

On the Green - Short Putts

Monday, September 12th - Sunday, September 18th



GAMEON

GOLF DEVELOPMENT

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Class Timetable

Class Timetable

Session Length: 60mins

Mastering the Game Focus:
Swing
Introduction to Swing

Online Whole Golfer Resource:
Fit for Golf

Learning the Game Focus:
Aim of the Game
Equipment Requirements

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

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Class Timetable

Session Length:
60mins

Group Size:
1:8

Mastering the Game Focus:
On the Green
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 	

Class Objectives



Technical Guidance

Short Putts

The technical guidance we are prescribing is to be delivered as you see fit, use your experience and be sure to link your technical advice to how this will help learners to improve the key skills of:

Develop technique to hole more putts inside 6 feet

- How to develop a consistent strike and starting line for short putts
- Awareness of clubface aim and start line

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



Learning the Game

Rules and Etiquette

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

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

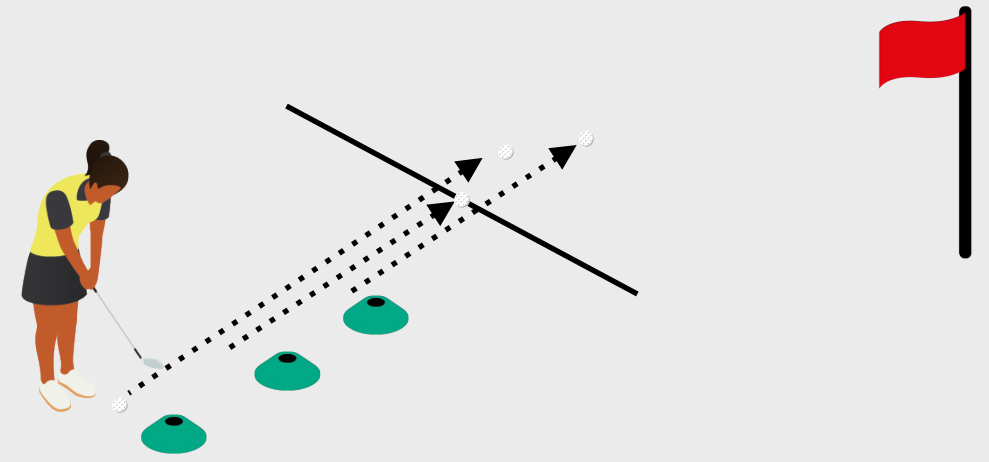
Explain to the learners about the rich history of golf. This will add a lot of excitement and enthusiasm to the learner's journey in the game, and inspire them to continue to learn and enjoy the sport.

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.

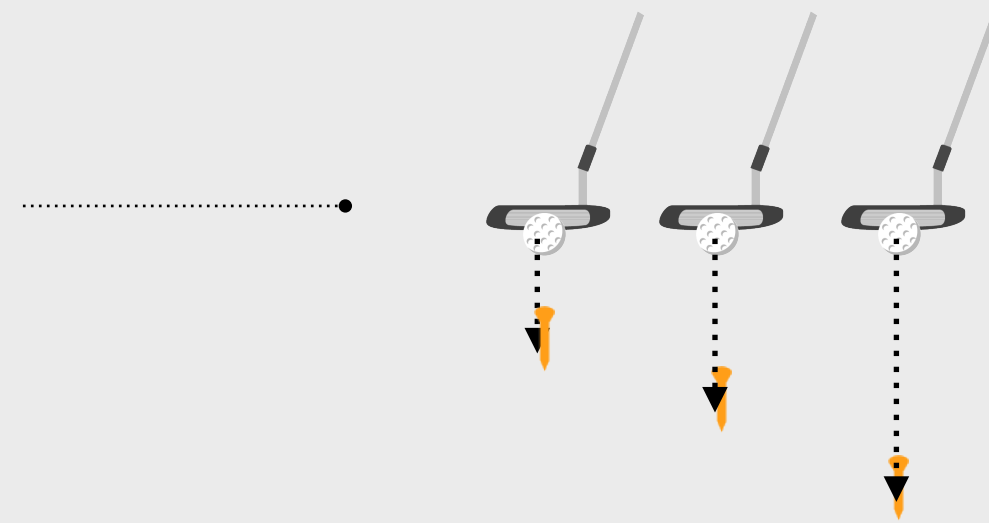


Class Layout and Setup

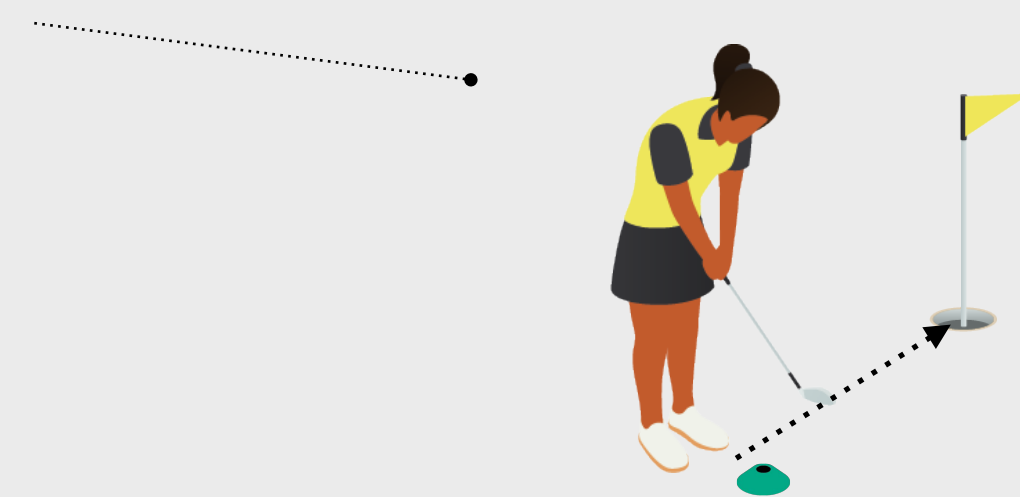
Station 1:
Cliffhanger



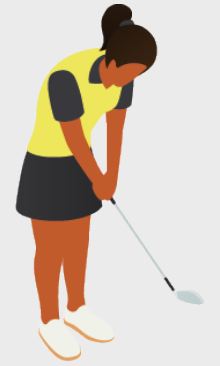
Station 2:
Putt to a Tee?



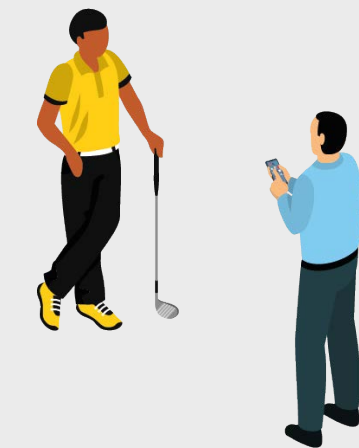
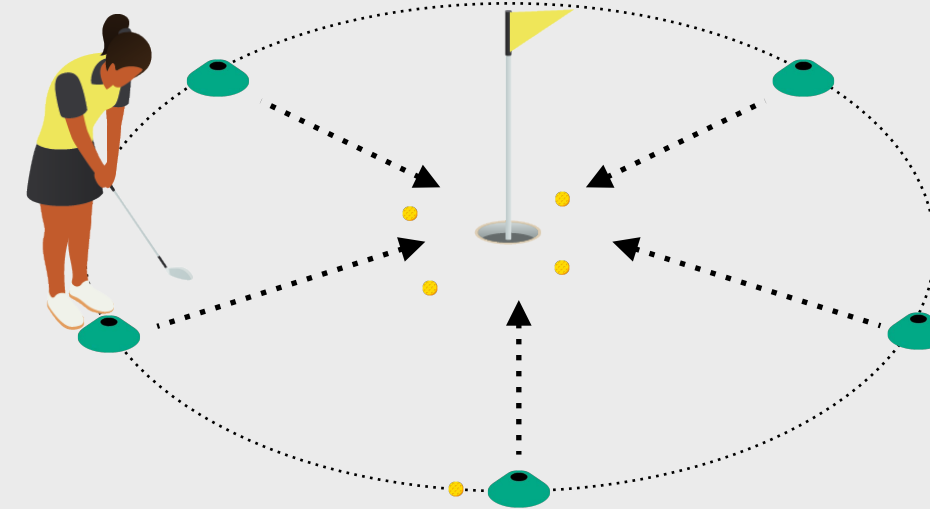
Station 3:
How many in a row?



Station 6:
Secondary Skill
Chipping



Station 4:
Short Putts Challenge



Practice Stations and Game Cards



Themed Class Plans

Control Distance

30 Yards

20 Yards

10 Yards

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 yards and 30 yards) from the learner.
- The learner should practice chipping the ball at different distances using the same club, by varying the speed of the swing.
- Encourage them to start by controlling the length of the stroke, similarly to how they learnt to control the ball further, and then gradually increase the length of the stroke and speed of the stroke to ball further.
- This practice is learnt using the same club as a lower lofted club, e.g. a 7 iron would be best to use.

Technical Learning Objectives

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

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Cliffhanger



Equipment Needed

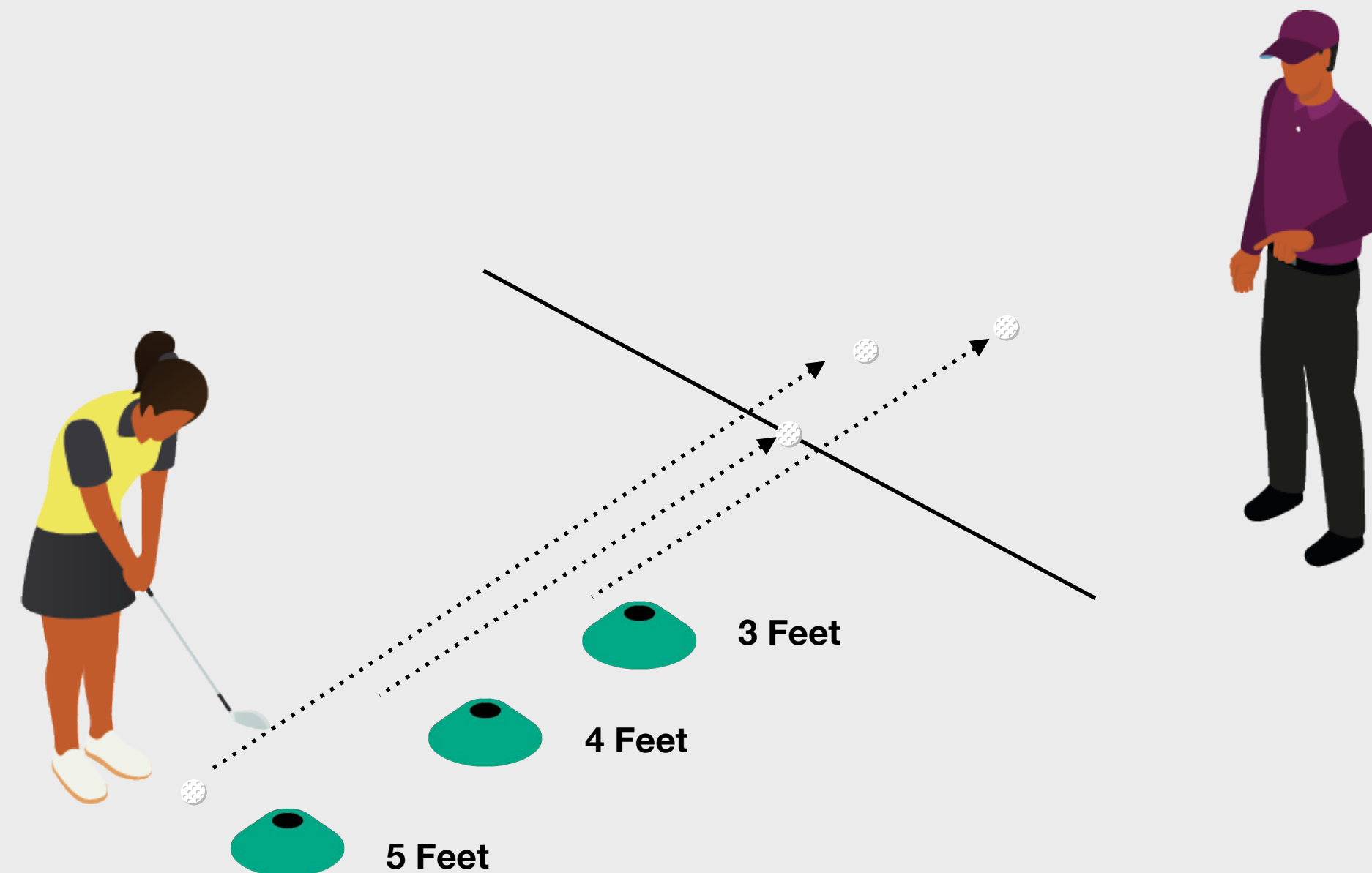
- Putter
- Cones
- Target line (string, alignment stick)
- Golf balls

How to Practice

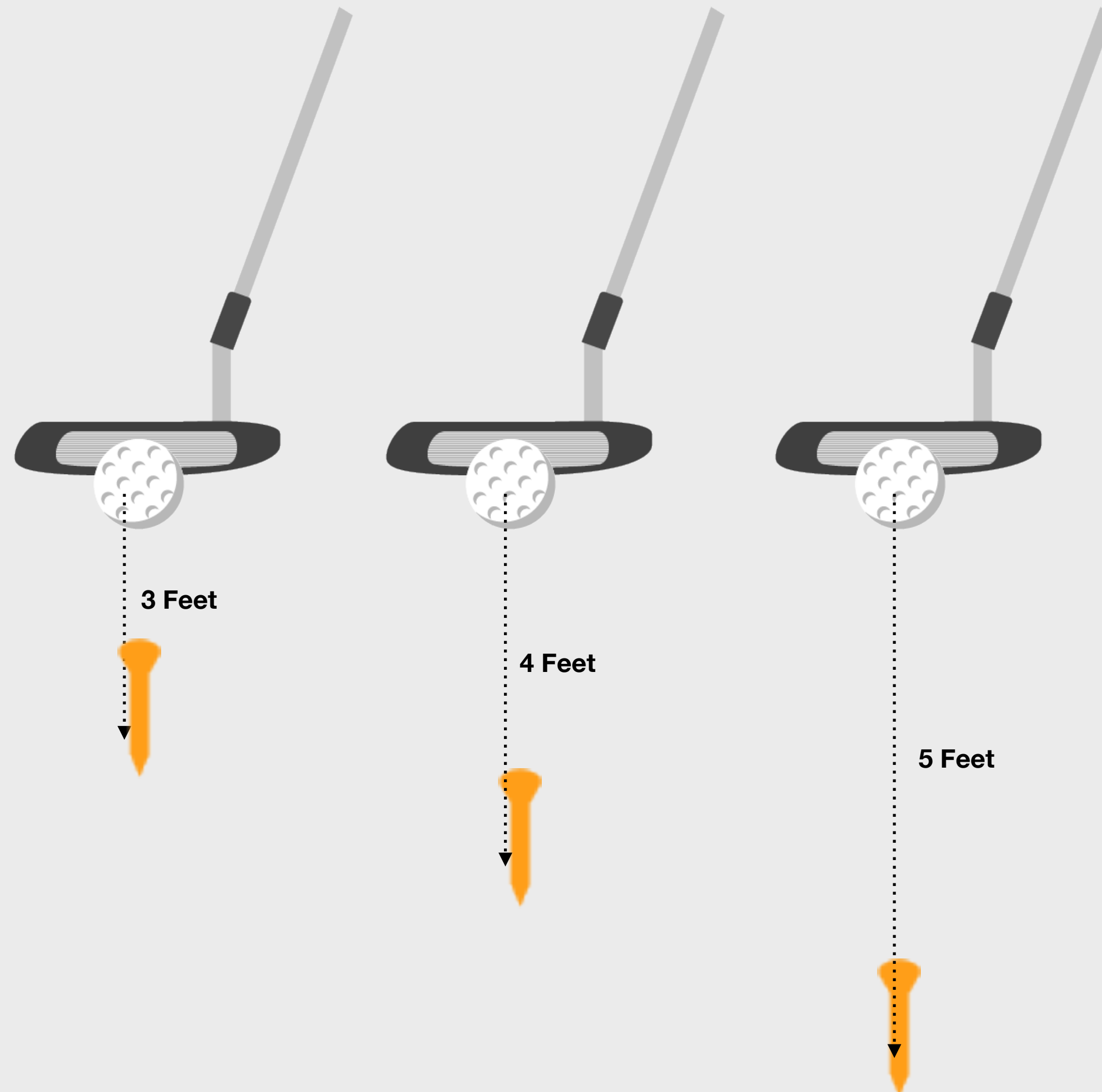
- Learners should part from the three different start points
- Randomise the cone that the learner starts from
- The learner is trying to pop the ball as close to the line as they can without going over it
- They can play against other learners and the ball that is closest to the line without going over it is the winner. Award minus points for parts that go over the line

Technical Link

- This activity will help the learner to improve their distance control on short putting
- Explain to the learner that the weight of a short putt is very important and that having the correct weight of putt makes the hole bigger



Putt of tee?



Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

How to Practice

- Get the learner to putt from 3, 4 and 5 feet
- Place of golf tee at 3, 4 and 5 feet from the learner
- Allow the learner to putt at the three different length practice drills.
- The idea is that the learner tries to hit the golf tee instead of the hole

Technical Link

- Because the golf tee is much smaller it focuses their attention on the very centre of the golf hole when they move back to putting to a hole
- Reinforce the following technical elements;
 - Face angle impact
 - Centered strike on the putter face
 - Rhythm and tempo of the putting stroke

How many in a row?



Equipment Needed

- Cones
- Putter
- Golf balls
- Golf hole

How to Practice

- Set this activity up with a cone 3 feet away from a hole
- Give the learner five balls
- See how many parts in a row the learner can hole from 3 feet
- If they miss they have to start back at zero
- Set the learner a concentration drill and see how many they can get in a row

Technical Link

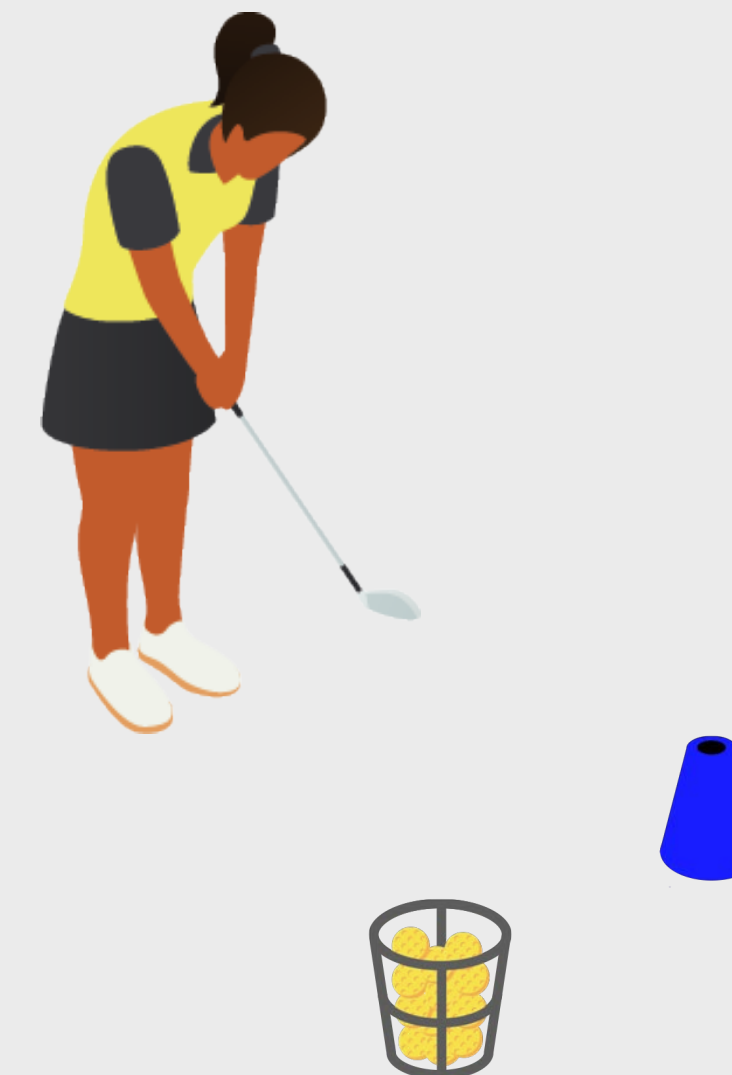
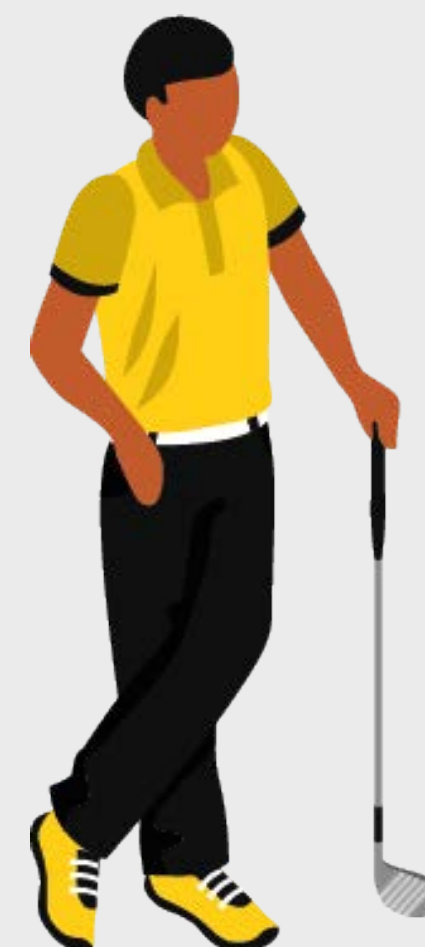
- This activity will help the learner to improve their consistency and concentration on short putts
- Repetition of technique and concentration is the technical skill for this activity



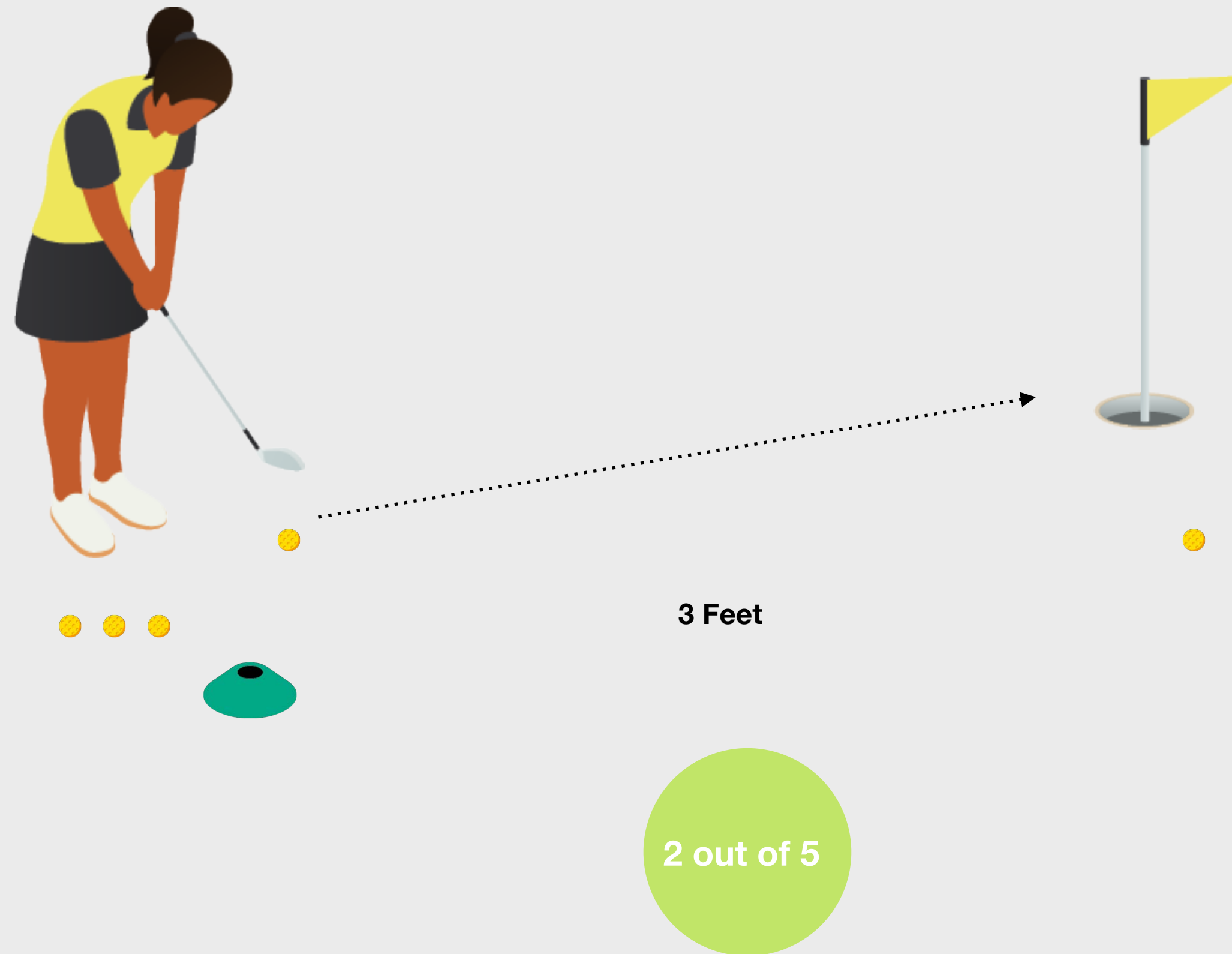
Secondary Skill

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 **chipping**, providing learners an opportunity to practice what was learnt in the around the green class.



Short Putts Challenge



The Challenge

To complete the Level 1 Challenge the learner needs to putt 2/ 5 balls in the hole from 3 feet on a flat green surface from one position around the hole.

Equipment you Need

The equipment you will need for this challenge:

- Cones to mark the starting position
- Golf Balls

What should the Learner do next?

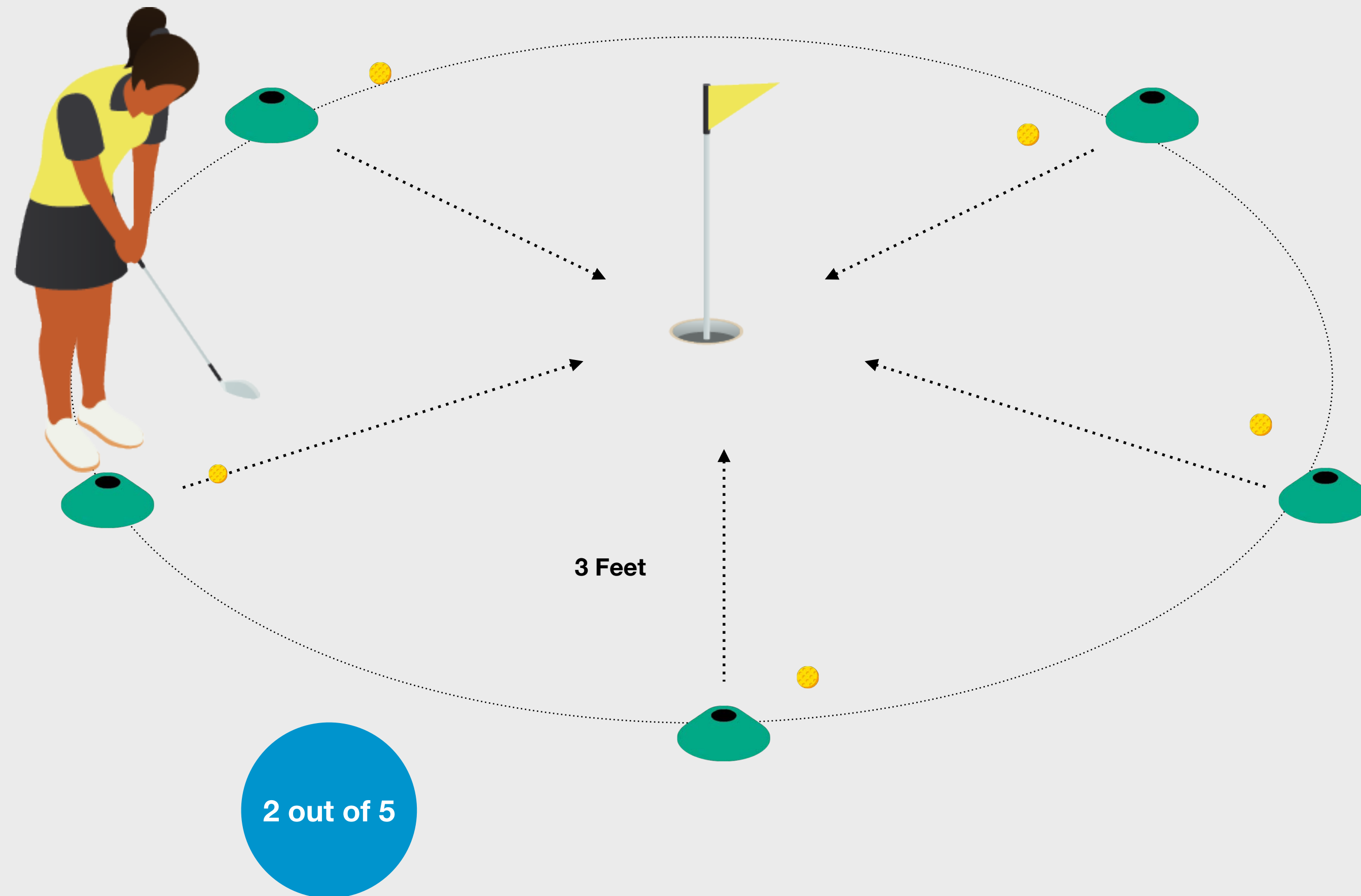
After attempting the challenge, the learner should:

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

Short Putts



Short Putts Challenge



The Challenge

To complete the Level 2 Challenge the learner needs to hole 2 out of 5 putts from a distance of 3 feet from 5 different positions around the hole.

Equipment you Need

The equipment you will need for this challenge:

- Colored cones to mark the five starting positions
- Golf Balls

What should the Learner do next?

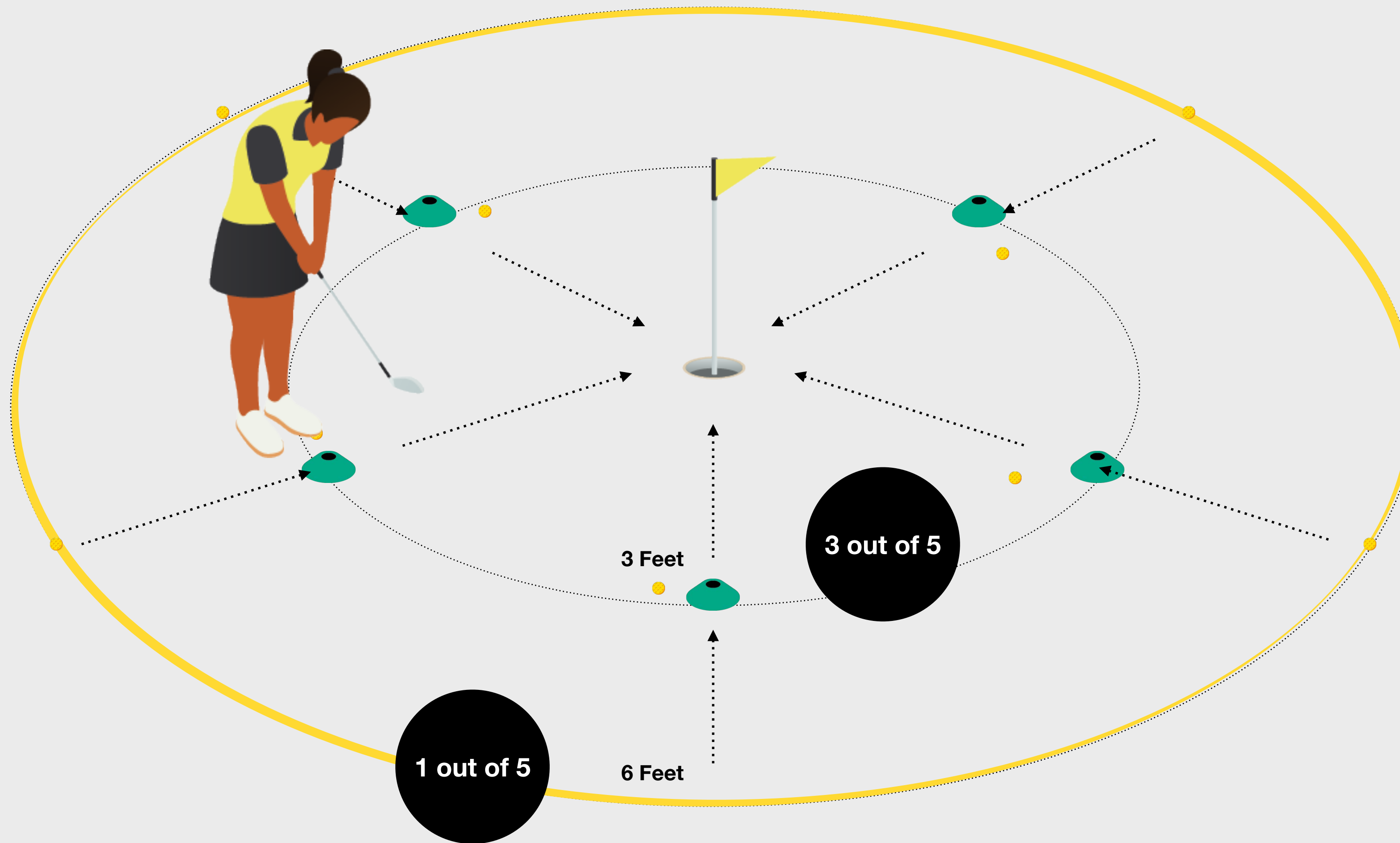
After attempting the challenge, the learner should:

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

Short Putts



Short Putts Challenge



The Challenge

To complete the Level 3 Challenge the learner needs to hole 3 out of 5 putts from a distance of 3 feet and 1 out of 5 putts from 6 feet from 5 different positions around the hole.

Equipment you Need

The equipment you will need for this challenge:

- Colored cones to mark the five starting positions
- Golf Balls

What should the Learner do next?

After attempting the challenge, the learner should:

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

Short Putts

