Practice Club Class Plans

Practice On the Green Monday, September 12th - Sunday, September 18th



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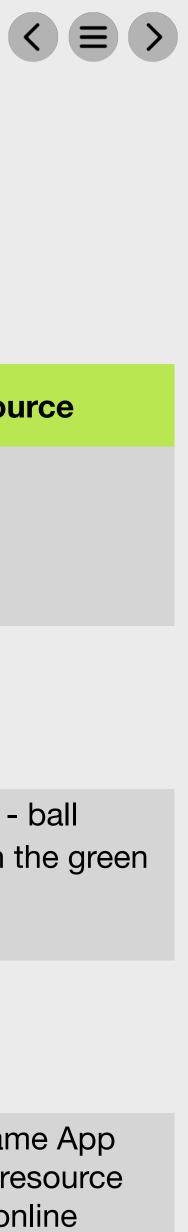




Class Timetable

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Class I	Imetapi	8			
Session Length: 60mins	Group Size: 1:12	Mastering the Game: On the Green - Long Putts	Whole Golfer: Enjoy error full practice	Learning the Game: Rules and Etiquette Ball marker	Challenge: Short Putts Challenge Long Putts Challenge Scoring Challenge
Time	Focus	Class Content			Games / Drills / Resource
10 Mins	Introduction and Whole Golfer Focus	Objectives - Opportunity for learners to practice their putting Practice Station: Swing Length Ladder Game Station: Closest to the Line Whole Golfer Focus: Enjoy error full practice			
20 Mins	Games, Practice and Challenge Time	Allow for self-discovery and guided learning			Swing Length Ladder Closest to the Line
5 Mins	Learning the Game Focus	Get the group together to introduce the Learning the Game Focus			Rules and etiquette - ball marker and rules on the g
15 Mins	Games, Practice and Challenge Time	Allow for self-discovery and guided learning			Swing Length Ladder Closest to the Line
10 Mins	<i>my</i> Game Tracking and Recap	 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 			 GLF. Connect <i>my</i>Game A Whole golfer online resou Learning the game online resource



Practice on the Green Class Layout and Setup

Station 1: Short Putts Challenge

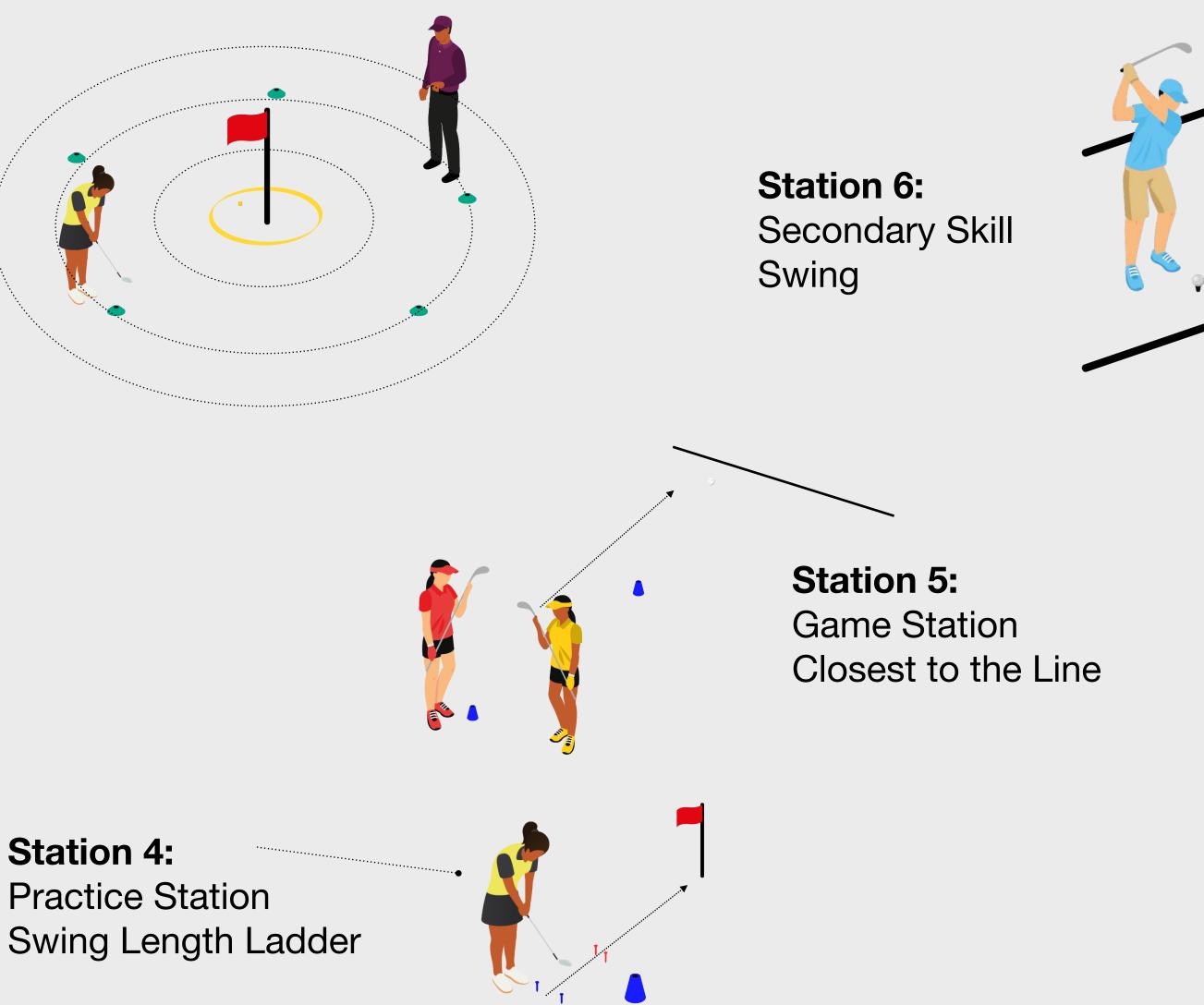


Station 2: Long Putts Challenge



Station 3: Scoring Challenge

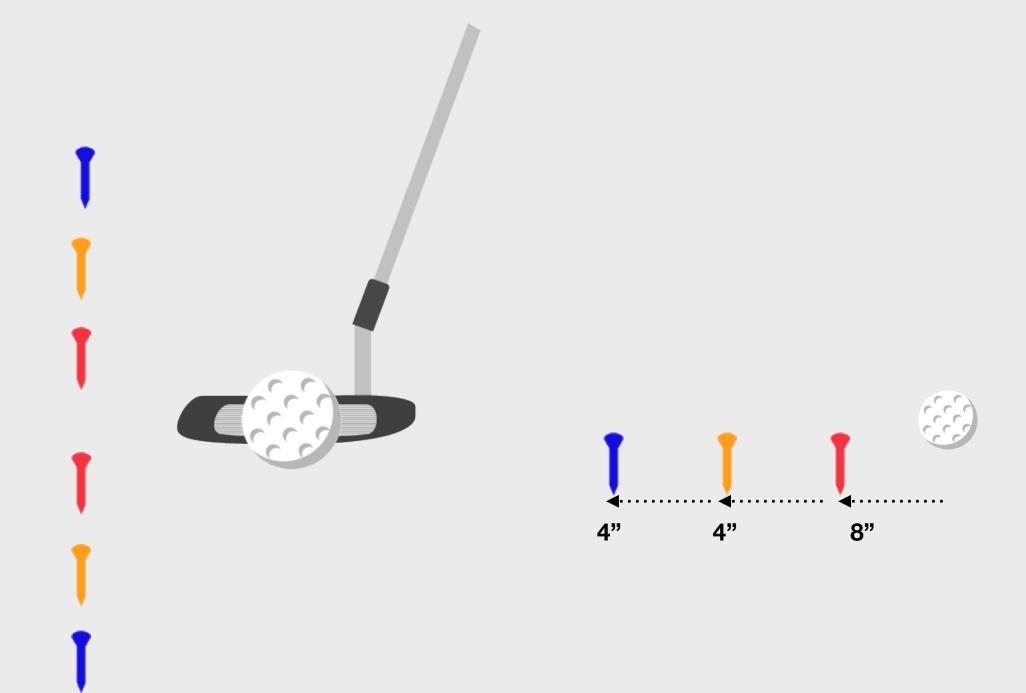
Station 4:







Swing Length Ladder



Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

How to Practice

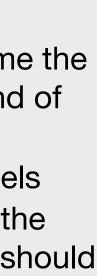


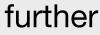
- Get the learner to practice swinging the putter from and to the first tee pegs either side of the ball (red)
- As they practice, get them to count 1, 2. They should time the end of the backstroke with the the one count and the end of the through stroke with the two count
- Get them to hit a few putts and see how far the ball travels
- Next, get the learner to swinging the putter from and to the second tee pegs either side of the ball (red). Again they should reproduce the count of 1, 2.
- Get them to hit a few putts and see how the ball travels further
- Finally, replicate for the final set of tee pegs.

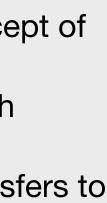
Technical Link

- This activity will help the learner to understand the concept of Swing Length, Rhythm and Tempo
- It will help the learner to understand that as swing length changes, the distance the ball travels changes
- It will help them to understand how length of swing transfers to distance

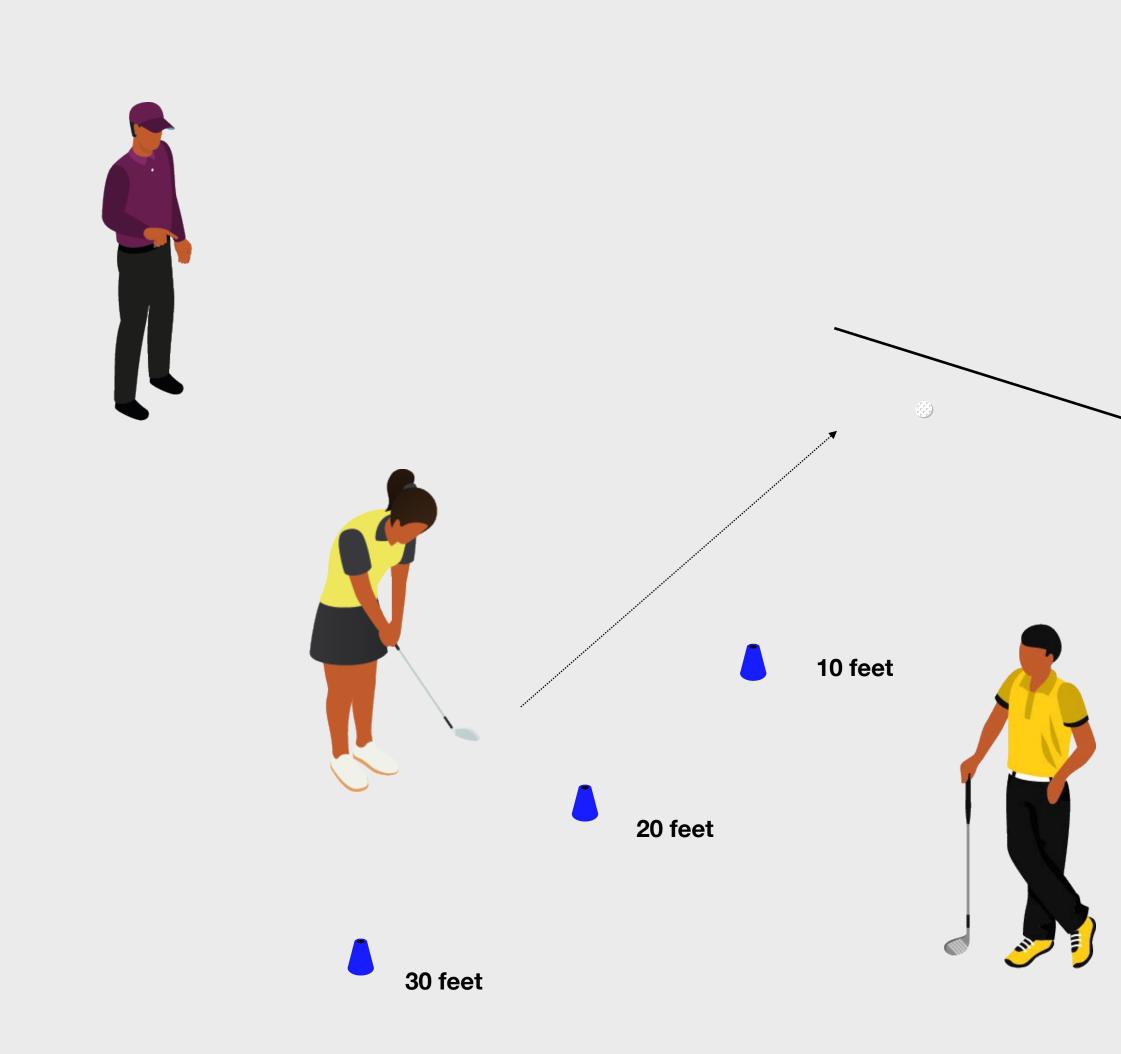








Closest to the Line Challenge





Equipment Needed

- String and Tee Pegs
- Putter
- Golf Ball

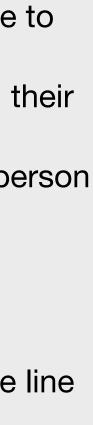
How to Play

- Learners take it in turns to choose which distance to start from
- The aim is to putt their ball closer to the line than their playing partner
- Whoever putts the ball closest wins a point, the person who gets to 10 points first wins the game

Progression Ideas

- Change the distances between the cones and the line
- Add a sloped surface to the game
- Introduce a rule that the ball has to go past the line to count





Practice Club Class Plans



Using a Ball Marker

Introduce the concept of using a ball marker, highlight the rules of golf, whereby a player receives a penalty stroke for putting their ball and hitting another players' ball whilst on the putting green.

Encourage learners to use a ball marker within the games and challenges of the class so they get used to the process for when they play on the course!



Enjoy Error Full Practice

The Whole Golfer theme this week is to recommend that it is beneficial to learn how to enjoy error full practice. This means understanding that for each attempt that the learners make that doesn't go to plan is helping them to learn how to deliver the skill effectively.

The purpose of learning how to play shots from awkward lies is due to the fact that all golfers hit the ball into awkward positions. It is a fundamental part of the game, and to start off with an understanding that this is part of the challenge will benefit your learners greatly.





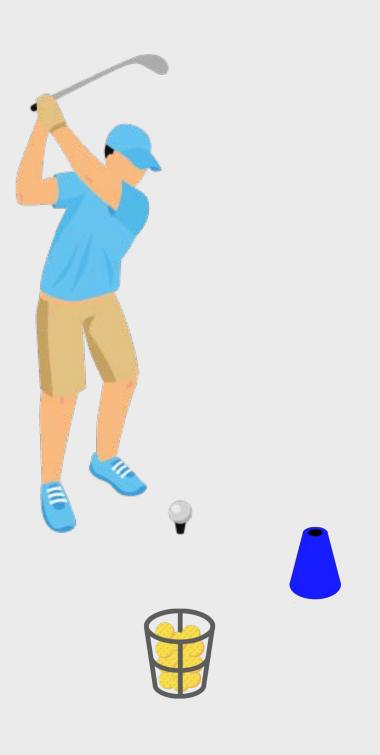
Secondary Skill

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 **swing**, providing learners an opportunity to practice what was learnt in their swing classes.









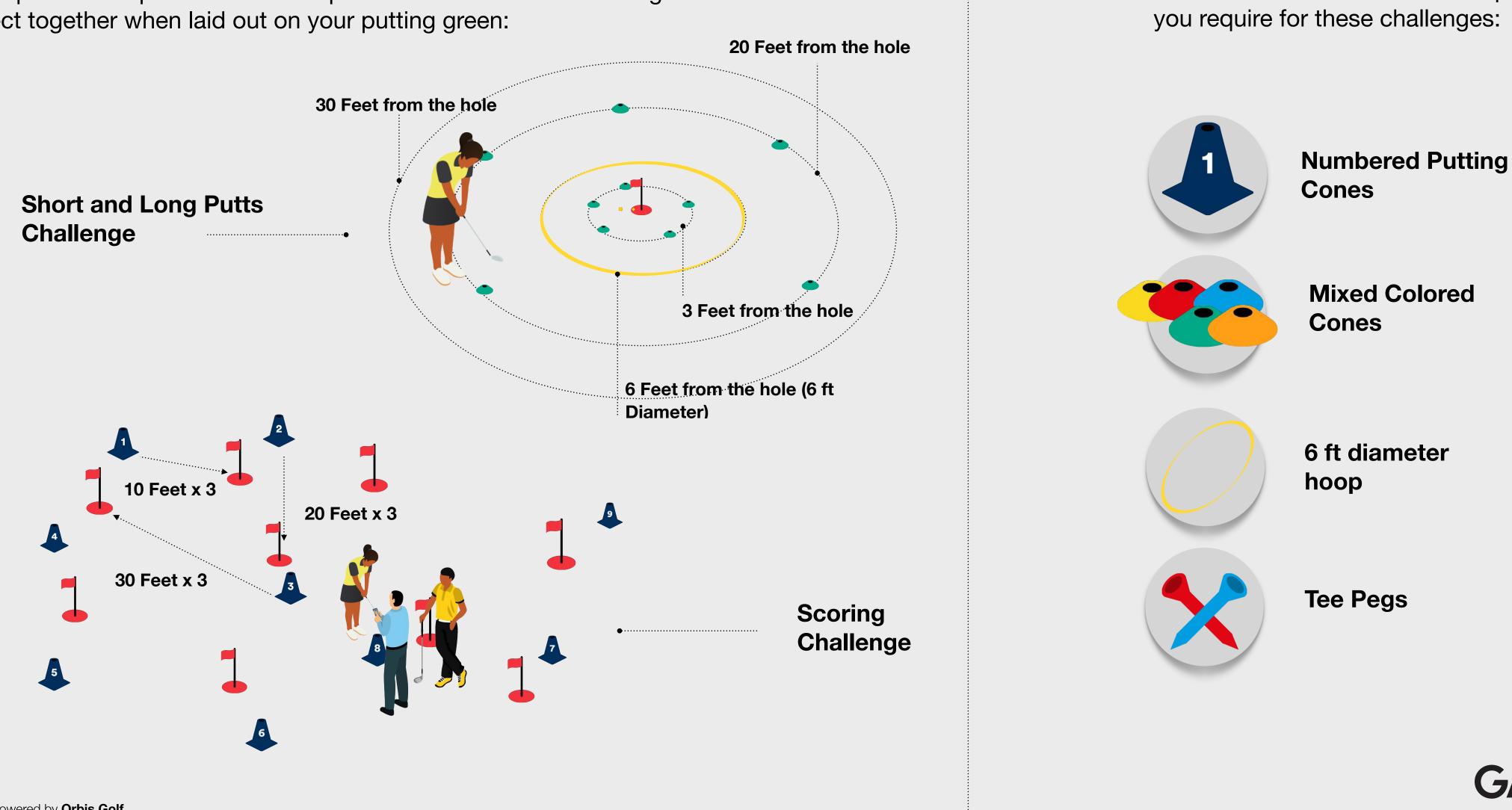
GOLF DEVELOPMENT





On the Green Challenges Layout and Set Up

The graphic below provides an example of how each of the challenges connect together when laid out on your putting green:



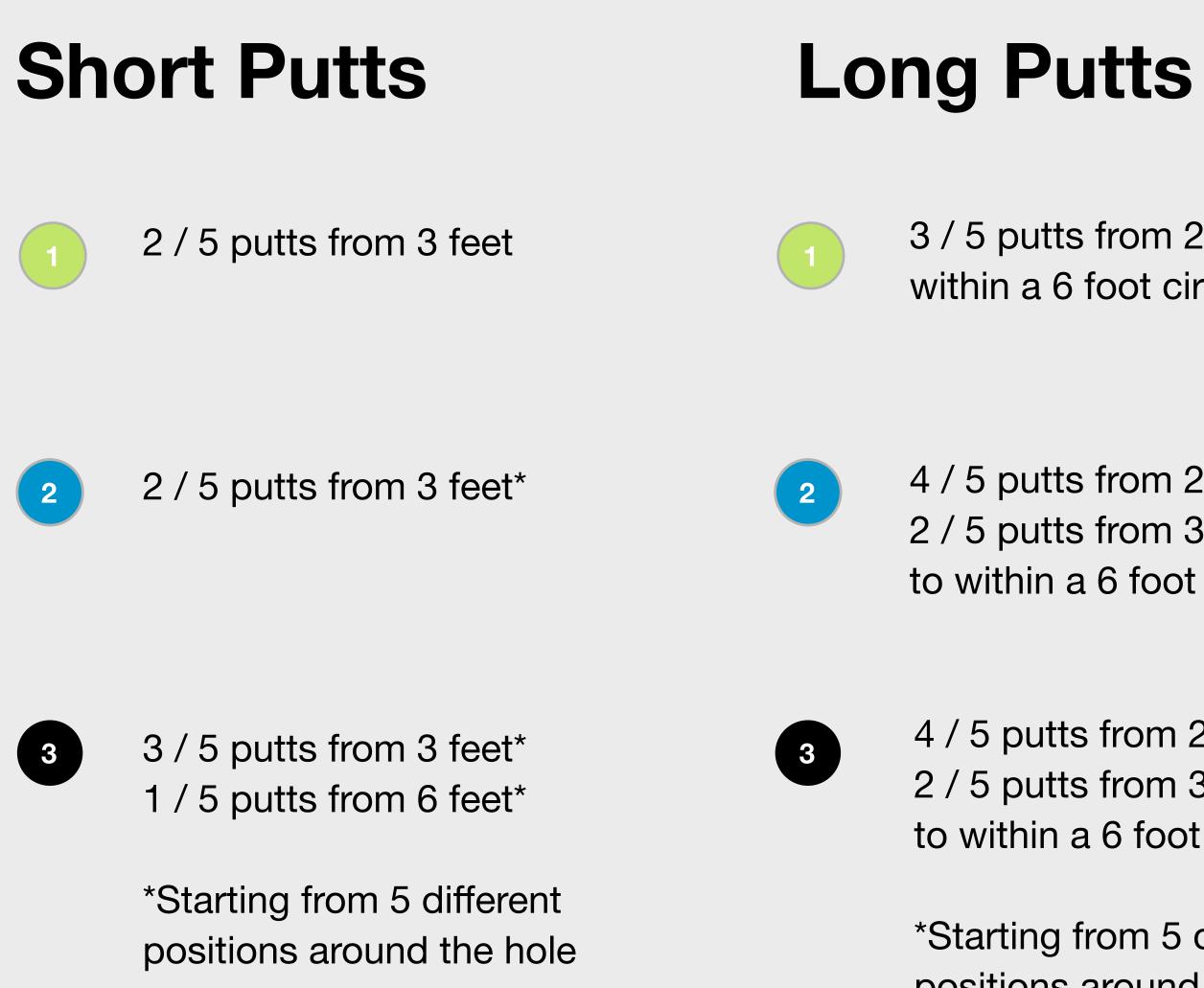
Please find below a list of the equipment you require for these challenges:





GOLF DEVELOPMEN

On the Green Challenges



Green Lev



3 / 5 putts from 20 feet to within a 6 foot circle

4 / 5 putts from 20 feet 2 / 5 putts from 30 feet to within a 6 foot circle

4 / 5 putts from 20 feet* 2 / 5 putts from 30 feet* to within a 6 foot circle

*Starting from 5 different positions around the hole

Scoring



21 putts or fewer over 6 holes 3 x 10 feet putts 3 x 20 feet putts



18 putts or fewer over 6 holes 2 x 10 feet putts 2 x 20 feet putts 2 x 30 feet putts



- 21 putts or fewer over 9 holes
- 3 x 10 feet putts
- 3 x 20 feet putts
- 3 x 30 feet putts

