

Delivering Your Themed Classes and Practice Clubs



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Overview



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Program Opportunities

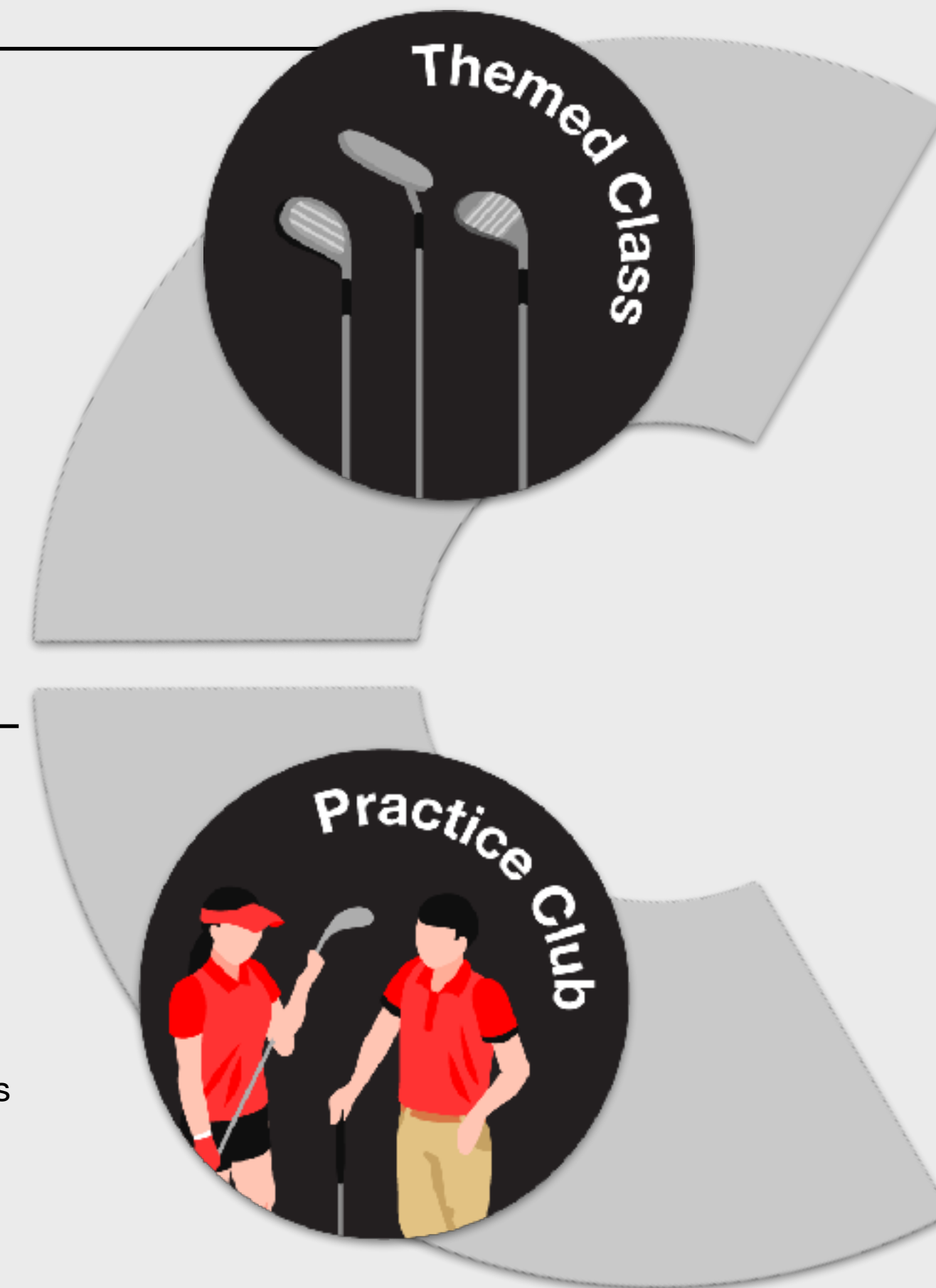
As we have covered in the previous training modules, each participant enrolled on your program has an opportunity to attend a weekly Themed Class and weekly Practice Club within their monthly subscription. An overview of the two opportunities are as follows:

A Weekly Themed Class

- 60 minute in length 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

- Practice Clubs are for a maximum of 12 students per coach and 60 minutes in length. These are a chance for the learner to develop their skills with you and develop deeper social connections with other learners on the program as well as build confidence at the club.
- Those enrolled on the program can attend one of these per week.



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:



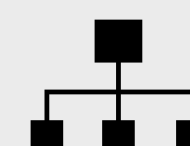
Provide Clarity

- 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.



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.

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.Connect.



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 and Club 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 and build confidence.



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.

Themed Class and Practice Club Plans



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Program Calendar

In the Training Hub, you can access a plan for each Themed Class and Practice Club. The specific classes and practice clubs you should deliver each week within the Refine / Develop Stages should align to the centralised program calendar and you should run a specific practice club each week to support this. The program calendar will detail the exact class plan/ practice club plan in the hub that should be delivered each week of the year you are running the program. This allows the Director of Golf Programming to provide you with assistance with delivering your classes and practice clubs successfully.

To find the program calendar, navigate to the Training Hub and follow the steps below:

1

Step 1 - Select Program Resources

- Choose the Program Resources menu navigation from inside the Training Hub.

2

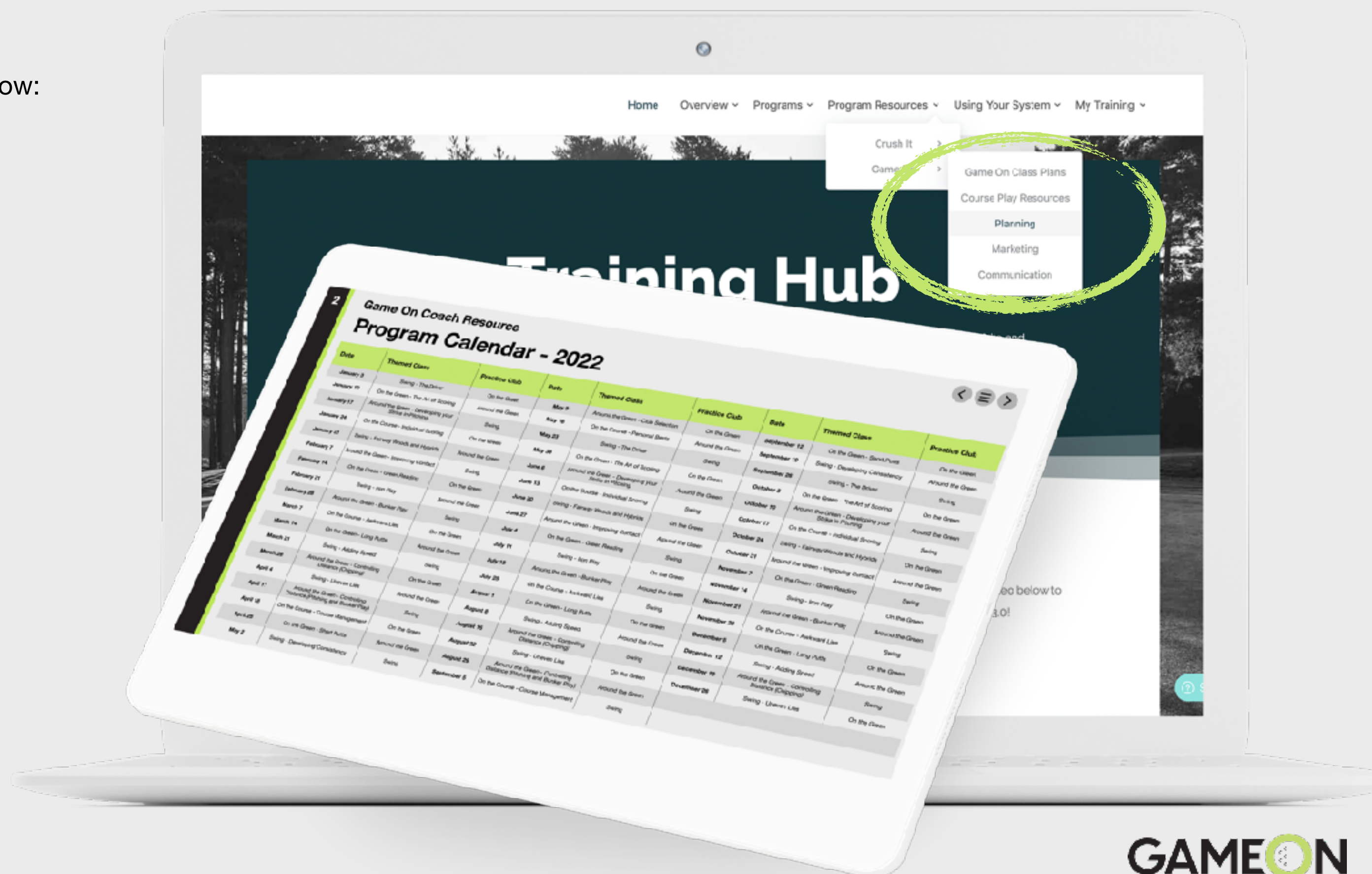
Step 2 - Select Game On and Planning

- Select Game On and then Planning from the sub-menu navigations.

3

Step 3 - Select Program Calendar

- This calendar will display on your web browser and you can also download it. Find the relevant week and this will tell you the Themed Class Plan and Practice Club you need to select.



Accessing your Practice Club and Themed Class Plans

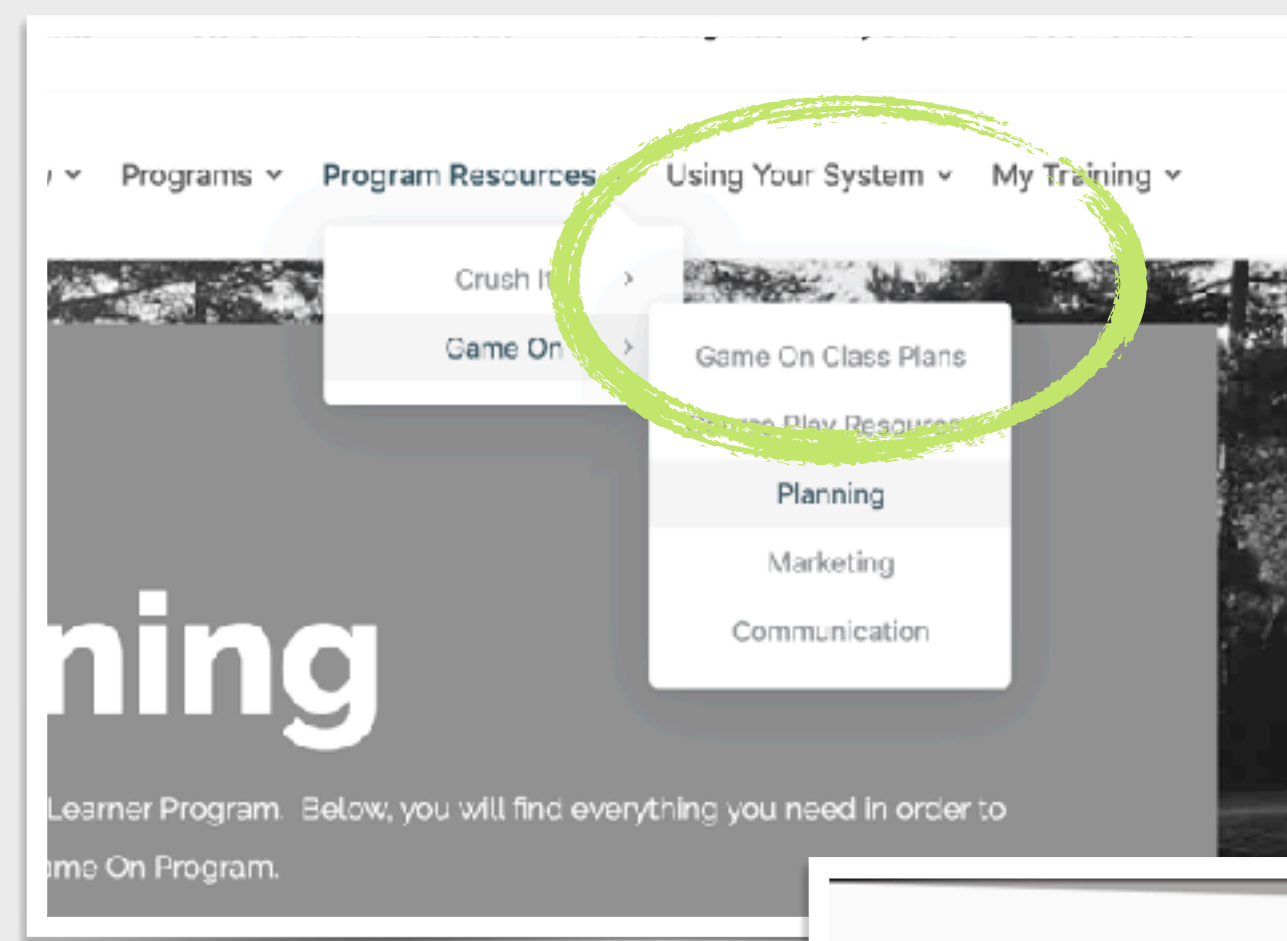
Once you have found the correct class plan and practice club for the week of delivery from the program calendar, you can then access these through the Training Hub. You can also access the Themed Class plans for the introduction stage which should be delivered on a four week cycle each month to capture new participants. There are also four Practice Club Plans to align to the Introduction Themed Classes that you can deliver in conjunction with these classes.

Follow the steps below to access the online plans:

1

Navigate to Game On Class Plans

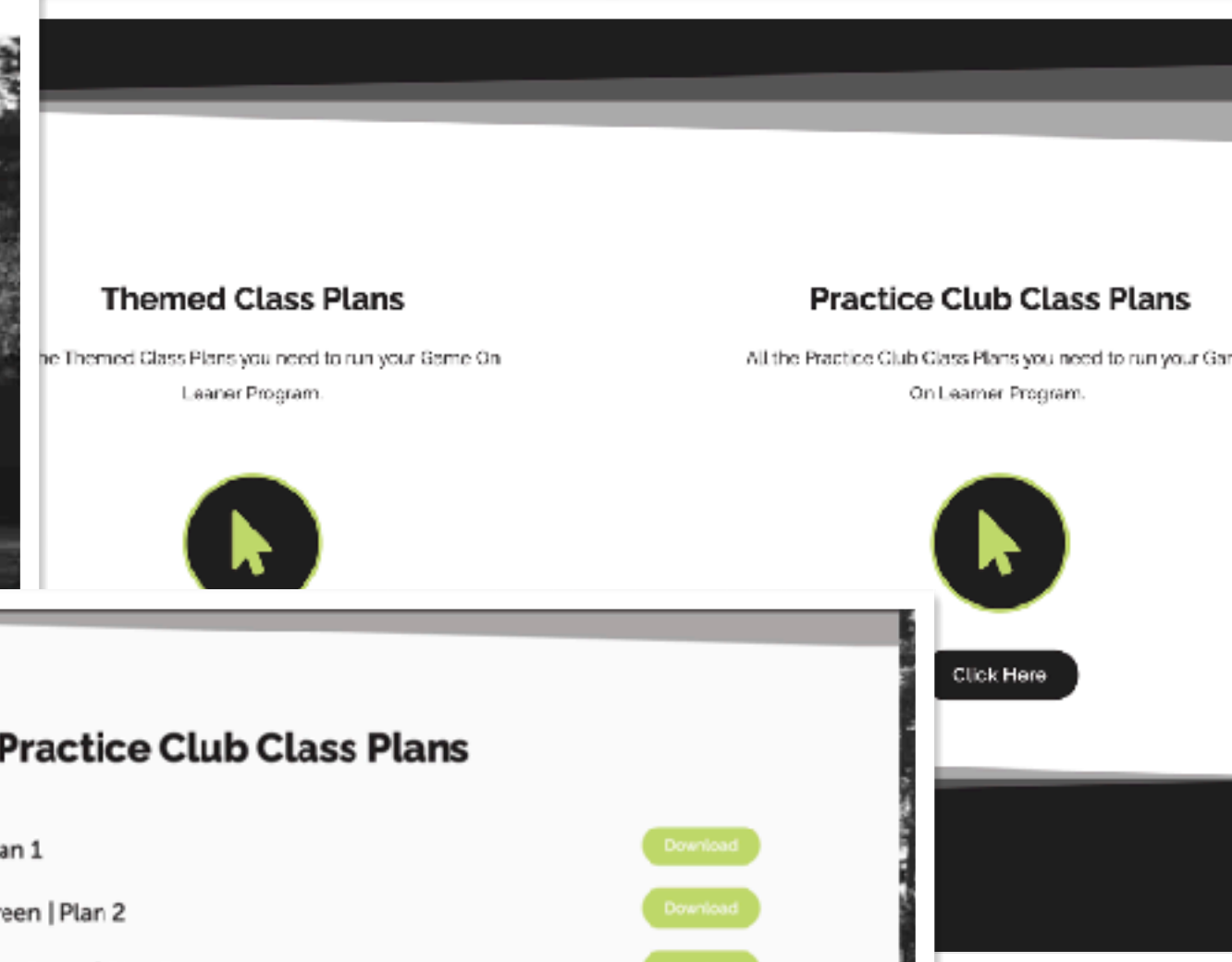
- Choose the sub menu under the Program Resources menu navigation and select Game On Class Plans.



2

Select Either Themed Class or Practice Club Plans

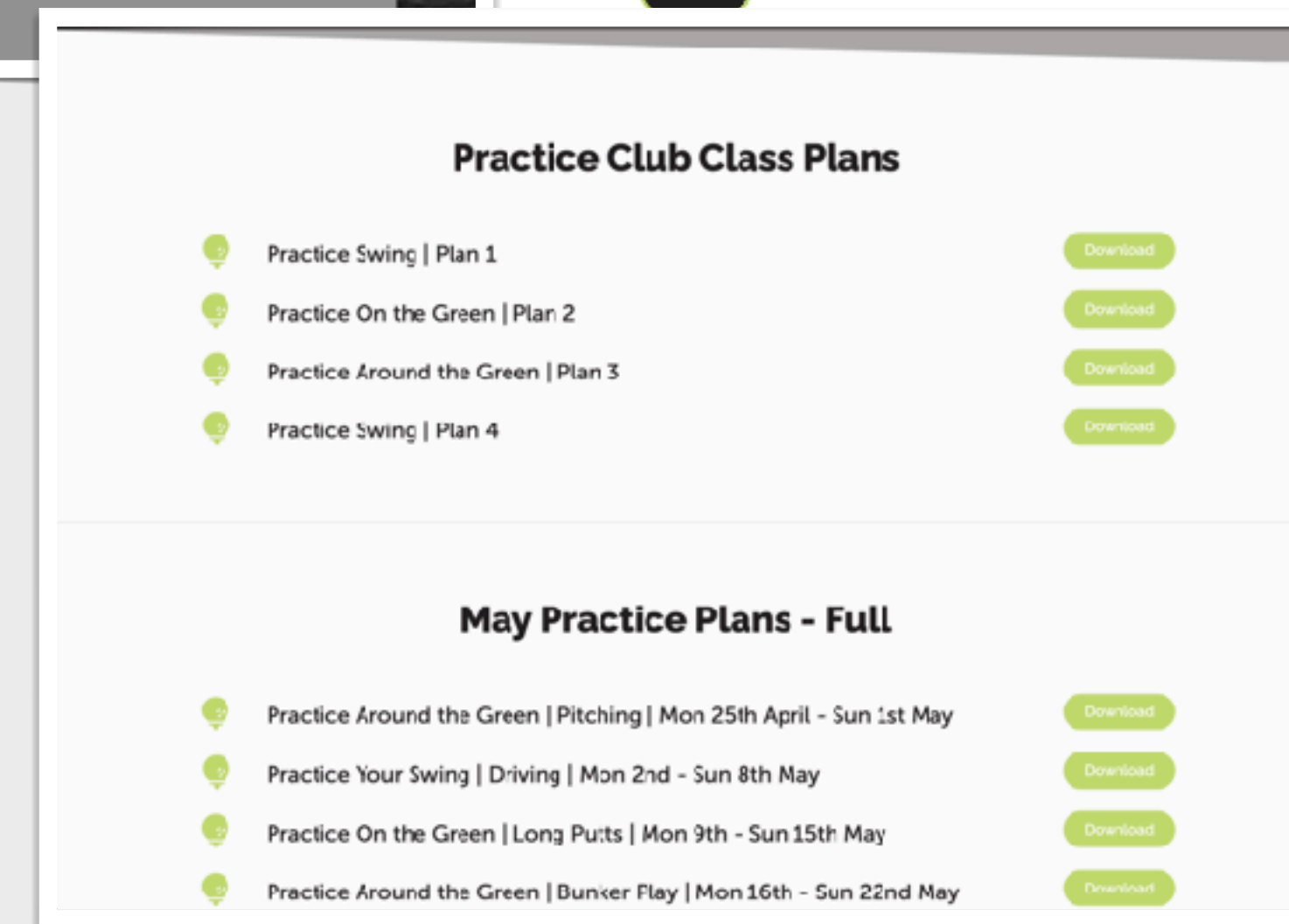
- Select the option you require on the next screen.



3

Find your Class Plan

- At the top of either screen are your four Practice Club plans or the Introduction Themed Classes that can be delivered in tandem. Below this are the plans you can deliver in the line with the Program Calendar.
- Navigate to the month and week of the year that you require and the practice club plan will display in your devices web browser and you can also download it.



Plans Types

On either page, you can access two versions of each plan type. This includes a Full and Lite versions. It is up to you to utilise which plan you prefer for the session you are delivering but it is recommend you take the time to assess both options depending on your experience running the program.

The main difference between the two plan types is that the Full Version gives oversight as to how to deliver the session as well as what content to be delivered. The Lite version is focused on giving information on only the content to be delivered, the information is more condensed and therefore can be used on the go.

- Practice On the Green | Plan 2
Download
- Practice Around the Green | Plan 3
Download
- Practice Swing | Plan 4
Download

May Practice Plans - Full

- Practice Around the Green | Pitching | Mon 25th April - Sun 1st May
Download
- Practice Your Swing | Driving | Mon 2nd - Sun 8th May
Download
- Practice On the Green | Long Putts | Mon 9th - Sun 15th May
Download
- Practice Around the Green | Bunker Play | Mon 16th - Sun 22nd May
Download

- Swing | Developing Consistency | Mon 2nd - Sun 8th May
Download
- Around the Green | Club Selection | Mon 9th - Sun 15th May
Download
- On the Course | Personal Best | Mon 16th - Sun 22nd May
Download
- Swing | The Driver | Mon 23rd - Sun 29th May
Download

May Lesson Plans - Lite

- On the Green | Long Putts | Mon 25th April - Sun 1st May
Download
- Swing | Developing Consistency | Mon 2nd - Sun 8th May
Download
- Around the Green | Club Selection | Mon 9th - Sun 15th May
Download
- On the Course | Personal Best | Mon 16th - Sun 22nd May
Download
- Swing | The Driver | Mon 23rd - Sun 29th May
Download

Reasons to Utilise Your Plans

When planning and running your themed classes and practice clubs, it is vital that you utilise the plans in the Training Hub. Listed below are the key reasons why it is important to follow the class plans:

- | | | | |
|---|---|---|--|
| 1 | It will help you to manage mixed abilities, allow for student led learning, which will lead to increased retention in the program. | 5 | It will offer you ideas for content to deliver so you can focus on delivering the session and attending to all in the group |
| 2 | Games based and student led learning will help to increase the social interaction in the group and lead to a higher percentage retaining as learners and golfers at the club. | 6 | It will ensure that your Themed Classes and Practice Clubs deliver on the learning outcomes and therefore ensure each learner can develop the skills required to become club and course ready! |
| 3 | All of the content links to the GLF App, when the plans are delivered well it will compliment the content that the learner is being provided online improving their learning experience. | 7 | It will help you to drive social connections between participants on the program, a hallmark of the programs goals! |
| 4 | It will help you to plan the setup of your classes and practice clubs, ensuring you have all the equipment you need, the teaching area is safe and all components of the class are delivered. | 8 | It will help you provide a knockout experience to those attending ensuring that you are organised and prepared for each class you are delivering. |



Themed Class Overview



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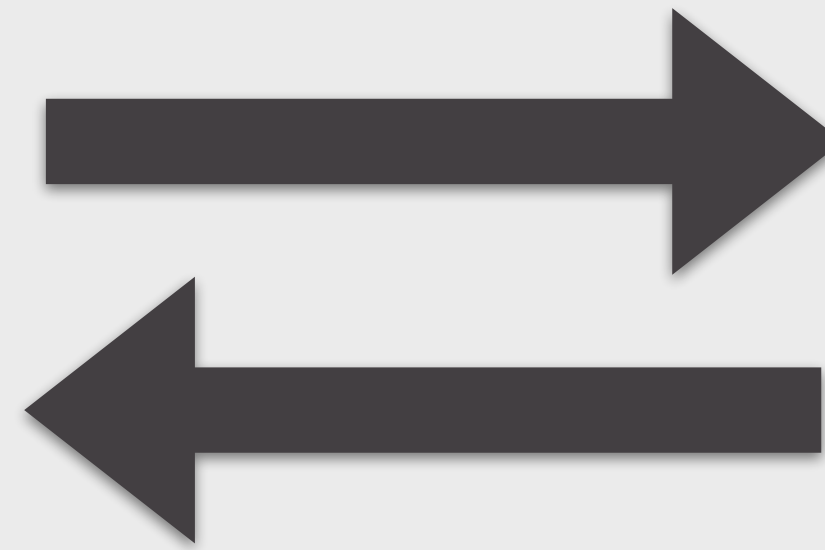
Themed Class Progression

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. In order to complete level 1 within the Game Development Category within the Club and Course Ready Progress Wheel, the learner must attend all introduction Classes.
- There are class plans provided specific to these class types and these do not need to be delivered in line with the program calendar.



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. In order to complete level 2 and 3 within the Game Development Category within the Club and Course Ready Progress Wheel, the learner must attend all Develop and Refine Classes.
- There a class plans provided for these class types and these should be delivered in line with the program calendar.

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. Learners can re-attend these classes as many times as they require in order to attain the necessary knowledge and skills to become Club and Course Ready.



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 and 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. Class plans are 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.

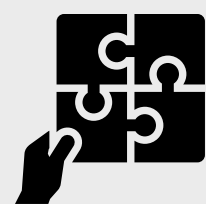
Final Thoughts

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. However, here are some important elements to summarize:



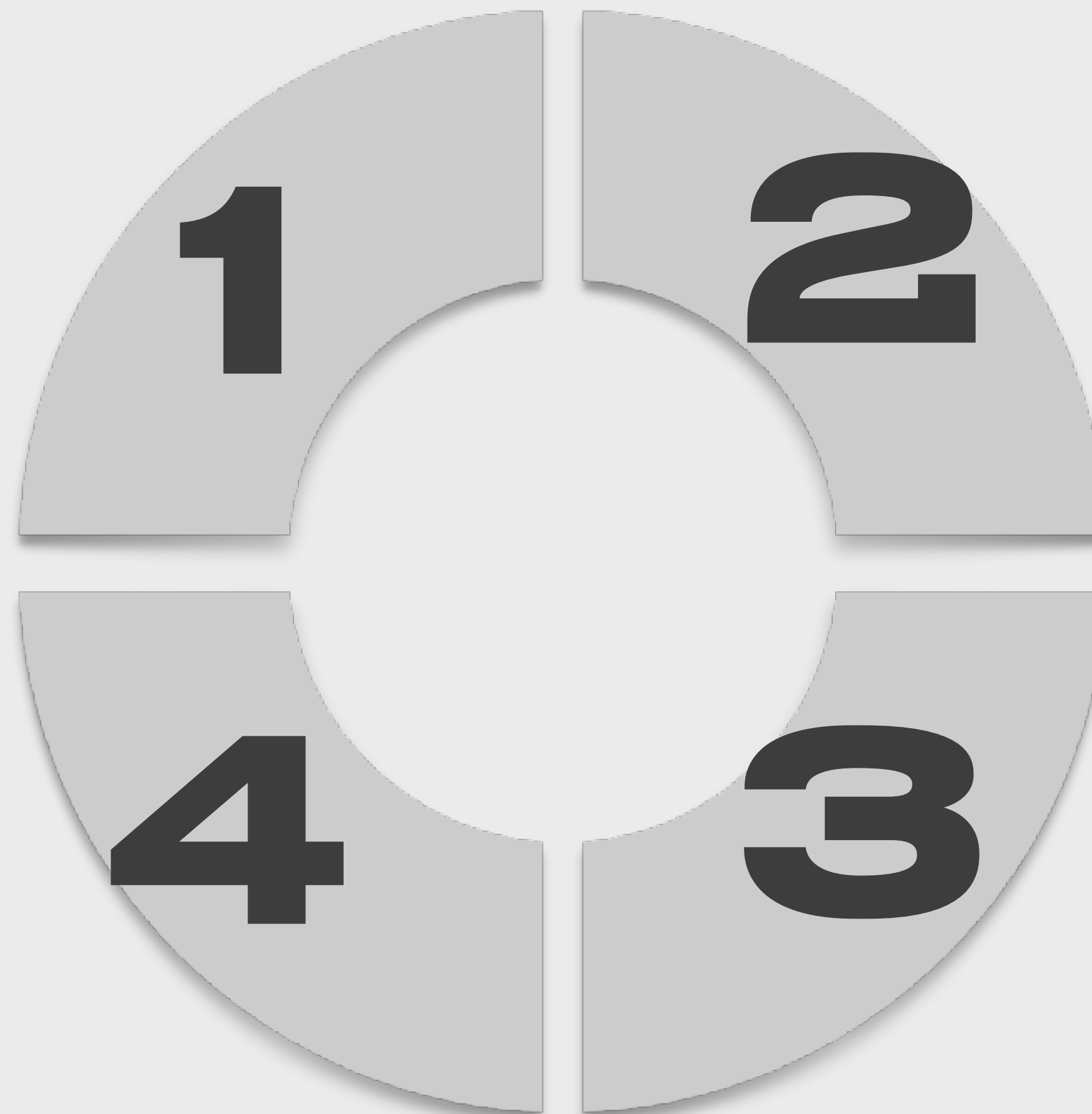
Class Content Flexibility

- 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.



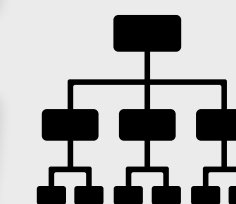
Themes not Class Numbers

- The themed classes are deliberately 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 encouraged to re-attend any classes during their time on the program.



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.



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.

Themed Class Plans



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Class Plan Timetable

Included in every Themed Class Plan is a timetable, and this should be the bedrock of delivering your Themed Class. The timetable walks you through every element of the class and then links directly to the further resources that are available within the plan to help you deliver each element. Each timetable includes:

The top section provides an overview of class including the length, class size and the focuses for that class each of the learning outcomes.

The first column provides a breakdown of the recommended time that should be allocated to each focus within the class

The second column provides a breakdown of the focus with each section of the class

4 Themed Class Plans

Class Timetable

Session Length: 60mins | Group Size: 1:8 | Mastering the Game Focus: On the Green Short Putts | Online Whole Golfer Resource: Social - Learn about the game, it's history and top players | Learning the Game: Rules and Etiquette - How many clubs are you allowed?

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 techniques that can help to improve short putts 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"> Develop technique to hole more putts from inside 6 feet Awareness of clubface aim and start line
40 Mins	Mastering the Game	<ul style="list-style-type: none"> Learners 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"> Short 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 	

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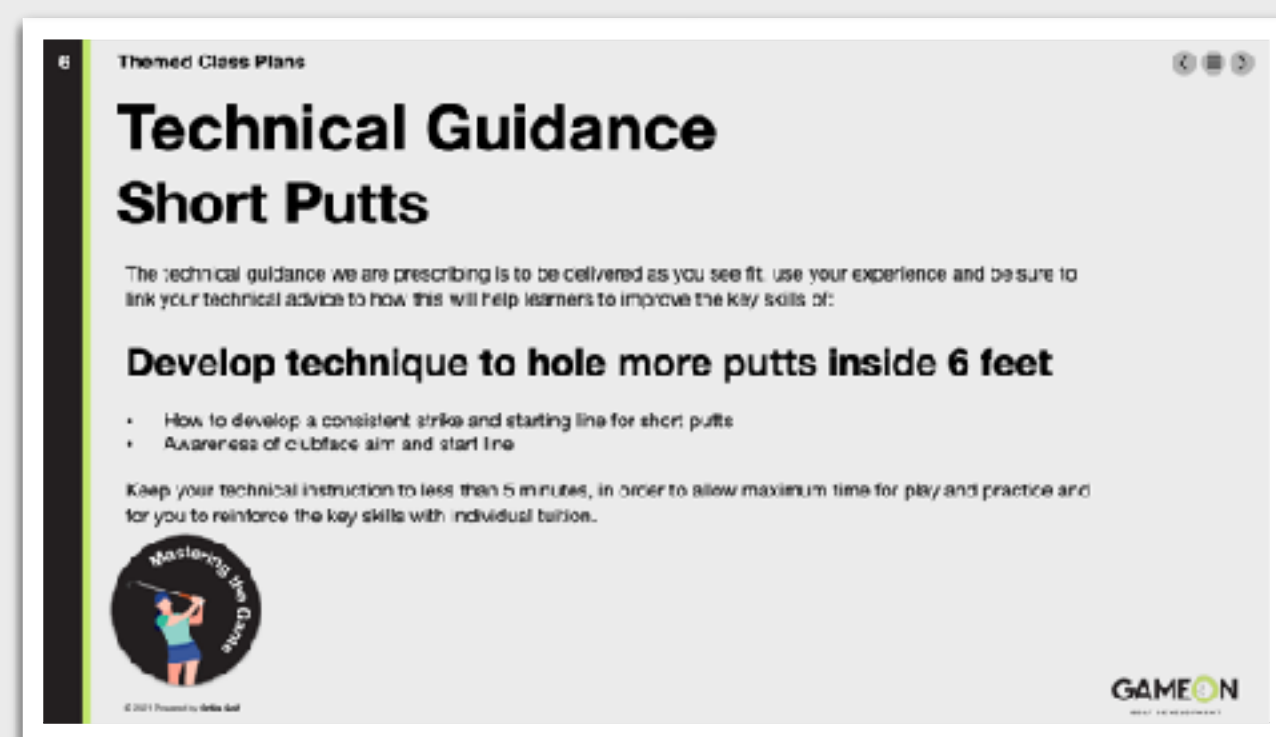
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Ideas around what can be covered within this section of the class are listed here

The specific games that are built into the class plans are provided in the final column and any other resources that should be used.

Included in the Class Plan

Supporting the class timetable are additional resources within the class plans. This allows you to follow structured content that can be delivered in each session of the class. It offers ideas of the content to be delivered to those attending. The class plans include:

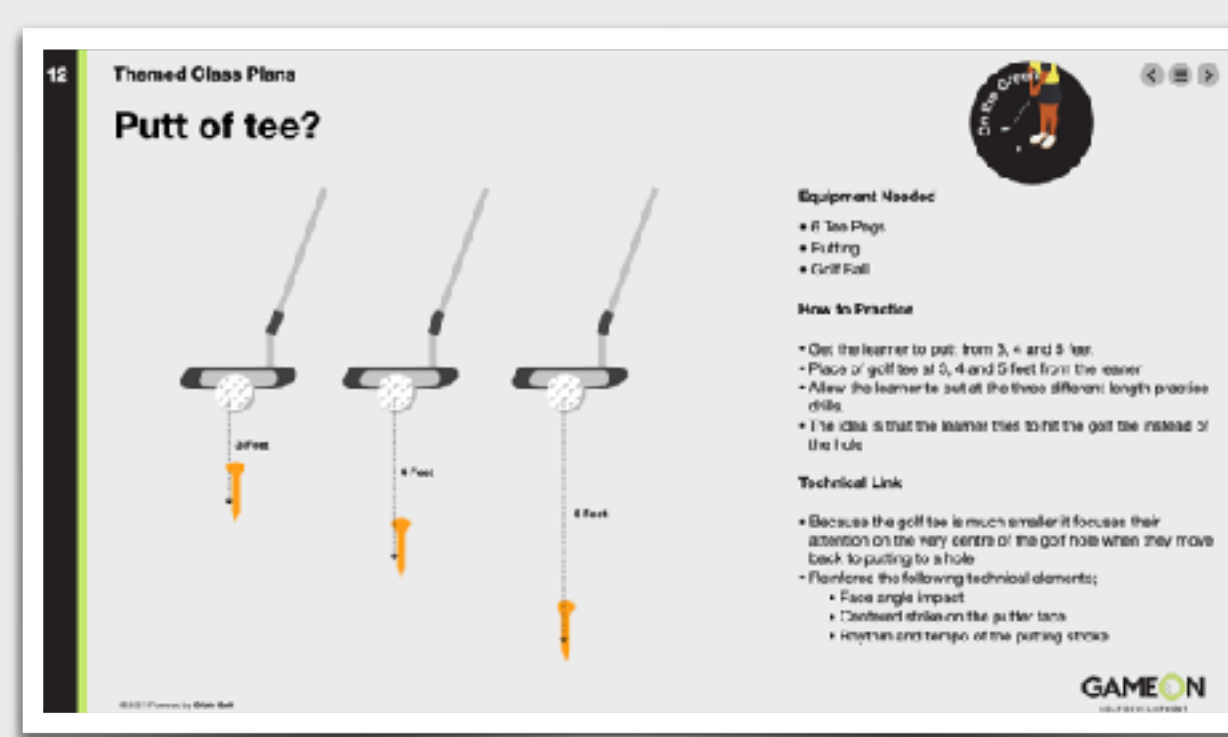


1

Class Objectives

This section details out ideas of content to deliver with each of the Learning Outcomes:

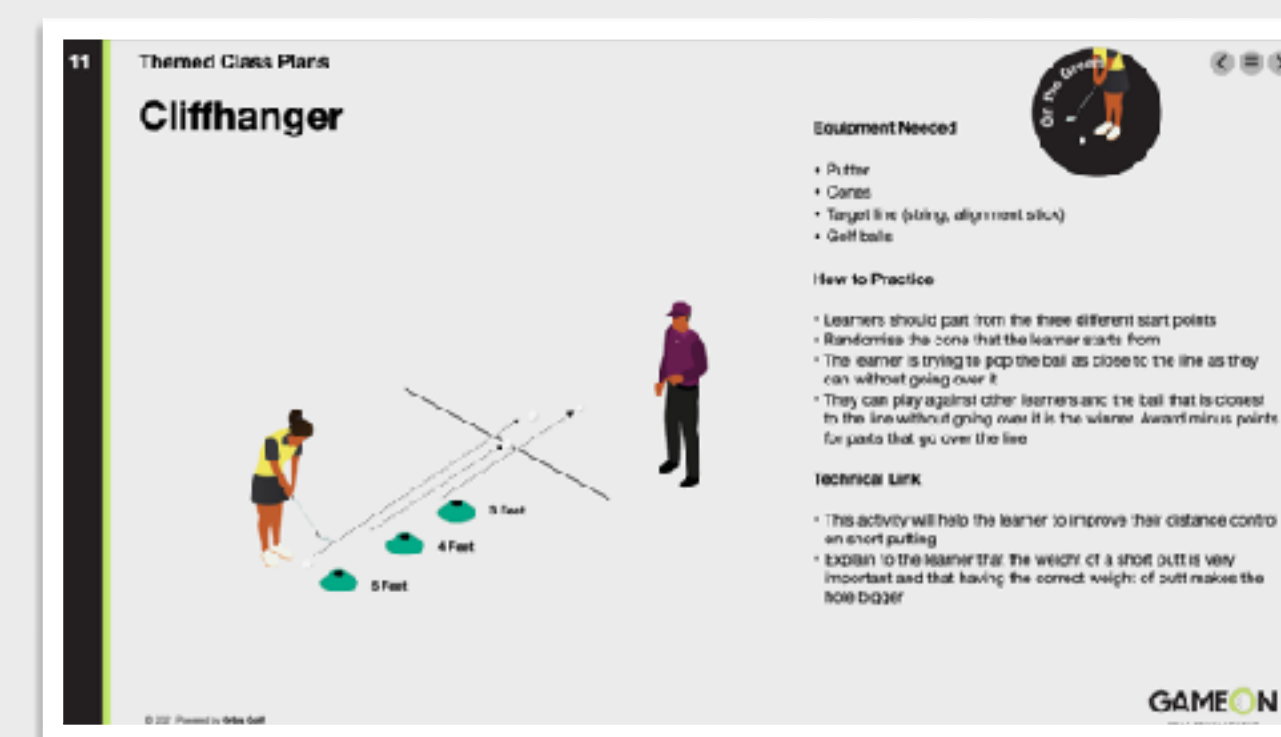
- Technical guidance for the Mastering the Game Focus
- Content ideas for the Learning the Game Focus
- Content ideas for the Whole Golfer Focus



2

Practice Station Ideas

During the timetable, there is an opportunity for the learners to break out into independent and social practice using practice stations that will develop the technical skills for that class.



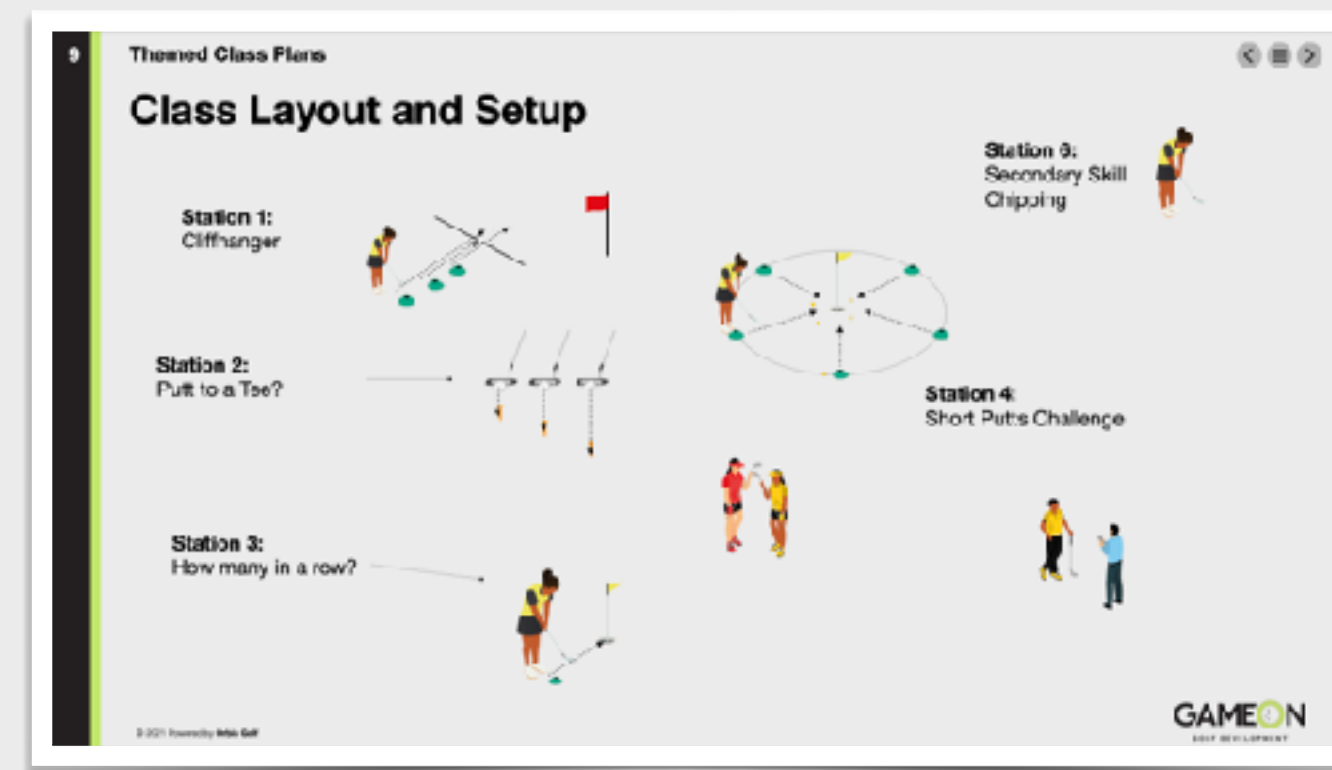
3

Game Cards

Each class plan includes a number of game cards intended to offer an engaging component to the class. Learners can attempt these games individually or in pairs or groups. This will offer a fun but competitive element to the class.

Included in the Class Plan

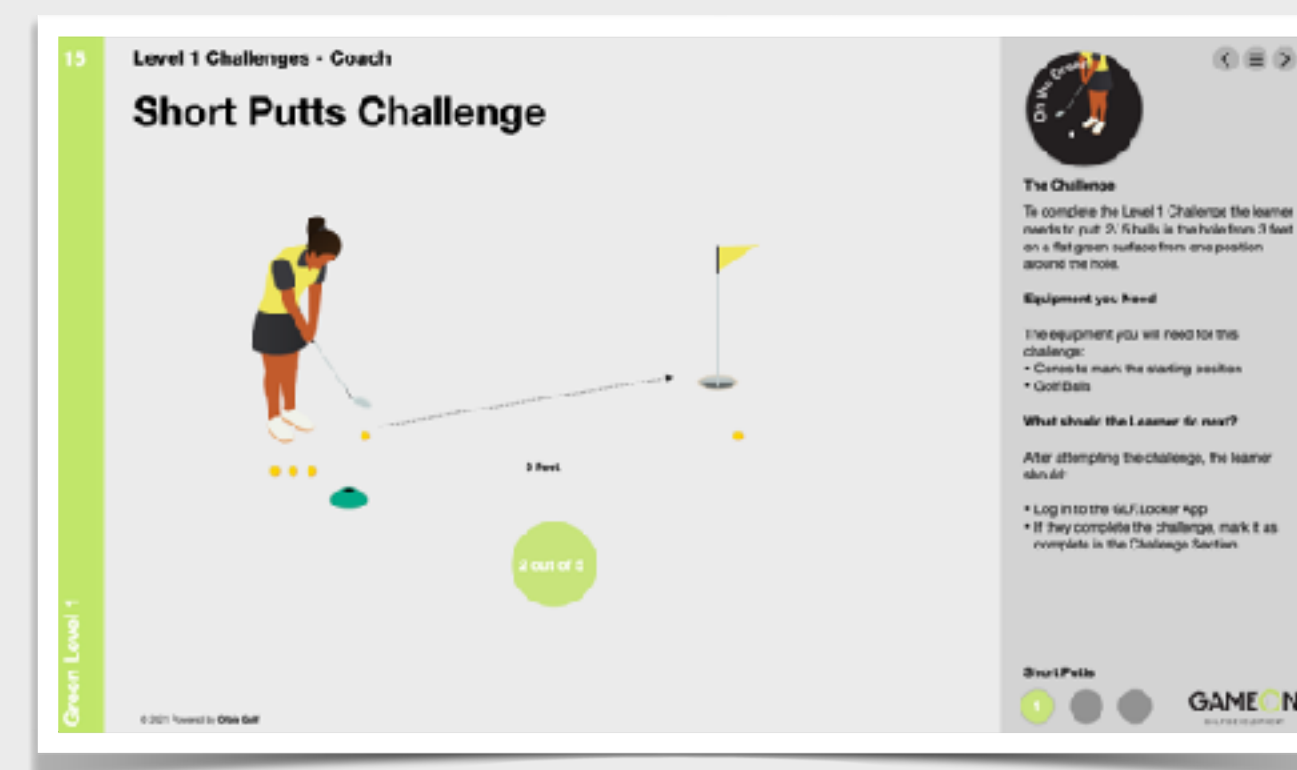
The class plans also include:



4

Class Layout and Setup

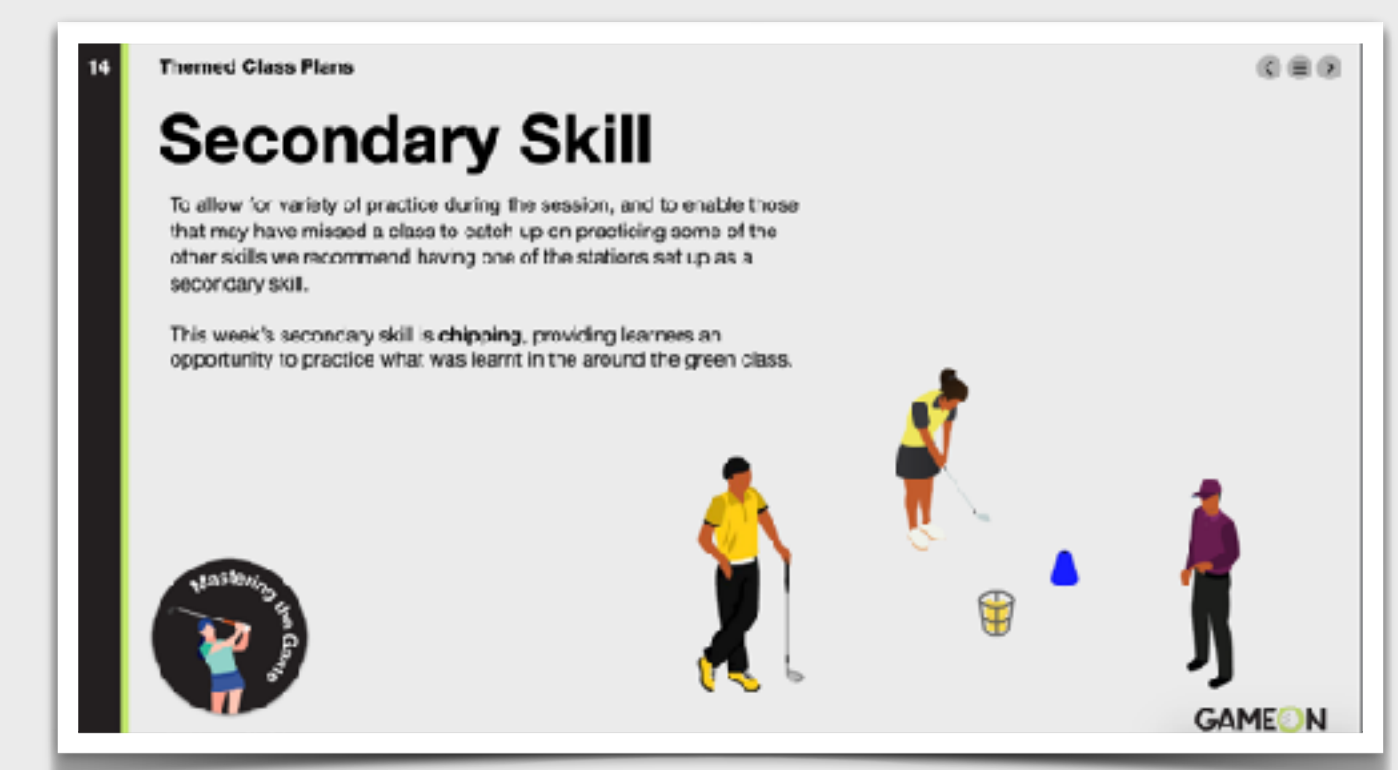
Guidance is provided on how to layout your class to cover all elements but also to make sure that the class is safe and flows correctly. This is used to guide you but ultimately it will be up to you interpret the facility at your venue.



5

Challenge Cards

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



6

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.

Running Your Themed Class

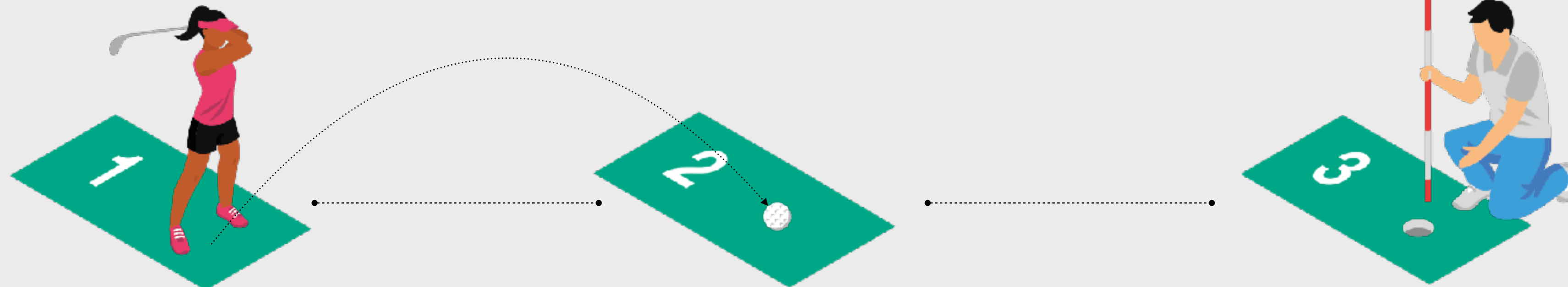


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Before The Class Begins

It is vital that you are organised for the class and there are a number of tasks that we recommend you complete prior to the day of delivering and just before the start of the session. This will ensure that you can deliver on the class content, operate a safe environment, offer a knockout experience for those attending but also ensure that you do not negative impact the experience of other members or guest at your club.



Week Prior

In the week prior or a few days before your class we recommend:

- Download the class plan from the Training Hub
- Reserve the coaching facility or inform those at your club about the class
- Organise the equipment you need for the class including clubs, equipment for the challenges and game cards
- Ensure you have some time block into your schedule prior to the session start time on GLF.
- Message your students on GLF. or via email reminding them of the class, the location and expectations

15 Minutes Prior to the Class

It is the day of delivery and you should ensure you arrive at least 15 minutes prior in order to:

- Setup your class including the practice stations, games and Mastering the Game challenge
- Ensure you have all of the equipment required, including spare clubs
- Be available 5 minutes prior in order meet and greet the participants

Run Your Class!

It's time to run your class and deliver a great Game On experience at your club!

Themed Class Structure

The Themed Classes are an informal experience with a curriculum for you to follow. They have been designed to offer learners with the necessary opportunity to develop their skills across the learning outcomes. You have the freedom to add your own expertise to the session but are required to follow the class theme. During the session, allow for the learners to connect socially. This is one of core principles of the program, that it encourages social connections to be strengthened. Try not to inhibit this during your Themed Classes.

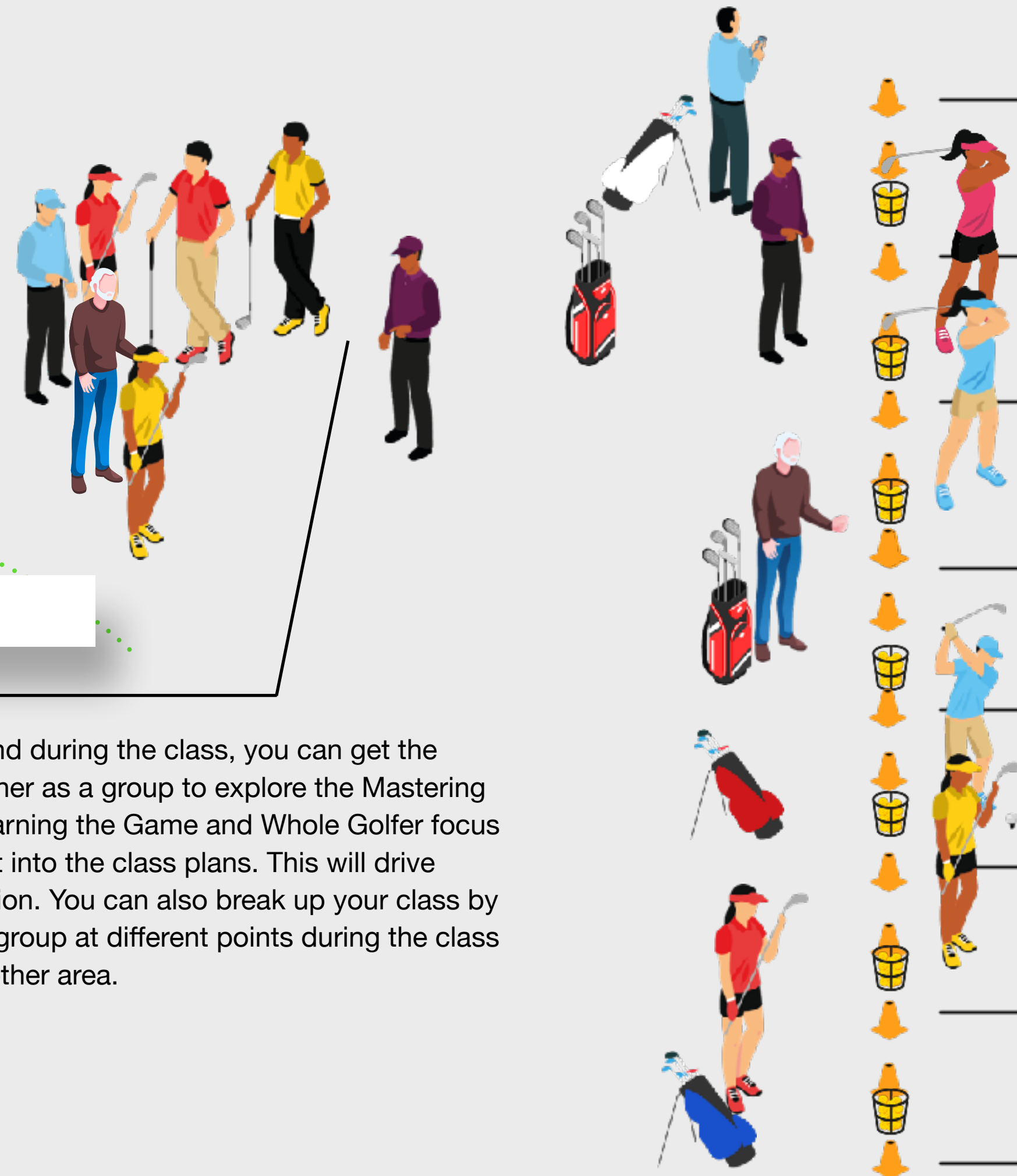
You will need to use your skill as a coach to ensure that you deliver the appropriate content to the student, tailor this to their needs and ensure the class is fun, engaging and informative. We would recommend a structure to your class as follows:

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

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

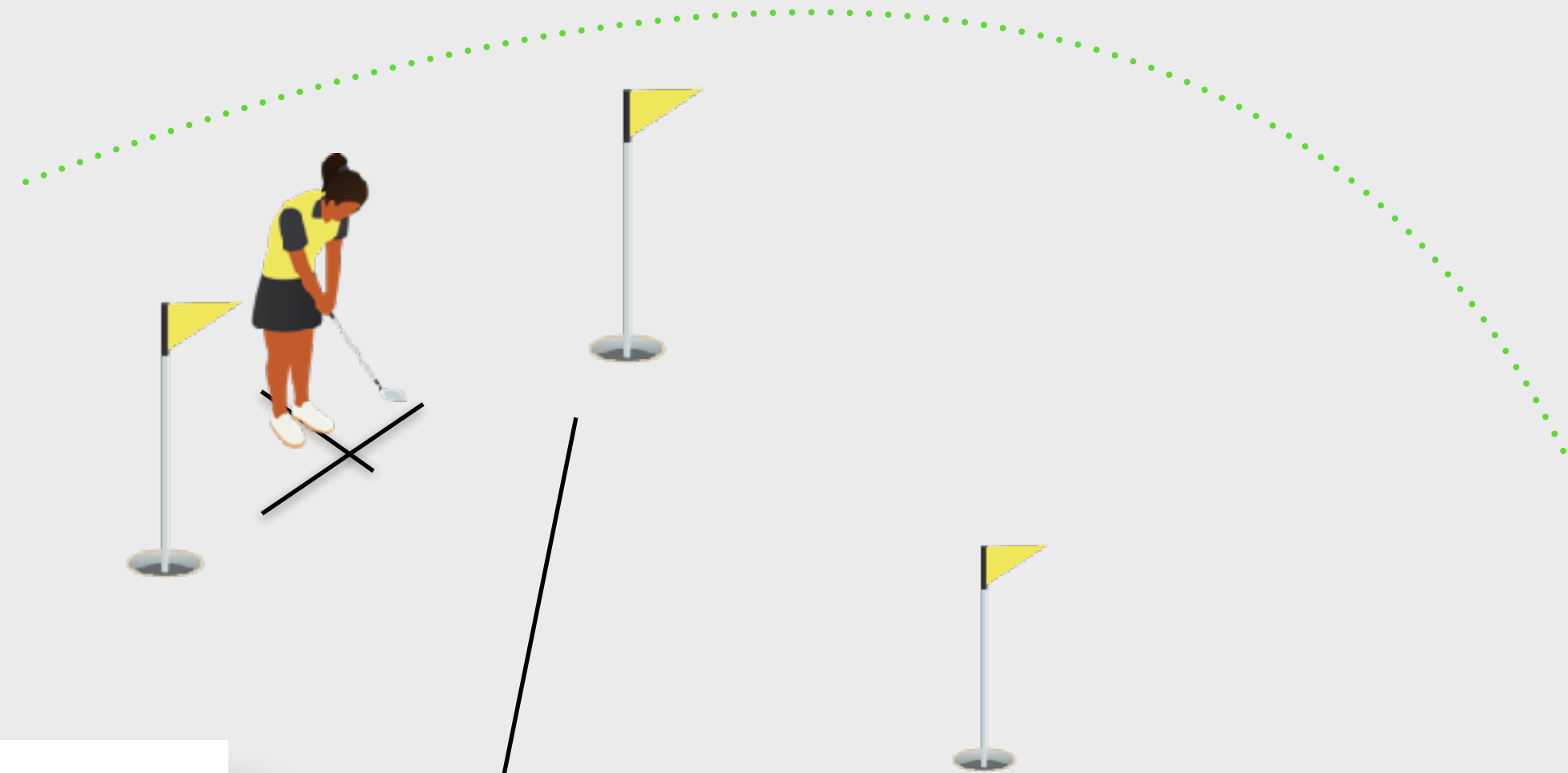


Social or Independent Practice, One to One Coaching and Challenges

- 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. They can also attempt the Mastering the Game Challenge.

Class Layout and Setup

The graphic below provides an example image of how we suggest you layout this Themed Class so each of the Learners attending your class can practice effectively, attempt the games within the session and receive adequate access to private coaching from you. It also setup to encourage social interaction between those attending. Crucially, this is all done in a safe environment:



Secondary Skill

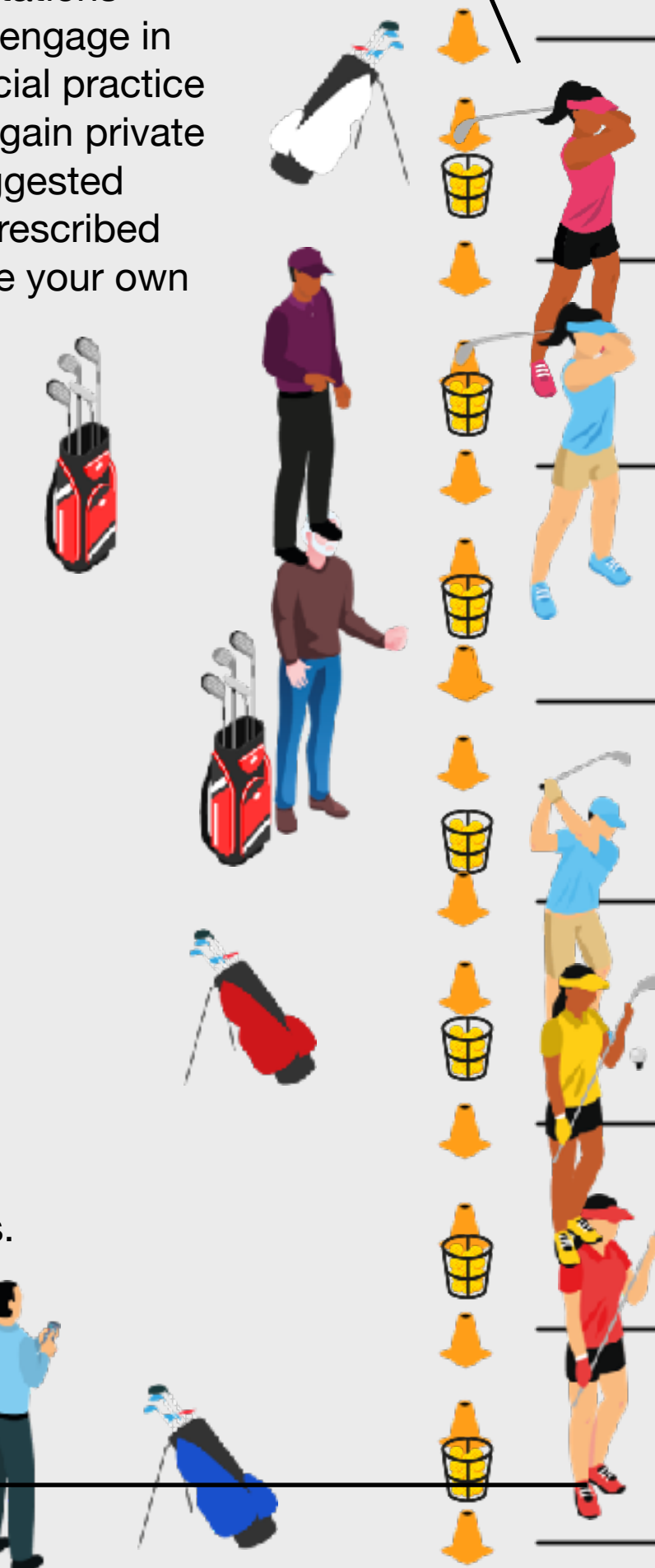
Depending on your facility and those attending your class, you can also link in a suggested secondary skill to your Themed class to offer variation. This may also be important if you do not have the necessary facilities to run a certain themed class.

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.

Challenge Station

Practice Station

- Station 1, 2 and 3 are the **Practice Stations**. These are the stations where your Learners can engage in independent practice, social practice with another learner, and gain private coaching from you. A suggested engaging drill has been prescribed that you can use, or utilise your own training aids and drills.



Game Stations

- At these stations the learner can attempt an engaging and competitive game or guided discovery activity in pairs or small groups.

Further Guidance

Further guidance has also been produced below to help you with managing mixed abilities and experiences in the group, as well as how to navigate the technical development of those attending:

1

Managing Mixed Abilities

The learners in your group will be at different stages in their journey. Being aware of this, and setting the class up to allow for this, is key to the enjoyment and learning of all your participants.

Make sure you communicate this to the group and set expectations at the start of each class that you will; cover the theme for the class, allow time for practice, and provide individual coaching so that all learners have a great experience.

Encourage those learners that are more experienced to help those that are less so, this will enhance the learning experience for both students and increase the social connections within the group.

The class plans have been designed so that you can set up relevant games and challenges to allow for appropriate learning, based on each individual's experience. Finding an appropriate challenge point for each individual is key to maintaining engagement throughout the class and maximising the student's learning.

2

Technical Guidance

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

It should be noted that research into the learning experience of those new to the game has shown that lots of technical input at an early stage of learning has led to higher drop out levels due to a fixation on getting the technique correct before exploring playing the game.

Remember that the program is all about getting your learners out on the course as soon as possible so they can enjoy and be inspired by playing the game. Do not over prescribe block practice, even at an early stage in a learners' journey. Their technical ability will improve with time and the regular coaching opportunities that are provided to them.

The End of Each Class

Providing a knockout experience to those attending doesn't just stop with delivering the main content of your class. What you deliver at the end of the class is just as important to the success of the program and development of each leader. At the end of the class, we recommend you take the time to:

Encourage Social Connections

Taking time at the end of your class to actively encourage social connections between participants will allow those who may not have been confident in starting a conversation the opportunity to engage with others in the group.

This is also a great chance to engage with learners on a one to one basis, to receive feedback on how they felt the session went and to provide additional support if needed in the form of booking private lessons or being able to speak openly away from the group environment.

Encourage Playing Opportunities

Learners should be encouraged to play together outside of the weekly classes and monthly social events. Facilitating the opportunity to play together after a class will help to improve the learner's ability, enjoyment and confidence on the course. Your class plans will include some on course learning, however the additional time on the course will expedite the learner's progress.

Ensure that learners are clear on the expectations of **safety and speed of play** on the course, and that they should start from an appropriate teeing position on each hole.

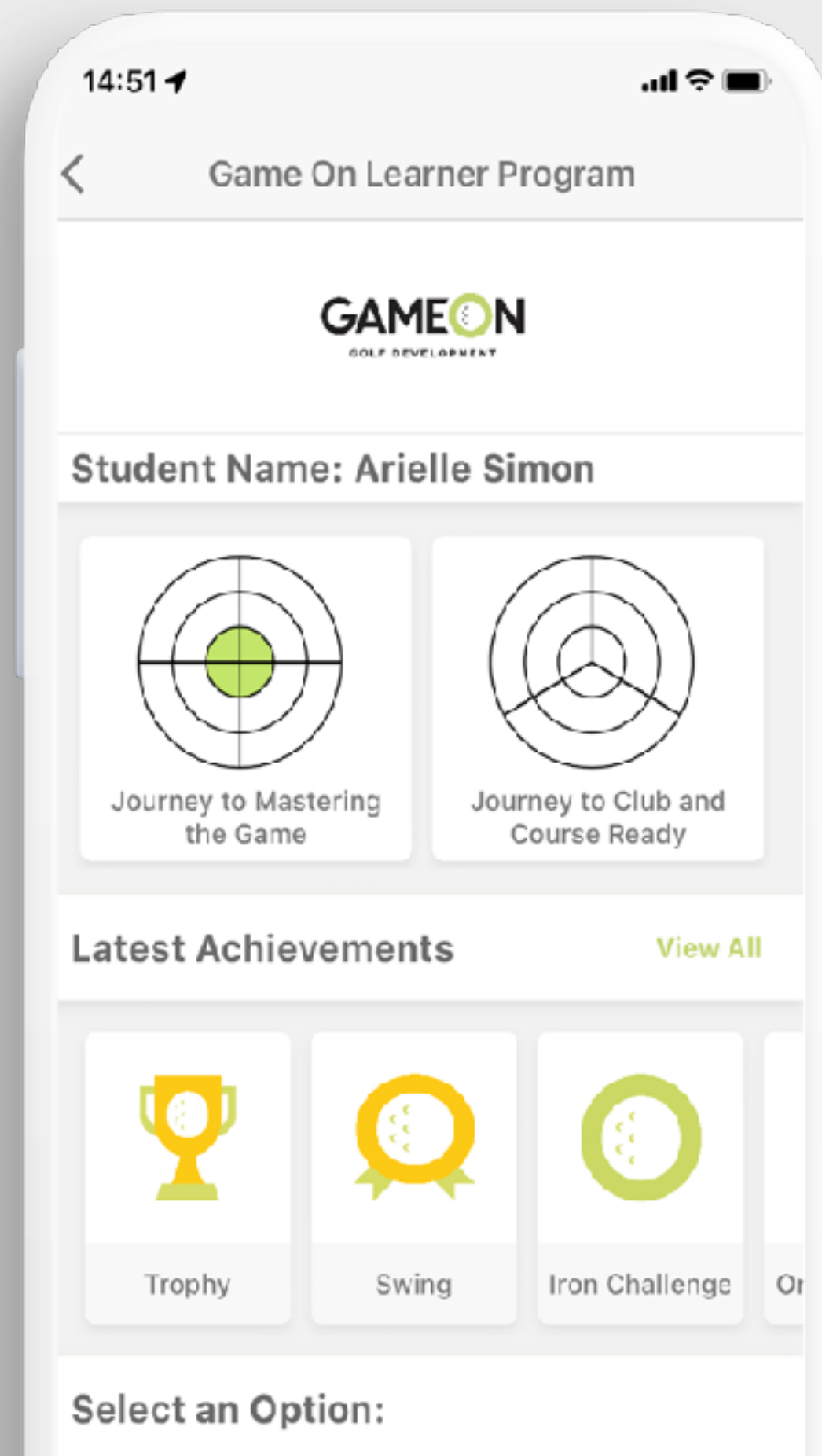


Recording Progress *myGame on GLF.Connect*

To record the learners progress through the 3-Level Progression Pathway and the skill based challenges, the GLF.Connect My Game feature can be used. The learners progress can be visually tracked via the progress wheels, milestones and on course score tracker. Through GLF, the learner can see a visual of each of the challenges and how to complete these as well as log and record their score.

Recording on MyGame+

The themed classes are an important component for learners to update their progress through the program. The MyGame+ area of the GLF. App allows you and the learners to track and update their progress. The practice clubs allow learners to attempt the challenges within each category, skill and level within the Mastering the Game progress wheels. It also allows them to complete the challenges linked to the themed classes within the game development category of the Journey to Club and Course Ready progress wheel.



1

Step 1 - Select the Progress Wheel

- The learner can navigate to either of the progress wheels from the Home Screen dashboard.

2

Step 2 - Select the Category, Skill and Level

- The learner can then select the category in either wheel, and in the Mastering the Game Wheel the Skill. The level can then be selected to view the challenges.

3

Step 3 - View Challenges

- The learner can then view the challenges including a description, image, equipment required and how to setup.

4

Step 3 - View Challenge and Mark as Complete

- The learner can then mark the Challenge as complete from with the App and issue the relevant award. The progress wheel may also be updated.

Practice Club Overview



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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

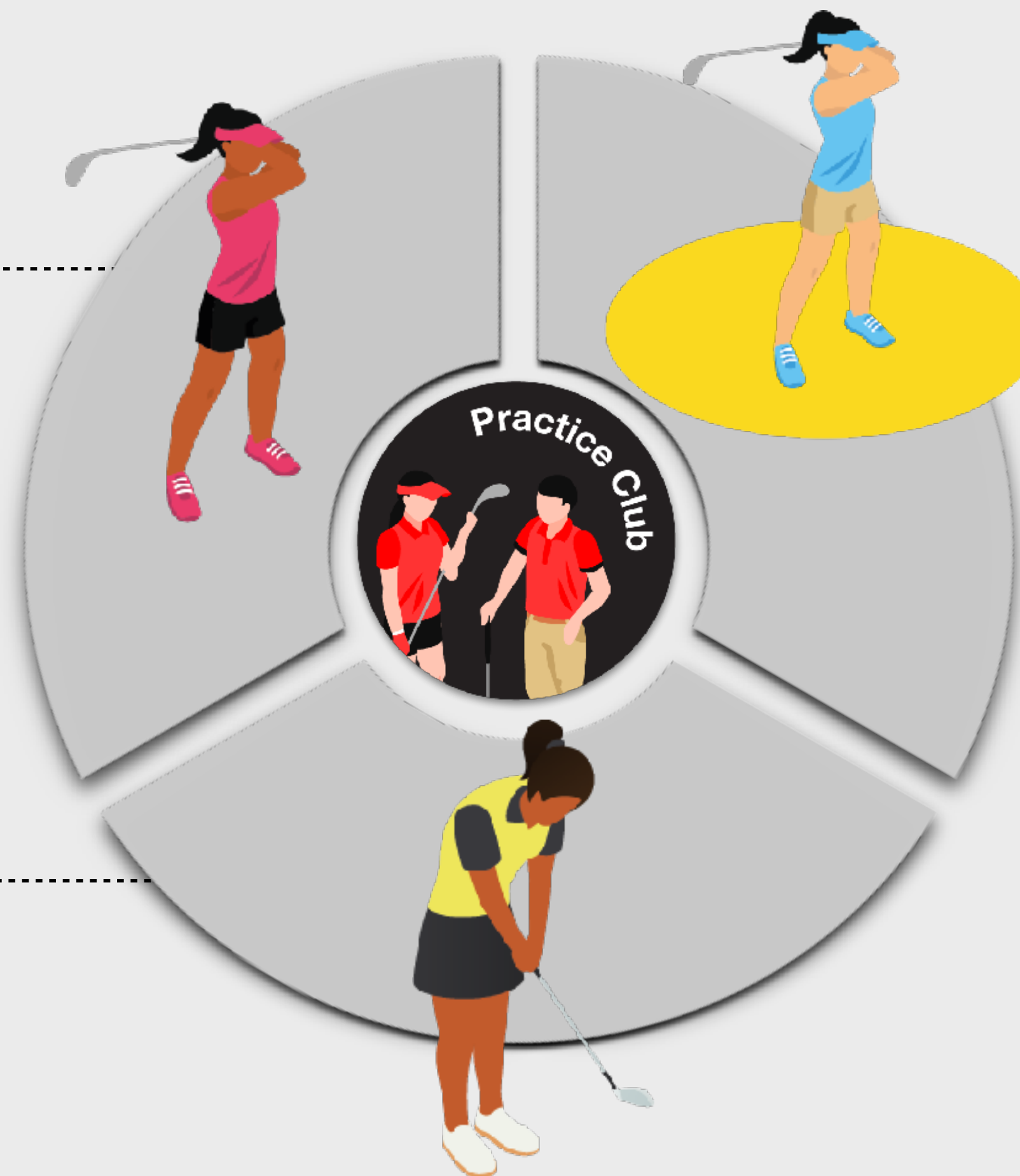
During the Swing Practice Clubs, the Learners can practice across any of the Swing elements within the program.

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, they are to encourage social connections and increase the time that your learners have to develop the skills within their game. However, you can access a recommended 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 recommended 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 GLF. prior to or after the class.

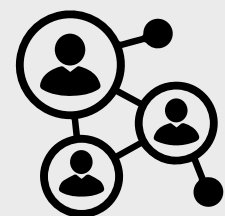


Whole Golfer Focus

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

Final Thoughts

In the Training Hub you can access a class plan for each practice club type with specific content. However, ultimately, you are responsible for interpreting the plans and delivering the appropriate content that suits the needs of you, your venue and those attending the class. Here are some important elements to summarize:



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.Connect 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 a culture of practice within your program.

Practice Club Plans



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Practice Club Timetable

Included in every Practice Club Plan is a timetable, and this should be the bedrock of delivering your Practice Club. The timetable walks you through every element of the class and then links directly to the further resources that are available within the plan to help you deliver each element. Each timetable includes:

The top section provides an overview of class including the length, group size and the focuses for that class each of the learning outcomes.

The first column provides a breakdown of the recommended time that should be allocated to each focus within the class

The second column provides a breakdown of the focus with each section of the class

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"> Allow for self-discovery and guided learning 	<ul style="list-style-type: none"> 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 	<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"> Allow for self-discovery and guided learning 	<ul style="list-style-type: none"> Clock Control Closest to the Pin
10 Mins	myGame Tracking and Recap	<ul style="list-style-type: none"> Learners should 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 	<ul style="list-style-type: none"> GLF Locker myGame App

Ideas around what can be covered within this section of the class are listed here

The specific games that are built into the class plans are provided in the final column and any other resources that should be used.

Included in the Class Plan

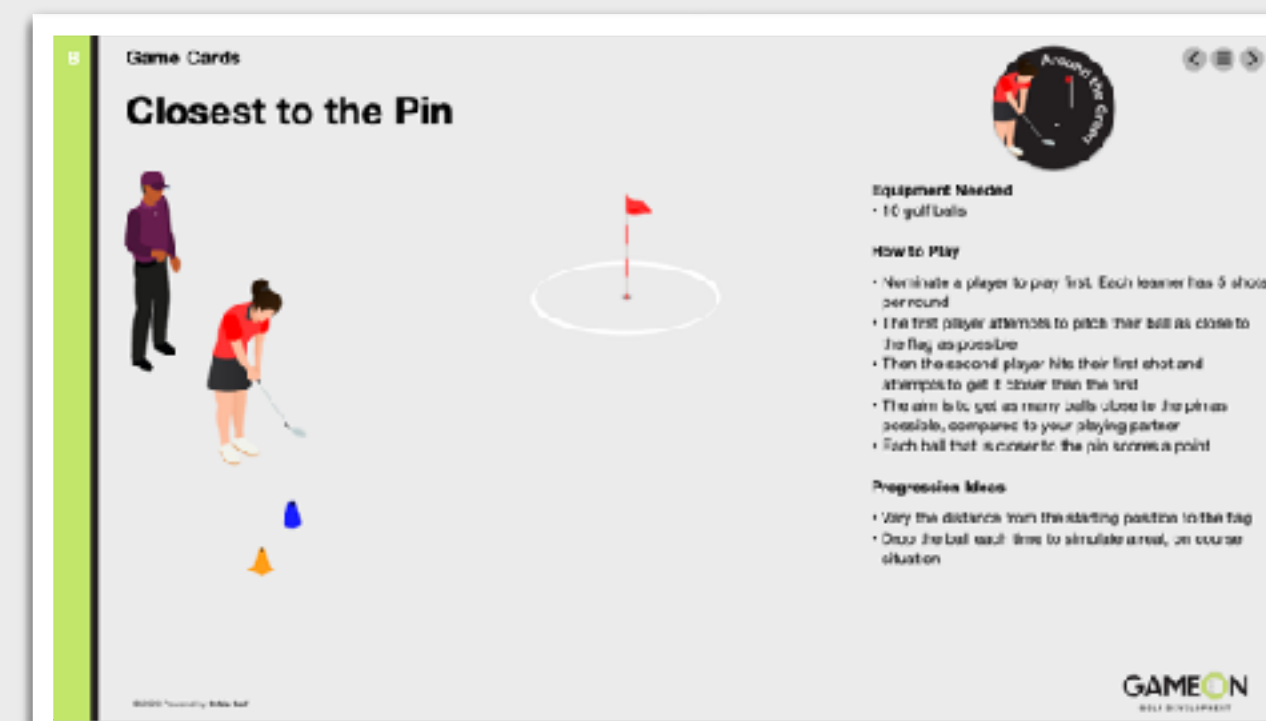
Supporting the class timetable are additional resources within the class plans. This allows you to follow a structure to the content to be delivered in each session of the class and offer ideas of the content to be delivered to those attending:



1

Learning Outcome Focus

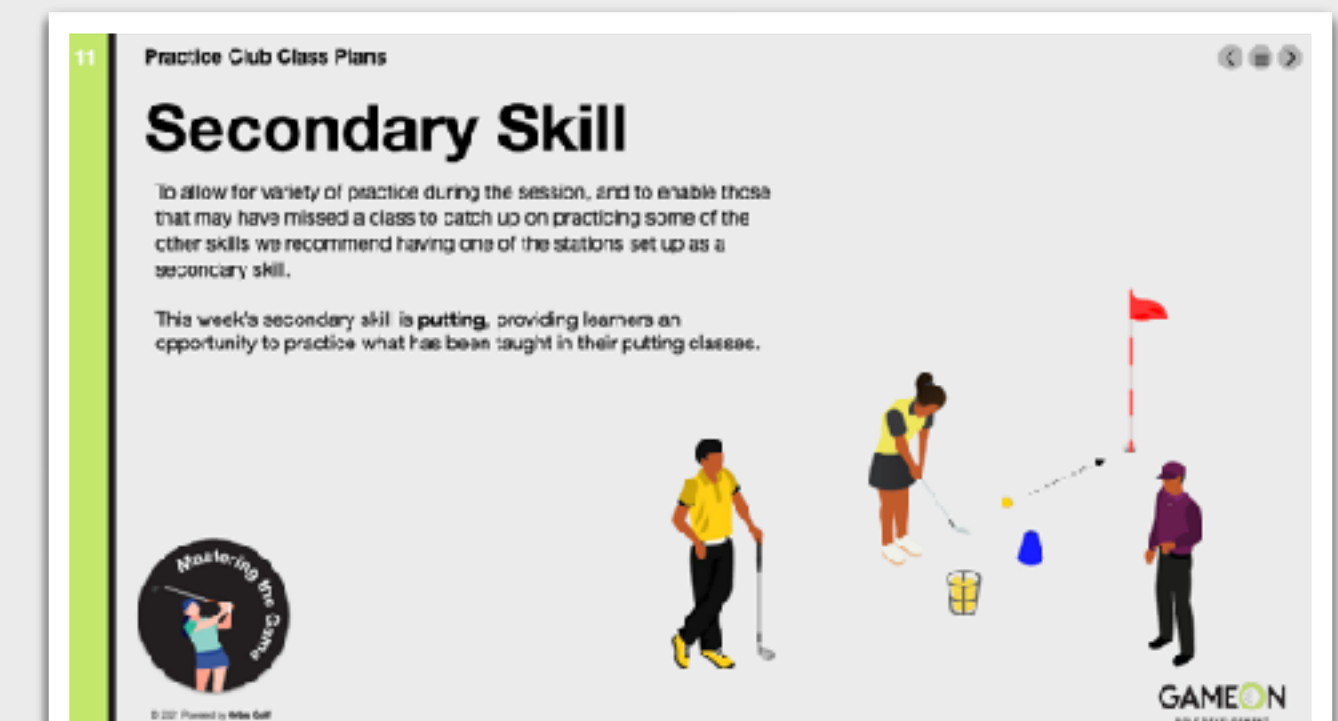
These sections provide you with content ideas to deliver in the practice club relating to the Learning the Game and Whole Golfer learning outcomes.



2

Game Cards

Each Practice Club plan includes a number of game cards intended to offer an engaging component to the class. Those attending can attempt these games individually, in pairs or in groups. This will offer a fun but competitive element to the practice club. Remember that practice clubs are aimed at providing a social element to your program so this is a key element.



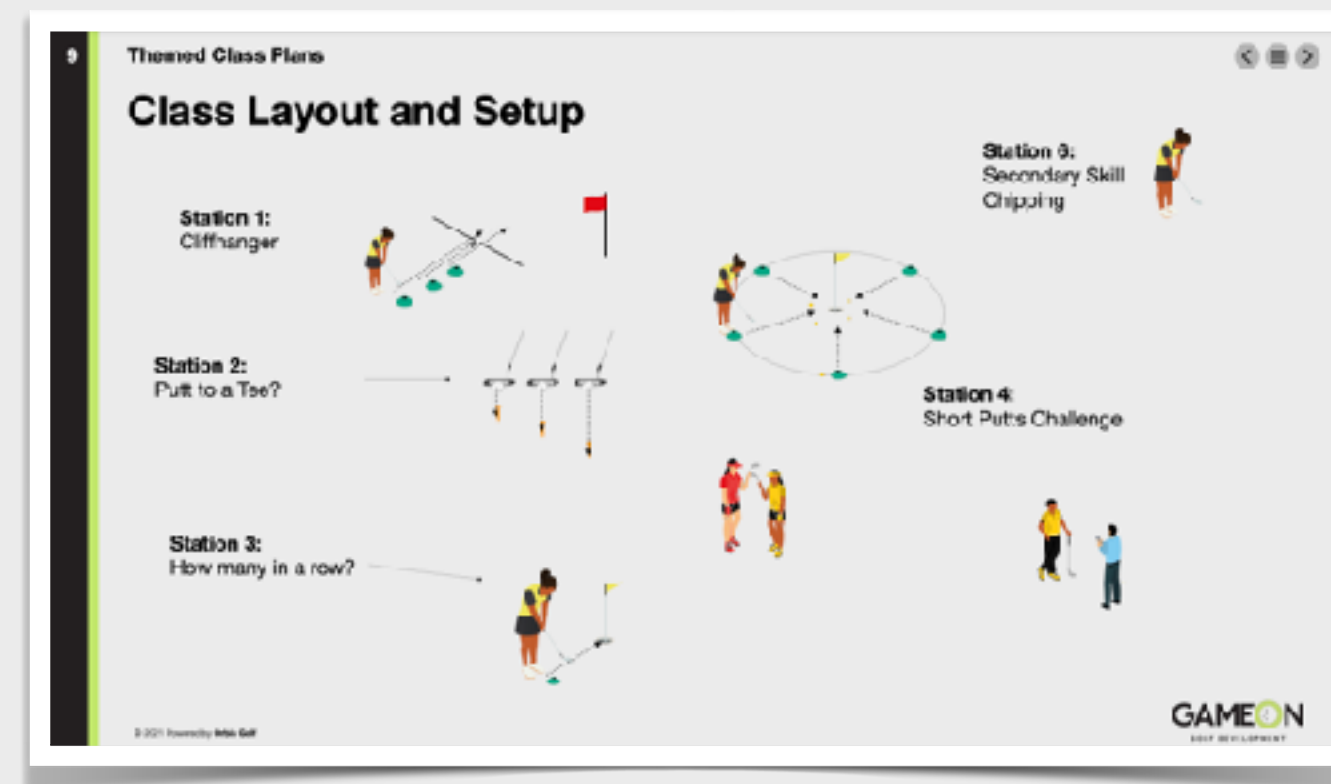
3

Secondary Skill

Each Practice Club plan includes a secondary skill. This is included so that you cater for learners who may have attended the practice club recently and allows you to offer variation to their experience. It is also added if your venue does not have the facilities to deliver the practice club prescribed in the program calendar.

Included in the Class Plan

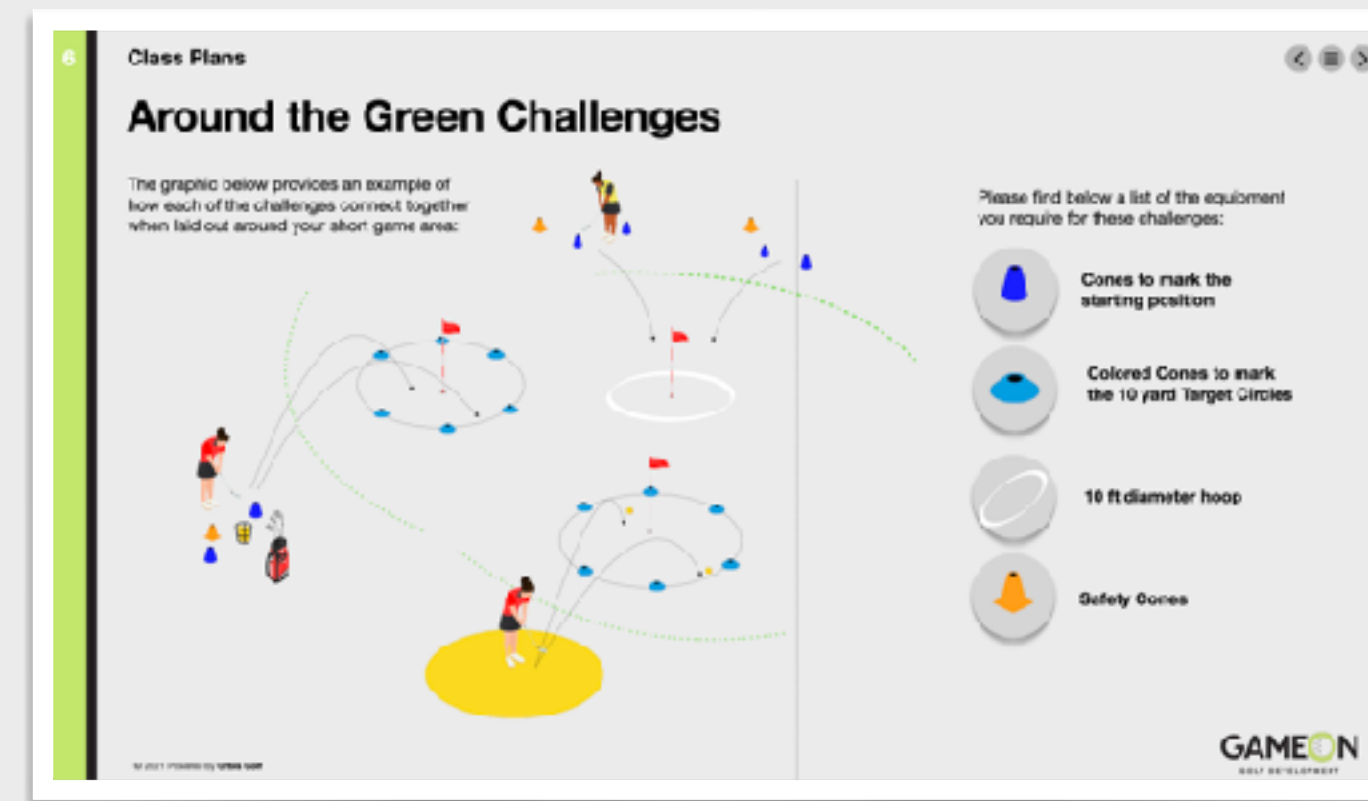
The Practice Club plans also include:



4

Layout and Setup

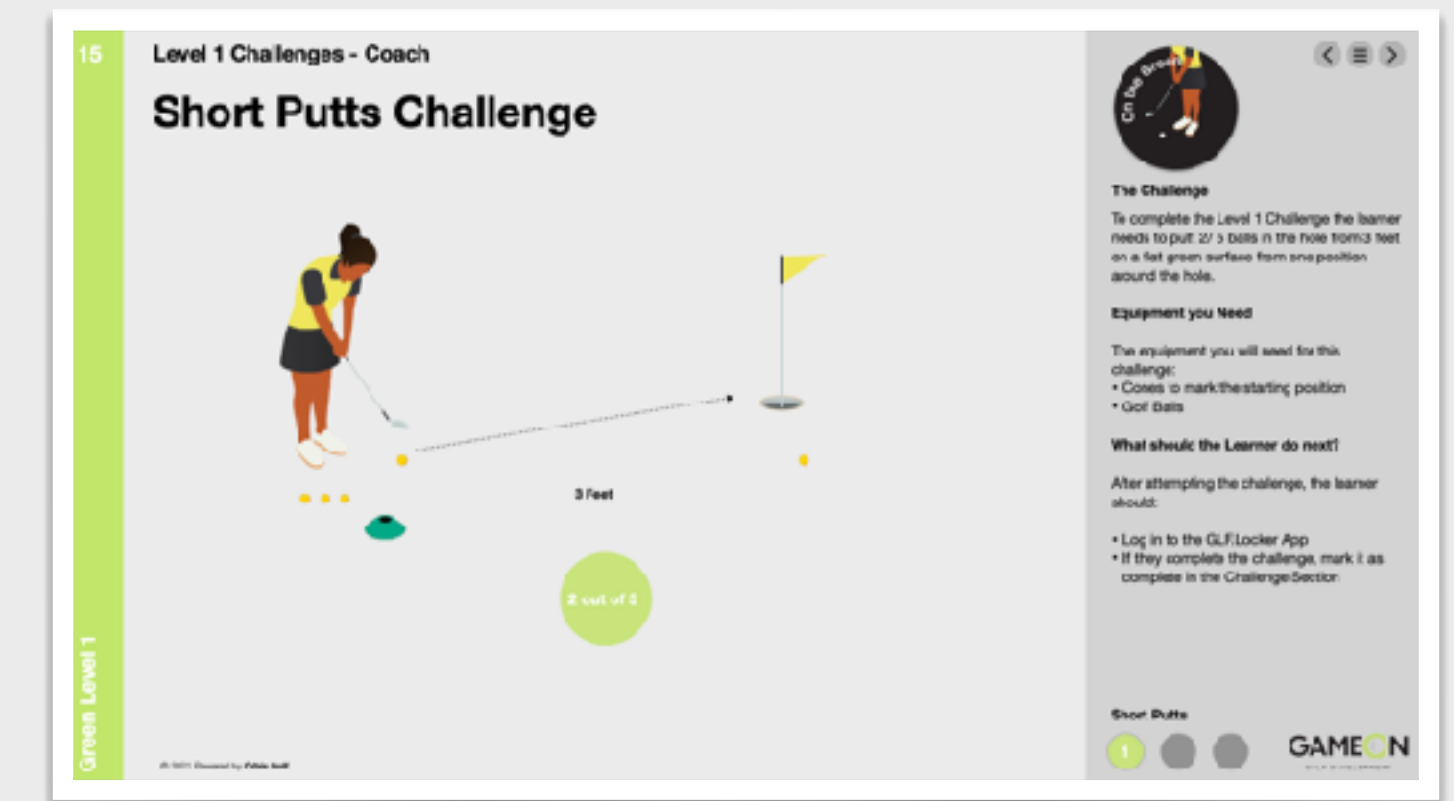
Guidance is providing on how to layout the content of your practice club. This should be used to guide you but ultimately it will be up to you interpret the facility at your venue.



5

Challenge Layout and Setup

Guidance is providing on how to layout the Mastering the Game Challenge element of the practice club and the equipment you will need. This should be used to guide you but ultimately it will be up to you interpret the facility at your venue.



6

Challenge Cards

There is an opportunity to setup all of the challenges within the Mastering the Game focus for that Practice Club. This will provide an engaging and social element of the practice club swell as a competitive edge. It will also allow the learners to track their journey through the Mastering the Game progress wheel, supporting their journey to become club and course ready.

Running Your Practice Clubs



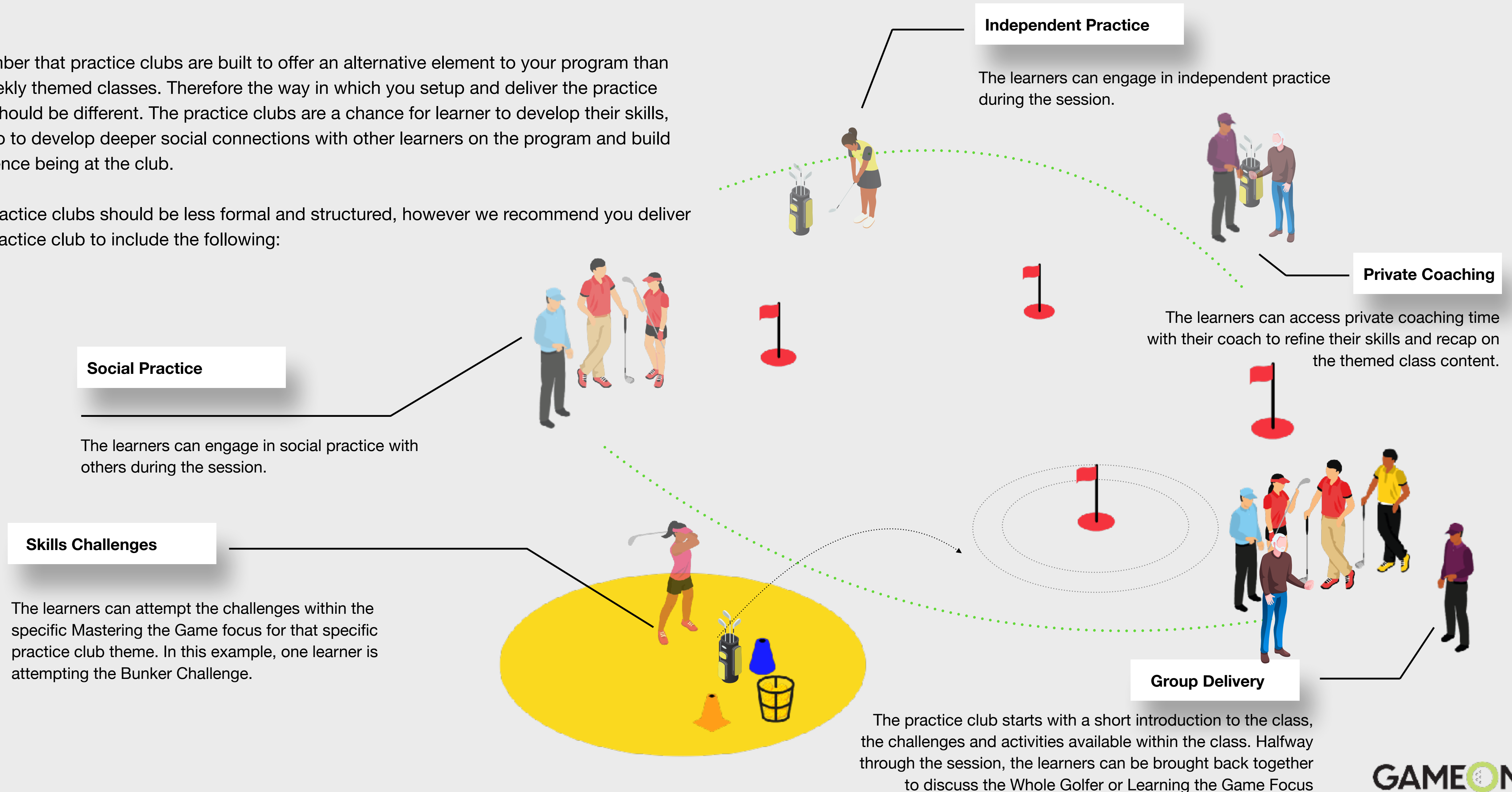
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Practice Club Structure

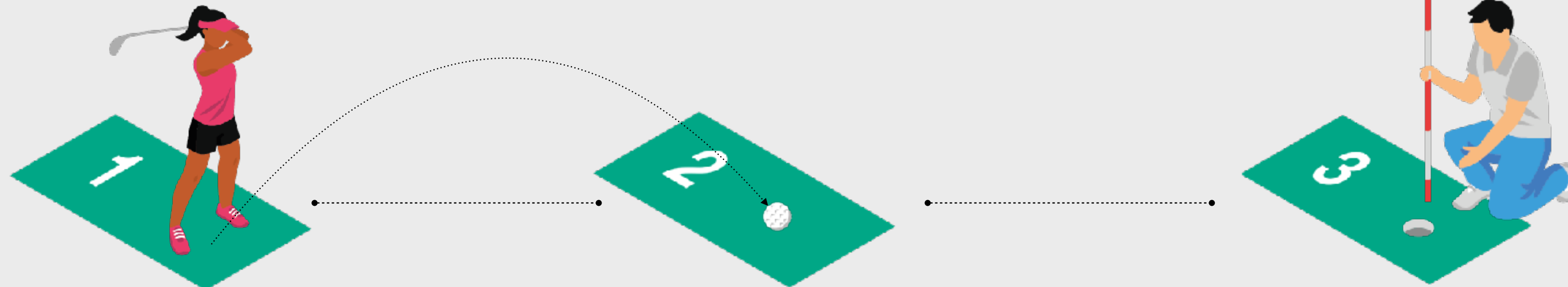
Remember that practice clubs are built to offer an alternative element to your program than the weekly themed classes. Therefore the way in which you setup and deliver the practice clubs should be different. The practice clubs are a chance for learner to develop their skills, but also to develop deeper social connections with other learners on the program and build confidence being at the club.

Your practice clubs should be less formal and structured, however we recommend you deliver your practice club to include the following:



Before the Practice Club Begins

It is vital that you are organised for the practice club and there are a number of tasks that we recommend you complete prior to the day of delivering and just before the start of the session. This will ensure that you can deliver on the practice club content, operate a safe environment, offer a knockout experience for this attending but also ensure that you do not negative impact the experience of other members or guest at your club.



Week Prior

In the week prior or a few days before your class we recommend:

- Download the practice club plan from the Training Hub
- Reserve the coaching facility or inform those at your club about the session.
- Organise the equipment you need for the practice club including clubs, equipment for the challenges and Game Cards
- Ensure you have some time blocked into your schedule prior to the session start time on GLF.
- Message your students on GLF. or via email reminding them of the practice club, the location and expectations.

15 Minutes Prior to the Class

It is the day of delivery and you should ensure you arrive at least 15 minutes prior in order to:

- Setup your practice club including the Games and Mastering the Game Challenges
- Ensure you have all of the equipment necessary, including spare clubs
- Be available 5 minutes prior in order meet and greet the participants.

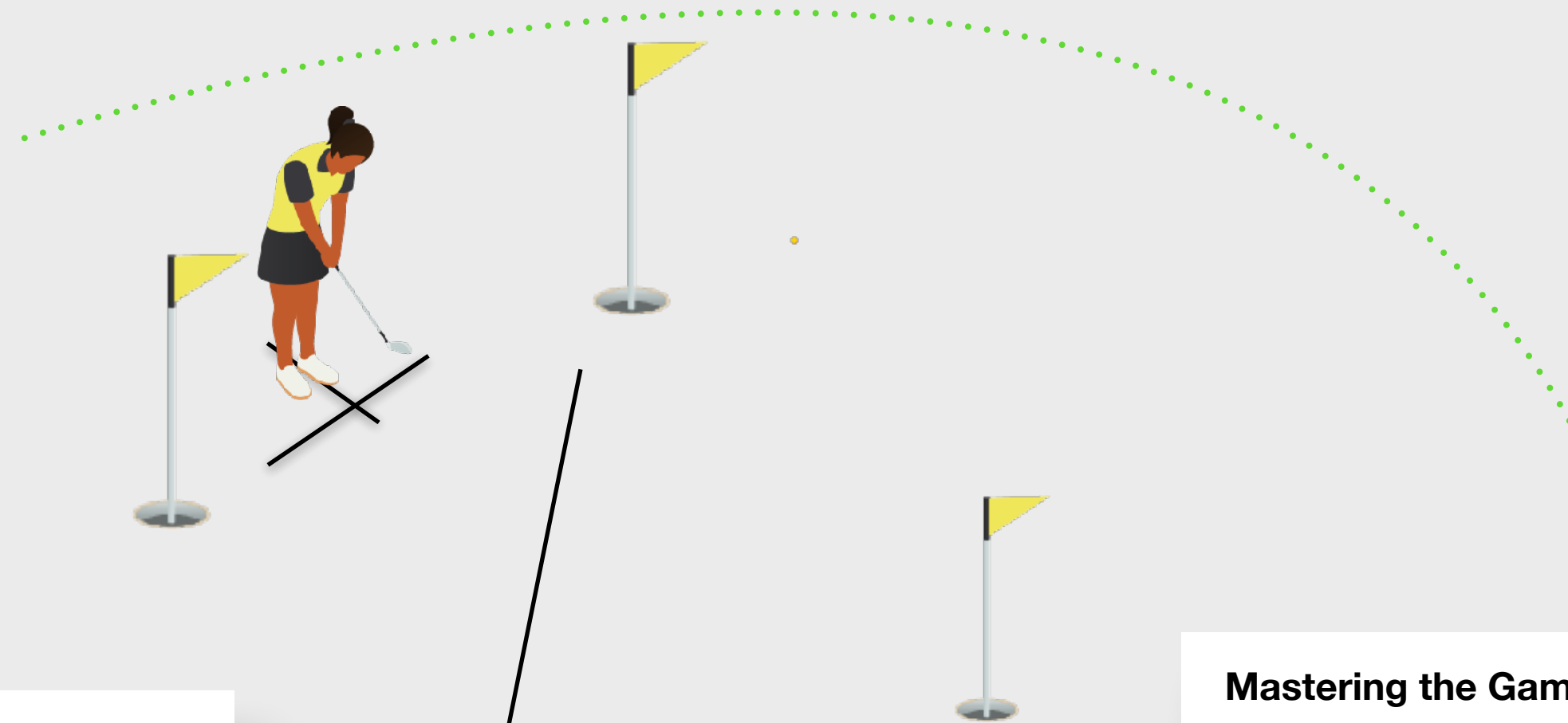
Run Your Practice Club

It's time to run your practice club and deliver a great Game On experience at your club!

Practice Club Layout and Setup

Practice clubs are an informal supplementary experience designed to offer learners an opportunity to develop their skills and knowledge, develop social connections with others and build confidence at the club. Within these sessions, you have the freedom to add your own expertise but are required to deliver the content with the practice club plans.

The graphic below provides an example image of how we suggest you layout an example practice club, to deliver on the content of the plans and ensure the session is delivered as safely as possible:



Secondary Skill

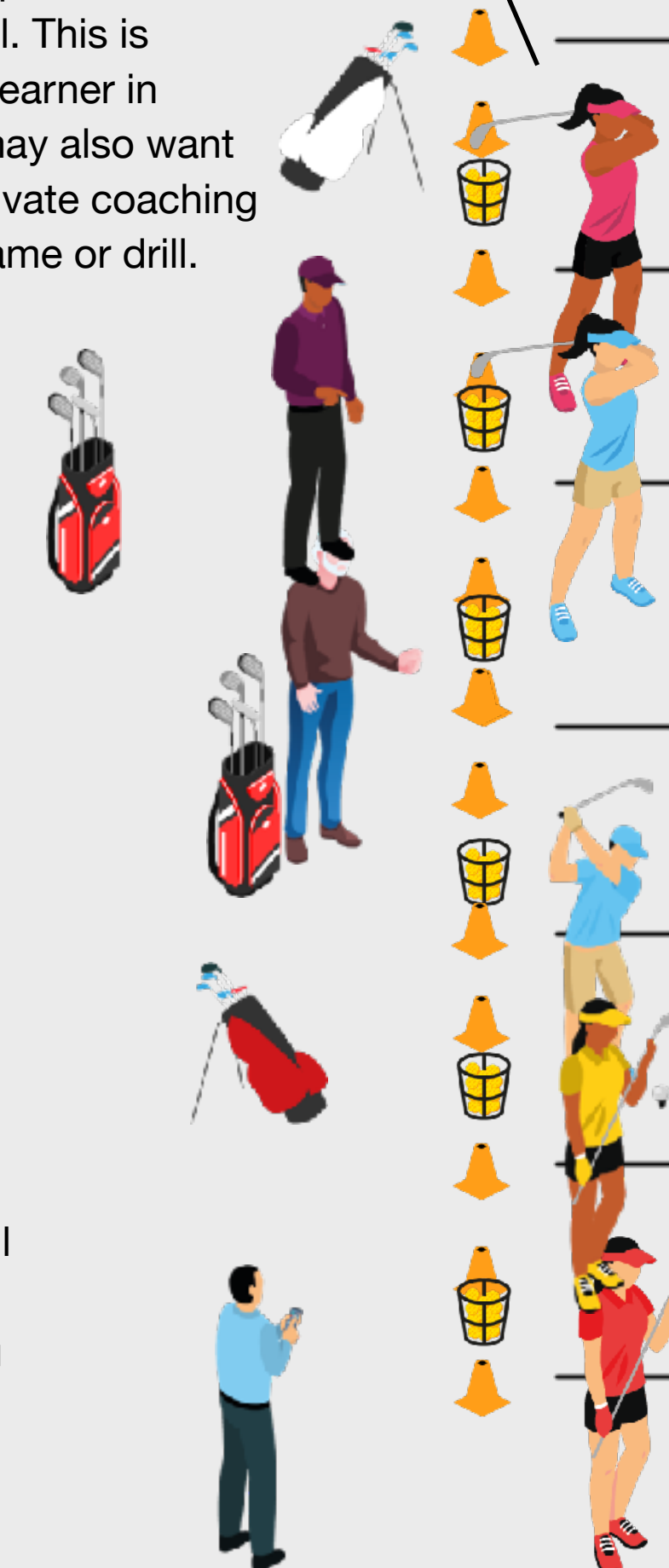
This is a **Secondary Skill Station**. Depending on your facility you may want to offer the chance to practice another skill in order to break up the session and add variety to keep the learner's interest peaked.

Mastering the Game Challenges

- These are the **Challenge Stations** where your Learners can attempt the challenges within each skill for the relevant Learning the Game focus. The exact setup of the challenges will vary for each facility, you need to ensure that each challenge is available but setup as safely as possible.

Practice Stations

- These are **Practice Stations**. At these stations the learner can practice without a prescribed drill. This is useful for engaging the learner in guided discovery. You may also want to use this station for private coaching or to create your own game or drill.



Game Stations

- These are the **Game Stations**. At these stations the learner can attempt an engaging and competitive game or guided discovery activity in pairs or small groups.

The End of Each Class

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Next Steps

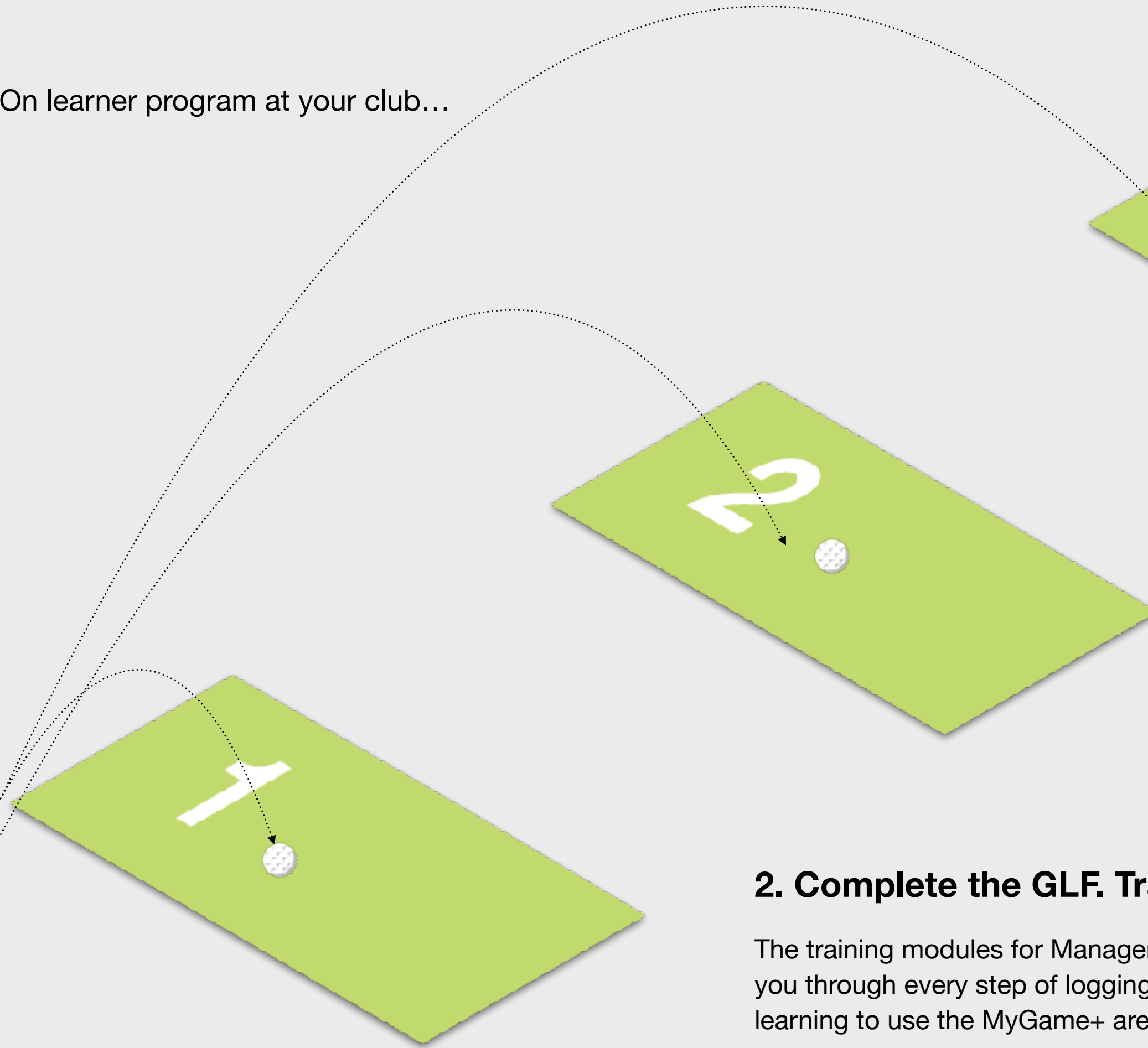
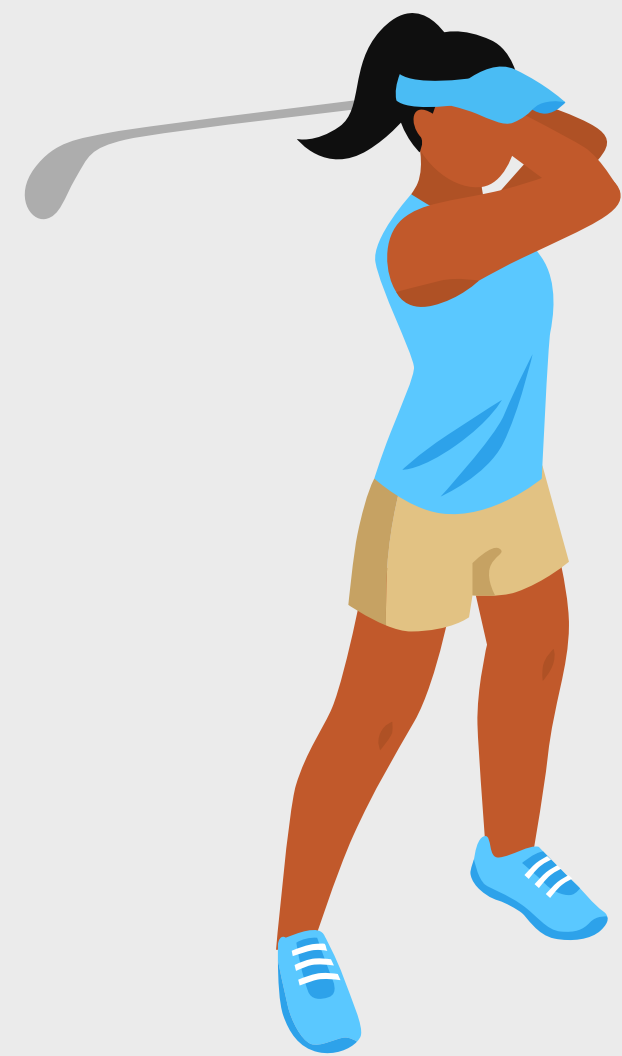


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Next Steps

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



1. Complete the Learner Program Scheduling and Planning Step by Step Guide

This step by step guide will walk you through the steps to plan your themed classes, practice clubs and Social Stroke Play Event.

2. Complete the GLF. Training Modules

The training modules for Managers and Coaches will walk you through every step of logging activity, reconciling and learning to use the MyGame+ area.

3. Review Your Class Plans and Deliver a Great Program

You should review the upcoming class plans and be ready to deliver a great program to your learner golfers!

Thank you.

Please complete the Step 1 Scheduling and Planning Tasks within the Game On Learner Program Overview page in the Training Hub.

