

# Practice Around the Green

Monday, January 16th - Sunday, January 22nd



**GAMEON**  
GOLF DEVELOPMENT

# Class Timetable

**Session Length:**  
60mins

**Group Size:**  
1:12

**Mastering the Game:**  
Around the Green  
Pitching

**Whole Golfer Focus**  
Learn about the game, its  
history and top players

**Learning the Game Focus:**  
Rules and Etiquette  
How many clubs are you allowed?

**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: Clock control</li> <li>Game station: Closest to the Pin</li> <li>Whole Golfer Focus: Learn about the game, its history and top players</li> </ul> |   |
| 20 Mins | Games, Practice and Challenge Time  | Play the games individually, in pairs or in groups  | Clock Control<br>Closest to the Pin   |
| 5 Mins  | Learning the Game Focus             | Get the group together to introduce the Learning the Game Focus   | <ul style="list-style-type: none"> <li>How many clubs are you allowed in your golf bag?</li> </ul>  |
| 15 Mins | Games, Practice and Challenge Time  | Play the games individually, in pairs or in groups  | Clock Control<br>Closest to the Pin   |
| 10 Mins | <i>myGame</i> Tracking and Recap    | Recap and add any lesson notes to the learner's Student Connect on GLF. Connect<br><br>Learners should mark their attendance at a Practice Club in the myJourney section of the myGame area   | <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



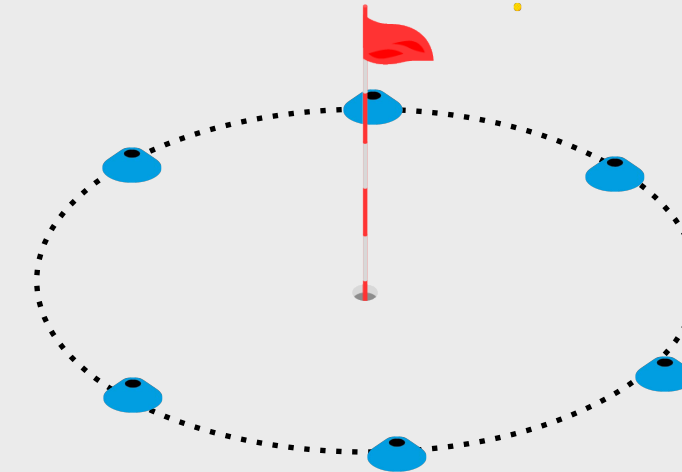
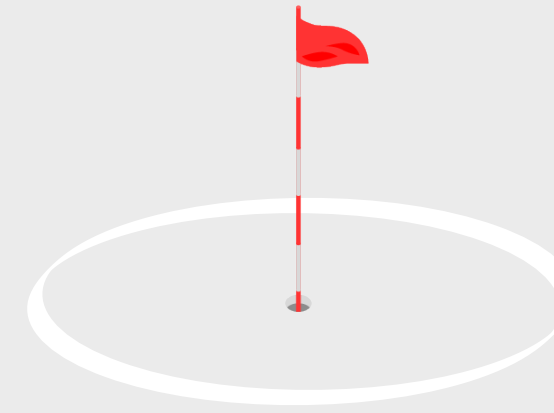
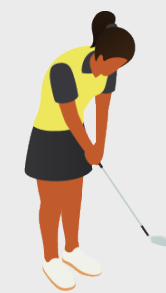
**Station 3:**  
Skills Challenge  
Bunker Play



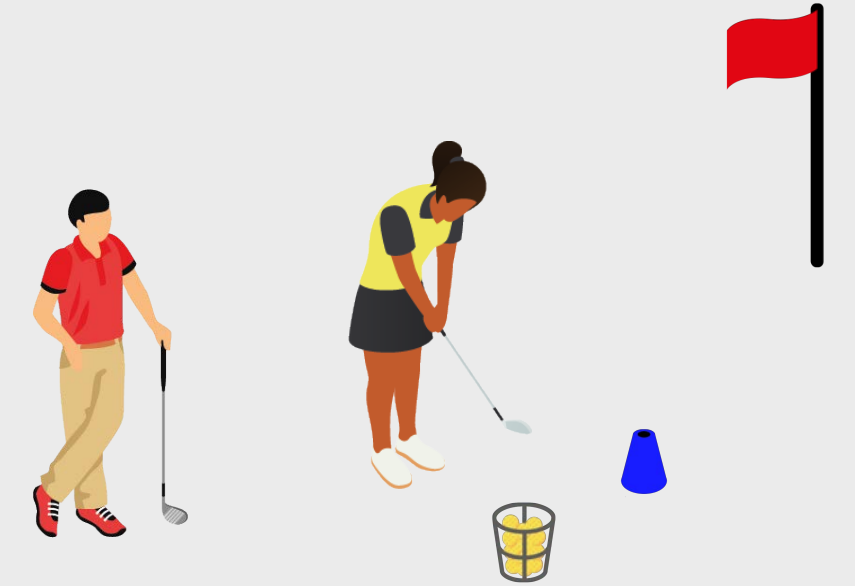
**Station 4:**  
Practice Station  
Clock Control



**Station 5:**  
Game Station  
Closest to the Pin



**Station 6:**  
Secondary Skill  
Putting



# Clock Control



## How to Practice

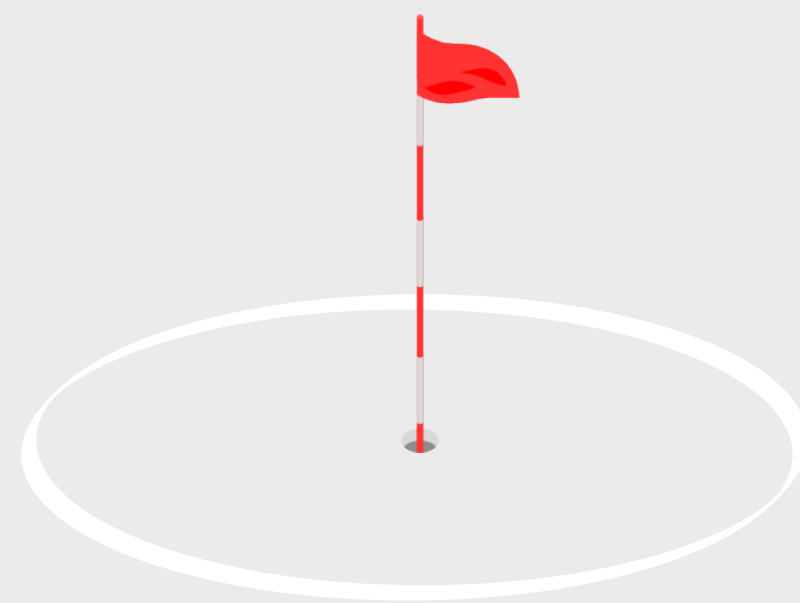
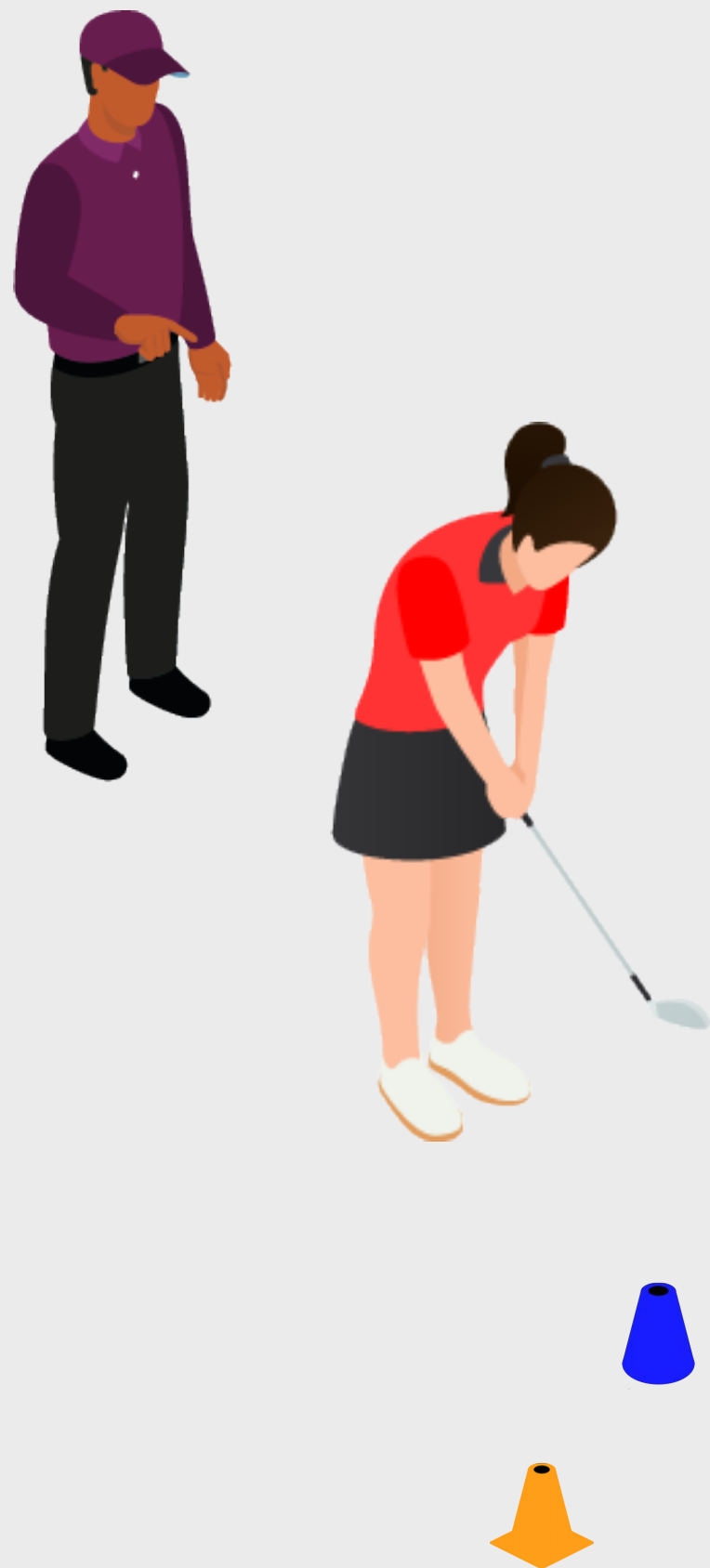
- Learners practice by swinging the club back different distances and seeing how this affects the distance the ball travels
- The learners should think about the club head travelling back to 7, 8, 9 and 10 o'clock to give some context to how far back they are swinging the club
- Do not worry about playing to a specific target, the aim should be to achieve good contact and see how far the ball travels when this happens

## Technical Link

- This activity will help the learner to understand the distance the ball travels relative to the speed of the club head and length of swing



# Closest to the Pin



## Equipment Needed

- 10 golf balls

## How to Play

- Nominate a player to play first. Each learner has 5 shots per round
- The first player attempts to pitch their ball as close to the flag as possible
- Then the second player hits their first shot and attempts to get it closer than the first
- The aim is to get as many balls close to the pin as possible, compared to your playing partner
- Each ball that is closer to the pin scores a point

## Progression Ideas

- Vary the distance from the starting position to the flag
- Drop the ball each time to simulate a real, on course situation



## 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.



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

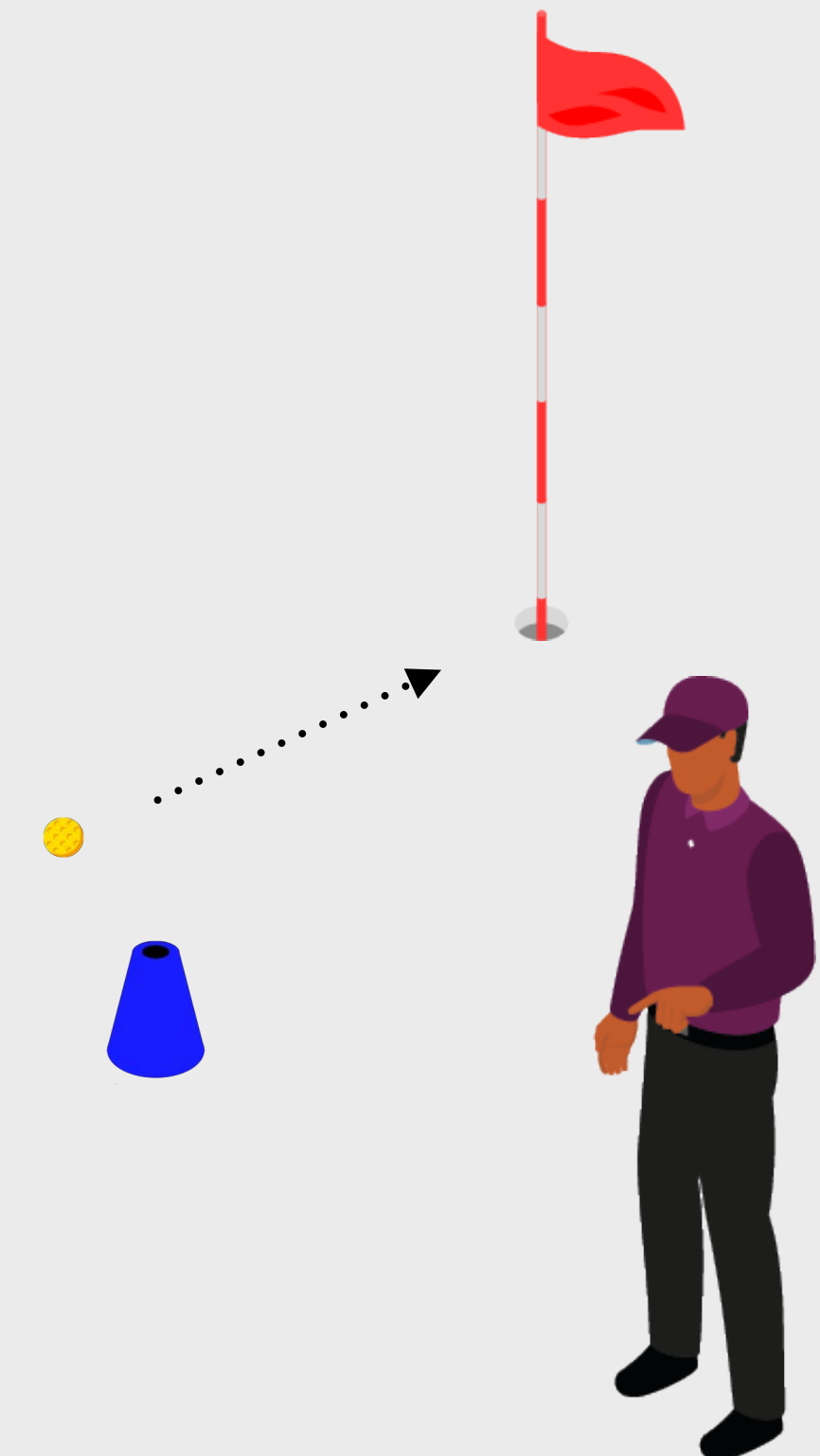
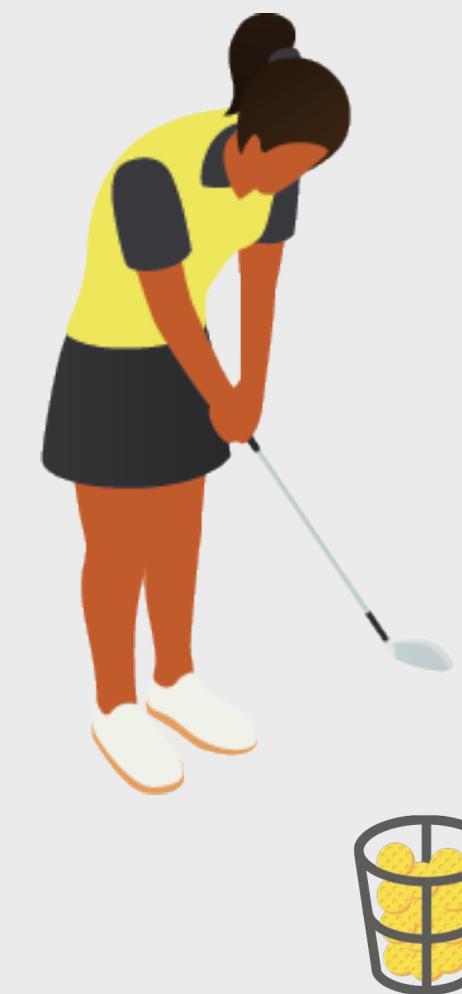
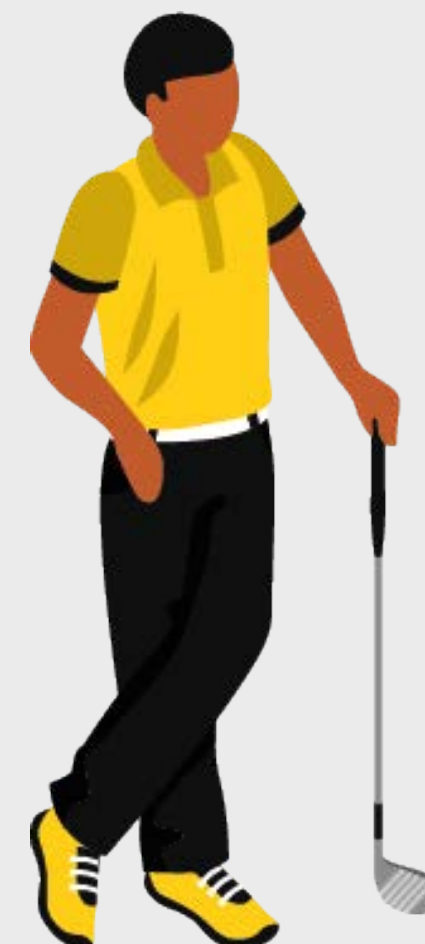
Outline to the learner about the complex nature of golf. Explain how golf is a sport requiring multiple skill sets and are developed over a long time period.

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.

# Secondary Skill

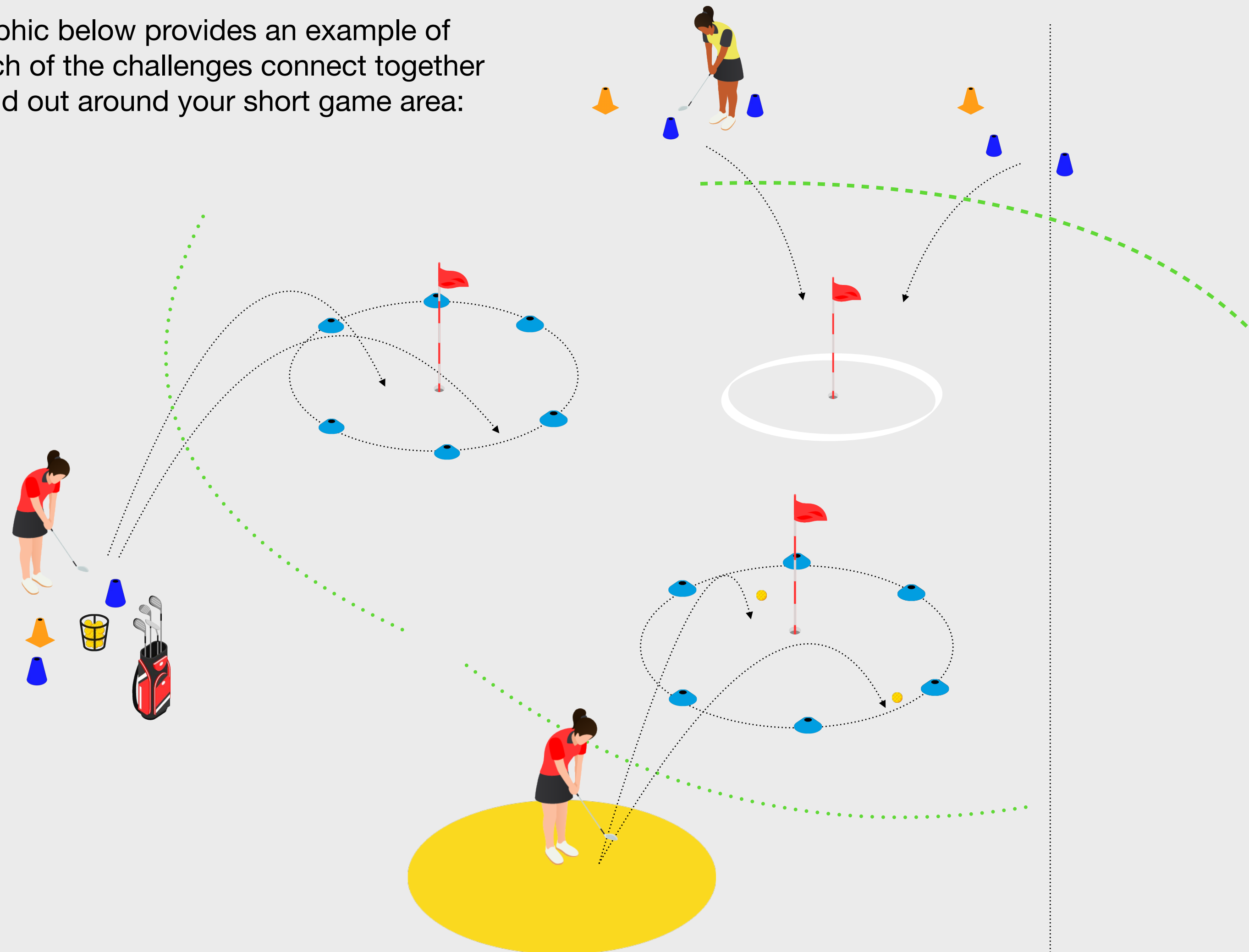
To allow for variety of practice during the session, and to enable those that may have missed a class to catch up on practicing some of the other skills we recommend having one of the stations set up as a secondary skill.

This week's secondary skill is **putting**, providing learners an opportunity to practice what has been taught in their putting classes.



# Around the Green Challenges

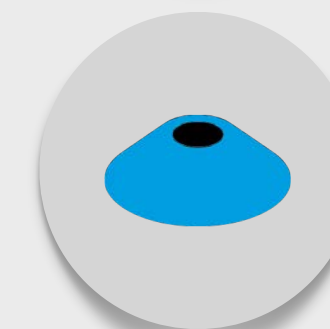
The graphic below provides an example of how each of the challenges connect together when laid out around your short game area:



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