

# Practice Around the Green

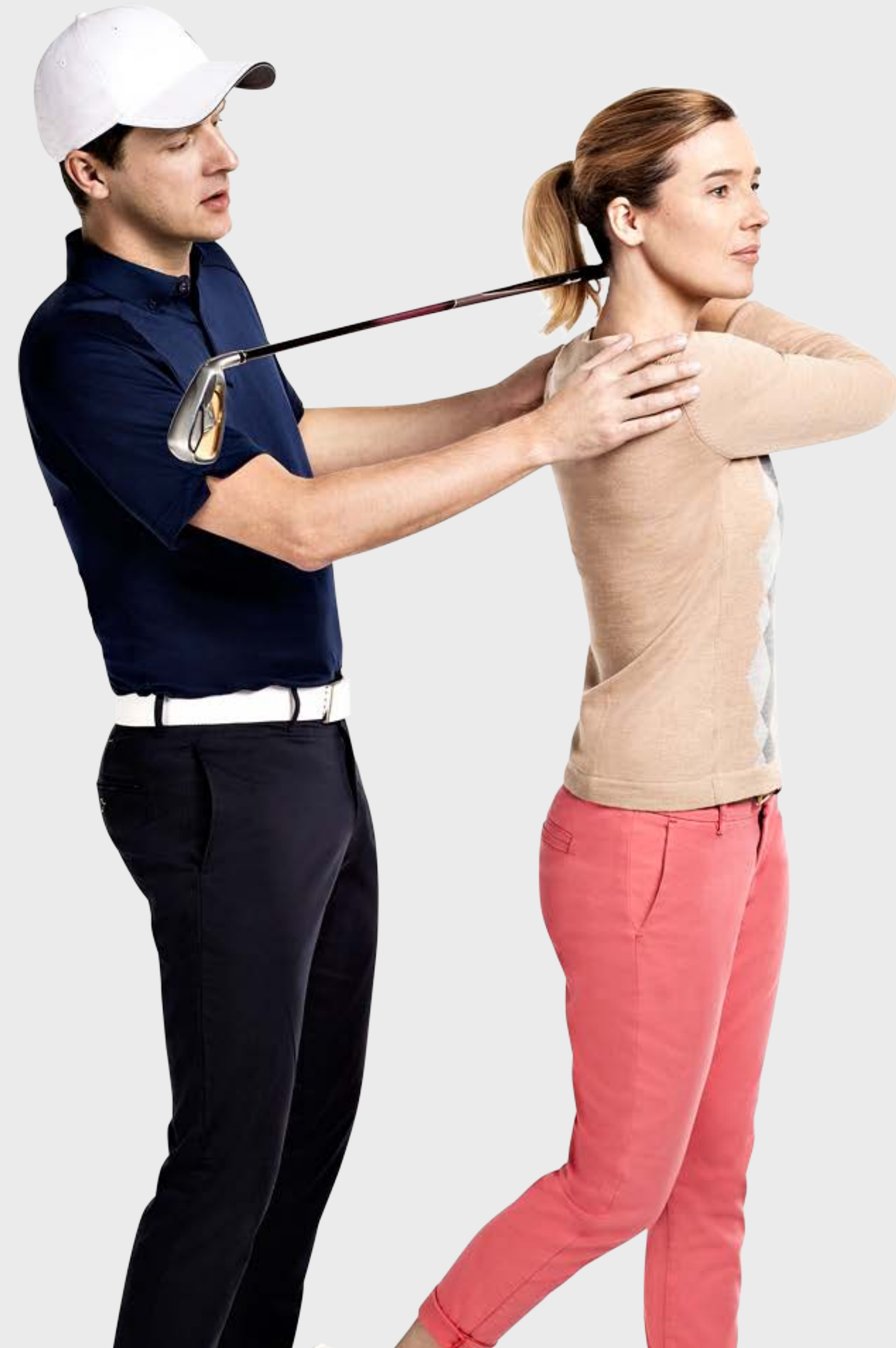
## Class Plan 3



**GAMEON**  
GOLF DEVELOPMENT

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# Class Timetable

**Class Timetable**

Session Length: 60mins

Time	Focus	Class Content	Games / Drills / Resources
15 Mins	Introduction and Whole Golfer Focus	<ul style="list-style-type: none"> <li>Outline the objective of the Practice Club to the Group</li> <li>Explain the layout of the session</li> <li>Outline the Challenges that can be attempted in the Class and make those attending aware of the Challenge Cards demonstrating how to attempt the Challenge</li> <li>Outline the Games available within the Class</li> <li>Explore the Whole Golfer Focus for the Class</li> </ul>	Basic Pre- Shot Putting Routine
20 Mins	Games, Practice & Challenge Time	<ul style="list-style-type: none"> <li>Those attending the class can now engage in individual practice, social practice and competitive play and attempt the Mastering the Game Skills Challenges</li> <li>Opportunity for Private Coaching</li> <li>A chance for those attending</li> <li>Allow for self-discovery and guided learning</li> </ul>	Basic Pre- Shot Putting Routine
15 Mins	Learning the Game Focus	<ul style="list-style-type: none"> <li>Get the group together to introduce the Learning the Game Focus</li> <li>Learners should have the option to carry on their activity to suit their needs or participate in the group introduction</li> </ul>	Etiquette on the Putting Green - Line of the putt
10 Mins	myGame Tracking and Recap	<ul style="list-style-type: none"> <li>Recap the class focus and answer any questions</li> <li>Add any lesson notes to the learner's Student Connect on GLF Locker</li> <li>Allow for time for the Learners to enter their Challenge Score in the myGame Area and complete the challenge if they have been successful.</li> <li>Learners should mark their attendance at a Practice Club in the myJourney section of the myGame area of GLFLocker</li> <li>Direct the learners to the online resource for the Whole Golfer and Learning the Game Focus</li> </ul>	Etiquette on the Putting Green - Line of the putt

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# Class Timetable

**Session Length:**  
60mins

**Group Size:**  
1:12

**Mastering the Game:**  
Around the Green  
Chipping, Pitching and Bunker Play

**Whole Golfer Focus**  
Overuse Injuries

**Learning the Game Focus:**  
The Clubhouse  
Where to Play a Chip Shot

**Challenge:**  
Chipping Challenge  
Pitching Challenge  
Bunker Play Challenge

Time	Focus	Class Content	Games / Drills / Resource
10 Mins	Introduction and Whole Golfer Focus	<ul style="list-style-type: none"> <li>Objectives: - Opportunity for learners to practice around the green</li> <li>Practice station: Strike Point</li> <li>Game station: Ladder Challenge</li> <li>Whole Golfer Focus: Overuse Injuries</li> </ul>	
20 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> <li>Play the games individually, in pairs or in groups</li> <li>Opportunity for private coaching</li> <li>Develop social connections and allow for self-discovery and guided learning</li> </ul>	Strike Point Ladder Challenge
5 Mins	Learning the Game Focus	<ul style="list-style-type: none"> <li>Get the group together to introduce the Learning the Game Focus</li> <li>Learners should have the option to carry on their activity to suit their needs or participate in the group introduction</li> </ul>	<ul style="list-style-type: none"> <li>The Clubhouse</li> <li>Where to Play a Chip Shot</li> </ul>
15 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> <li>Play the games individually, in pairs or in groups</li> <li>Opportunity for private coaching</li> <li>Develop social connections and allow for self-discovery and guided learning</li> </ul>	Strike Point Ladder Challenge
10 Mins	<i>myGame</i> Tracking and Recap	<ul style="list-style-type: none"> <li>Recap and add any lesson notes to the learner's Student Connect on GLF. Locker</li> <li>Allow for time for the learners to enter their Challenge Score in the <i>myGame</i> Area and complete the challenge if they have been successful</li> <li>Learners should mark their attendance at a Practice Club in the <i>myJourney</i> section of the <i>myGame</i> area</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Locker <i>myGame</i> App</li> <li>The Clubhouse online resource</li> <li>Basic Pre Shot Routine in Putting online resource</li> </ul>

# Practice Around the Green Class Layout and Setup

**Station 1:**  
Skills Challenge  
Chipping



**Station 2:**  
Skills Challenge  
Pitching



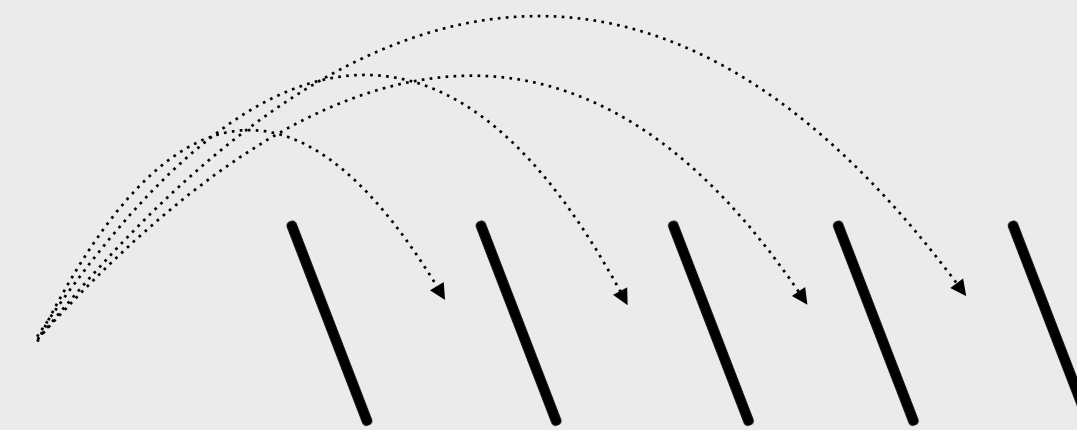
**Station 3:**  
Skills Challenge  
Bunker Play



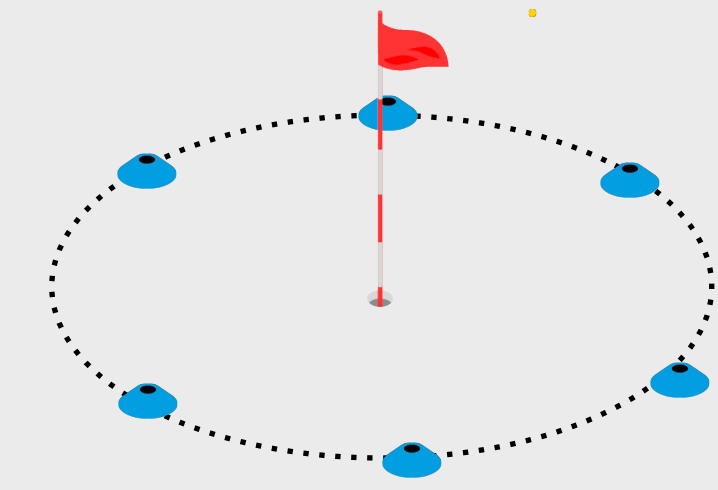
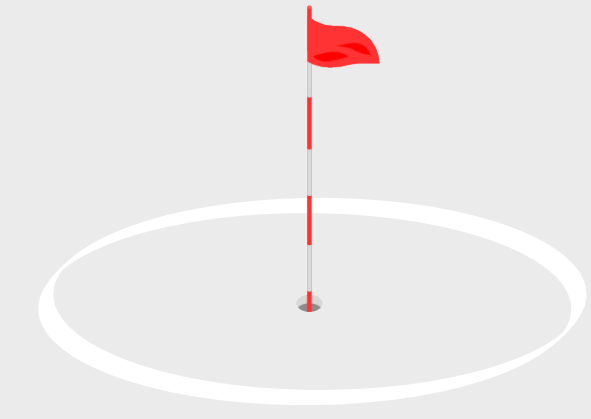
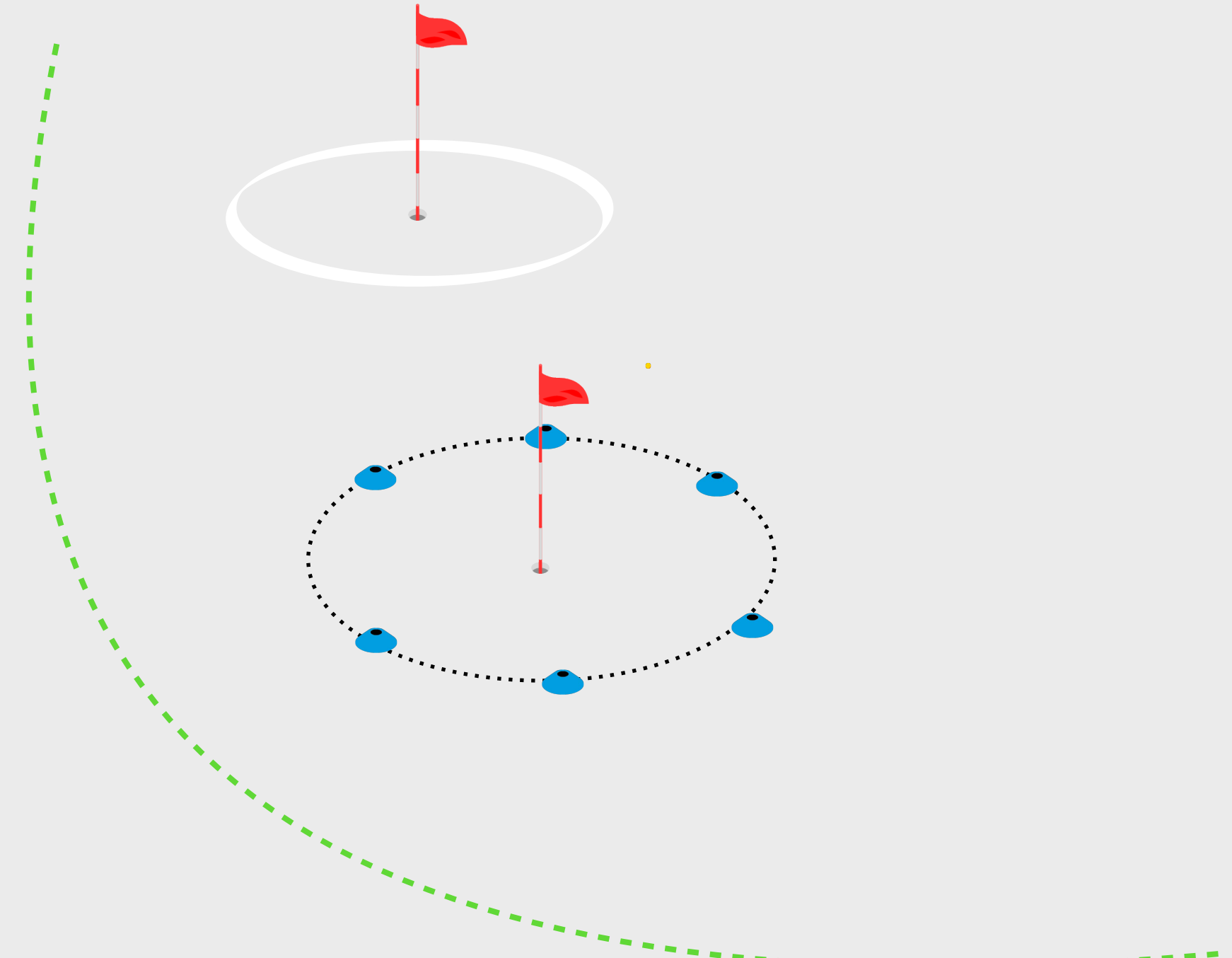
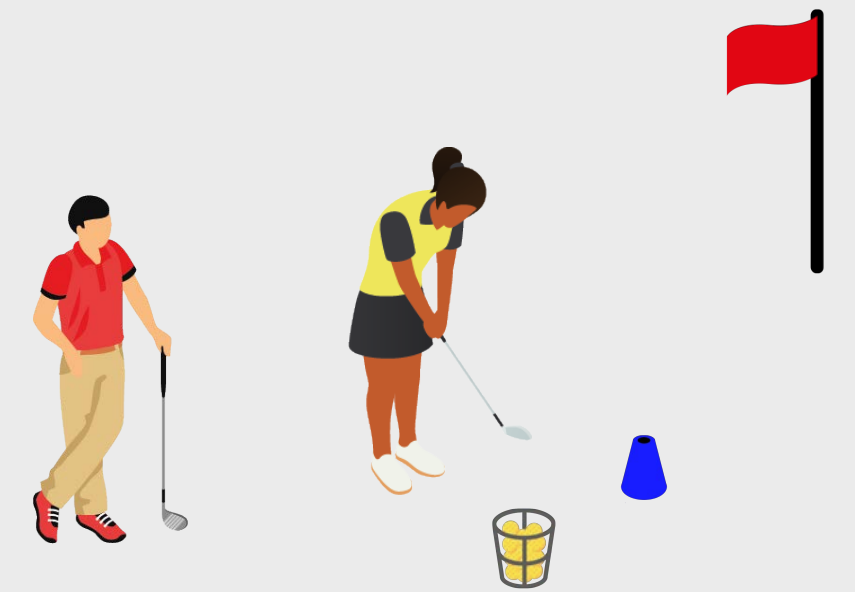
**Station 4:**  
Practice Station  
Strike Point



**Station 5:**  
Game Station  
Ladder Challenge

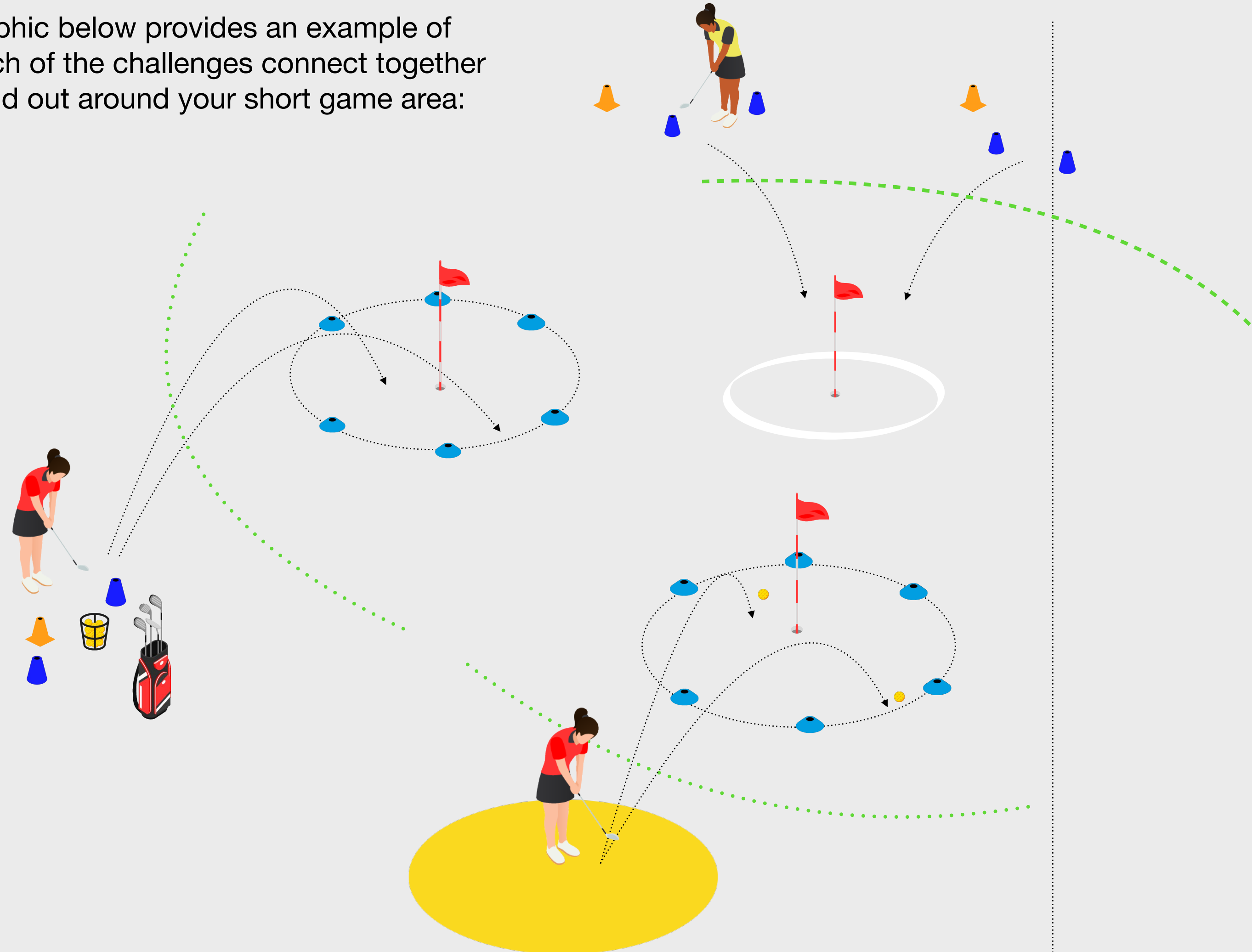


**Station 6:**  
Secondary Skill  
Putting



# Around the Green Challenges

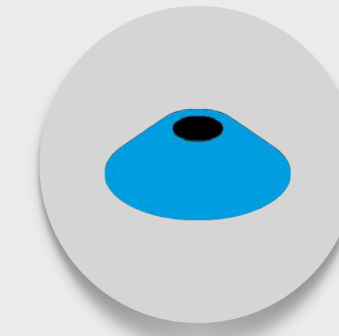
The graphic below provides an example of how each of the challenges connect together when laid out around your short game area:



Please find below a list of the equipment you require for these challenges:



**Cones to mark the starting position**



**Colored Cones to mark the 10 yard Target Circles**



**10 ft diameter hoop**



**Safety Cones**

# Strike Point



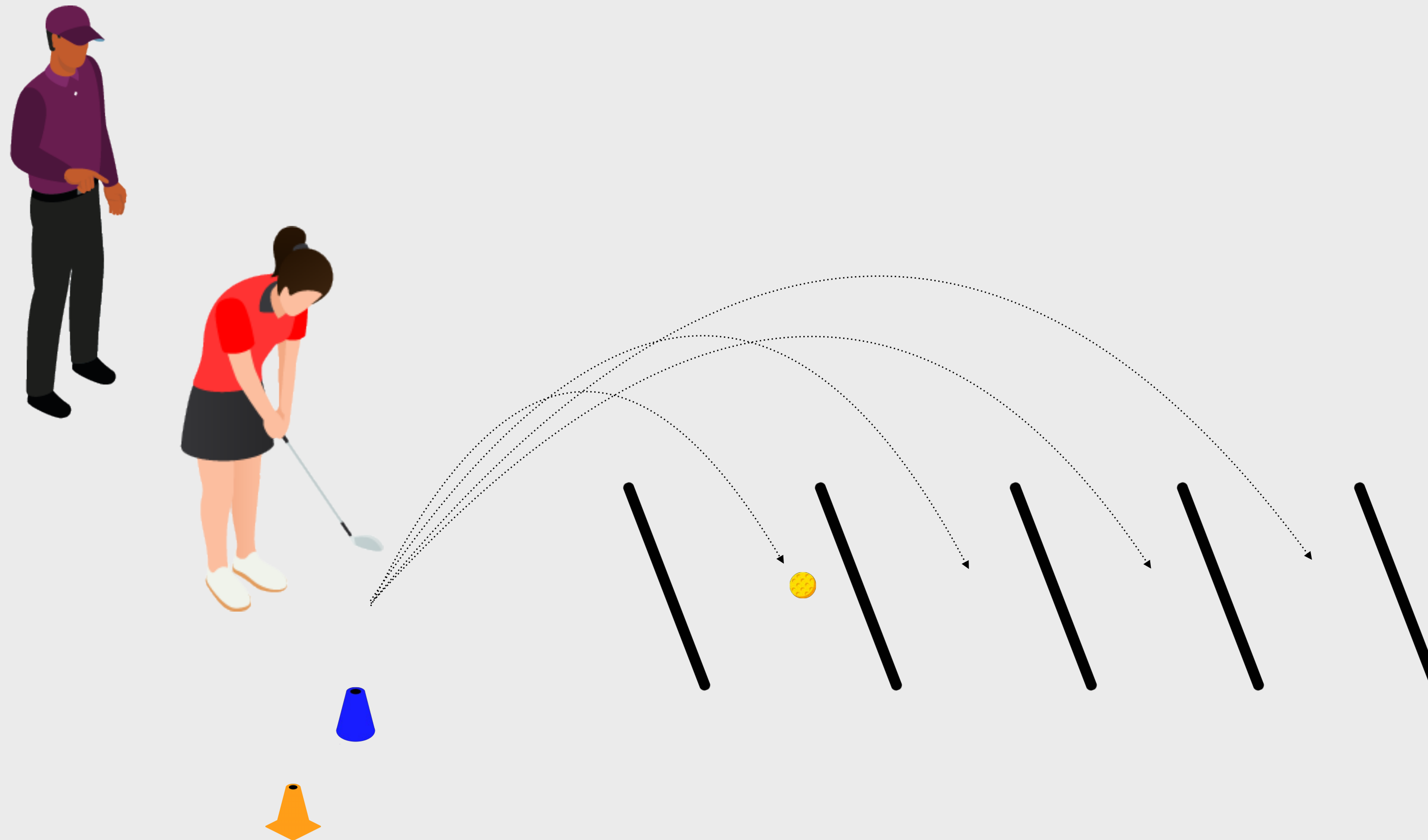
## How to Practice

- 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

# Ladder Challenge



## Equipment Needed

- 5 alignment sticks

## How to Play

- Nominate a player to play first. Each learner has 10 shots per round
- The first player attempts to chip their ball into the gap between the first and second alignment stick
- If successful, then on their next go they should aim for the gap between the second and third alignment sticks
- If they miss the gap they have to aim for the same gap until they are successful
- The aim is to chip the ball into each gap on the ladder before they run out of golf balls
- The player that wins is the one that is furthest along the ladder after both players have hit 10 shots

## Progression Ideas

- Vary the distance from the first alignment stick
- Vary the gap between alignment sticks
- Add in more alignment sticks to create a longer ladder
- Add in a rule that if the player misses a gap they have to move back one



# Learning the Game

This is an elaboration of the content covered in the Themed Class this week. Be clear that you are covering this so that anyone who missed the themed class is able to receive the content.

Add to the content delivered in the themed class and provide further information on the following areas:

## 1. The Clubhouse

- I. Where to go when they arrive
- II. Who to speak to for more information
- III. Expectations of what to wear

## 2. When to Play a Chip Shot

- I. How long is the chip
- II. Does the ball need to travel in the air?
- III. If yes, how much in the air and how much can the ball roll?



# The Whole Golfer

This is an elaboration of the content covered in the Themed Class this week. Be clear that you are covering this so that anyone who missed the themed class is able to receive the content.

Add to the content delivered in the themed class and provide further information on the following areas:

## 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



# Skill Challenges



# Level 1



# Chipping Challenge

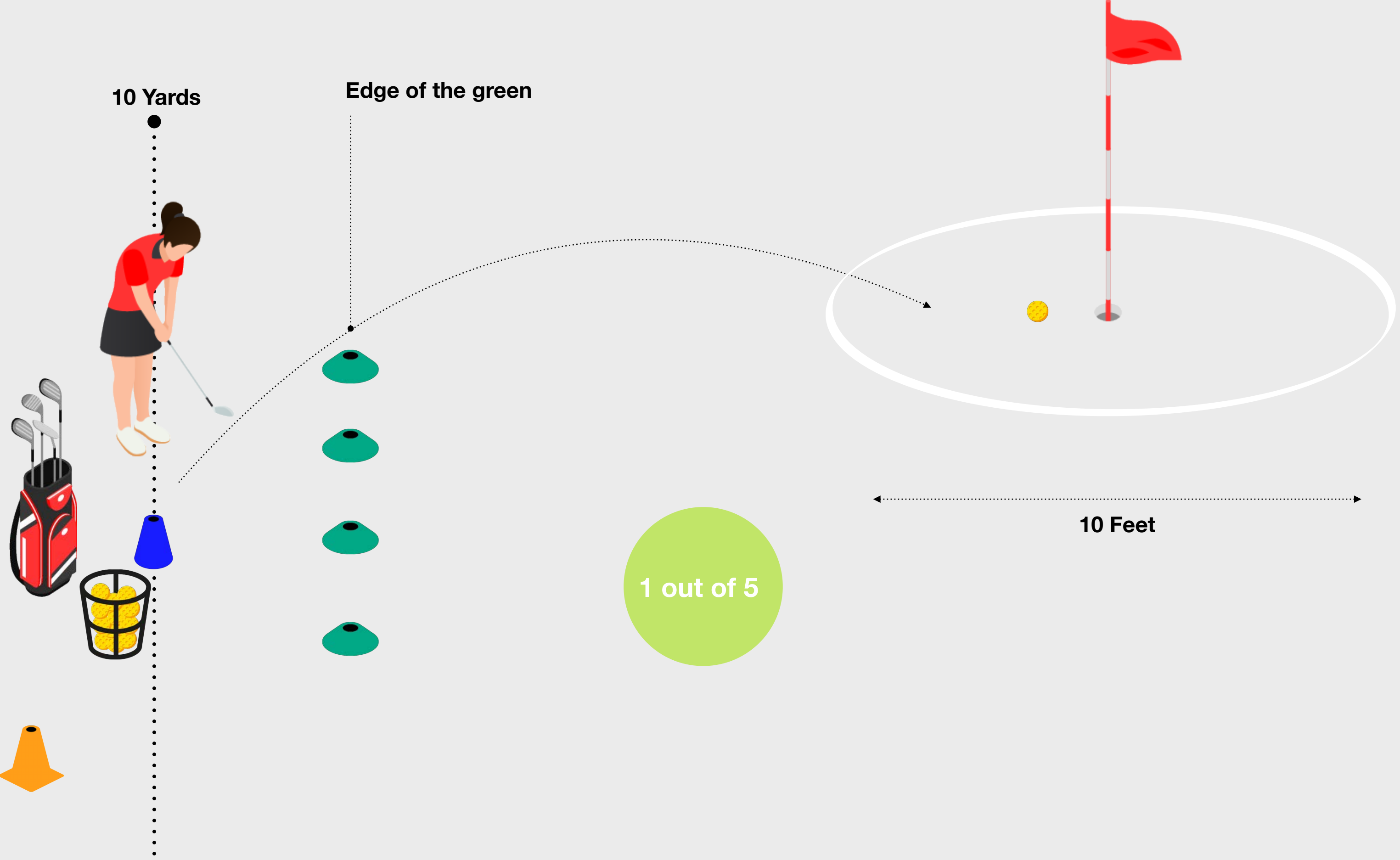


## The Challenge

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



# Pitching Challenge



## The Challenge

To complete the Level 1 Challenge the learner needs to 2 out of 5 shots finish anywhere on the green from a starting position 20 yards from the hole. The learner should start from a minimum distance of 10 yards from the edge of the green.

## 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

Pitching



# Bunker Play Challenge



## The Challenge

To complete the Level 1 Challenge the Learner needs to hit 1 out of 5 shots to finish anywhere out of the bunker.

## 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

Bunker Play

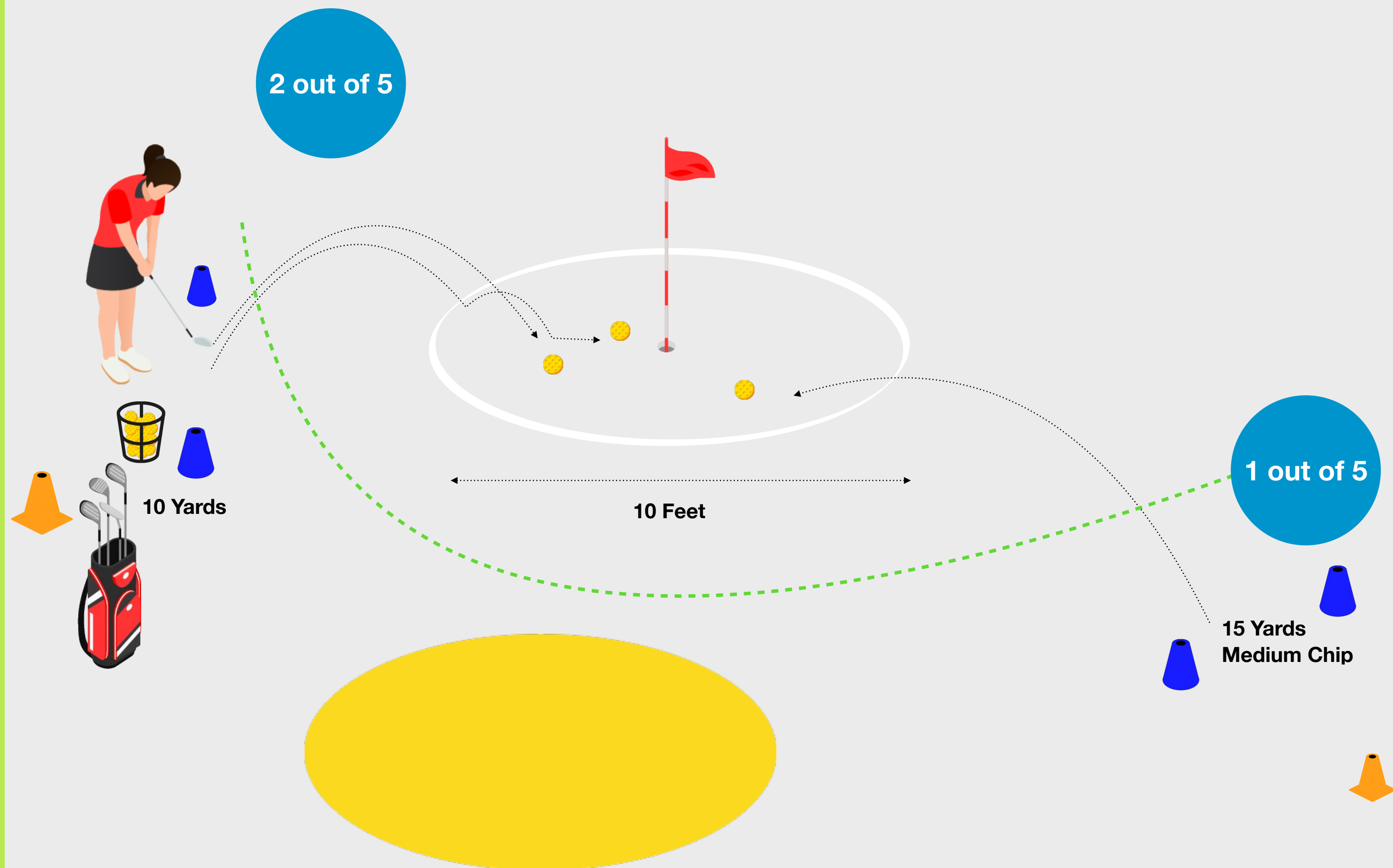


# Level 2





# 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.

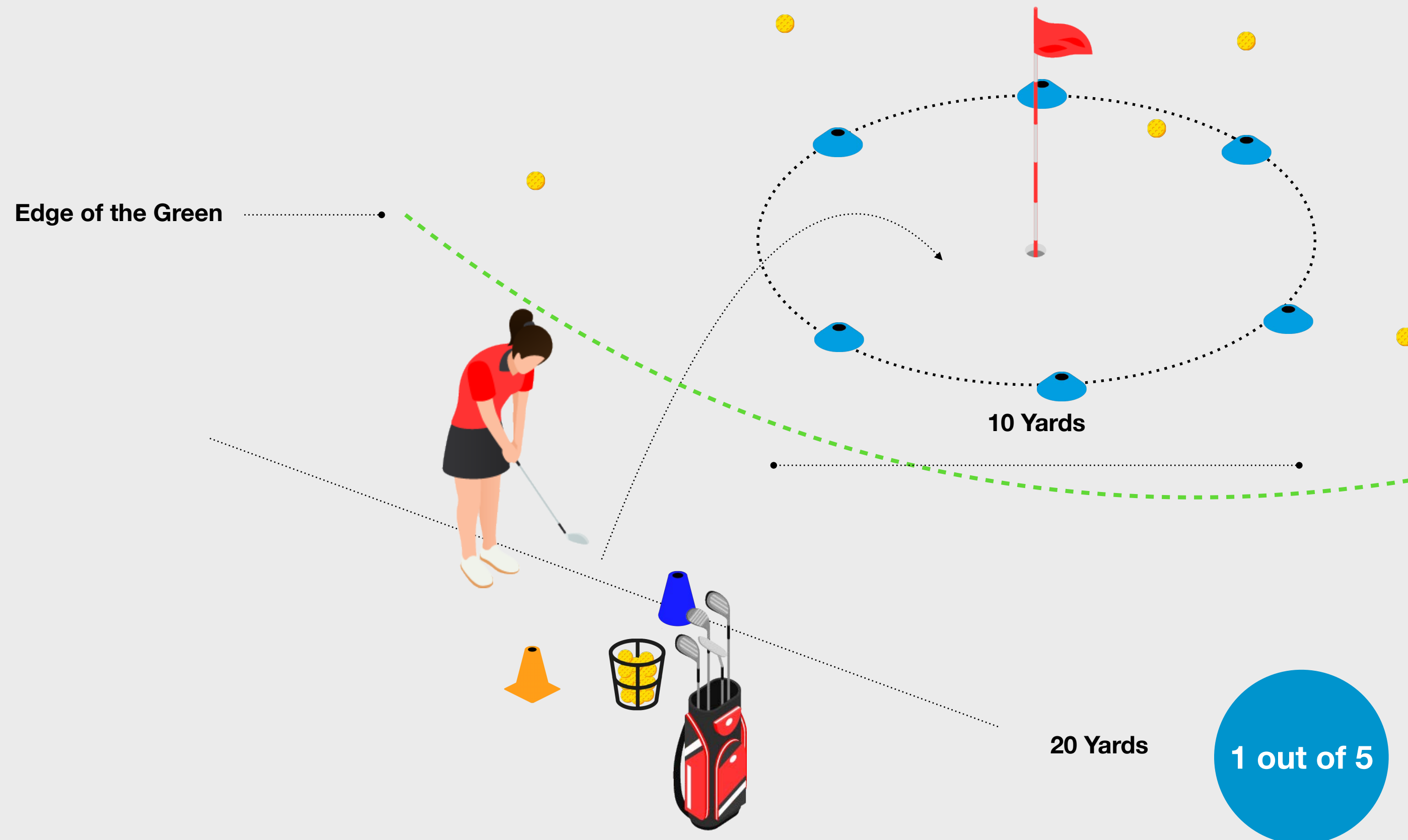
## What should the Learner do next?

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

Chipping



# Pitching Challenge



## The Challenge

To complete the Level 2 Challenge the learner needs to hit 1 out of 5 shots from 20 yards within a 10-yard 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

Pitching



# Bunker Play Challenge



## The Challenge

To complete the Level 1 Challenge the learner needs to hit 2 out of 5 shots to finish anywhere on the green.

## 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

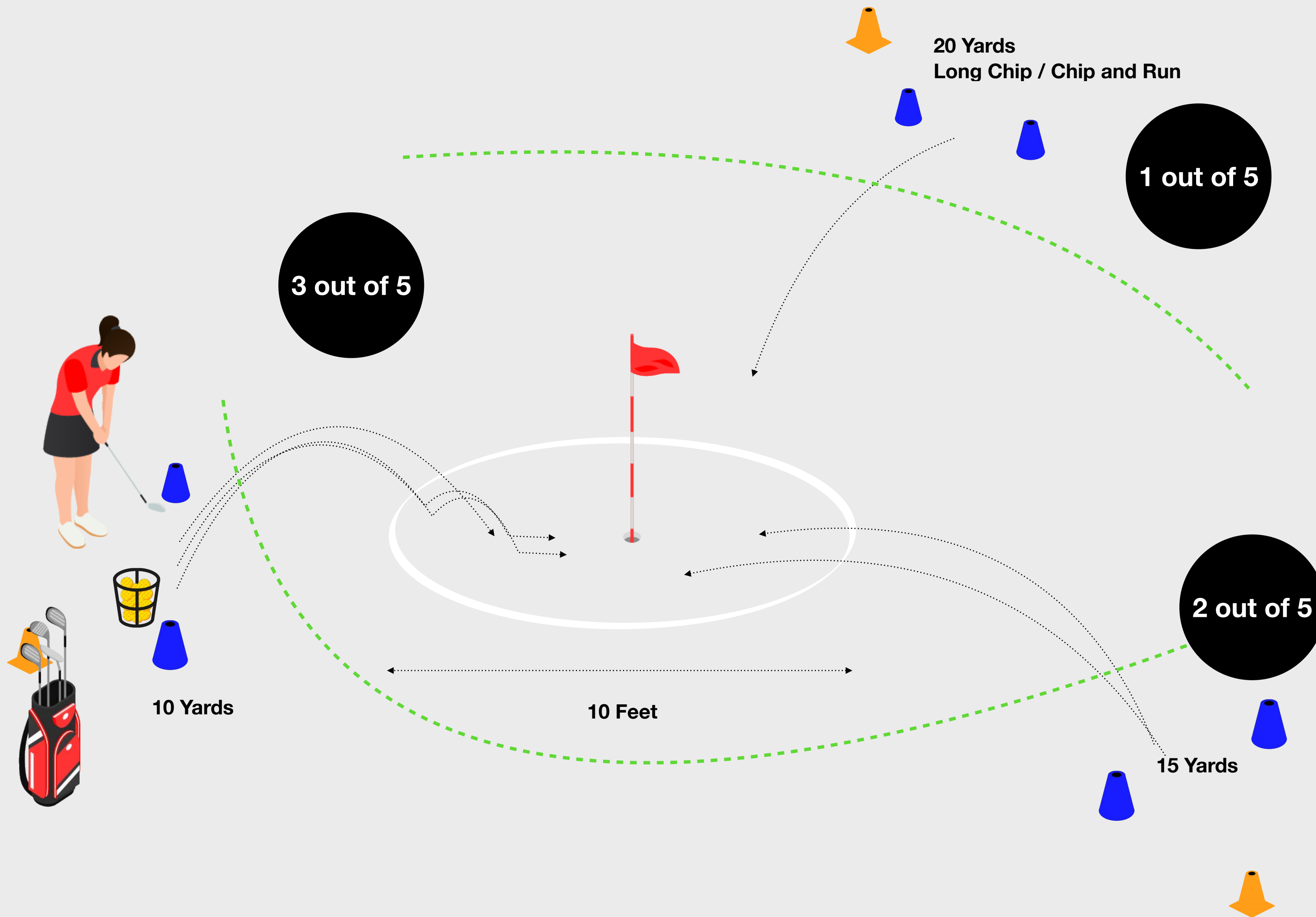
Bunker Play



# Level 3



# 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.

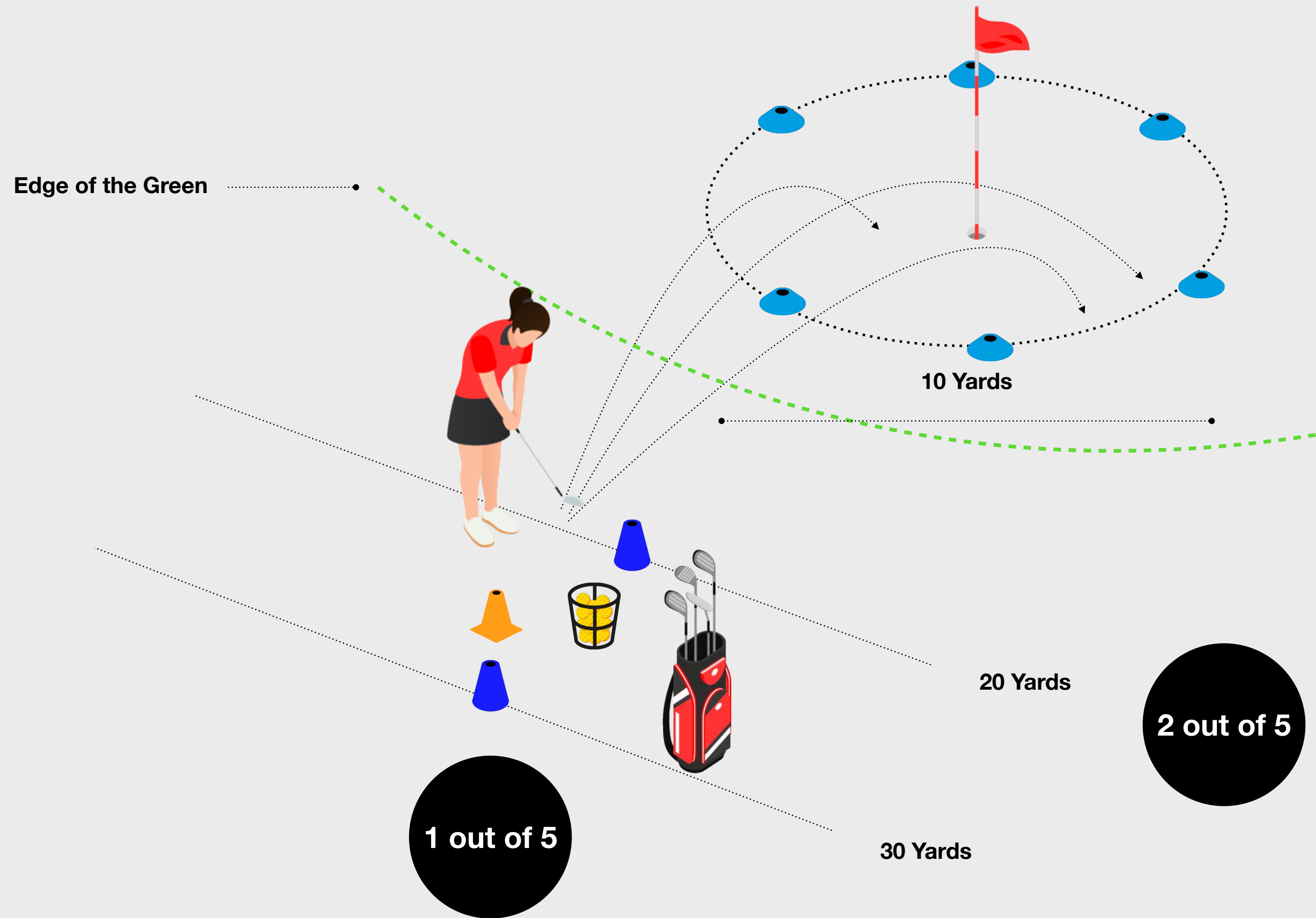
## What should the Learner do next?

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

Chipping



# Pitching Challenge



## The Challenge

To complete the Level 3 Challenge the learner needs to hit 3 out of 5 shots from 20 yards and 1 out of 5 shots to within a 10-yard circle.

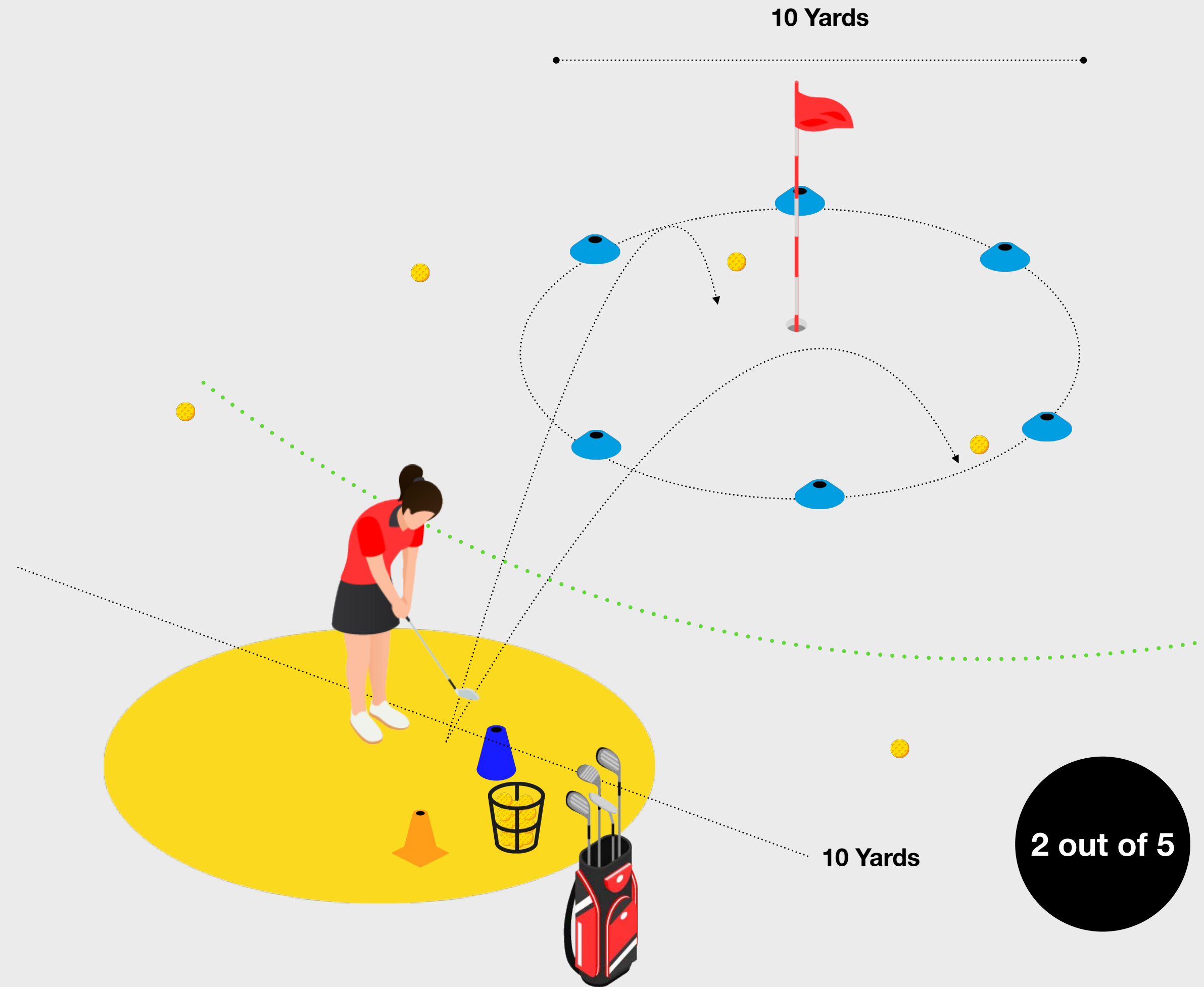
## What should the Learner do next?

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

Pitching



# Bunker Play Challenge



## The Challenge

To complete the Level 3 Challenge the learner needs to hit 1 out 5 shots to come to rest within a 10-yard diameter target circle and all shots must finish out of the bunker

## 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

Bunker Play

