

On the Course

An Introduction to On the Course



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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Class Timetable

Session Length:
60mins

Group Size:
1:8

Mastering the Game Focus:
On the Course
An Introduction to On the Course

Online Whole Golfer Resource
Social - Introduction to the Club

Learning the Game Focus:
Areas of the Golf Hole
Shouting Fore!
Ready Golf

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 the group to playing safely on the course Introduce the Learning the Game and Whole Golfer focus 	<ul style="list-style-type: none"> An Introduction to the Golf Club Areas of the Golf Hole Shouting Fore! Ready Golf
50 Mins	Mastering the Game	<ul style="list-style-type: none"> Play a hole or two from adapted tee A or B, in a Texas Scramble format. Ensure safety is the priority, introduce simple rules of golf, and don't place any emphasis on individual performance This is a key time to build relationships between the group, encourage conversation and questions 	<ul style="list-style-type: none"> Adapted Rules of Golf
5 Mins	Recap and <i>myGame</i> 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 in the myGame area of GLF.Locker 	<ul style="list-style-type: none"> GLF. Locker <i>myGame</i> 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

Safety and Speed of Play

The technical guidance we are prescribing is to be delivered as you see fit, use your experience and be sure to link your technical advice to how this will help learners to play the game safely and with an awareness of the speed of play.

Safety guidelines should include; where to stand when someone is playing their shot, what to do when someone shouts “Fore” and to make sure they shout “Fore” if their ball is travelling towards another player on the course.

Speed of play should be highlighted to ensure that learners understand the expectations of the amount of time it should take to play a hole or round of golf. This will also help to alleviate pressure by feeling like they are holding up play.



Learning the Game

1. Areas of the Hole
2. Shouting “Fore”
3. Ready Golf

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.

The Learning the Game theme this week is about understanding the different areas of a golf hole, to know what to do when someone shouts “Fore” and to make sure learners are aware of playing ready golf.

Understanding these elements will prepare the learner for playing in the monthly course play event.



The Whole Golfer

Introduction to the Club

Provide a brief overview of the whole golfer theme and remind learners that they can access the content online to review and learn more about this topic.

The Whole Golfer theme this week is to learn about the club, the key people to get to know and how to go about using the facilities so that the learners feel comfortable in coming and using the facilities away from the scheduled classes.

Does the learner know how to use the driving range?

Are they able to book tee times?

Do they know who to speak to if they're not sure about something?

One of the barriers to a learner progressing is not feeling comfortable when using the facility, so it is important that you cover this in the introduction classes.



Course Play Layout and Setup

The graphic opposite provides an example image of how we suggest you manage your group on the course so that the course play activity can be delivered in a safe, fun and engaging manner:

- Take a cone onto the course to indicate where the learners should start from. Use the adapted course guidance to start the learners from an appropriate teeing position, Tee A or B
- Learners take it in turns to hit their tee shot, the group select the best shot and then all learners take a shot from there
- Safety is your top priority when on the course, ensure the group understand some of the key principles to playing golf safely on the course;
 - Players should never go in front of the learner hitting the shot
 - Learners should always be aware of other golfers on the course
 - Learners should understand what to do when they hear the shout of “fore” and that they should shout “fore” when their ball is travelling towards someone

