

On the Green - Scoring

Monday, January 10th - Sunday, January 16th



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	Activity	Class Content	Games / Drills / Resources
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"> Outline the objective of the class Get the group together to introduce the Learning the Game and Whole Golfer focus Introduce the Technical Guidance for the class Explain how to play the games Explain how to attempt the practice station activities 	<ul style="list-style-type: none"> The aim of the game Overview of equipment
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 and between the coach/students Opportunity for private coaching Opportunity for social interaction amongst the group 	<ul style="list-style-type: none"> Practice stations Game cards Secondary skill
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"> Iron play 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 GLFLocker 	<ul style="list-style-type: none"> GLF Locker / Game 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 	

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Class Timetable

Session Length:
60mins

Group Size:
1:8

Mastering the Game Focus:
On the Green
The art of scoring

Online Whole Golfer Resource
Practicing and playing with others

Learning the Game:
Etiquette on the Green
Line of the Putt

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 concept of putting Get the group together to introduce the Learning the Game and Whole Golfer focus Introduce the Technical Guidance for the class Explain how to play the games and attempt the practice station activities 	<ul style="list-style-type: none"> Etiquette on the Green The line of the putt
40 Mins	Mastering the Game	<ul style="list-style-type: none"> Learners break out to play the games individually, in pairs or groups 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"> Long putts 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

Slopes and distance control

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 improve the key skills of:

1. Learning the skills required to score well on the Green:

- Hole out well from inside 6 feet
- Get competent at getting long putts to inside 6 feet
- Understand and judge slopes well

Keep your technical instruction to less than 5 minutes, in order to allow maximum time for play and practice and for you to reinforce the key skills with individual tuition. Encourage practice using different clubs.



Learning the Game

1. Etiquette on the Green - the line of the putt

Introduce the concept of learning the line of the putt.

Learners should practice working out the line of each putt and making sure they don't tread on that line.



The Whole Golfer

Practicing and Playing With Others

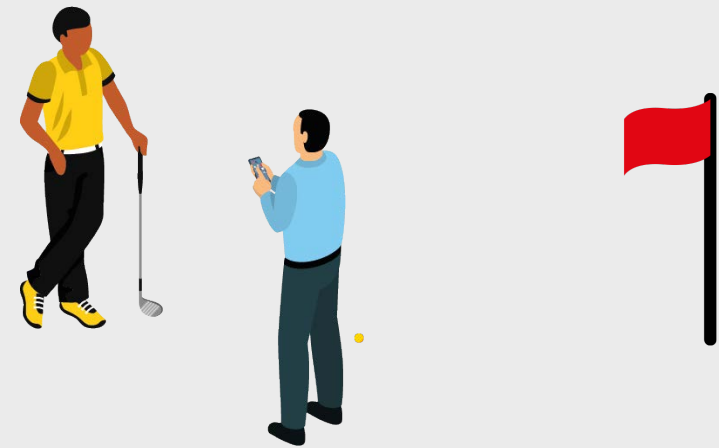
Encourage participants to partner up when completing the games and challenges within the class and also outside of the class.

By actively encouraging learners to meet up outside of the lessons you will be forging stronger social connections within the group.



Class Layout and Setup

Station 1:
Practice Station
Understanding Slope



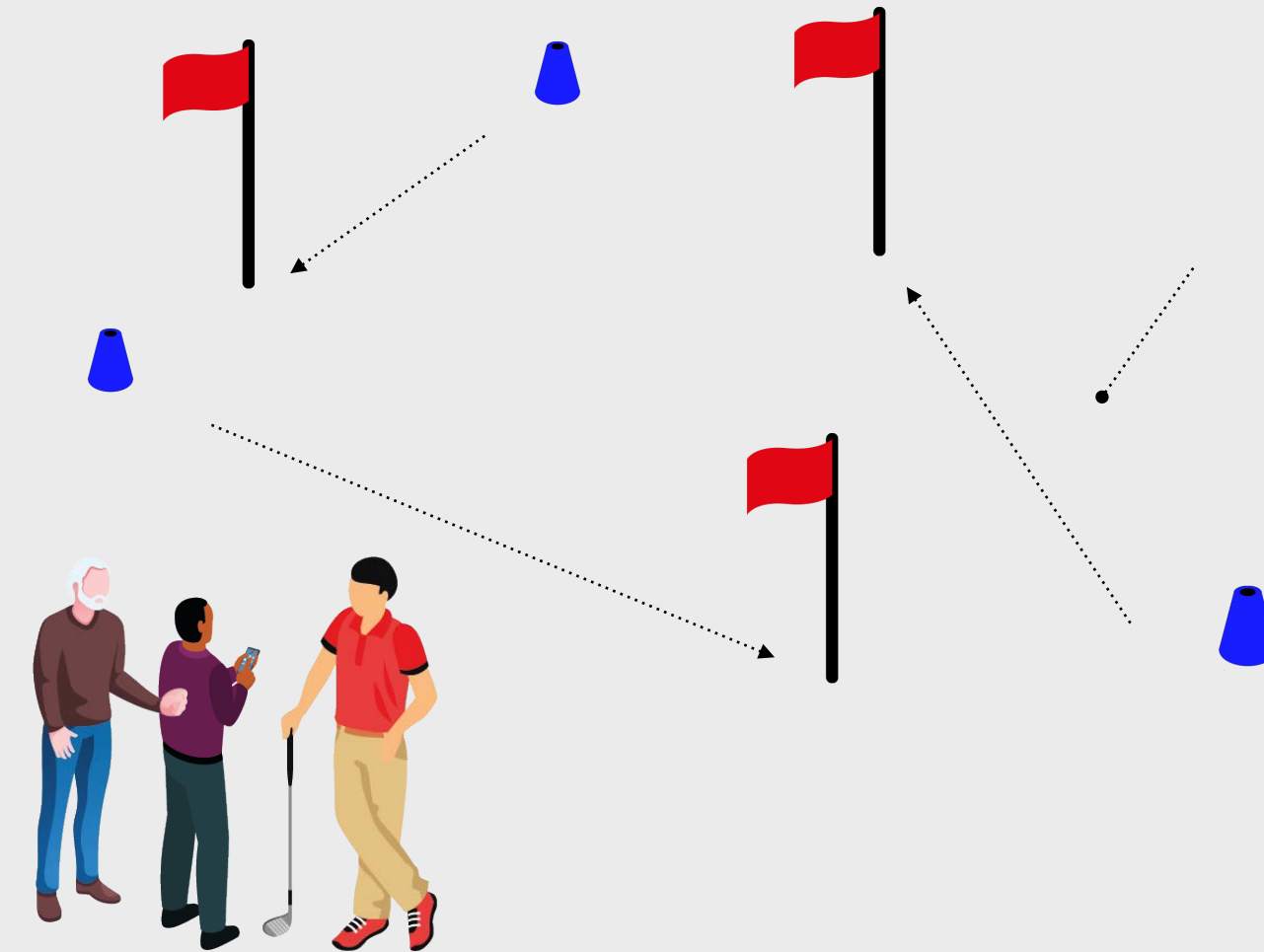
Station 6:
Secondary Skill or
Challenge Station



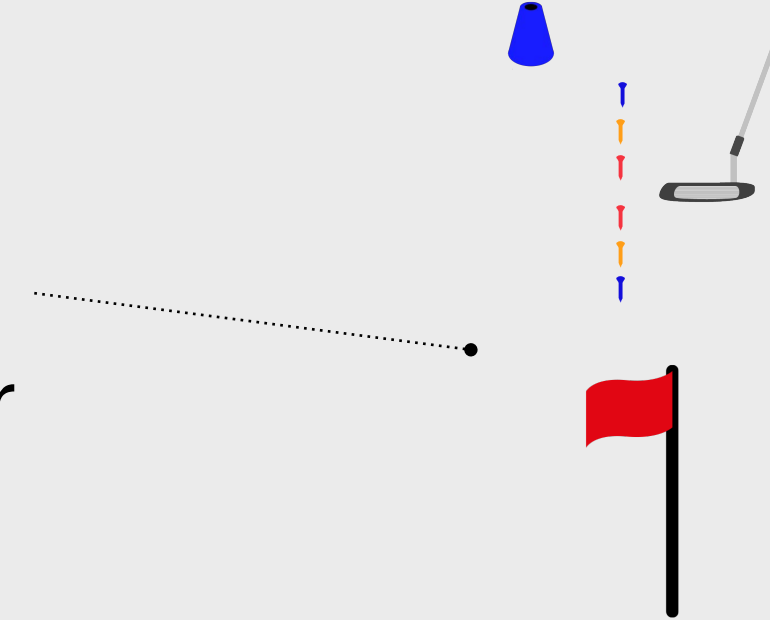
Station 2:
Practice Station
Pick a Point



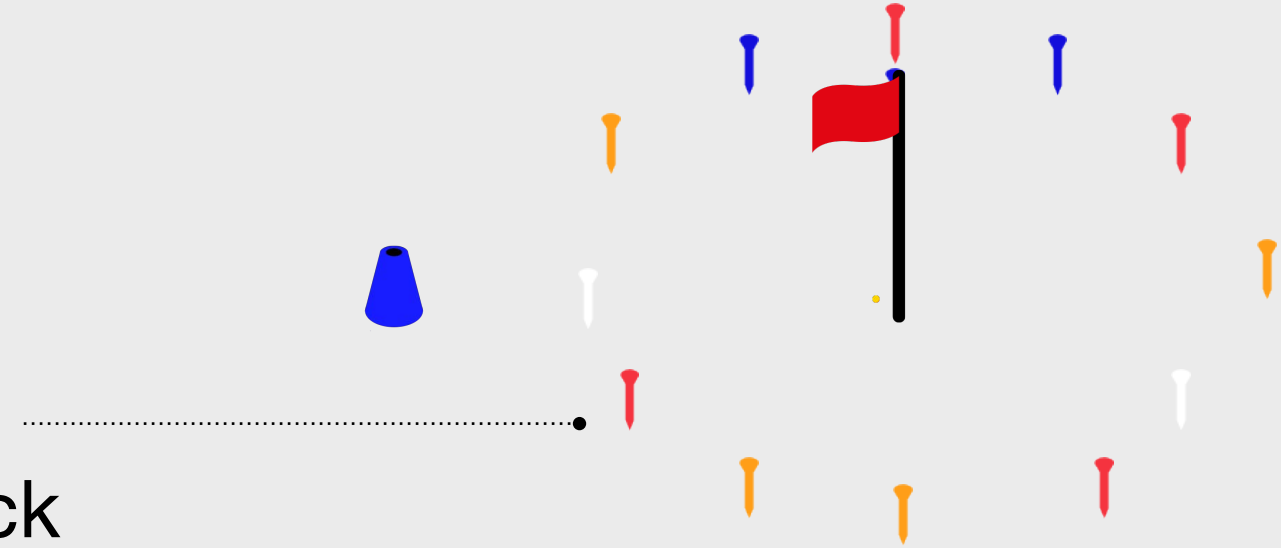
Station 5:
Game Station
Scoring



Station 3:
Practice Station
Swing Length Ladder



Station 4:
Game Station
Round the Clock



Practice Stations and Game Cards

Themed Class Plans

Control Distance

About
The Practice Station Activity has been built to provide an engaging practice element to your class and serve as a 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 use.

Technical Learning Objectives

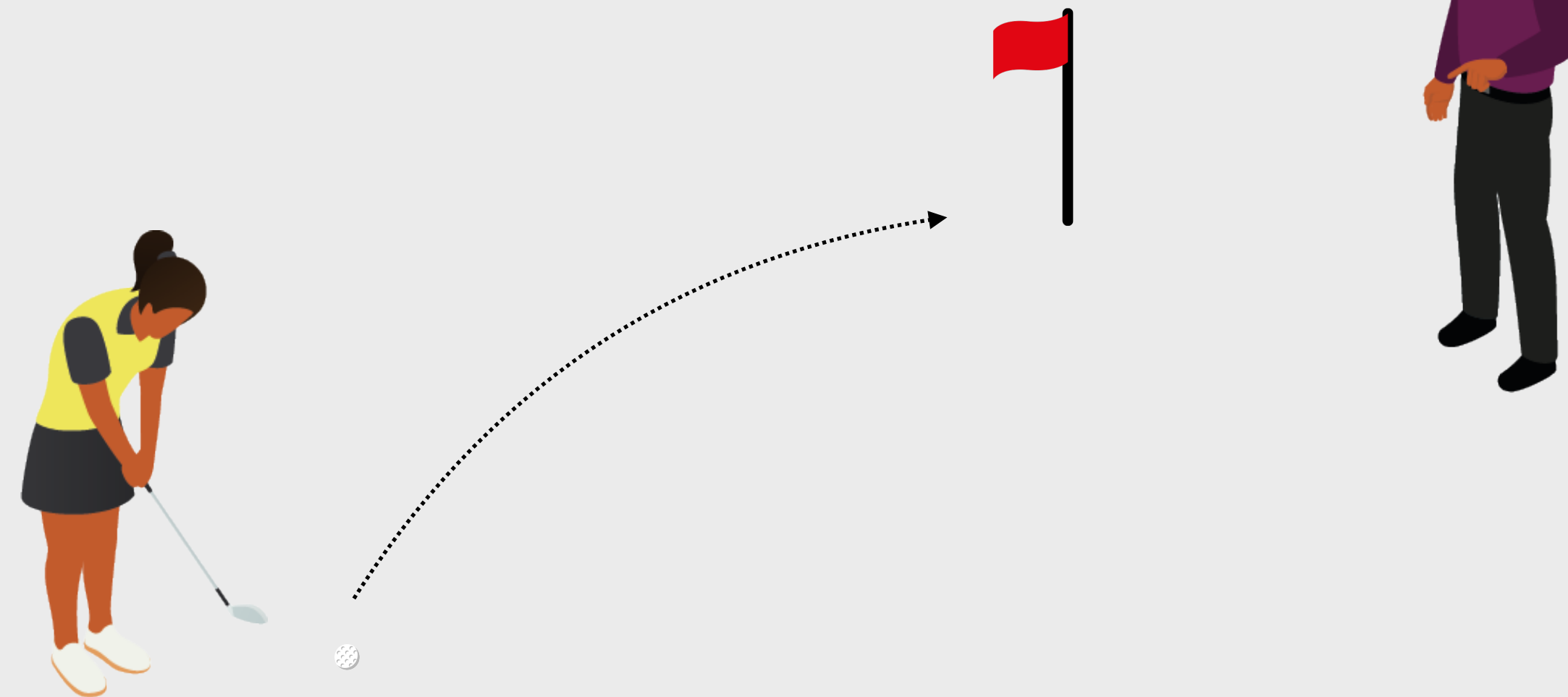
- This activity will help the learner to understand the distance of a shot based on the speed of the stroke.
- This activity will help the learner to gain consistency in chipping around the green by becoming confident in using one particular type of club.

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Understanding Slope



Equipment Needed

- Putter
- Golf Ball

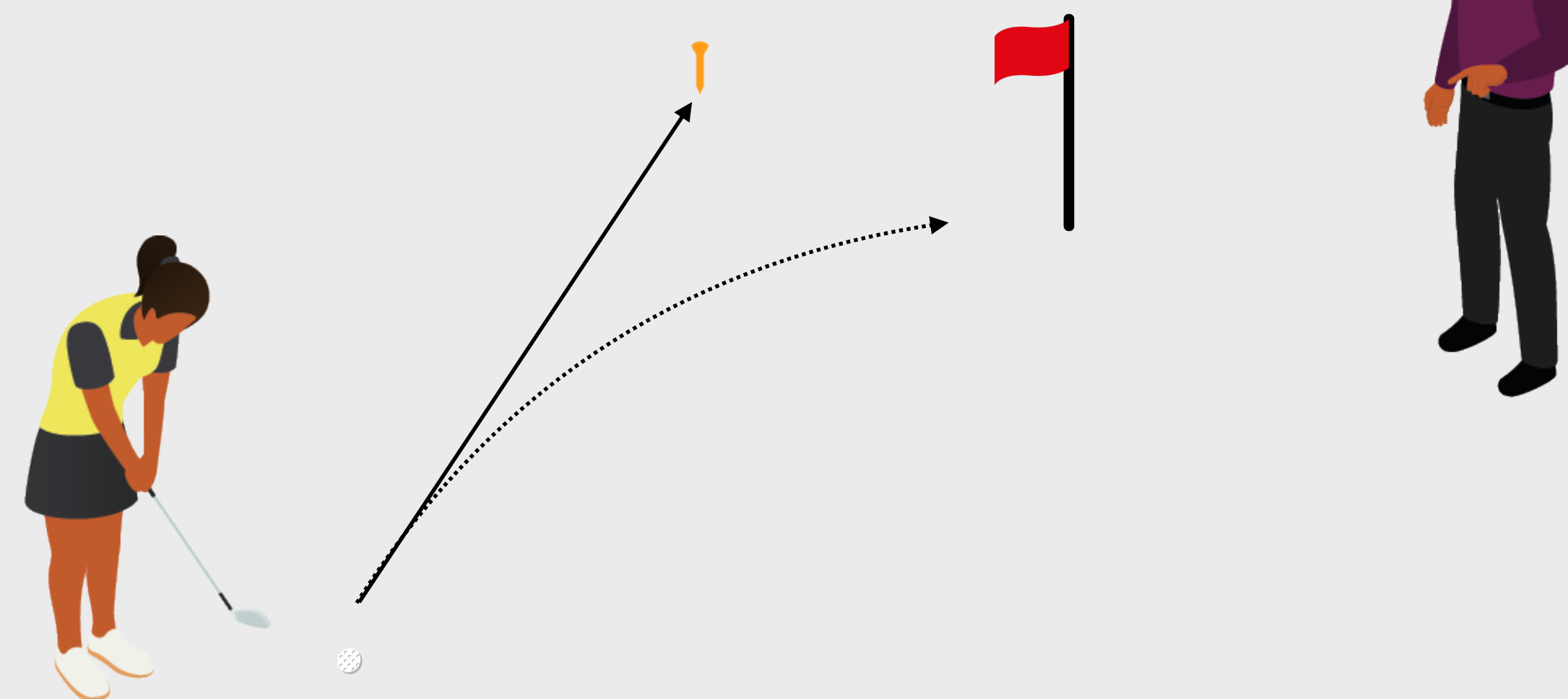
How to Practice

- Ask the learners to choose a random putt on the green
- Before taking their putt they should take the time to walk around the green to find the lowest point
- The learner should be able to more easily determine the slope of the putt once they have found the lowest point on the putting surface
- Encourage working in pairs so that learners can openly discuss and help each other learn how to accurately read the slope on the green

Technical Link

- This activity will help the learner to understand how to read the slope on a green
- This activity will provide feedback to the learner about how much or little a slope can affect the break on a putt

Pick a Point



Equipment Needed

- 2 Tee Pegs
- Putter
- Golf Ball

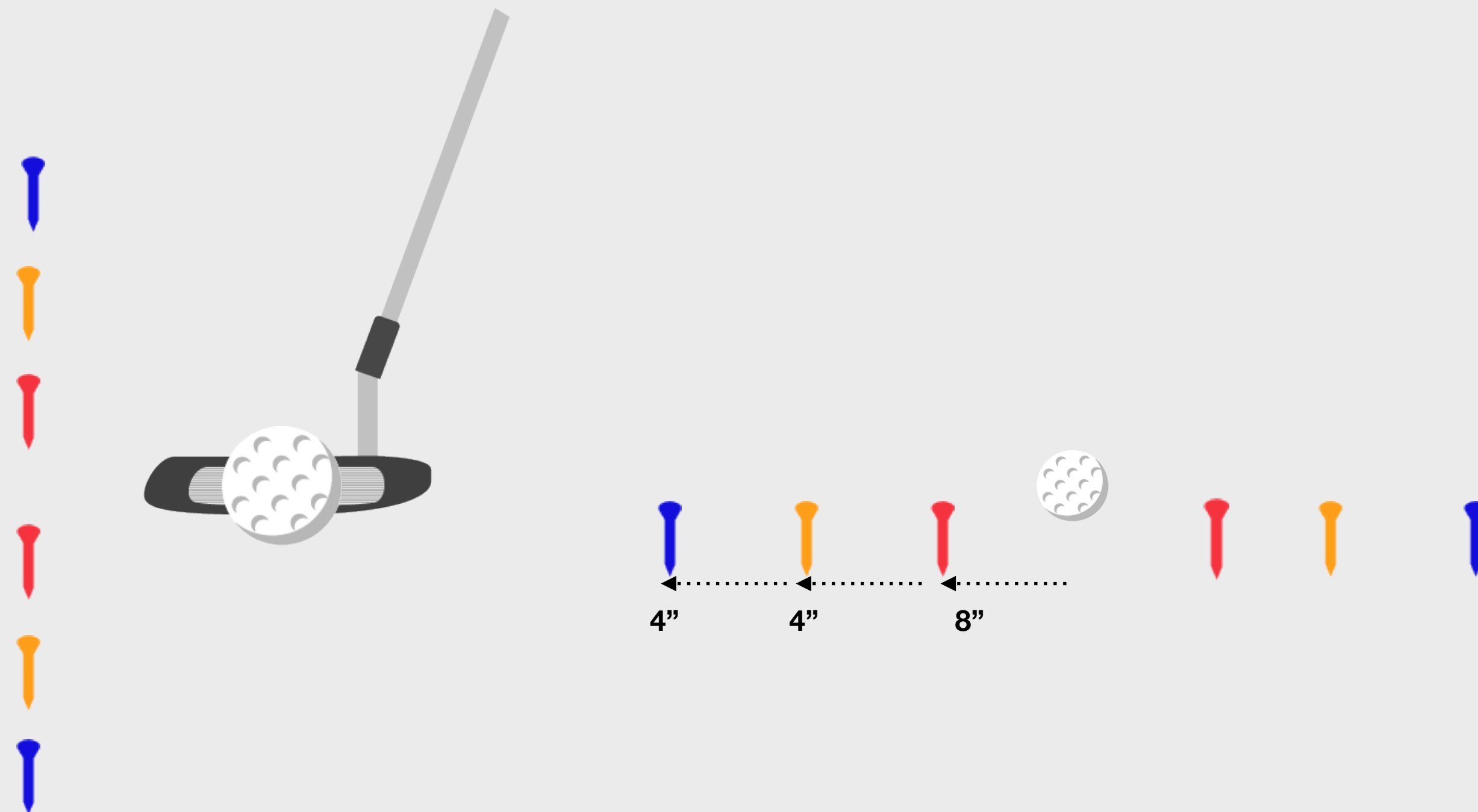
How to Practice

- Set this activity up on a sloped surface with a tee peg where the ball should be placed
- Get the learner to place another tee in a straight line to where they think that they should aim in order to hole the putt
- The learner should attempt the putt and based on the feedback of whether the ball missed high or low should adjust their aim (and the tee position) accordingly
- Be sure to help the learner understand that speed of putt will have an effect on how soon the putt breaks, and therefore this should be taken into account when choosing the position to aim at
- Encourage the learners to work in pairs here and discuss why a certain position is correct or not

Technical Link

- This activity will help the learner to understand how to aim effectively on a sloped surface and simplify the process with respect to sloping putts

Swing Length Ladder



Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

How to Practice

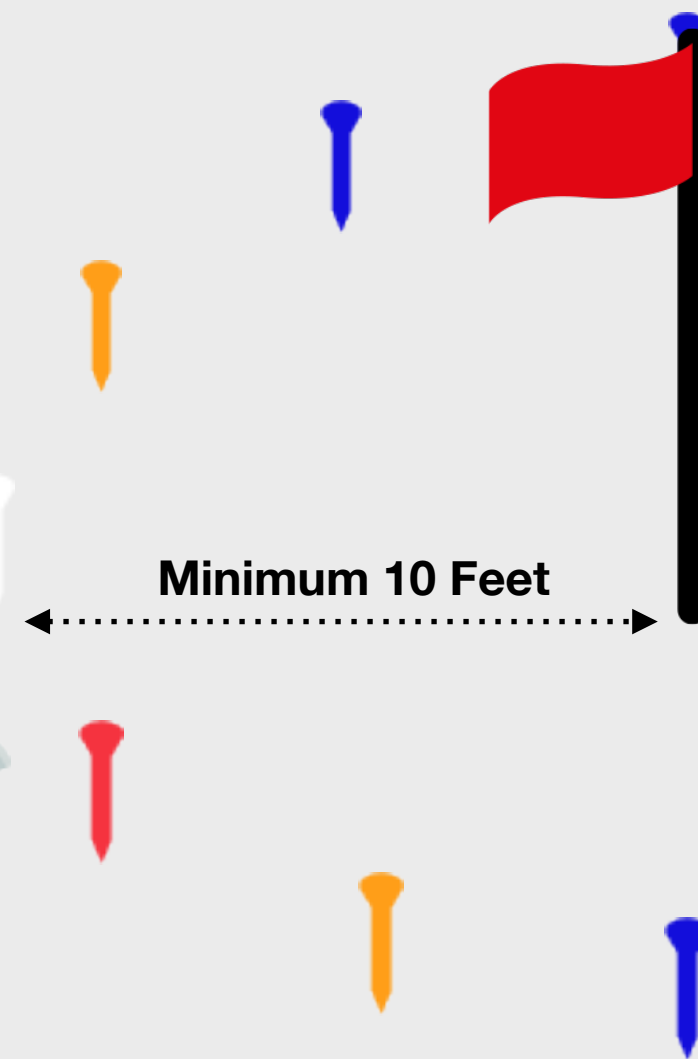
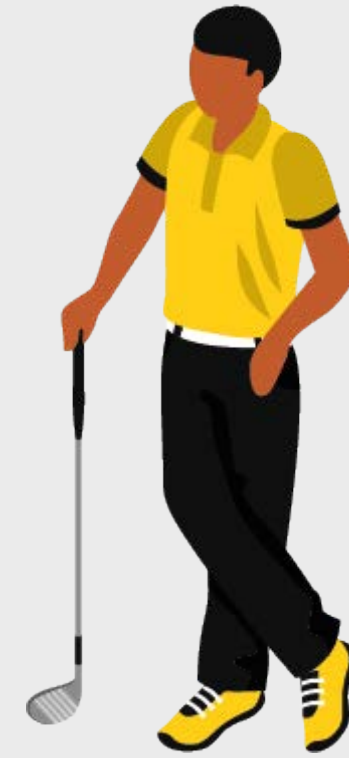
- Get the learner to practice swinging the putter from and to the first tee pegs either side of the ball (red)
- As they practice, get them to count 1, 2. They should time the end of the backstroke with the the one count and the end of the through stroke with the two count
- Get them to hit a few putts and see how far the ball travels
- Next, get the learner to swinging the putter from and to the second tee pegs either side of the ball (red). Again they should reproduce the count of 1, 2.
- Get them to hit a few putts and see how the ball travels further
- Finally, replicate for the final set of tee pegs.

Technical Link

- This activity will help the learner to understand the concept of Swing Length, Rhythm and Tempo
- It will help the learner to understand that as swing length changes, the distance the ball travels changes
- It will help them to understand how length of swing transfers to distance



Round the Clock



Equipment Needed

- Tee pegs to mark the 12 points on a clock at least 10 feet from the hole on a sloped part of the green

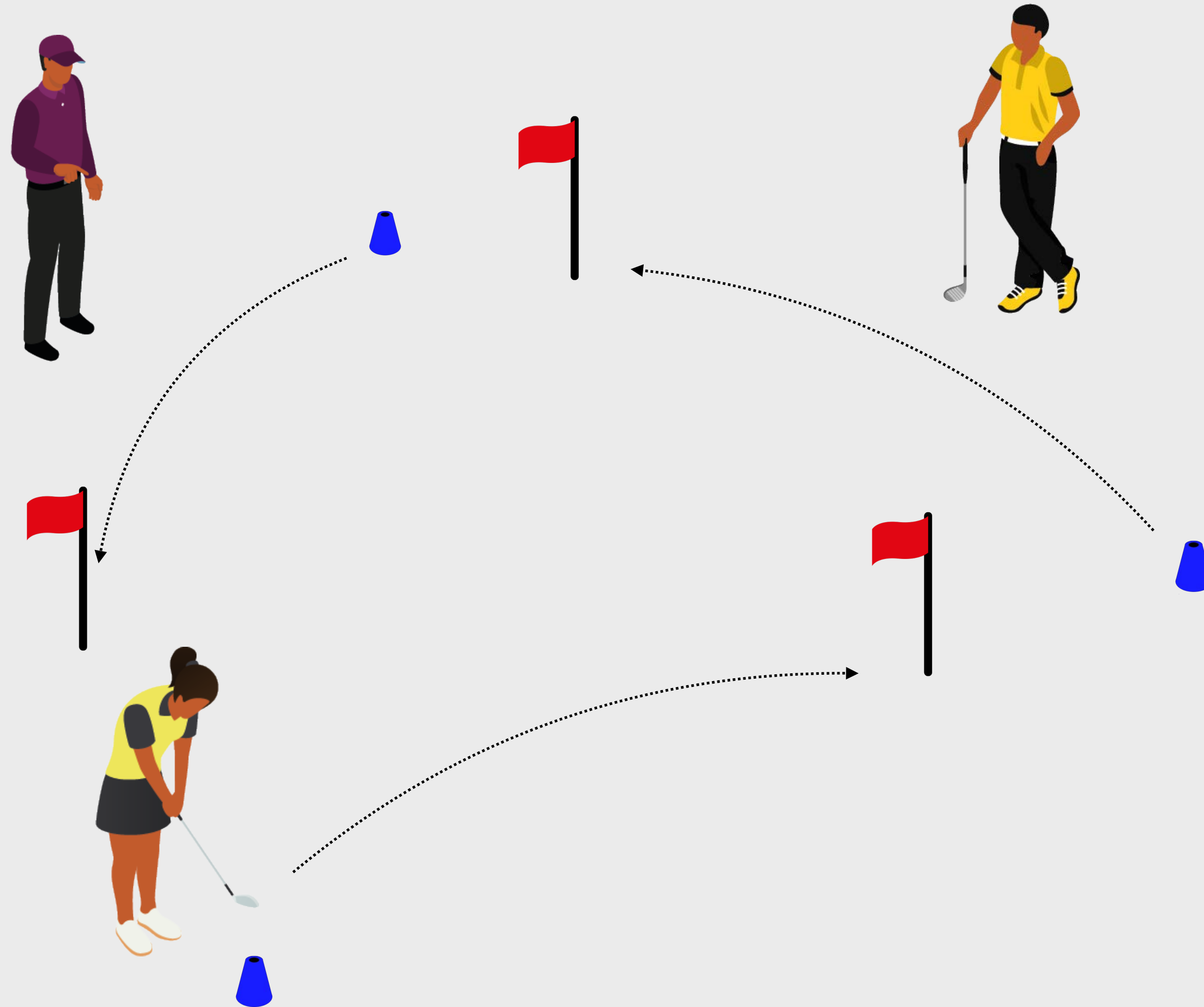
How to Play

- A learner attempts one putt from each tee peg
- The purpose is to note how the slope changes around the hole and therefore the learner needs to adapt where they are aiming
- We suggest framing this as an opportunity to learn the slope on a green, although it can be played competitively, seeing how many putts each learner can hole
- This game can be played individually, in pairs or small groups

Progression Ideas

- Play on a more severely sloped surface
- Introduce a competitive element
- Increase or decrease the length of the putts

Scoring



Equipment Needed

- Putter

How to Play

- A learner attempts to play three holes in the fewest number of putts possible
- The holes should be 10 feet to 30 feet in length and on a gently sloping part of the green
- We suggest providing some context to the scores, indicating that to complete level 1 of the program learners need to score 24 over 6 holes
- This game can be played individually, in pairs or small groups

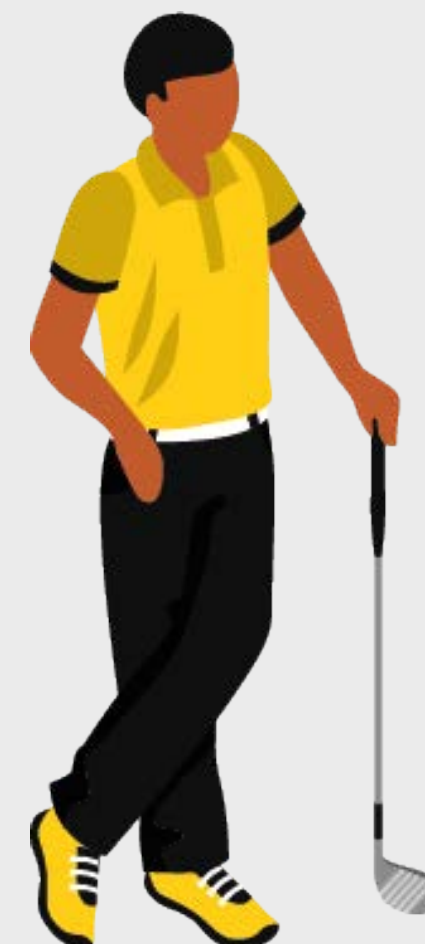
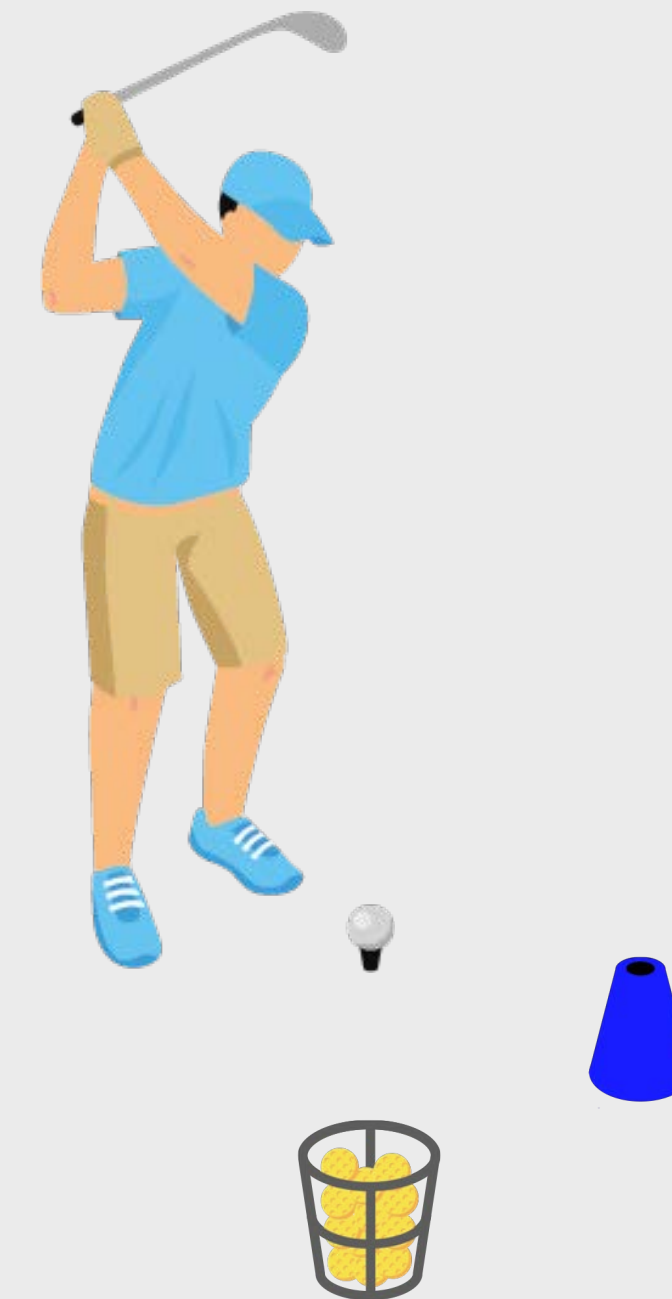
Progression Ideas

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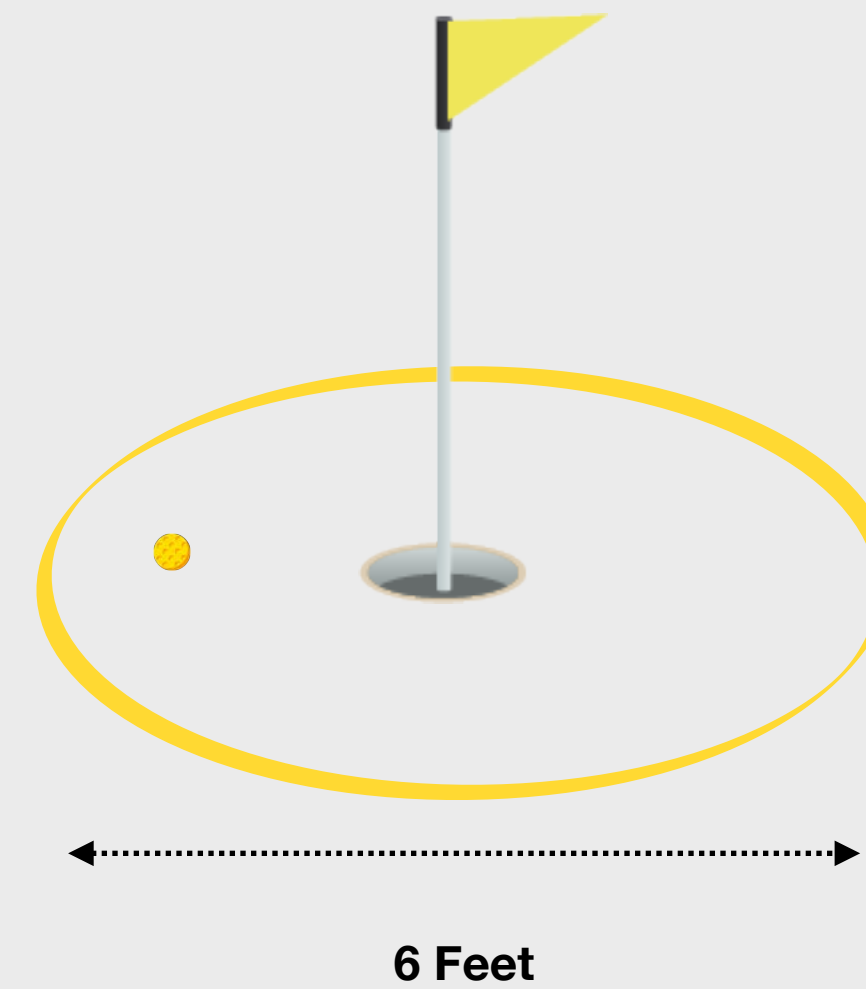
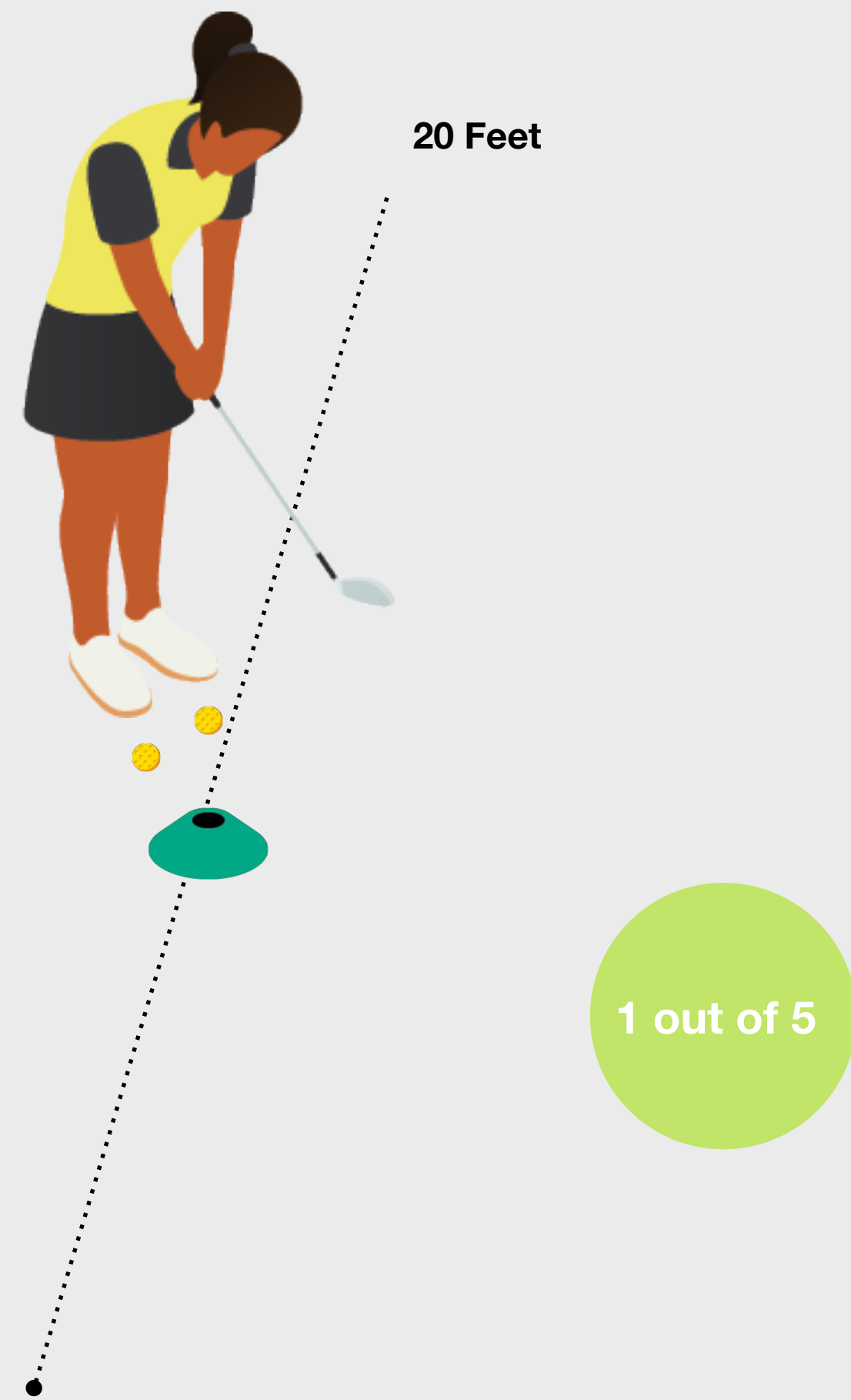
Secondary Skill

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 swing, providing learners an opportunity to practice what was learnt in their swing classes.



Long Putts Challenge



The Challenge

To complete the Level 1 Challenge the learner needs to putt 1/ 5 balls to finish within a 6-foot diameter target circle 20 feet from one side of the hole.

Equipment you Need

The equipment you will need for this challenge:

- Cones to mark the starting position
- Golf Balls
- 6-foot target circle from your equipment bag

What should the Learner do next?

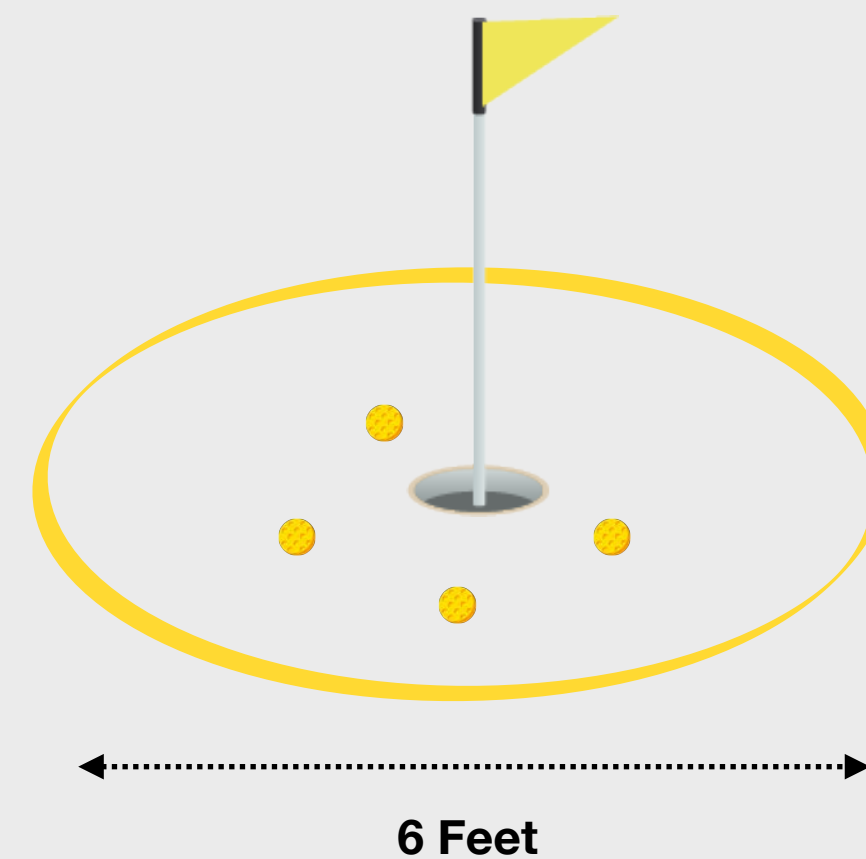
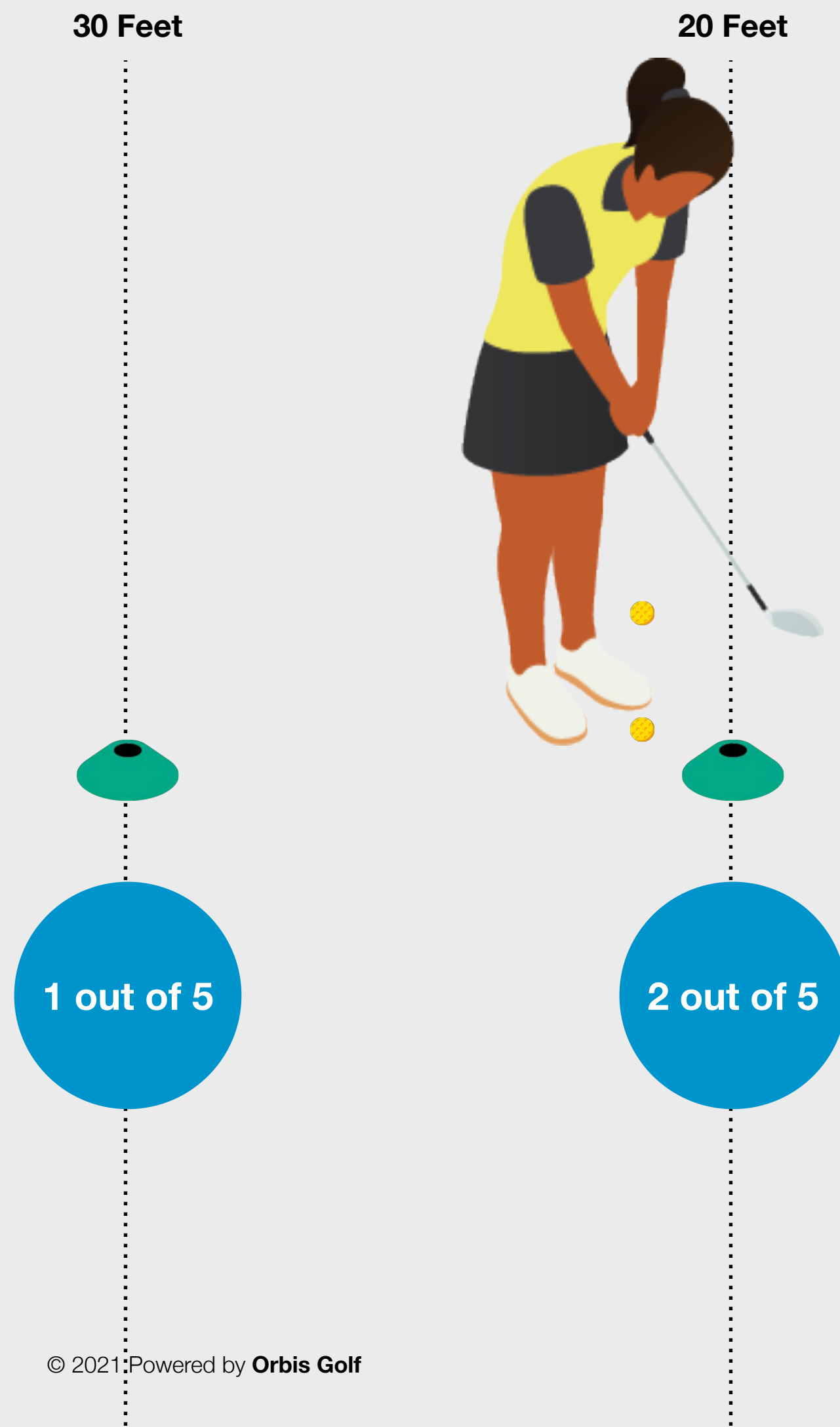
After attempting the challenge, the learner should:

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

Long Putts



Long Putts Challenge



The Challenge

To complete the Level 2 Challenge the learner needs to putt 2 out of 5 putts from 20 feet and 1 out of 5 from 30 feet inside a 6-foot diameter target circle from one side of the hole.

Equipment you Need

The equipment you will need for this challenge:

- Colored cones to mark the two starting positions
- 6-foot target circle from your equipment bag
- Golf Balls

What should the Learner do next?

After attempting the challenge, the learner should:

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

Long Putts



Long Putts Challenge



The Challenge

To complete the Level 3 Challenge the learner needs to putt 3 out of 5 putts from 20 feet and 1 out of 5 from 30 feet within a 6-foot diameter circle from 5 positions around the hole.

Equipment you Need

The equipment you will need for this challenge:

- Colored cones to mark the starting positions around the hole
- 6-foot target circle from your equipment bag
- Golf Balls

What should the Learner do next?

After attempting the challenge, the learner should:

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

Long Putts

