

# Practice Around the Green

Monday, October 24th - Sunday, October 30th



**GAMEON**  
GOLF DEVELOPMENT

# Class Timetable

**Session Length:**  
60mins

**Group Size:**  
1:12

**Mastering the Game:**  
Around the Green  
Chipping, Pitching and Bunker Play

**Whole Golfer Focus**  
Practicing and Playing  
with Others

**Learning the Game Focus:**  
Birdie, Par, Bogey  
The Line of a Putt

**Challenge:**  
Chipping Challenge  
Pitching Challenge  
Bunker Play Challenge

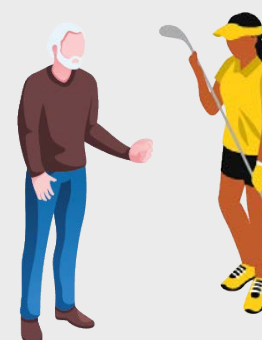
Time	Focus	Class Content	Games / Drills / Resource
10 Mins	Introduction and Whole Golfer Focus	<ul style="list-style-type: none"> <li>Objectives; Opportunity for learners to practice around the green</li> <li>Practice station: Strike Point</li> <li>Game station: Ladder Challenge</li> <li>Whole Golfer Focus: Overuse Injuries</li> </ul>	
20 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> <li>Play the games individually, in pairs or in groups</li> </ul>	Birdie, Par, Bogey Ladder Challenge
5 Mins	Learning the Game Focus	<ul style="list-style-type: none"> <li>Get the group together to introduce the Learning the Game Focus</li> </ul>	<ul style="list-style-type: none"> <li>Birdie, Par, Bogey</li> <li>The Line of a Putt</li> </ul>
15 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> <li>Play the games individually, in pairs or in groups</li> </ul>	Birdie, Par, Bogey Ladder Challenge
10 Mins	<i>myGame</i> Tracking and Recap	<ul style="list-style-type: none"> <li>Recap and add any lesson notes to the learner's Student Connect on GLF. Connect</li> <li>Learners should mark their attendance at a Practice Club in the myJourney section of the myGame area</li> </ul>	<ul style="list-style-type: none"> <li>GLF. Connect <i>myGame</i> App</li> <li>Whole Golfer online resource</li> <li>Learning the Game online resource</li> </ul>

# Practice Around the Green Class Layout and Setup

**Station 1:**  
Skills Challenge  
Chipping



**Station 2:**  
Skills Challenge  
Pitching



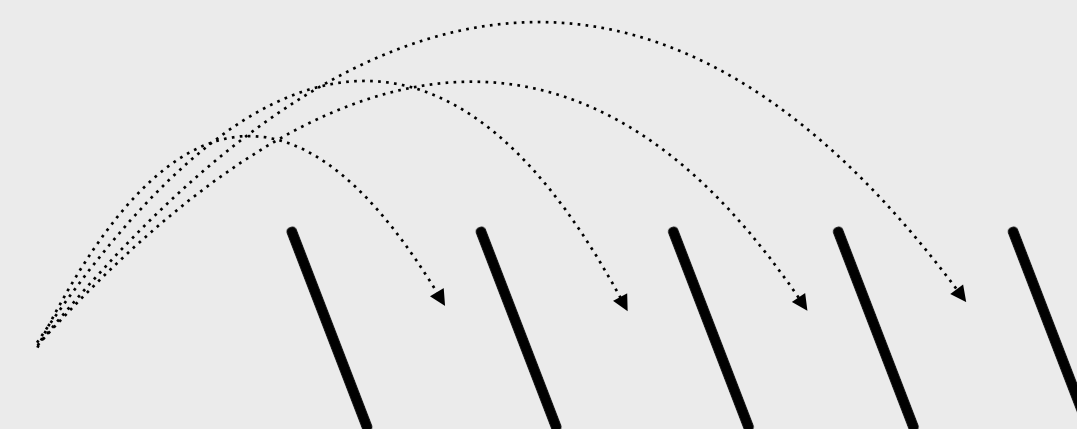
**Station 3:**  
Skills Challenge  
Bunker Play



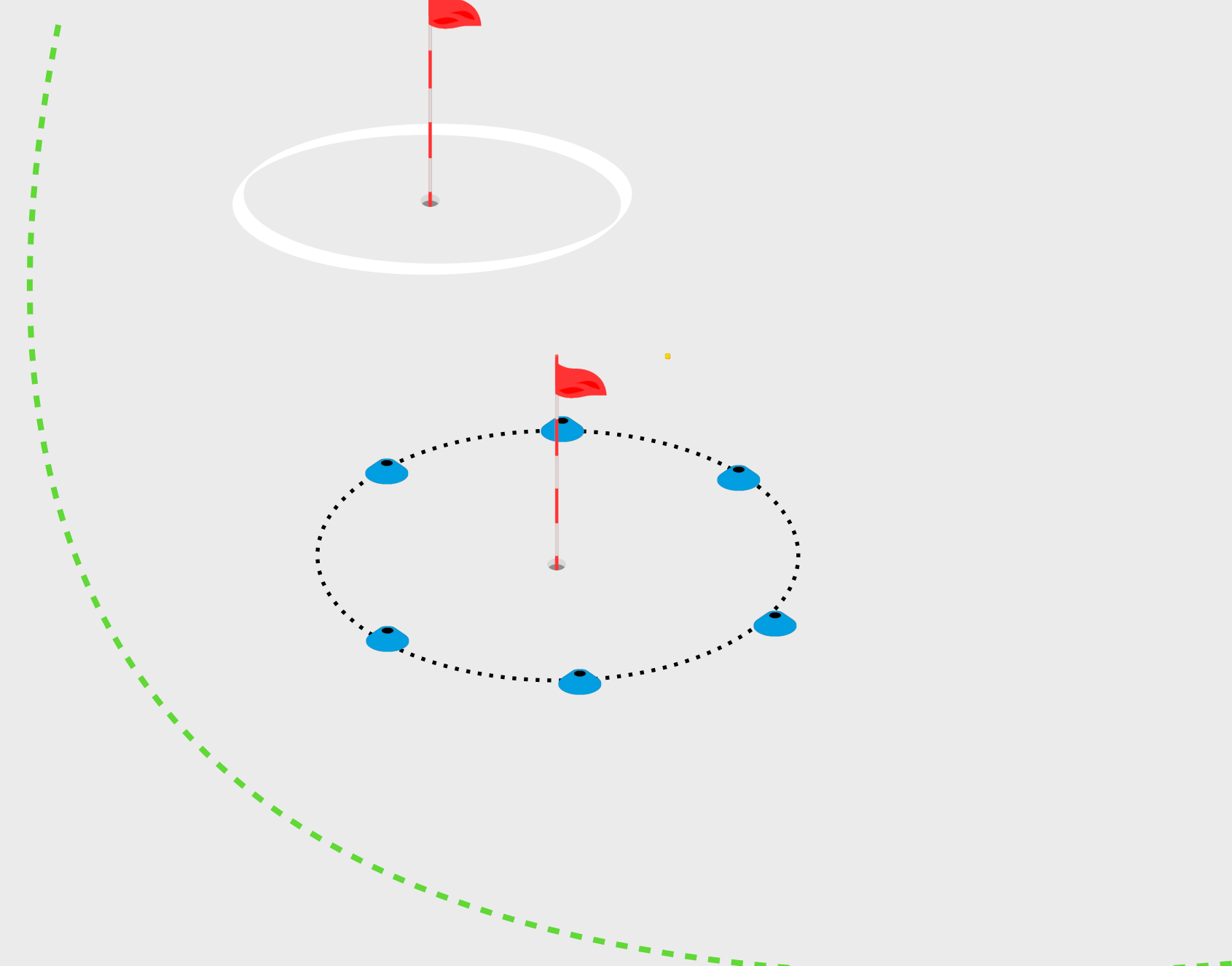
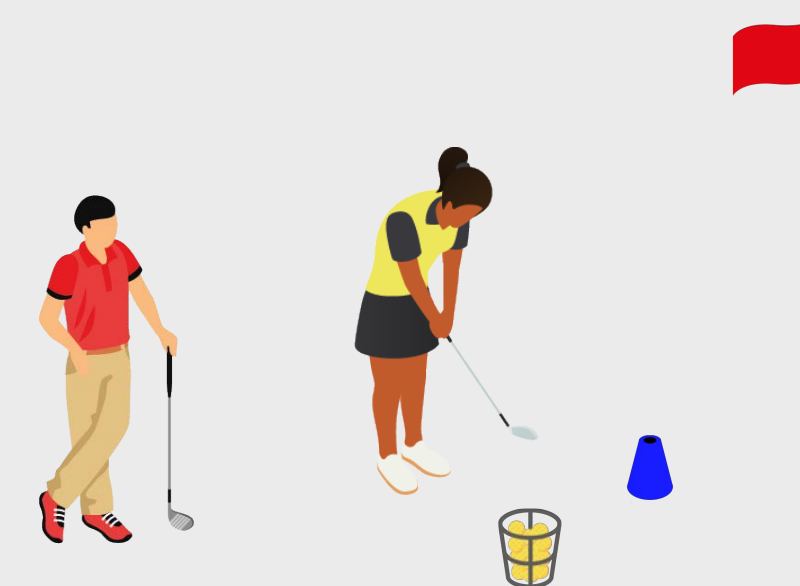
**Station 4:**  
Practice Station  
Birdie, Par, Bogey



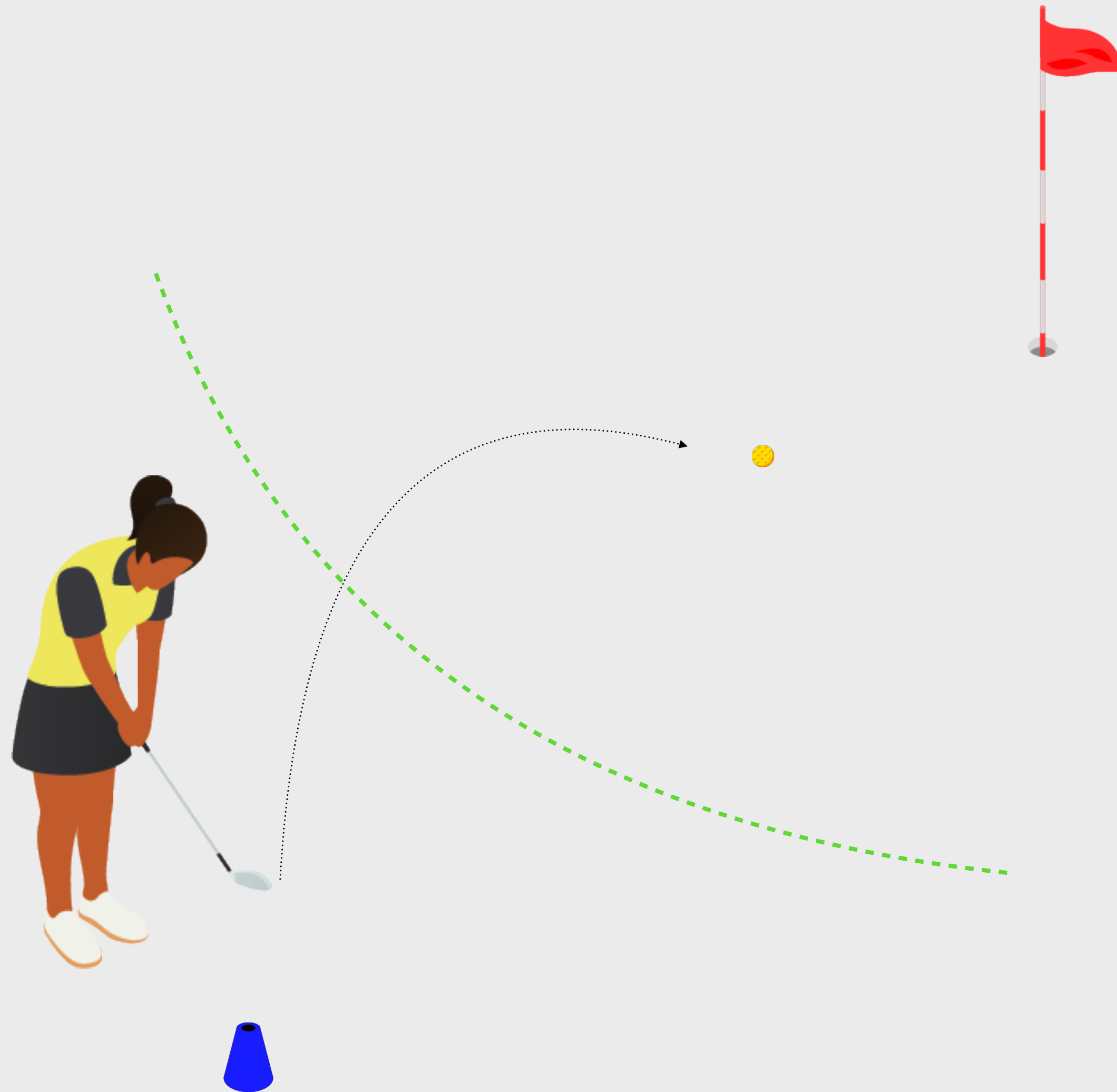
**Station 5:**  
Game Station  
Ladder Challenge



**Station 6:**  
Secondary Skill  
Putting



# Birdie, Par, Bogey



## How to Practice

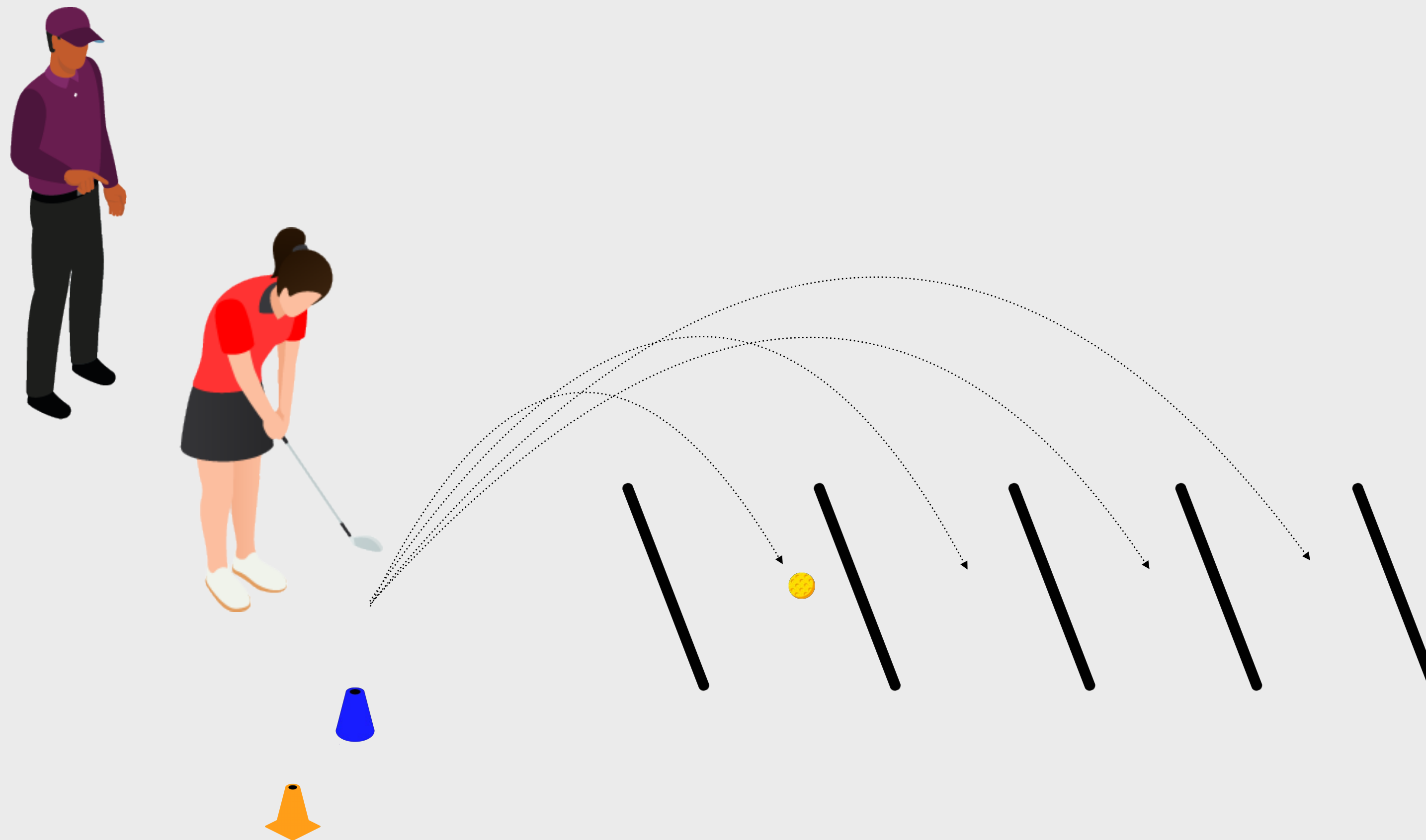
- Once the terms Birdie, Par and Bogey have been explained learners should take it in turns choosing a hole to play around the chipping green
- The learners should assign the hole a “Par” and then play the hole as if it was on the golf course
- Once they have completed the hole, the learners should be able to tell you whether they scored a birdie, par, bogey or another score in relation to the par they gave the hole
- Do not worry about keeping score at this point, although some learners may be motivated to do this

## Technical Link

- This activity will help the learner to understand the golfing terms and to enjoy referencing them in their practice



# Ladder Challenge



## Equipment Needed

- 5 alignment sticks

## How to Play

- Nominate a player to play first. Each learner has 10 shots per round
- The first player attempts to chip their ball into the gap between the first and second alignment stick
- If successful, then on their next go they should aim for the gap between the second and third alignment sticks
- If they miss the gap they have to aim for the same gap until they are successful
- The aim is to chip the ball into each gap on the ladder before they run out of golf balls
- The player that wins is the one that is furthest along the ladder after both players have hit 10 shots

## Progression Ideas

- Vary the distance from the first alignment stick
- Vary the gap between alignment sticks
- Add in more alignment sticks to create a longer ladder
- Add in a rule that if the player misses a gap they have to move back one



## Birdie, Par and Bogey

Explain what is meant by each of these terms. Introduce a basic par for chipping and putting around the green so learners can practice using these terms.

## Etiquette on the Green - the line of the putt

Introduce the concept of learning the line of the putt. Learners should practice working out the line of each putt and making sure they don't tread on that line.



## Practicing and Playing With Others

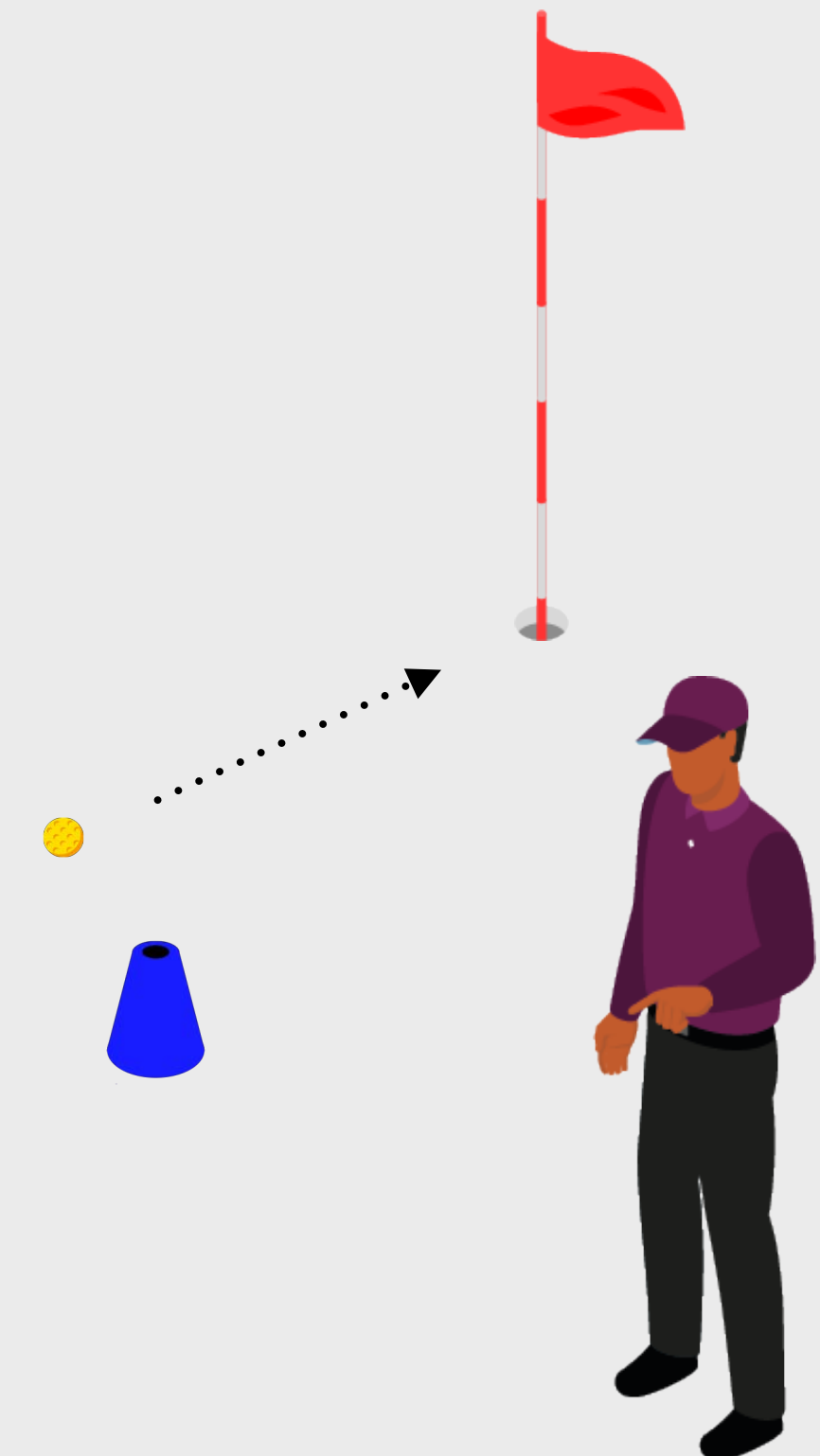
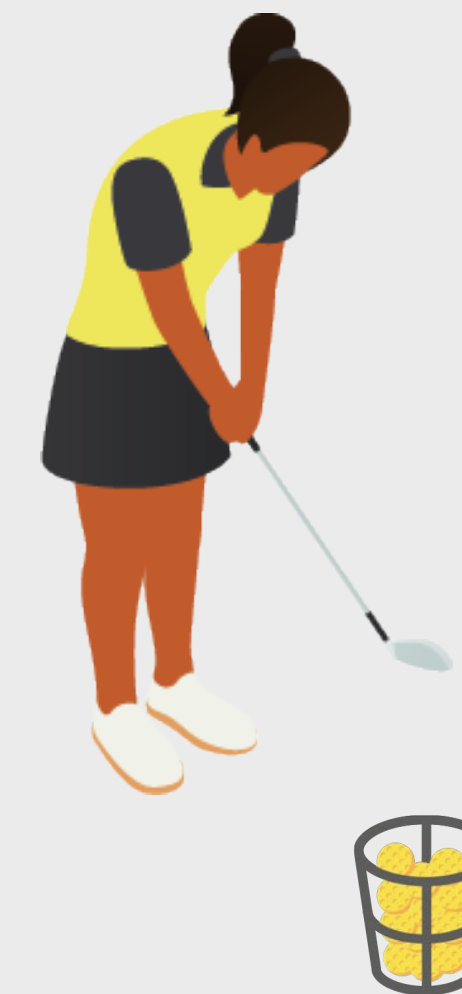
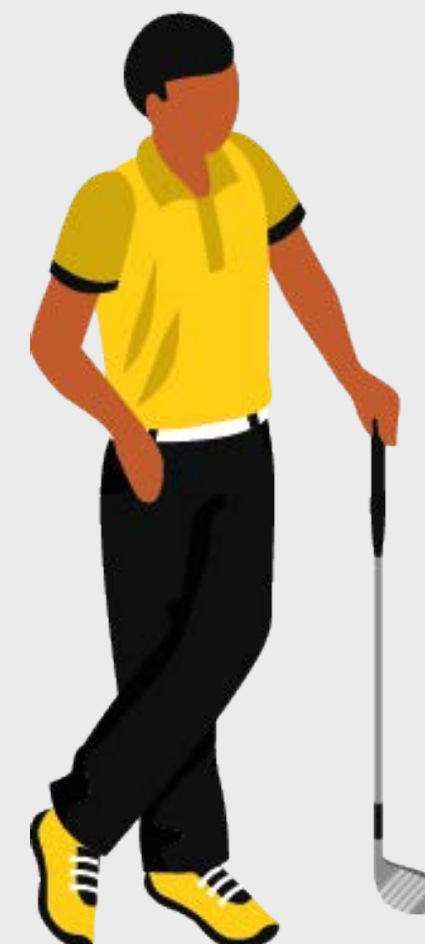
Encourage participants to partner up when completing the games and challenges within the class and also outside of the class.

By actively encouraging learners to meet up outside of the lessons you will be forging stronger social connections within the group.

# Secondary Skill

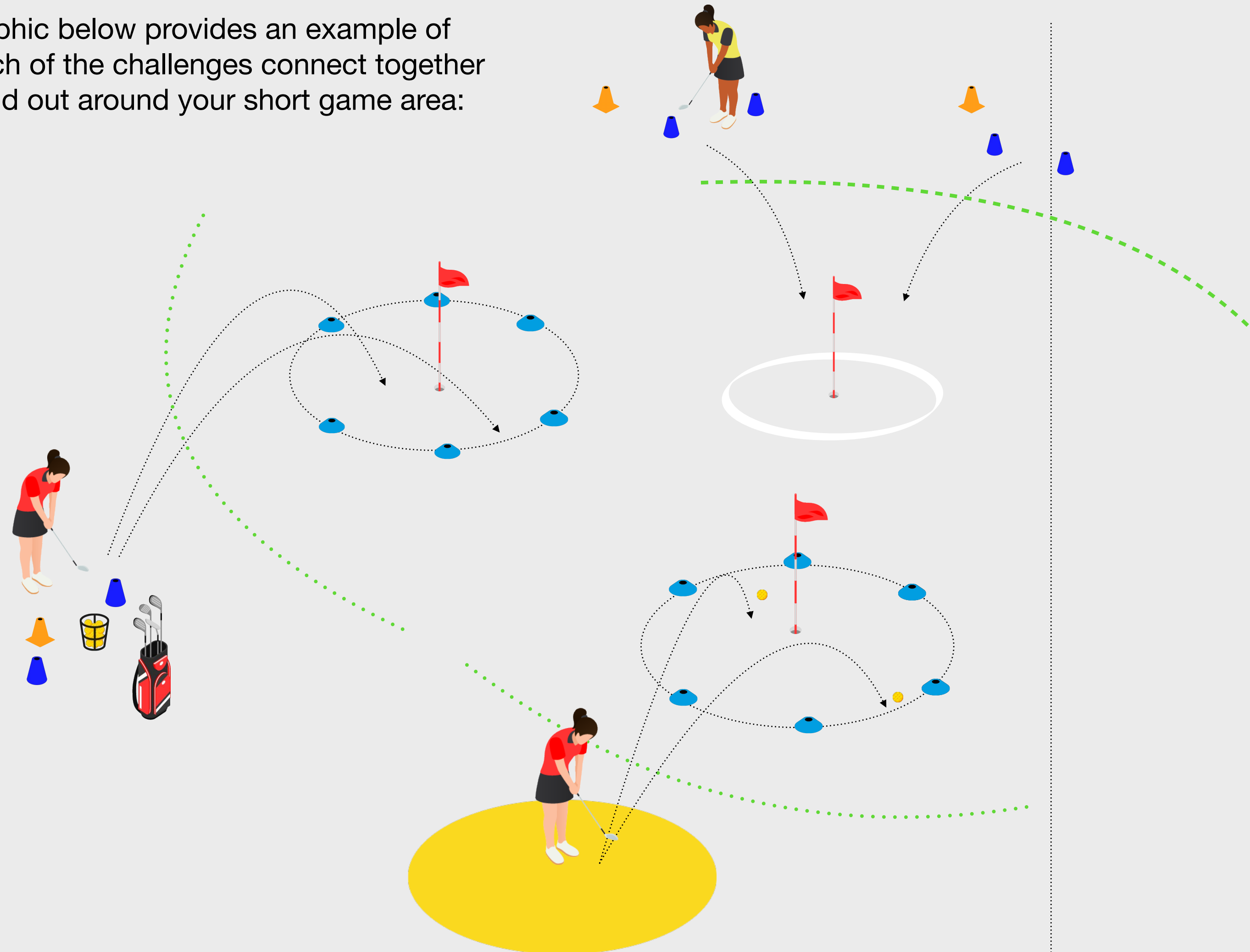
To allow for variety of practice during the session, and to enable those that may have missed a class to catch up on practicing some of the other skills we recommend having one of the stations set up as a secondary skill.

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

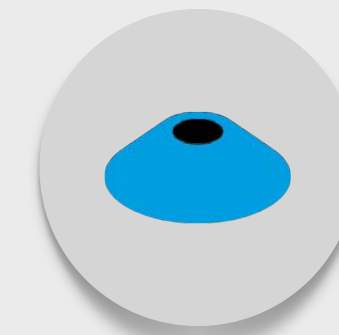
The graphic below provides an example of how each of the challenges connect together when laid out around your short game area:



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