

# Pathway and Curriculum



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# Learning Outcomes and Program Opportunities



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# Program Opportunities

The learner program is delivered under a monthly subscription based model and the price of this will vary across the internal classifications. The program opportunities included within the subscription fee for each learner are:

## A Weekly Themed Class

- These are 60 minute classes for a maximum of 8 students delivered on a weekly basis across a variety of themes. These link directly to the learning outcomes and progression pathway.
- Those enrolled on the program can attend one of these per week.

## Weekly Practice Club

- Each week you should be delivering a Weekly Go Golf Practice Club for learners to refine their skills and these are for a maximum of 12 students per coach and 60 minutes in length.
- Those enrolled on the program can attend one of these per week.



## Monthly Course Play Event

- This is an opportunity for participants to play the golf course using their own ball to help build confidence, skills, knowledge and social connections under the traditional scoring format. These using the same adapted course as the Crush It Program to provide developmentally appropriate opportunities. This can be delivered under shotgun or single tee start.
- Those enrolled on the program can attend one of these per month.



# Learning Outcomes

The learning outcomes have been identified to help shape the opportunities the participants will receive on the program. These will allow the learner to build the specific skills, knowledge and experience that are essential to become **Club Ready and Course Ready**. These learning outcomes are built into the Themed Classes, Practice Clubs, will be developed during the Course Play Events and also be provided as Online Resources within the MyGame+ area of GLF.Locker.

They also link directly to the skill based challenges and the assessment criteria within the 3-Level Progression Pathway. The three learning outcomes are:



**Mastering the Game**



**Learning the Game**



**The Whole Golfer**



# Mastering the Game

This learning outcomes explores the skills required for participants to develop the technical and tactical skills in order to play the course to the level of competency required in order to become an active golfer and club member. It is a combination of these skills that will allow the learner to Play with Competence and Play within Sufficient Speed of Play.

The four areas and sub-skills explored within the program are:





# Learning the Game

The areas explored within Learning the Game are required in order for participants to develop the skills, knowledge and experience to Play Safely with Others and within the Rules and Standards of the Game.

The four skills are:

## 1. Rules and Etiquette

Development of the necessary knowledge to play the golf course with others socially and competitively within the rules and standards of the game. For example, some of the content covered includes:

- Etiquette on the different areas of the course
- Etiquette on practice areas
- Basic rules on the course

## 2. Playing and Scoring

Development of the necessary knowledge to play the golf course in a variety of formats competitively and socially. For example, some of the content covered includes:

- Different playing formats
- Hole layout and design
- Golf terminology



## 3. Preparing to Play

Development of the necessary knowledge to prepare for playing the golf course in a range of conditions and environments. For example, some of the content covered includes:

- Warming up to play
- Preparing your bag
- Warming up before your round

## 4. Orientation

Development of the necessary knowledge to navigate the course and the club, being a club member and to participate with confidence. For example, some of the content covered includes:

- The clubhouse and staff
- Areas of the golf hole
- Adapted teeing positions and the tee box



# The Whole Golfer

This learning outcomes explores the skills that will strengthen the development of participants to become active golfers, with the competence to play the course, become active club members and build golf into a healthy and active lifestyle.

The areas covered within this learning outcome are:

## Body

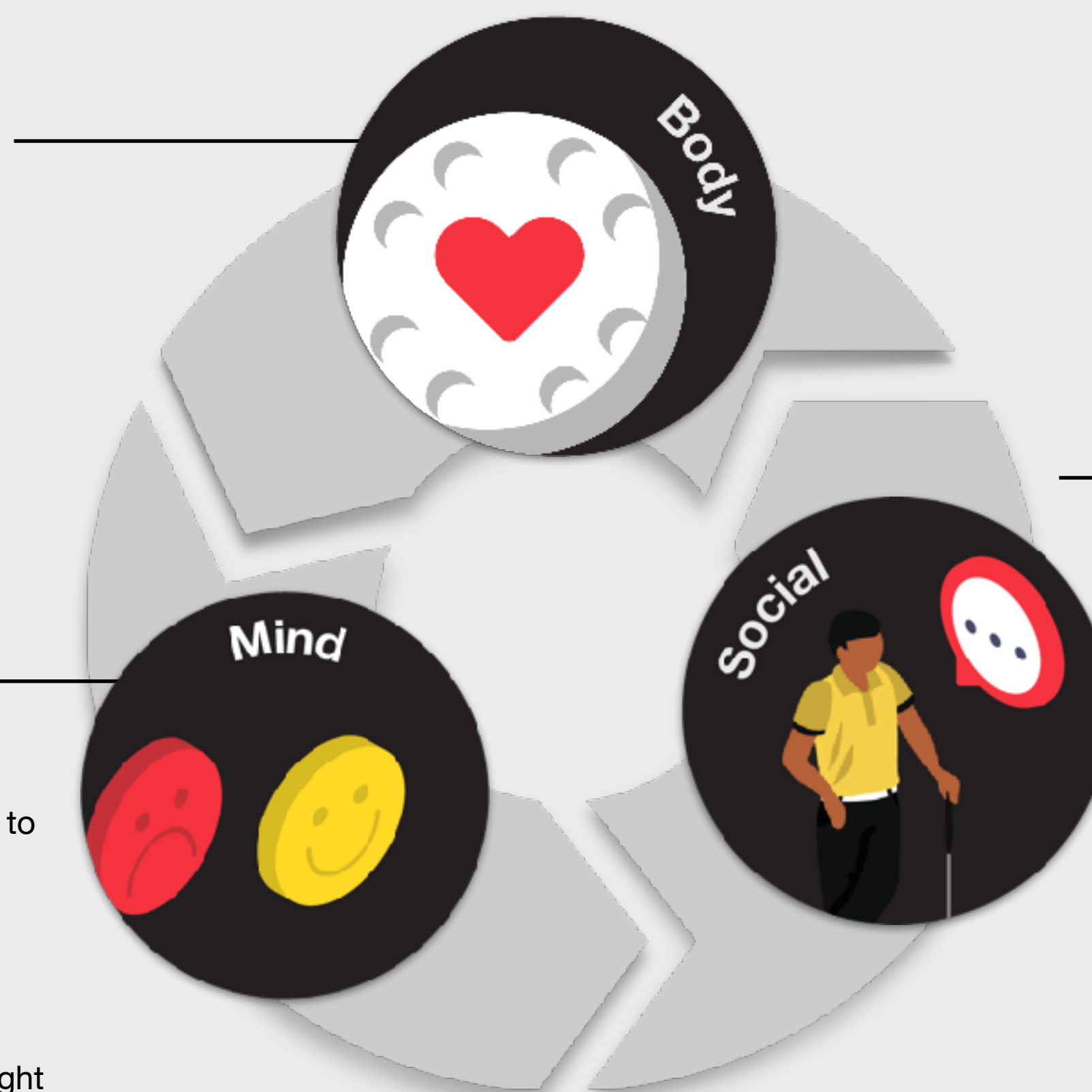
Development of the learners awareness of the role of the body in playing the game to ensure that they can live a health lifestyle. Areas explored in the program are:

- Overuse injuries
- Fit for golf introduction
- Nutrition on the course
- Hydration and increasing stamina
- Pre round warm up
- Injury prevention
- Your swing will be unique

## Mind

Development of the learners confidence and mindset to play the game with others in social or competitive environments.

- Enjoy challenging practice
- Pre shot routine
- Growth mindset, you don't need to know it all straight away



## Social

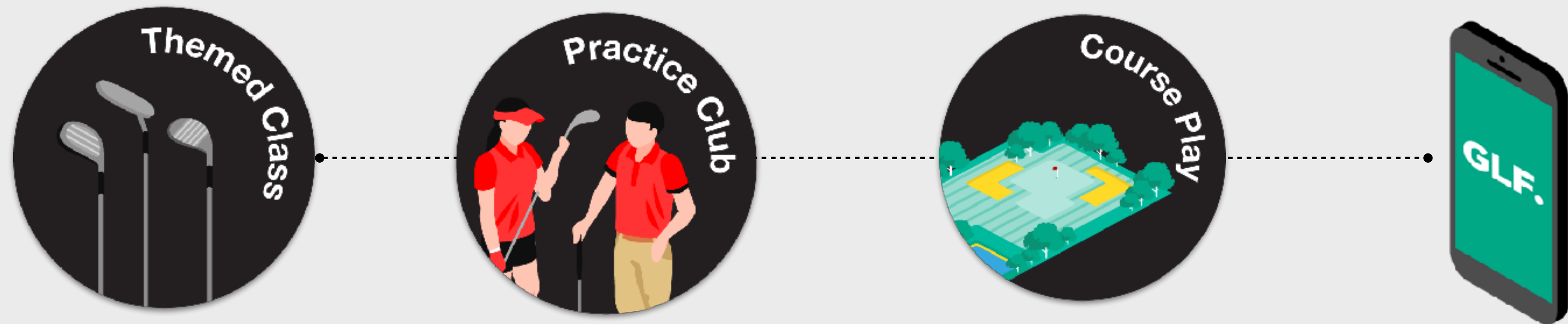
Development of the learner's social skills to become an active member of a club environment to strengthen their confidence and enjoyment of the game.

- Introduction to the club
- Playing in front of others
- Shaking hands - start and end of a round



# Delivering the Learning Outcomes

The learning outcomes can be delivered through a mixture of in-person and online delivery. The skills within the learning outcomes are built into the different program opportunities but will also be developed the more the learner engage in play and practice outside of classes and event. There is also the opportunity for learners to engage with the content online to reinforce learning and allow learners to make up for missed classes, practice clubs or course play events.



## Themed Classes

Each of the Themed Classes, will explore one the Mastering the Game skill elements and specific skills within this. Each class also provides an opportunity to introduce and developer skills within the Whole Golfer Focus and Learning the Game Focus.

## Practice Clubs

Each of the Practice Clubs have a suggested Whole Golfer Focus and Learning the Game Focus. And rotate around three of the Mastering the Game Skills.

## Course Play

The monthly Course Play event provides the learner with increased exposure to the course. This will help them to developer their skills across all of the learning outcomes in the real golf environment.

## GLF.Locker

Via GLF.Locker App, the learner can also review the content across the Themed Classes. This helps them recap on content and also make up for any missed classes. This will help the learners to navigate the resources on their own time and speed.



# Themed Classes



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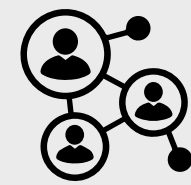
# Role of the Themed Classes

The themed classes are an essential component of the program. They have been built into the program subscription as a way of delivering the following to the learner:



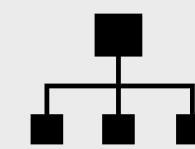
## Provide Clarity

- The themed classes help provide the learners with an understanding of what learning opportunities they will have on the program.



## Define a Curriculum

- The themed classes help ensure that the learner is exposed to the knowledge, skills and experiences across the learning outcomes within the program.



## Give Structure

- The classes also help to give a coherent structure to the program that you and the learner can follow and can be linked to the schedule and booking system on GLF.Locker.



## Link to MyGame+

- The themed classes provide a way of the learner finding and navigating the resources specific to a class. Especially important when the learner misses a week or is directed to this before or after a class.



## Link to the Pathway

- The themed classes can provide a direct link to the 3-Level progression pathway and ensure the learner has been exposed to learning opportunities on their journey to being club and course ready.



## Step by Step Journey

- The themed classes have been built to provide the learners with the learning opportunities in a logical and step by step order. Each class contents follows the next but also built in a way for a learner to jump in and out of the class as required.



## Learner Specific Journey

- A requirement of the program across the 3-Level progression pathway is to attend all themed classes, however the themed class allows the learner to attend class again that a specific to their own development.



## Challenge Opportunity

- Where possible, the learner can also attempt a challenges specific to the class that is running. This acts as a way of guiding the learner through their own skill development and offers an engaging, competitive and fun element to each class.



# Themed Class Progression

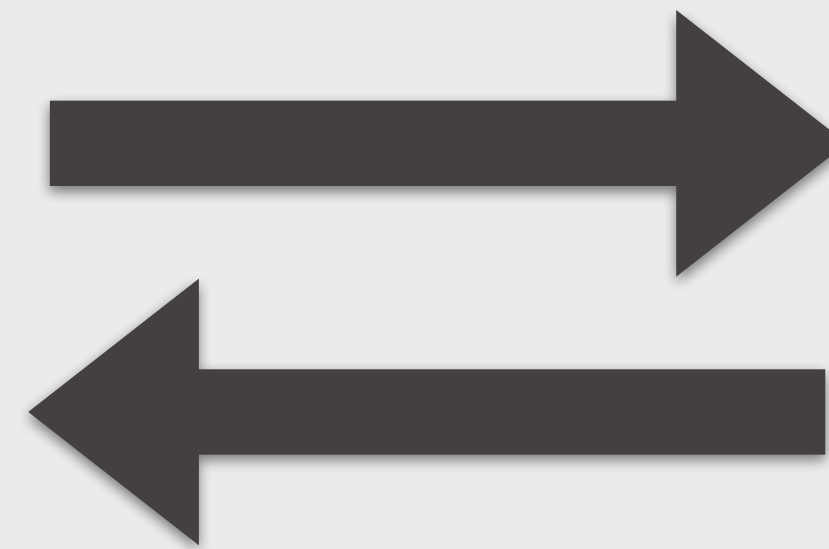
The Themed Classes have been designed to provide the learners with access to the skills, knowledge and experiences deemed necessary to become Club and Course Ready. The Themed Classes provide a prescribed class content that should be delivered to the learner.

The themed class are split into two categories as follows:



## Introduction Themed Classes

- The introduction classes are the starting point on the program. These classes provide the learner with an opportunity to be exposed to each skill area within the game and the necessary grounding before attending the next set of Themed Classes.
- These classes link directly to Level 1 of the progression pathway.



## Develop and Refine Themed Classes

- The second category of classes are aimed at building the learners skills from those within the Introduce classes. The flexible nature of the program means learners can move seamlessly into these classes from the introduce classes attending them in any order. Learners can attend and re-attend any number of these themed classes during their time on the program and their journey to become Club and Course Ready.
- These classes are focus on developing and refining the learners skills. These classes link directly to Level 2 and 3 of the progression pathway.



# Introduction Classes

An example of each of the Introduction Class Themes and the specific Mastering the Game Focus are detailed below. The intention of the introduction classes is to provide a grounding across the broad skills areas before the learner builds and develops their specific skills within each of Develop and Refine Themed Classes.

Each of the four elements within the Mastering the Game learning outcome are covered during this cycle.



Class Name	Mastering the Game Element Focus
Introduction to Swing	Swing
Introduction to Putting	On the Green
Introduction to Chipping	Around the Green
Introduction to the Course	On the Course



# Develop and Refine Themed Classes

Once the learner has attended the Introduction Themed Classes, they should move fluidly to attend the Develop and Refine Themed Classes that are available following on from the final introduction class. Each of these classes has a specific focus within the Mastering the Game element and therefore provides the learner with a chance to further develop their skills and knowledge.

The classes have been designed so they can be attended in any order depending on the specific class availability at your club following on from the introduction cycle and learners can re-attend these classes as many times as they require.



Class Name / Focus	Mastering the Game Focus
The Driver	Swing
The Art of Scoring	On the Green
Developing your Strike in Pitching	Around the Green
Individual Scoring	On the Course
Fairway Woods and Hybrids	Swing
Improving Contact in Chipping	Around the Green
Green Reading	On the Green
Iron Play	Swing
Green side Bunker Play	Around the Green
Awkward Lies	On the Course
Long Putts	On the Green
Adding Speed to your Swing	Swing
Controlling Distance in Chipping	Around the Green
Uneven Lies	Swing
Controlling Distance in Pitching & Bunker Play	Around the Green
Course Management	On the Course
Short Putts	On the Green
Developing Consistency	Swing
Club Selection Around the Green	Around the Green
Understanding Personal Bests	On the Course



# Included in a Themed Classes

The Themed Class have been built with a specific structure. This will help you to prepare and deliver classes whilst also ensuring the classes remains fun, engaging and informative. A class plan is provided in the Training Hub for each Themed Class and this will outline the suggested structure and content to deliver. However, each Themed Class will explore:



## Mastering the Game Focus

Each themed class has a specific Mastering the Game Skill focus.

The class will then explore specific focus within each element and this outlined in the class name.



## Learning the Game Focus

Each themed class has a Learning the Game focus across the four elements which can be discussed and introduced to those attending. You can also guide the learner to the necessary resources in the hub prior to or after the class.



## Whole Golfer Focus

Each themed class has Whole Golfer focus across the three elements which can be discussed and introduced to those attending. Once again you can also guide the learner to the necessary resources in the hub prior to or after the class.



# Themed Class Structure

In the themed classes, you can deliver to the learner specific content related to the learning outcomes and in the Training Hub, you can access a class plan for each class with specific content. However, ultimately, you are responsible for interpreting the class plans and deliver the appropriate content that suits the needs of you, your venue and those attending the class.

You will need to use your skill as a coach to ensure that you deliver the appropriate content to the student, tailor this to their needs and ensure the class is fun, engaging and informative. We would recommend a structure to your class as follows:

## Mastering the Game Challenge

At your discretion, you can also layout out one of the challenges within the Mastering the Game Challenges. This will offer an engaging component to the class, especially for those who may be re-attending the class.

## Secondary Skill

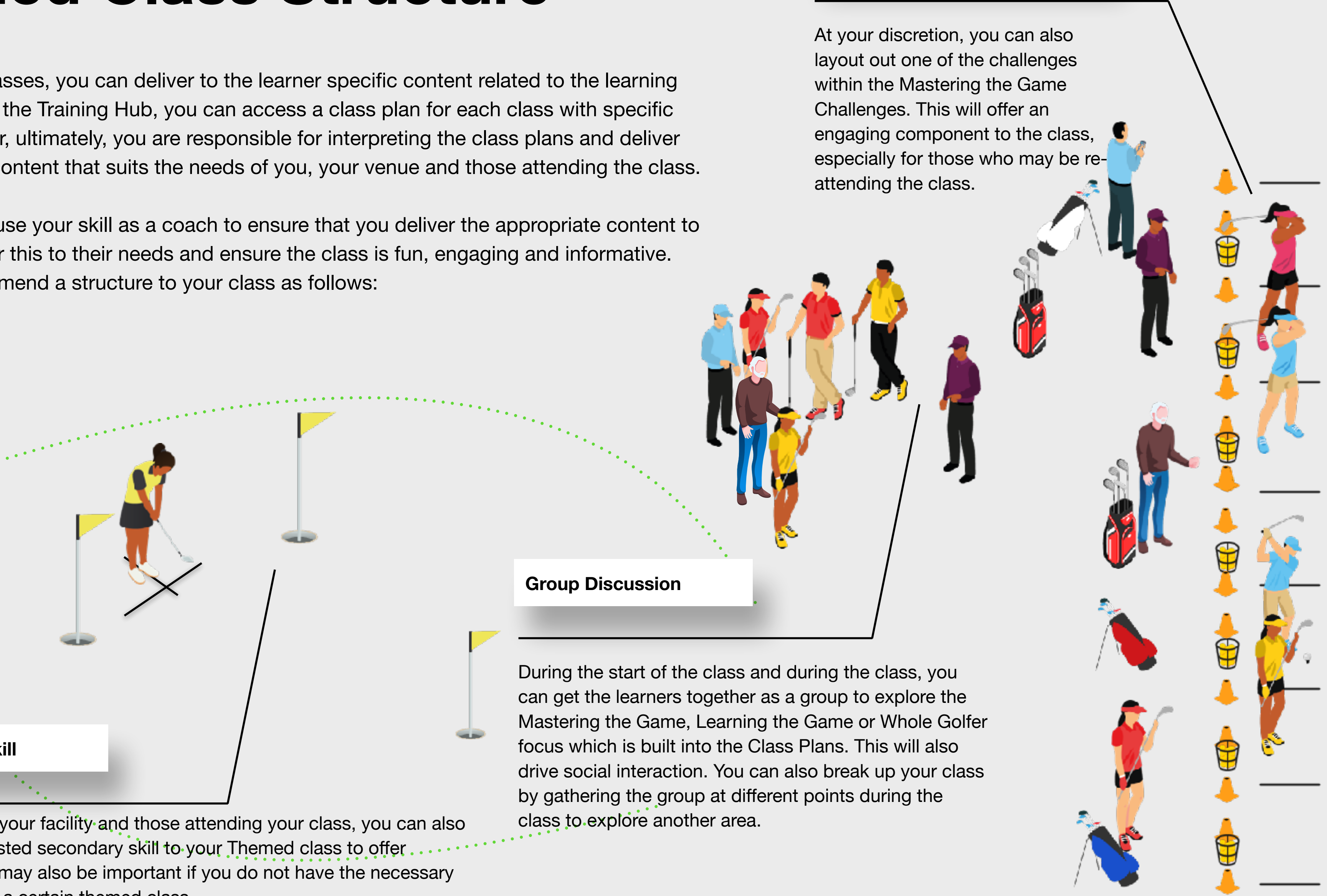
Depending on your facility and those attending your class, you can also link in a suggested secondary skill to your Themed class to offer variation. This may also be important if you do not have the necessary facilities to run a certain themed class.

## Group Discussion

During the start of the class and during the class, you can get the learners together as a group to explore the Mastering the Game, Learning the Game or Whole Golfer focus which is built into the Class Plans. This will also drive social interaction. You can also break up your class by gathering the group at different points during the class to explore another area.

## Social/ Independent Practice and One to One Coaching

Learners can engage in independent practice using the prescribed practice stations, games with others in the group and receiving one to one coaching from you.





# Final Thoughts

Further training on the Themed classes is available within the training hub and when you should complete this module is outlined in the implementation module. However, here are some important elements to summarize.



## Class Content Flexibility

- It is your job to interpret the class plans and make the best judgement as to the delivery of this within your venue. You need to ensure this suits the needs of your facility and the content caters for a range of experiences on the program. Learners may be attending the class for the first time or attending again.



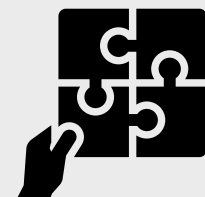
## Mastering the Game Challenges

- There is an opportunity to setup a specific challenge within the Mastering the Game skill for that class. This will provided an engaging element of the class especially for those attending again but it is your description as to whether you offer this in the class.



## Technical Development

- Within each Themed Class we have prescribed a technical element that you should deliver to the group. This technical theme is broad and allows for you to deliver it in your own way, so that you have autonomy on the program and can take ownership of the content being delivered.



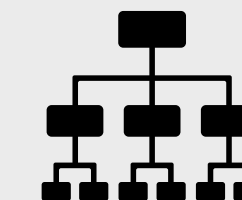
## Themes not Class Number

- The themed classes are deliberate not given a class number. The ethos of the program is that the number of classes the learner will ultimately attend on the class will be based on achieving the criteria within the Journey to Club and Course Ready pathway. Learners are engaged to re-attend any classes during their time on the program.



## Secondary Skill

- Each class plan includes a secondary skill. This is included so that you cater for learners who may have attended the class theme previously and you can offer variation to their experience. It is also added if your venue does not have the facilities to deliver the class theme.



## Order of the Classes

- The themed classes within the develop and refine category can be attended in any order, however, the program will work best if the learner attends the cycle of introduction classes first.



# Practice Clubs



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# Role of the Practice Club

Practice clubs are just that, a chance for the learner to develop their skills with you and develop deeper social connections with other learners on the program. The learner can supplement their attendance of the Themed Classes by attending any of the weekly Practice Clubs that are on offer. The Practice Clubs are a vital supporting element to the program and have been built into the program as a way of delivering the following:



## A Chance to Catch Up

- The Practice Clubs themes align to the weekly class schedule. They therefore provide an opportunity for the learner to make up any missed classes as well as supplement their learning.



## Challenge Opportunity

- Build into the Practice Clubs are an opportunity to attempt all of the Challenges within the Mastering the Game skill focus for that week. This will allow the learners to track their progress through this element and engaged with the myGame+ area on GLF.Locker.



## Increased Exposure

- Practice Clubs provide more opportunities for the learner to access the skills and knowledge across the learning outcomes. This will to strengthen their development and reinforce the content they receive in the Themed Classes.



## Additional Practice Time

- The practice clubs provide more practice time for the learner under supervision which will only lead to more success. The learner will have more time at the club improving their skills which will lead to quicker development and enjoyment.



## Develop Social Connections

- Learners will not only be able to strengthen the social connections they have already build but also meet others who may be attending different themed classes throughout the week.



## Private Coaching Opportunity

- Practice clubs are also the ideal opportunity to your to assist the learner on a private basis if required. The nature of the practice club and the way this is delivered provides the ideal opportunities for this.



# Practice Club Themes

Practice Clubs rotate around the Around the Green, On the Green and Swing elements within the Mastering the Game learning outcomes. There isn't a practice club suggested for the on the course element due to challenges of delivering this to a large number of students out on the course. The monthly on course event should act as supplementary opportunity for learners to explore this skill element further.

## Practice Your Swing

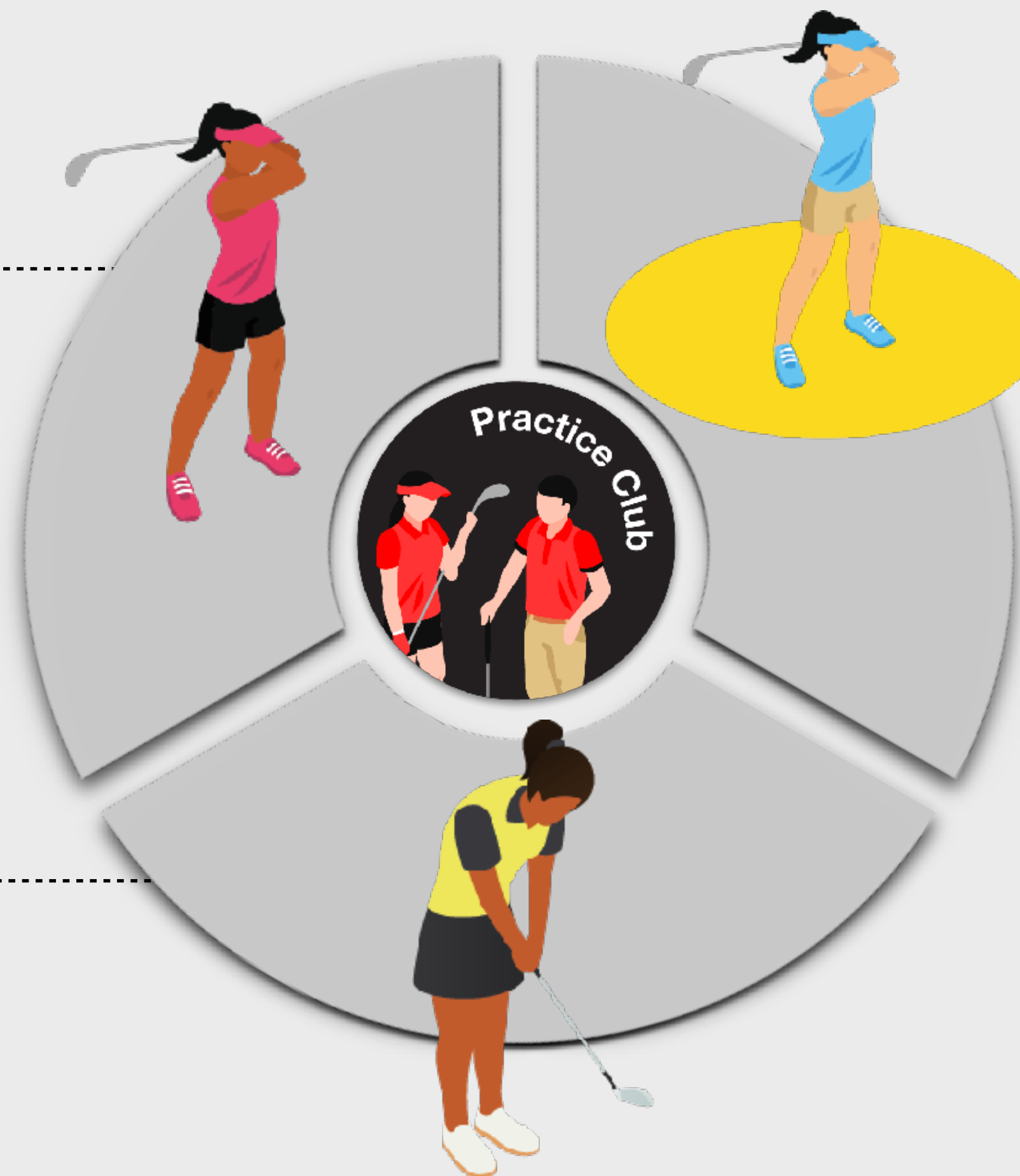
During the Swing Practice Clubs, the Learners can practice across any of the Swing elements within the program.

## Practice On the Green

During the On the Green Practice Clubs, the Learners can practice across any of the On the Green elements within the program.

## Practice Around the Green

During the Around Green Practice Clubs, the Learners can practice across any of the On the Green elements within the program and where your facility can provide this.





# Included in a Practice Club

Practice clubs are designed to be less structured than the Themed Classes and importantly, they are important to encourage social connections and increase the time that your learners have to develop the skills within their game. However, you can access a recommend plan for each Practice Club within the Training Hub. This will help you to prepare and deliver the practice club whilst also ensuring it remains fun and informal. It is recommended that each practice club includes



## Mastering the Game Challenges

These are a chance for the learner to attempt each of the skills challenges within that skill element.



## Learning the Game Focus

You can explore a recommend Learning the Game focus across the four elements. This can be discussed and introduced to those attending. You can also guide the learner to the necessary resources in the hub prior to or after the class.



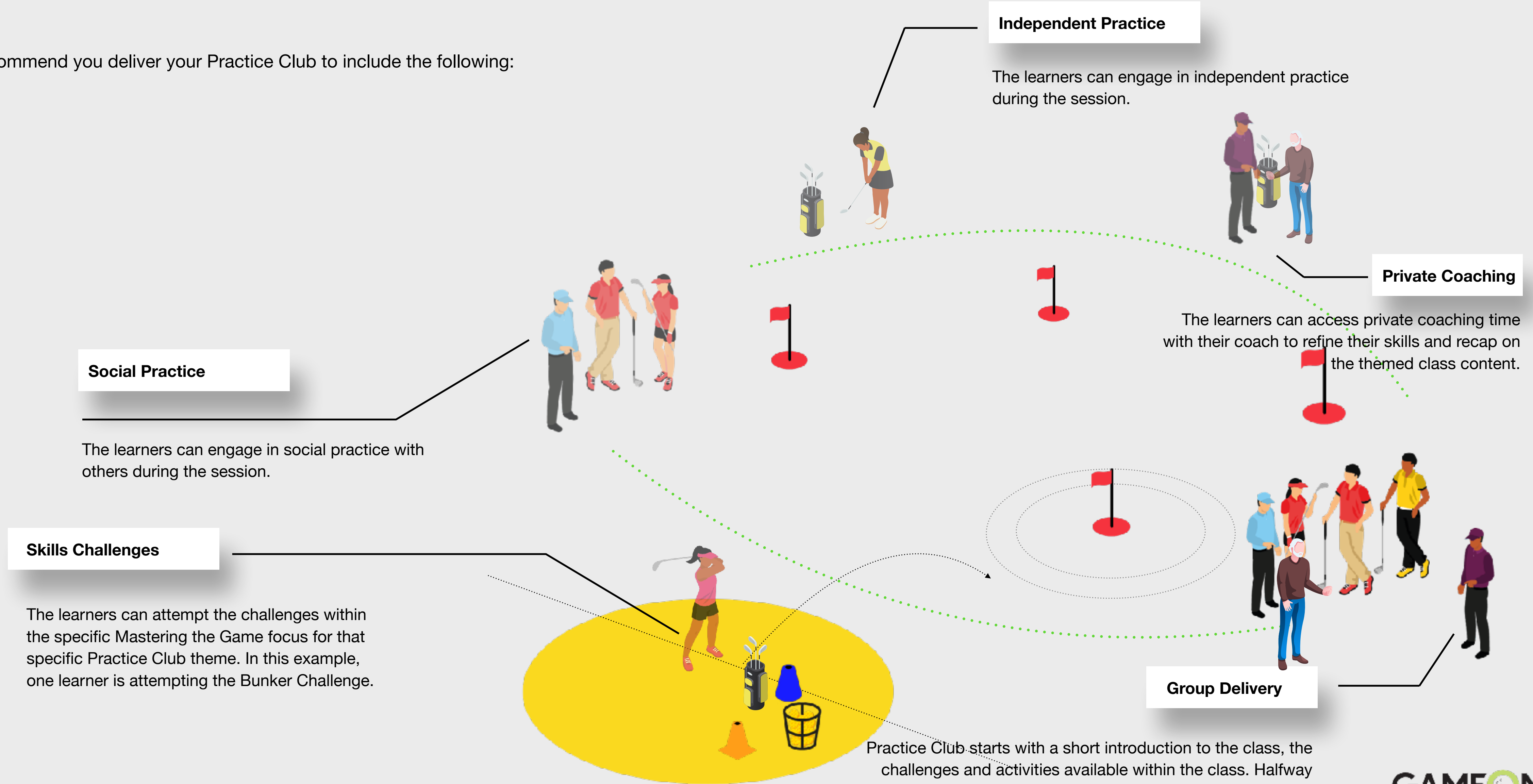
## Whole Golfer Focus

You can also explore a recommended Whole Golfer focus across the three elements.



# Practice Club Structure

We recommend you deliver your Practice Club to include the following:





# Final Thoughts

Further raining on the Practice club component is available within the training hub alongside the Themed Class training. However, there are some important elements to summarise.



## Encourage Social Interaction

- You should encourage social interaction between attendees at all times. Practice clubs are all about those enrolled on the program developing stronger connections and you should ensure that you encourage and harness this in the session.



## MyGame+ Interaction

- Encourage interaction with the GLF.Locker App and myGame+ area. This will encourage engagement in the challenge elements, the journey to club and course ready pathway and interaction with the other features available.



## Provide Direction

- Through the practice clubs, you should actively direct learners to most important areas that they need to develop within their game. This includes suggesting improvements specific to their game as well as guide them to the most important themed classes that they should attend in the future.



## Break up the Class

- Remember, those attending your practice clubs are new to the game. They want to feel inspired and enjoy playing the game as well as build their confidence. Therefore, break up the practice club with group discussions and interaction.



## Cater for individual Needs

- Practice clubs should be flexible. You should ensure that those attending can make choices as to what parts of the practice club they engage in.



## Effective Practice

- Try to reinforce how vital effective practice is in your Practice Clubs. Share guidance on this to create culture of practice within your program



# Course Play Event



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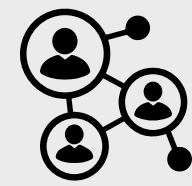
# Role of the Course Play Event

The Course Play events has been built into the program subscription as a way of delivering the following:



## On Course Exposure

- The event will provide the learners with opportunity to play the course under supervision with others of similar ability.



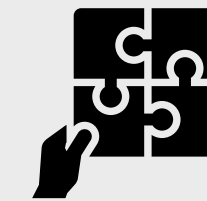
## Develop Social Connections

- It will provide an opportunity for learners to strengthen social connections and make new ones across those enrolled on the program. Out on the course with others with same goals and experiences is the perfect place to do this.



## On Course Learning Outcomes

- The event provides the opportunity to develop the learners scores across the on course elements across each learning outcomes within the program.



## Integration into the Club

- The more time that those enrolled on the program get to spend at the club and on the course will help to drive their confidence and strengthen their future engagement in the program and ultimately eventual conversion into membership.



## Fun and Competitive Play

- The event is an opportunity to experience what real golf is like, playing with others in a fun, competitive format.



## Complete Challenges

- The event gives your learner an opportunity to complete the challenges within the On the Course element of the mastering the Game progress wheels.



## Link to the Pathway

- The On Course events provide a way of ensuring that the learners on your program have been exposed to experience on their course on the journey to becoming Club and Course Ready.



# Monthly Course Play Event

All participants of the Learner Program can attend your monthly course play event and a Further training module is provide on this specific element, and when you should complete this outlined in the implementation module.



## Once Per Month

- Your event should take place a minimum of once per month but it may be necessary to offer more events on a variety of days to cater for the size of your program.

## Strokeplay and Texas Scramble Format

- This is an opportunity for participants to play the golf course using their own ball to help build confidence, skills, knowledge and social connections under the traditional scoring format. It may be appropriate depending on the individual learners progression through the program that when attending these events, they are paired with other learners to play a Texas Scramble format.

## Adapted Course

- Depending on the learners progress through the progression pathway, they can play from an adapted course at your venue to build their confidence and enjoyment.

## 9 Holes

- The event should give your learners an opportunity to play up to 9 hole at your course, with starting times staggered based on the attendees experience on the program.

## Adapted Rules

- To drive enjoyment and confidence, you can run you event using a number of adapted rules.



# Adapted Course

Critical to the program, is the ability to provide developmental appropriate experiences. Built into the program is an adapted golf course which can be setup during your Course Play events. An adapted Golf Course is vital to help develop the learners confidence of playing the game, achieving a sense of success whilst maintaining the appropriate speed of play to not negatively impact others playing the course. The adapted course links directly to the Crush It Adapted Course to help you utilize what is already in place at your venue if you are running this program.

## Tee A

This tee is 20% of the Shortest Tee Box Length (Tee E)

## Tee D

This tee is 80% of the Shortest Tee Box Length (Tee E)

## Tee B

This tee is 40% of the Shortest Tee Box Length (Tee E)

## Tee C

This tee is 60% of the Shortest Tee Box Length (Tee E)

Maximum  
**2,800 Yards**  
*for 9 Holes*

## Tee E - Shortest Tee Box

This tee should ideally be the Shortest Official Tee Box length on your Golf Course. It should measure a maximum of 2,800 yards in length for 9 holes and the par's should fall within the following yardage windows:

Par 3 - Maximum distance of 160 Yards.  
Par 4 - Maximum distance of 320 Yards.  
Par 5 - Maximum distance of 440 Yards.

If your individual hole lengths and total course length is longer than this then you should consider building an Academy Tee within these distance windows on the holes you are using on your course.



# Mastering the Game Skills Challenges



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# Importance of Tracking Progress

Built into the program is an ability for participants to track their progress through Swing, On the Green, Around the Green and On the Course elements within the Mastering the Game learning outcomes. Participants are able to attempt a number of skill based challenges during independent and social practice time as well as in Practice Clubs and where possible themed classes. These align to the Club and Course Ready Pathway and will allow you and the learner to identify where they are on their journey through the program and ultimately the skills they need to become **Club Ready and Course Ready**.



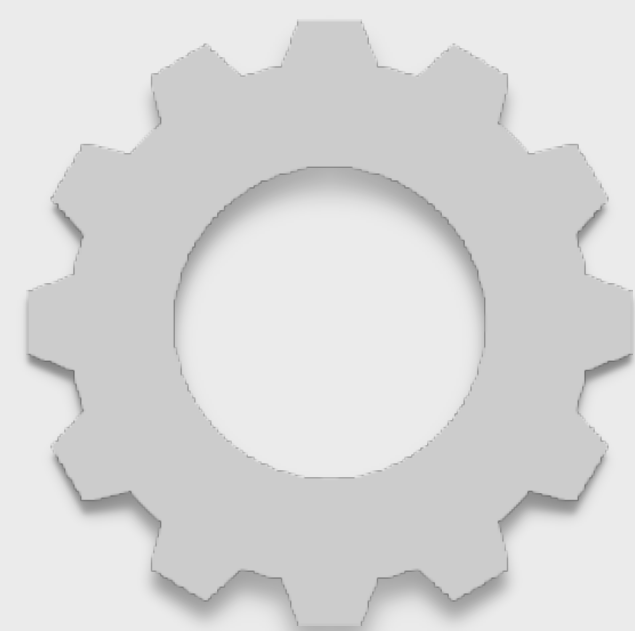
## Drive Engagement

- These challenges will offer an engaging element to the program to drive motivation and enthusiasm in the learning process as-well as healthy competition amongst participants.



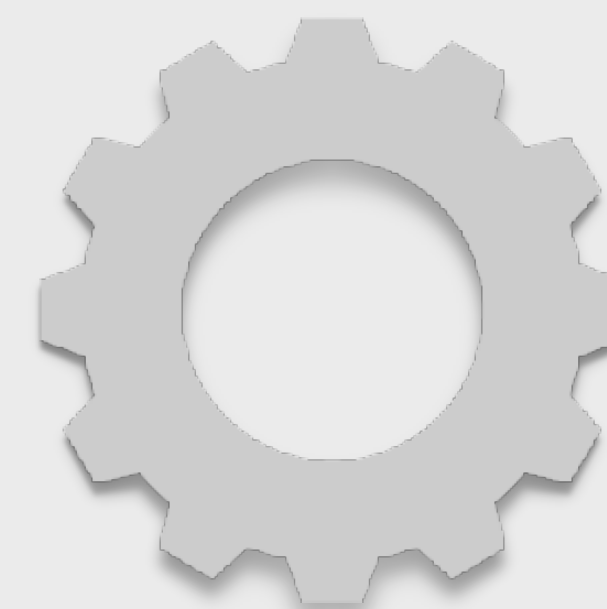
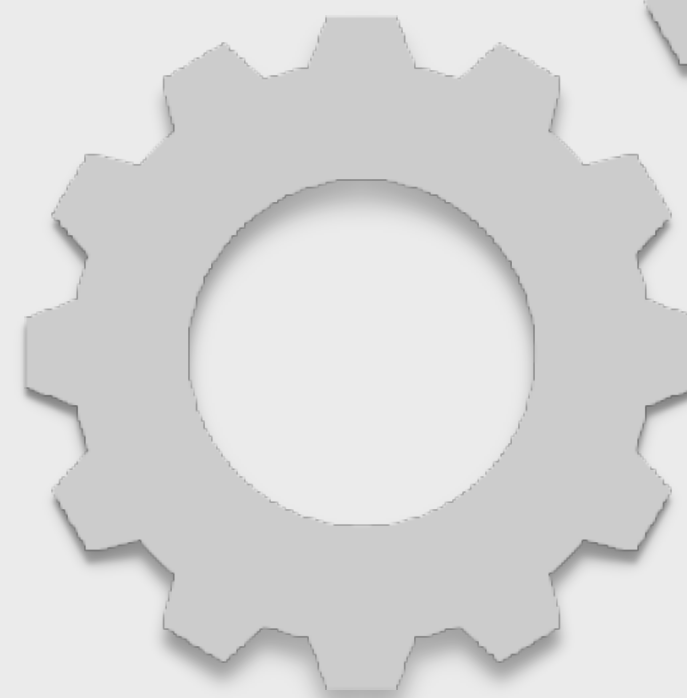
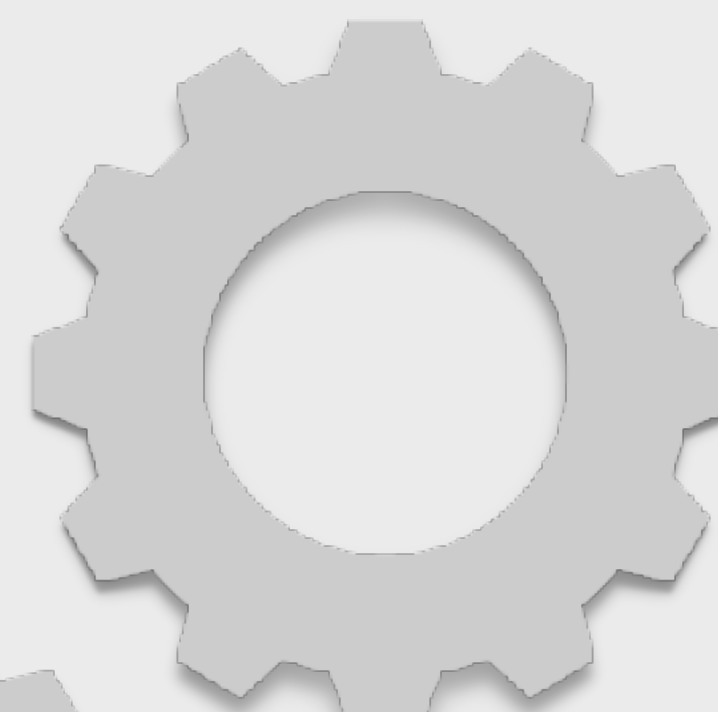
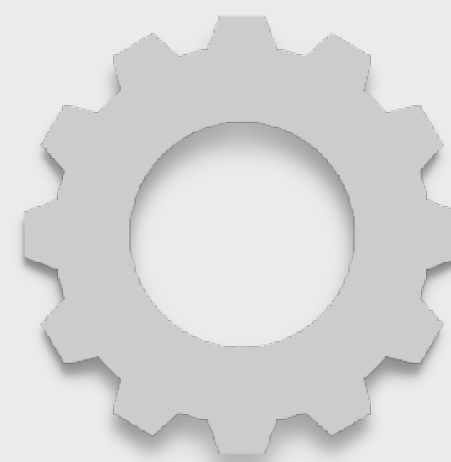
## Direct Development

- The challenges will help you and the participants to understand areas of the Mastering the Game learning outcome that may need more attention through additional attendance of the theme classes, social programs or Private Lesson programs.



## Pinpoint the Journey

- These challenges will help you and the participant to identify where they are on their journey through the levels and ultimately towards the requirement to complete the program and become Club Ready and Course Ready.



## Track Progress

- These challenges will help you and the participants to track their progress through each of the skill elements, essential to completing the scoring challenges at each level.



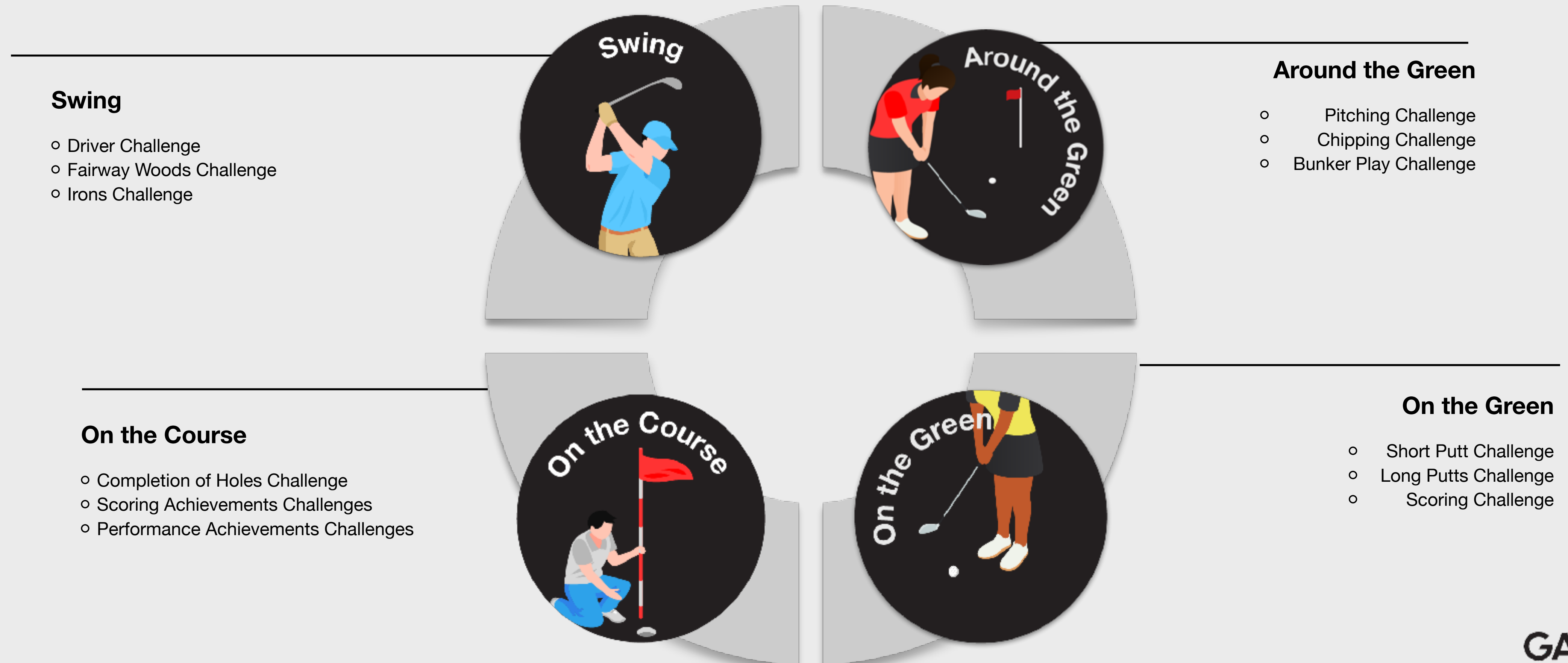
## Drive External Practice and Play

- These challenges will offer an engaging element to the program that will drive independent and social practice by participants outside of organised events and classes. Increased practice time will accelerate the learning process.



# Skill Elements

Each learner can attempt challenges across the four skill elements within the Mastering the Game Learning outcome. This learning outcome is used as it will directly help the learner to track their progress to achieve the competency to score to the required level on the course. The four skill elements and the challenges within each are as follows:

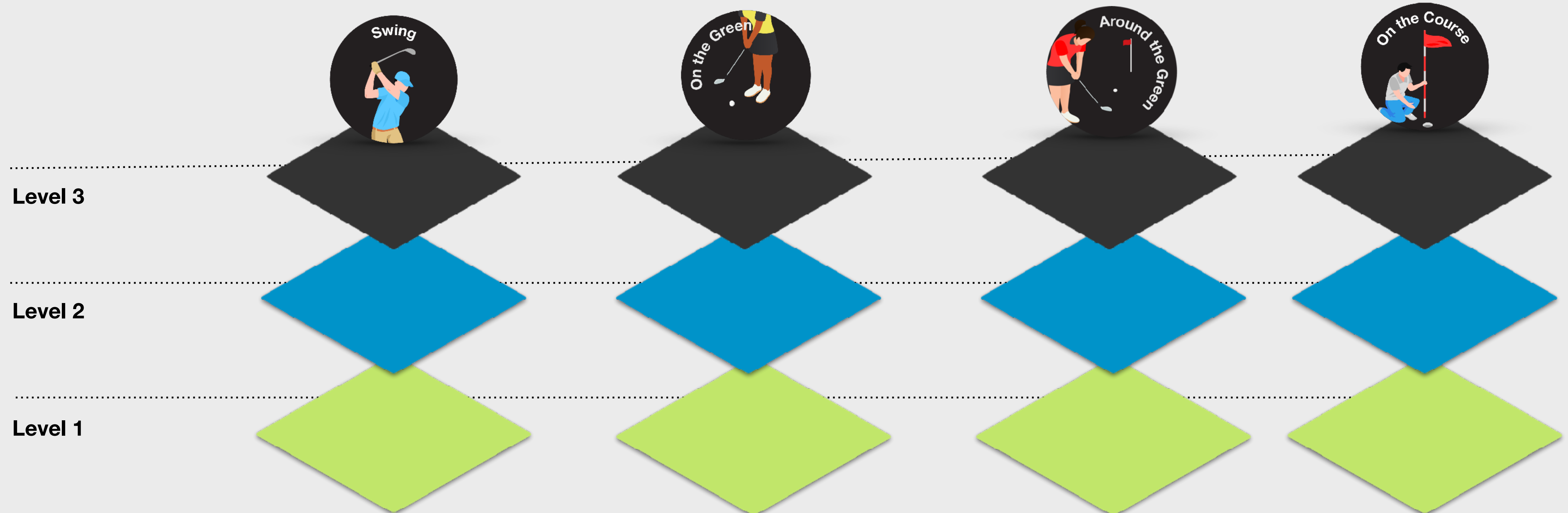




# Skill Elements Progress Levels

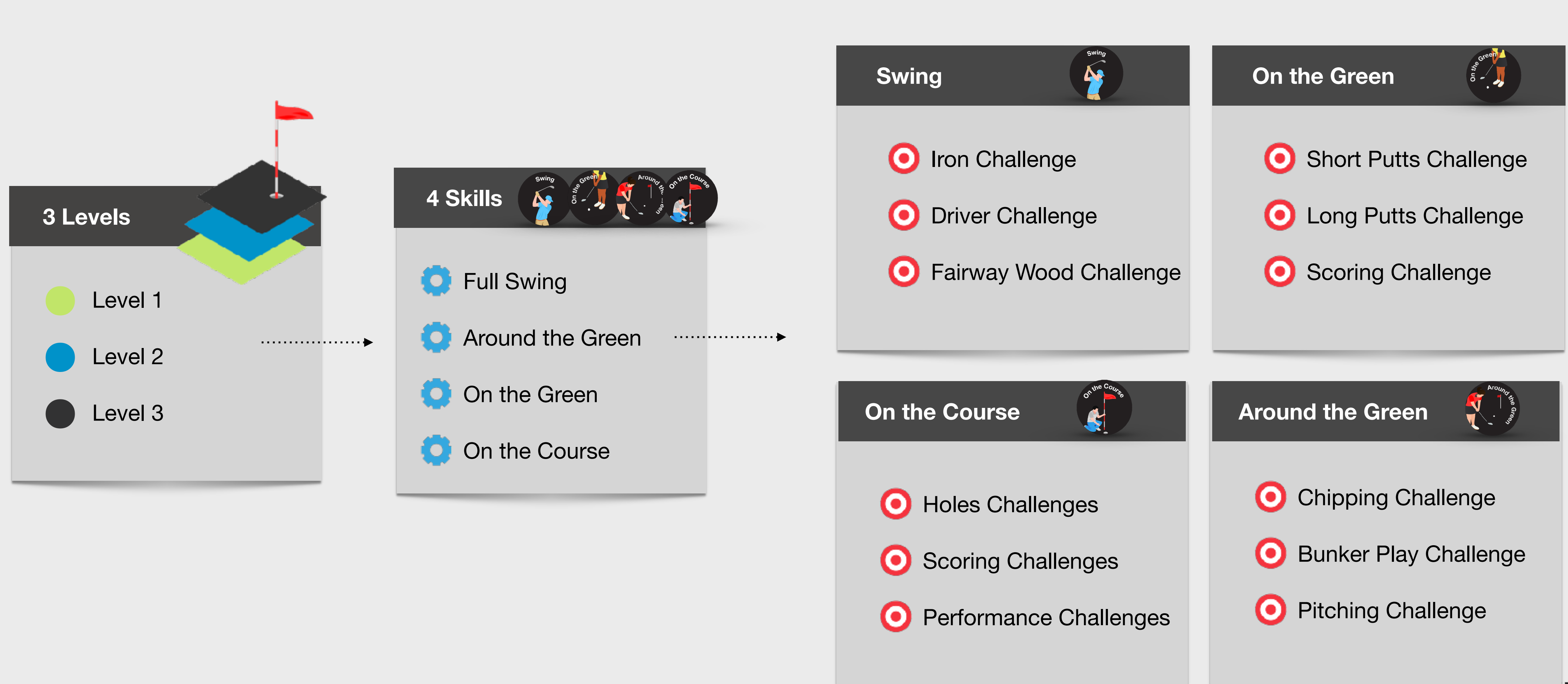
The challenges have been designed over 3 levels, to link directly to the progression pathway for assessing the learners journey towards becoming Club and Course Ready. This allows the learner and their coach, to track their progress across the skills and identify areas for development.

The challenges are designed to act as a guide for the learner and provide an engaging and competitive element to the program. There isn't a pass or fail outcome to each level and the learner can attempt and complete the challenges across any level or skill area at any time during their time on the program and progress through each element at different rates.



# Levels, Skills and Challenges

Therefore, within each level, there are 3 challenges the learner can complete across each of the four skill elements. This gives a total of 36 challenges to be attempted and completed by the learner.



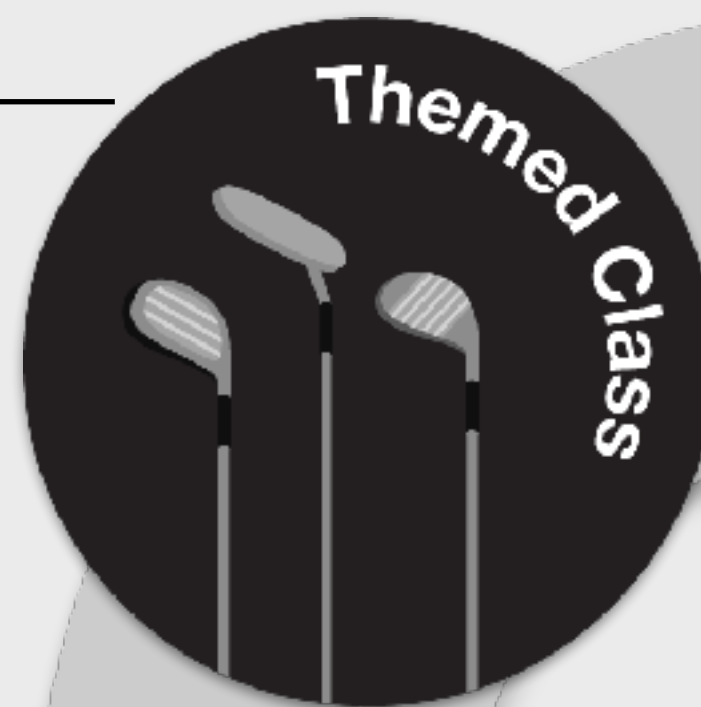


# Skill Challenge Exposure

Engagement in the Skills Challenges have been designed primarily to be led by the learner themselves. They provide an engaging, competitive and fun elements to their practice outside of organised classes and events. However, there is also an opportunity for the challenges to be attempted within the program:

## Themed Classes

- Challenges are built into the Themed Class Plans. These link to the Mastering the Game focus for that class. However, these are an optional element to the class and you can decide if it is appropriate to setup and run the challenge depending on those attending your class.



## Independant Practice

- Learners can also attempt the challenges outside of organised program opportunities on their own or with others.

## Practice Clubs

- The challenges are built directly into the practice club plan and provide an ideal place for the learners to attempt the challenges with others and under your guidance.



## Course Play Events

- These events offer an opportunity for the learner to complete the Challenge Achievements within the On the Course Element.

# Accessing the Skill Challenges

Learners are able to access the challenges and guidance on how to complete these using the Challenge E-Book that is distributed on sign up to the program. There are also resources within the GLF.Locker myGame area on the App and web based system.

## MyGame+ on GLF.Locker

The MyGame+ area of the GLF.Locker system allows the learner to track their progress through the program and see the challenge that they can attempt for each skill and level. The learner is enrolled onto the game on program and can access their own program dashboard.



## Challenge E-BOOK

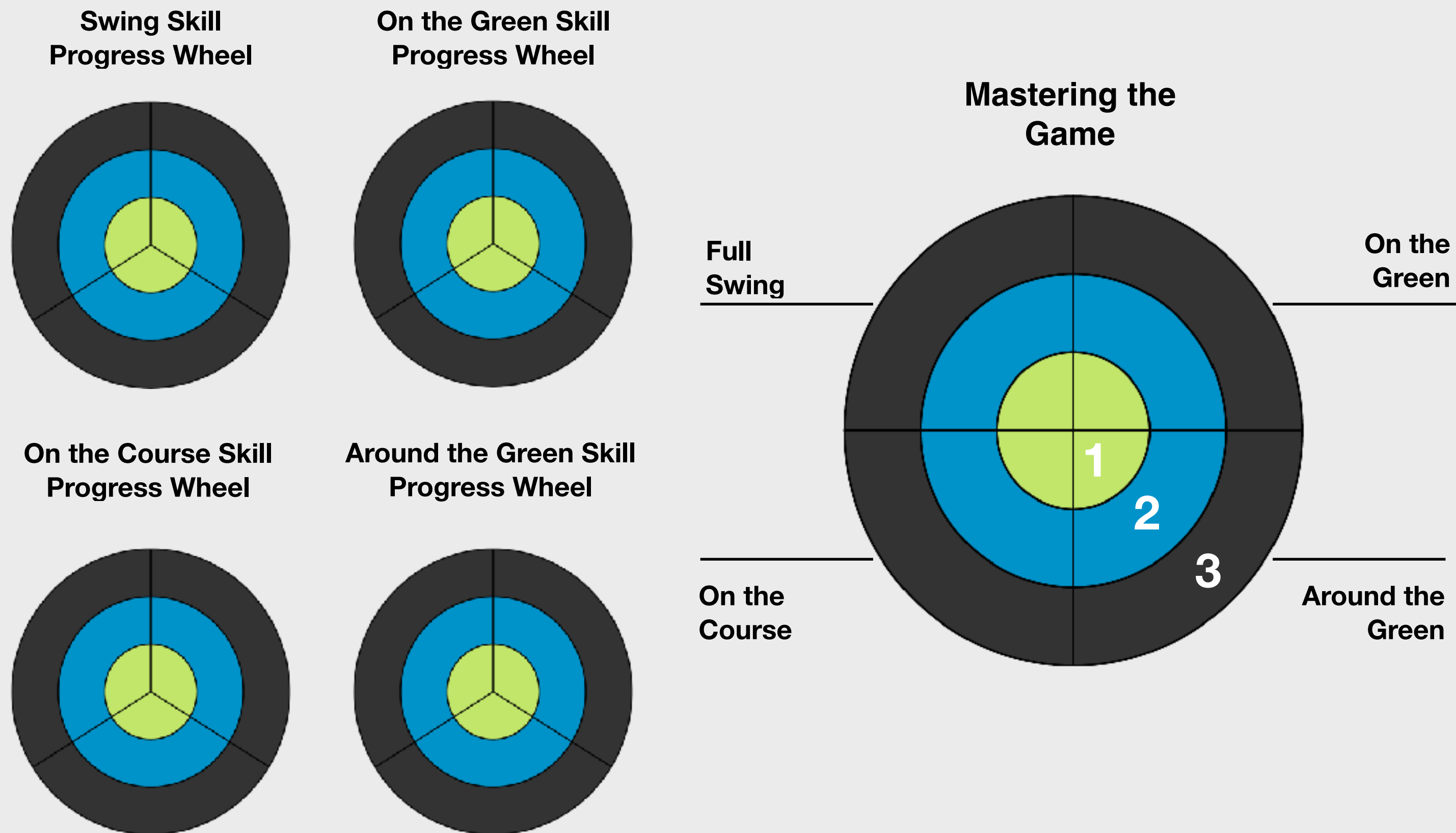
On sign up to the program, each Learner will receive the Challenge E-Book. This includes a visual of each of the challenges across the 4 skills and levels and guidance on how to complete the challenge.



# Skill Challenge Progress Wheels

The Mastering the Game Progress Wheels can be used to visually track progress. The learner can also interact with the wheel and see the challenges that needs to be completed.

The main Mastering the Game wheel includes the four skill elements. These sections are populated when the learner completes all of the challenges within an individual skill element progress wheel. There is an individual progress wheel for each skill element within the app.

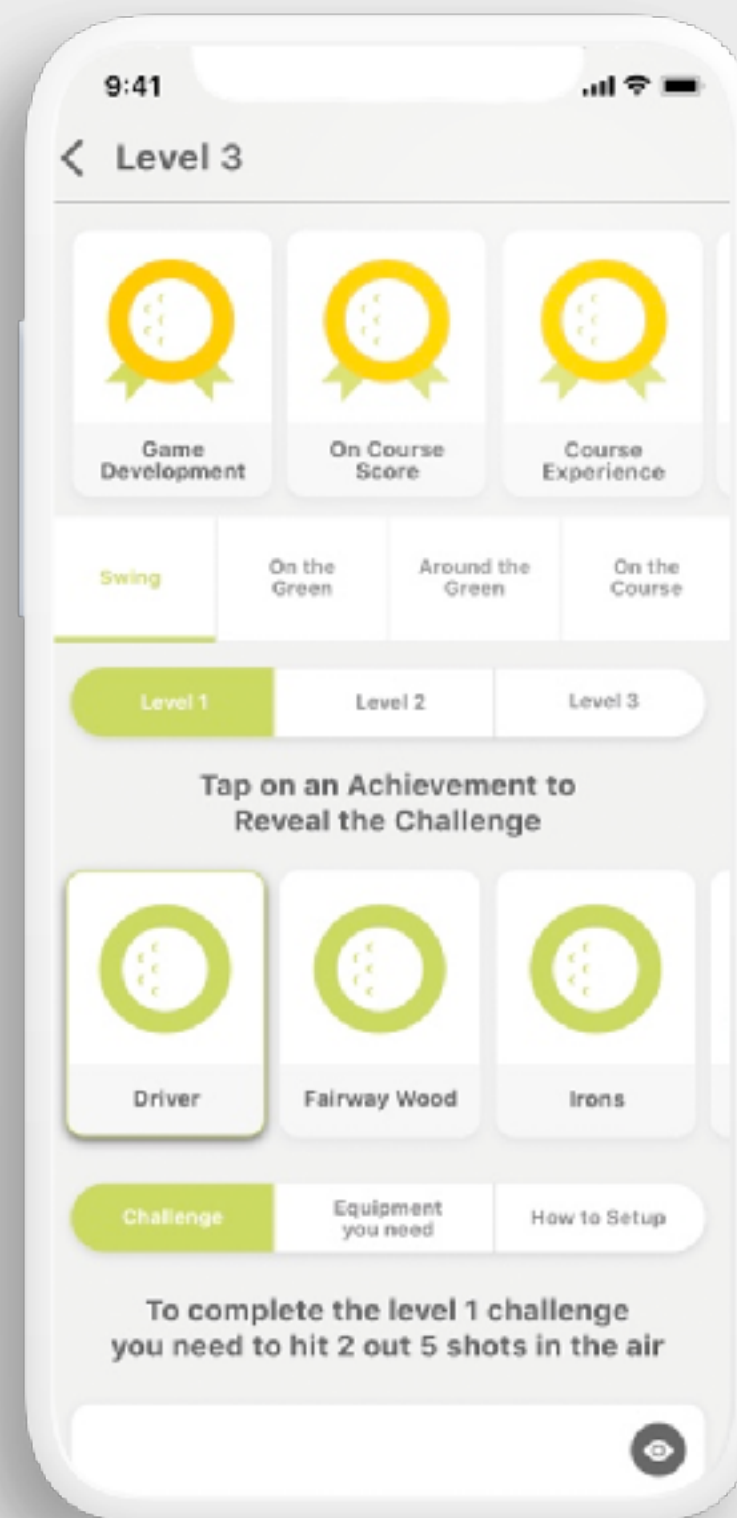
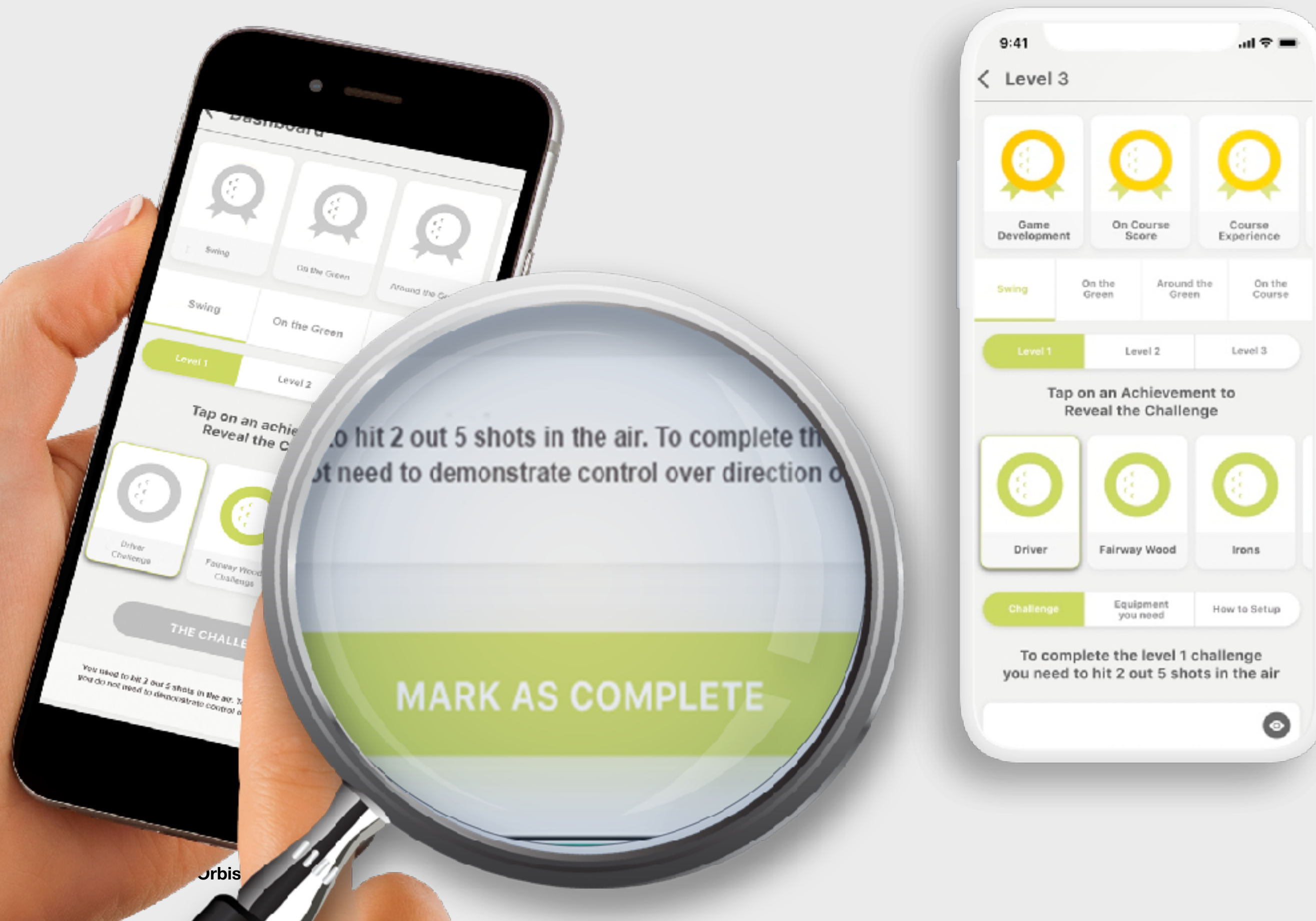




# Viewing the Challenge and Updating

Learners are able to view the specific Challenge with each of the Skill Types and levels. The engagement with the Skills Challenges and tracking of progress is intended to be led by the learner with support from you. Therefore, within the MyGame+ area of the App, the learner can view and update their progress through the Challenges without any need for validation by their coach.

Once the challenge is completed, the relevant section of the progress wheel will be updated.



1

## Step 1

- The learner can navigate to skill type and level to find the specific challenges.

2

## Step 2

- View Information about the Challenge including a description of the Challenge, How to Setup, Equipment Required and example Graphic of the Challenge

3

## Step 3

- The learner can mark the Challenge as complete from with the App

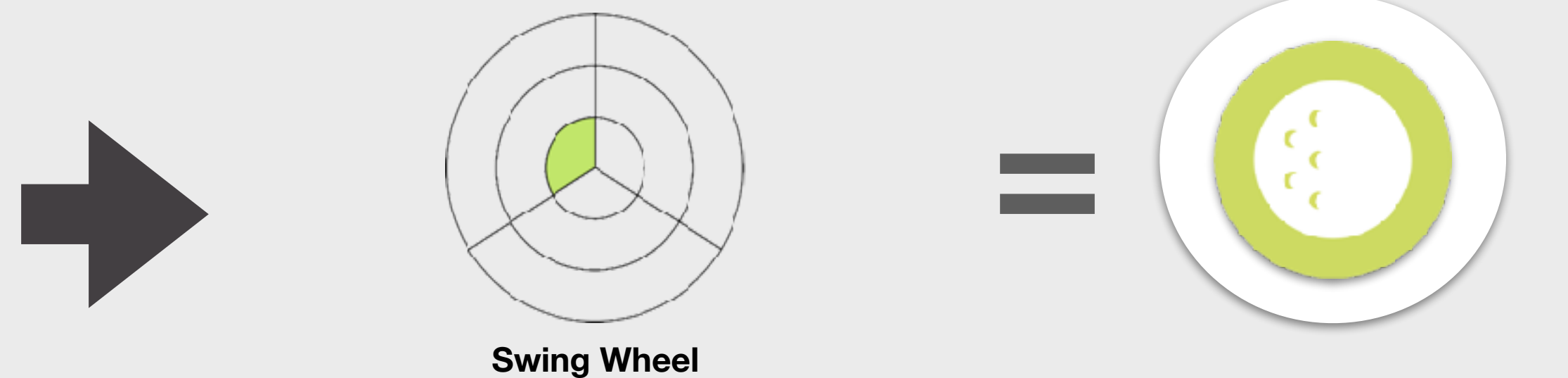


# Skill Challenge Rewards

Built into the GLF.Locker system are Skill Challenge Rewards. These are awarded to the learner in recognition of completion of the challenges, skill elements and levels. This will help to motivate their learner on their journey and add a fun and engaging element to the program.

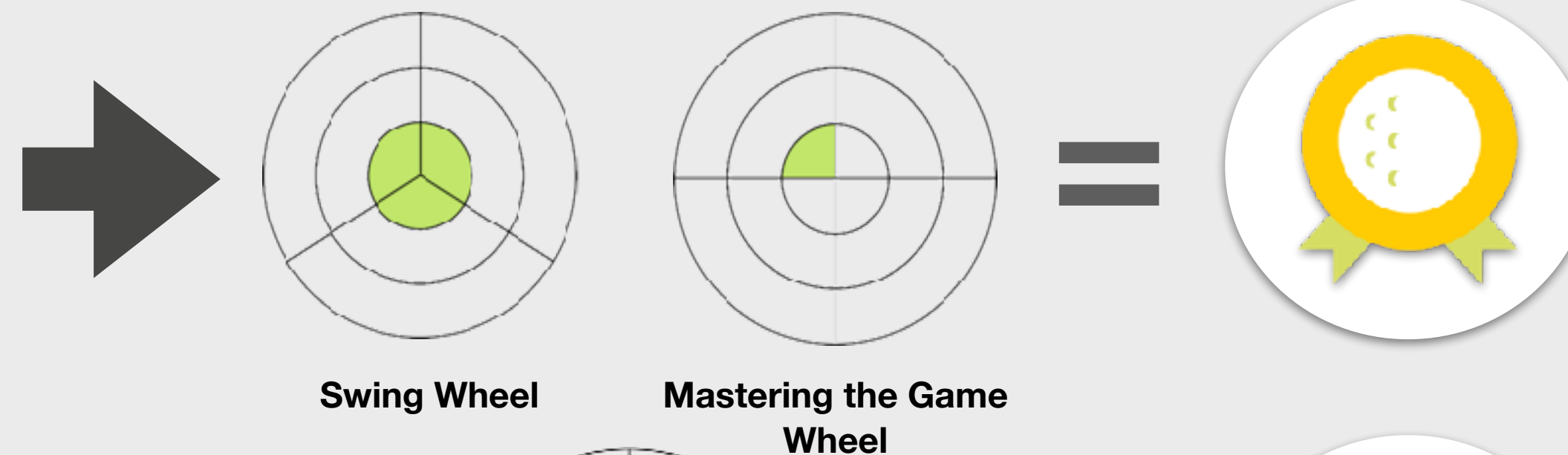
## Completion of a Challenge

- When a learner completes a specific challenge, they will be awarded a virtual Challenge Stamp for that Level. The section of the Skill Wheel will be updated.



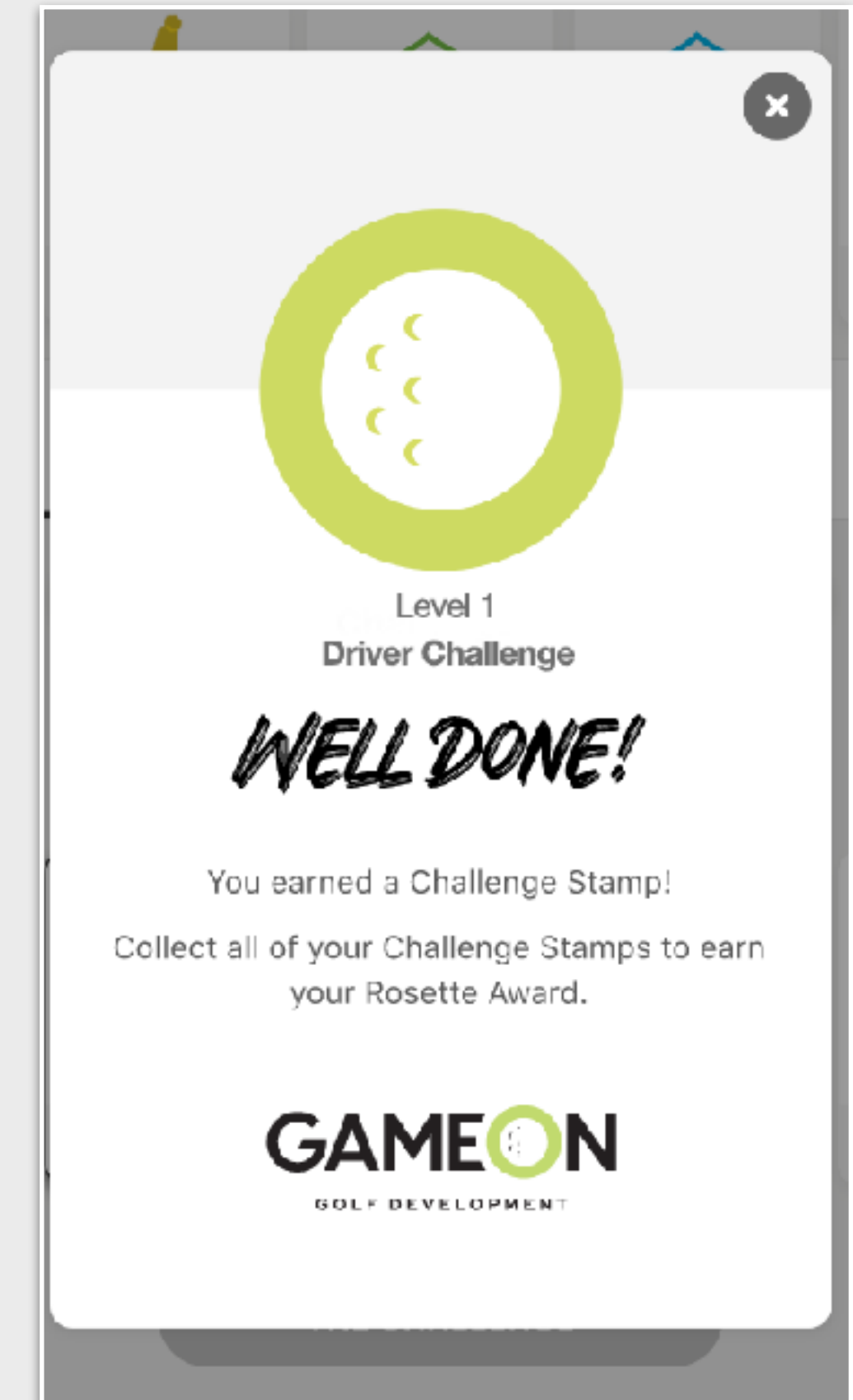
## Completion of a Skill Type

- When a learner completes all of the challenges within a skill element, they will be awarded a Virtual Rosette for that level. All sections of the Skill Wheel will be updated and that section of the Mastering the Game Wheel.



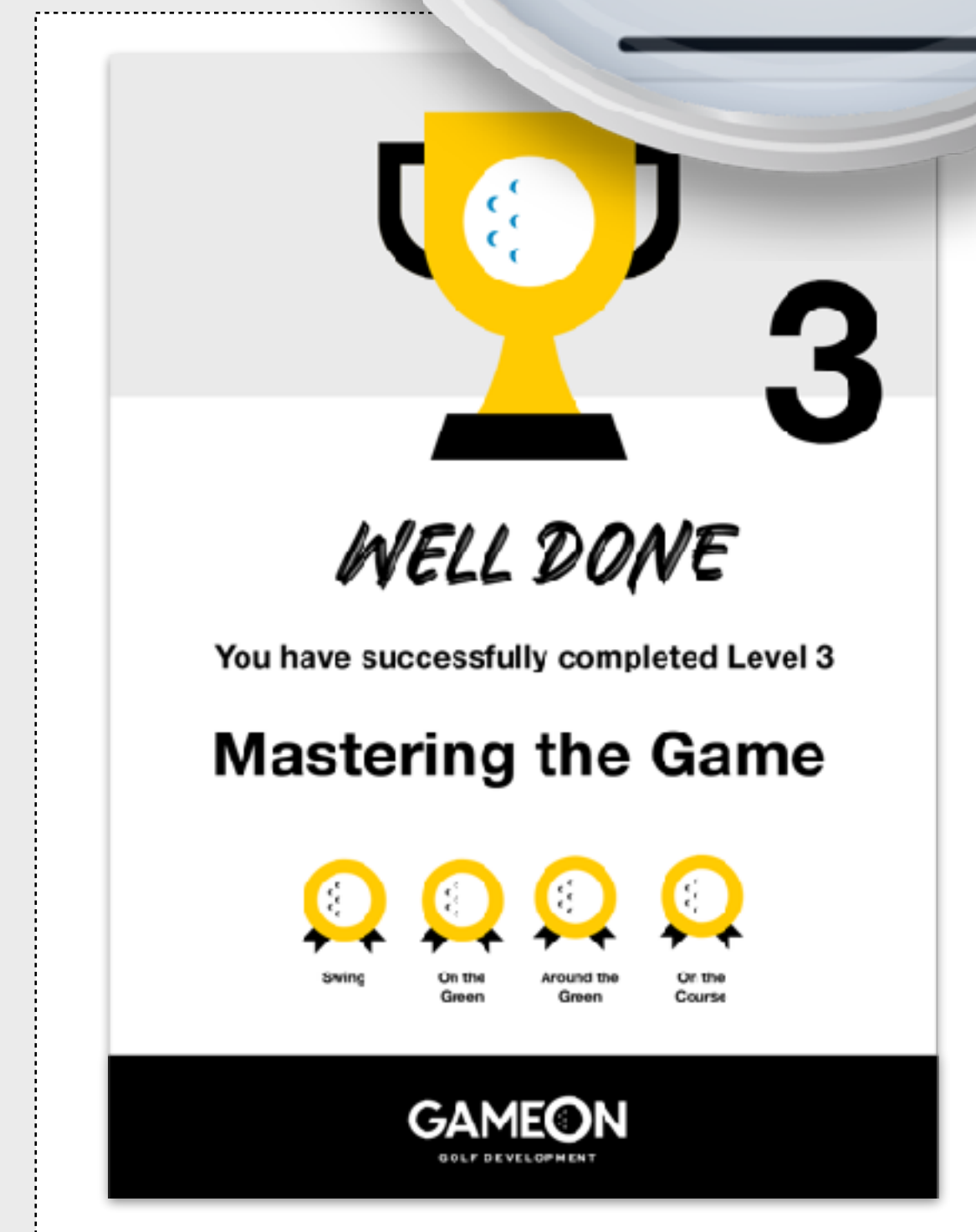
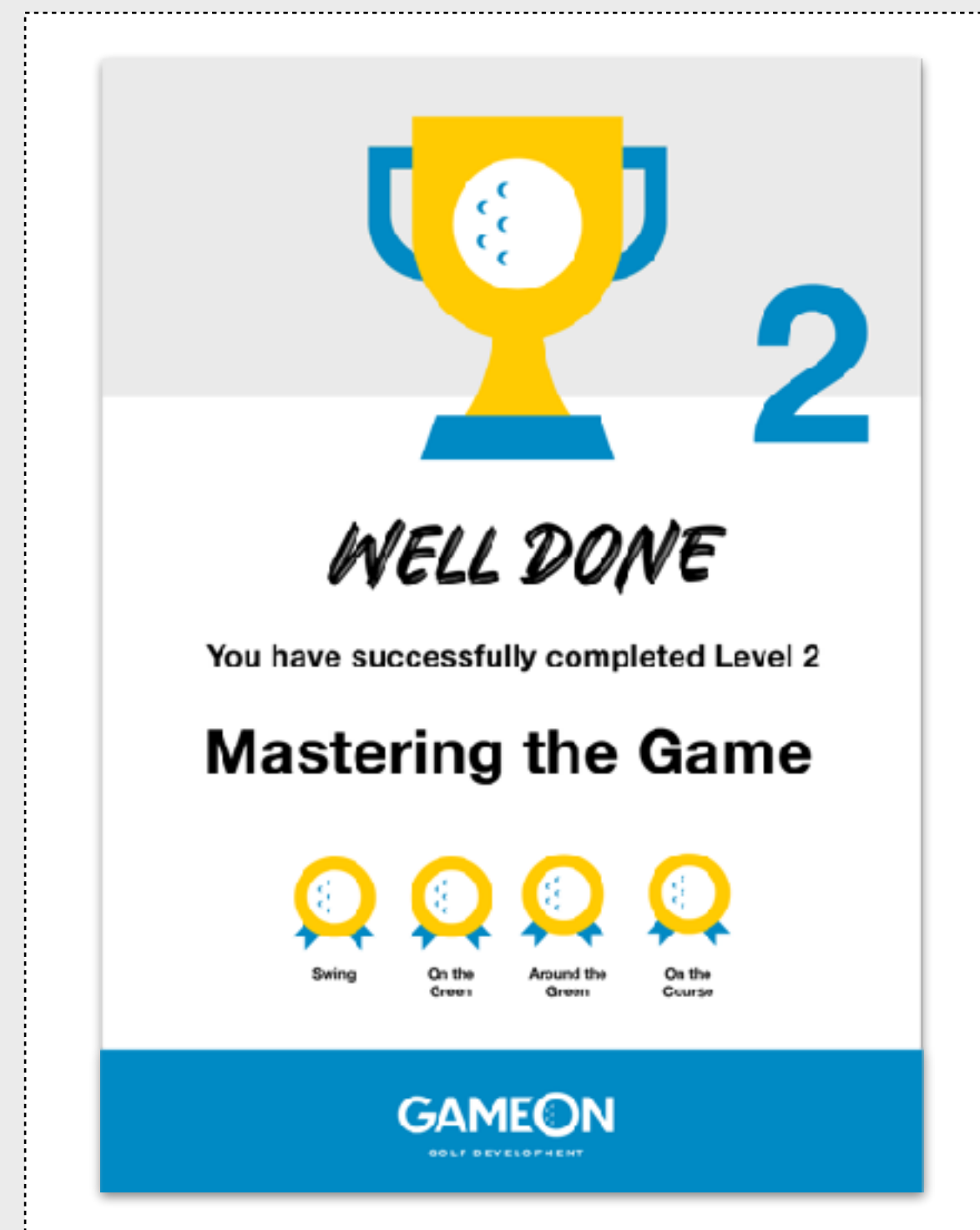
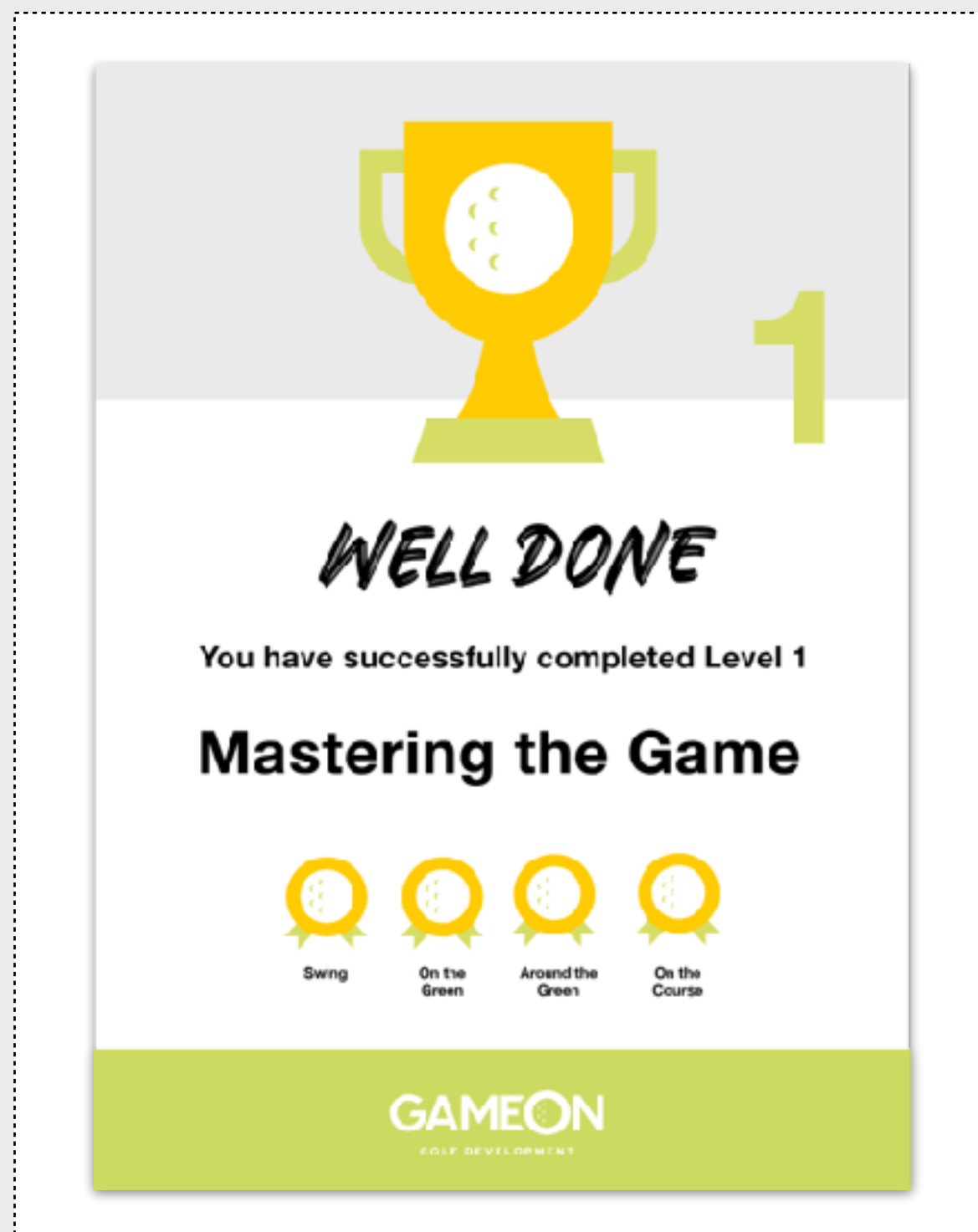
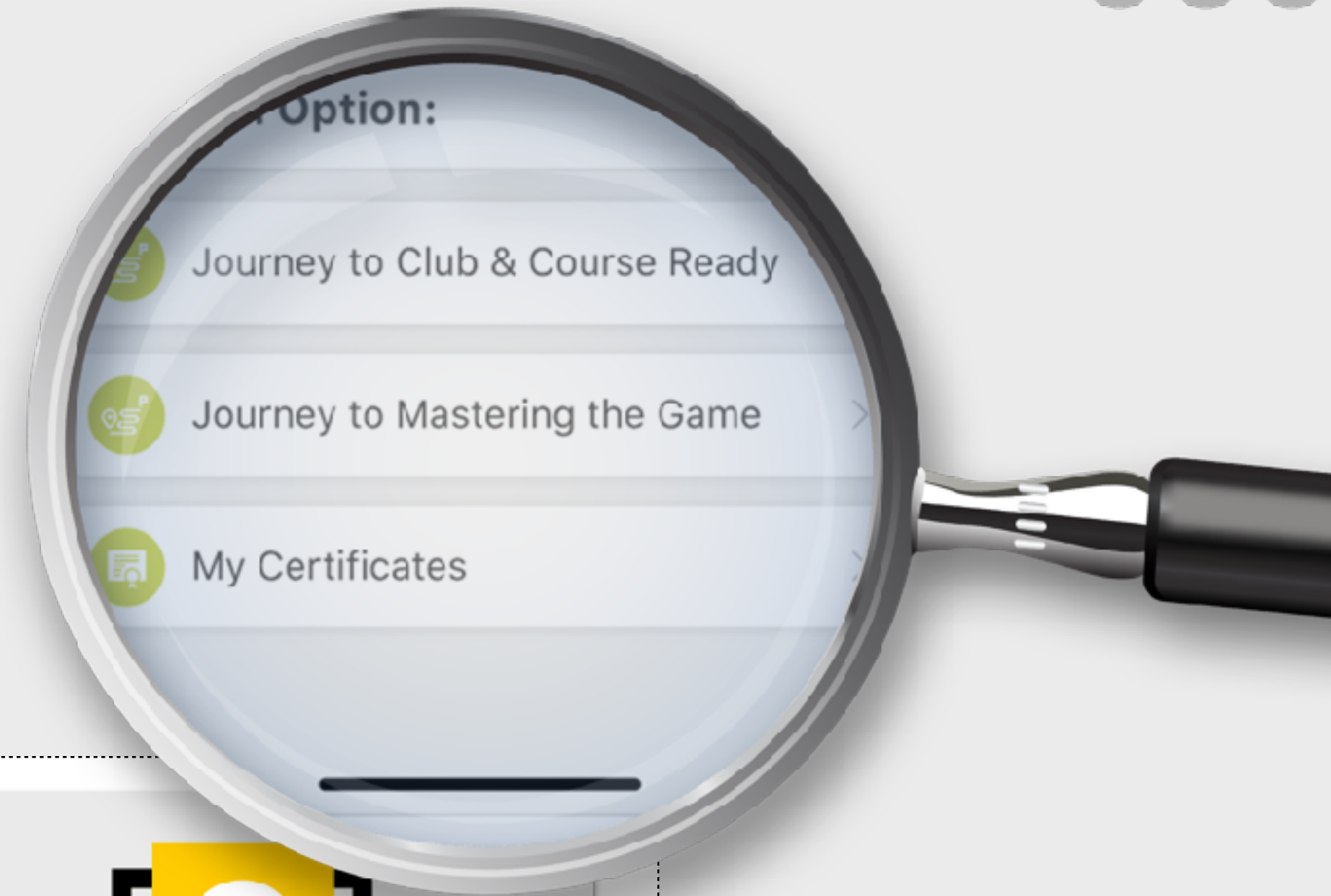
## Completion of a Level

- When a learner completes all of the challenges across all skill types, they will be awarded a virtual Level Trophy and the Mastering the Game wheel for that Level will be complete.



# Level Certificates

Learner can also attain their Level Certificates when they complete all of the challenges within a level and attain all of the Virtual Rewards. Each learner can access their My certificates section within the App and view the certificates they have been awarded.





# Final Thoughts

The Mastering the Game Challenge have been designed as an important element to support the learners progress through the program. It is intended to be a component of the program that is managed by the student themselves where they have the ability to view the challenges, update the challenges and view their journey through the progress wheels. However, you still play an important role in supporting this part of the program.



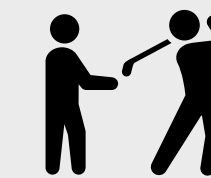
## Be the Guide on myGame

- You should help the learner to understand the challenges, how the link to the progress wheels and the achievements. Help the learner to navigate through the functionality on GLF.Locker.



## Promote the benefits

- You should promote the challenges to all learners and help them understand why they are an important part of the program.



## Link into your Practice Clubs

- The challenges are built into the Practice Club plans and you should always aim to setup and demonstrate the challenges during your practice clubs.



## Link into Themed Class

- The Themed Classes offer another opportunity to setup the challenges. These are built into the class plans but are an optional element to the class.



## Be Proactive

- You should use the GLF.Locker system to monitor your learners journey through the challenges. This will help you to track progress and intervene when a learner needs extra help in a specific element or skill.

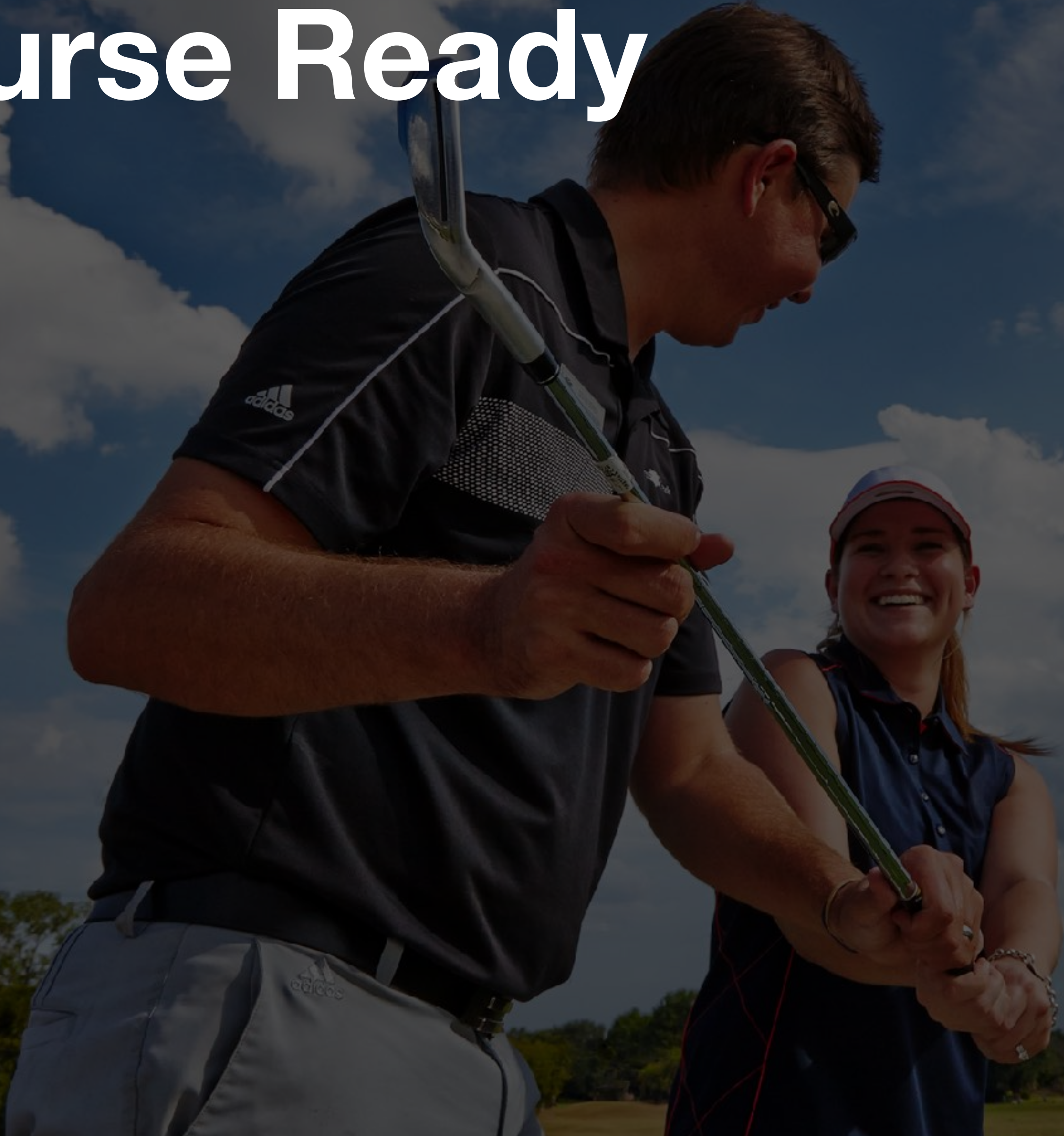


## Celebrate Achievements

- When a learner completes a challenge, skill level or a Mastering the Game level congratulate them on their achievement!



# Journey to Club and Course Ready



# GAMEON

GOLF DEVELOPMENT



# Importance of the Journey to Club and Course Ready

Built into the program is also the mechanism for you and the participants to track their journey towards becoming **Club Ready and Course Ready**. This is essential to the overall success of the program as it will help to:



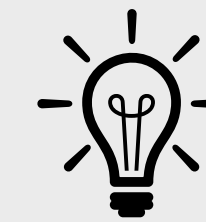
## Give Credibility

- By having a mechanism in place to measure the participants journey and development, it will give the program credibility to creating golfers who are ready to play the course and become active members of the club.



## Define the Goal of the Program

- Having assessment measurements in place will help participants to the end goal of the program



## Give Clarity to Participants

- Defined measurements along the participants journey on the program will help them understand where they are and the skills they need to develop.



## Direct Development Requirements

- Defined measurements will help participants to understand areas where they may need to develop and learning opportunities they need to engage with in the program in order to develop the skills required.



## Drive Continued Engagement

- The measurement mechanisms will help drive continued engagement and enthusiasm in the program by motivating participants to develop their skills in order to successfully complete each stage.



## Define On Course Progression

- Defined measurements will help identify to you and participants when they are ready to progress through the adapted teeing positions making the golf course more challenging but realistic to a club environment.

# Assessment Criteria

The participants journey towards becoming **Club Ready and Course Ready** is assessed across three different criteria. These criteria have been selected as they give the most appropriate methods to measure that the learner has the skills, experience, knowledge and social connections to Play with Competence, Play Safely with Others, Play within the Rules and Standards of the Game and Play with Sufficient Speed of Play.

The three criteria's used are:

## Game Development

- Participants must attend the required number of themed classes and Practice Clubs across the three levels. This guides the learners journey through the program and also ensures that have had access to the required knowledge and skills to complete the program.



## On Course Score

Participants must achieve a specific score on the course from a defined starting point and over a certain number of holes during Course Play Events.

## On Course Experience

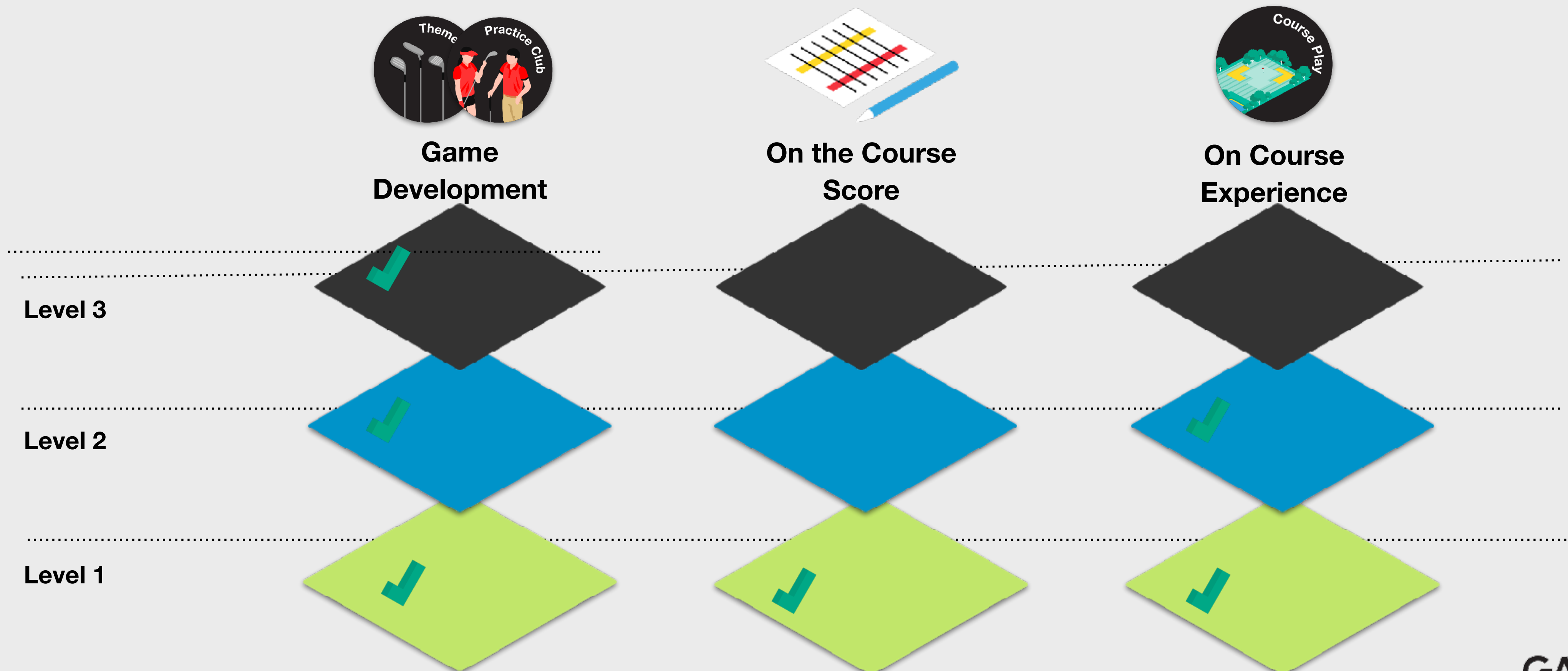
- Experience on the course is critical and this criteria will define the number of on the course experiences participants must have had within the program by measuring attendance of Course Play Events.



# Assessment Levels


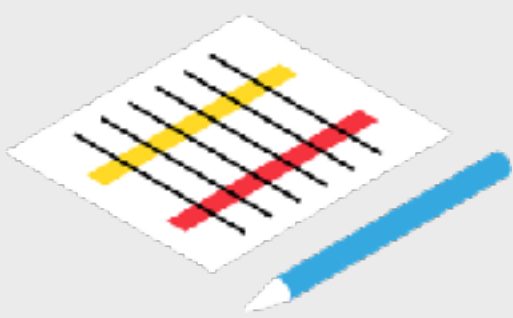



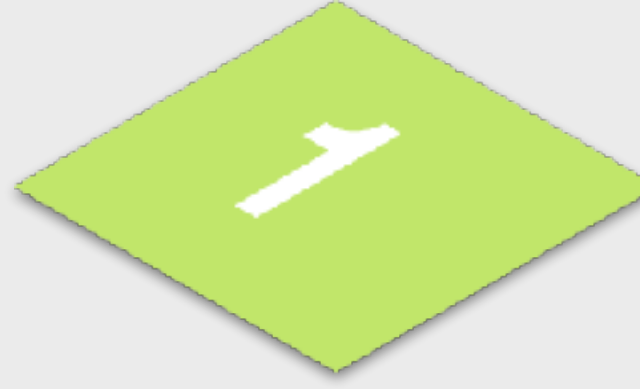
The participants journey is assessed across three levels. These levels also link directly to the Skill Challenge levels so there is consistency across both areas and helps to guide the journey of the learner.

These levels ultimately act as a guide and do not prevent the learner for actively playing the game and there is no pass or fail ethos to the program. The learner can move fluidly through the achievements across the following three areas:



# The Challenges

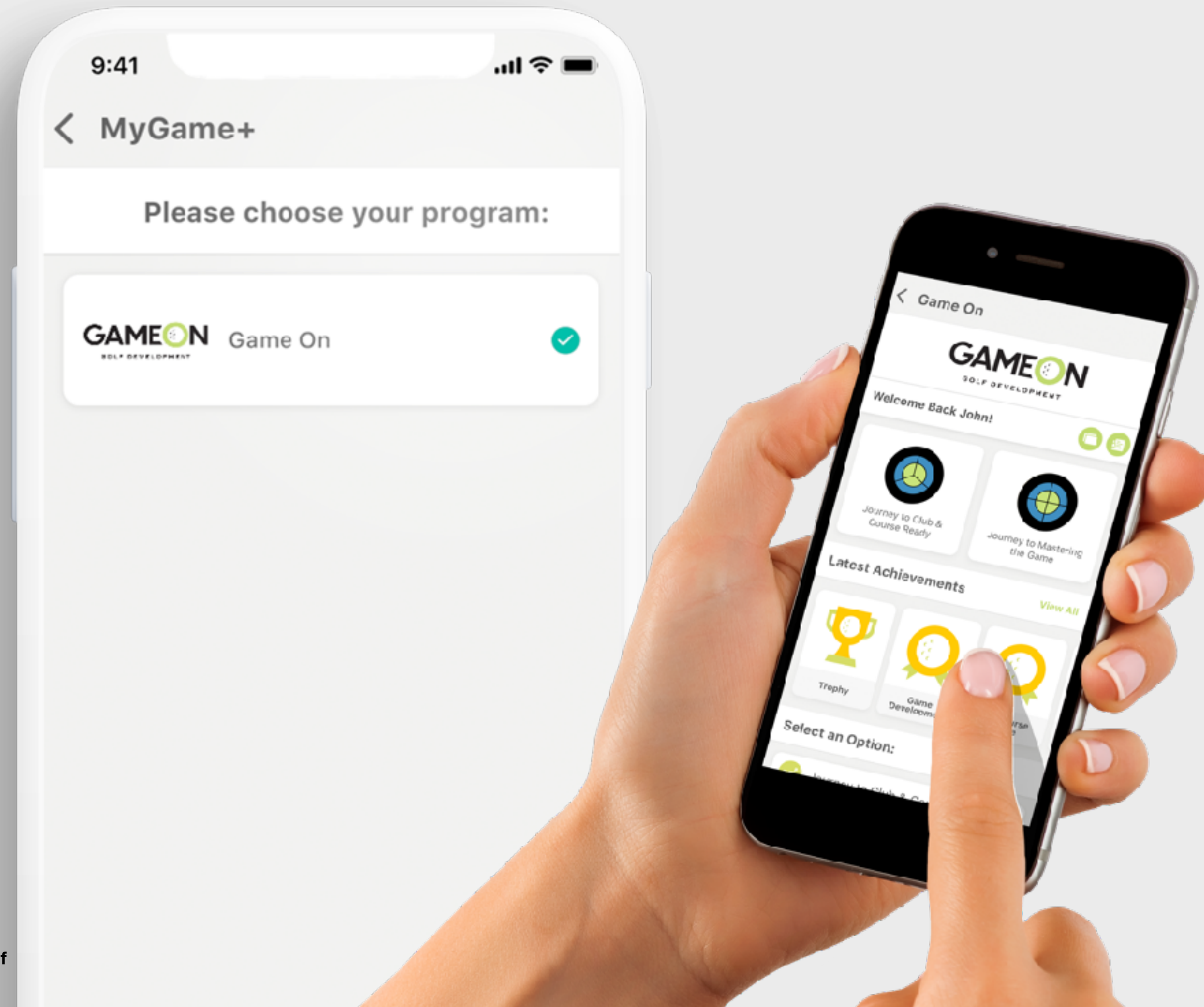
The slide now provides an overview of the challenge within each criteria and level:

	 <b>Game Development</b>	 <b>On Course Score</b>	 <b>On Course Experience</b>
	<ul style="list-style-type: none"> <li>• Attend All Themed Classes</li> <li>• Attend 12 Practice Clubs</li> </ul>	<ul style="list-style-type: none"> <li>• Score 60 or less over 9 holes starting from Tee E Box on the course using Rules of Golf</li> </ul>	<ul style="list-style-type: none"> <li>• Attend 6 Course Play Events</li> </ul>
	<ul style="list-style-type: none"> <li>• Attend the Required Themed Class</li> <li>• Attend 6 Practice Clubs</li> </ul>	<ul style="list-style-type: none"> <li>• Score 45 or less over 6 holes starting from any tee box using adapted rules</li> </ul>	<ul style="list-style-type: none"> <li>• Attend 3 Course Play Events</li> </ul>
	<ul style="list-style-type: none"> <li>• Attend All Introduction Classes</li> <li>• Attend 2 Practice Clubs</li> </ul>	<ul style="list-style-type: none"> <li>• Score 24 or less over 3 holes starting from any tee box using adapted rules</li> </ul>	<ul style="list-style-type: none"> <li>• Attend 1 Course Play Event</li> </ul>



# Accessing and Updating Challenges

The MyGame+ area of the GLF.Locker system allows the learner to track their progress through the Club and Course Ready Challenges. They can mark achievements as complete and visually track their progress through the program.



## MyGame+ on GLF.Locker

The MyGame+ area of the GLF.Locker system allows the learner to track their progress through the Club and Course Ready Challenges. They can mark achievements as complete and visually track their progress through the program and the progress wheel.

# Club and Course Ready Wheel

The learners journey to becoming Club and Course Ready can be tracked using the Progress Wheel. This provides an engaging way to visually track their journey. The wheel is automatically populated based on the achievements being attained across the three criteria and levels.

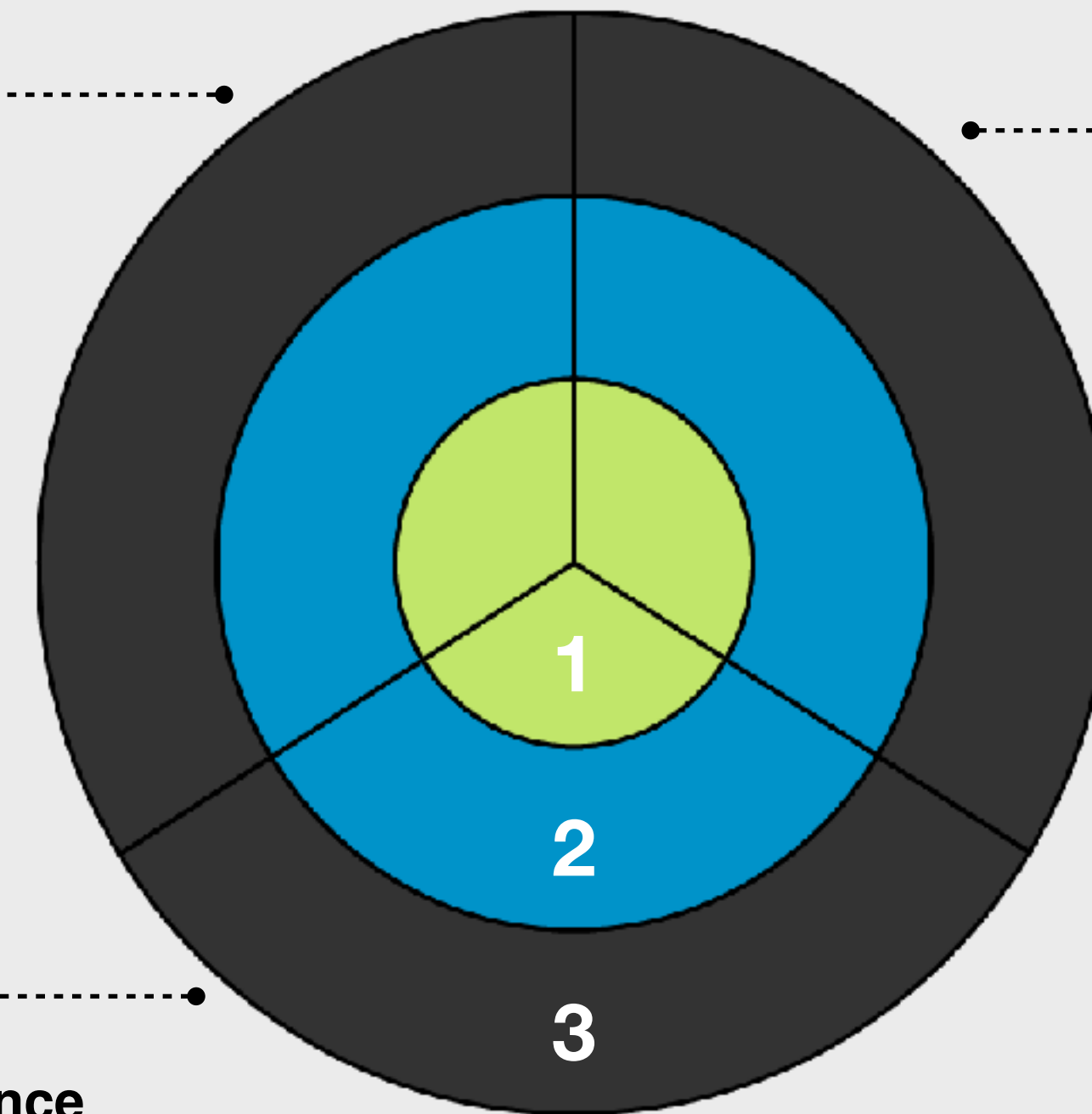


## Journey to Club and Course Ready Progress Wheel

Game Development

On Course Experience

On Course Experience





# Viewing the Challenge and Updating

Learners are able to view the specific Challenge with each of the criterias and levels. The engagement with the challenges and tracking of progress is once again intended to be led by the learner with support from you. Therefore, the learner can view and update their progress through the Challenges without any need for validation by you.

**1**

## Step 1

- The learner can navigate to criteria and level to find the specific challenges.

**2**

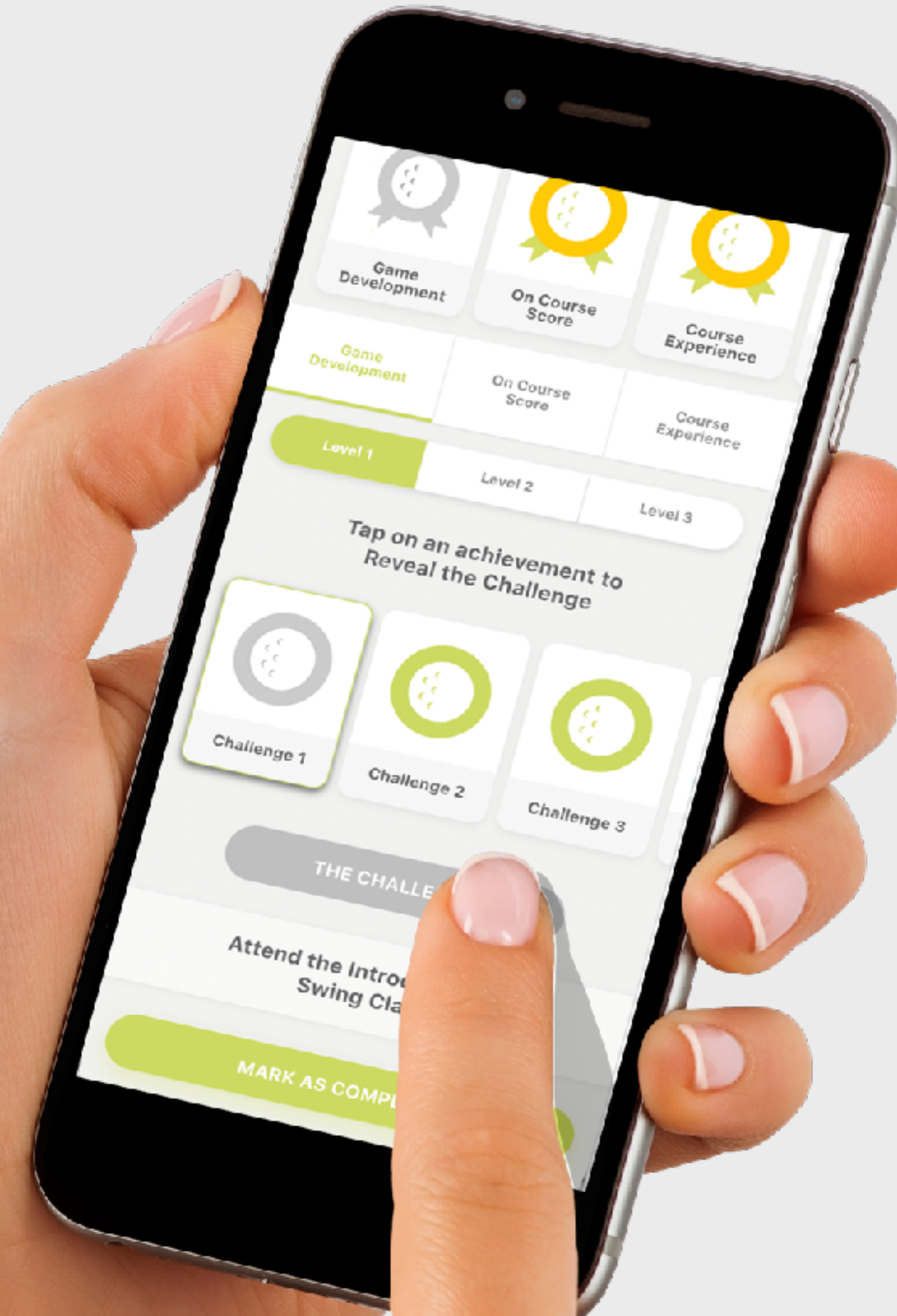
## Step 2

- The learner can view the description of the challenge.

**3**

## Step 3

- The learner can mark the Challenge as complete from within the App

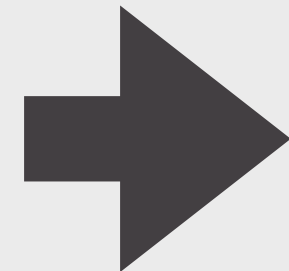


# The Rewards

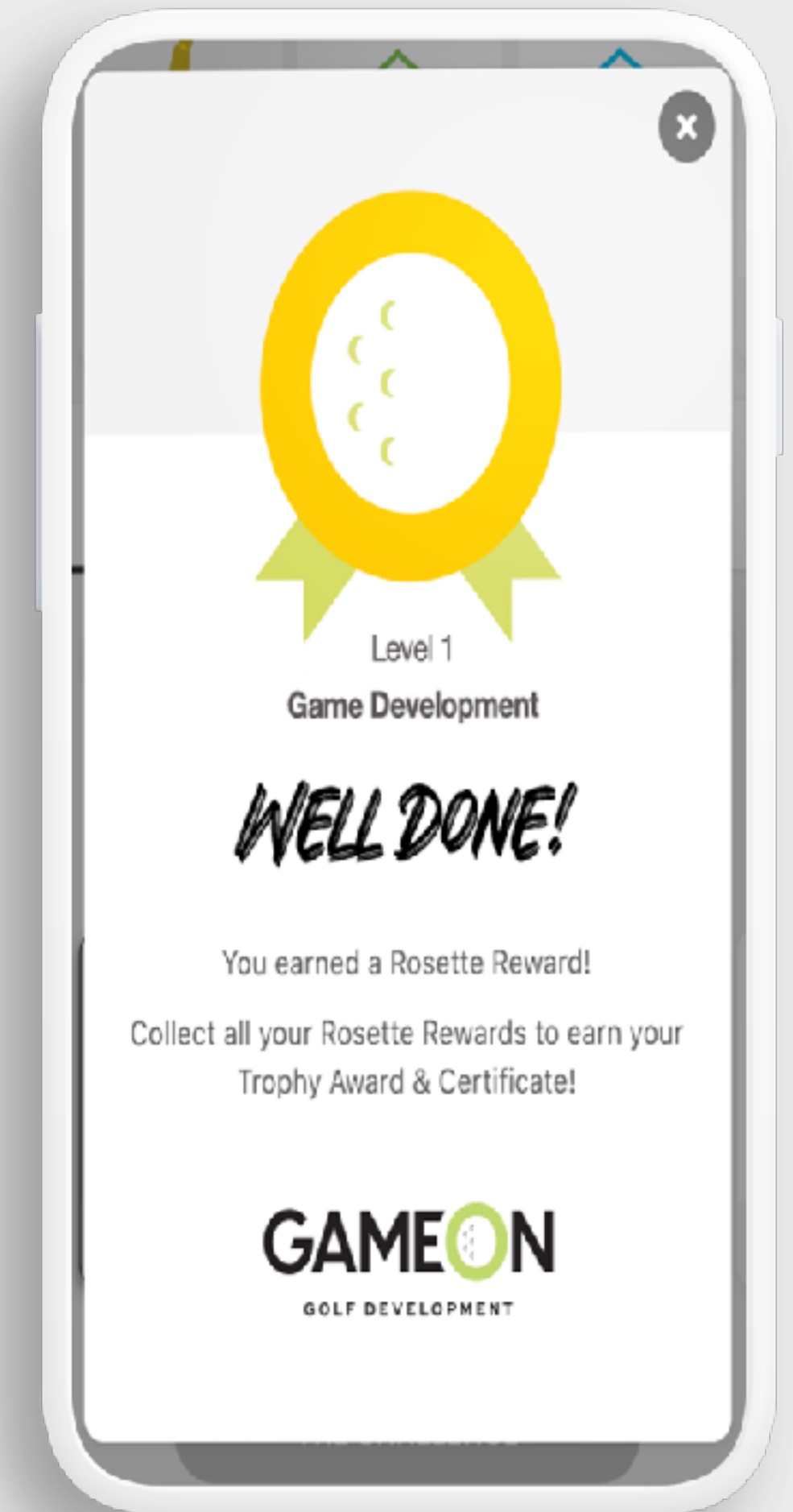
Once again, the learner can be awarded a number of awards during their journey through the program. The rewards are as follows:

## Completion of a Challenge

- When a learner completes a specific challenge, they will be awarded a virtual Challenge Stamp for that Level.

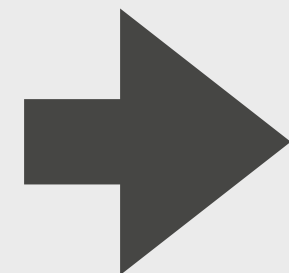


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## Completion of a Criteria

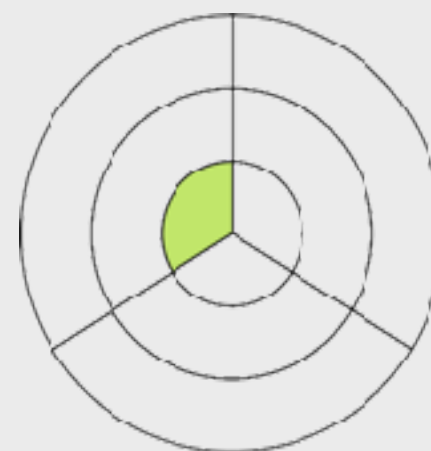
- When a learner completes all of the challenges within a criteria, they will be awarded a Virtual Rosette for that level. That section of the Journey to Complete and Course Ready wheel will be updated.



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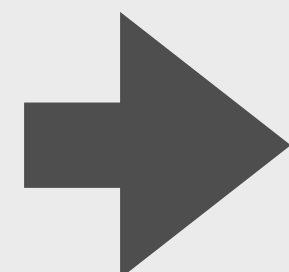


### Journey to Club and Course Ready Wheel



## Completion of a Level

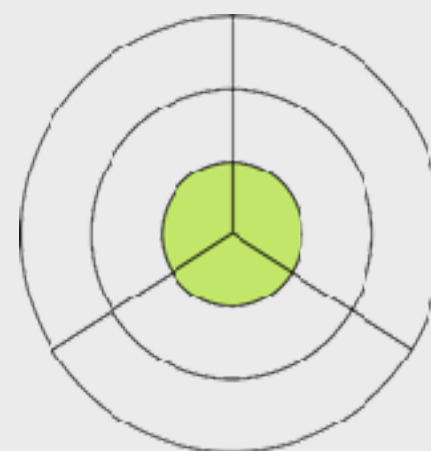
- When a learner completes all of the challenges across all skill types, they will be awarded a virtual Level Trophy and the Mastering the Game wheel for that Level will be complete.



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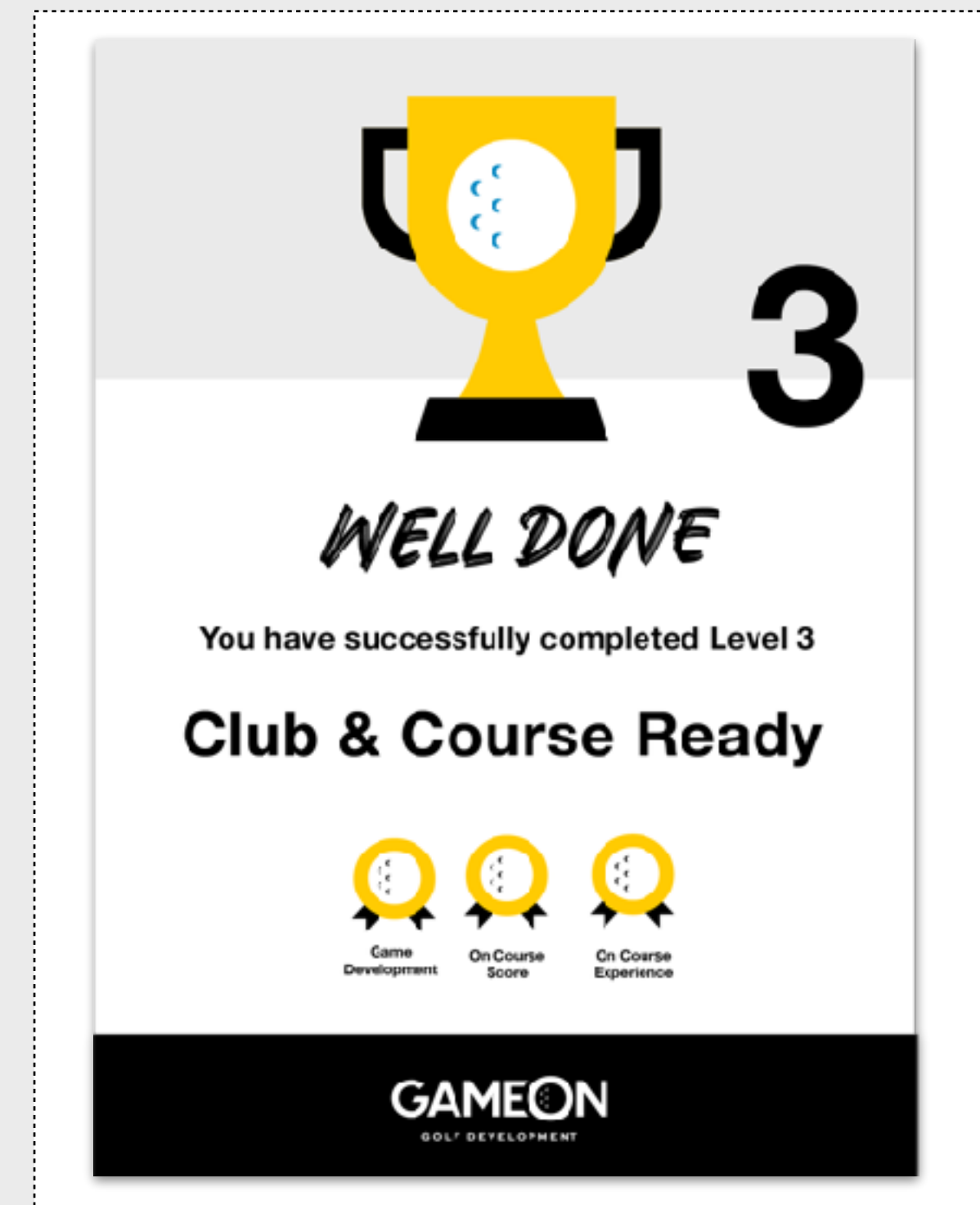
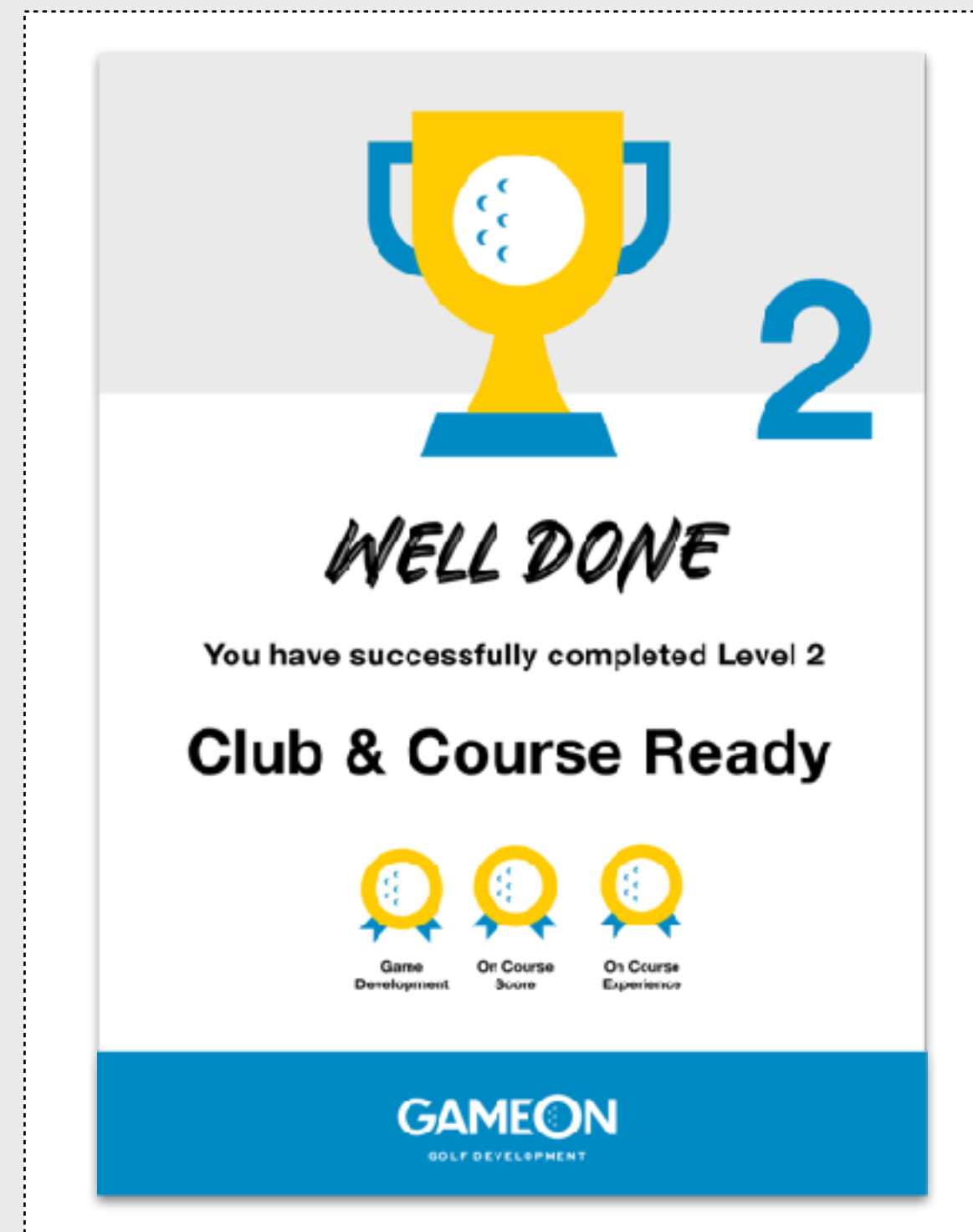
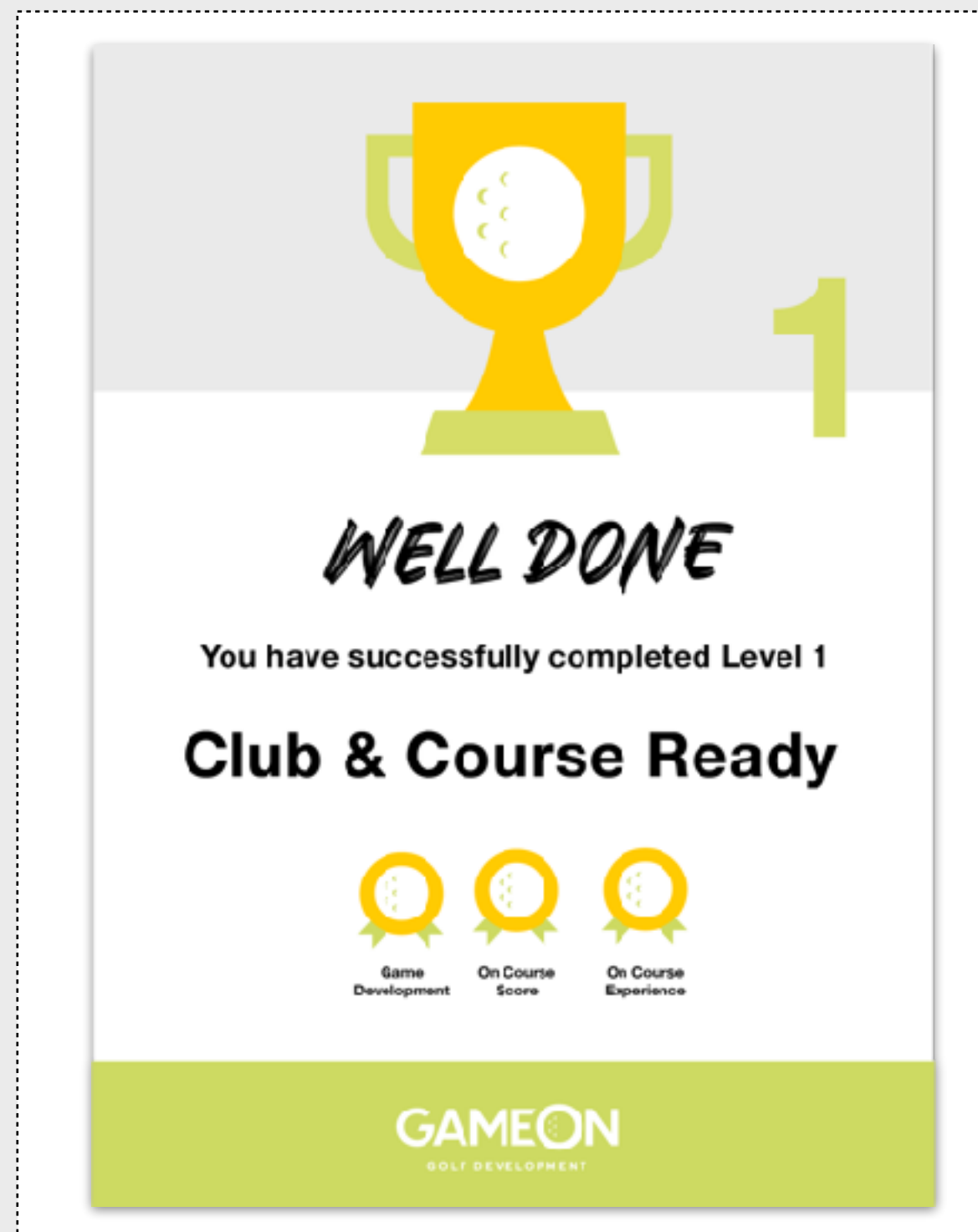
### Journey to Club and Course Ready Wheel





# Level Certificates

Learner can also attain their Level Certificates when they complete all of the challenges within a level and attain all of the Virtual Rewards. Each learner can access their My certificates section within the App and view the certificates they have been awarded. The Certificates that the Learner can attain are:



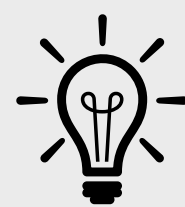
# Final Thoughts

The engagement with the Journey to Club and Course Ready Achievements are intended to be managed by the student themselves and you are not responsible for updating achievements but you can do this within your coach login on GLF.Locker. The learner has the ability to view the achievements, update when they are completed and view their journey through the three criteria's and levels. However, you still play an important role in supporting this part of the program.



## Be the Expert Guide

- You should help the learner to understand the Club and Course Ready Pathway and how they can interact and manage this through their GLF.Locker account.



## Remind Learners

- During Themed Classes, Practice Clubs and Course Play events you should remind students to update their achievements. Time for this is built into the class and event plans.



## Promote the Benefits

- You should promote the importance of updating the achievements and how this helps to guide their journey through the program and ultimately provide clarity of their development through the program.



## Be Proactive

- You should use the GLF.Locker system to monitor your learners journey through the achievements and progress wheel. This will help you to engage with those on the program and guide their journey.



## Update where Possible

- Through your GLF.Locker account you have the ability to update achievements across the three criteria's and levels. You can help keep track of the learners progress



## Celebrate Achievements

- When a learner completes an achievement, criteria and level you should congratulate them on their achievement!



# Next Steps

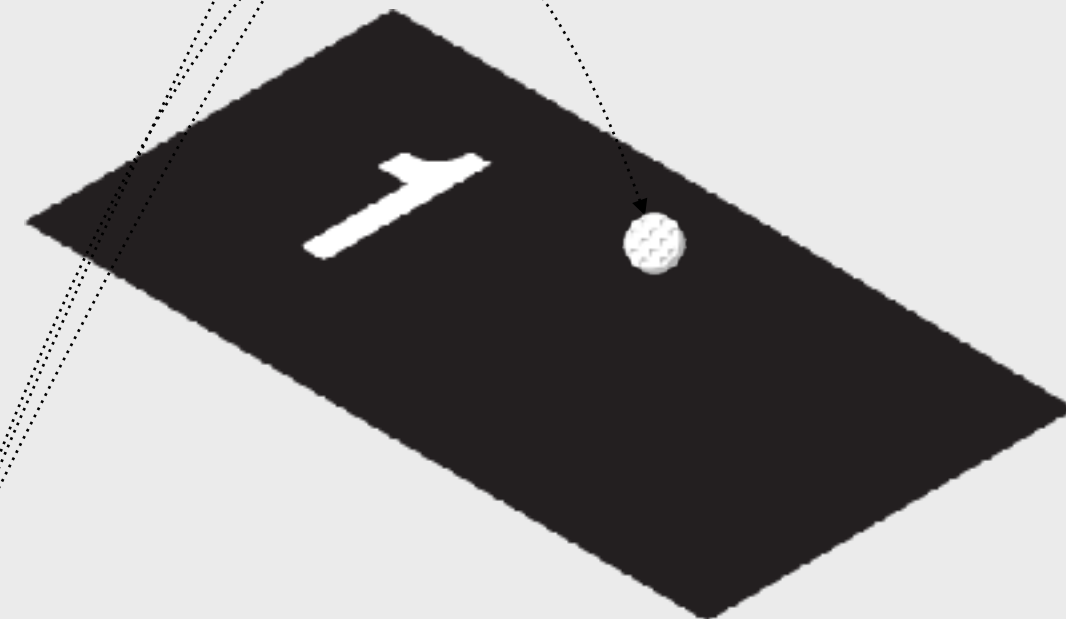
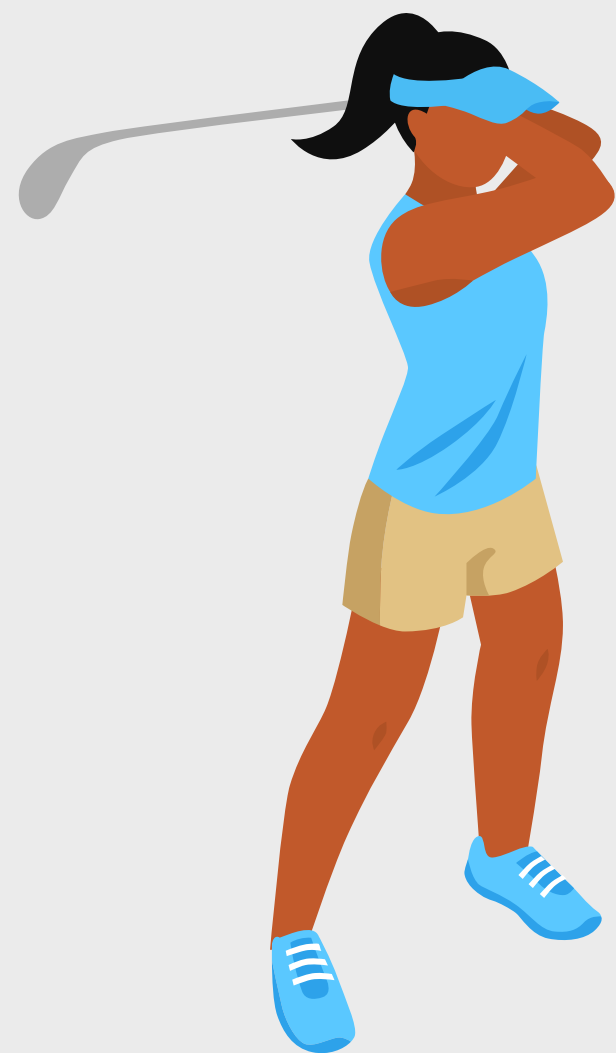


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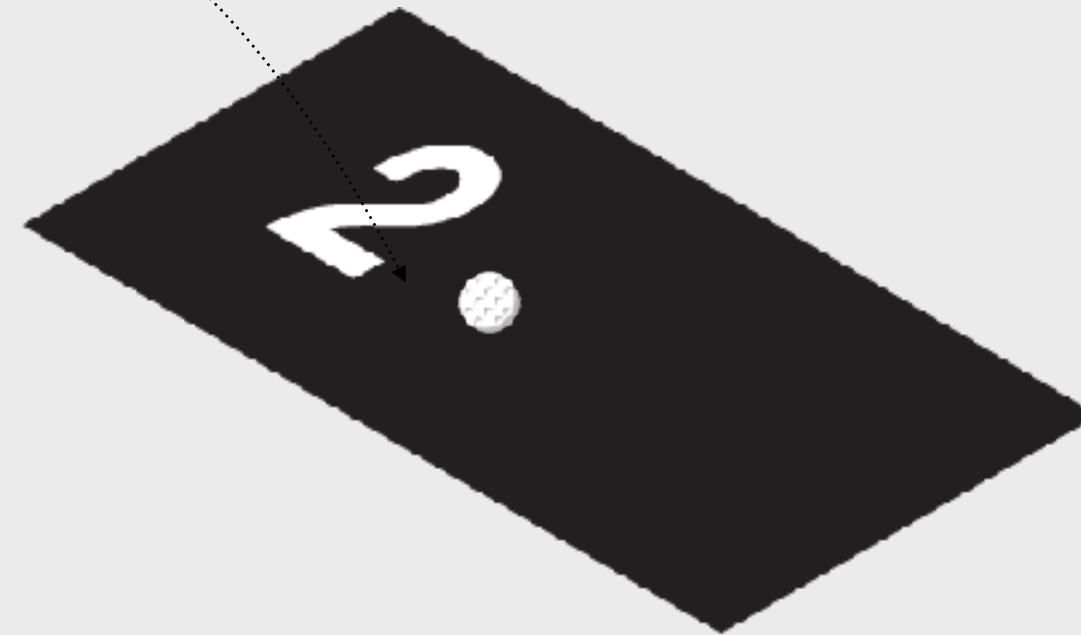
# Next Steps

Take the next steps towards a thriving adult learner program at your club...



## 1. Complete the Implementing Your Program Training

- This will help you understand the expectation of the program, your role, the delivery of the program and how these should link together at your club.



## 2. Move on to Complete the Scheduling and Planning Step by Step Guides

- You will be ready to schedule your Classes, Practice Clubs and On Course Events. You should plan this with your team, venue and get the classes scheduled into your GLF.Locker system along with your Experience Days.



## 3. Complete your Course Play and Class Training

- These modules explore how to deliver your themed classes, practice clubs and an overview of how to run your Course Play Event, build your adapted course and more.



# Thank you.

Please complete the Implementing your Program Training Module within the Game On Learner Program Overview page in the Training Hub.

