

Practice Around the Green

Monday, January 10th - Sunday, January 16th



GAMEON
GOLF DEVELOPMENT

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Class Timetable

Class Timetable

Session Length: 60mins

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

Mastering the Game Focus:
On the Green
Long Putts, Short Putts & Scoring

Whole Golfer Focus
Basic Pre Shot Routine

Learning the Game Focus:
Etiquette on the Putting Green - Line of the putt

Challenge:
Short Putts challenge
Long Putts challenge
Scoring Challenge

Games / Drills / Resources
Basic Pre- Shot Putting Routine

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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
Practicing and Playing
with Others

Learning the Game Focus:
Birdie, Par, Bogey
The Line of a Putt

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"> Objectives; Opportunity for learners to practice around the green Practice station: Strike Point Game station: Ladder Challenge Whole Golfer Focus: Overuse Injuries 	
20 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> Play the games individually, in pairs or in groups Opportunity for private coaching Develop social connections and allow for self-discovery and guided learning 	Birdie, Par, Bogey Ladder Challenge
5 Mins	Learning the Game Focus	<ul style="list-style-type: none"> Get the group together to introduce the Learning the Game Focus Learners should have the option to carry on their activity to suit their needs or participate in the group introduction 	<ul style="list-style-type: none"> Birdie, Par, Bogey The Line of a Putt
15 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> Play the games individually, in pairs or in groups Opportunity for private coaching Develop social connections and allow for self-discovery and guided learning 	Birdie, Par, Bogey Ladder Challenge
10 Mins	<i>myGame</i> Tracking and Recap	<ul style="list-style-type: none"> Recap and add any lesson notes to the learner's Student Connect on GLF. Locker 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 Learners should mark their attendance at a Practice Club in the <i>myJourney</i> section of the <i>myGame</i> area 	<ul style="list-style-type: none"> GLF. Locker <i>myGame</i> App Whole Golfer online resource Learning the Game online resource

Practice Around the Green Class Layout and Setup

Station 1:
Skills Challenge
Chipping



Station 2:
Skills Challenge
Pitching



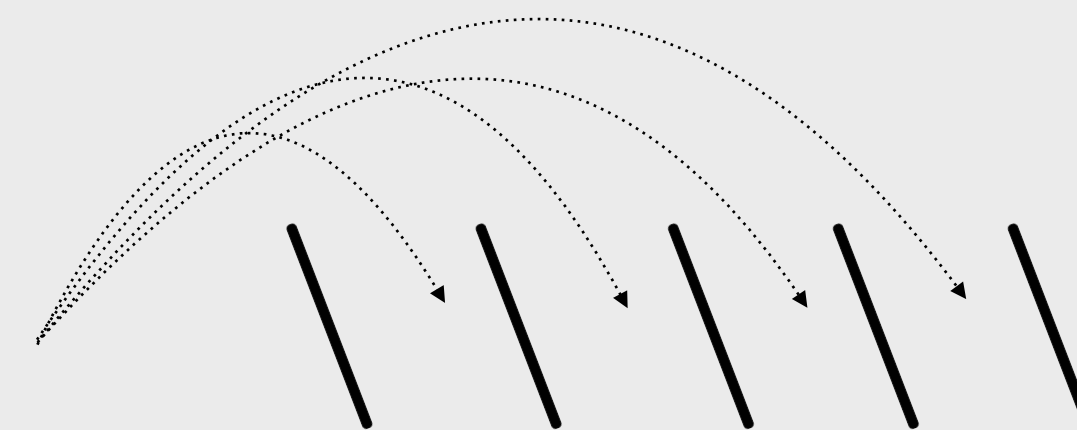
Station 3:
Skills Challenge
Bunker Play



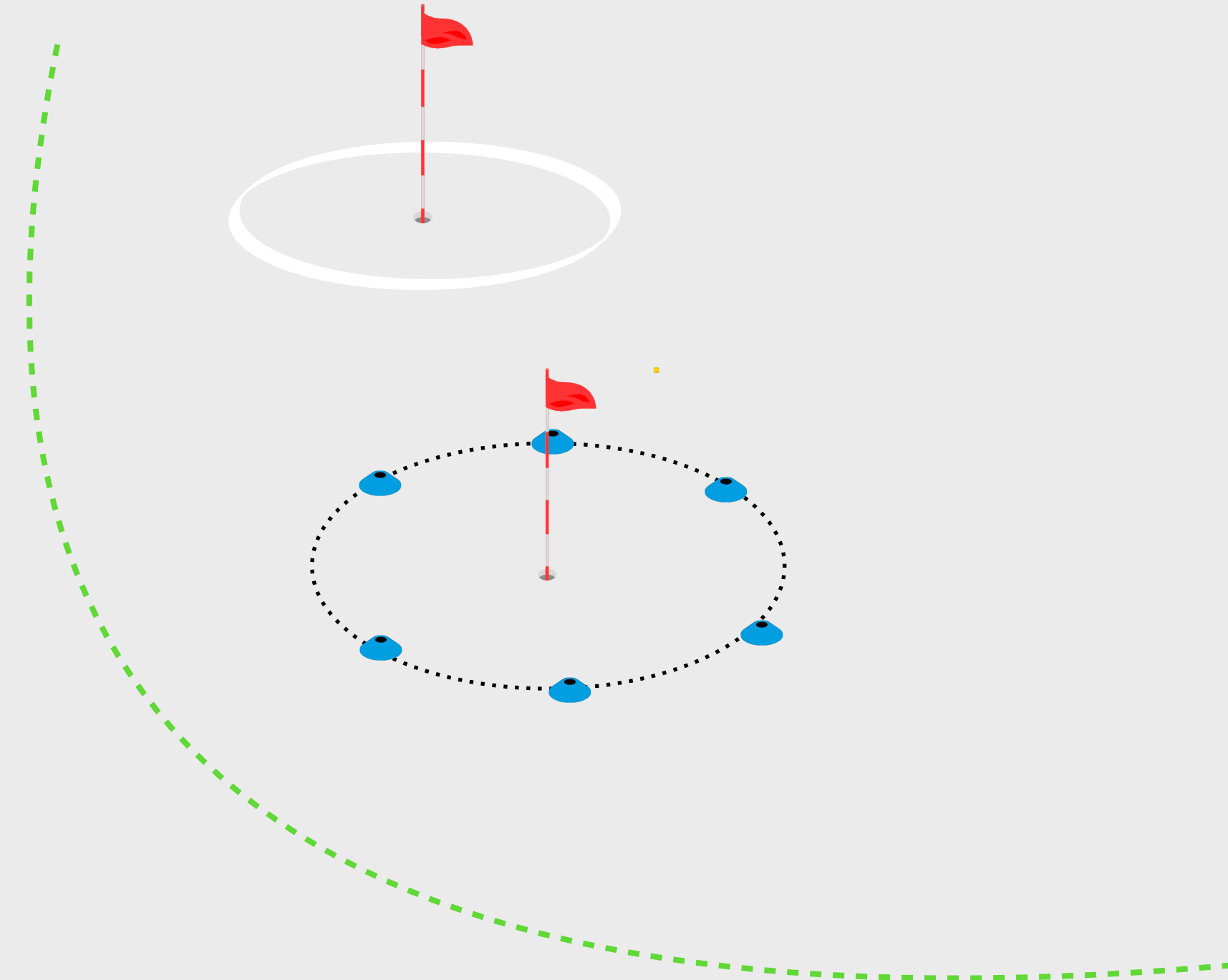
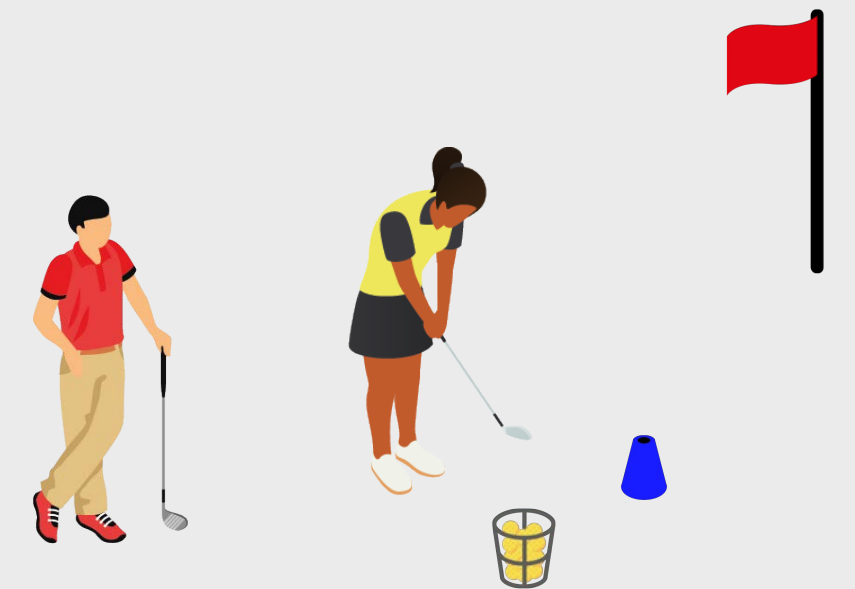
Station 4:
Practice Station
Birdie, Par, Bogey



Station 5:
Game Station
Ladder Challenge

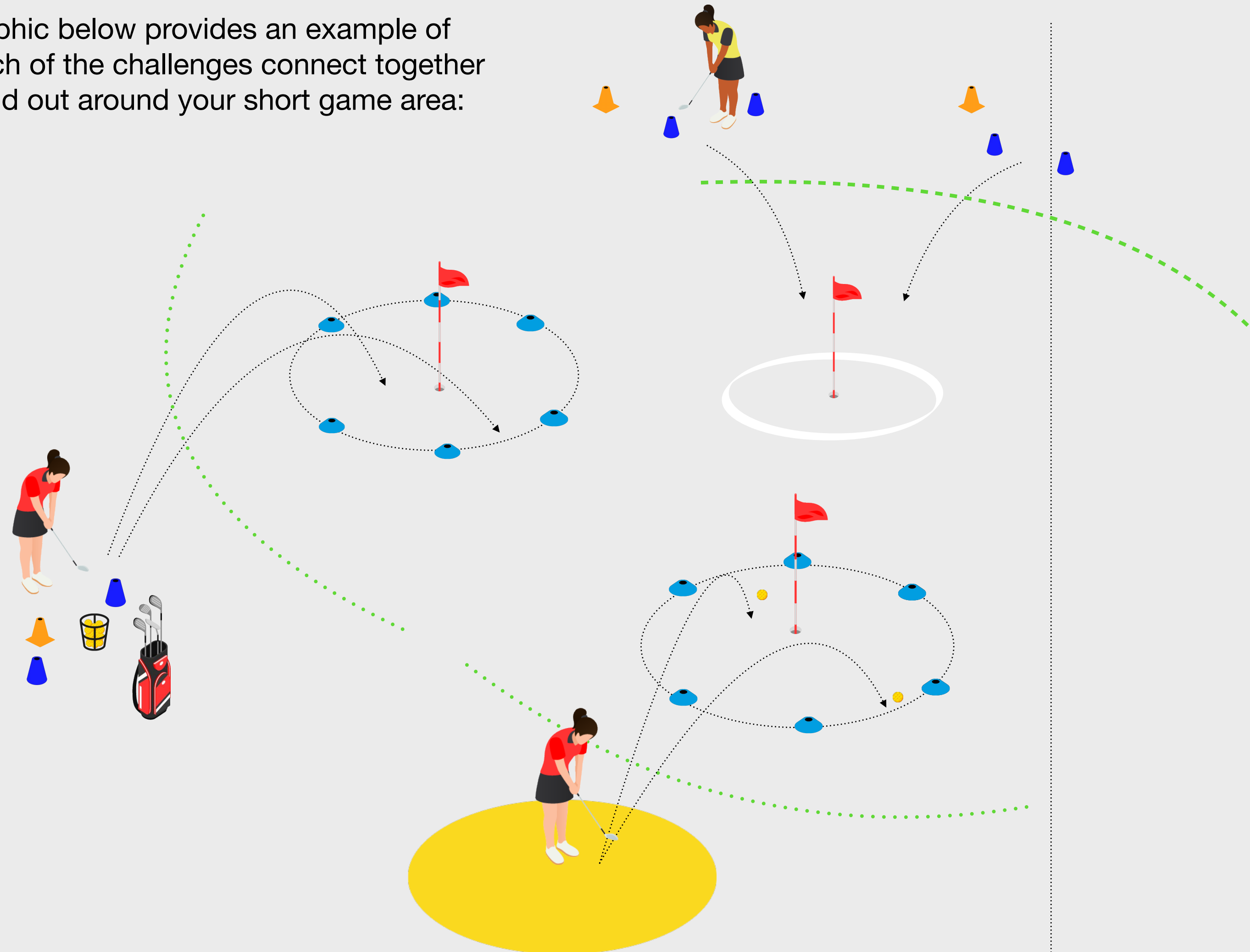


Station 6:
Secondary Skill
Putting



Around the Green Challenges

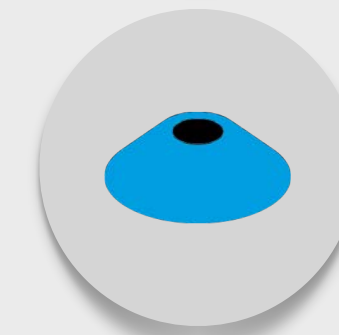
The graphic below provides an example of how each of the challenges connect together when laid out around your short game area:



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

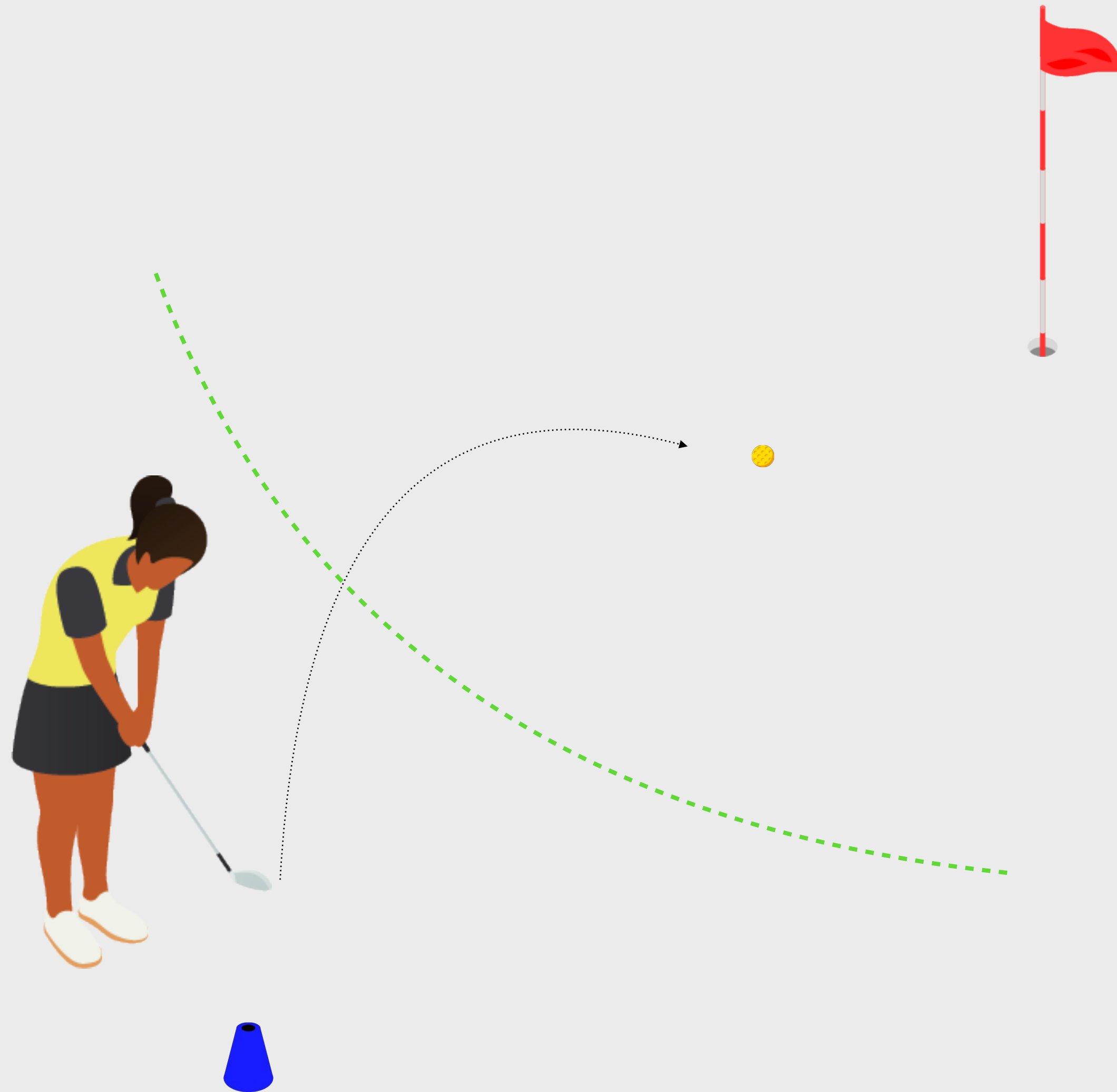


10 ft diameter hoop



Safety Cones

Birdie, Par, Bogey



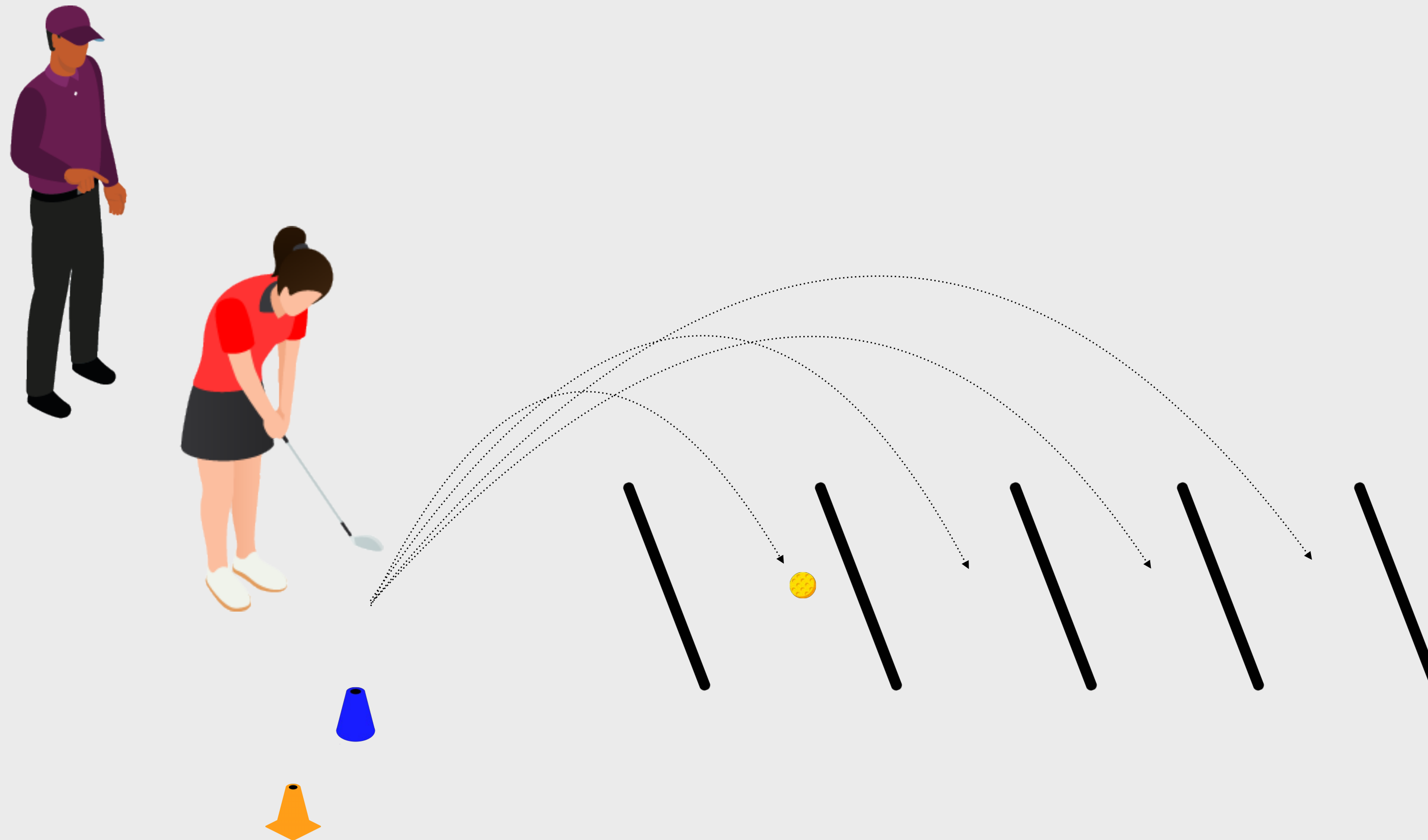
How to Practice

- Once the terms Birdie, Par and Bogey have been explained learners should take it in turns choosing a hole to play around the chipping green
- The learners should assign the hole a “Par” and then play the hole as if it was on the golf course
- Once they have completed the hole, the learners should be able to tell you whether they scored a birdie, par, bogey or another score in relation to the par they gave the hole
- Do not worry about keeping score at this point, although some learners may be motivated to do this

Technical Link

- This activity will help the learner to understand the golfing terms and to enjoy referencing them in their practice

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:

Birdie, Par and Bogey

Explain what is meant by each of these terms. Introduce a basic par for chipping and putting around the green so learners can practice using these terms.

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

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:

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.

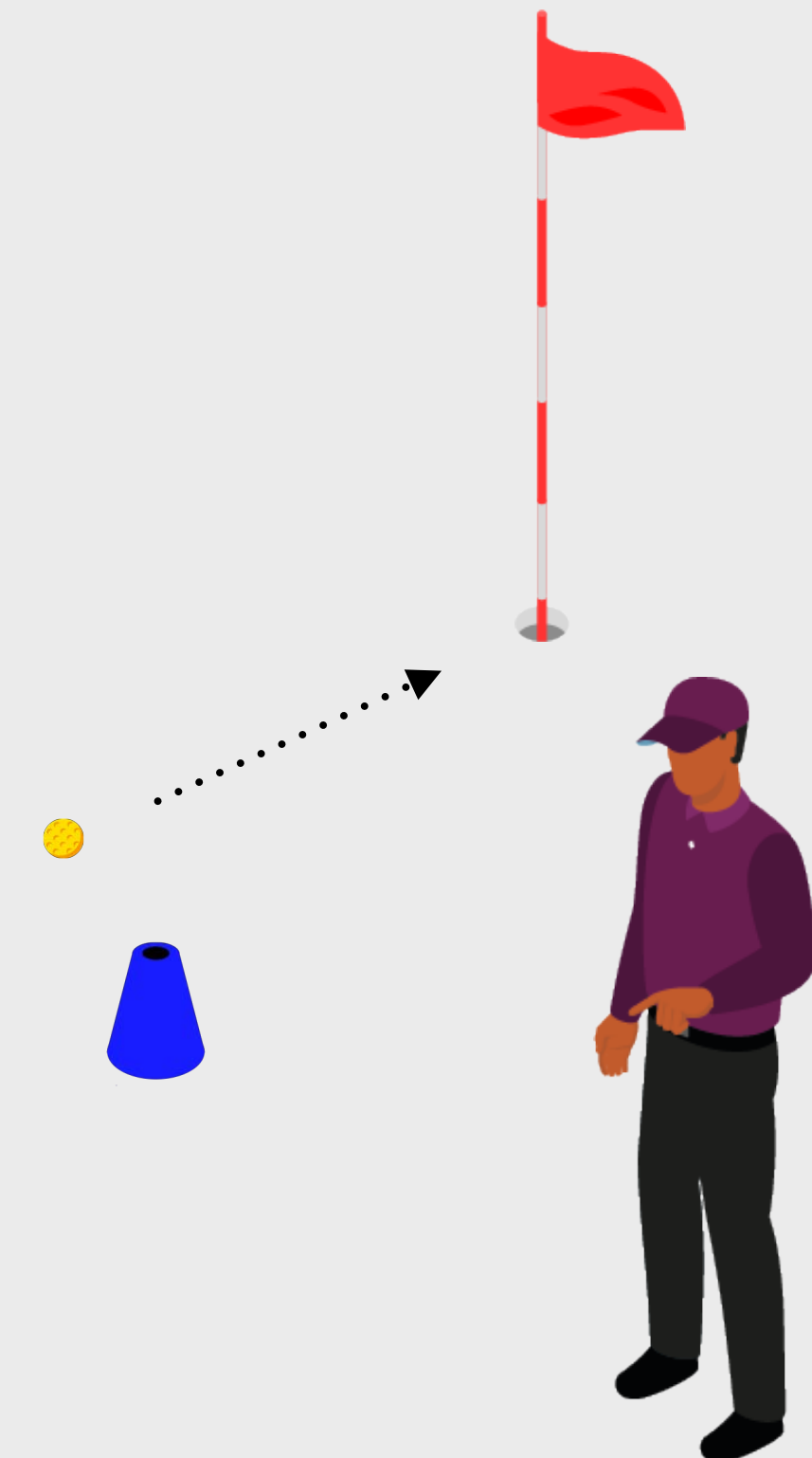
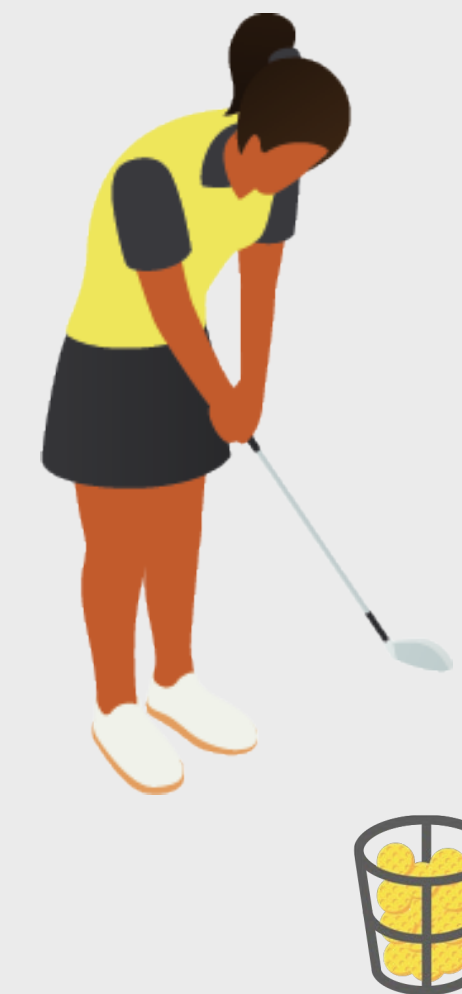
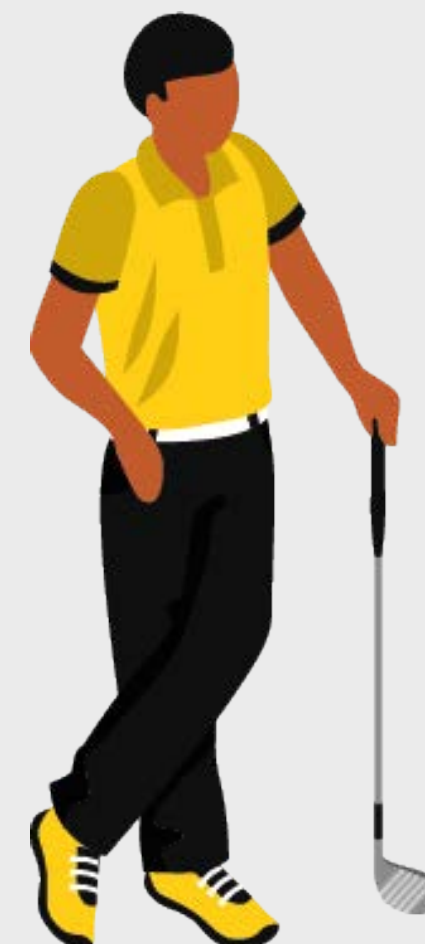
By actively encouraging learners to meet up outside of the lessons you will be forging stronger social connections within the group.



Secondary Skill

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

This week's secondary skill is putting, providing learners an opportunity to practice what was learnt in their putting classes, and the learning the game content this week



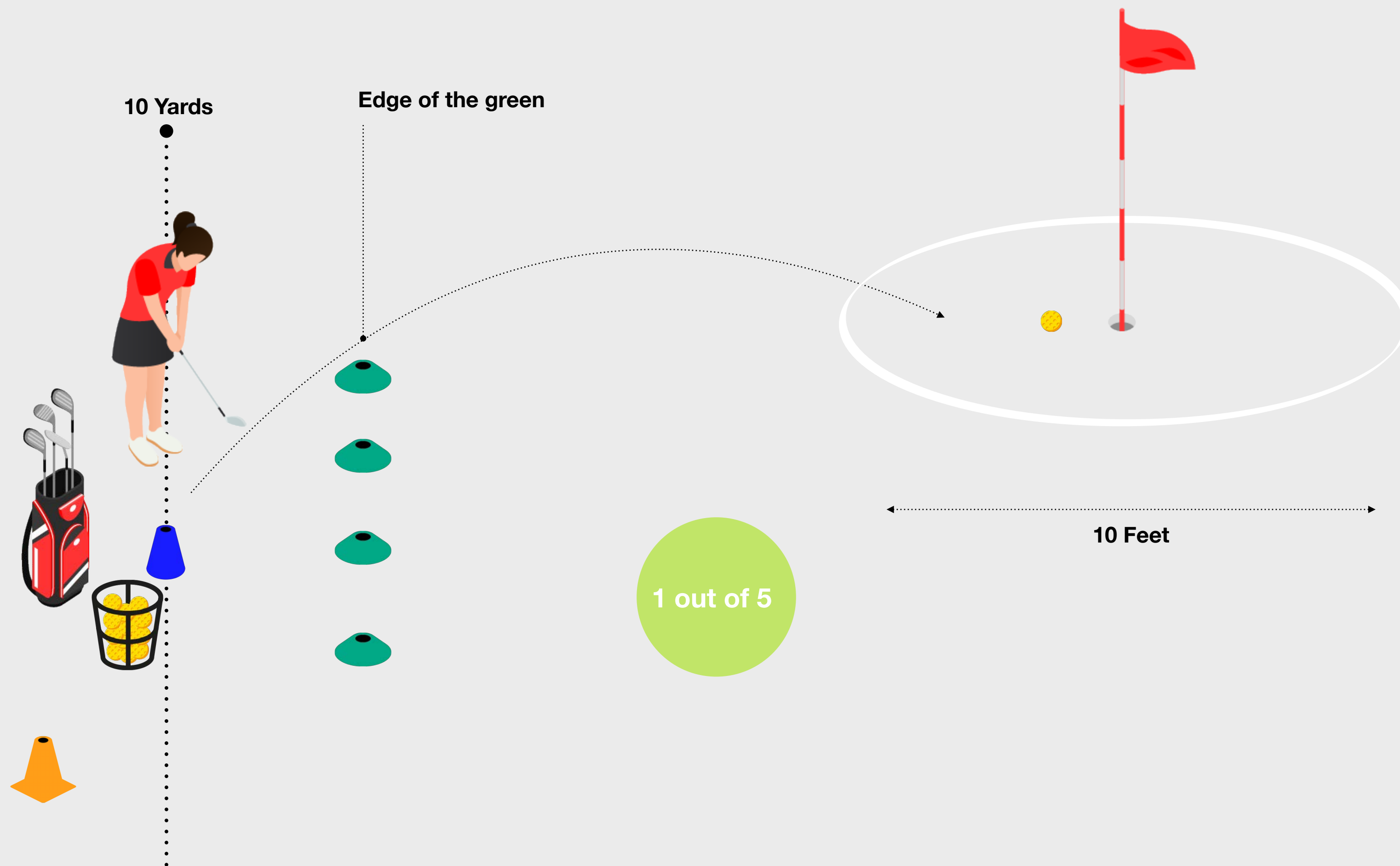
Skill Challenges



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

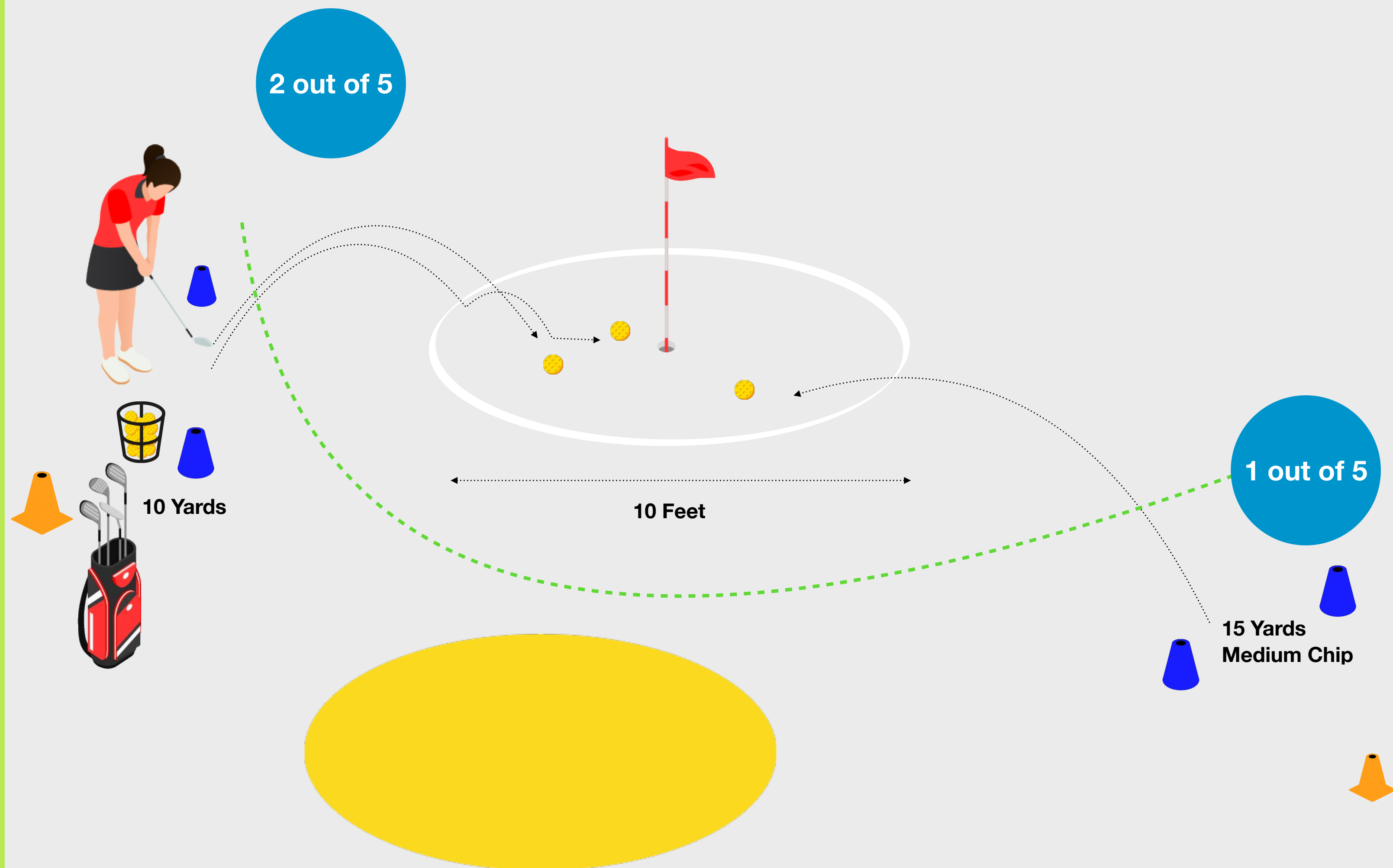
Bunker Play



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.

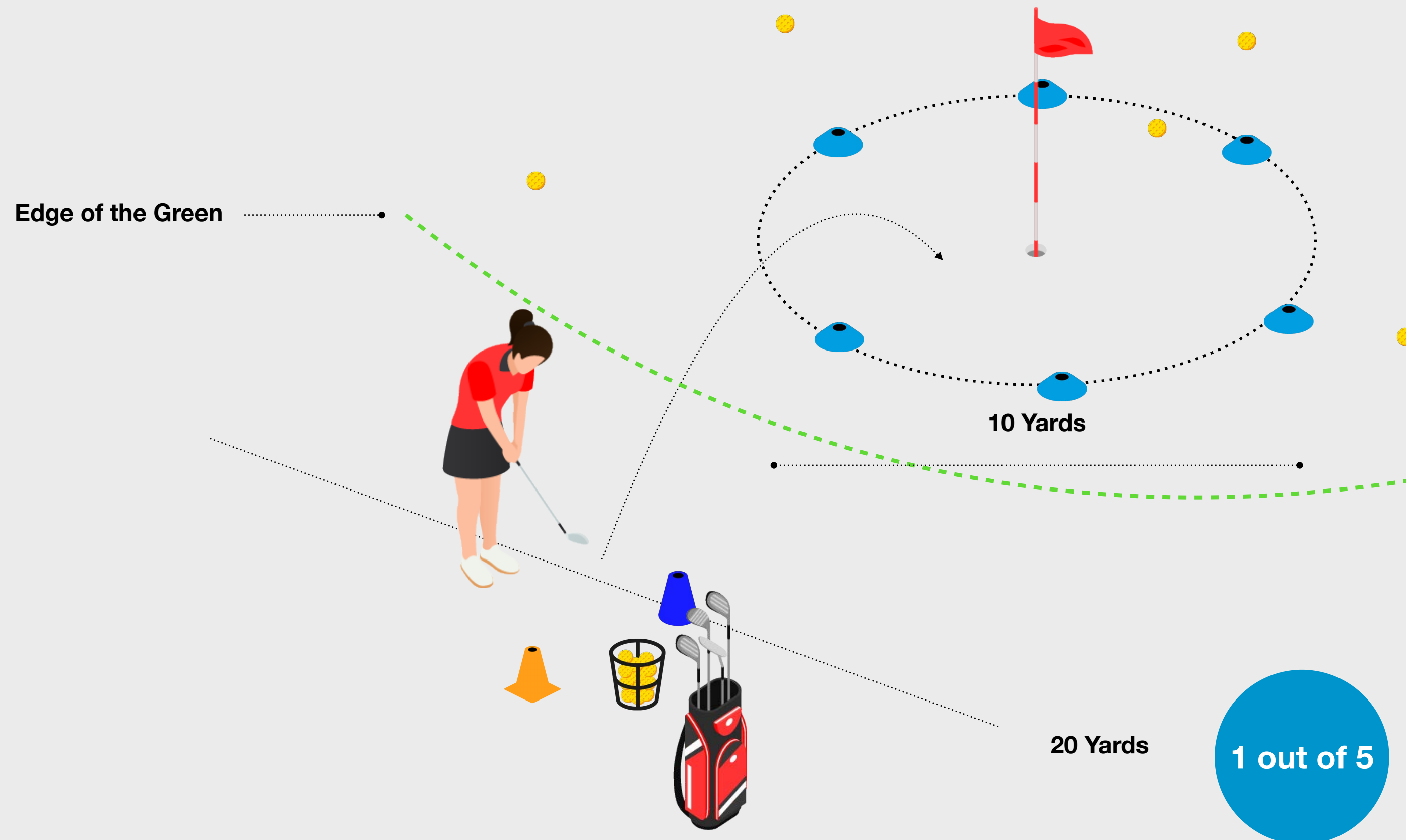
What should the Learner do next?

- 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

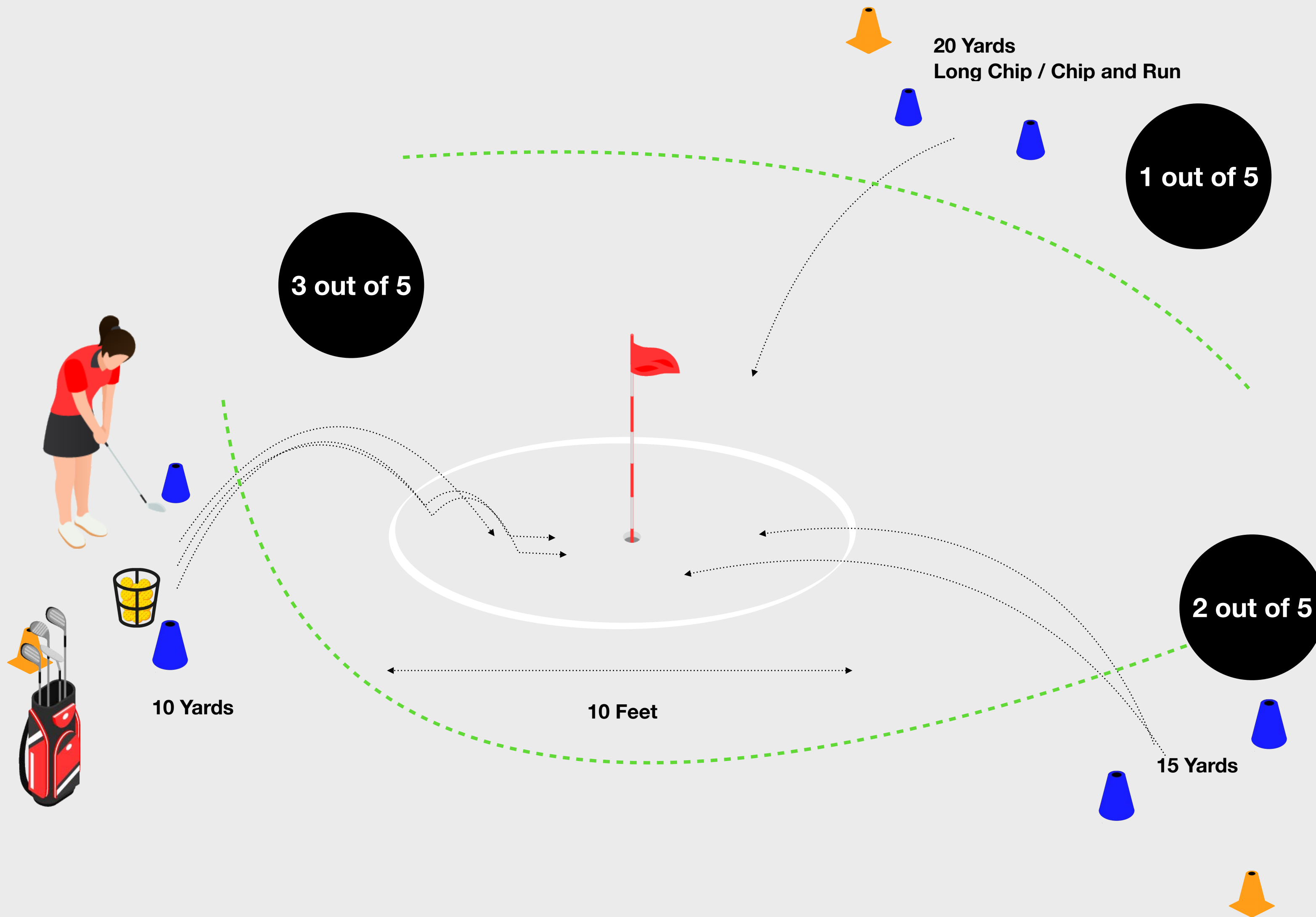
Bunker Play



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.

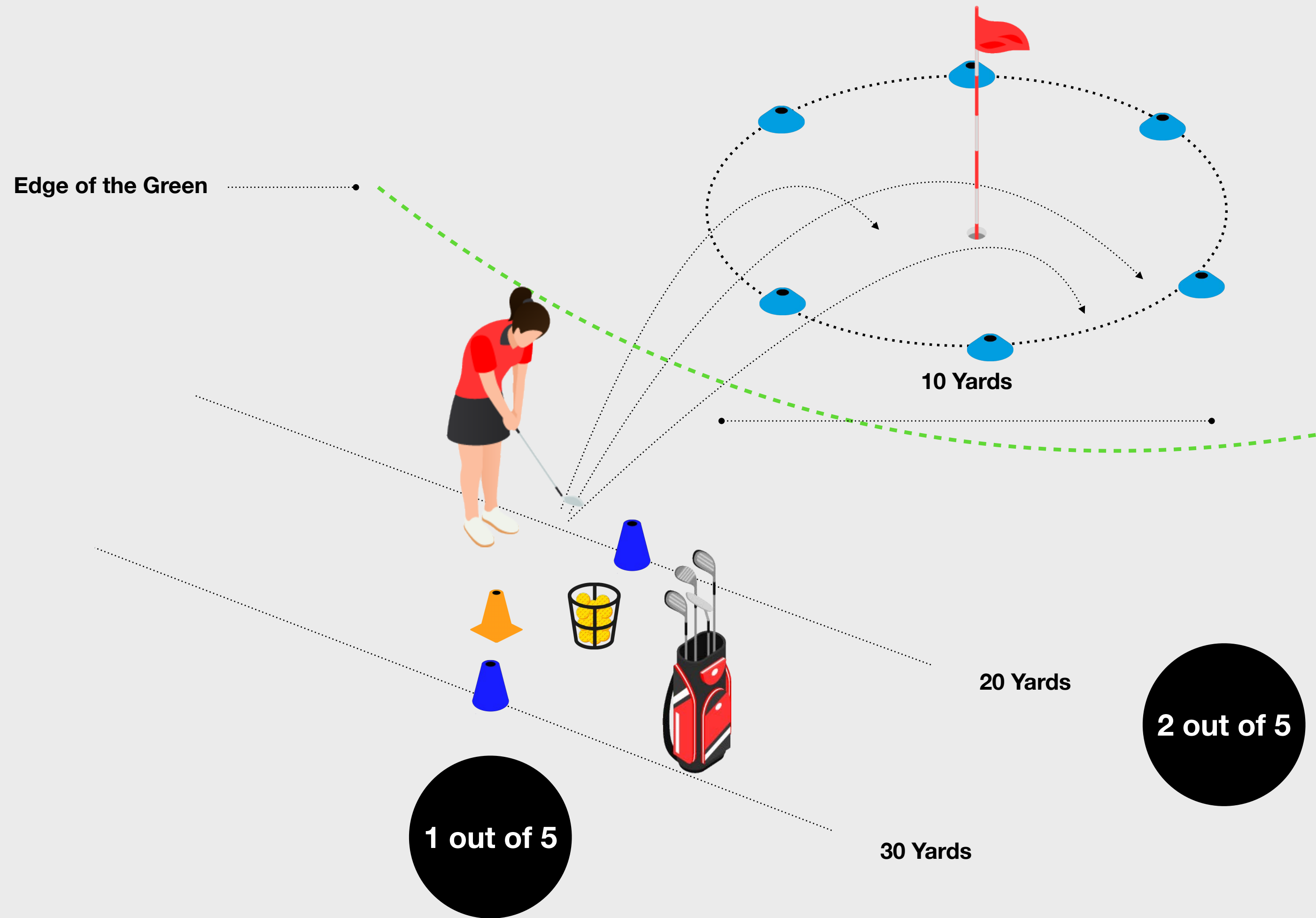
What should the Learner do next?

- 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.

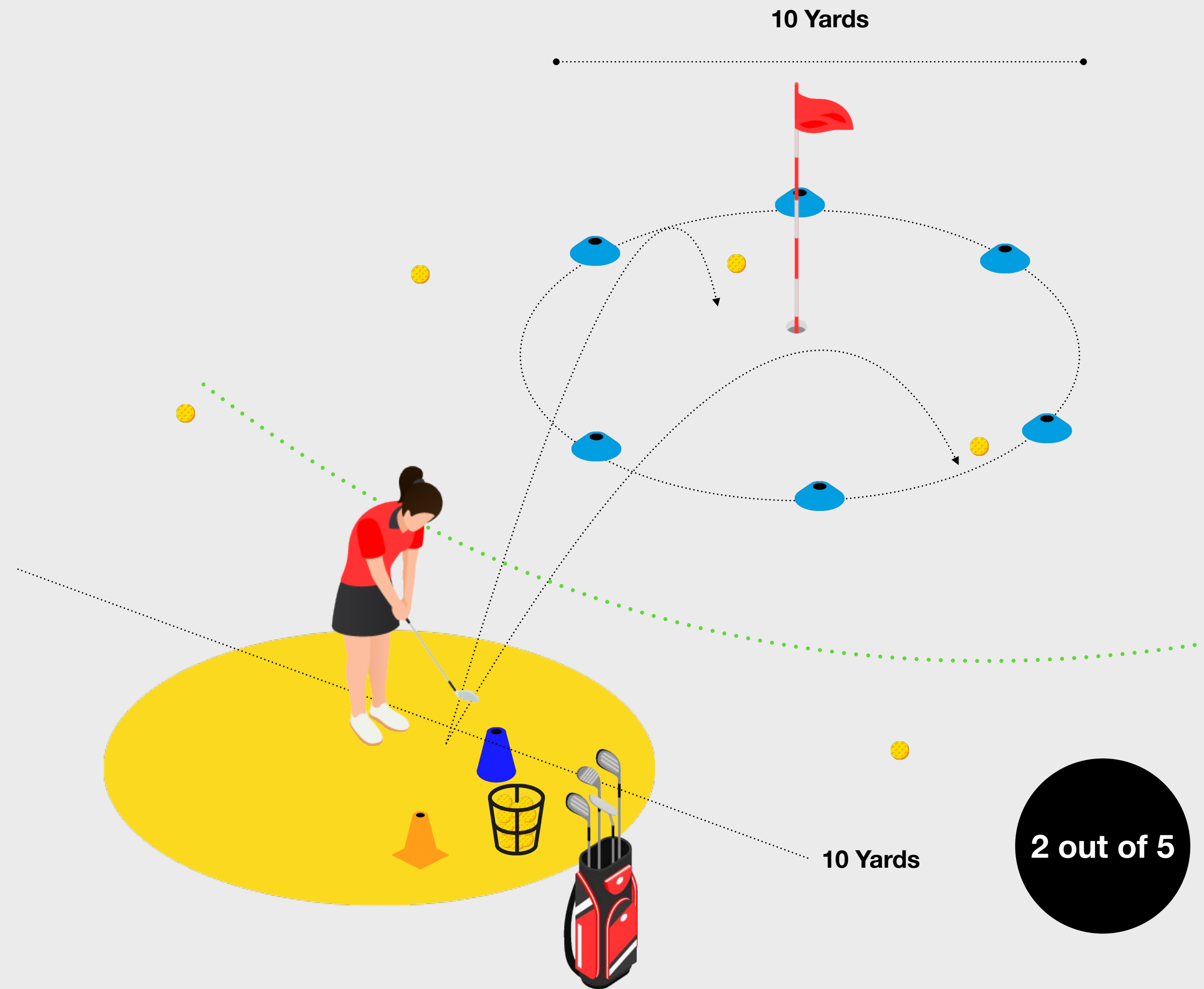
What should the Learner do next?

- 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

