

Practice Around the Green

Monday, August 8th - Sunday, August 14th



GAMEON
GOLF DEVELOPMENT

Class Timetable

Session Length:
60mins

Group Size:
1:12

Mastering the Game:
Around the Green
Chipping

Whole Golfer Focus
Hydration and increasing
stamina

Learning the Game Focus:
Practice Swings
How many?

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: Control Distance Game station: Single, Double, Triple Whole Golfer Focus: Hydration and increasing stamina 	
20 Mins	Games, Practice and Challenge Time	Play the games individually, in pairs or in groups	Control Distance Single, Double, Triple
5 Mins	Learning the Game Focus	Get the group together to introduce the Learning the Game Focus	<ul style="list-style-type: none"> Practice Swings
15 Mins	Games, Practice and Challenge Time	Play the games individually, in pairs or in groups	Control Distance Single, Double, Triple
10 Mins	<i>myGame</i> Tracking and Recap	<p>Recap and add any lesson notes to the learner's Student Connect on GLF. Connect</p> <p>Learners should mark their attendance at a Practice Club in the myJourney section of the myGame area</p>	<ul style="list-style-type: none"> GLF. Connect <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



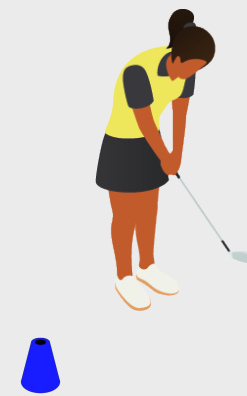
Station 2:
Skills Challenge
Pitching



Station 3:
Skills Challenge
Bunker Play



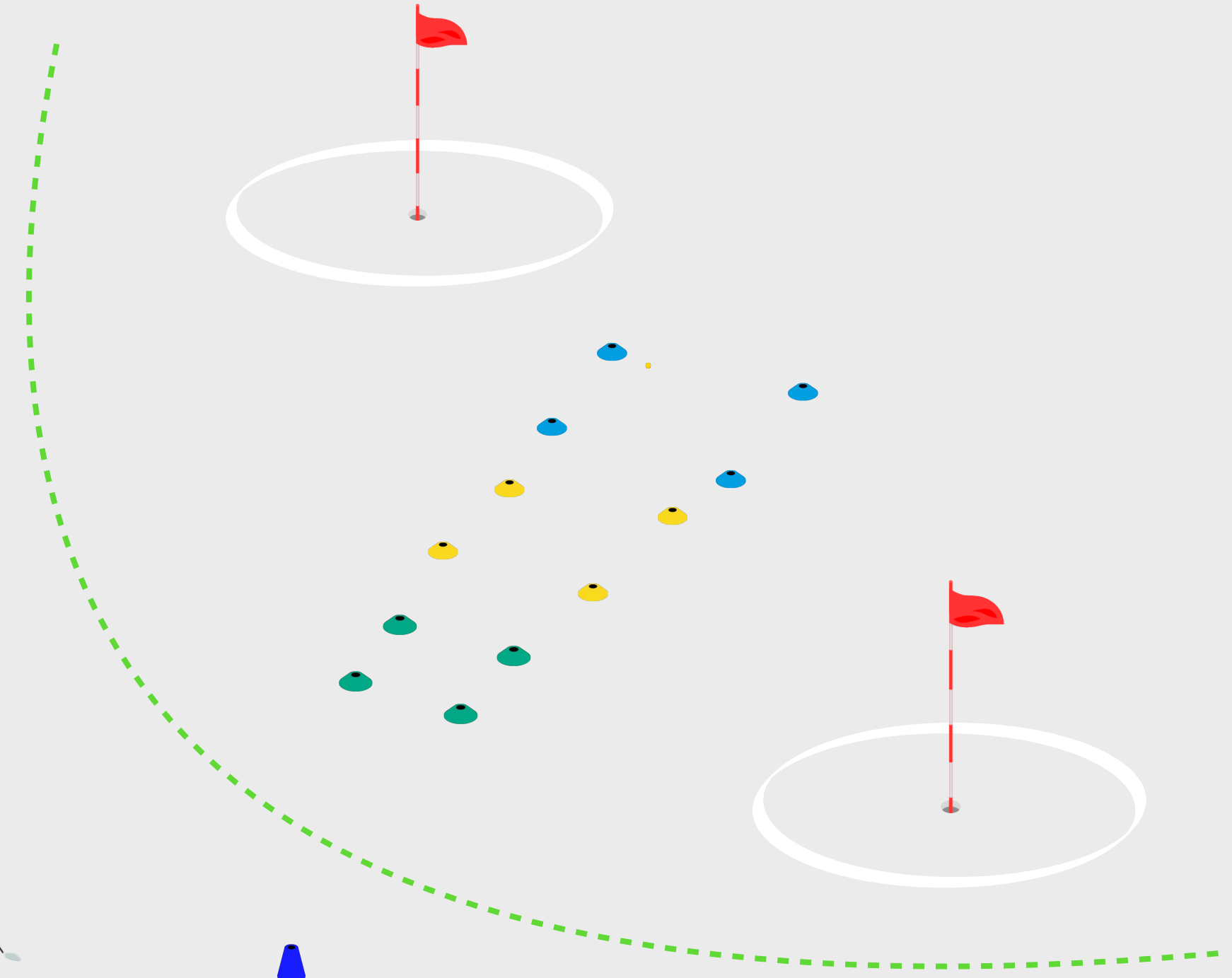
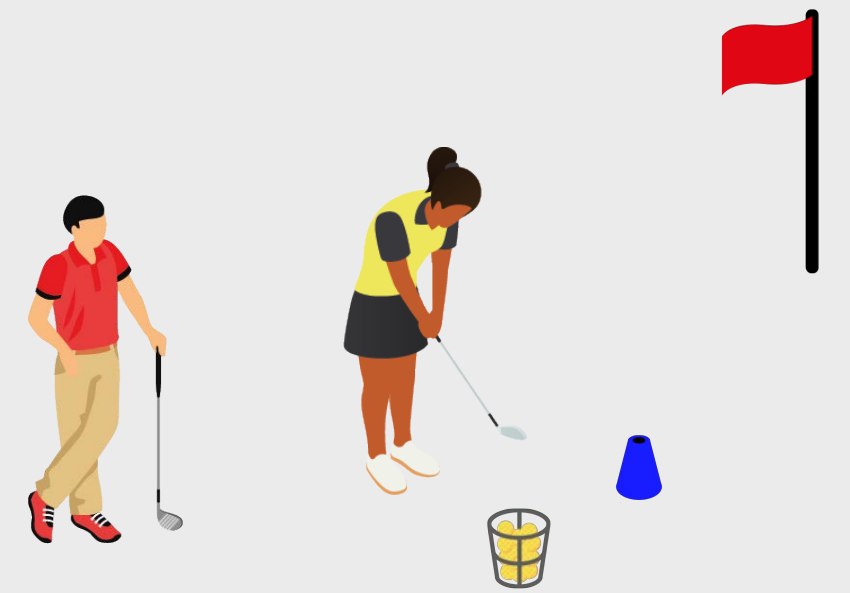
Station 4:
Practice Station
Control Distance



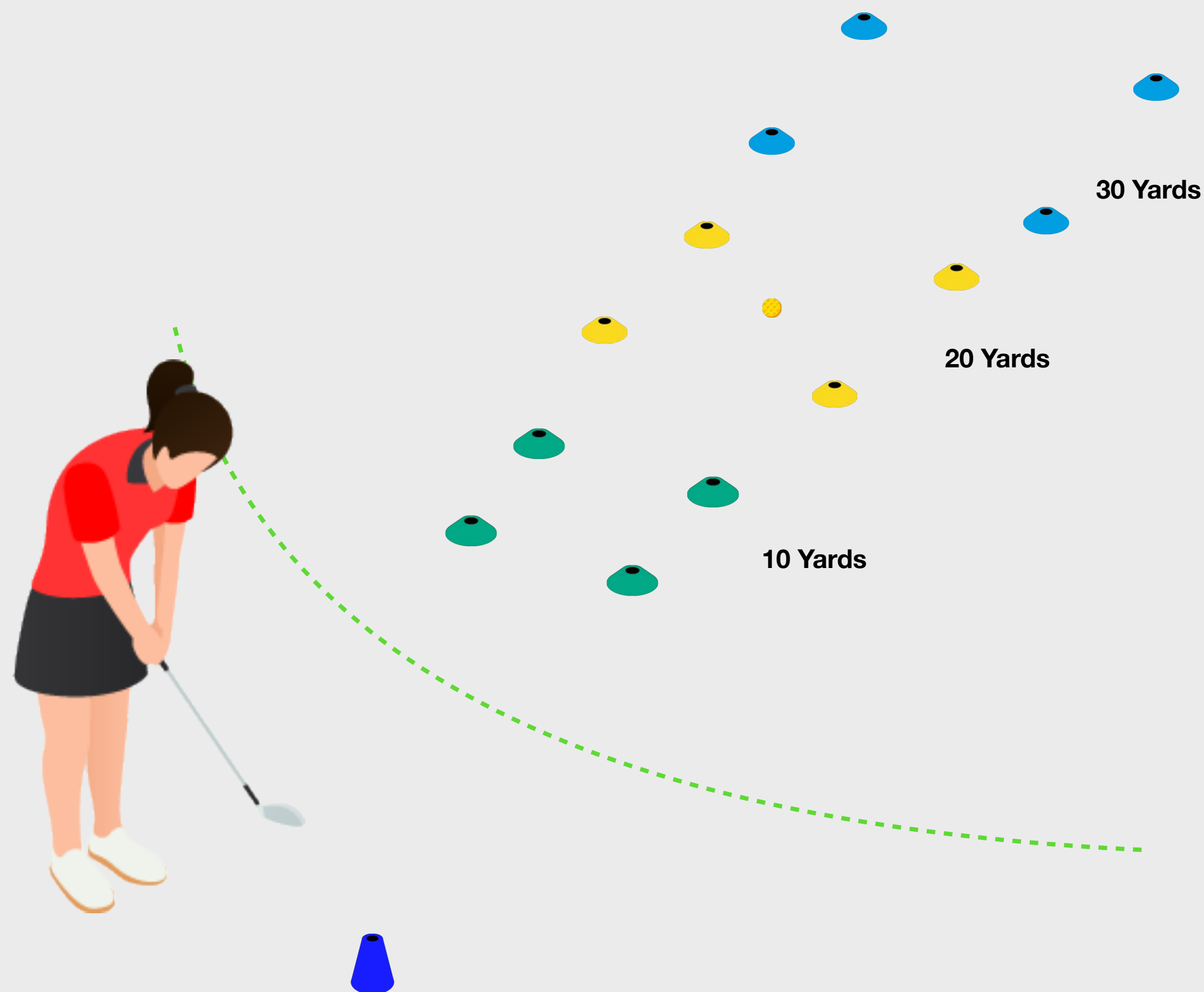
Station 5:
Game Station
Single, Double, Triple



Station 6:
Secondary Skill
Putting



Control Distance



Equipment Needed

- 12 cones
- Golf balls

How to Practice

- Set this activity up with 3 different sized boxes at 10 yards, 20 yards and 30 yards from the learner
- The learner should practice chipping the ball different distances using the same club, by varying the length and speed of the swing
- Encourage them to start by controlling the length of stroke, similarly to how they learnt to control the length of stroke using a putter, and then gradually increase the length of the stroke and speed of the stroke to chip the ball further
- This practice is best learnt using the same club, and a lower lofted club, e.g. a 7 iron would be best to use

Technical Link

- This activity will help the learner to understand how to control the distance of a shot based on the length and speed of the stroke
- This activity will help the learner to gain some consistency around the green by becoming more confident using one particular type of club

Single, Double, Triple



Equipment Needed

- 10 foot circle

How to Play

- Nominate a player to play first. Each learner has 5 shots per round
- The first player chooses which distance to start from
- If the player is successful in chipping the ball into the circle they receive the relevant number of points
- The player that wins is the one that has scored the most points after both players have hit 5 shots

Progression Ideas

- Vary the distances to chip from
- Add in another target circle for more points
- Add in a rule that if the player misses the circle or the green they lose a point



Par 3, 4 and 5

Introduce learners to the different pars they will find on the course and what they mean. Be sure to reference the course play events where they will be playing holes with pars relative to their current ability.

Birdie, Par and Bogey

Introduce these key golfing terms and explain what they mean to you learners. Use this language moving forward so that your learners get used to the terminology they will hear when playing the game.



Greetings - How to start and end a round of golf

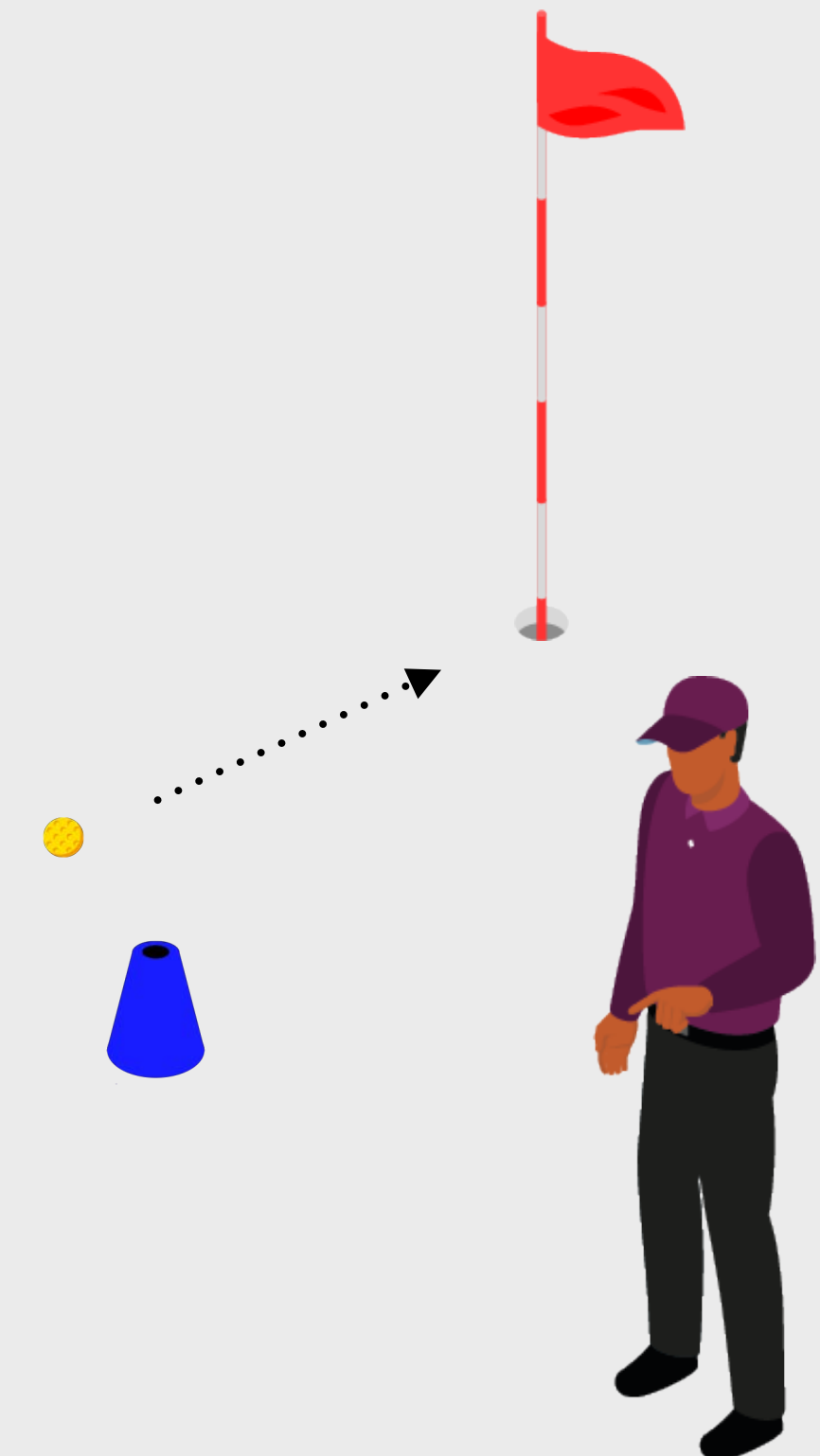
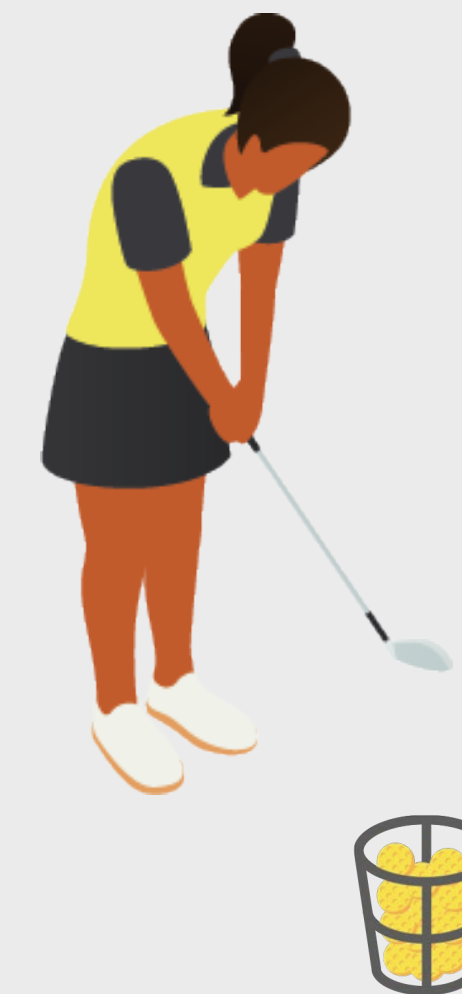
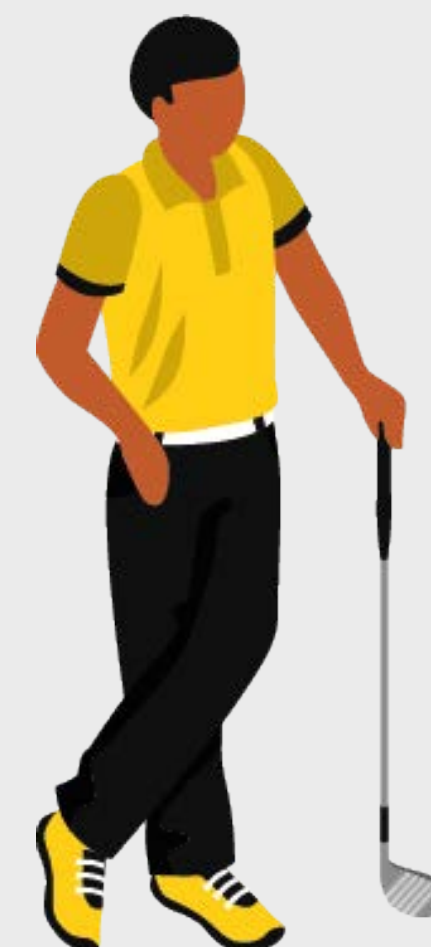
Introduce learners to the etiquette of shaking hands at the end of a round of golf. The well wishing at the start of a round and thanking your playing partners for the game at the end of a round is all part of what makes the game of golf.

When your learners start to play with more and more people they will be expected to know these things, so introducing them to this now is a great way to make sure they feel comfortable when playing with other people.

Secondary Skill

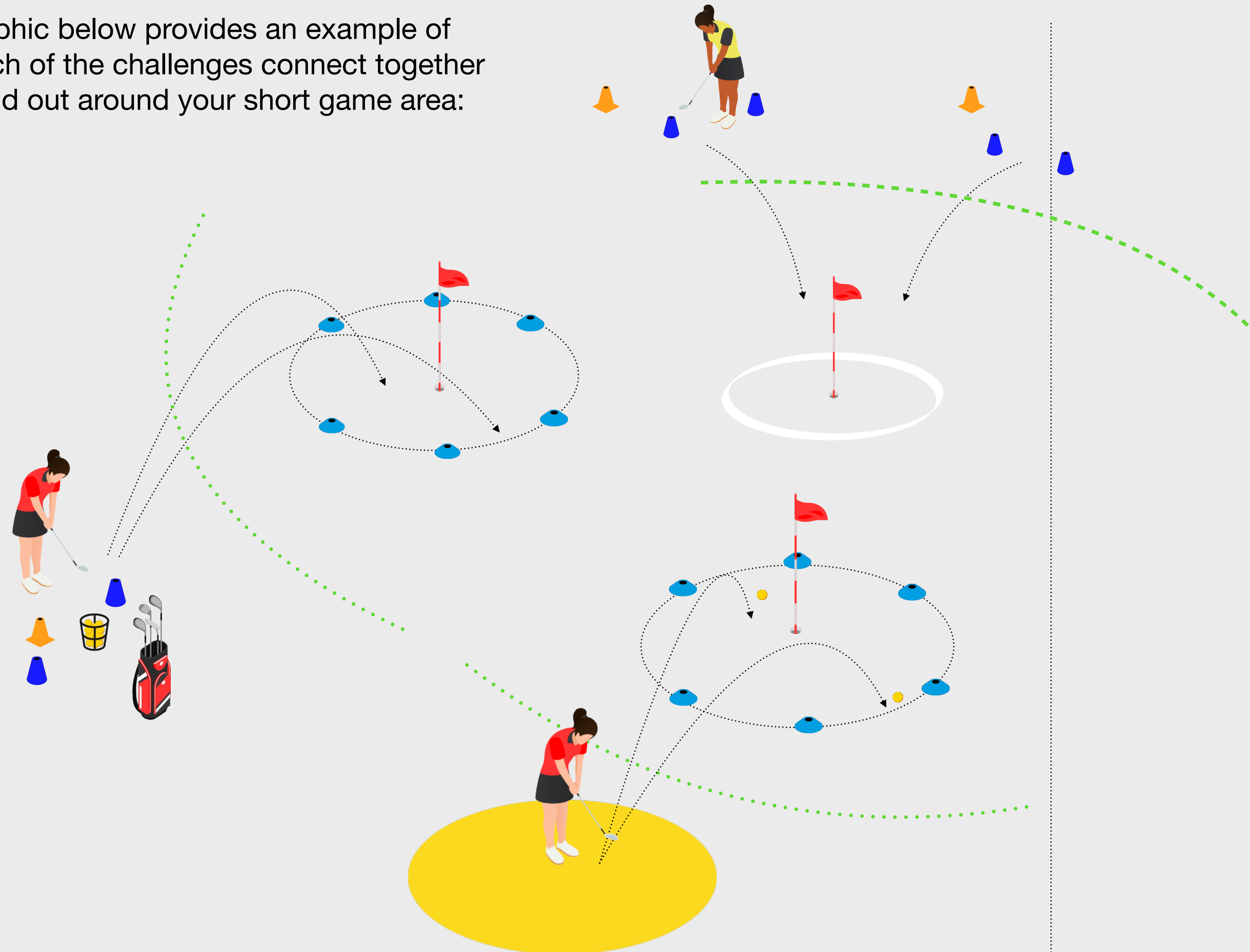
To allow for variety of practice during the session, and to enable those that may have missed a class to catch up on practicing some of the other skills we recommend having one of the stations set up as a secondary skill.

This week's secondary skill is **putting**, providing learners an opportunity to practice what was learnt in their putting classes, and the learning the game content this week



Around the Green Challenges

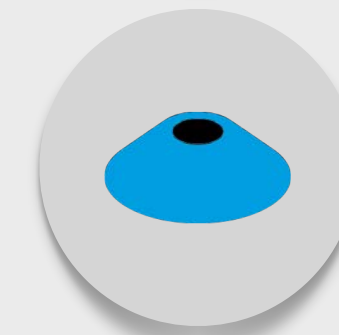
The graphic below provides an example of how each of the challenges connect together when laid out around your short game area:



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



Around the Green Challenges

Chipping

- 1 / 5 shots from 10 yards to within a 10 foot circle
- 2 / 5 shots from 10 yards
1 / 5 shots from 15 yards to within a 10 foot circle
- 3 / 5 shots from 10 yards
2 / 5 shots from 15 yards
1 / 5 shots from 20 yards to within a 10 foot circle

Pitching

- 2 / 5 shots from 20 yards to finish anywhere on the green
- 1 / 5 shots from 20 yards to within a 10 yard circle
- 3 / 5 shots from 20 yards
1 / 5 shots from 30 yards to within a 10 yard circle

Bunker Play

- 1 / 5 shots from 10 yards to anywhere out of the bunker
- 2 / 5 shots from 10 yards to finish anywhere on the green
- 1 / 5 shots from 10 yards to within a 10 yard circle, all shots must finish out of the bunker