

Around the Green

Controlling Distance - Chipping

Monday, January 2nd - Sunday, January 8th



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	Class Content	Games / Drills / Resources
15 Mins Prior	Setup and Welcome	
5 mins	Introduction	
40 Mins	Mastering the Game	<ul style="list-style-type: none"> The aim of the game Overview of equipment
10 mins	Challenges and Recap	<ul style="list-style-type: none"> Practice stations Game cards Secondary skill : on
5 Mins	myGame Tracking	<ul style="list-style-type: none"> Iron play challenge
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> GLF Locker /Game App

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Class Timetable

Session Length:
60mins

Group Size:
1:8

Mastering the Game:
Around the Green
Trajectory, flight and roll

Online Whole Golfer Resource:
Respectful of others when playing

Learning the Game:
Rules and etiquette
Using a pitch mark repairer

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 shots around the green Introduce the Learning the Game and Whole Golfer focus Outline the Technical Guidance for the class Explain how to play the games and attempt the practice station activities 	<ul style="list-style-type: none"> Using pitch mark repairer
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 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"> Chipping challenge
5 Mins	myGame Tracking	<ul style="list-style-type: none"> Add any lesson notes to the learner's Student Connect on GLF. Connect 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.Connect 	<ul style="list-style-type: none"> GLF. Connect <i>myGame</i> 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

The technical guidance we are prescribing is to be delivered as you see fit, use your experience to deliver this information appropriately:

1. Control trajectory

When considering trajectory of the chip shot, ball position will affect the trajectory as well as the club selection. To generate a lower trajectory move the ball position back in the stance or change club to a less lofted iron. The reverse will increase trajectory.

2. Controlling roll

Explain to learners how the higher or lower trajectory will increase or decrease the roll of the ball when it lands. Considering a landing spot therefore becomes very important when choosing which trajectory chip shot that is required.



Learning the Game

Provide a brief overview of the learning the game theme and remind learners that they can access the content online to review and learn more about this topic:

What is a pitch mark?

Make sure learners understand what a pitch mark is and the importance of repairing it in order to preserve the quality of the putting surface and how it will be considerate to other golfers. Explain about how to use the pitchfork repairer.



The Whole Golfer

Explain to the learner the importance of considering other players on the golf course.

Becoming a respectful golfer...

Explain to the learner the importance of reciprocal respect when on the golf course.

When it is your playing partner's turn to hit a shot It is courteous to be quiet, so that they can concentrate on their shot. Golf is a very sociable sport but there are times when quiet is required and traditionally



Class Layout and Setup

Station 1:
Practice Station
Land and Roll



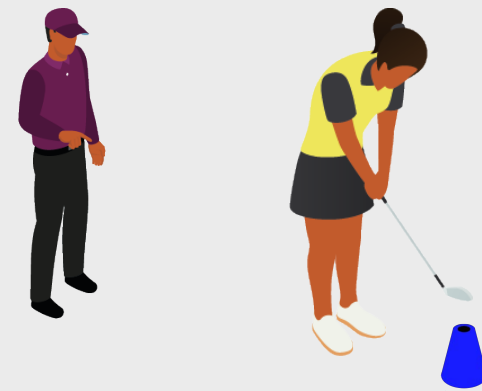
Station 2:
Practice Station
Landing Circle



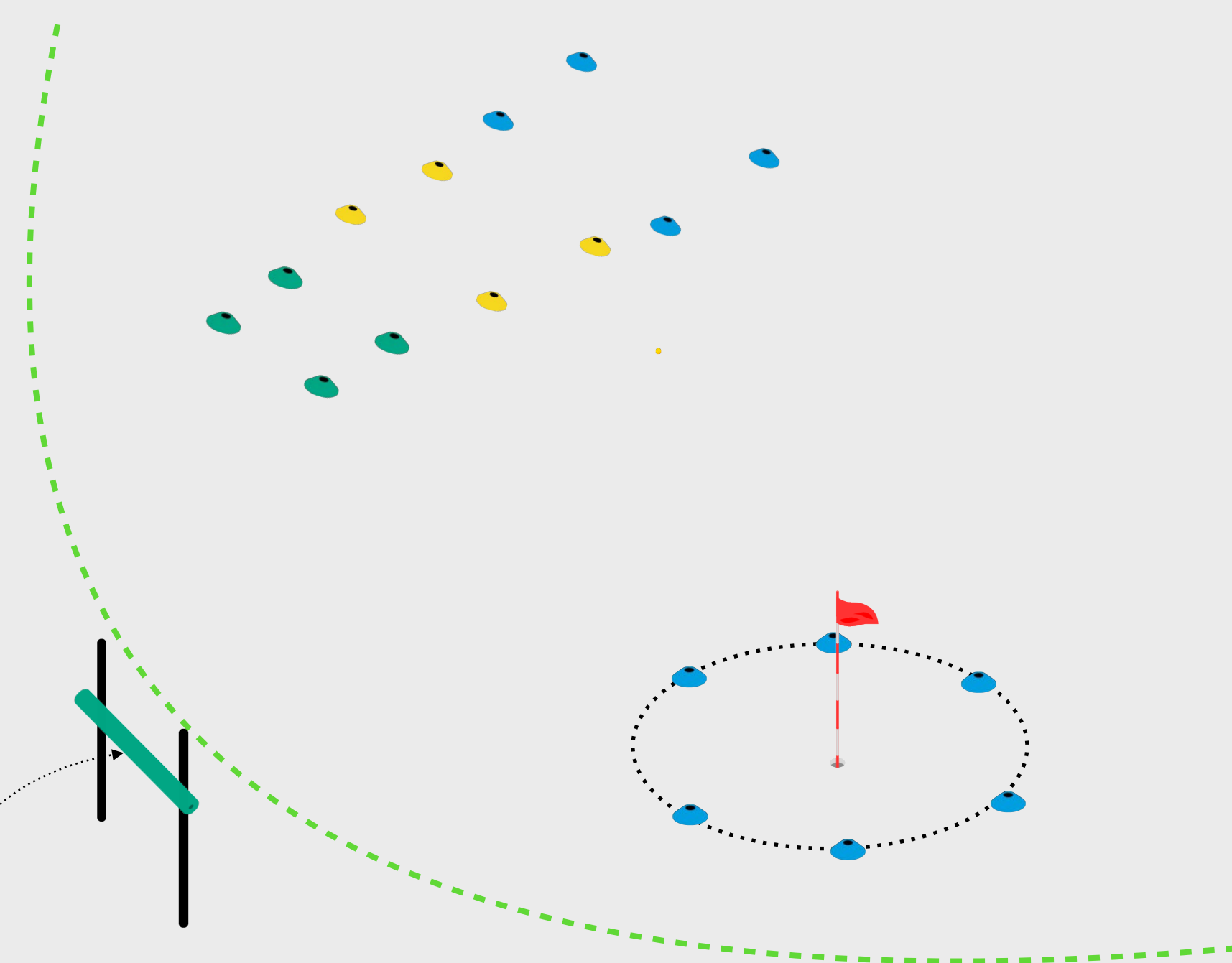
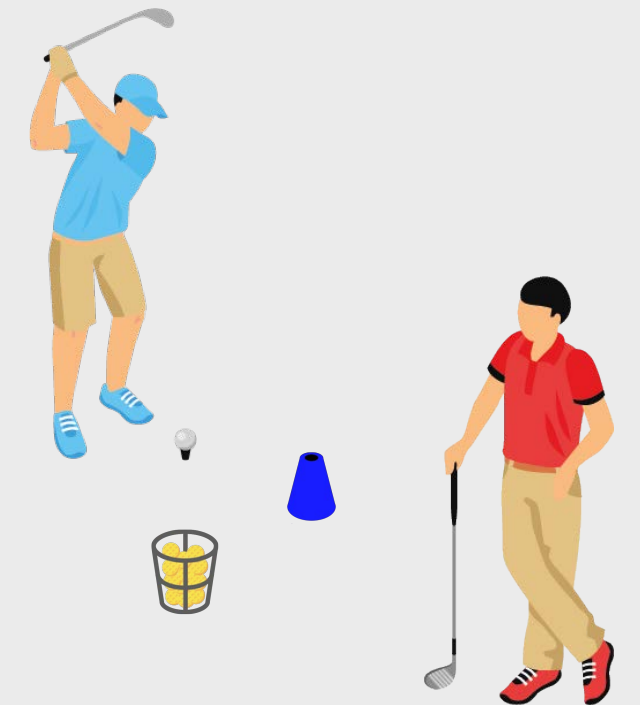
Station 3:
Game Station
Hurdles



Station 4:
Challenge Station



Station 5:
Secondary Skill



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 theme to your class focus.

Equipment Needed

- 12 cones
- Golf balls

How to Practice

- Set this activity up in 3 different sized boxes (10, 20, 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

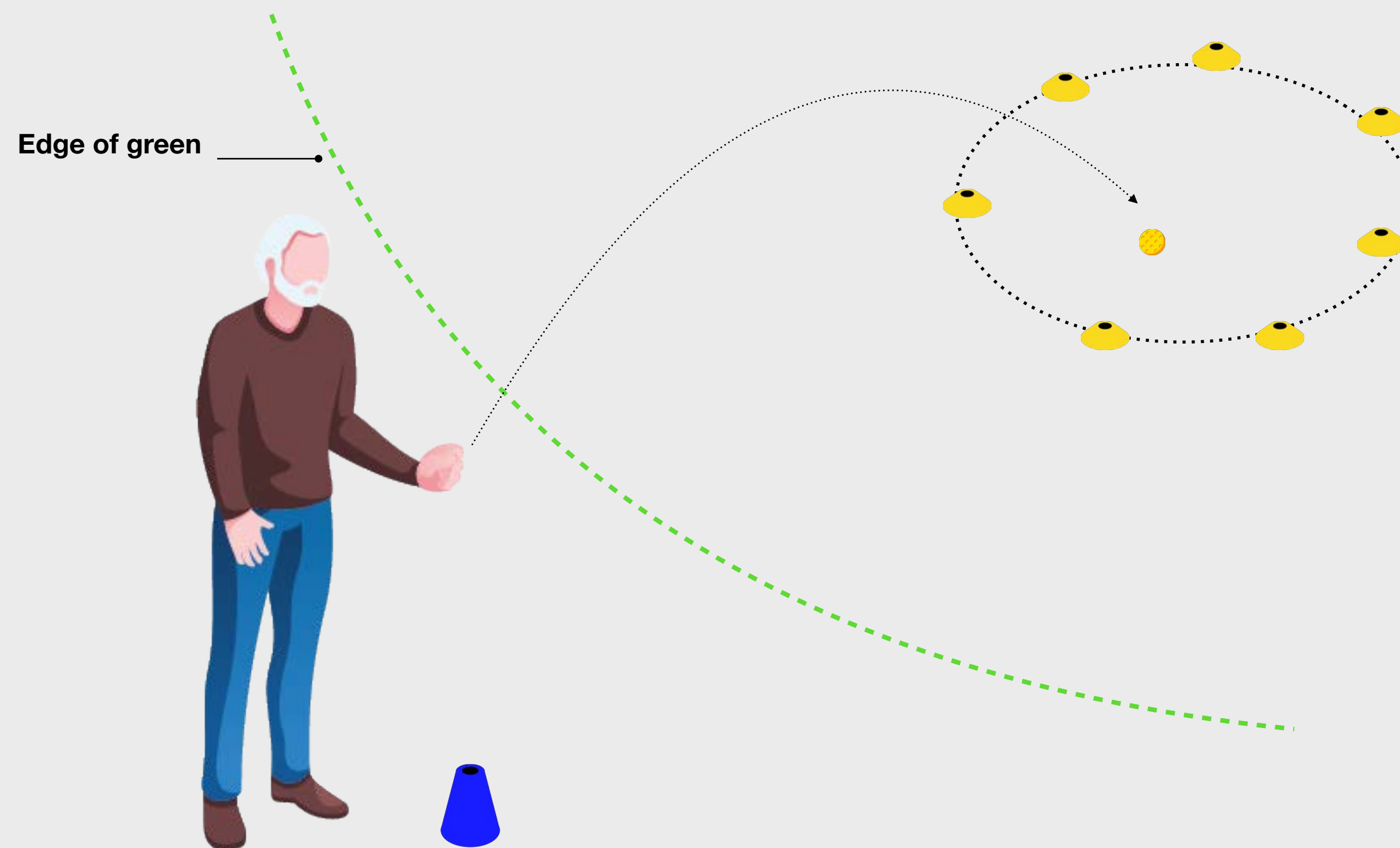
- This activity will help the learner to understand the relationship between the speed of the stroke and the distance of a shot based on the club used.
- This activity will help the learner to gain consistency in their chipping around the green by becoming confident in using one particular type of club.

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Land and Roll



Equipment Needed

- 7 Cones
- Pitching Wedge or Sand Wedge
- Golf balls

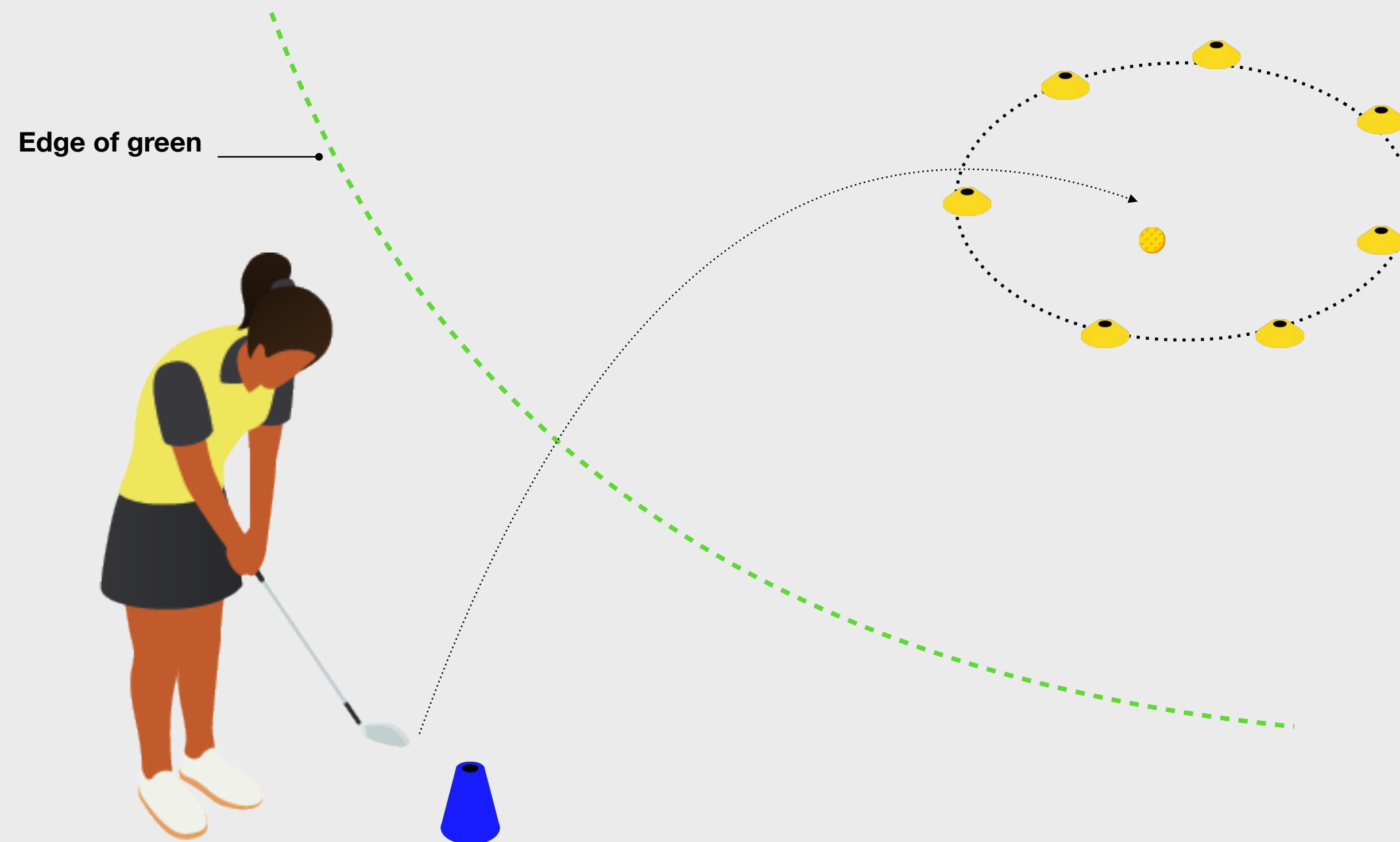
How to Practice

- The landing circle marked out in yellow cones is the target the learner is trying to land the ball in
- Learner should stand sideways on and using right or left hand throw the ball into the air trying to land the ball in the circle
- Maintain the same speed of arm action and try and develop some consistent landing. To see how the trajectory affects the amount of roll throw the ball higher or lower
- Once the learner has achieved the ideal flight and roll by throwing the ball they should try to replicate the flight using a golf club

Technical Link

- This activity is designed to help the learner to understand about length of arm action versus where the ball lands
- It is used to mimic the action of chipping and controlling the trajectory of the flight and where the ball lands
- It will also show the learner that varying trajectory will increase or decrease the roll

Landing Circle



Equipment Needed

- 7 Cones
- Pitching Wedge or Sand Wedge
- Golf balls

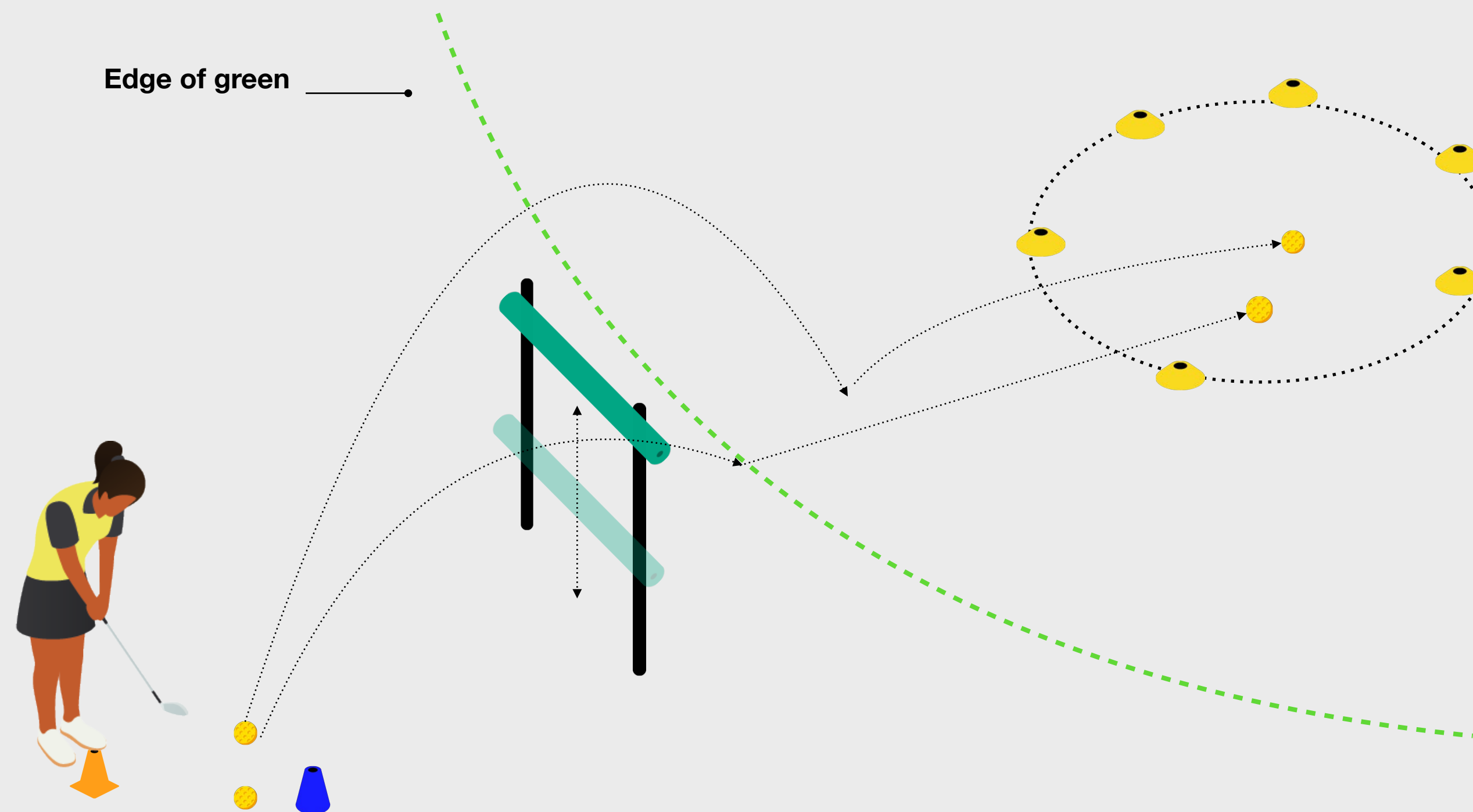
How to Practice

- The landing circle marked out in yellow cones is the target the learner is trying to land the ball in.
- Using the correct set up, swing in a pendulum action and chip the ball and try and land in the circle.
- Adjust the length of back swing and follow through to adjust the distance the ball flies through the air.

Technical Link

- This activity will help the learner to get a feel for which length swing produces which length of shot.
- Encourage the learner to visualise the ball lifting into the air and landing in the circle.
- This activity is designed to focus the learner on where the ball is landing as opposed to where it will finish. If the correct landing spot is chosen the result will take care of itself.

Hurdles



Equipment Needed

- Alignment sticks and a noodle to create the hurdles
- Golf balls
- 7 Cones to create target

How to Play

- Place the hurdles 5 feet ahead of the learner
- Aim is to chip the ball over the crossbar and land in the appropriate place for the ball roll into the circle
- The learner receives 10 attempts to chip the ball over the hurdle with 2 different clubs over 2 different hurdle heights
- 5 shots with a 8 iron with 30% through the air and 70% rolling
- 5 shots with a SW with 70% through the air and 30% rolling

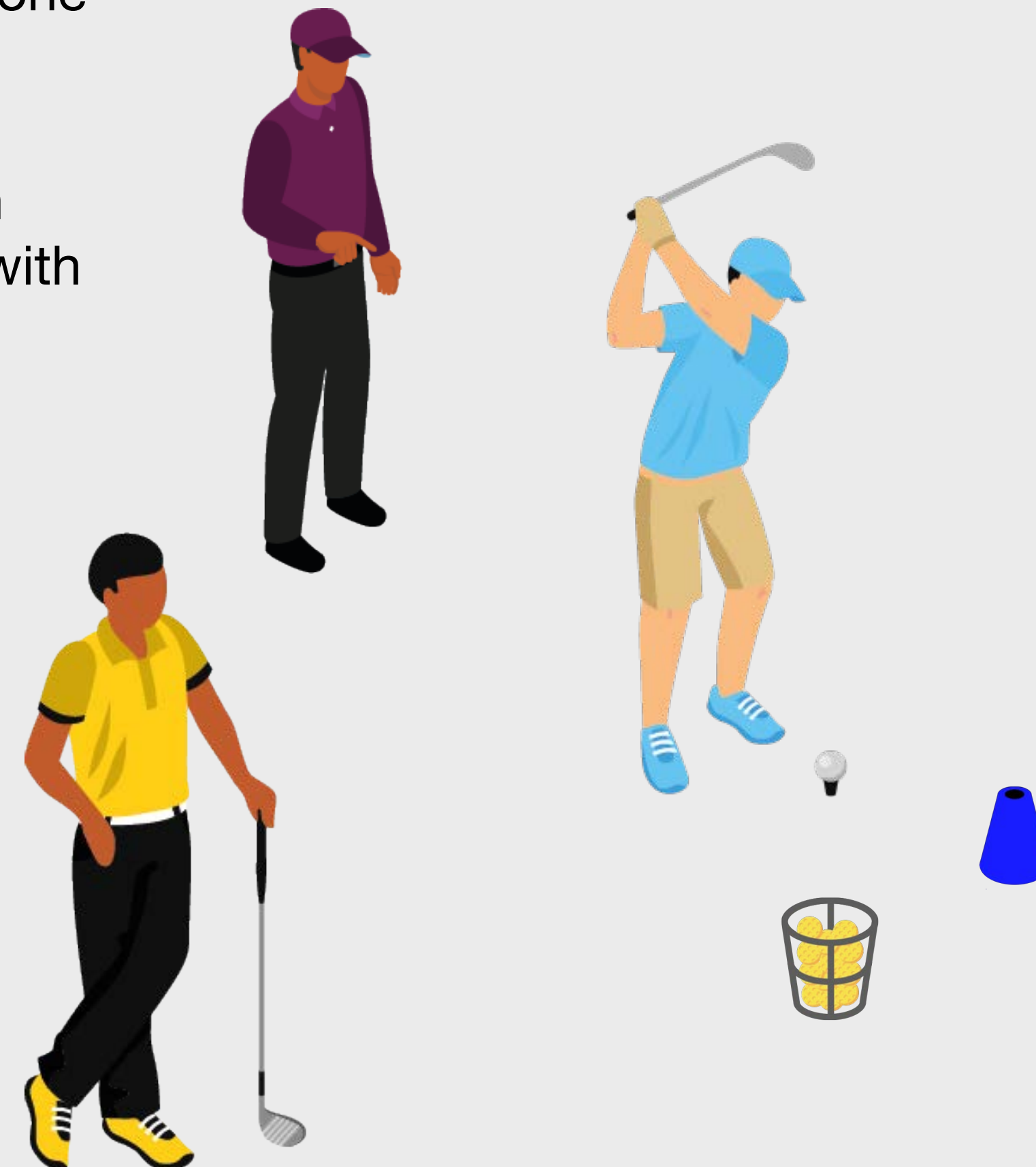
Progression Ideas

- Vary the height of the noodle
- Vary the position of the target circle

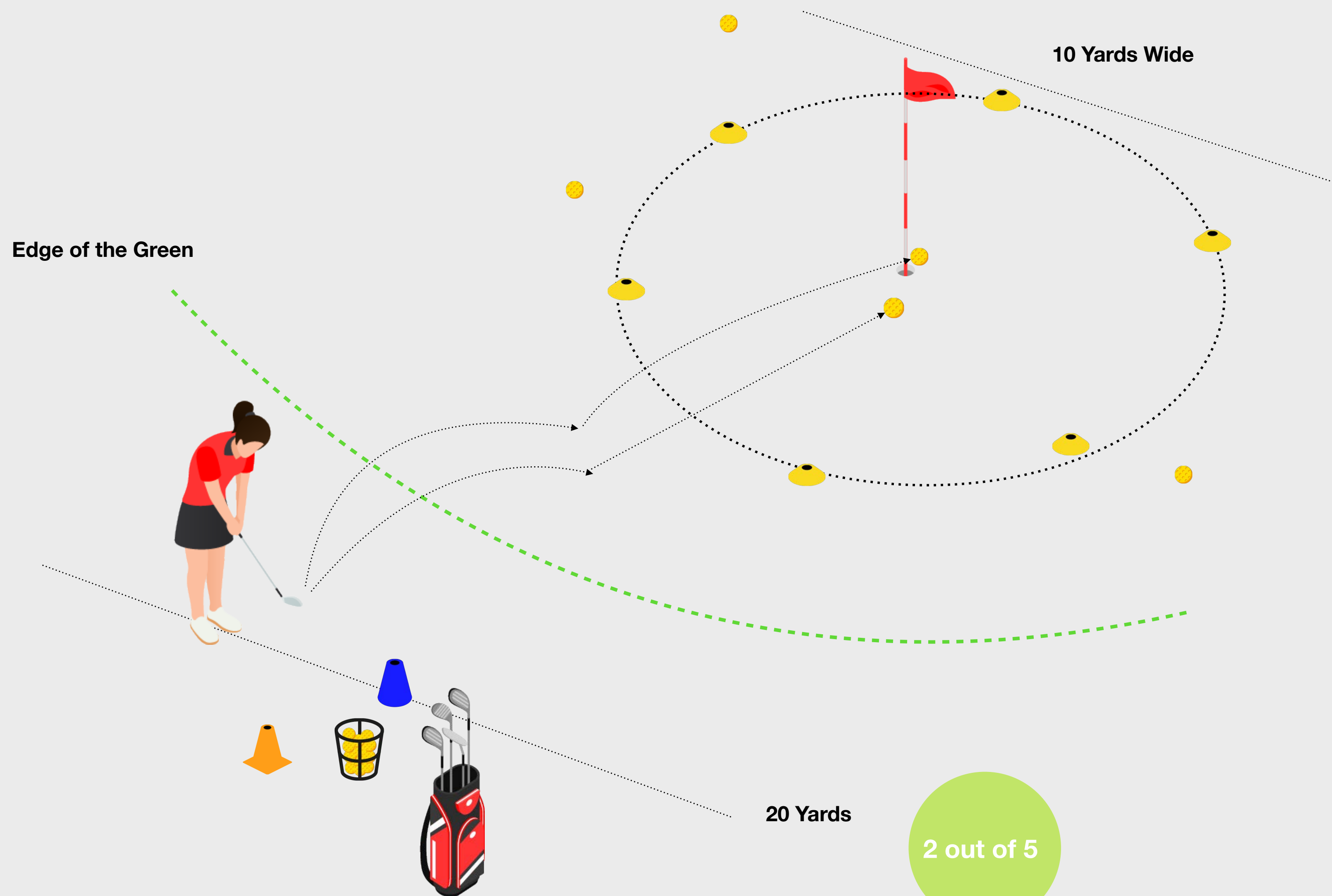
Secondary Skill

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 their swing and specifically shots with the driver.



Chipping Challenge



The Challenge

To complete the Level 1 Challenge the learner needs 2 out of 5 shots to finish anywhere in the circle from a starting position 20 yards from the hole.

The circle should be 10 yards wide.

Equipment you Need

The equipment you will need for this challenge:

- Cone to mark the starting position.
- Cone to mark the target circle.
- Golf Balls.

What should the Learner do next?

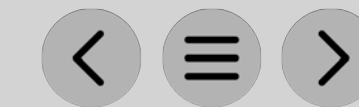
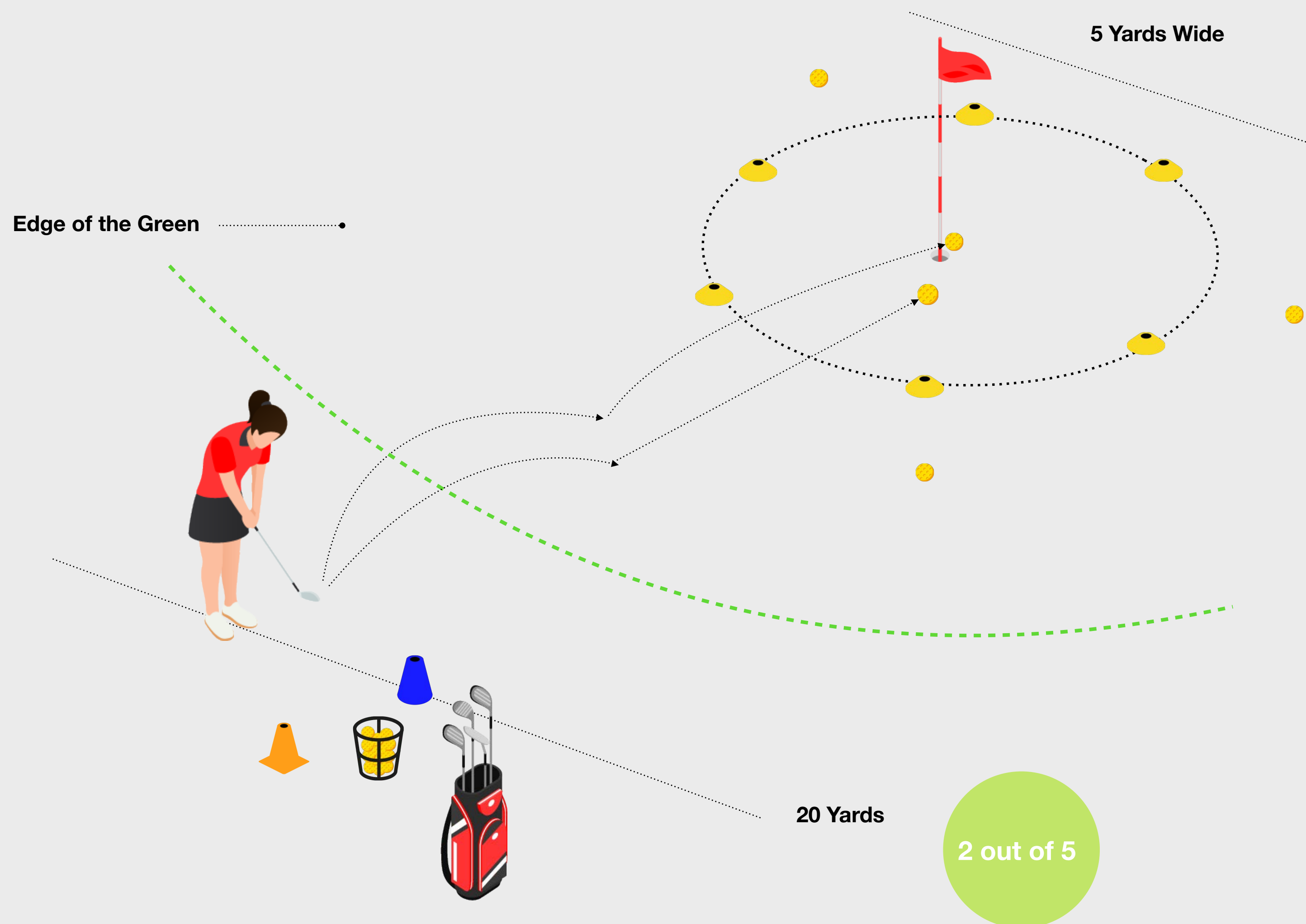
After attempting the challenge, the learner should:

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

Chipping



Chipping Challenge



The Challenge

To complete the Level 1 Challenge the learner needs 2 out of 5 shots to finish anywhere in the circle from a starting position 20 yards from the hole.

The circle should be 5 yards wide.

Equipment you Need

The equipment you will need for this challenge:

- Cone to mark the starting position
- Cone to mark the target circle
- Golf Balls

What should the Learner do next?

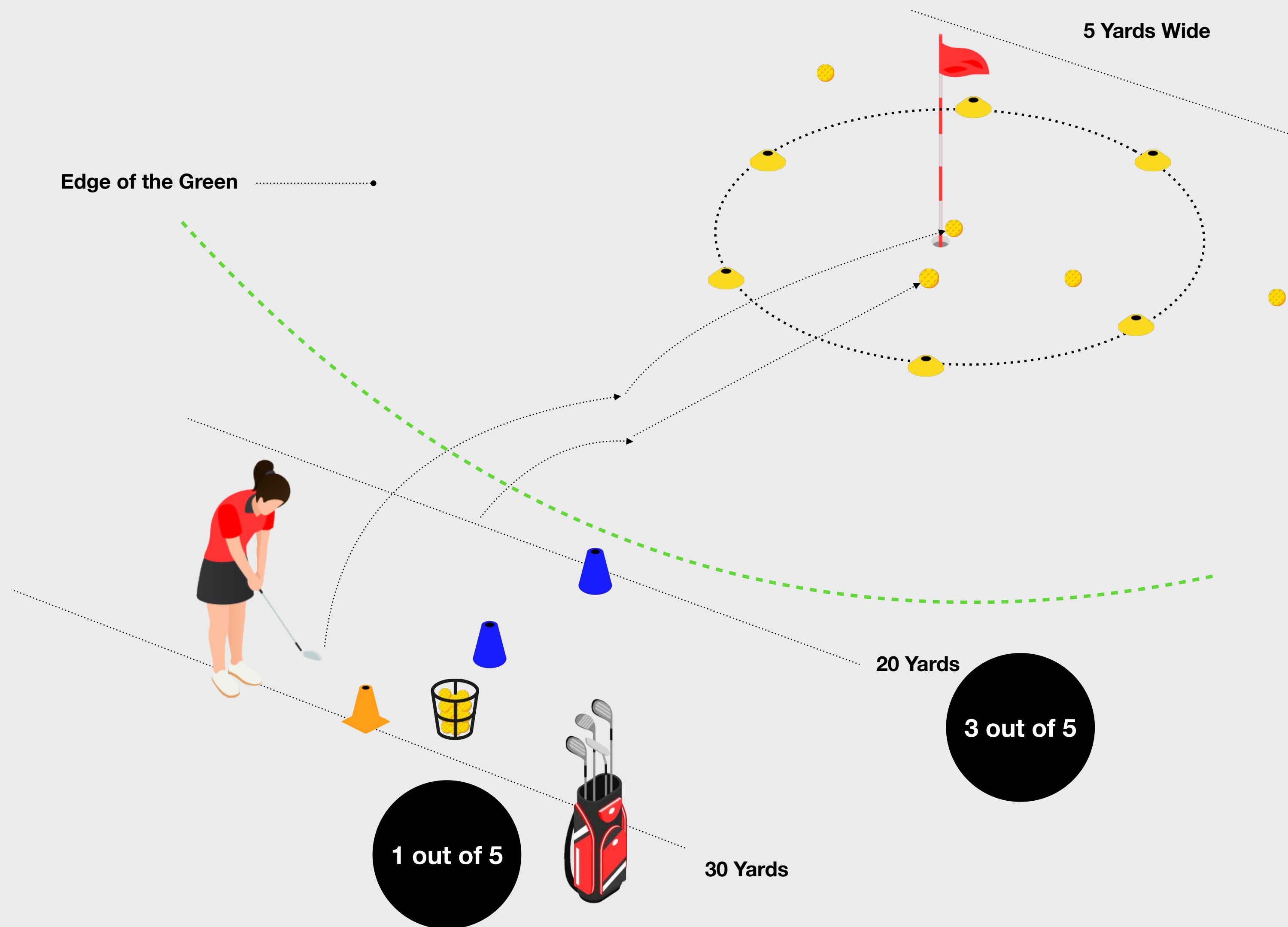
After attempting the challenge, the learner should:

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

Chipping



Chipping Challenge



The Challenge

To complete the Level 3 Challenge the learner needs to hit 3 out of 5 shots from 20 yards and 1 out of 5 shots from 30 yards to within a 5-yard circle.

Equipment you Need

The equipment you will need for this challenge:

- Cones to mark the starting positions
- Cones to mark the perimeter of the 5-yard target circle
- Golf Balls

What should the Learner do next?

After attempting the challenge, the learner should:

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

Chipping

