

Practice Around the Green

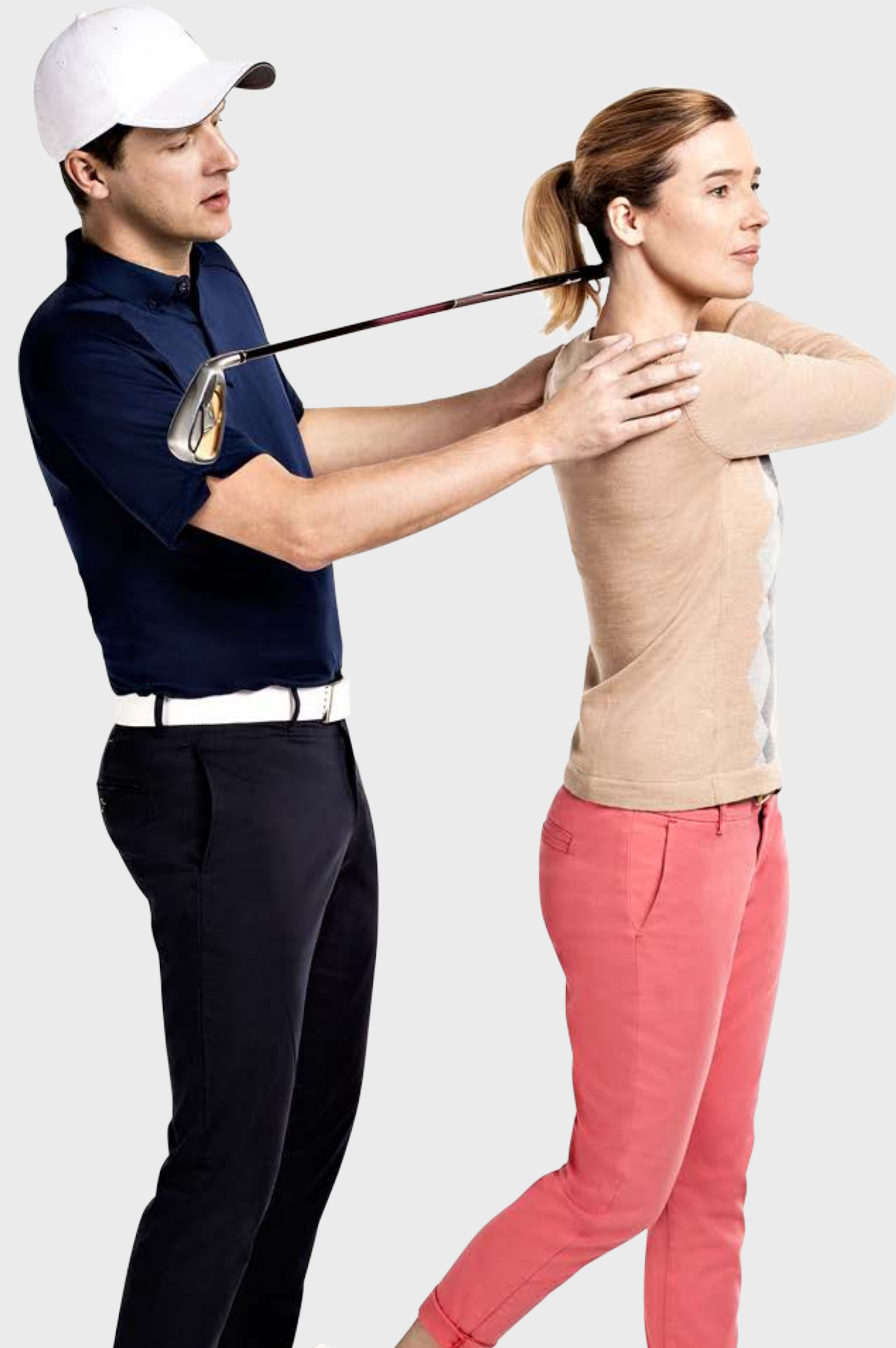
Monday, April 25th - Sunday, May 1st



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"> 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 	<ul style="list-style-type: none"> Basic Pre- Shot Putting Routine
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 Opportunity for Private Coaching A chance for those attending Allow for self-discovery and guided learning 	<ul style="list-style-type: none"> Basic Pre- Shot Putting Routine
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 	<ul style="list-style-type: none"> Etiquette on the Putting Green - Line of the putt
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 Direct the learners to the online resource for the Whole Golfer and Learning the Game Focus 	<ul style="list-style-type: none"> 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
Pitching

Whole Golfer Focus
Learn about the game, its
history and top players

Learning the Game Focus:
Rules and Etiquette
How many clubs are you allowed?

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: Clock control Game station: Closest to the Pin Whole Golfer Focus: Learn about the game, its history and top players 	
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 	Clock Control Closest to the Pin
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"> How many clubs are you allowed in your golf bag?
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 	Clock Control Closest to the Pin
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



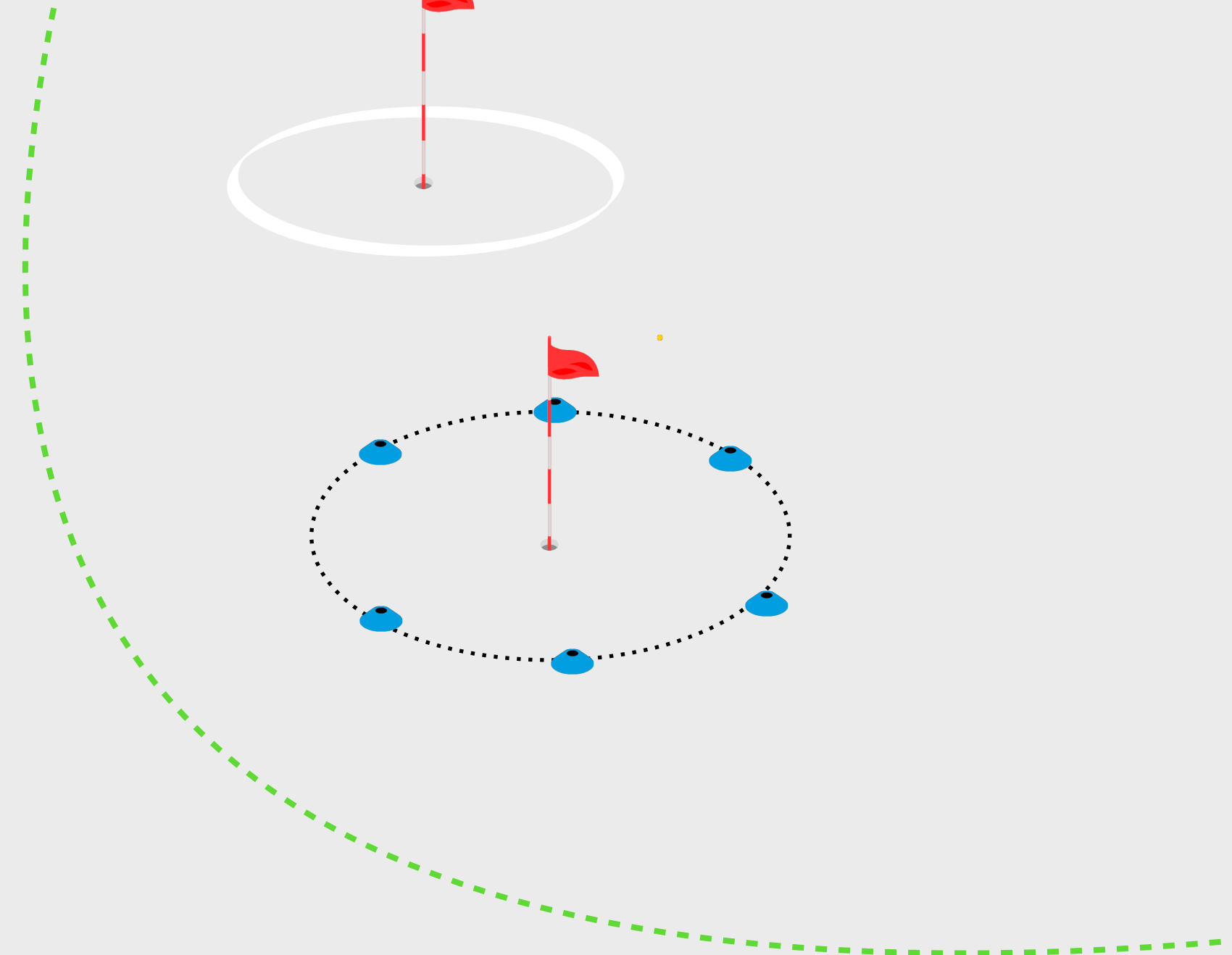
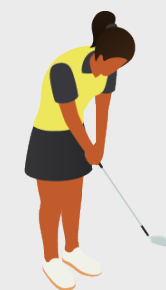
Station 3:
Skills Challenge
Bunker Play



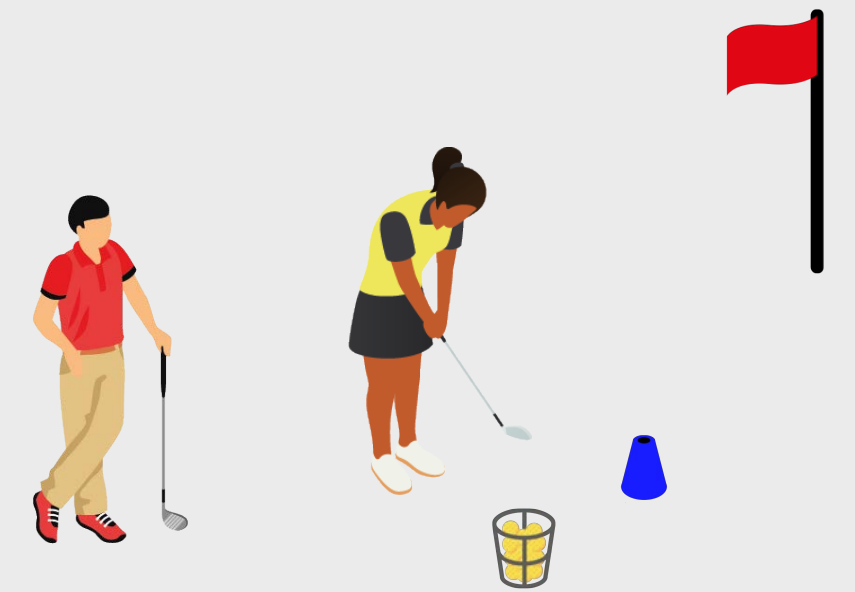
Station 4:
Practice Station
Clock Control



Station 5:
Game Station
Closest to the Pin

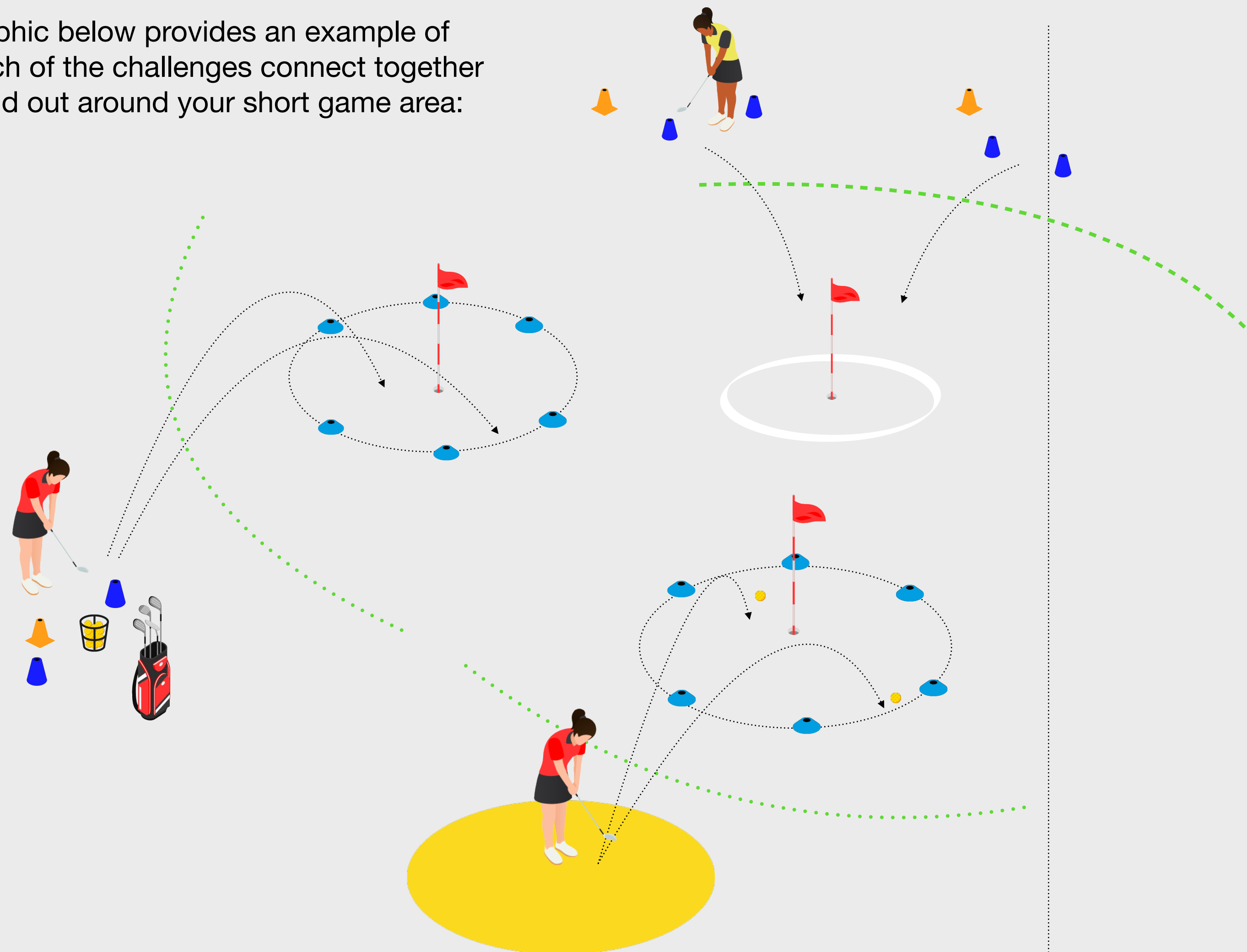


Station 6:
Secondary Skill
Putting



Around the Green Challenges

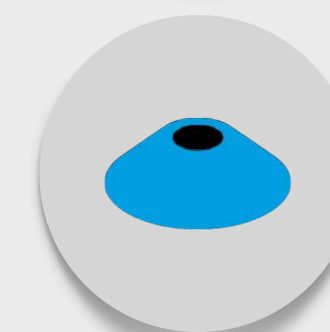
The graphic below provides an example of how each of the challenges connect together when laid out around your short game area:



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

Clock Control



How to Practice

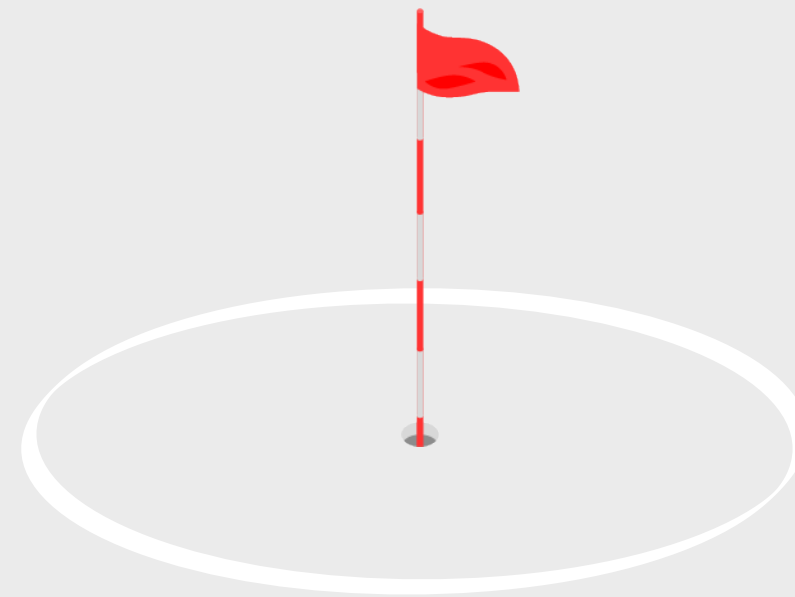
- Learners practice by swinging the club back different distances and seeing how this affects the distance the ball travels
- The learners should think about the club head travelling back to 7, 8, 9 and 10 o'clock to give some context to how far back they are swinging the club
- Do not worry about playing to a specific target, the aim should be to achieve good contact and see how far the ball travels when this happens

Technical Link

- This activity will help the learner to understand the distance the ball travels relative to the speed of the club head and length of swing



Closest to the Pin



Equipment Needed

- 10 golf balls

How to Play

- Nominate a player to play first. Each learner has 5 shots per round
- The first player attempts to pitch their ball as close to the flag as possible
- Then the second player hits their first shot and attempts to get it closer than the first
- The aim is to get as many balls close to the pin as possible, compared to your playing partner
- Each ball that is closer to the pin scores a point

Progression Ideas

- Vary the distance from the starting position to the flag
- Drop the ball each time to simulate a real, on course situation

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:

How many clubs are you allowed?

Discuss with the learners how many golf clubs you are allowed in a golf bag for a typical round of golf. Discuss what the make up of these clubs should be. Things to consider;

- In addition to a driver what are the fairway wood or hybrid clubs would they like to carry
- As well as a putter what are the short clubs will they need for pitching and chipping
- Are there any clubs they should consider bearing in mind the golf course they are playing



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:

Learn about the game, it's history and top players

Explain to the learners about the rich history of golf. This will add a lot of excitement and enthusiasm to the learner's journey in the game, and inspire them to continue to learn and enjoy the sport.

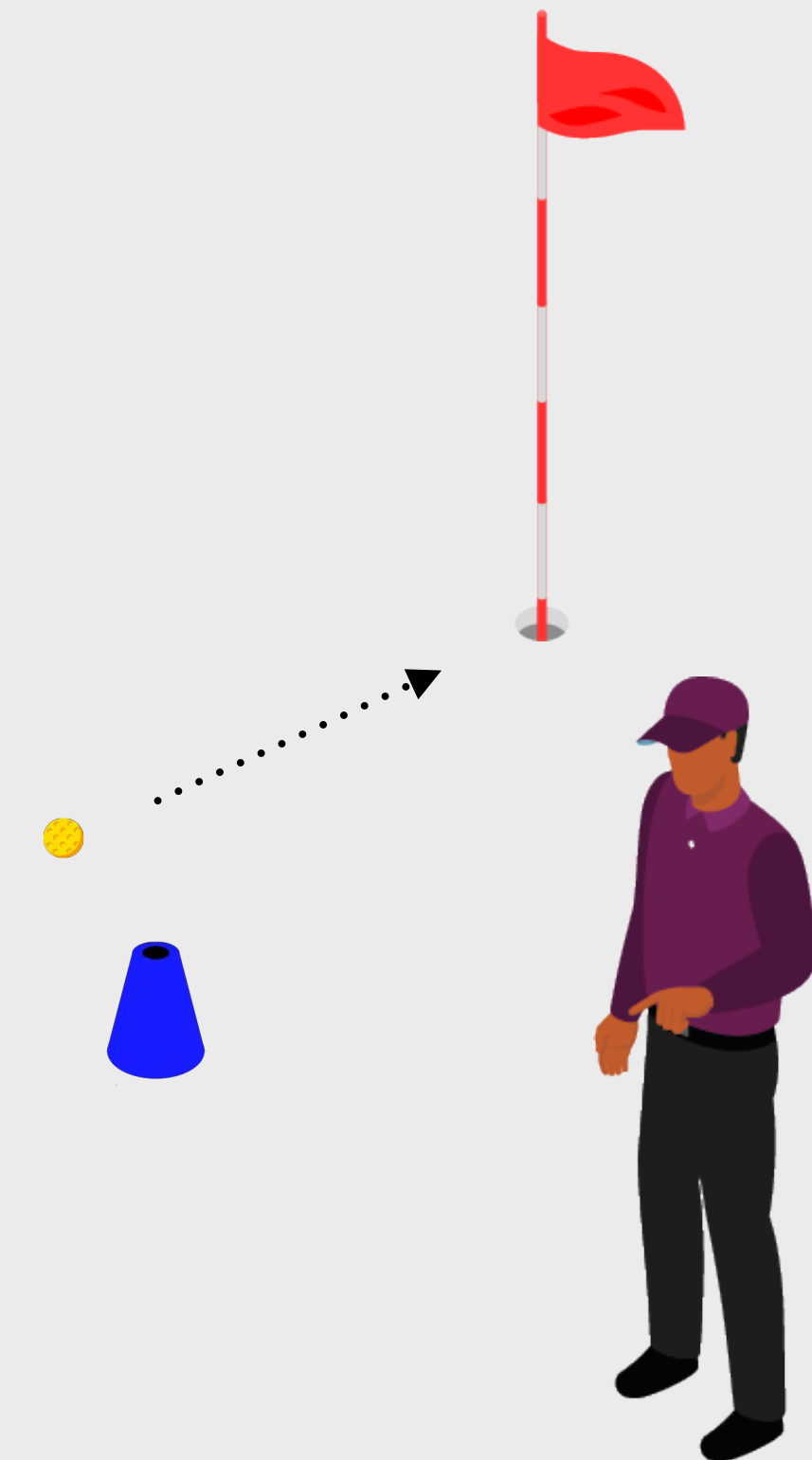
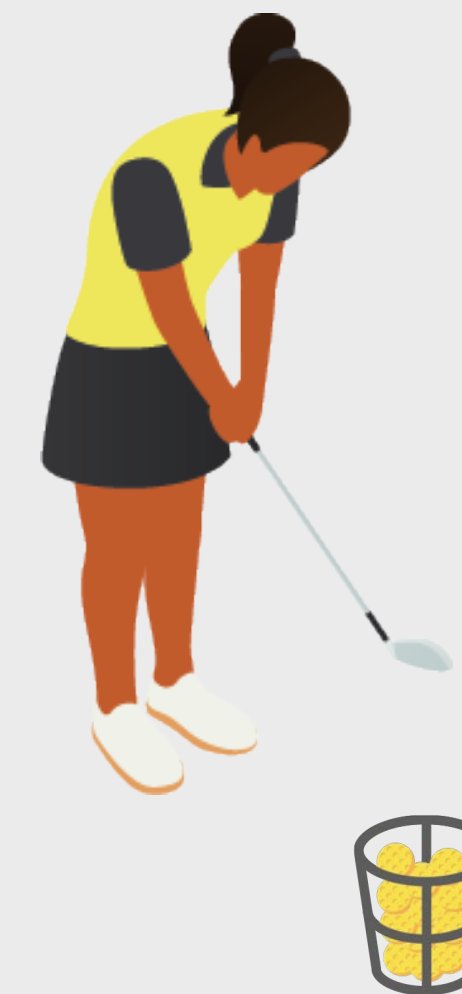
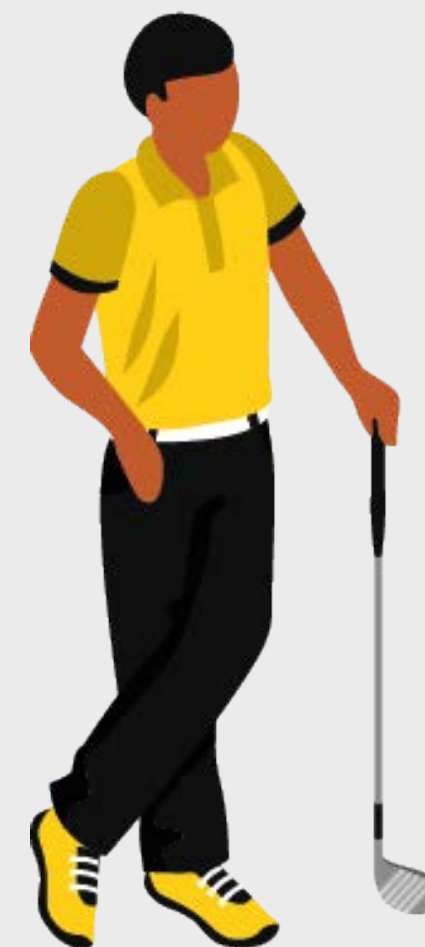
Ask the learner to go away and research some of the top golfers throughout the sports history. Make them aware of major tournaments and Ryder Cup competitions.



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 has been taught in their putting classes.



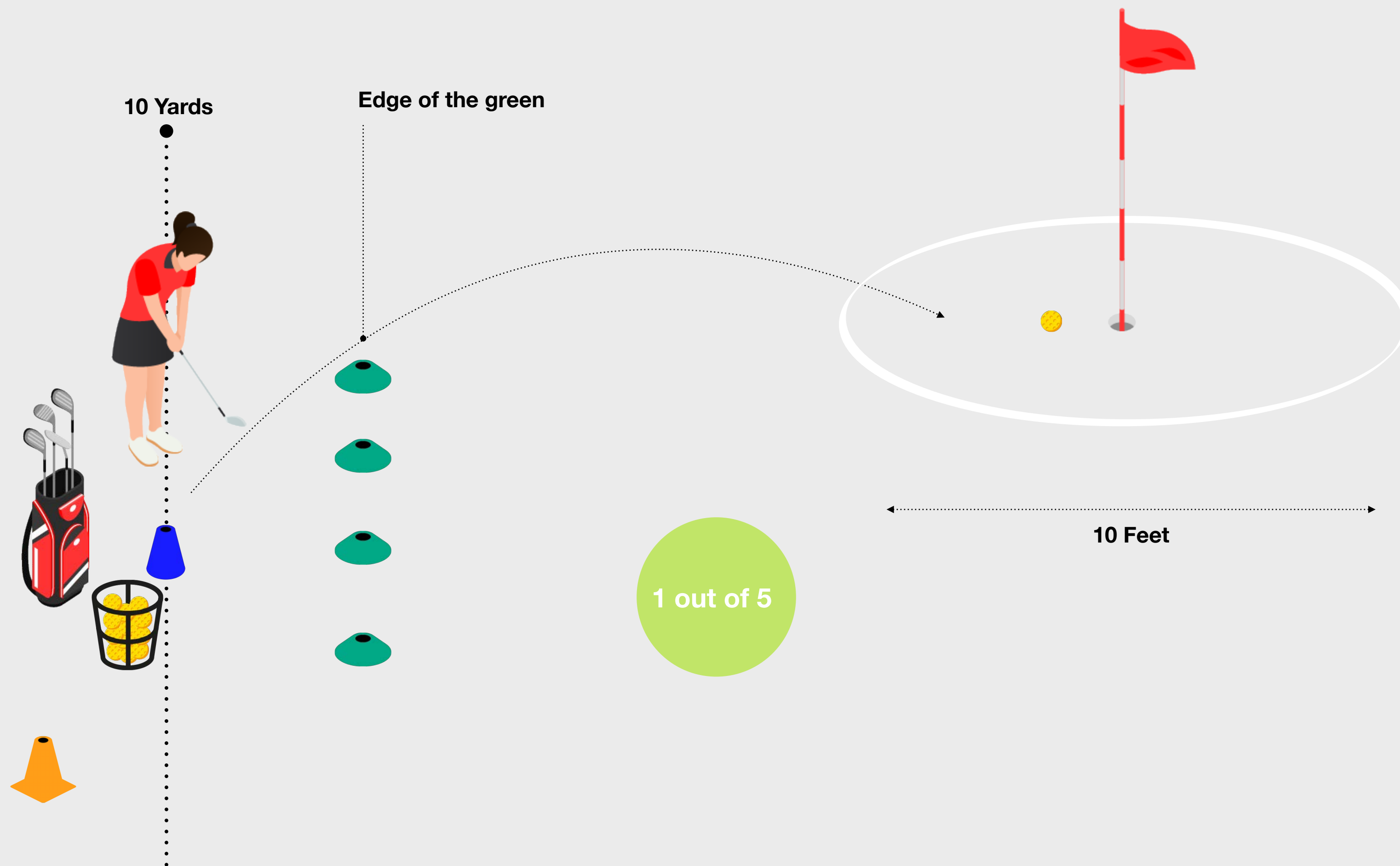
Skill Challenges



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.

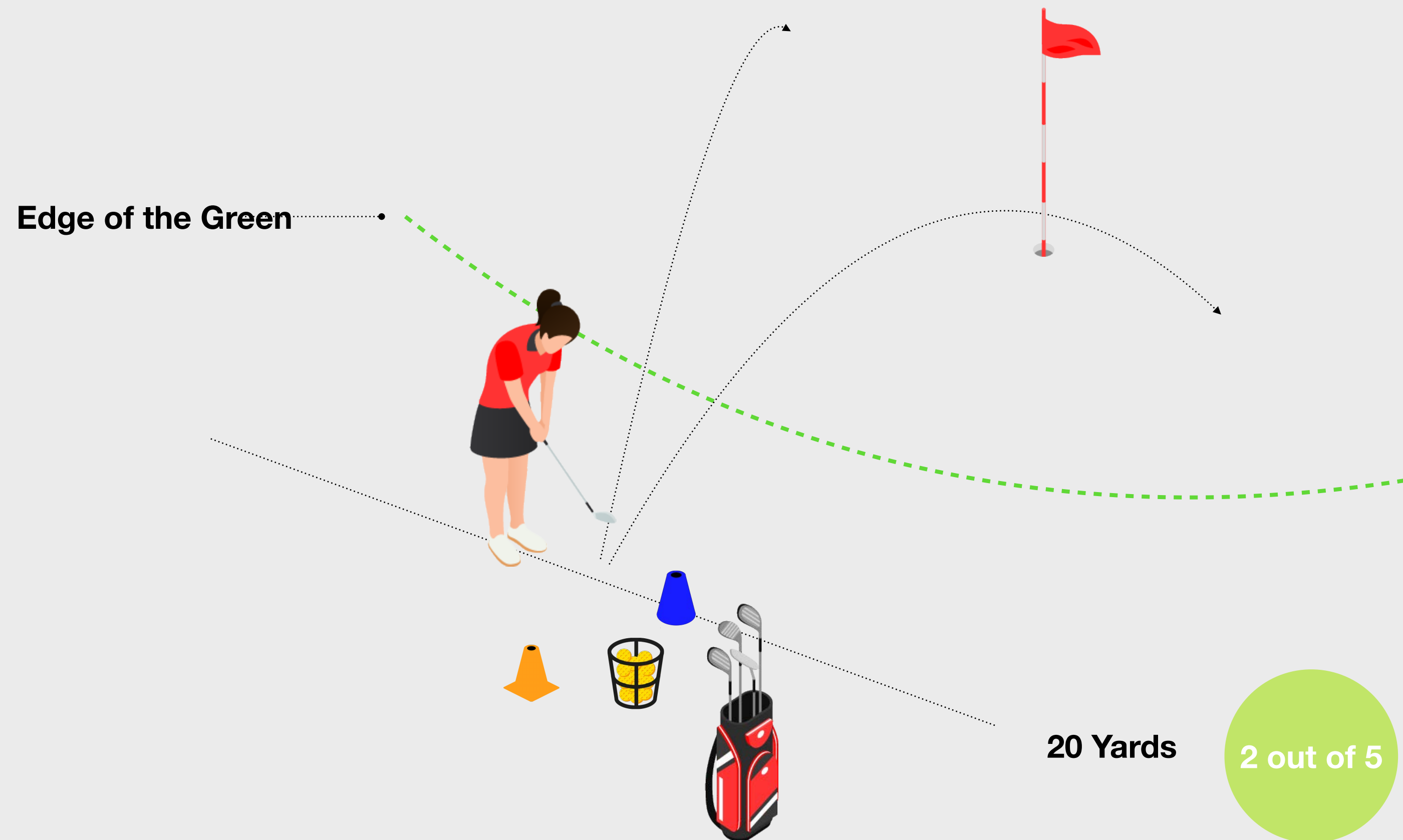
What should the Learner do next?

- 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

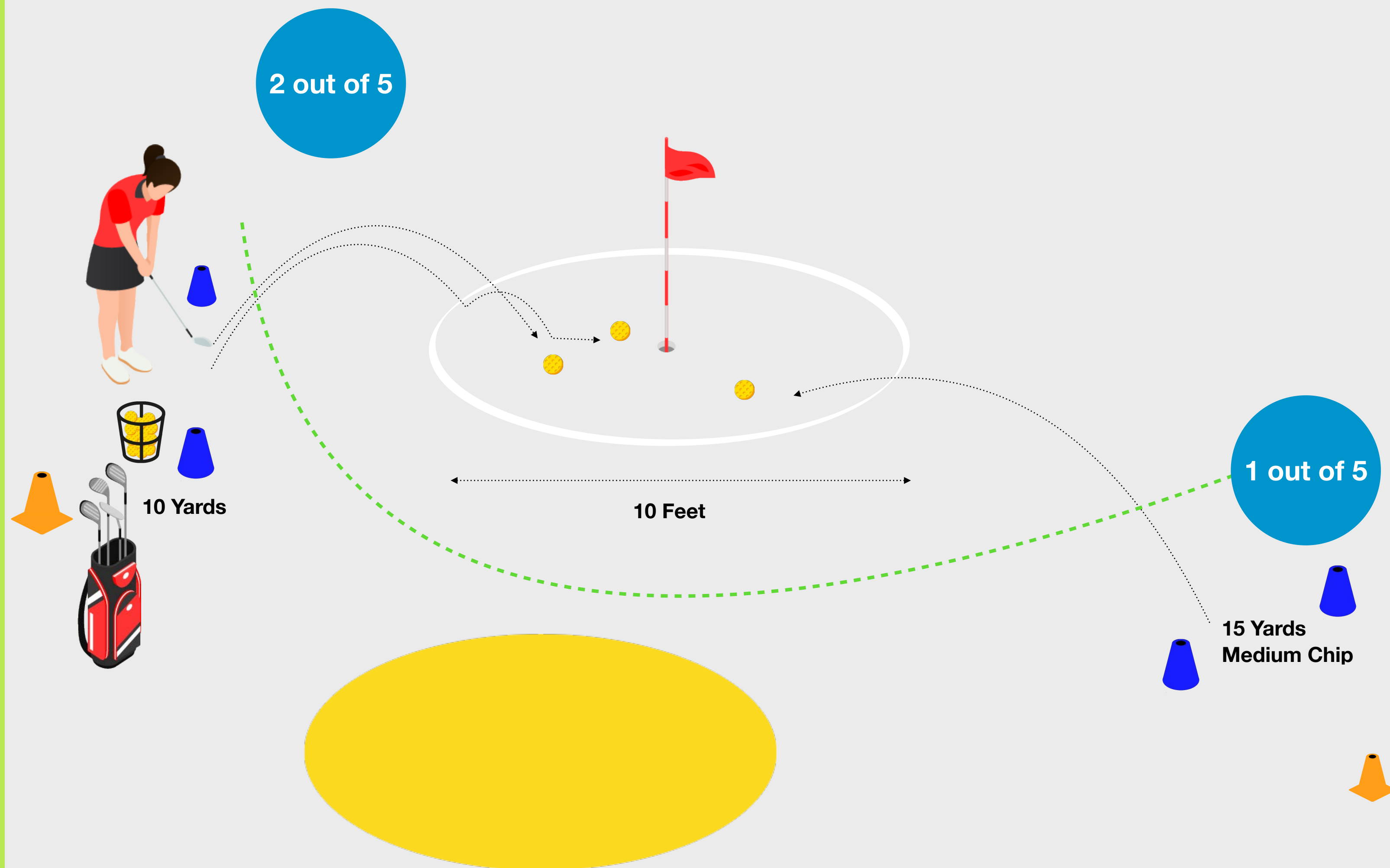
Bunker Play



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.

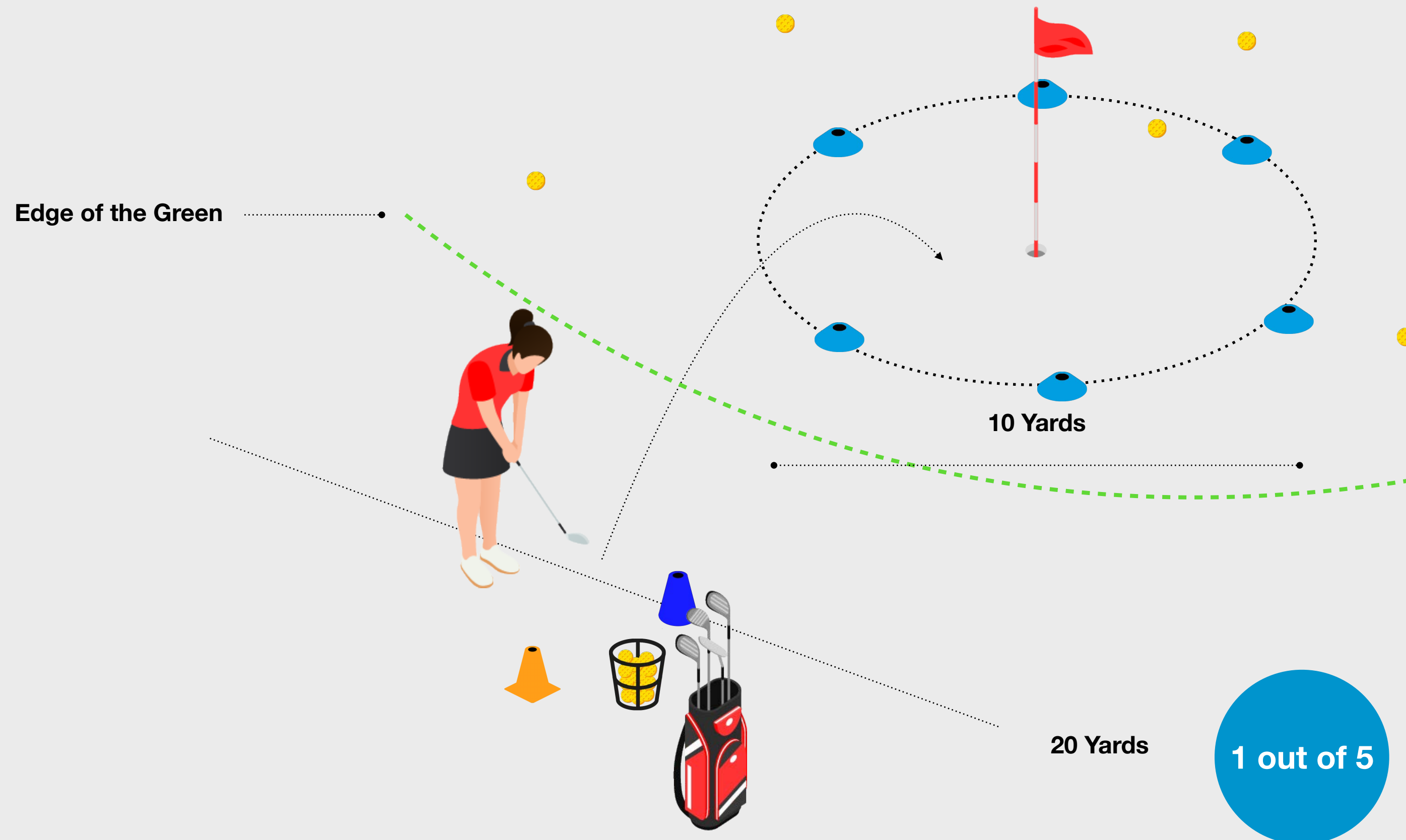
What should the Learner do next?

- 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

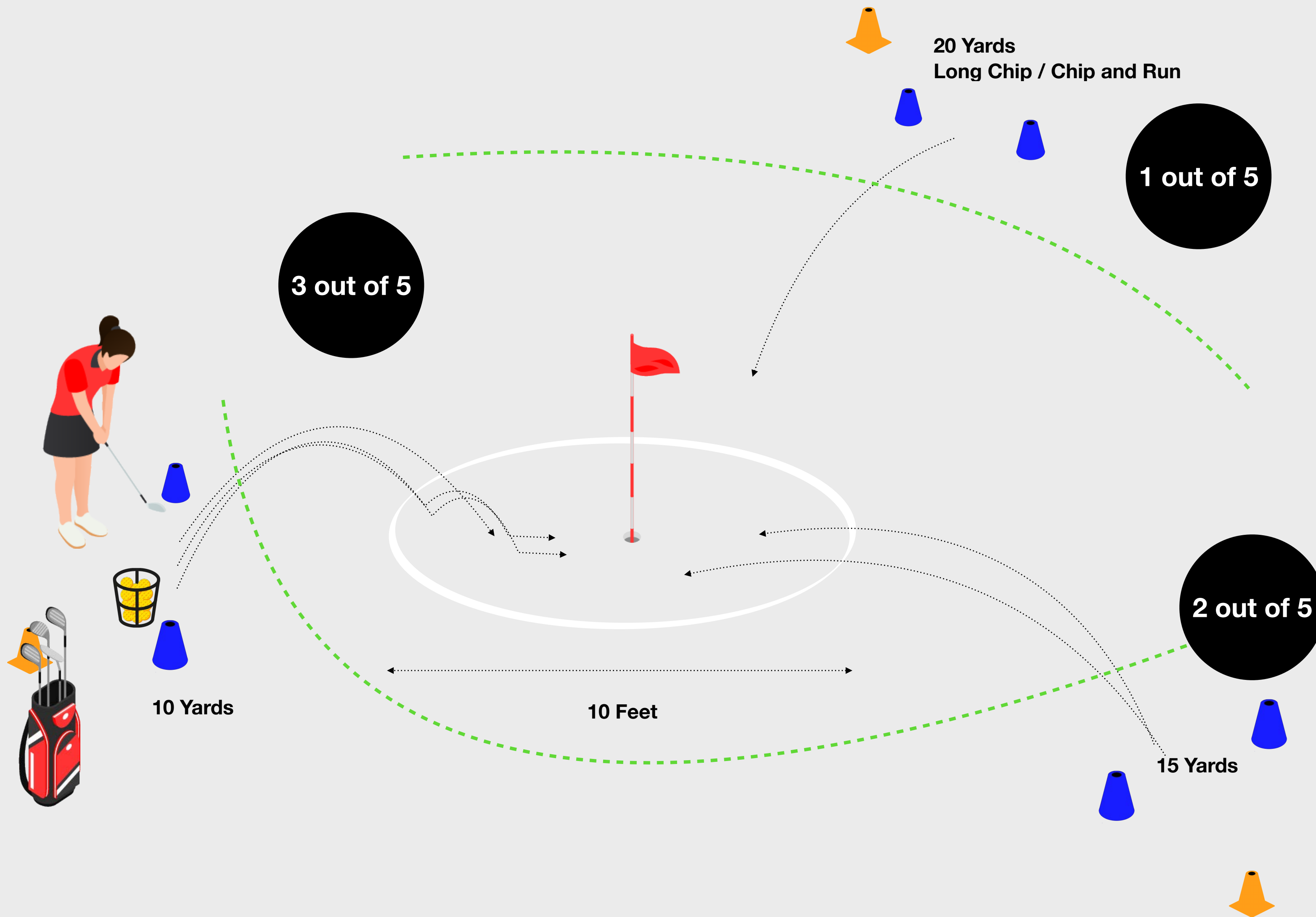
Bunker Play



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.

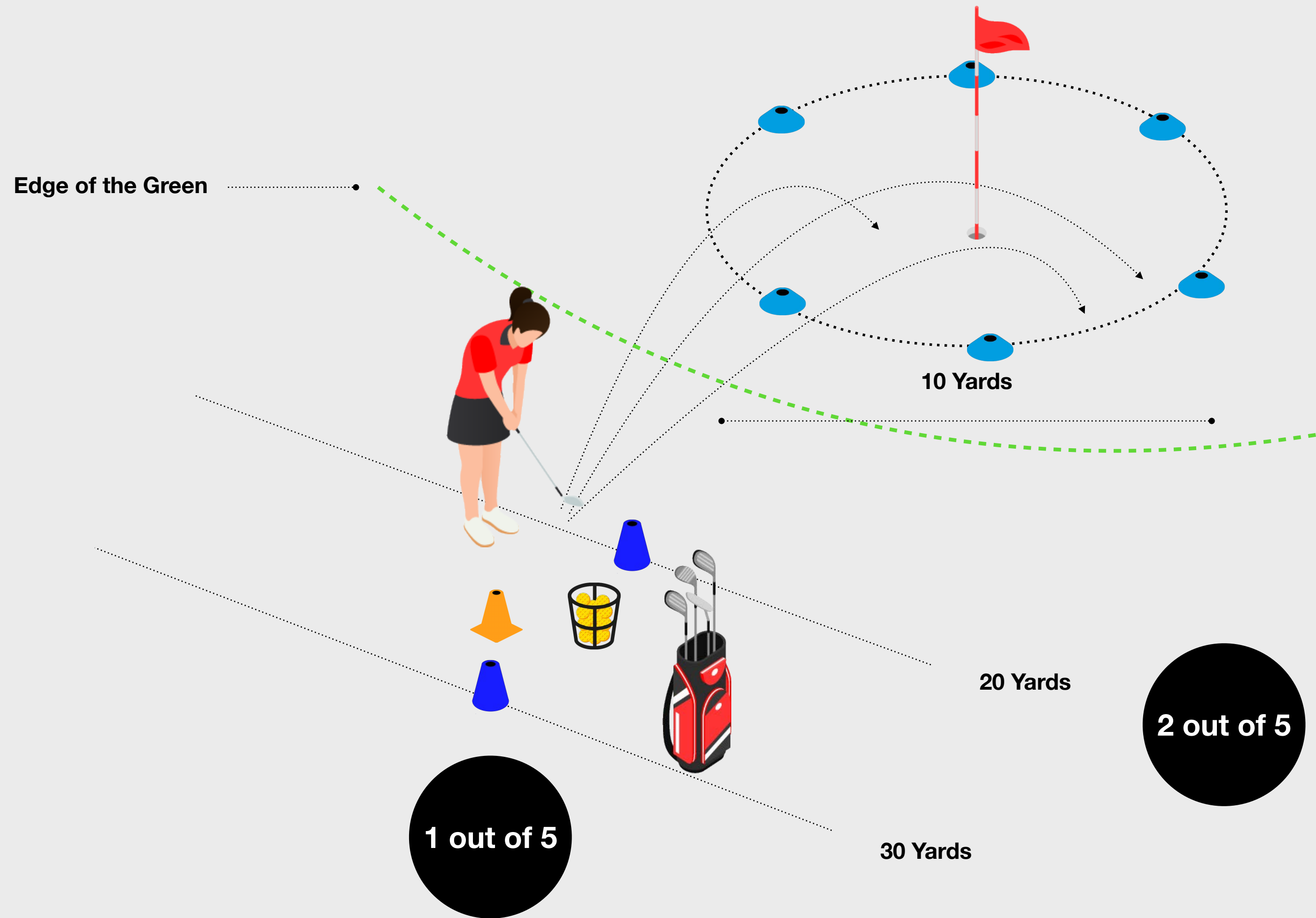
What should the Learner do next?

- 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.

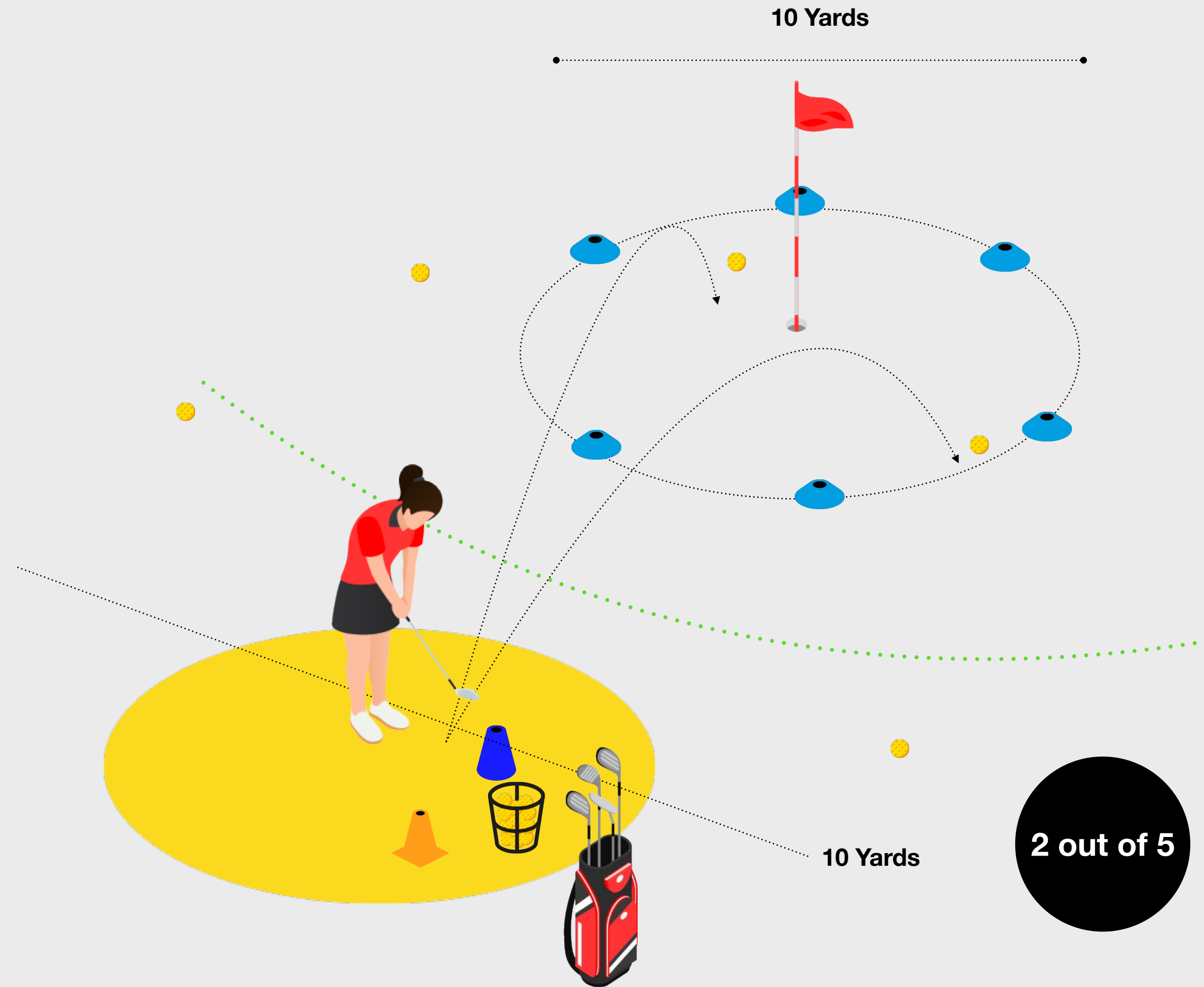
What should the Learner do next?

- 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

