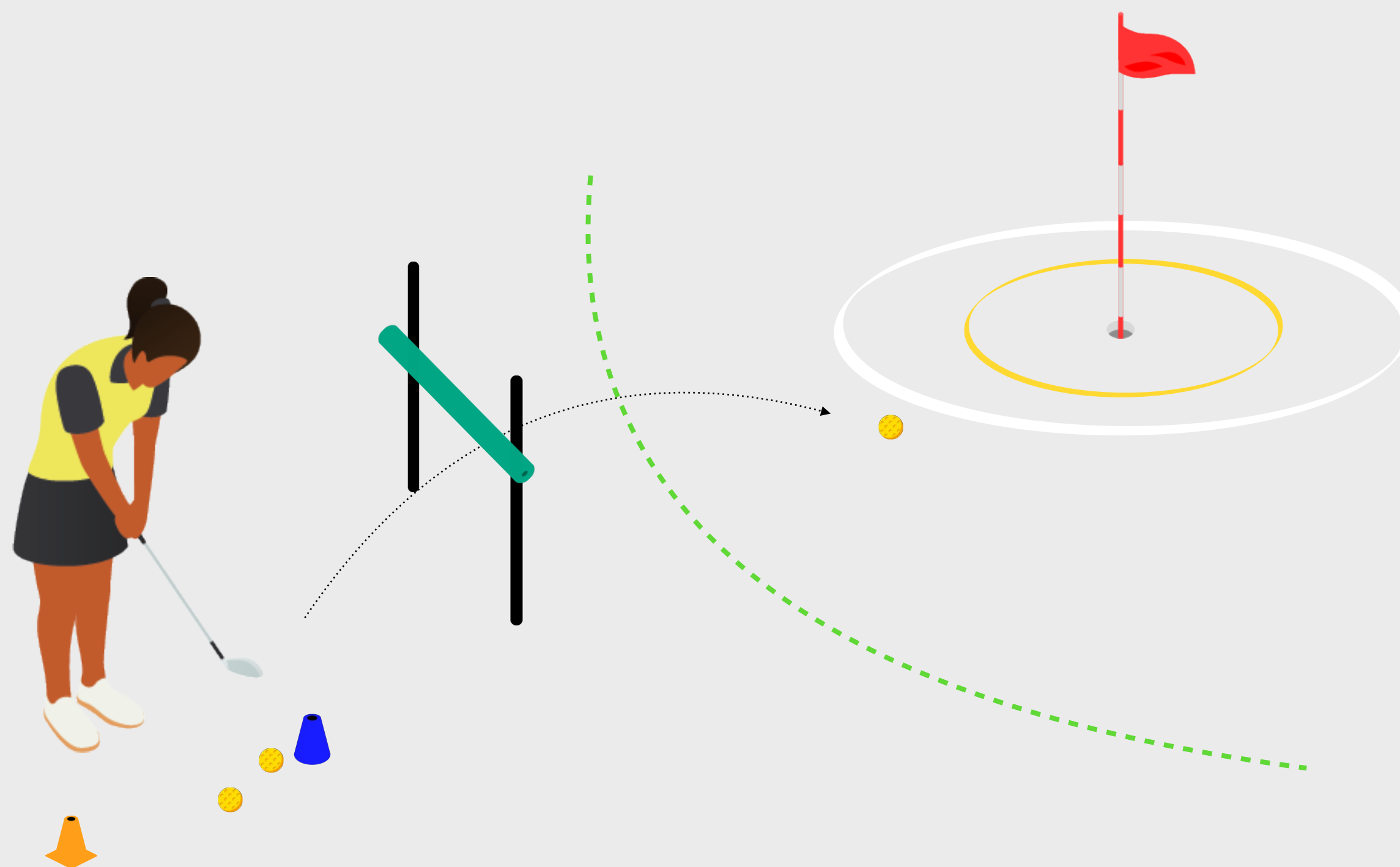
How to Play

- Assign points to each target circle, 1 point for the outer circle, 2 points for the inner circle and 5 points for in the hole!
- The learner starts by attempting to chip their ball in towards the hole
- They have 5 attempts to score as many points as possible
- This game can be played individually, in pairs or small groups

Progression Ideas

- Change the distance to the hole
- Vary the distance from the edge of the green
- Add a target score to achieve from the number of shots
- Increase or decrease the number of shots
- Play on a more severely sloped surface

Over or Under



Equipment Needed

- 10 foot and 6 foot rings
- Alignment sticks and a noodle to create the crossbar
- Golf balls

How to Play

- A learner starts by attempting to chip their ball over the foam noodle and onto the green
- They then try to chip the ball under the foam noodle and onto the green
- The learner should be encouraged to learn which club is most suitable to use for each type of shot
- The learner receives 5 attempts to chip the ball over the noodle and 5 attempts to chip the ball under the noodle
- If they successfully chip the ball over or under and the ball finishes on the green they score a point for that shot
- This game can be played individually, pairs or groups

Progression Ideas

- Vary the height of the noodle
- Vary the distance from the starting position and the noodle
- Add points for chipping the ball into the target circles
- Vary the club used to

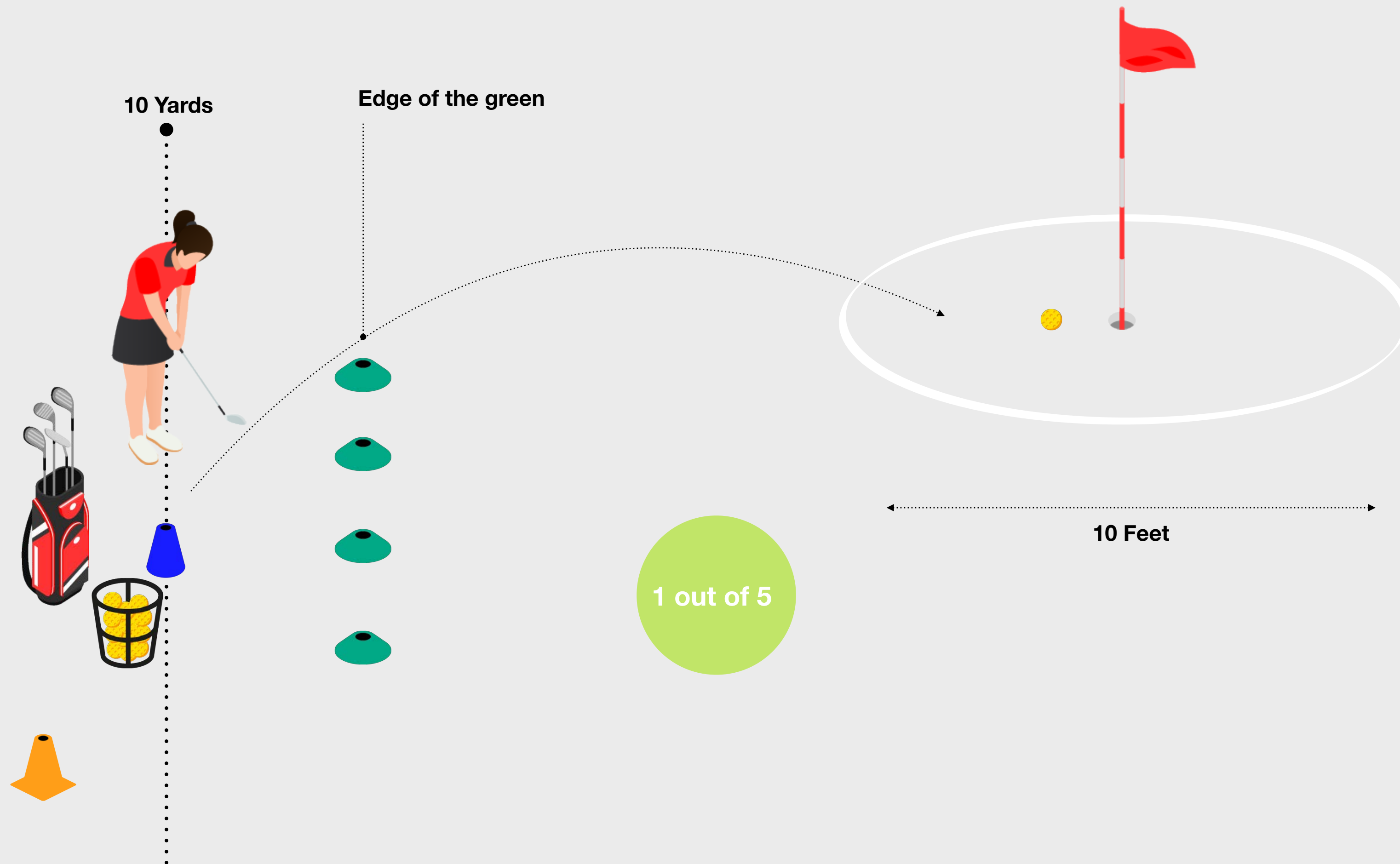
Secondary Skill

To allow for variety of practice during the session, and to enable those that may have missed a class to catch up on practicing some of the other skills we recommend having one of the stations set up as a secondary skill.

This week's secondary skill is putting, providing learners an opportunity to have a go at putting before the Introduction to Putting class.



Chipping Challenge



The Challenge

To complete the Level 1 Challenge the learner needs to chip 1 out of 5 shots to finish within a 10-foot diameter target circle from a distance of 10 yards from the hole.

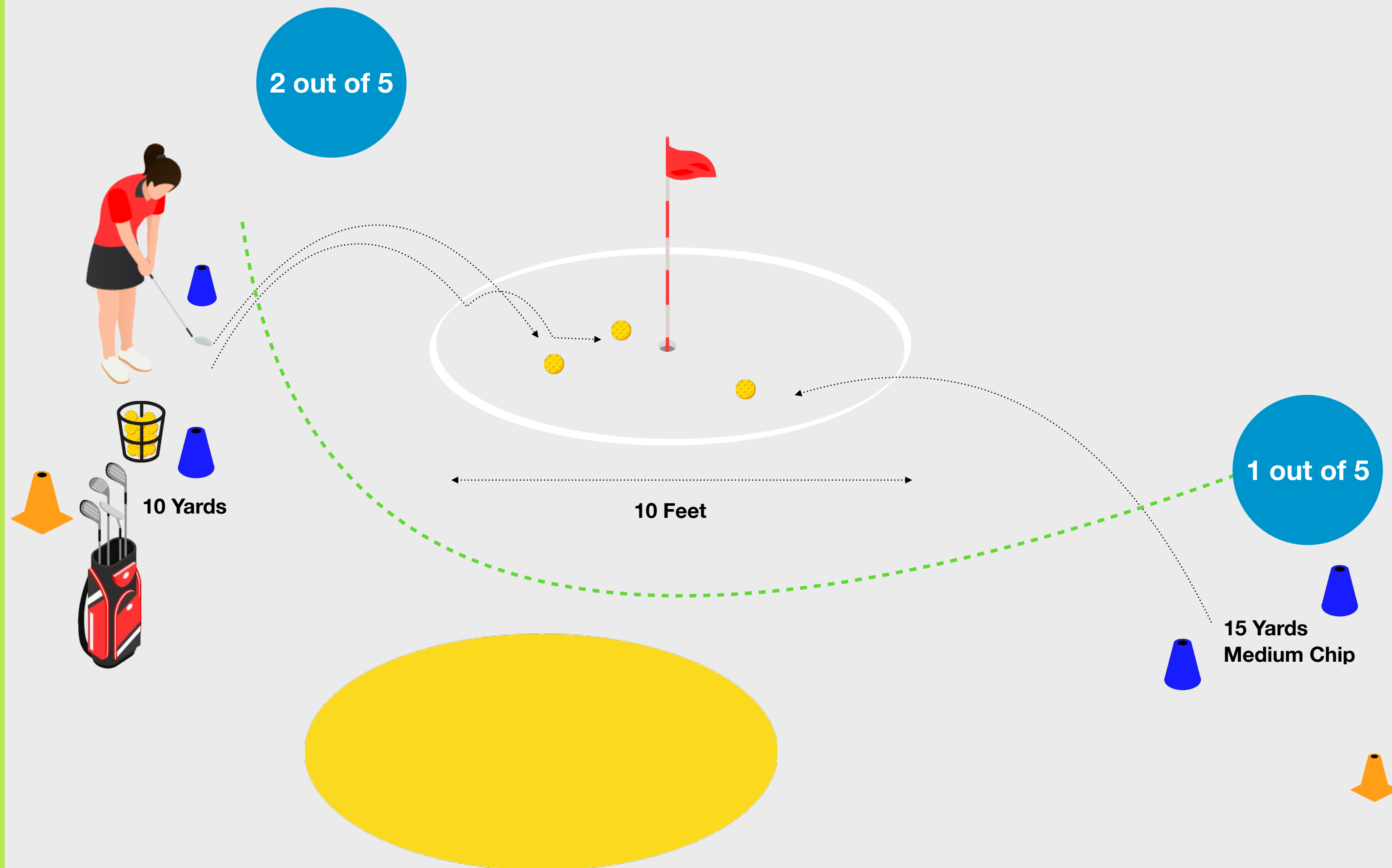
What should the Learner do next?

- Log in to the GLF.Locker App
- If they complete the challenge, mark it as complete in the challenge section

Chipping



Chipping Challenge



The Challenge

To complete the Level 1 Challenge the learner needs to chip 2 out of 5 shots from 10 yards and 1 out of 5 shots from 15 yards to finish within a 10-foot diameter target circle.

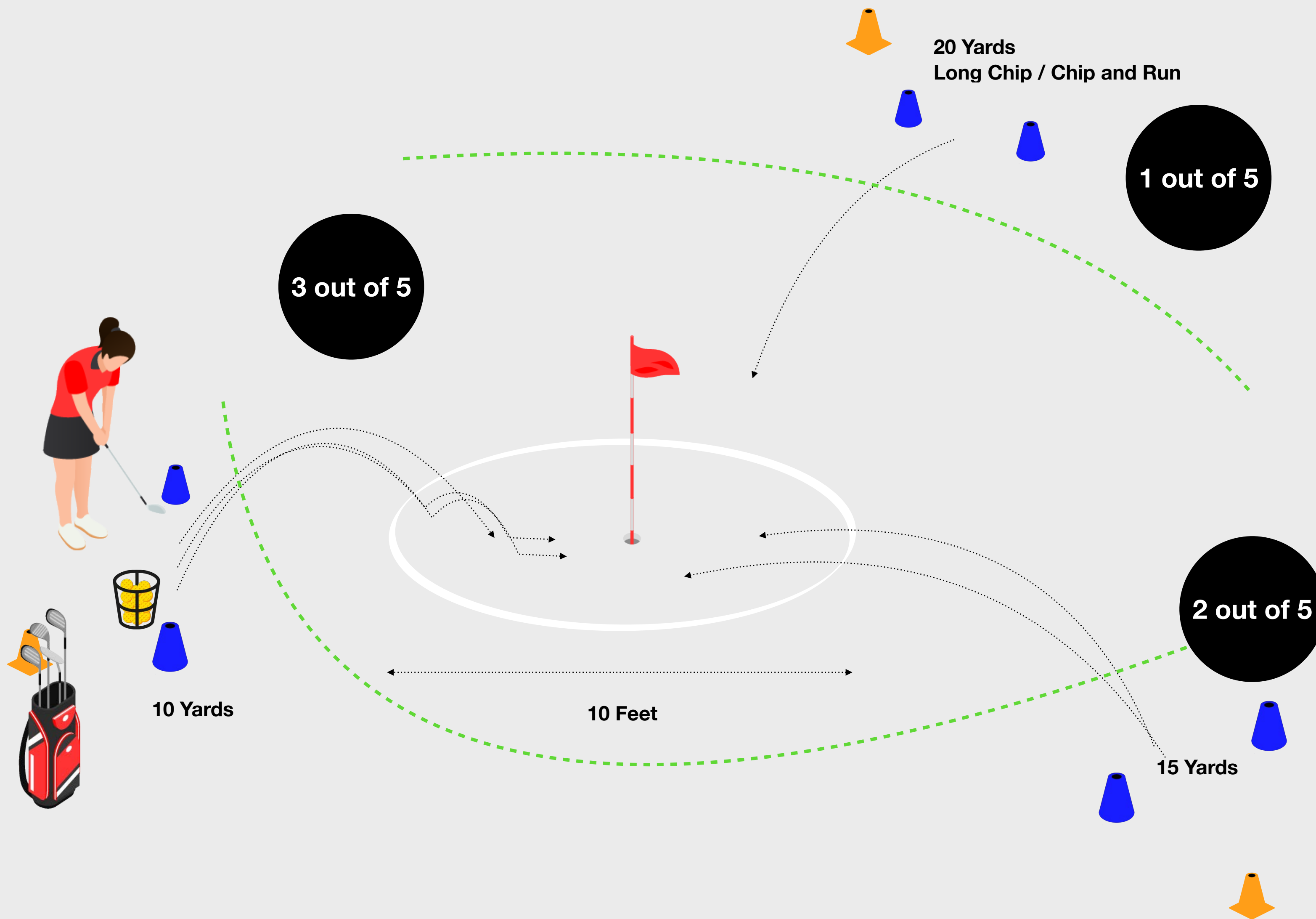
What should the Learner do next?

- Log in to the GLF.Locker App
- If they complete the challenge, mark it as complete in the challenge section

Chipping



Chipping Challenge



The Challenge

To complete the Level 1 Challenge the learner needs to chip 4 out of 5 shots from 10 yards, 2 out of 5 shots from 15 yards and 1 out of 5 shots to finish within a 10-foot diameter target circle.

What should the Learner do next?

- Log in to the GLF.Locker App
- If they complete the challenge, mark it as complete in the challenge section

Chipping

