

# Around the Green

# Controlling Distance - Pitching

Monday, August 29th - Sunday, September 4th



**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	Class Content	Games / Drills / Resources
15 Mins Prior	Setup and Welcome	
5 mins	Introduction	
40 Mins	Mastering the Game	<ul style="list-style-type: none"> <li>The aim of the game</li> <li>Overview of equipment</li> </ul>
10 mins	Challenges and Recap	<ul style="list-style-type: none"> <li>Practice stations</li> <li>Game cards</li> <li>Secondary skill : on</li> </ul>
5 Mins	myGame Tracking	<ul style="list-style-type: none"> <li>Iron play chall</li> </ul>
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> <li>GLF. Locker /Game App</li> </ul>

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GOLF DEVELOPMENT

# Class Timetable

**Session Length:**  
60mins

**Group Size:**  
1:8

**Mastering the Game:**  
Around the Green - Controlling  
Distance - Pitching and Bunker

**Online Whole Golfer Resource:**  
Growth mindset - you don't need to  
know it all straight away

**Learning the Game:**  
Rules and Etiquette  
Raking a bunker and rules in a hazard

Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> <li>Set up the games and practice stations</li> <li>Be ready to welcome participants 5 minutes before the session starts</li> </ul>	
5 mins	Introduction	<ul style="list-style-type: none"> <li>Objectives - Introduce shots around the green</li> <li>Introduce the Learning the Game and Whole Golfer focus</li> <li>Outline the Technical Guidance for the class</li> <li>Explain how to play the games and attempt the practice station activities</li> </ul>	<ul style="list-style-type: none"> <li>Handicap Index</li> <li>Rules in a hazard</li> </ul>
40 Mins	Mastering the Game	<ul style="list-style-type: none"> <li>Learners break out to play the games individually, in pairs or groups</li> <li>A chance to build relationships amongst the group</li> <li>Opportunity for private coaching</li> </ul>	<ul style="list-style-type: none"> <li>Practice stations</li> <li>Game cards</li> <li>Secondary skill station</li> </ul>
10 mins	Challenges and Recap	<ul style="list-style-type: none"> <li>Outline the relevant challenges students need to complete for this skill</li> <li>Recap Mastering the Game and Learning the Game Focus from the session</li> </ul>	<ul style="list-style-type: none"> <li>Pitching challenge</li> <li>Bunker challenge</li> </ul>
5 Mins	myGame Tracking	<ul style="list-style-type: none"> <li>Add any lesson notes to the learner's Student Connect on GLF. Connect</li> <li>Learners should mark their attendance at the Themed Class in the myJourney section of the myGame area.</li> <li>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.Connect</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect myGame App</li> </ul>
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> <li>Take time after the class has finished to actively connect new learners</li> <li>Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help</li> </ul>	



# Class Objectives



# Technical Guidance

The technical guidance we are prescribing is to be delivered as you see fit, use your experience to deliver this information appropriately:

## 1. Depth perception

When considering a pitch or bunker shot encourage learners to gain a better understanding of the depth of the shot. This can be by simply walking halfway between the shot and the flag or just analysing this on the approach to the golf ball.

## 2. Loft and spin

Increased loft will generate additional spin and a shorter roll on the golf ball. When considering guidance for the learners allow them to experiment with different clubs and set up to generate different spin and roll



# Learning the Game

Provide a brief overview of the learning the game theme and remind learners that they can access the content online to review and learn more about this topic:

## Raking the bunker

Explain to the learner about the importance of raking a bunker. Outline to the learner about penalty shots in a hazard, specifically explain the rules in relation to bunkers.





# The Whole Golfer

## Growth mindset - you don't need to know it all straight away!

Outline to the learner about the complex nature of golf. Explain how golf is a sport requiring multiple skill sets and are developed over a long time period.

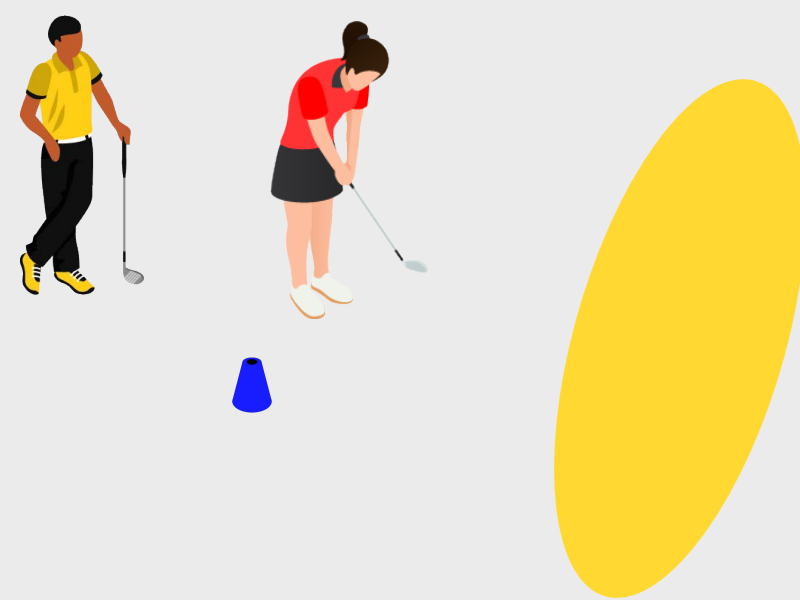
Explain how this program will introduce different elements at the appropriate time, and that the learners will improve, as so long as they continue to practice.



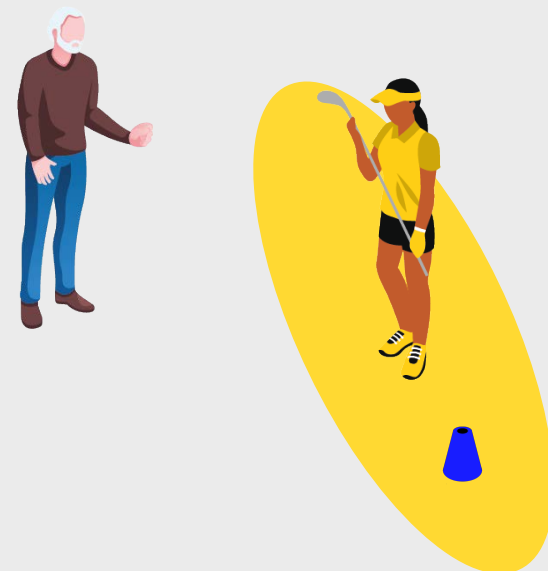


# Class Layout and Setup

**Station 1:**  
Practice Station  
Up and Over



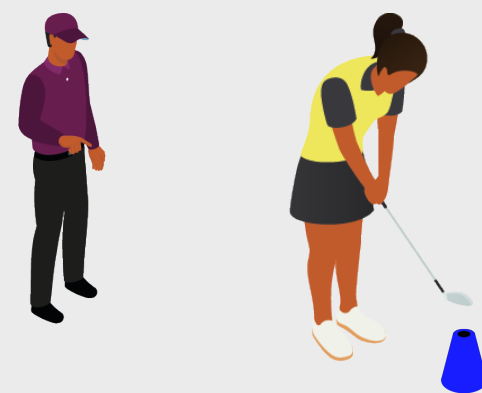
**Station 2:**  
Practice Station  
Making a Splash



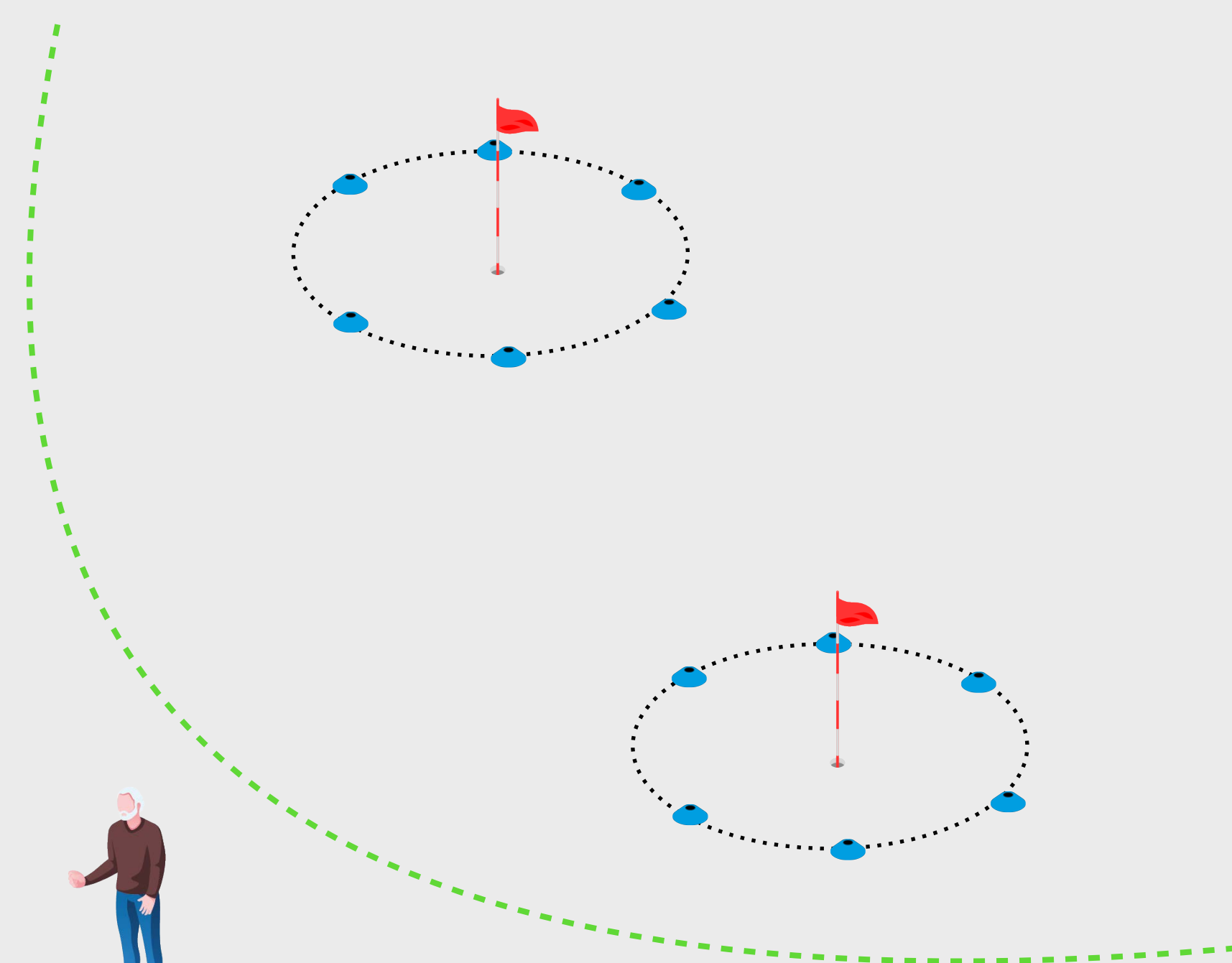
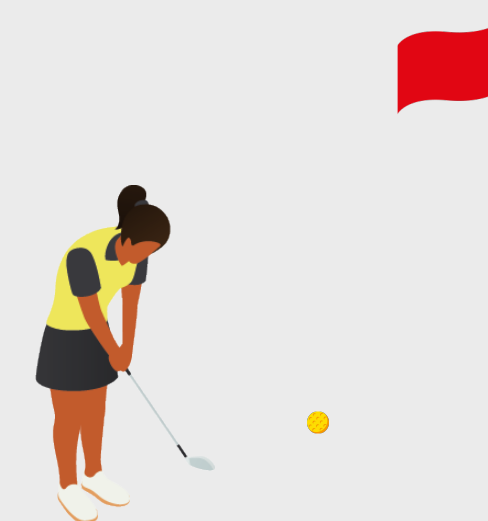
**Station 3:**  
Practice Station  
How's your Lie?



**Station 4:**  
Challenge Station



**Station 5:**  
Secondary Skill



# 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 provide a focused, themed class focus.

**Equipment Needed**

- 12 cones
- Golf balls

**How to Practice**

- Set this activity up in 3 different sized boxes (10, 20, 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

**Technical Learning Objectives**

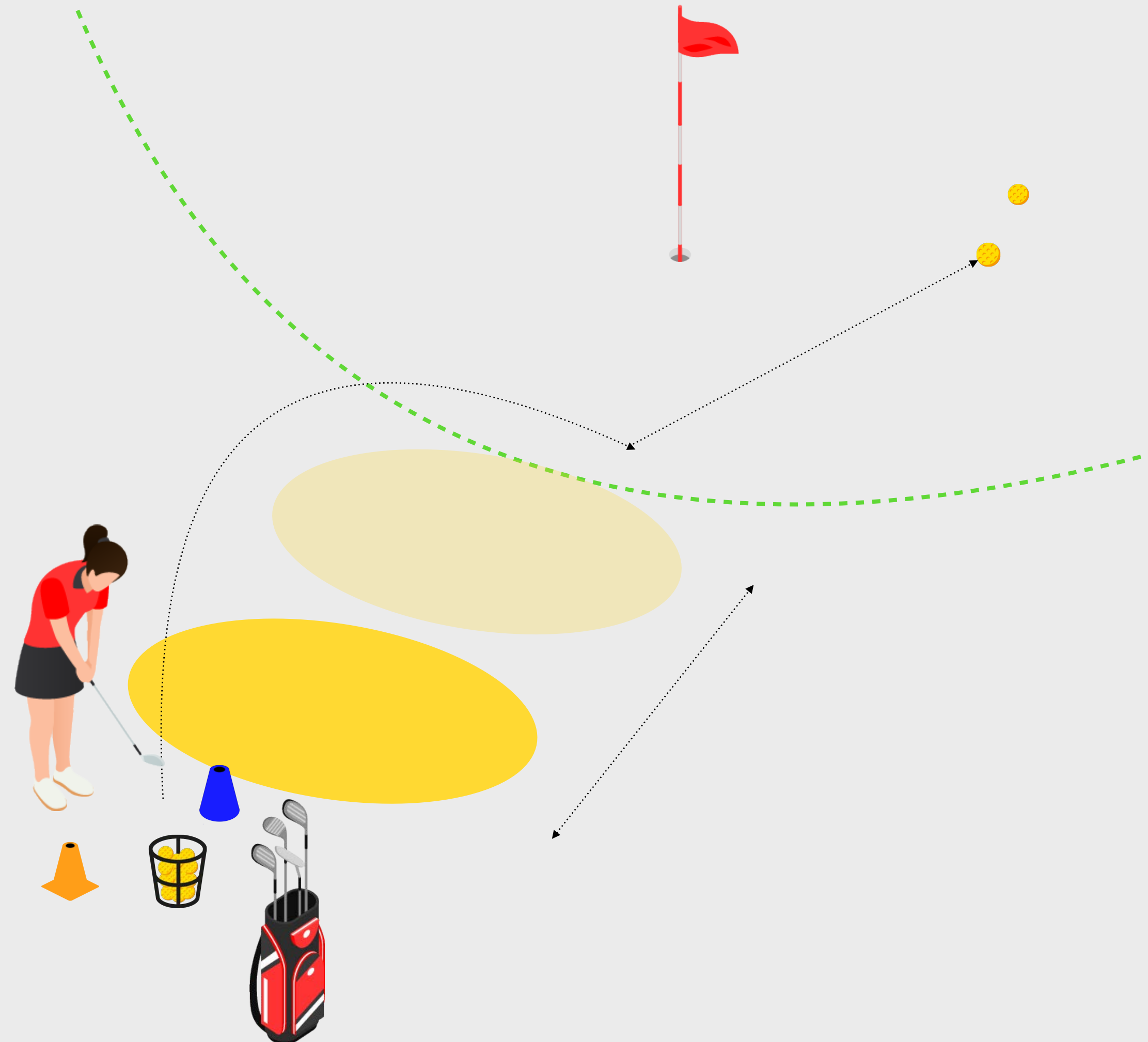
- This activity will help the learner to understand the distance of a shot based on the speed of the stroke.
- This activity will help the learner to gain consistency in chipping around the green by becoming confident in using one particular type of club.

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# Up and Over



## Equipment Needed

- Cones for safety
- Pitching Wedge or Sand Wedge
- Golf balls

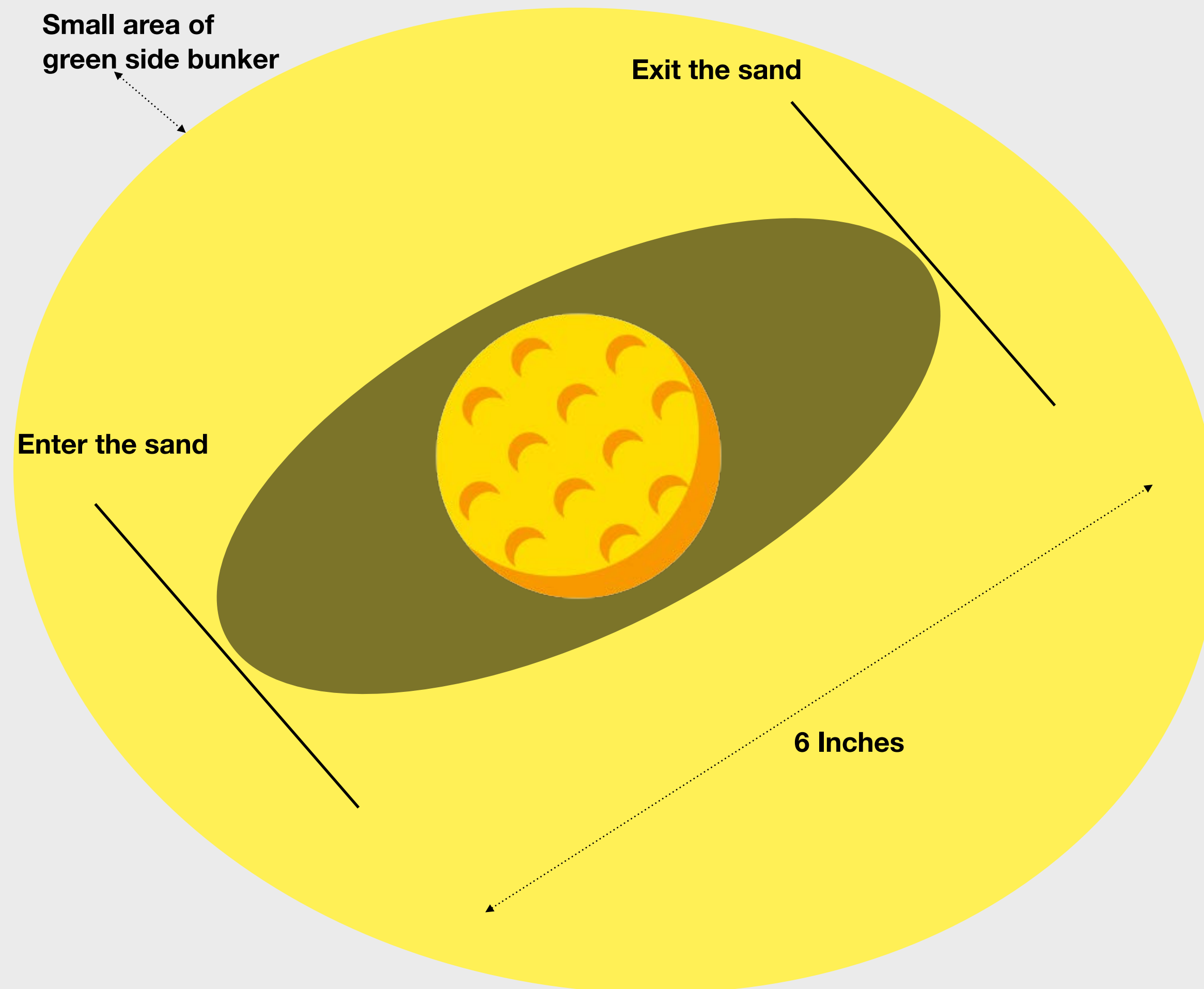
## How to Practice

- Position the learner in front of a hazard. For example a bunker or a small water hazard. Allow the learner to experiment with different clubs
- Encourage the learner to walk up to the flag and look back at the shot. This will give them an understanding of the depth of shot and how much green they have to work with
- Move the learner into another position where they have less green to work with and get them to adjust the club selection.

## Technical Link

- This activity will demonstrate to the learner how a change of loft will affect the roll and spin on the golf ball
- This activity will also demonstrate the importance of walking around the shot to better understand the depth and space the learner has to play with

# Making a Splash



## Equipment Needed

- Bunker
- Sand Wedge
- Golf balls

## How to Practice

- In the bunker get the learner to mark out the circle around the golf ball approximately 6 inches across
- When the learner is hitting the shot, encourage them to hit the sand on the first mark and leave the sand on the second mark
- This will encourage the learner to splash the sand under the golf ball and have the desired contact

## Technical Link

- This activity will encourage the learner to splash the sand under the golf ball and have the desired contact
- Encourage the learner to try PW to get a lower flight, less spin and more roll



# How's your lie?



## Equipment Needed

- Varying grass length
- Green side medium to deep rough, fairway and green fringe
- Golf balls
- Cones for safety

## How to Practice

- Position several balls around a green and drop them randomly in different lies
- Allow the learner to move around the green experiencing the effect the different lies have on the golf shot
- Encourage the learner to try different clubs and see what effect that has on the shot

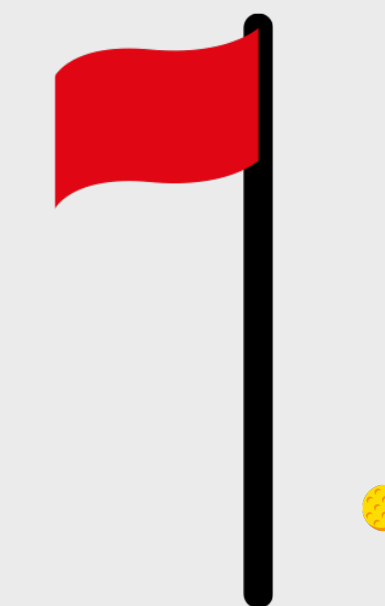
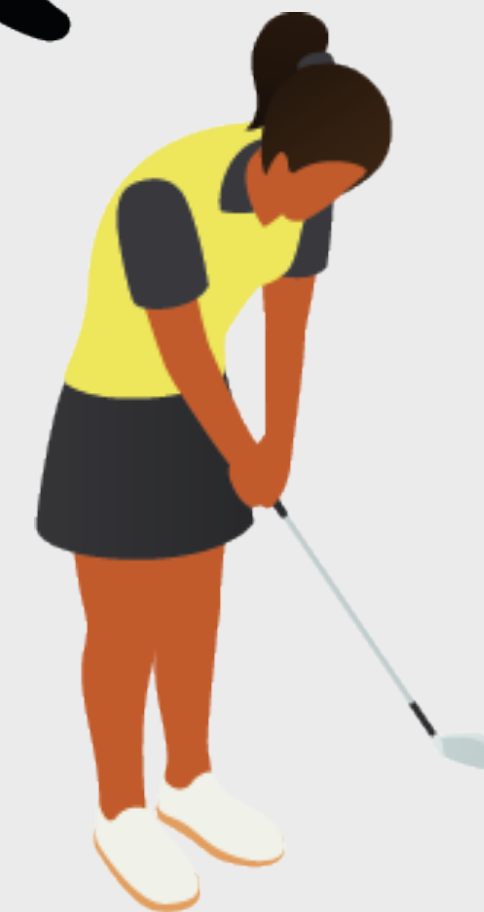
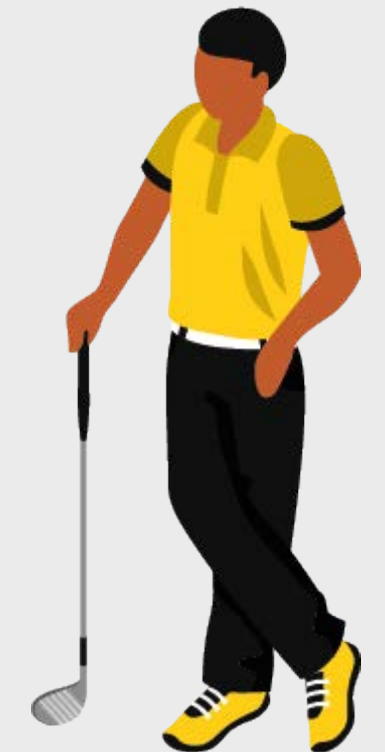
## Technical Link

- Explain to the learner how changing the attack angle of the downswing can improve contact in longer grass
- Demonstrate this on fairway and fringe grass and see the effect that a change in attack angle can have on contact and overall shot

# Secondary Skill

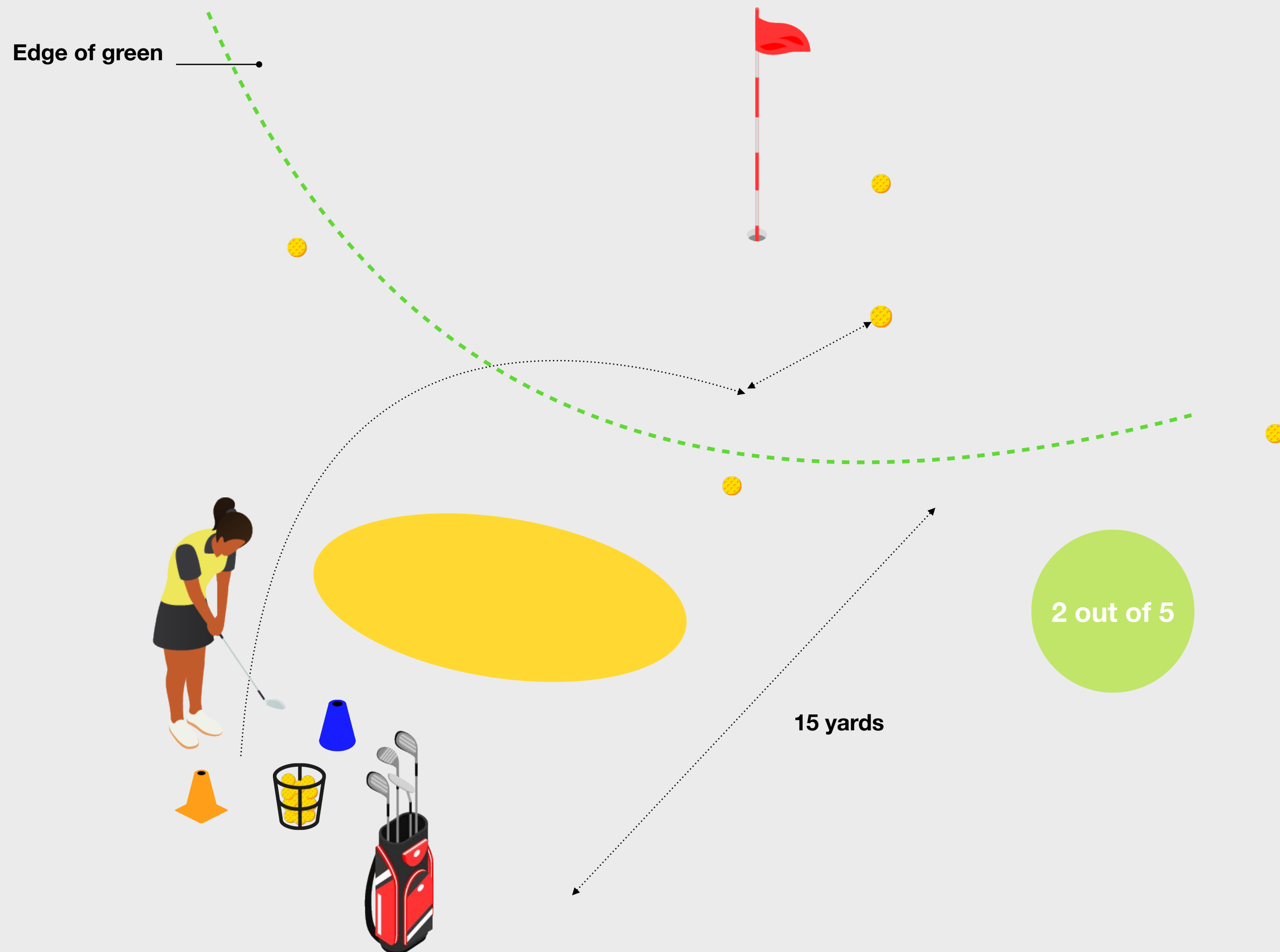
To allow for variety of practice during the session, and to enable those that may have missed a class to catch up on practicing some of the other skills we recommend having one of the stations set up as a secondary skill.

This week's secondary skill is **putting**, providing learners an opportunity to practice putting and specifically short putts.





# Pitching Challenge



## The Challenge

To complete the Level 1 Challenge the learner needs 2 out of 5 shots to finish anywhere in the green from a starting position 15 yards from the hole.

The learner will ideally hit over a hazard.

## Equipment you Need

The equipment you will need for this challenge:

- Cone to mark the starting position
- Hazard i.e. bunker or stream
- Golf Balls

## What should the Learner do next?

After attempting the challenge, the learner should:

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

## Pitching



# Pitching Challenge



## The Challenge

To complete the Level 2 Challenge the learner needs 3 out of 5 shots to finish anywhere in the circle from a starting position 25 yards from the hole.

The learner will ideally hit over a hazard.

## Equipment you Need

The equipment you will need for this challenge:

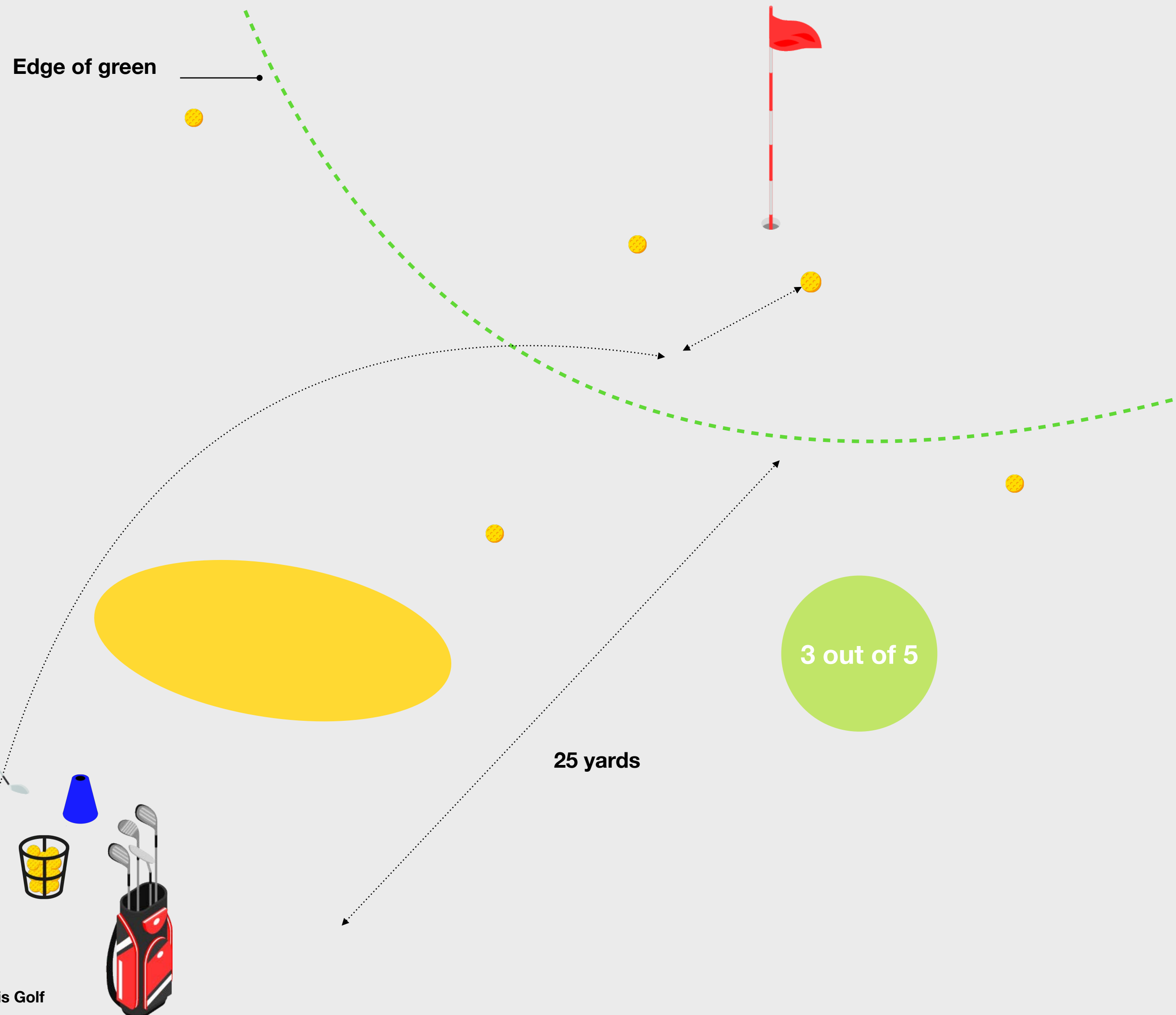
- Cone to mark the starting position
- Hazard i.e. bunker or stream
- Golf Balls

## What should the Learner do next?

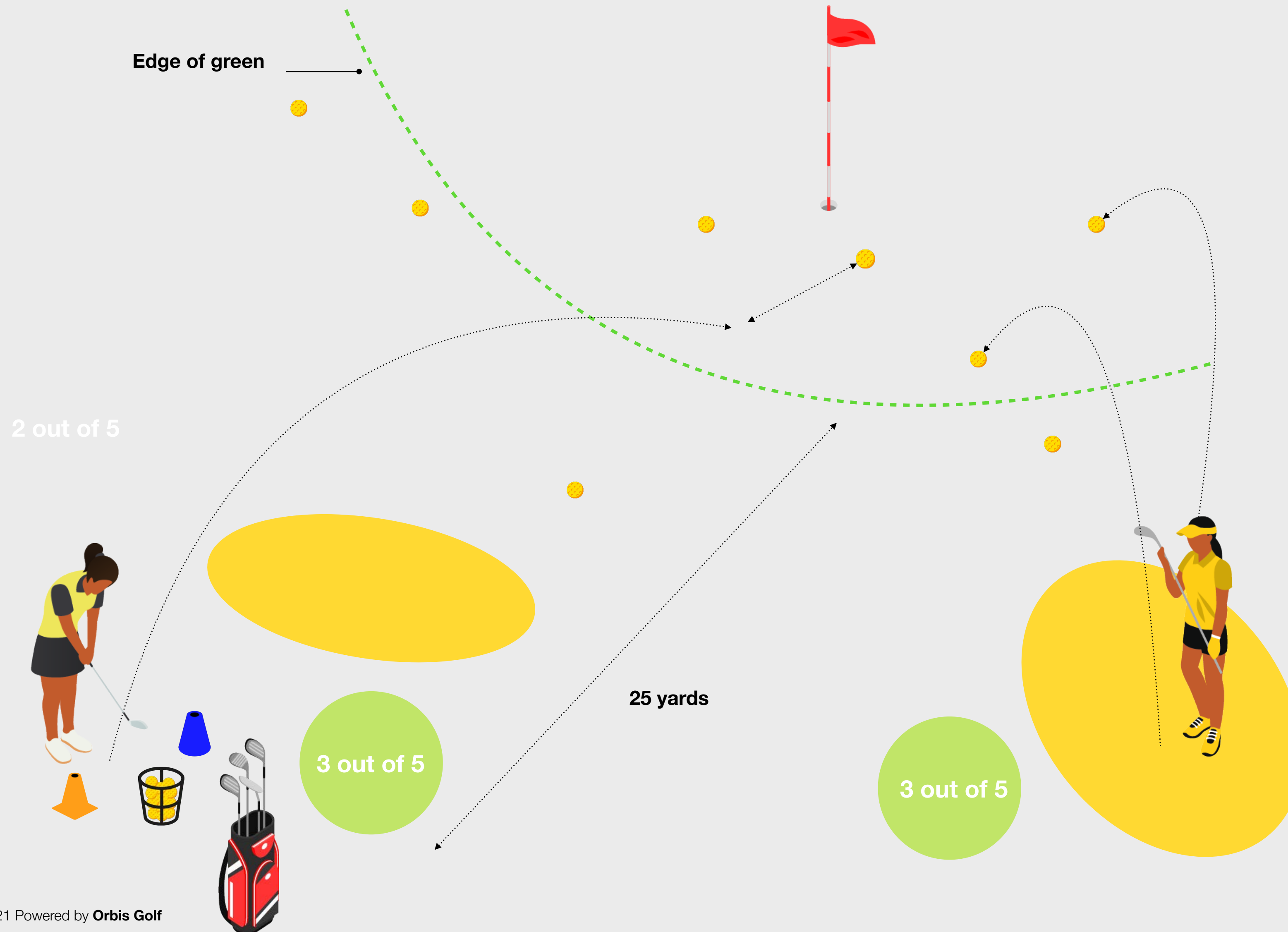
After attempting the challenge, the learner should:

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

## Pitching



# Pitching and Bunker Challenge



## The Challenge

To complete the Level 3 Challenge the learner needs to pitch 3 out of 5 shots from 25 yards onto the green and 3 out of 5 shots from a bunkers onto the green.

## Equipment you Need

The equipment you will need for this challenge:

- Cones to mark the starting positions
- Green side bunker
- Golf Balls

## What should the Learner do next?

After attempting the challenge, the learner should:

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

## Pitching and Bunker

