

Delivering Your Themed Classes, Graduation Events and Practice Clubs



GAMEON

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Overview



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Program Opportunities

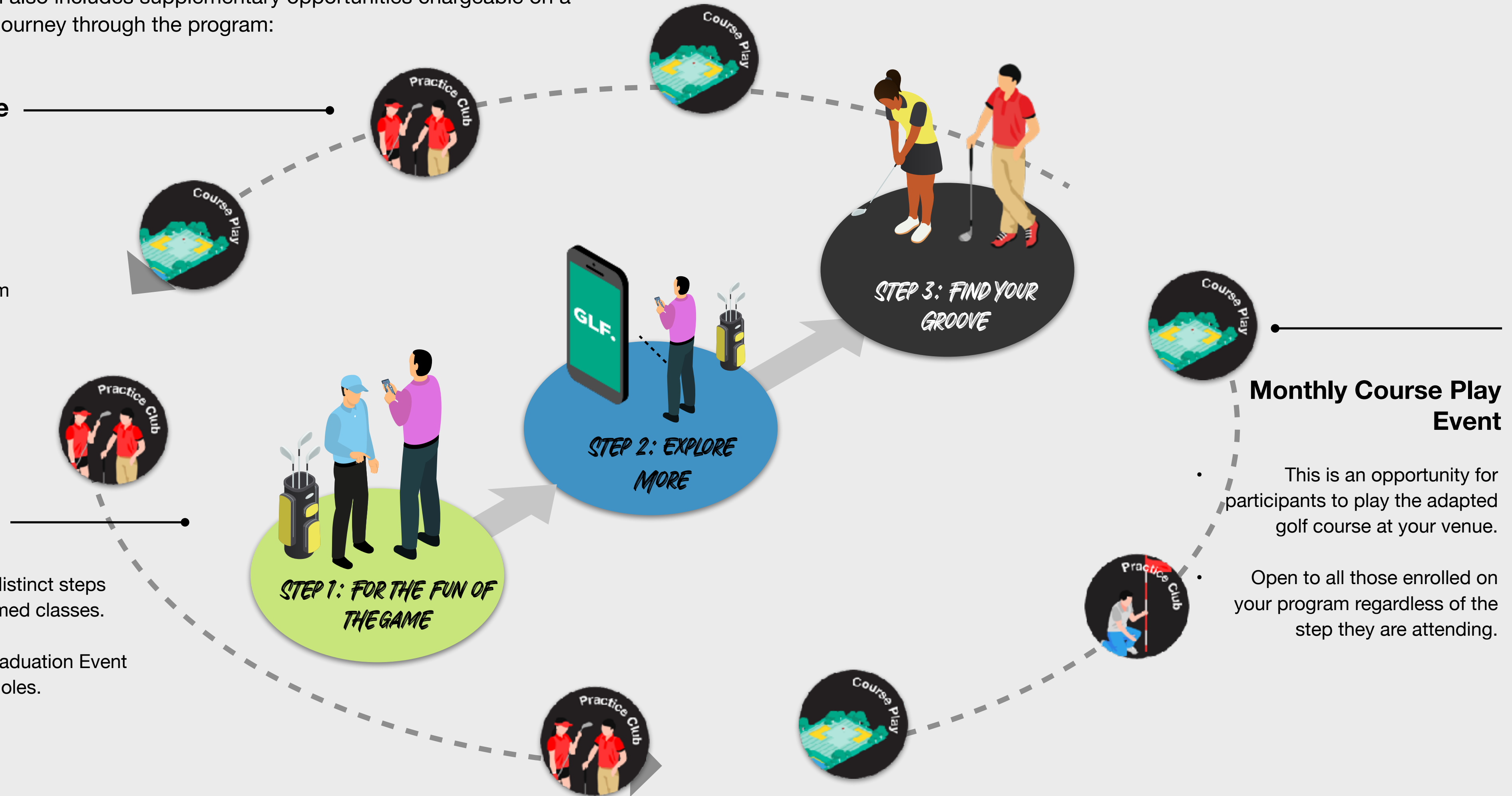
As we have covered in the previous training modules, the learner program is delivered under a block based model over 3 steps. The program also includes supplementary opportunities chargeable on a per event basis to support the learners journey through the program:

Weekly Supplementary Practice Clubs

- Each week there is a weekly practice club opportunities recommended to be delivered across 4 themes on a rotation.
- Open to all those enrolled on your program regardless of the step they are attending.

Block Based Themed Group Classes & Graduation Events

- Participants of the program sign up for 3 distinct steps containing a total of 23 weeks and 20 themed classes.
- Each step concludes with a On Course Graduation Event which includes a Texas Scramble over 9 Holes.



Monthly Course Play Event

- This is an opportunity for participants to play the adapted golf course at your venue.
- Open to all those enrolled on your program regardless of the step they are attending.

Role of the Themed Class Blocks

The themed classes are structured across the 3 steps. The themed class blocks are an essential component of the program and they have been built to provide the following to the learner:



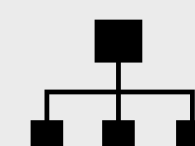
Provide Clarity

- The themed classes help provide the learners with an understanding of what learning opportunities they will have on the program.



Define a Curriculum

- The themed classes help ensure that the learner is exposed to the knowledge, skills and experiences across the learning outcomes within the program.



Give Structure

- The classes also help to give a coherent structure to the program that you and the learner can follow and can be linked to the schedule and booking system on GLF. Connect.



COMING SOON

Link to MyGame+

- The themed classes provide a way of the learner finding and navigating the resources specific to a class. Especially important when the learner misses a week or is directed to this before or after a class.



Link to the Pathway

- The themed classes can provide a direct link to the 3-Step progression pathway and ensure the learner has been exposed to learning opportunities on their journey to being club and course ready.



Step by Step Journey

- The themed classes have been built to provide the learners with the learning opportunities in a logical and step by step order. Each class contents follows the next giving a clear step by step journey to the learner.



Challenge Opportunity

- Where possible, the learner can also attempt a challenges specific to the class that is running. This acts as a way of guiding the learner through their own skill development and offers an engaging, competitive and fun element to each class.

Role of Graduation Events

The graduation events have been built specifically into the themed class blocks at each step to provide a specific role in driving success for the learners in the program and the success of the program at your club. This includes:



Build Confidence at the Club

- The Graduation Events will build the learners confidence at the club and help to drive engagement in other programs and events within the program.



Celebrate Completion of a Step

- The event will offer a fun and informal opportunity for learners and you the coach to celebrate completion of the event.



Increased Exposure to the Course

- Graduation events provide more opportunities for the learner to access the skills and knowledge across the learning outcomes and also on the course experience. This will help to strengthen their development and reinforce the content they receive in the Themed Classes.



Promote Step Progression

- The event will provide you with the opportunity to promote conversion to the next step of the program and other coaching and social opportunities at the club.



Develop Social Connections

- Learners will not only be able to strengthen the social connections they have already built but also meet others who may be attending different themed classes throughout the week or strengthen connections with the class they have been attending.

Role of the Practice Club

Practice clubs are just that, a chance for the learner to develop their skills with you and develop deeper social connections with other learners on the program. The learner can supplement their attendance of the Themed Classes by attending any of the weekly Practice Clubs that are on offer. The Practice Clubs are a vital supporting element to the program and have been built into the program as a way of delivering the following:



A Chance to Catch Up

- The Practice Clubs provide an opportunity for the learner to make up any missed classes as well as supplement their learning.



Challenge Opportunity

- Built into the Practice Clubs are an opportunity to attempt all of the Challenges within the Mastering the Game skill focus for that week. This will allow the learners to track their progress through this element and engage with the myGame+ area on GLF. Connect.



Increased Exposure to the Course

- Practice Clubs provide more opportunities for the learner to access the skills and knowledge across the learning outcomes and also on the course. This will help to strengthen their development and reinforce the content they receive in the Themed Classes.



Additional Practice Time

- The practice clubs provide more practice time for the learner under supervision which will only lead to more success. The learner will have more time at the club improving their skills which will lead to quicker development and enjoyment.



Develop Social Connections

- Learners will not only be able to strengthen the social connections they have already built but also meet others who may be attending different themed classes throughout the week.



Private Coaching Opportunity

- Practice clubs are also the ideal opportunity to your to assist the learner on a private basis if required. The nature of the practice club and the way this is delivered provides the ideal opportunities for this.

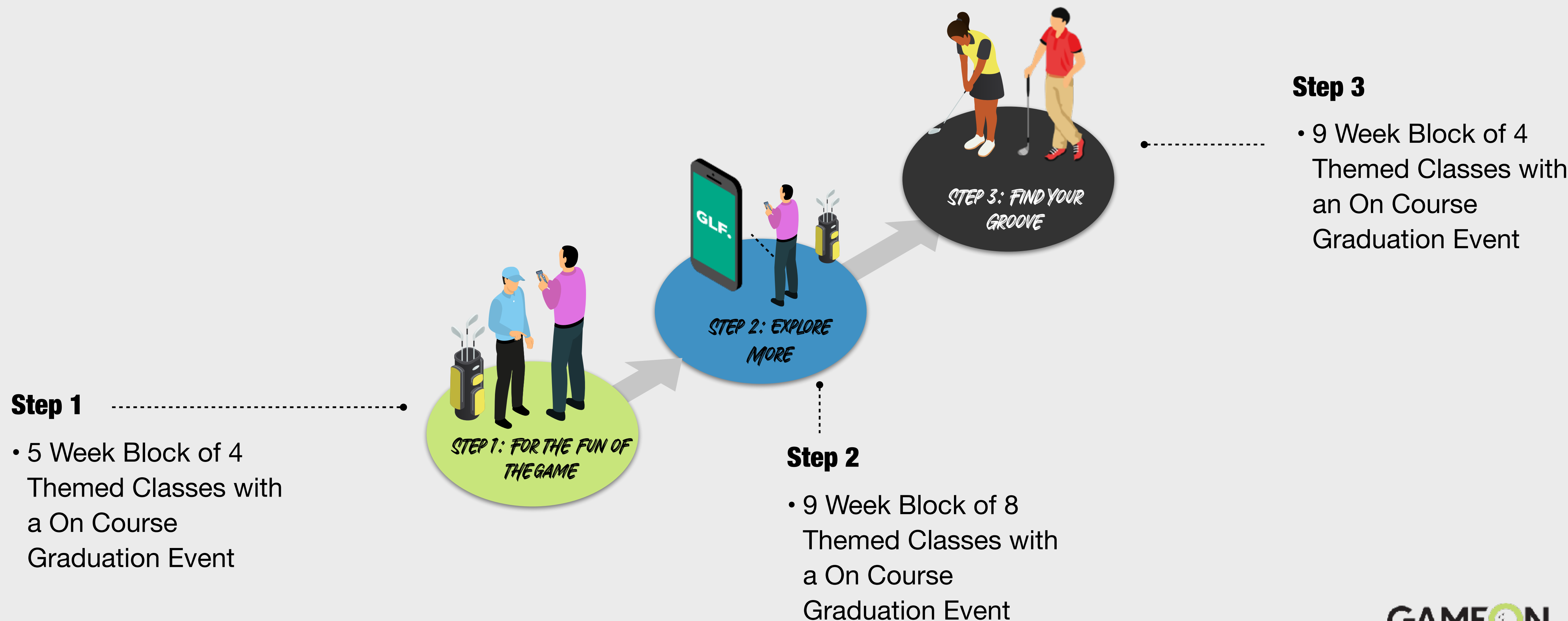
Themed Class Overview



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Step 1, 2 and 3 Blocks

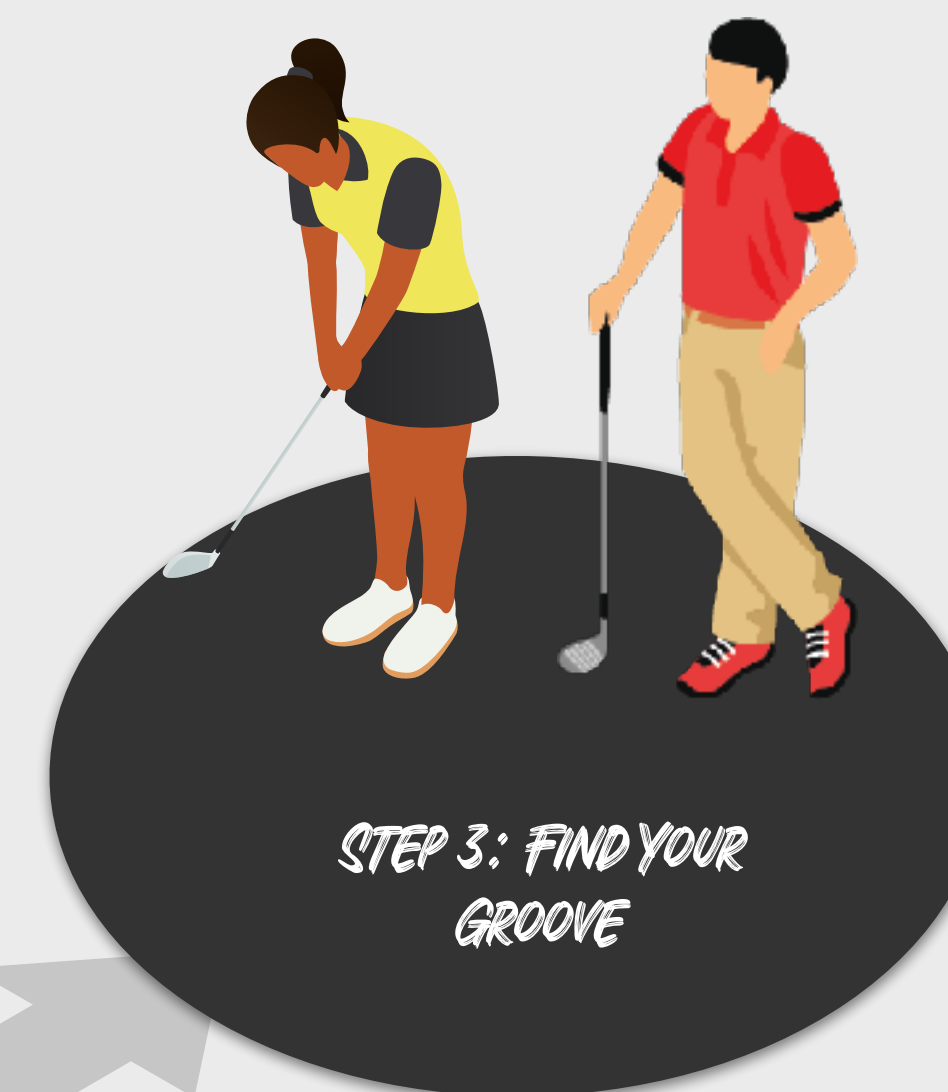
Each of the classes in each step are themed to a specific learning outcomes and also culminate in an On Course Graduation event. Step 1 includes four themed classes, with one class across each of the Mastering the Game skills and step 2 and 3 include 8 classes with 2 classes across each of the Mastering the Game skills.



Step 1, 2 and 3 Block Progression

The Themed Classes have been designed to provide the learners with access to the skills, knowledge, experiences and social connections deemed necessary to become Club and Course Ready. The Themed Classes provide a prescribed class content that should be delivered to the learner.

The themed class have also been built to be delivered in defined order and the program will work best if it is delivered in this way. A learner should also start their journey through the program following the order of the class and steps where possible.



Starting Step 3

- Learners should start step 3 after completion of the step 2 Themed Classes.
- Learners can transition to step 2 regardless of their achievements on the Club and Course Ready Pathway.



Starting Step 2

- Learners should start Step 2 after completion of the Step 1 Themed Classes.
- There isn't a pass or fail ethos to the program and learners can start step 2 regardless of their achievements on the Club and Course Ready Pathway.

Entering the Program

- Learners should enter the program at Step 1 and may also transition from the Experience Day.









Step 1 Classes

Step 1 is intended to be the entry point into the programs for those who have had an initial taster on the Experience Day or are starting with limited or no previous experience. This step is intended to provide an introduction to the game across the four Mastering the Game skill categories. An On the Course class is included at this step and it is the responsibility of the coach to schedule these at times that are practical within your club. The intention of the Step 1 classes is to provide a grounding across the broad skills areas before the learner builds and develops more specific skills within Steps 2 and 3. The classes are delivered starting from full swing building up to the final class on the course.

This step then culminates with an On Course Graduation Event which will be explored in more detail.



Step 1:

-  Block of 5 weeks with 4 Themed classes
-  Themed class content across four skills
-  90 minute duration for each themed class
-  Chargeable per block
-  Maximum of 8 Students per class
-  On Course Graduation Event at Week 5

Class Number	Class Name	Mastering the Game Element Focus
1	Introduction to Swing	Swing
2	Introduction to Putting	On the Green
3	Introduction to Chipping	Around the Green
4	Introduction to the Course - Orientation	On the Course
5	Step 1 Graduation Event	On the Course

Step 2 Classes

Once the learner has attended the Step 1 Introduction Themed Classes, they should move fluidly to attend Step 2. Each of these classes has a specific focus across the four skill categories. Once again this step then culminates with an On Course Graduation Event.

These classes provides the learner with a chance to further develop their skills and knowledge within each of the skill categories. The classes have been designed so that they are delivered in a specific order so that the learner builds their skills and knowledge in a progressive way.



Step 2:

- Progression from Step 1
- Block of 9 weeks with 8 Themed classes
- 8 students per class
- 90 minute duration for each themed class
- Chargeable per block
- On Course Gradation Event at Week 9

Class Number	Class Name / Focus	Mastering the Game Focus
1	On the Green - Long Putts & Green Reading	On the Green
2	Swing - The Driver Fairway Woods and Hybrids	Swing
3	Around the Green - Improving Contact & Distance	Around the Green
4	Building Confidence On the Course 1 - Club Selection & Rules	On the Course
7	On the Green - Short Putts & Green Reading	On the Green
5	Swing - Iron Play / Wedges	Swing
6	Around the Green - Bunker Play / Pitching	Around the Green
8	Building confidence on the Course - Formats and Scoring	On the Course
9	Step 2 Graduation Event	On the Course

Step 3 Classes

Once the learner has attended the Step 2 classes they can progress to the Step 3 classes. These classes have been designed to cover more advanced skills building from the knowledge and skills the learner has developed at Steps 1 and 2.

Each of these classes once again has a specific focus the four skill categories and the step culminates with an On Course Graduation Event.



Step 3:

- Progression from Step 2
- Block of 9 weeks with 8 Themed classes
- 8 Students per themed class
- 90 Minute duration for each themed class
- Chargeable per block
- On Course Gradation Event at Week 9

Class Number	Class Name / Focus	Mastering the Game Focus
1	On the Green - The Art of Scoring	On the Green
2	Swing - Developing Consistency & Finding the Fairway	Swing
3	Around the Green - Club Selection & Awkward Lies	Around the Green
4	Building Experience On the Course 3 - Conditions, Uneven and Awkward Lies	On the Course
5	On the Green & Around the Green - Up & Downs	On the Green/ Around the
6	Swing - Adding Speed	Swing
7	Around the Green - Developing your Strike in Pitching & Bunker Play"	Around the Green
8	Building Confidence on the Course - Course Management	On the Course
9	Step 3 Graduation Event	On the Course

Included in a Themed Classes

The Themed Class have been built with a specific structure. This will help you to prepare and deliver classes whilst also ensuring the classes remains fun, engaging and informative. Class plans are provided in the Training Hub for each Themed Class and this will outline the suggested structure and content to deliver. However, each Themed Class will explore:



Mastering the Game Focus

Each themed class has a specific Mastering the Game Skill focus.

The class will then explore specific focus within each element and this outlined in the class name.



Learning the Game Focus

Each themed class has a Learning the Game focus across the four elements which can be discussed and introduced to those attending. You can also guide the learner to the necessary resources in the hub prior to or after the class.



Whole Golfer Focus

Each themed class has Whole Golfer focus across the three elements which can be discussed and introduced to those attending. Once again you can also guide the learner to the necessary resources in the hub prior to or after the class.

Final Thoughts

Further training on the themed classes is available within the training hub and when you should complete this module is outlined in the implementation module. However, here are some important elements to summarize.



Class Content Flexibility

- It is your job to interpret the class plans and make the best judgement as to the delivery of this within your venue. You need to ensure this suits the needs of your facility and the content caters for a range of experiences on the program.



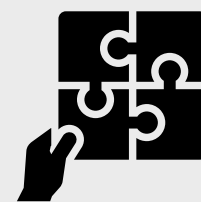
Mastering the Game Challenges

- There is an opportunity to setup a specific challenge within the Mastering the Game skill for that class. This will provide an engaging element of the class especially for those attending again but it is your description as to whether you offer this in the class.



Technical Development

- Within each Themed Class we have prescribed a technical element that can deliver to the group. This technical theme is broad and allows for you to deliver it in your own way, so that you have autonomy on the program and can take ownership of the content being delivered.



Skill Progression

- The themed classes have been build in an order where the learning opportunities progress from one class to the next. Therefore it is recommended that you deliver the classes in the order they have been prescribed.



Secondary Skill

- Each class plan includes a secondary skill. This is included so that you cater for learners who may have attended the class theme previously and you can offer variation to their experience. It is also added if your venue does not have the facilities to deliver the class theme.



On Course Classes

- Critical to the program is that learners get the opportunities to learn on the course and this is built into the program. It is your responsibility to ensure these are scheduled within the program and you should work with your club management to ensure these classes are available within your program. If you are unable to access the course at your venue then after authorization from the DOG you can deliver an alternative class.

Overview of the Graduation Events

Built into the Themed Class blocks is a On Course Graduation Event. The Graduation event is delivered at each of the themed steps. It is designed to be an informal, fun and a celebratory event on the course:

Texas Scramble over 9 Holes

- Those attending the event play in groups over 9 holes. Texas Scramble is the ideal format to build learners confidence and promote enjoyment, social connections and inclusivity.

Adapted Teeing Positions

- Those attending the event play from the Shotz adapted teeing positions over the course of 9 holes. The specific tee that the teams play from will depend on the Step graduation event they are attending.

3 Hours in Duration & Shotgun Start

- As the event is delivered over 9 holes in a Texas Scramble format you should allow up to 3 hours for the event. The event should ideal be run using a Shotgun start form to get all teams out on the course first.

1 Event for Simultaneous Classes

- If classes in each step are running simultaneously you should aim to deliver a single graduation event. However you may be required to run a single class only Graduation Event.

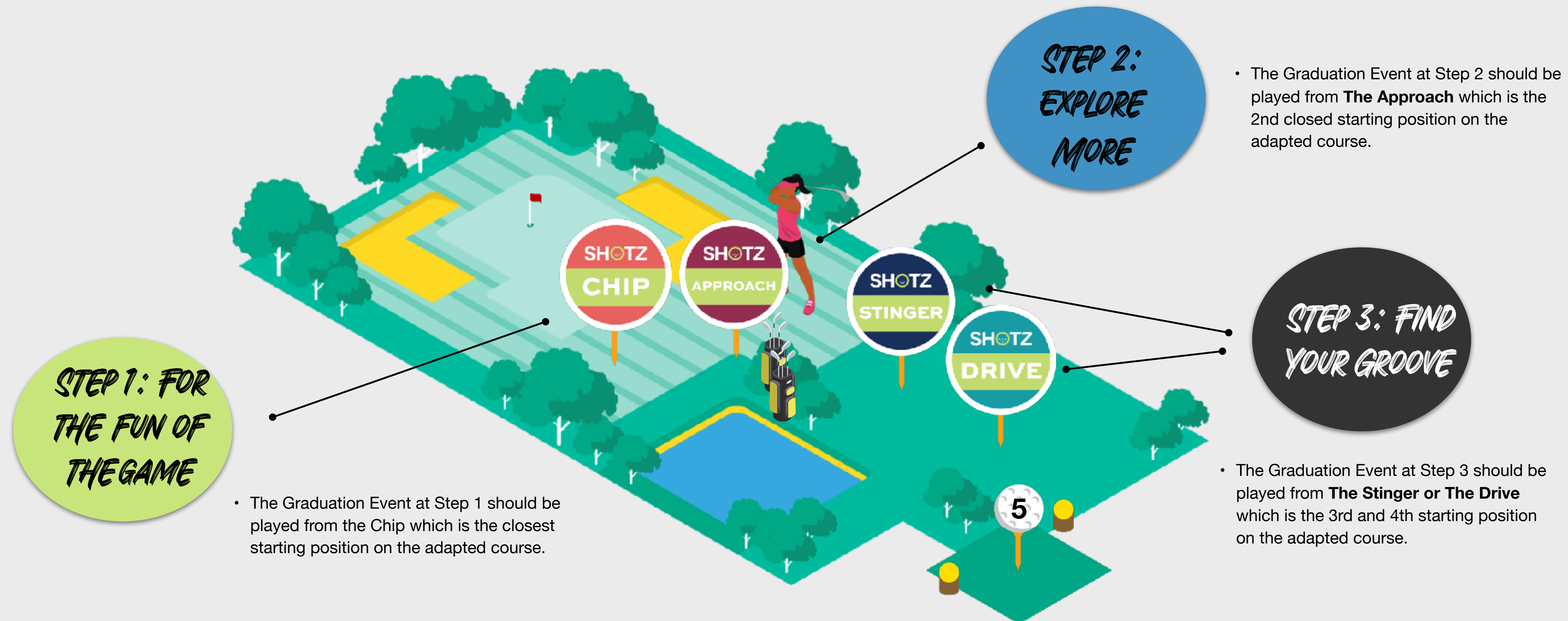
Included in the Price of Each Step

- Each of the graduation events are included in the price of each step. You shouldn't charge for this event on an ad-hoc basis.



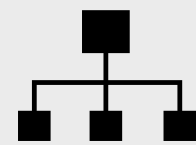
Graduation Events Adapted Tee Starting Positions

The graduation events are fun, informal and celebratory events and therefore to promote this and inclusivity for all, the event is run using a Texas Scramble format. Depending on the specific step graduation event that learners are attending they will play from a defined started position as follows:



Final Thoughts

Further guidance on the graduation event is provided within the implementation training module and the Themed Class and Practice Clubs. However, we have detailed some final important thoughts to consider relating to your graduation events.



One Event if Classes are Simultaneous

- Depending on the number of simultaneous themed class running each week, you have the flexibility to run a single graduation event for all of these classes.



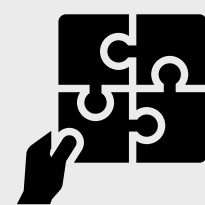
Promoting the next Steps

- It is vital that your event provides an opportunity for you to communicate to learners the next steps within the programs. You will need to convert learners from one step to the next and this event plays a role in this.



Scheduling of the Event

- Just like the Introduction On Course themed classes within each step, you will need to consider course access at your venue and therefore the scheduling of the event may need to differ from the themed class times.



Flexibility for you

- The guidance in the program is for you to run a 9 hole Texas Scramble event using the adapted teeing position. However, we understand that each venue is different and therefore you will need to assess the needs of your venue and tailor the event accordingly.



Celebratory Fun Event

- The event is designed to be a celebratory and fun event where your learners get access to the course from the adapted teeing positions. The event is not designed to be coaching focussed but of course you should provide support where required.

Themed Class Plans



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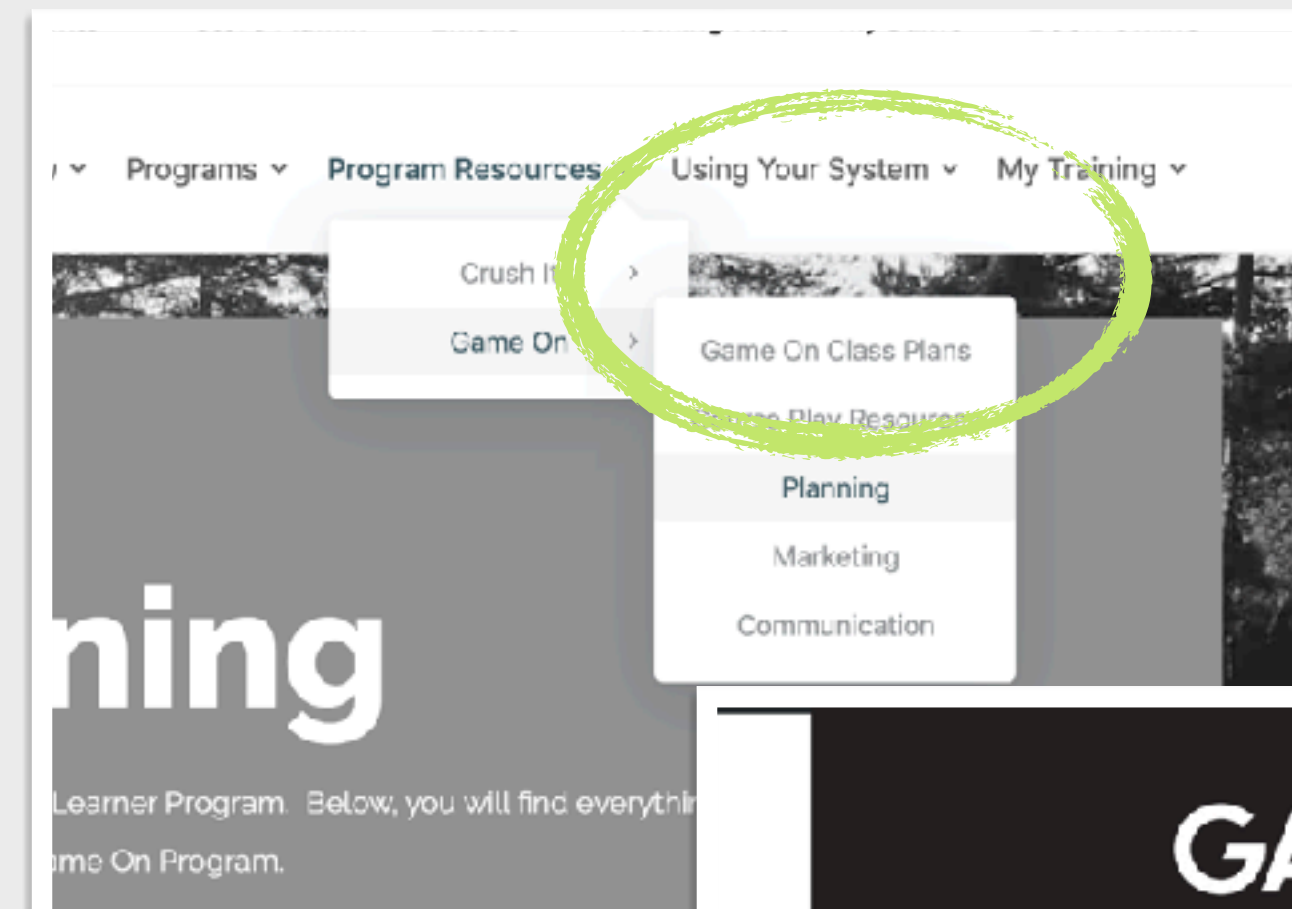
Accessing Themed Class Plans

In the Training Hub, you can access the Themed Class plans for each step. Follow the steps below to access the online plans:

1

Navigate to Game On Class Plans

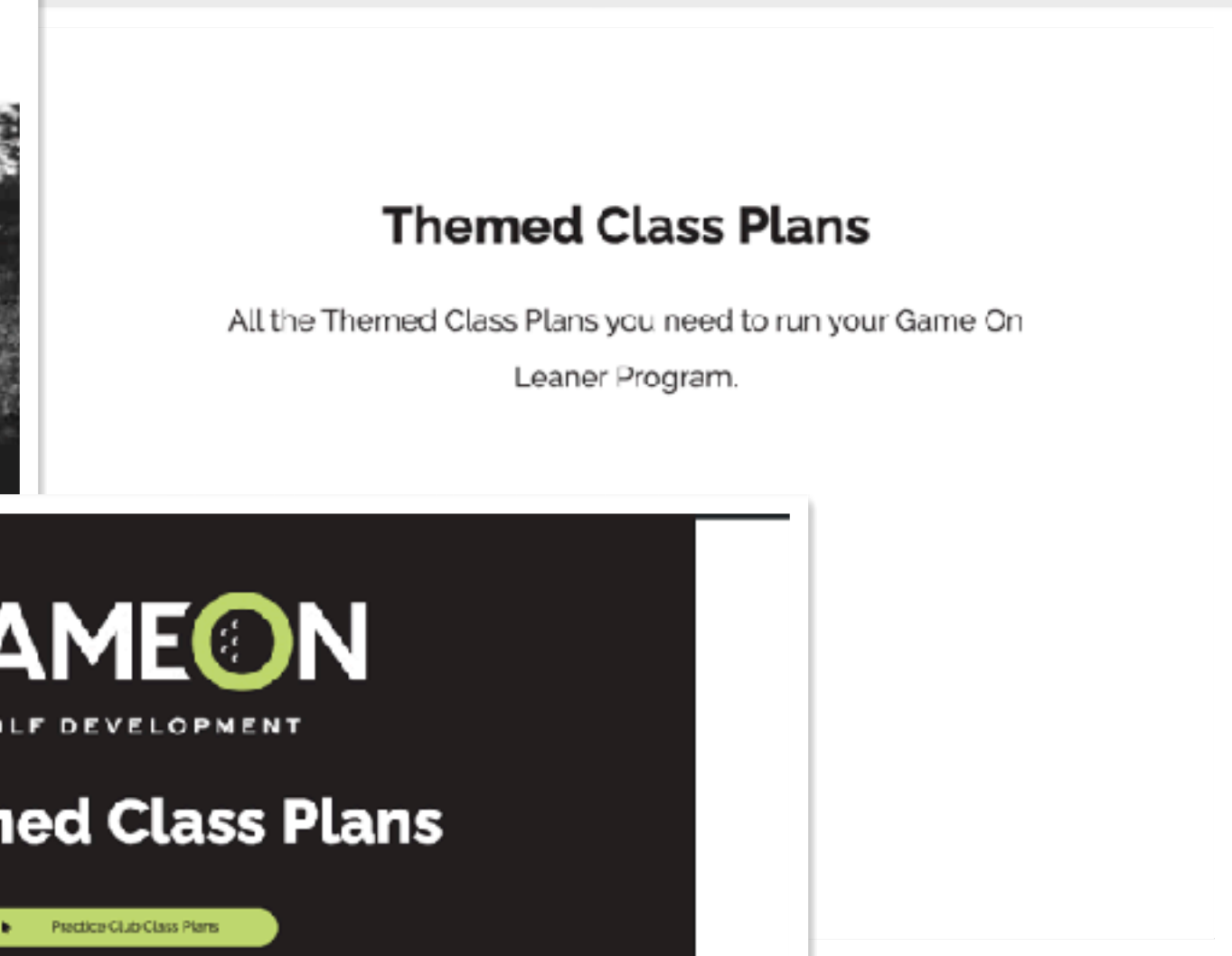
- Choose the sub menu under the Program Resources menu navigation and select Game On Class Plans.



2

Select Themed Class Plans

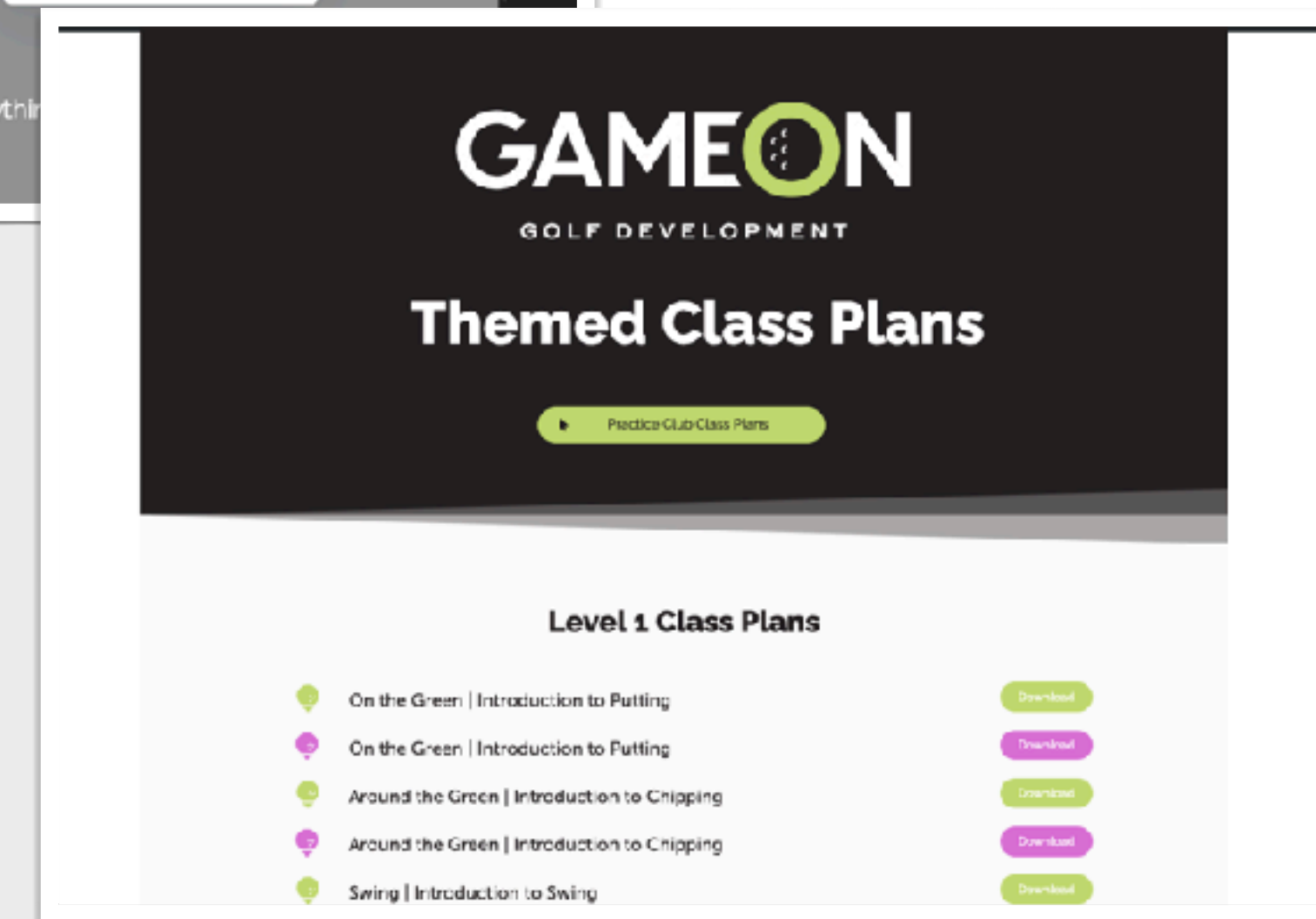
- Select the Themed Class option you require on the next screen.



3

Find your Class Plan with the Specific Step

- On this screen navigate to the step. You can download the plan and it will display in your devices web browser. You can also download it to your device.



Plans Types

On the Themed Class Plan page you can access two versions of each plan type. This includes a Full and Lite versions. It is up to you to utilize which plan you prefer for the session you are delivering but it is recommend you take the time to assess both options depending on your experience running the program.

The main difference between the two plan types is that the Full Version gives oversight as to how to deliver the session as well as what content to be delivered. The Lite version is focused on giving information on only the content to be delivered, the information is more condensed and therefore can be used on the go.

The screenshot shows a web interface for "Practice Club Class Plans". At the top, there is a dark header with a light green button labeled "Practice Club Class Plans". Below the header, the main content area is titled "Level 1 Class Plans". It lists five class plan items, each with a colored circular icon (green or purple) and a "Download" button to its right. The items are:

- On the Green | Introduction to Putting (Green icon, Green button)
- On the Green | Introduction to Putting (Purple icon, Purple button)
- Around the Green | Introduction to Chipping (Green icon, Green button)
- Around the Green | Introduction to Chipping (Purple icon, Purple button)
- Swing | Introduction to Swing (Green icon, Green button)

Class Plan Timetable

Included in every Themed Class Plan is a timetable, and this should be the bedrock of delivering your Themed Class. The timetable walks you through every element of the class and then links directly to the further resources that are available within the plan to help you deliver each element. Each timetable includes:

The top section provides an overview of class including the length, class size and the focus for that class and each of the learning outcomes.

The first column provides a breakdown of the recommended time that should be allocated to each focus within the class

The second column provides a breakdown of the focus with each section of the class

Themed Class Plans			
Class Timetable			
Session Length: 90mins	Group Size: 1:8	Mastering the Game Focus: Swing Driver, Fairway Woods and Hybrids	Whole Golfer Focus Your swing will be unique
			Learning the Game Focus: Preparing to Play The Tee and Fairway
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 	
10 mins	Introduction	<ul style="list-style-type: none"> Objectives - Introduce the concept of Driver, Fairway Woods and Hybrids Introduce the Technical Guidance for the class Choose a number of the games cards suited to the session outcomes and facility at your venue. We recommend minimum of 3. Explain how to play the games and attempt the practice station activities 	<ul style="list-style-type: none"> The Tee and Fairway
30 mins	Mastering the Game Independent and Social Practice Challenges and Recap	<ul style="list-style-type: none"> Learners break out to play the games individually, in pairs or groups Opportunity for private coaching Outline the relevant challenge that the learner can attempt with a partner during this class at their discretion Recap Mastering the Game and Learning the Game Focus from the session 	<ul style="list-style-type: none"> Practice stations Game cards Scoring and long putts challenge Secondary skill station
5 Mins	Learning the Game and Whole Golfer Focus	<ul style="list-style-type: none"> Get the group together to introduce the Learning the Game and Whole Golfer focus 	
30 Mins	Mastering the Game Independent and Social Practice Challenges and Recap	<ul style="list-style-type: none"> Learners break out to play the games individually, in pairs or groups Opportunity for private coaching Outline the relevant challenge that the learner can attempt with a partner during this class at their discretion Recap Mastering the Game and Learning the Game Focus from the session 	<ul style="list-style-type: none"> Practice stations Game cards Scoring and long putts challenge Secondary skill station
10 Mins	myGame Tracking	<ul style="list-style-type: none"> Add any lesson media to the learner's Student Connect area on GLF Connect Learners should be encouraged to mark their attendance at the Themed Class in the Journey to Club and Course Ready section of the myGame+ area on GLF Connect. Encourage the learners to mark the challenge as complete for the Step they have attempted if they are successful with the Master the Game program wheel on the myGame+ area on GLF Connect. 	<ul style="list-style-type: none"> MyGame+ on GLF Connect App
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new learners and build relationships. Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help 	

Ideas around what can be covered within this section of the class are listed here

The specific games that are built into the class plans are provided in the final column and any other resources that should be used.

Included in the Class Plans

Supporting the class timetable are additional resources within the class plans. This allows you to follow structured content that can be delivered in each session of the class. It offers ideas of the content to be delivered to those attending. The class plans include:

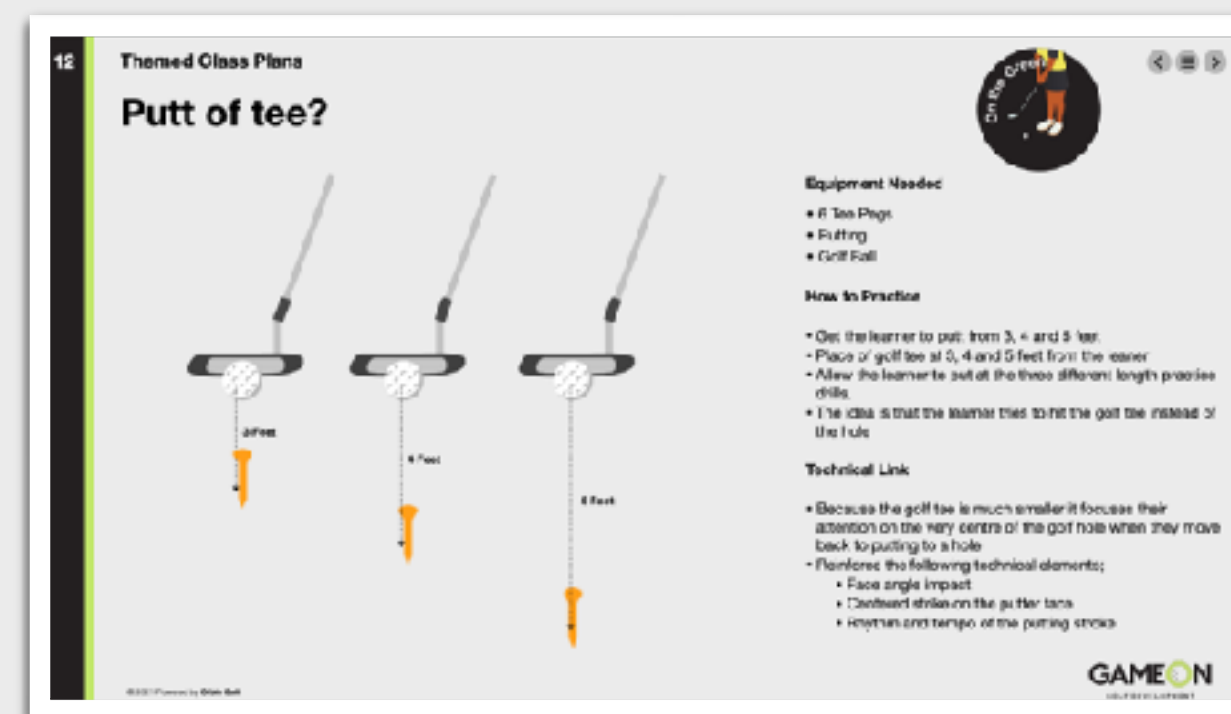


1

Class Objectives

This section details out ideas of content to deliver with each of the Learning Outcomes:

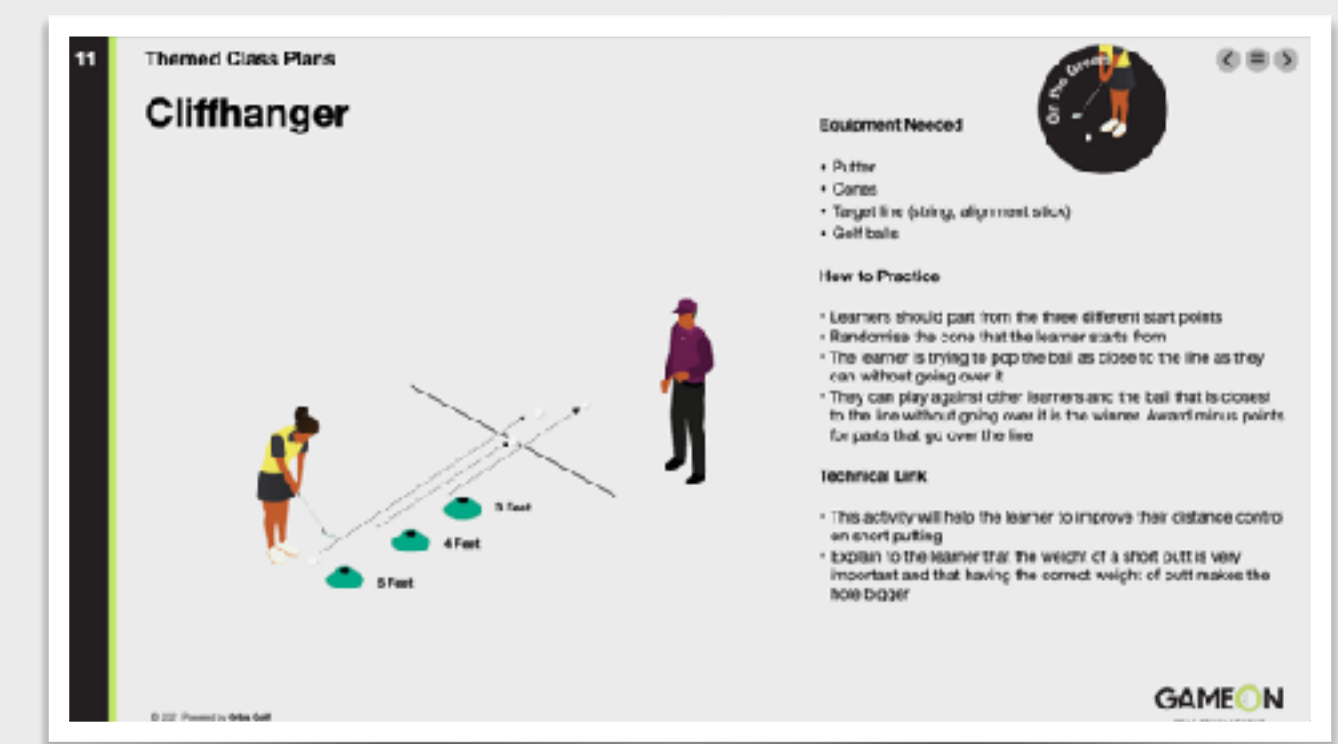
- Technical guidance for the Mastering the Game Focus
- Content ideas for the Learning the Game Focus
- Content ideas for the Whole Golfer Focus



2

Practice Station Ideas

During the timetable, there is an opportunity for the learners to break out into independent and social practice using practice stations that will develop the technical skills for that class.



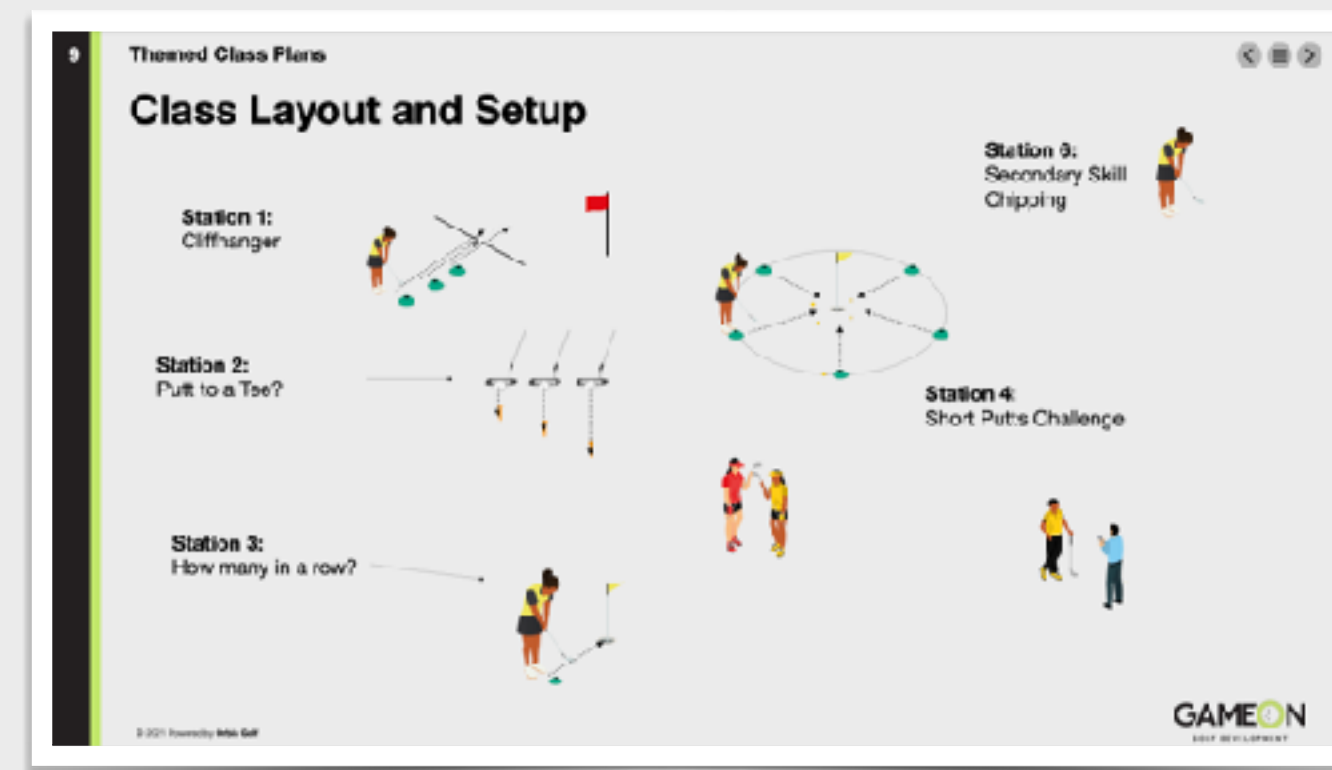
3

Game Cards

Each class plan includes a number of game cards intended to offer an engaging component to the class. Learners can attempt these games individually or in pairs or groups. This will offer a fun but competitive element to the class.

Included in the Class Plan

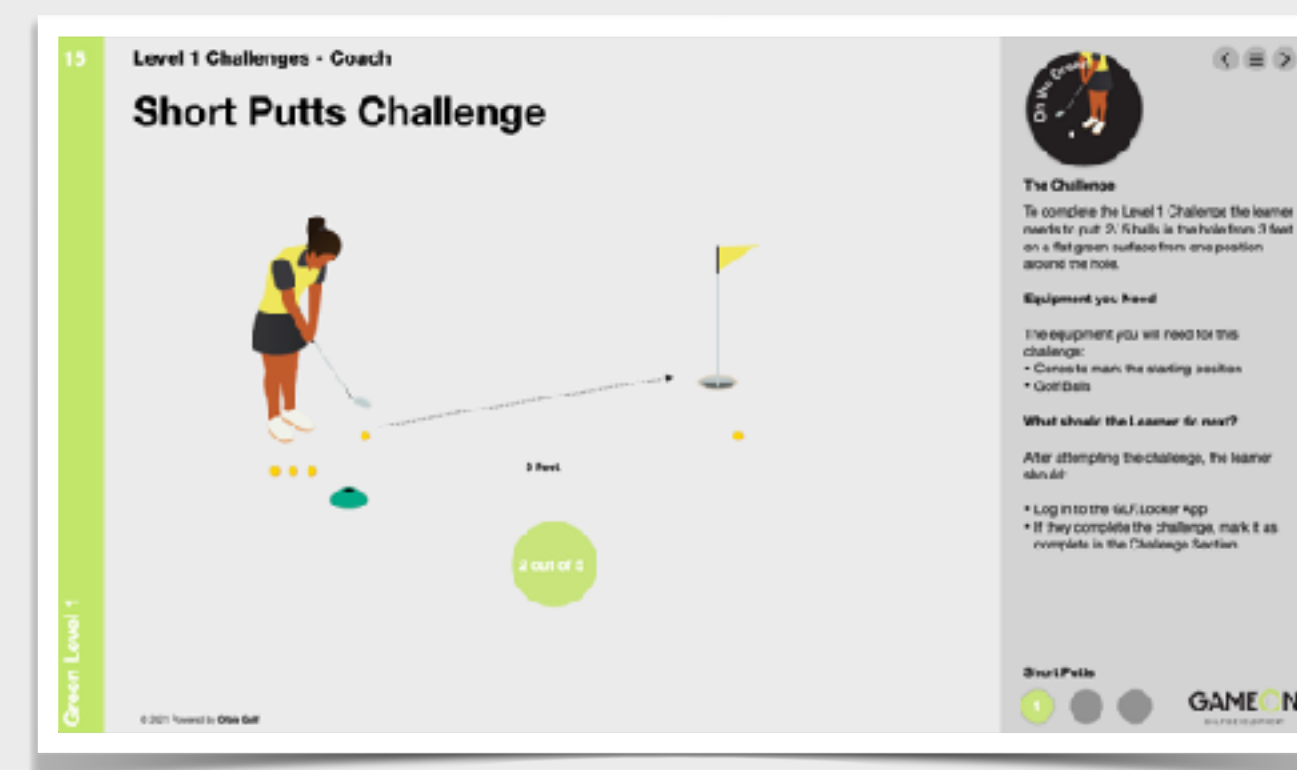
The class plans also include:



4

Class Layout and Setup

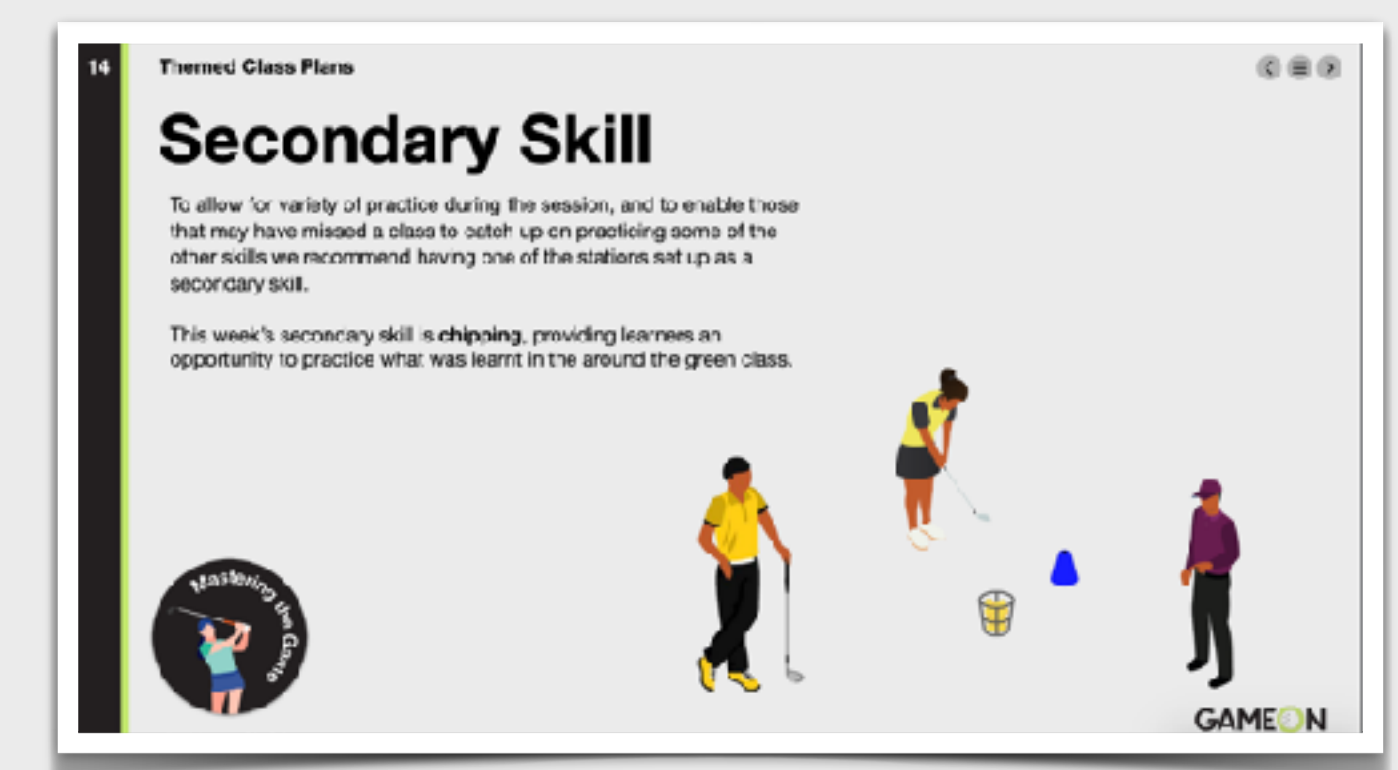
Guidance is provided on how to layout your class to cover all elements but also to make sure that the class is safe and flows correctly. This is used to guide you but ultimately it will be up to you interpret the facility at your venue.



5

Challenge Cards

There is an opportunity to setup a specific challenge within the Mastering the Game skill for that class. This will provide an engaging element of the class especially for those attending again but it is at your discretion as to whether you offer this in the class.



6

Secondary Skill

Each class plan includes a secondary skill. This is included so that you cater for learners who may have attended the class theme previously and you can offer variation to their experience. It is also added if your venue does not have the facilities to deliver the class theme.

Reasons to Utilize Your Plans

When planning and running your themed classes, it is vital that you utilize the plans in the Training Hub. Listed below are the key reasons why it is important to follow the class plans:

- | | |
|--|---|
| <p>1 ✓ It will help you to manage mixed abilities, allow for student led learning, which will lead to increased retention in the program.</p> | <p>5 ✓ It will offer you ideas for content to deliver so you can focus on delivering the session and attending to all in the group.</p> |
| <p>2 ✓ Games based and student led learning will help to increase the social interaction in the group and lead to a higher percentage retaining as learners and golfers at the club.</p> | <p>6 ✓ It will ensure that your Themed Classes deliver on the learning outcomes and therefore ensure each learner can develop the skills required to become club and course ready!</p> |
| <p>3 ✓ All of the content links to the GLF App, when the plans are delivered well it will compliment the content that the learner is being provided online improving their learning experience.</p> | <p>7 ✓ It will help you to drive social connections between participants on the program, a hallmark of the programs goals!</p> |
| <p>4 ✓ It will help you to plan the setup of your classes, ensuring you have all the equipment you need, the teaching area is safe and all components of the class are delivered.</p> | <p>8 ✓ It will help you provide a knockout experience to those attending ensuring that you are organized and prepared for each class you are delivering.</p> |



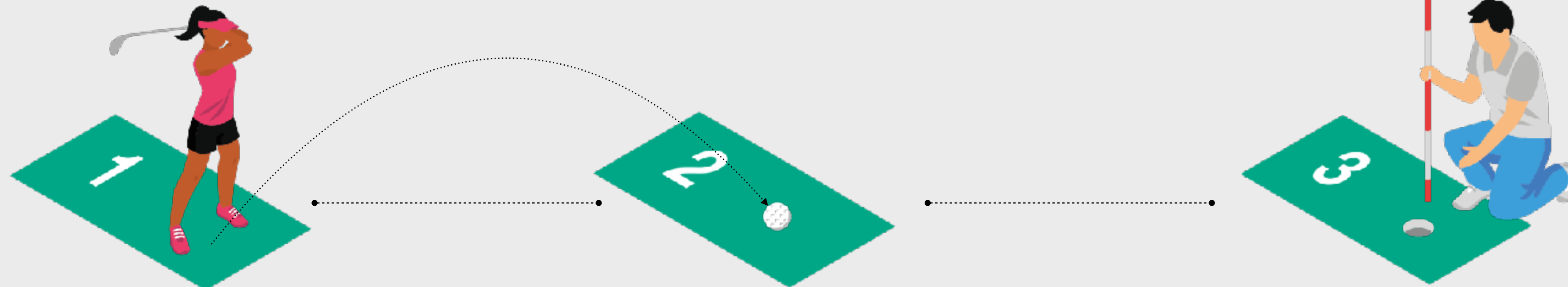
Running Your Themed Class



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Before The Class Begins

It is vital that you are organized for the class and there are a number of tasks that we recommend you complete prior to the day of delivering and just before the start of the session. This will ensure that you can deliver on the class content, operate a safe environment, offer a knockout experience for those attending but also ensure that you do not negatively impact the experience of other members or guest at your club.



Week Prior

In the week prior or a few days before your class we recommend:

- Download the class plan from the Training Hub
- Reserve the coaching facility or inform those at your club about the class
- Ensure you have access to the course organized if the class is on the course.
- Organize the equipment you need for the class including clubs, equipment for the challenges and game cards
- Ensure you have some time blocked into your schedule prior to the session start time on GLF.
- Message your students on GLF. or via email reminding them of the class, the location and expectations

15 Minutes Prior to the Class

It is the day of delivery and you should ensure you arrive at least 15 minutes prior in order to:

- Setup your class including the practice stations, games and Mastering the Game challenge
- Ensure you have all of the equipment required, including spare clubs
- Be available 5 minutes prior in order meet and greet the participants
- Ensure you have scorecards, ball markers, pitchforks and other essential equipment if the class is taking place on the course.

Run Your Class!

It's time to run your class and deliver a great Game On experience at your club!

Themed Class Structure

The Themed Classes are an informal experience with a curriculum for you to follow. They have been designed to offer learners with the necessary opportunity to develop their skills across the learning outcomes. You have the freedom to add your own expertise to the session but are required to follow the class theme. During the session, allow for the learners to connect socially. This is one of core principles of the program, that it encourages social connections to be strengthened. Try not to inhibit this during your Themed Classes.

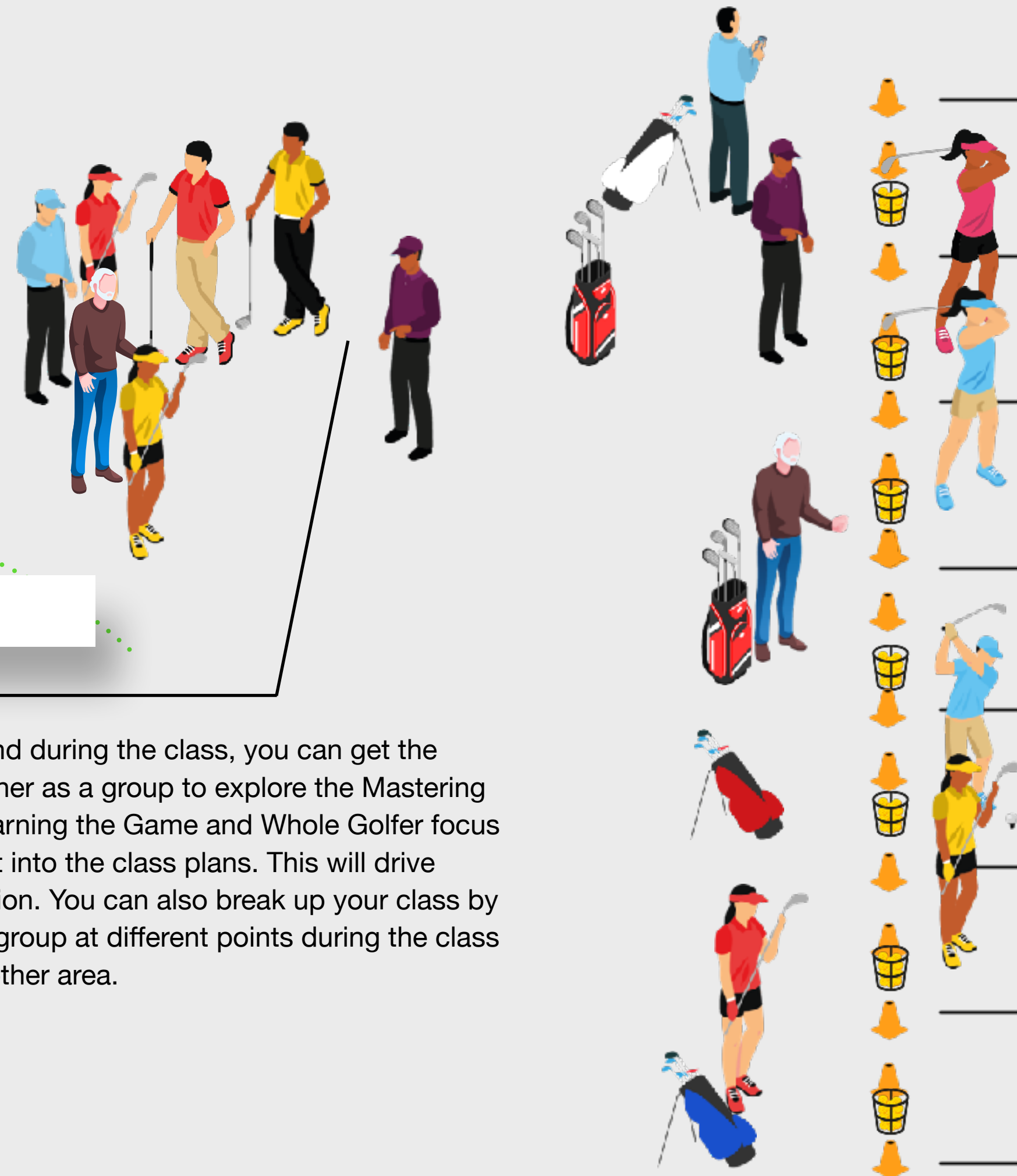
You will need to use your skill as a coach to ensure that you deliver the appropriate content to the student, tailor this to their needs and ensure the class is fun, engaging and informative. We would recommend a structure to your class as follows:

Secondary Skill

- Depending on your facility and those attending your class, you can also link in a suggested secondary skill to your Themed class to offer variation. This may also be important if you do not have the necessary facilities to run a certain themed class.

Group Discussion

- At the start, and during the class, you can get the learners together as a group to explore the Mastering the Game, Learning the Game and Whole Golfer focus which are built into the class plans. This will drive social interaction. You can also break up your class by gathering the group at different points during the class to explore another area.

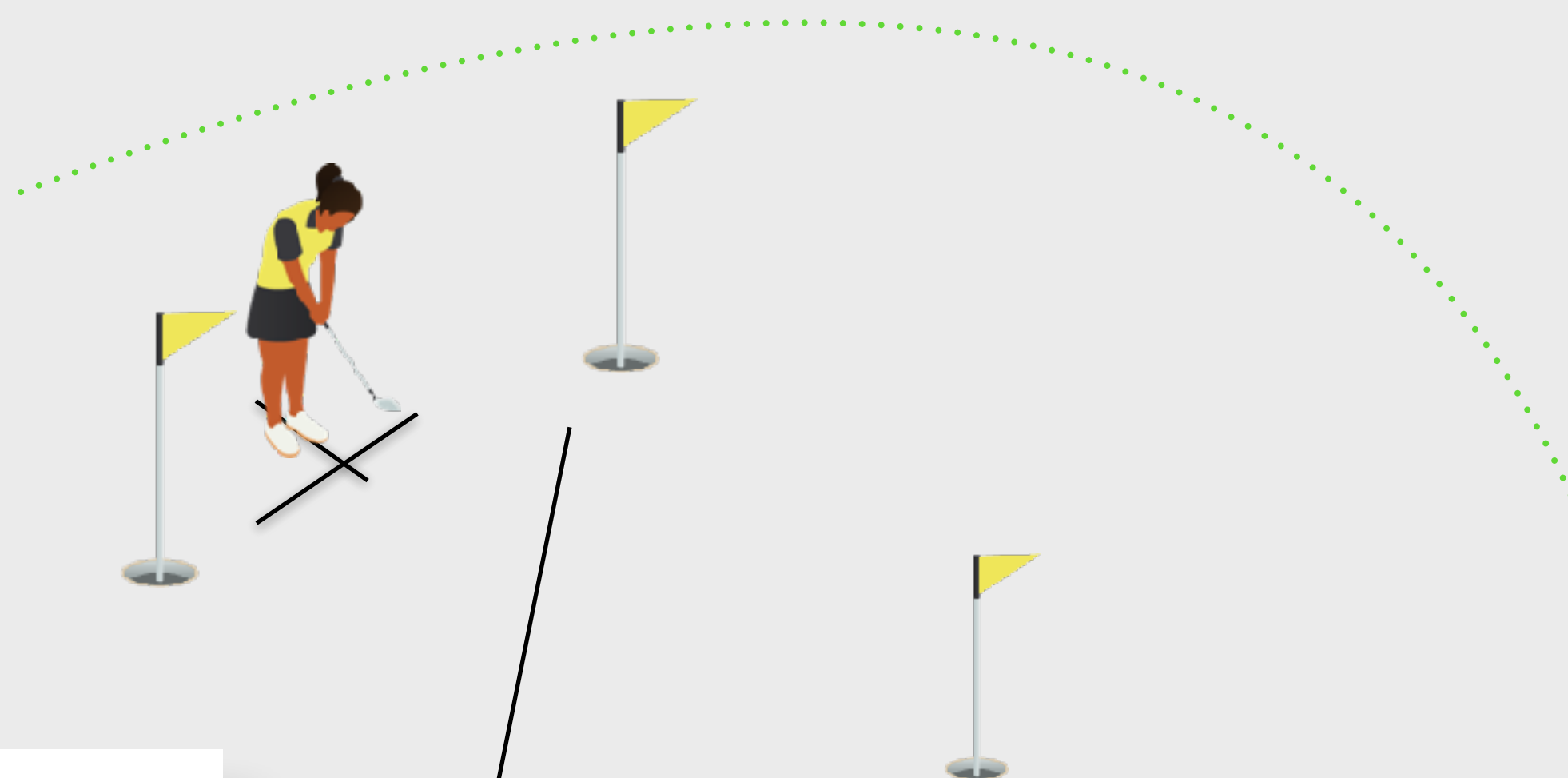


Social or Independent Practice, One to One Coaching and Challenges

- Learners can engage in independent practice using the prescribed practice stations, games with others in the group and receiving one to one coaching from you. They can also attempt the Mastering the Game Challenge.

Class Layout and Setup

The graphic below provides an example image of how we suggest you layout this Themed Class so each of the Learners attending your class can practice effectively, attempt the games within the session and receive adequate access to private coaching from you. It also setup to encourage social interaction between those attending. Crucially, this is all done in a safe environment:



Secondary Skill

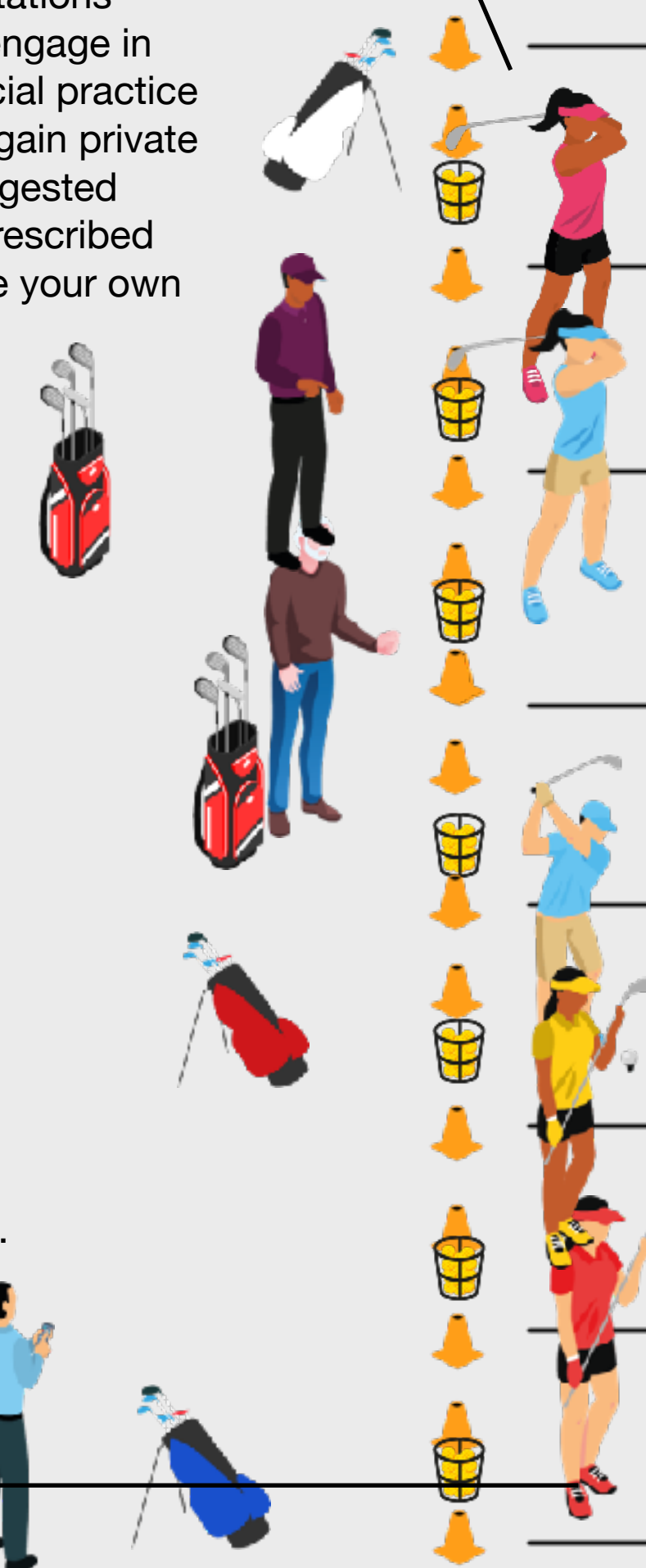
Depending on your facility and those attending your class, you can also link in a suggested secondary skill to your Themed class to offer variation. This may also be important if you do not have the necessary facilities to run a certain themed class.

At your discretion, you can also layout out one of the challenges within the Mastering the Game Challenges. This will offer an engaging component to the class, especially for those who may be re-attending the class.

Challenge Station

Practice Station

- Station 1, 2 and 3 are the **Practice Stations**. These are the stations where your learners can engage in independent practice, social practice with another learner, and gain private coaching from you. A suggested engaging drill has been prescribed that you can use, or utilize your own training aids and drills.



Game Stations

- At these stations the learner can attempt an engaging and competitive game or guided discovery activity in pairs or small groups.

On the Course Themed Class Structure

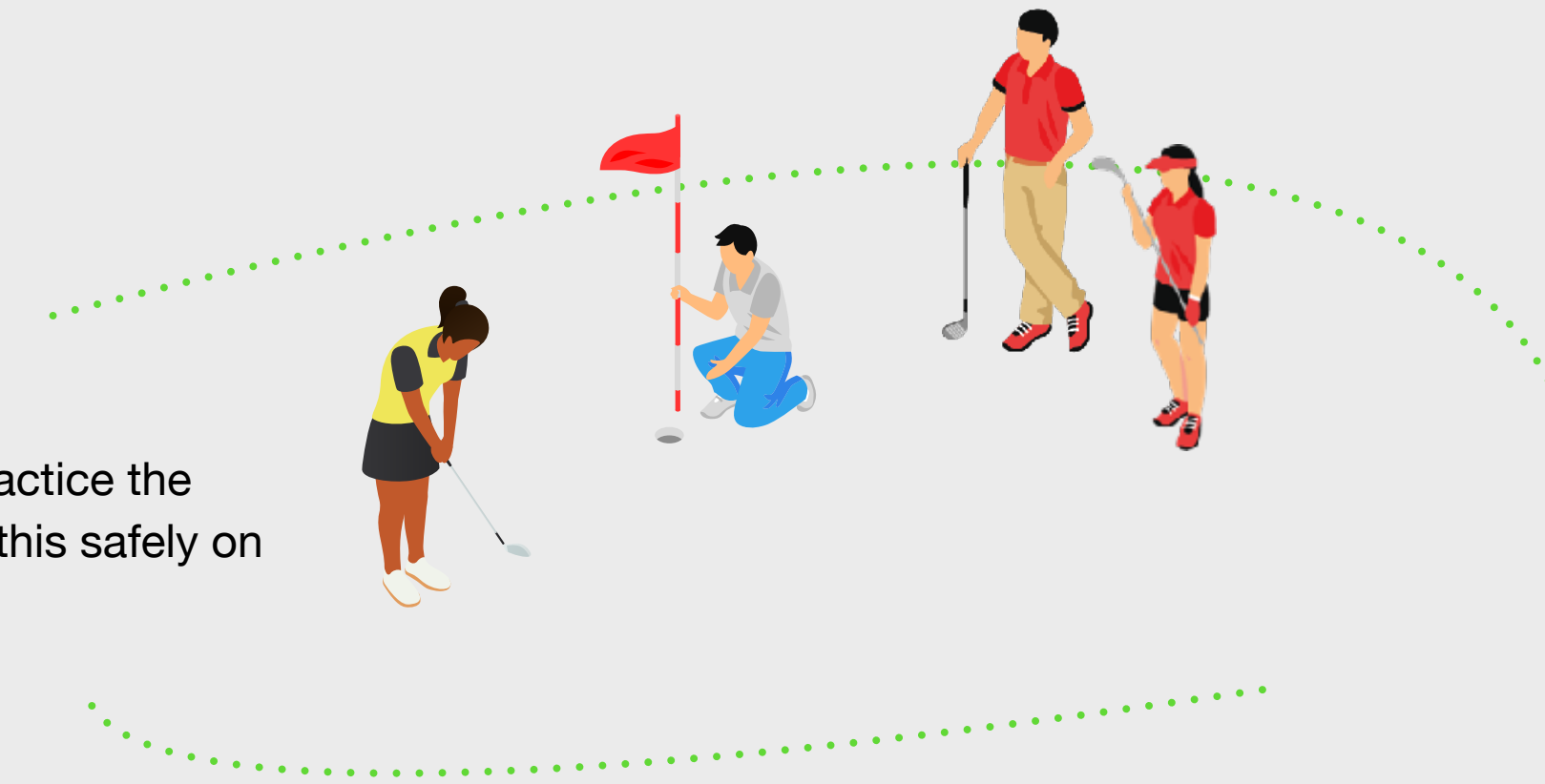
Included in the steps are On Course Themed Classes and due to the nature of the location of the classes the recommend structure will be different. A class plan is available for these classes.

Once again you have the freedom to add your own expertise to these classes. During these sessions it is vital to allow for the learners to connect socially. You also need to ensure you provide adequate opportunities to deliver key learning points, promote discussions.

Whilst these classes showed provide an opportunity for play, they are more focussed on developing knowledge of on course skills across the learning outcomes.

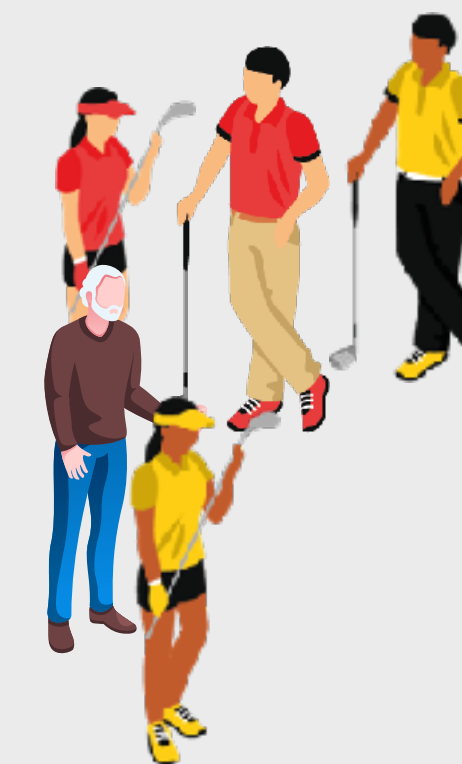
Group Play

- Allow learners the opportunity to practice the different shots if you are able to do this safely on the course.



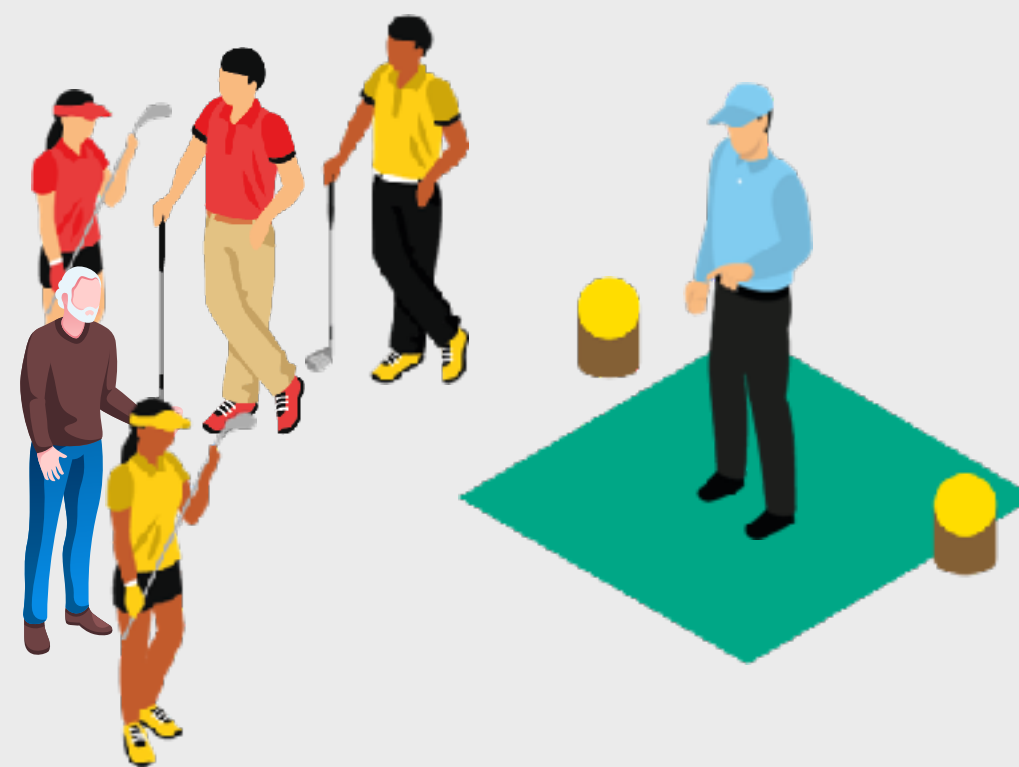
Adapted Course

- Layout your adapted course to help educate your learners on this element of the program.



Group Discussion

- At the start, and during the class, you should get the learners together as a group to explore the Mastering the Game, Learning the Game and Whole Golfer focus which are built into the class plans. This will drive social interaction and key learning opportunities.



Further Guidance

Further guidance has also been produced below to help you with managing mixed abilities and experiences in the group, as well as how to navigate the technical development of those attending:

1

Managing Mixed Abilities

The learners in your group will be at different stages in their journey. Being aware of this, and setting the class up to allow for this, is key to the enjoyment and learning of all your participants.

Make sure you communicate this to the group and set expectations at the start of each class that you will; cover the theme for the class, allow time for practice, and provide individual coaching so that all learners have a great experience.

Encourage those learners that are more experienced to help those that are less so, this will enhance the learning experience for both students and increase the social connections within the group.

The class plans have been designed so that you can set up relevant games and challenges to allow for appropriate learning, based on each individual's experience. Finding an appropriate challenge point for each individual is key to maintaining engagement throughout the class and maximizing the student's learning.

2

Technical Guidance

Within each class plan we have prescribed a technical element that you should deliver to the group. This technical theme is broad and allows for you deliver it in your own way, so that you can take ownership of the content being delivered.

It should be noted that research into the learning experience of those new to the game has shown that lots of technical input at an early stage of learning has led to higher drop out levels due to a fixation on getting the technique correct before exploring playing the game.

Remember that the program is all about getting your learners out on the course as soon as possible so they can enjoy and be inspired by playing the game. Do not over prescribe block practice, even at an early stage in a learners' journey. Their technical ability will improve with time and the regular coaching opportunities that are provided to them.

The End of Each Class

Providing a knockout experience to those attending doesn't just stop with delivering the main content of your class. What you deliver at the end of the class is just as important to the success of the program and development of each leader. At the end of the class, we recommend you take the time to:

Encourage Social Connections

Taking time at the end of your class to actively encourage social connections between participants will allow those who may not have been confident in starting a conversation the opportunity to engage with others in the group.

This is also a great chance to engage with learners on a one to one basis, to receive feedback on how they felt the session went and to provide additional support if needed in the form of booking private lessons or being able to speak openly away from the group environment.

Encourage Playing Opportunities

Learners should be encouraged to play together outside of the weekly classes and monthly social events. Facilitating the opportunity to play together after a class will help to improve the learner's ability, enjoyment and confidence on the course. Your class plans will include some on course learning, however the additional time on the course will expedite the learner's progress.

Ensure that learners are clear on the expectations of **safety and speed of play** on the course, and that they should start from an appropriate teeing position on each hole.

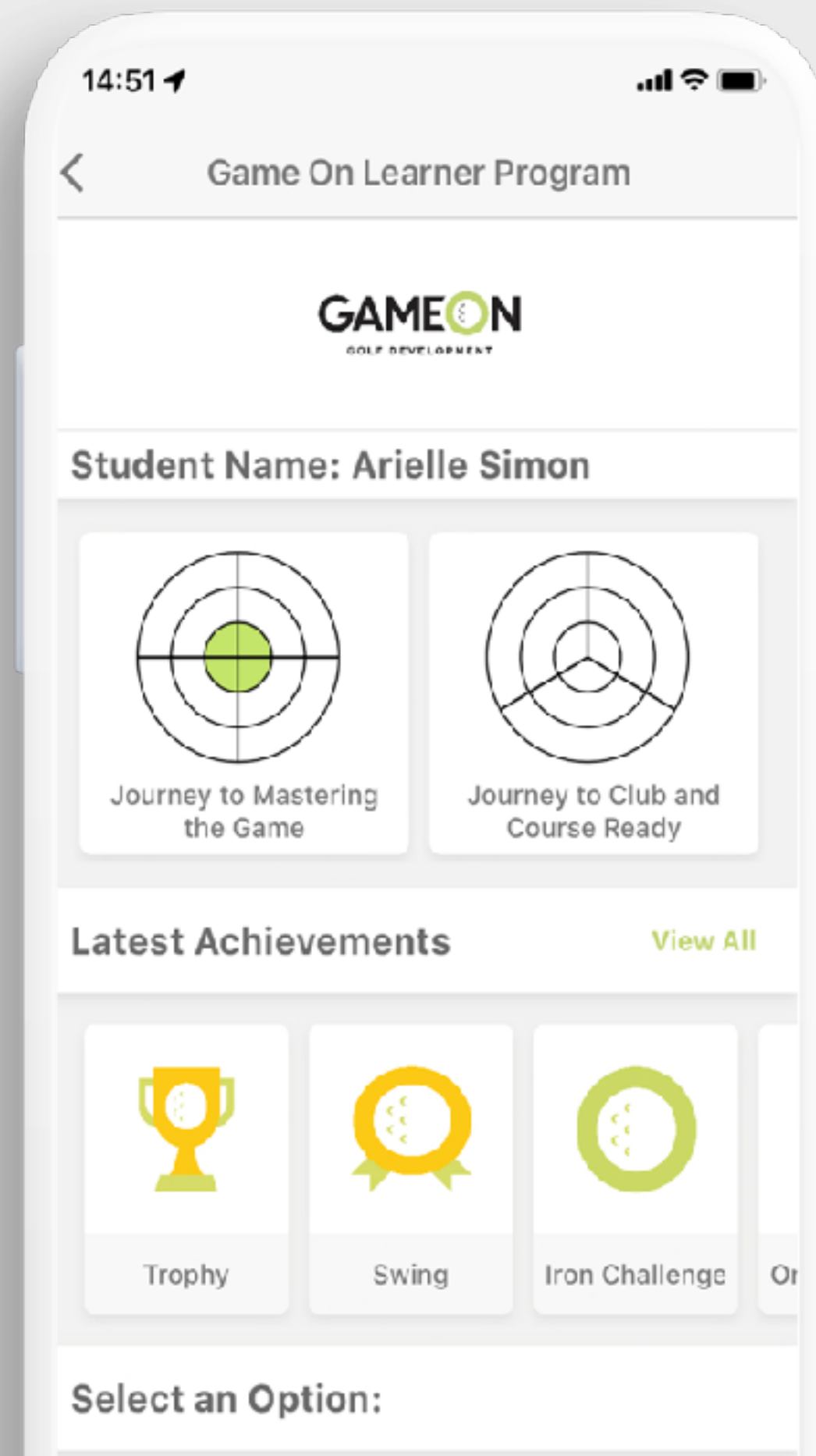


Recording Progress myGame on GLF.Connect

To record the learners progress through the 3-Step Progression Pathway and the skill based challenges, the GLF.Connect My Game feature can be used. The learners progress can be visually tracked via the progress wheels, milestones and on course score tracker. Through GLF, the learner can see a visual of each of the challenges and how to complete these as well as log and record their score.

Recording on MyGame+

The themed classes are an important component for learners to update their progress through the program. The MyGame+ area of the GLF. App allows you and the learners to track and update their progress. The practice clubs allow learners to attempt the challenges within each category, skill and step within the Mastering the Game progress wheels. It also allows them to complete the challenges linked to the themed classes within the game development category of the Journey to Club and Course Ready progress wheel.



1

Step 1 - Select the Progress Wheel

- The learner can navigate to either of the progress wheels from the Home Screen dashboard.

2

Step 2 - Select the Category, Skill and Step

- The learner can then select the category in either wheel, and in the Mastering the Game Wheel the Skill. The step can then be selected to view the challenges.

3

Step 3 - View Challenges

- The learner can then view the challenges including a description, image, equipment required and how to setup.

4

Step 4 - as Complete

- The learner can then mark the Challenge as complete from with the App and issue the relevant award. The progress wheel may also be updated.

Running your Graduation Events



GAMEON

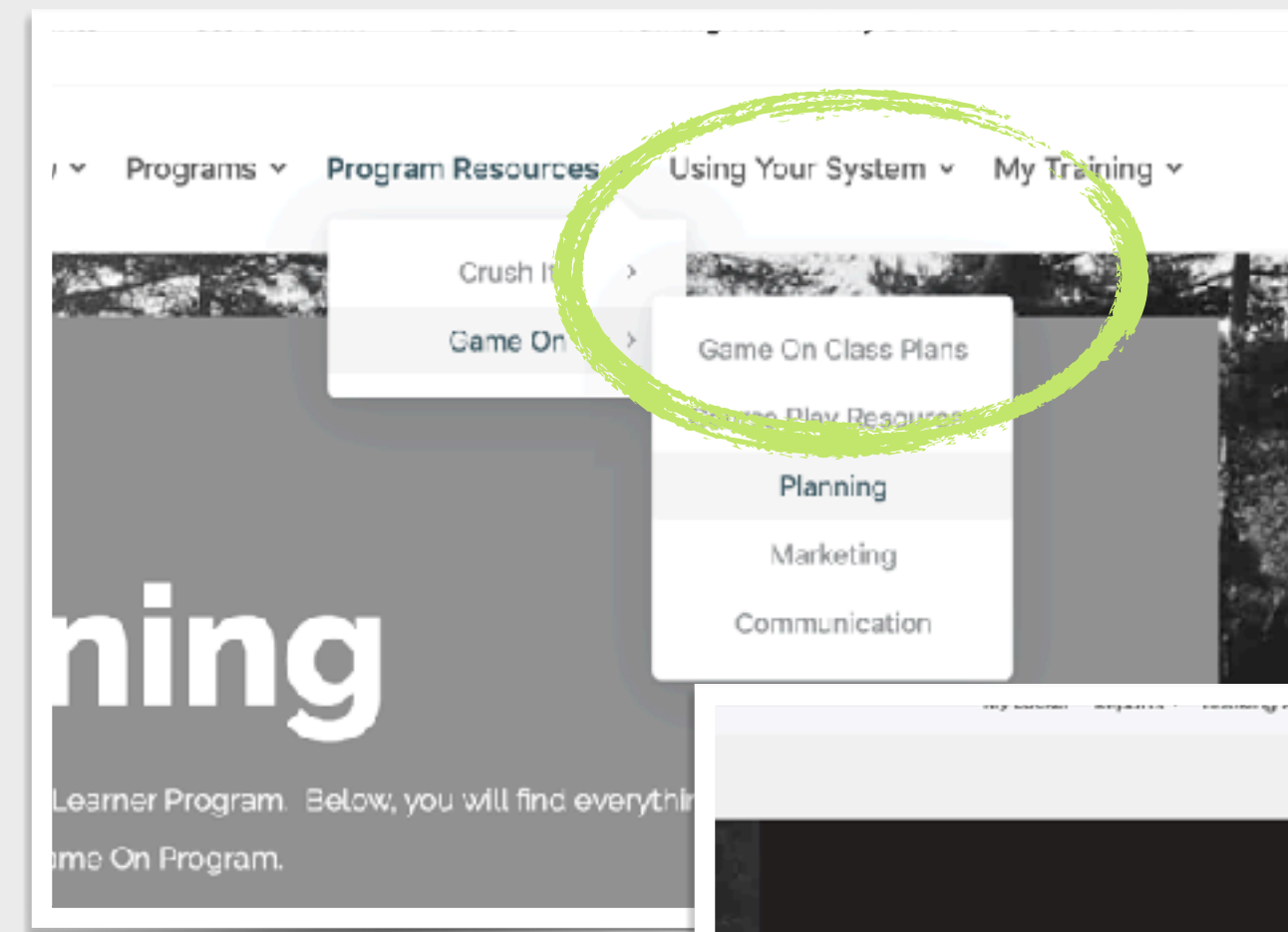
Accessing Graduation Event Support

In the Training Hub, you can access the Supporting Resources for your graduation events. This includes example plans and timetables as well as resources to support the running your event. You can access this information as follows:

1

Navigate to Game On Class Plans

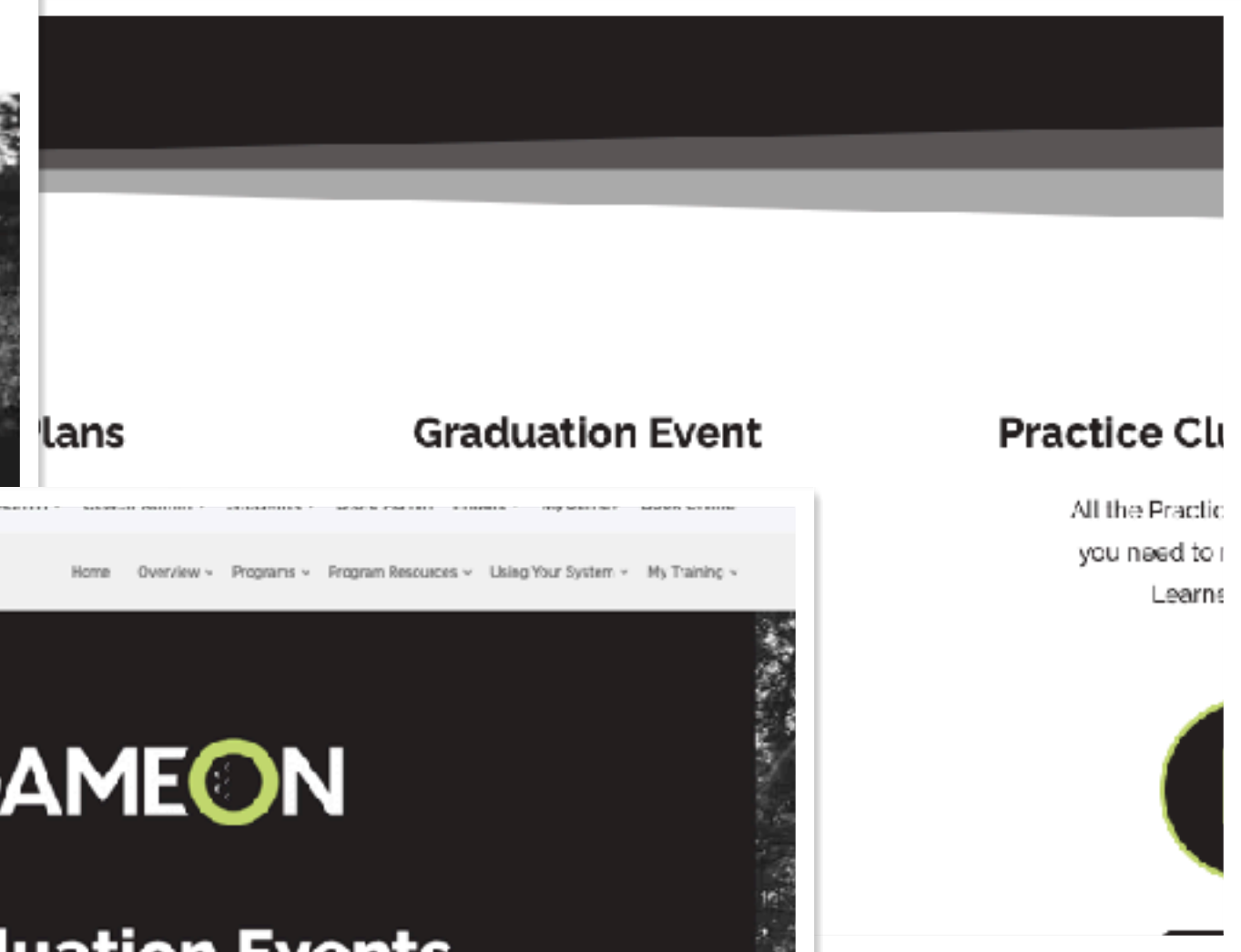
- Choose the sub menu under the Program Resources menu navigation and select Game On Class Plans.



2

Select Graduation Event

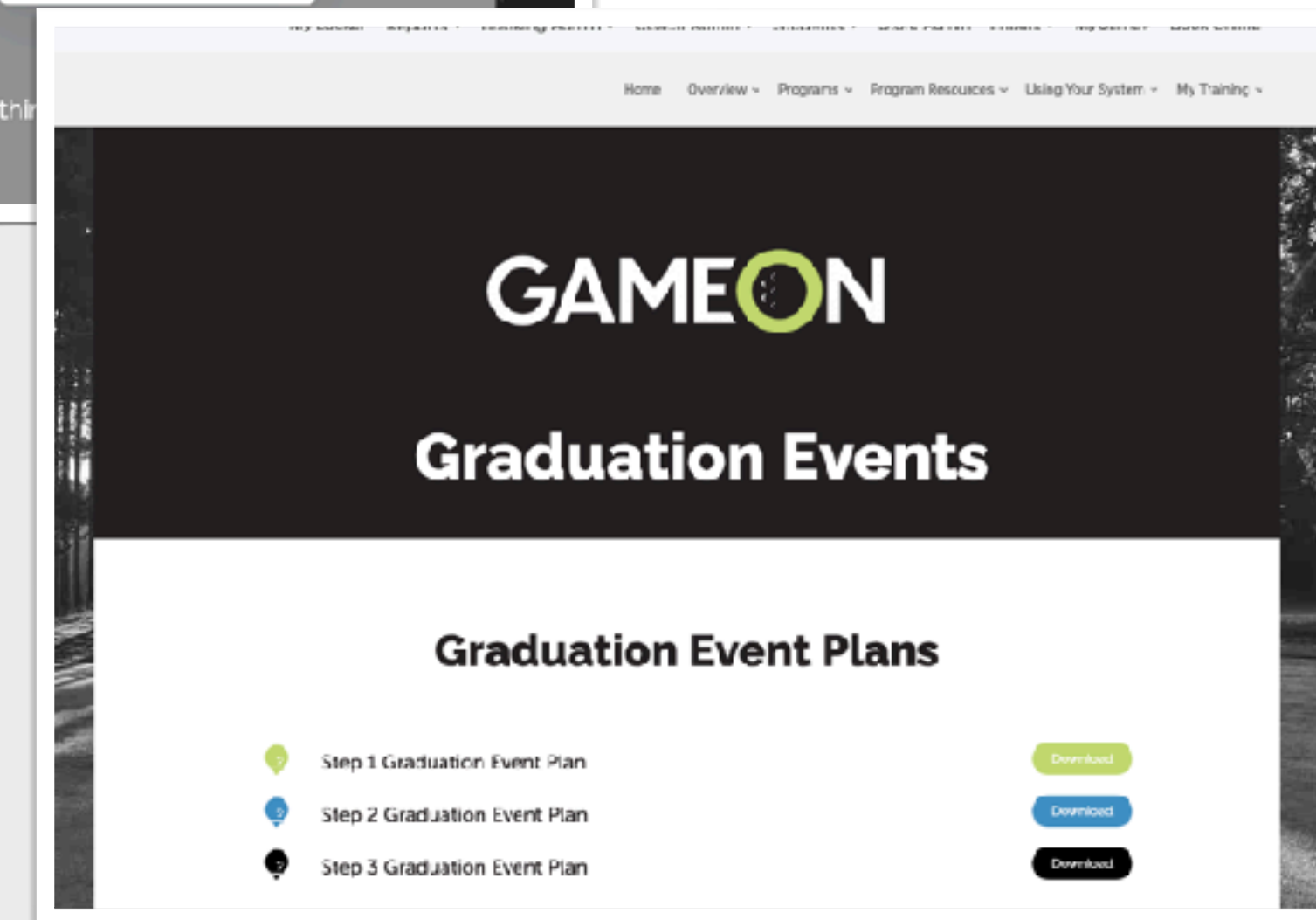
- Select the Graduation Event option you require on the next screen.



3

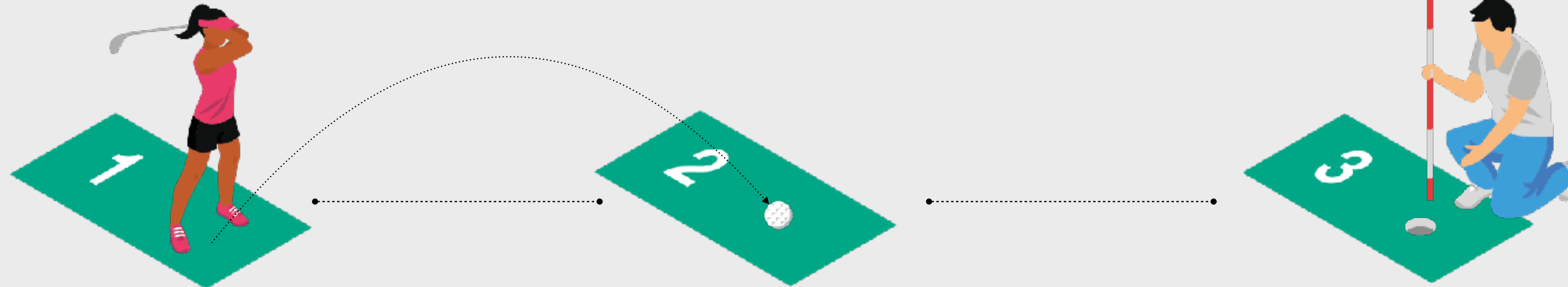
Find your Graduation Event Resources

- Navigate the page to find the specific Graduation Event resources and you can also access other general resources and links to further training.



Before The Graduation Event Begins

As this event takes place on the course it is vital that you are organized for the event. The graduation event should offer your learners the chance to play the course from the designed adapted teeing position and therefore you need to ensure you set this up prior to the event beginning. The Step by Step guides available in the Training Hub will help you prepare but some of the key actions just prior to your event starting are as follows:



Week Prior

In the week prior or a few days before your event we recommend:

- Download the Event Plan from the Training Hub
- Ensure you have reserved access to the Golf Course
- Organize the equipment you need for the event including clubs, basic equipment and scorecards
- Ensure you have some time block into your schedule prior to the event start time on GLF.
- Message your students on GLF. or via email reminding them of the event, tee times and equipment required.

30 Minutes Prior to the Event

It is the day of the event and you should ensure you arrive at least 30 minutes prior in order to:

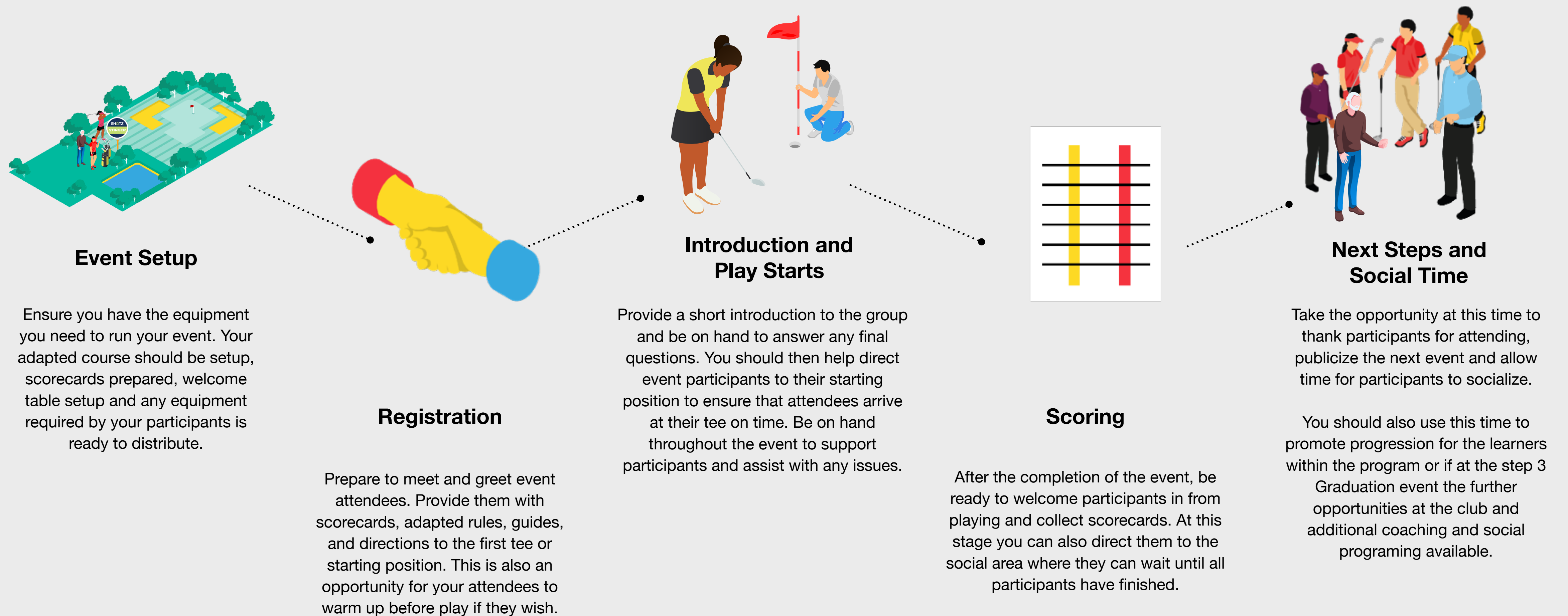
- Ensure the specific adapted course teeing position is setup on the holes you are using for the event
- Ensure you have all of the equipment required, including spare clubs
- Be available 5 minutes prior in order meet and greet the participants
- Ensure you have scorecards, ball markers, pitchforks and other essential equipment

Run Your Event!

It's time to run your event and deliver a great Game On experience at your club!

Flow of the Event

The exact timings of your event will vary and be specific to the needs of your day, however, the flow of the event and expectations of your role are as follows:



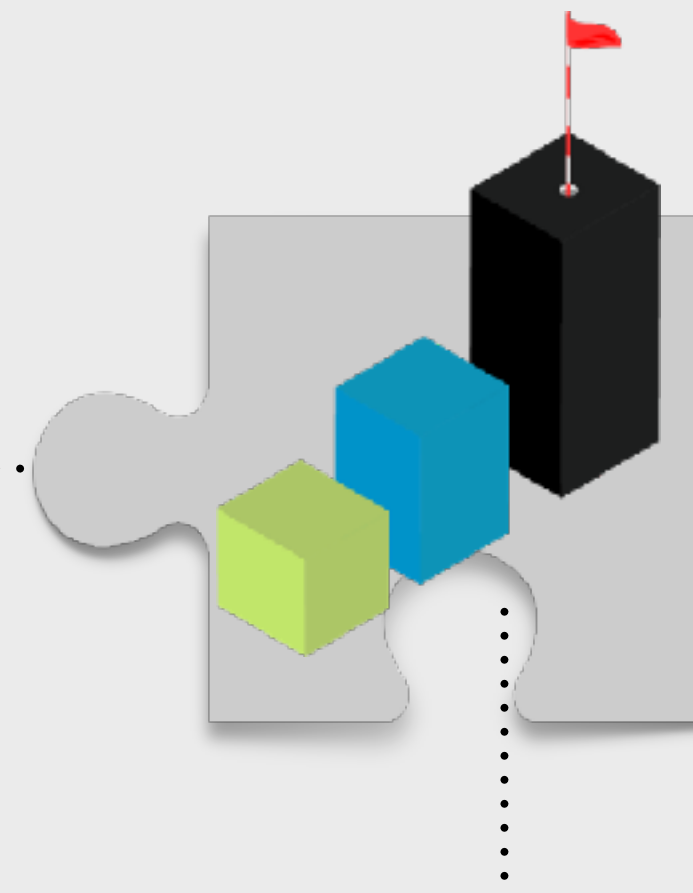
The End of Each Event

Providing a knockout experience to those attending the event doesn't just stop with delivering the event itself. What you deliver at the end of the event is just as important to the success of the program and development of each learner. At the end of the event, we recommend you take the time to:

Encourage Social Connections

Taking time at the end of your event to actively encourage social connections between participants will allow those who may not have been confident in starting a conversation the opportunity to engage with others in the group.

This is also a great chance to engage with learners on a one to one basis, to receive feedback on how they felt the event went and to provide additional support if needed in the form of booking private lessons or being able to speak openly away from the group environment.

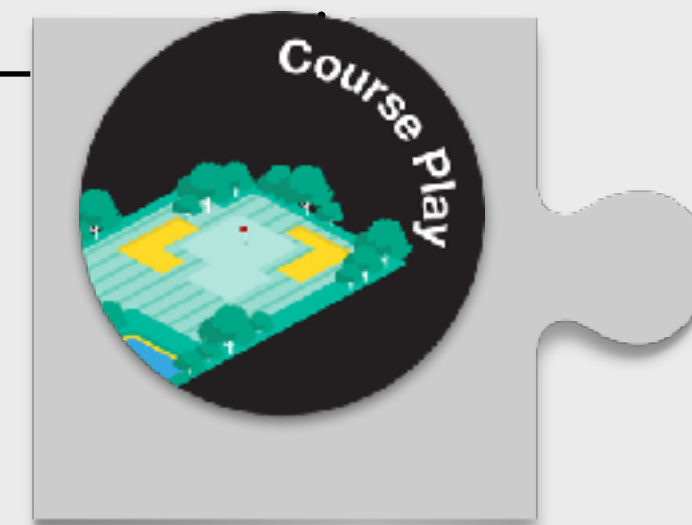


Promote Next Steps

This event is also an opportunity to promote the other opportunities within the program and the next steps. It will be a chance to promote the next dates of classes and for those on Step 3 you will be able to guide the learners on the correct next step on their journey within the coaching pathway.

Encourage Playing Opportunities

Learners should be encouraged to play together outside of the weekly classes, practice clubs and monthly course play events. Facilitating the opportunity to play together after a class will help to improve the learner's ability, enjoyment and confidence on the course.



Recording Progress *myGame on GLF.Connect*

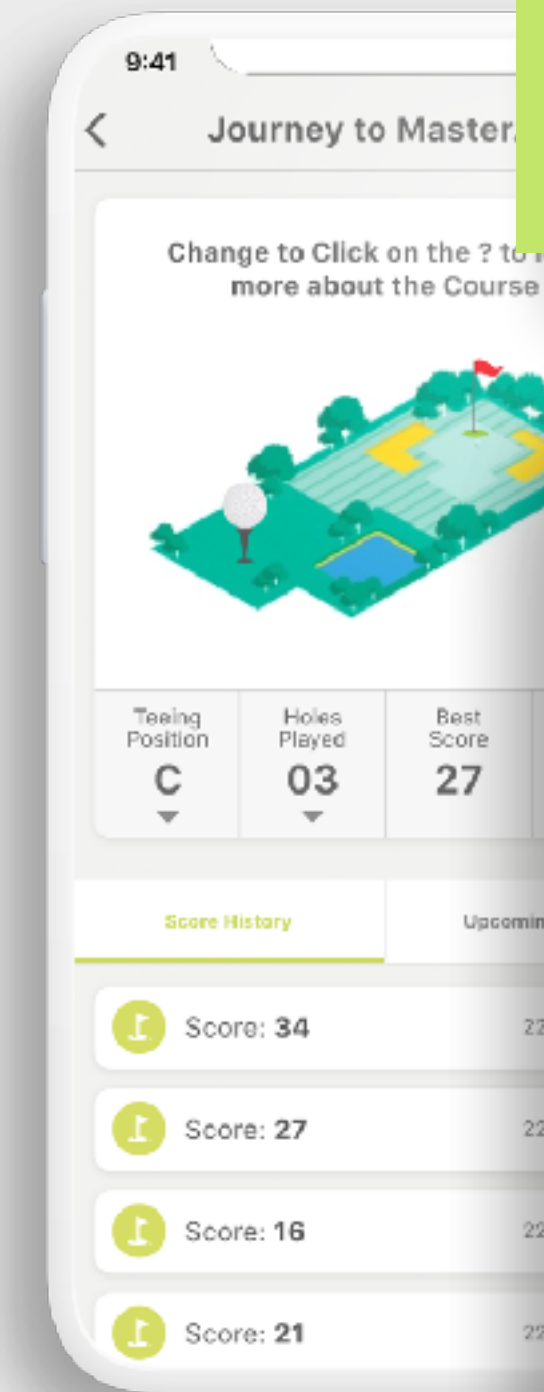
To record the learners progress through the 3-Step Progression Pathway and the skill based challenges, the GLF.Connect My Game feature can be used. Learners may have completed On Course Challenges during the event and can also log their score on the Course Play section of the App.

Tracking & Recording Scores on GLF. Connect

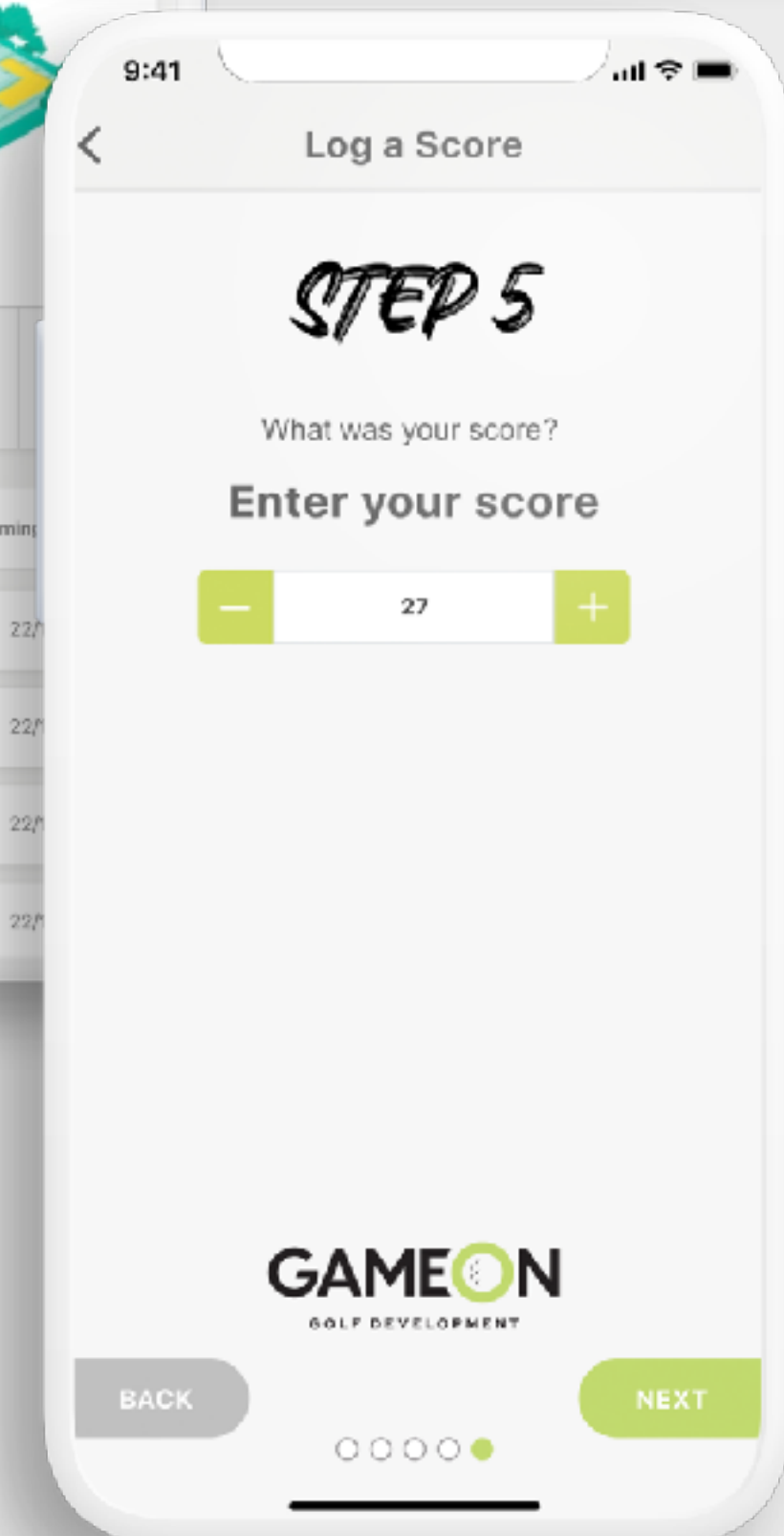
Learners are able to track and record their progress within the Graduation Event element of the program via GLF. Connect. When registered to the myGame+ program on the App, learners are able to visit the Course Play event tile from the home screen dashboard. Within the Course Play screen they are then able to view information relating to the adapted course, view score history and log scores using the scoring wizard!



Access the Course Play Progress Tile



View score history across the adapted tees and number of holes.



Log a Score and Navigate the Wizard

Practice Club Overview



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Overview of Practice Clubs

Practice Clubs are an opportunity for those on the program at any step to develop social connections and practice their skills with the support of a coach. Practice Clubs should be offered as a minimum once per week and can be attended by learners on any step of the program.

It is actively to be encouraged that learners get the opportunity to meet others at different stages of the program and on different class times and days. This will help to develop social connections within the program.



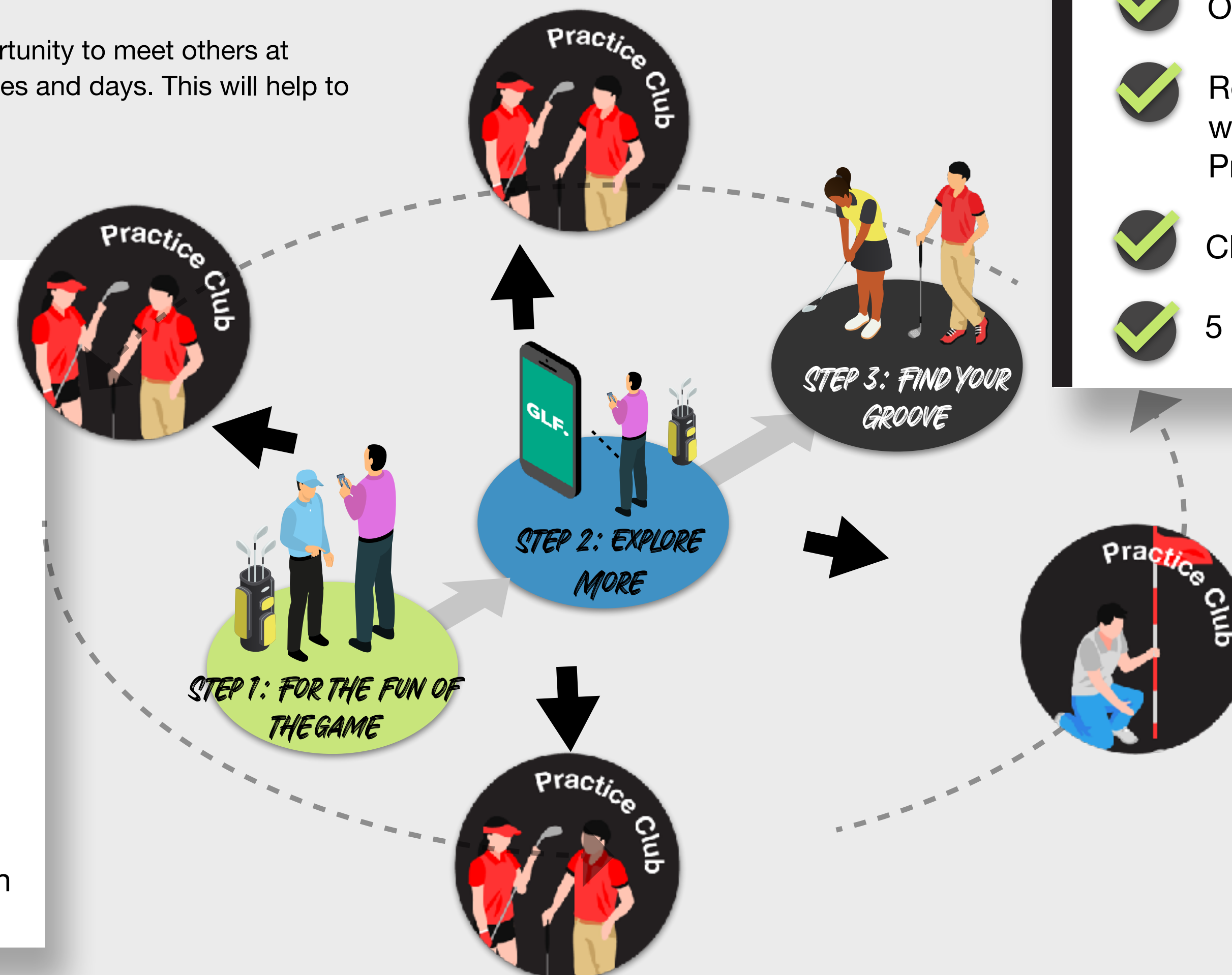
On the Course Practice Clubs

- 2 hour duration
- Open to all across each step
- Recommended to be scheduled weekly on rotation with the other Practice Clubs.
- Chargeable per event
- 5 students per class to one coach



Swing, On the Green and Around the Green Practice Clubs

- 60 minute duration
- Open to all across each step
- Recommended to be scheduled weekly on a rotation
- Chargeable per event
- 12 students per class to one coach



Practice Club Themes

Practice Clubs rotate around the Around the Green, On the Green, Swing and On the Course elements within the Mastering the Game learning outcomes. More information is provided below:

Practice Your Swing

During the Swing Practice Clubs, the Learners can practice across any of the Swing elements within the program.

Practice On the Green

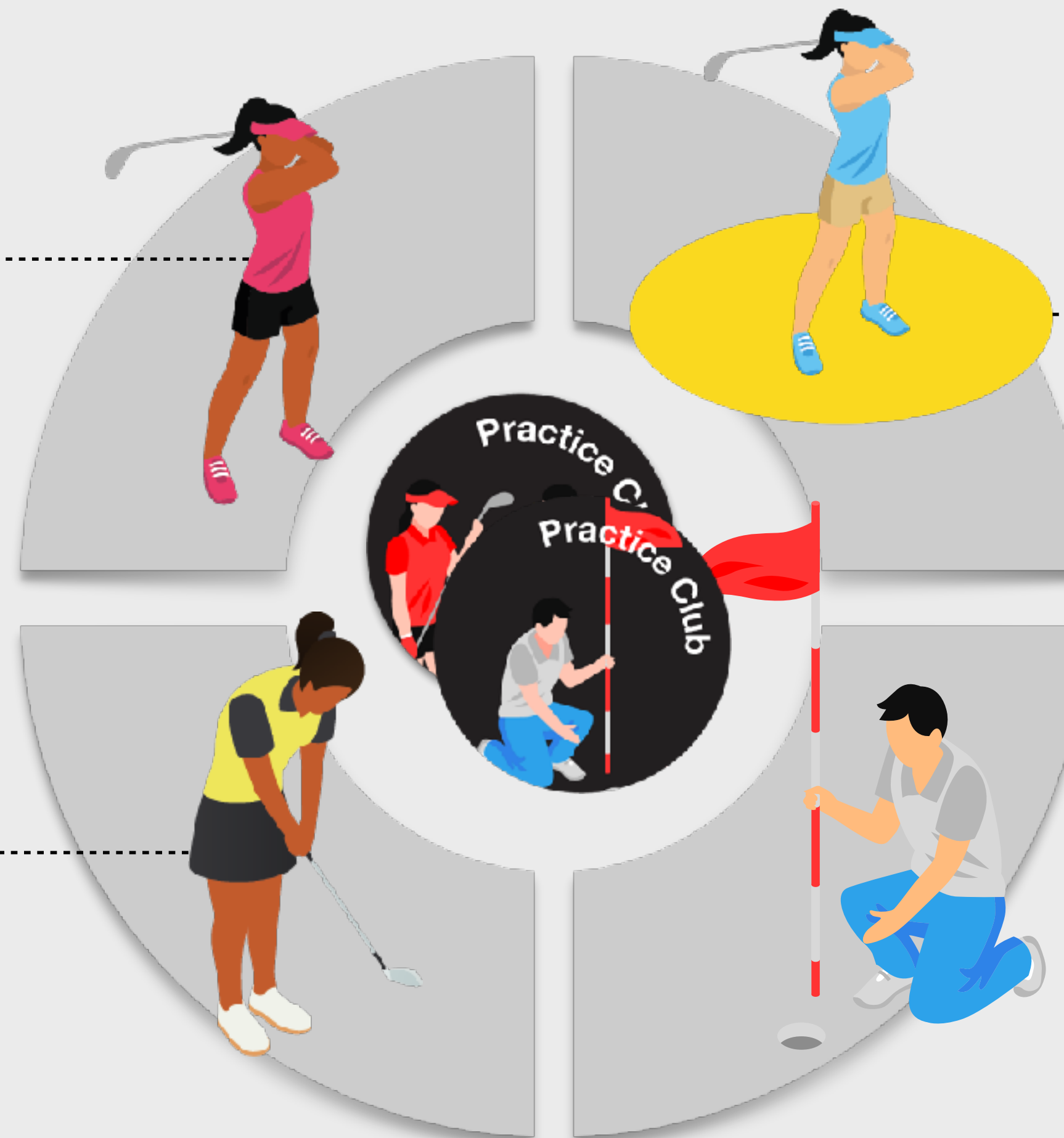
During the On the Green Practice Clubs, the Learners can practice across any of the On the Green elements within the program.

Practice Around the Green

During the Around Green Practice Clubs, the Learners can practice across any of the On the Green elements within the program and where your facility can provide this.

Practice on the Course

During the On Course Practice Clubs learners can experience playing the course, develop social connections with others and gain support from you.



Included in a Practice Club

Practice clubs are designed to be less structured than the Themed Classes and importantly, they are important to encourage social connections and increase the time that your learners have to develop the skills within their game.

However, you can access a recommended plan for each Practice Club within the Training Hub. This will help you to prepare and deliver the practice club whilst also ensuring it remains fun and informal. It is recommended that each practice club includes



Mastering the Game Challenges

These are a chance for the learner to attempt each of the skills challenges within that skill element.

There are now structured challenges within the Practice on the Course plans but there is an opportunities for learners to complete the On the Course Mastering the Game Challenges.



Learning the Game Focus

You can explore a recommended Learning the Game focus across the four elements. This can be discussed and introduced to those attending at the start, end or during the practice club.

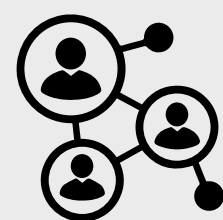


Whole Golfer Focus

You can also explore a recommended Whole Golfer focus across the three elements. Again This can be discussed and introduced to those attending at the start, end or during the practice club.

Final Thoughts

Further training on the Practice Club component is available within the training hub alongside the Themed Class training and additional information relating to pricing and scheduling is covered within the Implementation module. However, there are some important elements to summarize.



Encourage Social Interaction

- You should encourage social interaction between attendees at all times. Practice clubs are all about those enrolled on the program developing stronger connections and you should ensure that you encourage and harness this in the session.



MyGame+ Interaction

- Encourage interaction with the GLF. Connect App and myGame+ area. This will encourage engagement in the challenge elements, the journey to club and course ready pathway and interaction with the other features available.



Provide Direction

- Through the practice clubs, you should actively direct learners to most important areas that they need to develop within their game. This includes suggesting improvements specific to their game as well as guide them to the most important themed classes that they should attend in the future.



Break up the Class

- Remember, those attending your practice clubs are new to the game. They want to feel inspired and enjoy playing the game as well as build their confidence. Therefore, break up the practice club with group discussions and interaction.



Cater for individual Needs

- Practice clubs should be flexible. You should ensure that those attending can make choices as to what parts of the practice club they engage in.



Effective Practice

- Try to reinforce how vital effective practice is in your Practice Clubs. Share guidance on this to create culture of practice within your program.

Practice Club Plans



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Accessing your Practice Club Plans

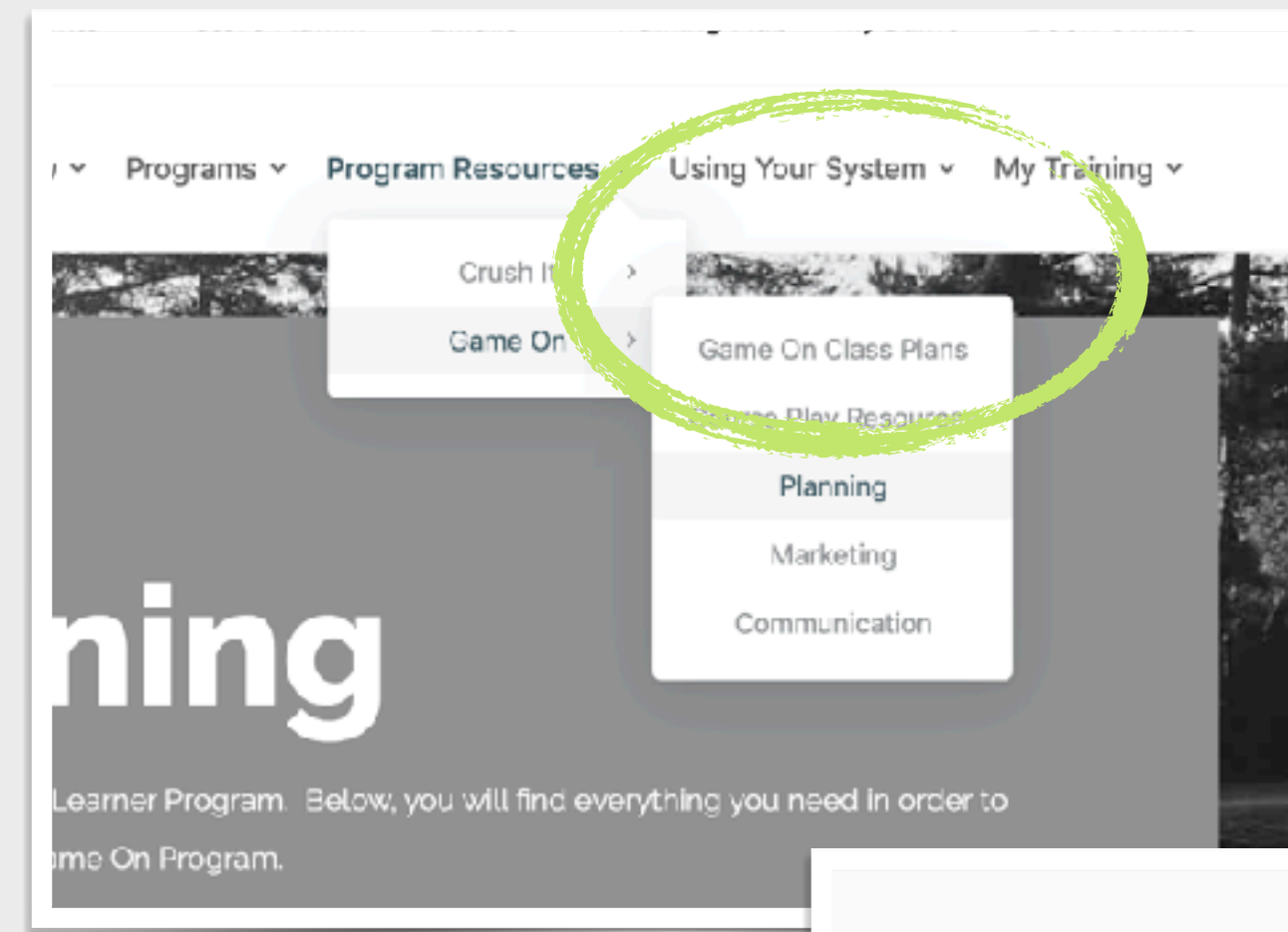
In the Training Hub, you can also access the Practice Club plans. These are available across the three Practice Club Themes.

Follow the steps below to access the online plans:

1

Navigate to Game On Class Plans

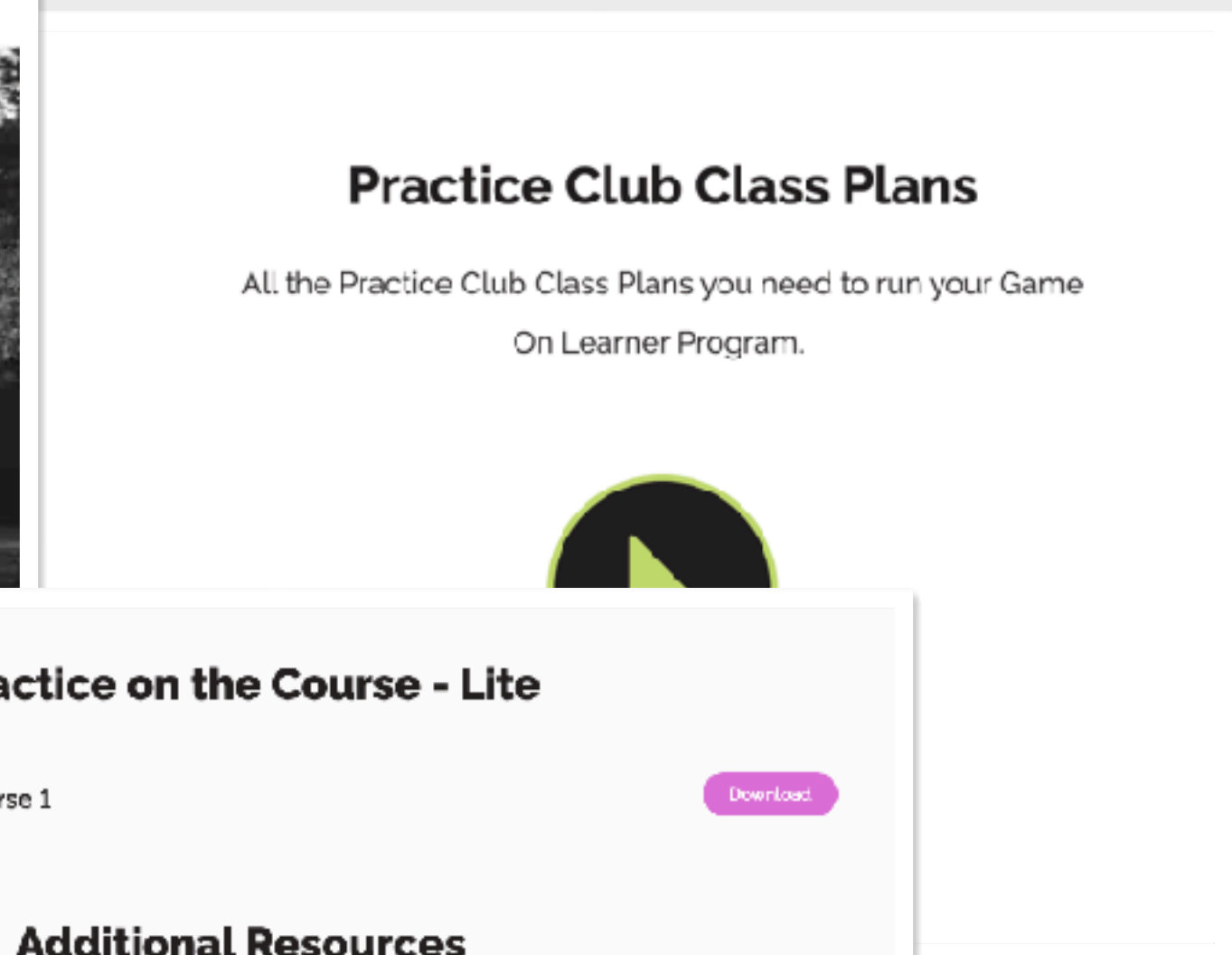
- Choose the sub menu under the Program Resources menu navigation and select Game On Class Plans.



2

Select Practice Club Plans

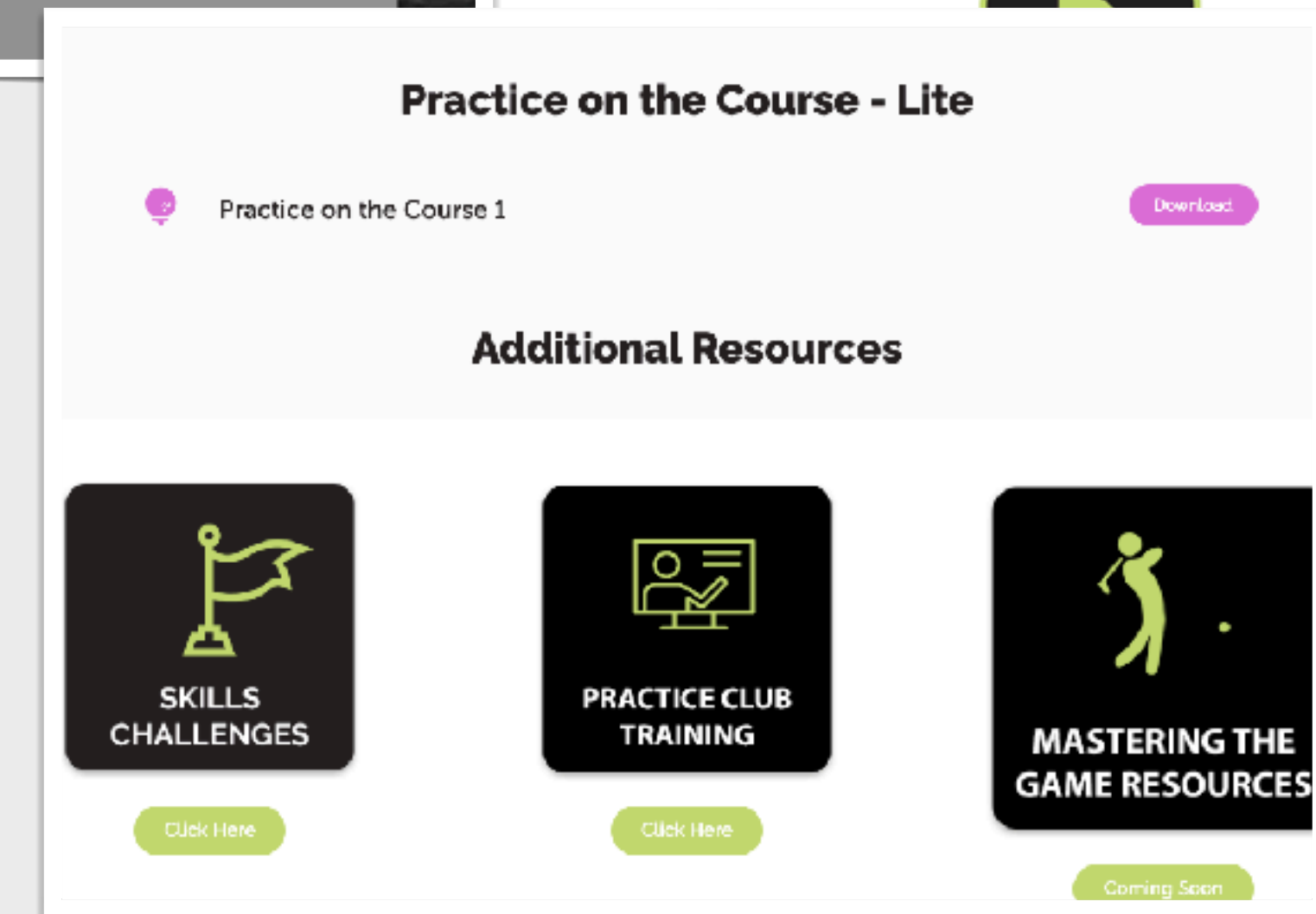
- Select the Practice Club option on the next screen.



3

Find your Class Plan

- On this screen the Practice Club Plans are split across the four skill categories and their variations of plans within these categories. You can select a plan and download it your device.
- You can also access supporting resources to help you build your own plan if you wish.



Plans Types

On the Practice Club Plan page, you can access two versions of each plan type. This includes a Full and Lite versions. It is up to you to utilize which plan you prefer for the session you are delivering but it is recommended you take the time to assess both options depending on your experience running the program.

The main difference between the two plan types is that the Full Version gives oversight as to how to deliver the session as well as what content to be delivered. The Lite version is focused on giving information on only the content to be delivered, the information is more condensed and therefore can be used on the go.

ub-class-plan-selection/

Practice on the Course - Full

Practice on the Course 1 [Download](#)

Practice on the Course - Lite

Practice on the Course 1 [Download](#)

Additional Resources

-
-
-

Practice Club Timetables

Included in every Practice Club Plan is a timetable, and this should be the bedrock of delivering your Practice Club. The timetable walks you through every element of the class and then links directly to the further resources that are available within the plan to help you deliver each element. Each timetable includes:

The top section provides an overview of class including the length, group size and the focuses for that class in each of the learning outcomes.

The first column provides a breakdown of the recommended time that should be allocated to each focus within the class

The second column provides a breakdown of the focus with each section of the class

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: Clock control Game station: Closest to the Pin Whole Golfer Focus: Learn about the game, its history and top players 	
20 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> Allow for self-discovery and guided learning 	<ul style="list-style-type: none"> Clock Control Closest to the Pin
5 Mins	Learning the Game Focus	<ul style="list-style-type: none"> Get the group together to introduce the Learning the Game Focus 	<ul style="list-style-type: none"> How many clubs are you allowed in your golf bag?
15 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> Allow for self-discovery and guided learning 	<ul style="list-style-type: none"> Clock Control Closest to the Pin
10 Mins	myGame Tracking and Recap	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> GLF Locker myGame App

Ideas around what can be covered within this section of the class are listed here

The specific games that are built into the class plans are provided in the final column and any other resources that should be used.

Included in the Class Plan

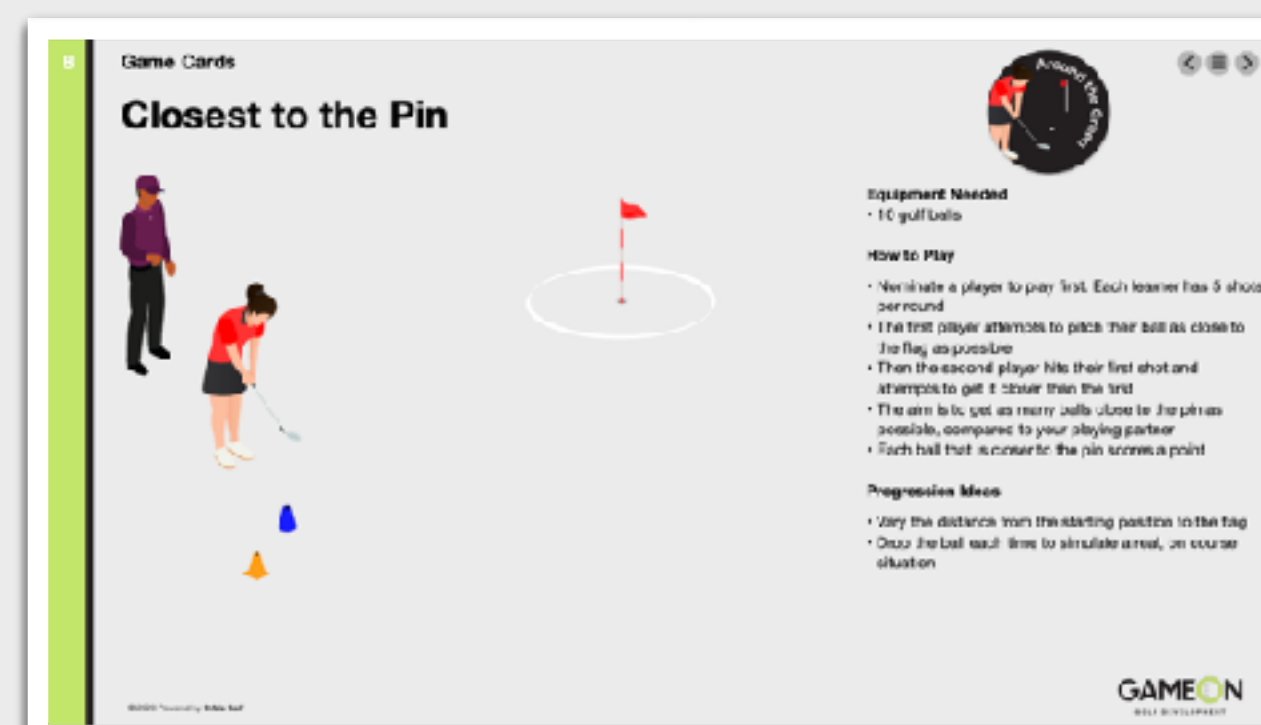
Supporting the class timetable are additional resources within the class plans. This allows you to follow a structure of the content to be delivered in each session of the class and offer ideas of the content to be delivered to those attending:



1

Learning Outcome Focus

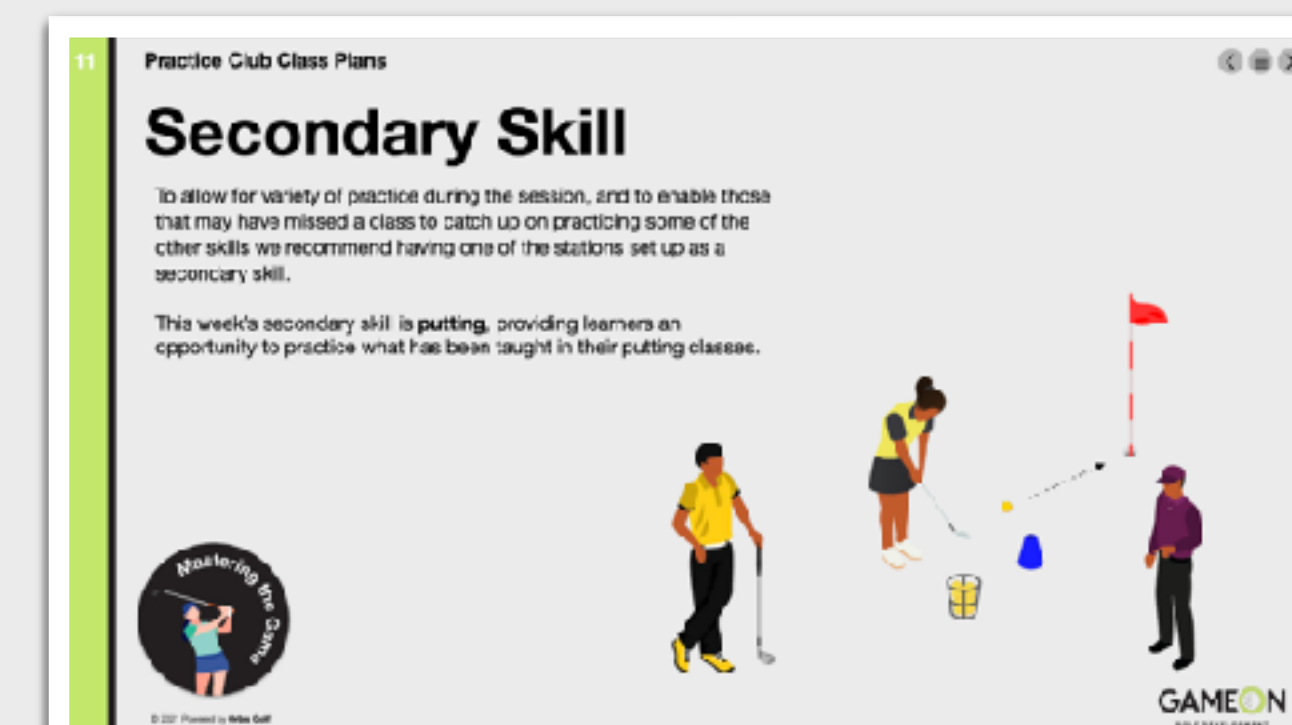
These sections provide you with content ideas to deliver in the practice club relating to the Learning the Game and Whole Golfer learning outcomes.



2

Game Cards

Each Practice Club plan includes a number of game cards intended to offer an engaging component to the class. Those attending can attempt these games individually, in pairs or in groups. This will offer a fun but competitive element to the practice club. Remember that practice clubs are aimed at providing a social element to your program so this is a key element.



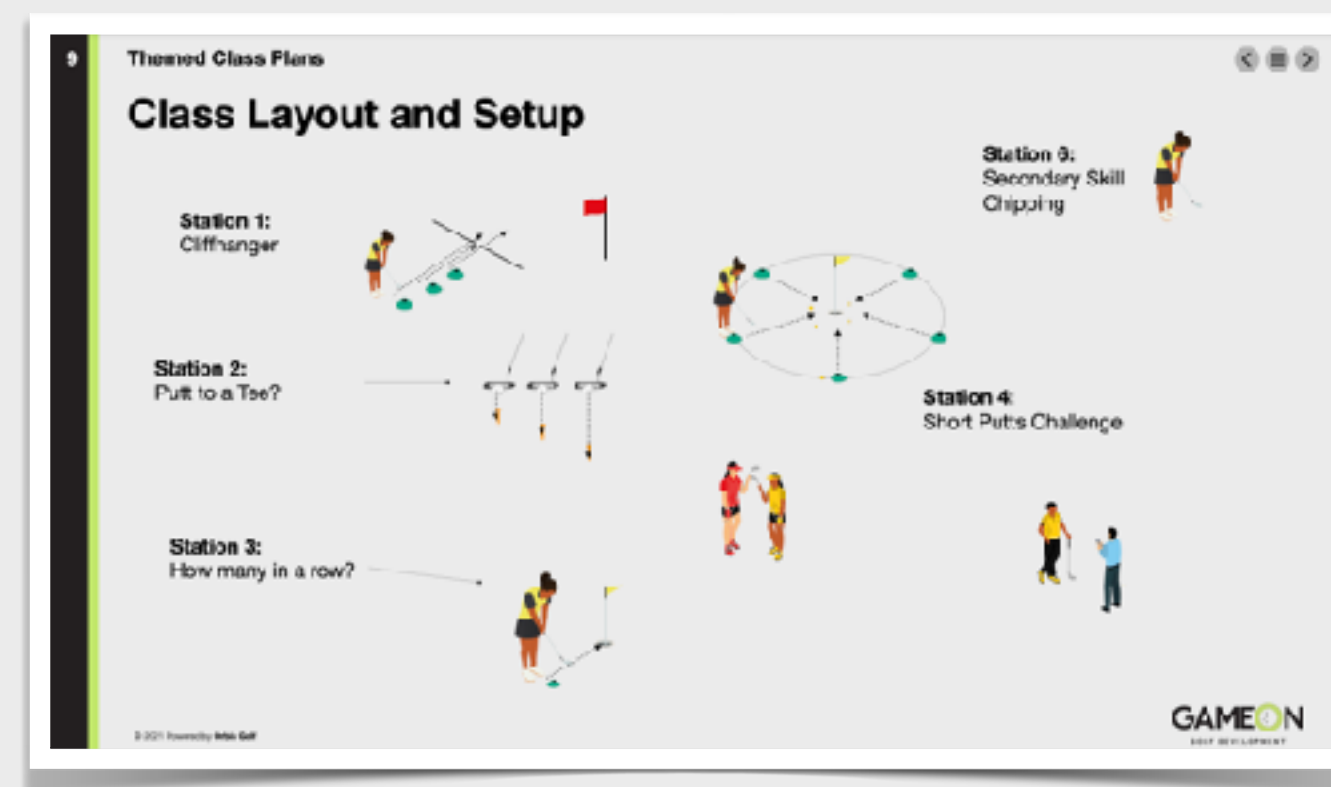
3

Secondary Skill

Each Practice Club plan includes a secondary skill. This is included so that you cater for learners who may have attended the practice club recently and allows you to offer variation to their experience. It is also added if your venue does not have the facilities to deliver the practice club prescribed in the program calendar.

Included in the Class Plan

The Practice Club plans also include:



4

Layout and Setup

Guidance is provided on how to layout the content of your practice club. This should be used to guide you but ultimately it will be up to you interpret the facility at your venue.



5

Challenge Layout and Setup

Guidance is provided on how to layout the Mastering the Game Challenge element of the practice club and the equipment you will need. This should be used to guide you but ultimately it will be up to you interpret the facility at your venue.



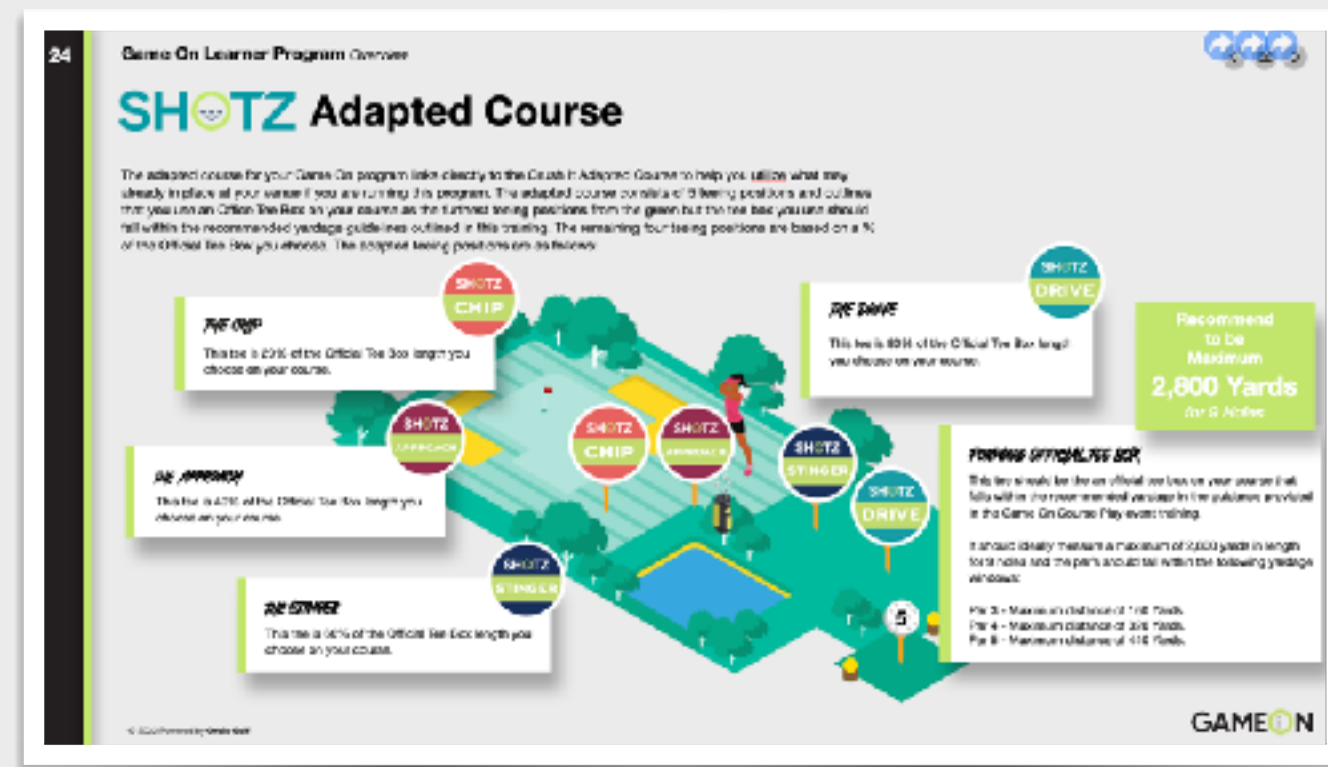
6

Challenge Cards

There is an opportunity to setup all of the challenges within the Mastering the Game focus for that Practice Club. This will provide an engaging and social element of the practice club swell as a competitive edge. It will also allow the learners to track their journey through the Mastering the Game progress wheel, supporting their journey to become club and course ready.

Included in the Practice On the Course Plans

The Practice on the Course practice clubs differ from the other 3 types of practice clubs in that these sessions are longer in length and give your learners the opportunities to play the golf course from the adapted tees. This should primarily be a playing opportunity for the learners with you playing a supporting role. However it is an opportunity for you to introduce content from within the Learning the Game and Whole Golfer focuses. This will help to reiterate the connection covered in themed classes and also allow for learners to catch up on missed sessions.



1

Adapted Course Layout and Setup

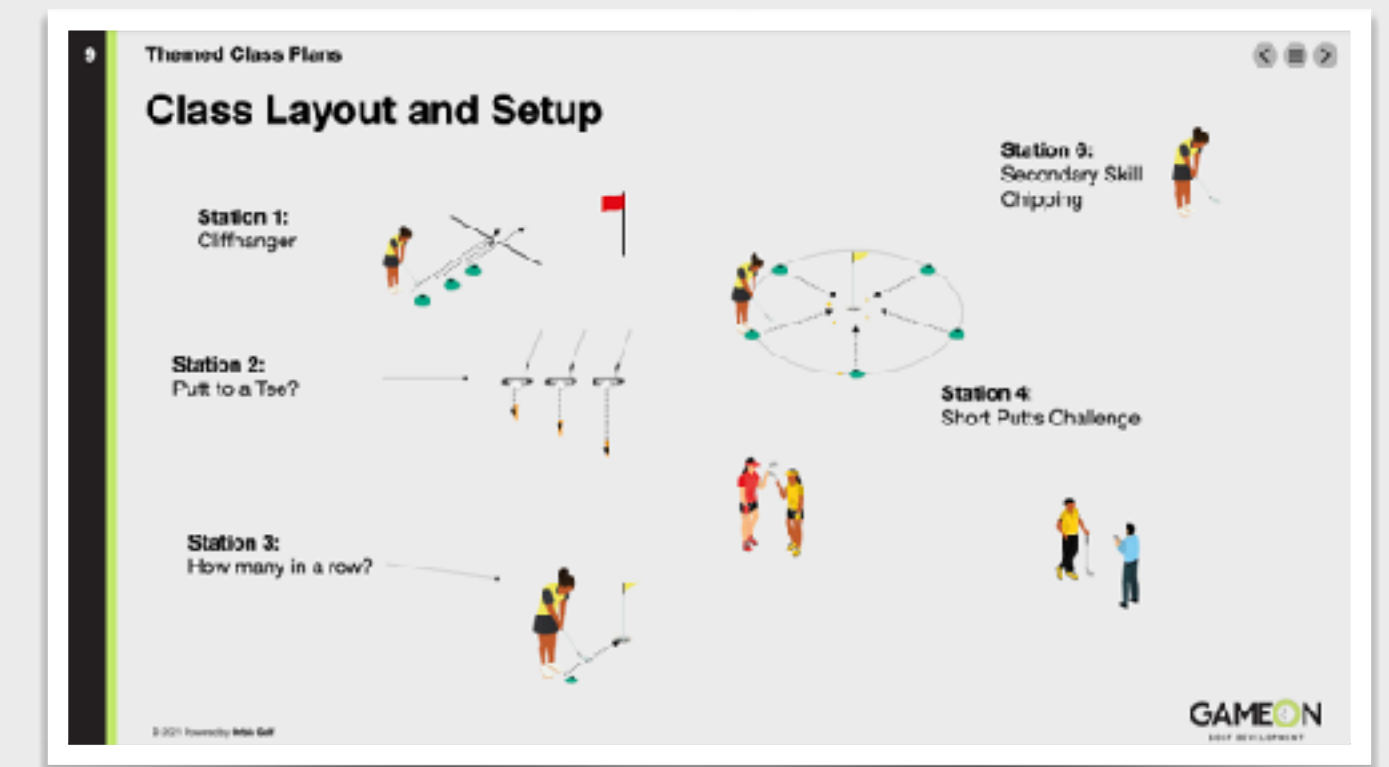
Guidance is providing on how to layout the adapted course and how to guide learners to the most appropriate starting position.



2

Learning Outcome Focus

These sections provide you with content ideas to deliver in the practice club relating to the Learning the Game and Whole Golfer learning outcomes.



3

Event Timetable

The timetable walks you through every element of the practice club and then links directly to the further resources that are available. It also gives guidance on how you should support learners out on the course.

Reasons to Utilize Your Plans

When planning and running your Practice Clubs, it is vital that you utilize the plans in the Training Hub. Listed below are the key reasons why it is important to follow the class plans:

- | | |
|--|---|
| <p>1 ✓ It will help you to manage mixed abilities, allow for student led learning, which will lead to increased retention in the program.</p> | <p>5 ✓ It will offer you ideas for content to deliver so you can focus on delivering the session and attending to all in the group.</p> |
| <p>2 ✓ Games based and student led learning will help to increase the social interaction in the group and lead to a higher percentage retaining as learners and golfers at the club.</p> | <p>6 ✓ It will ensure that your Practice Clubs deliver on the learning outcomes and therefore ensure each learner can develop the skills required to become club and course ready!</p> |
| <p>3 ✓ All of the content links to the GLF App, when the plans are delivered well it will compliment the content that the learner is being provided online improving their learning experience.</p> | <p>7 ✓ It will help you to drive social connections between participants on the program, a hallmark of the programs goals!</p> |
| <p>4 ✓ It will help you to plan the setup of your classes, ensuring you have all the equipment you need, the teaching area is safe and all components of the class are delivered.</p> | <p>8 ✓ It will help you provide a knockout experience to those attending and ensuring that you are organized and prepared for each class you are delivering.</p> |



Running Your Practice Clubs

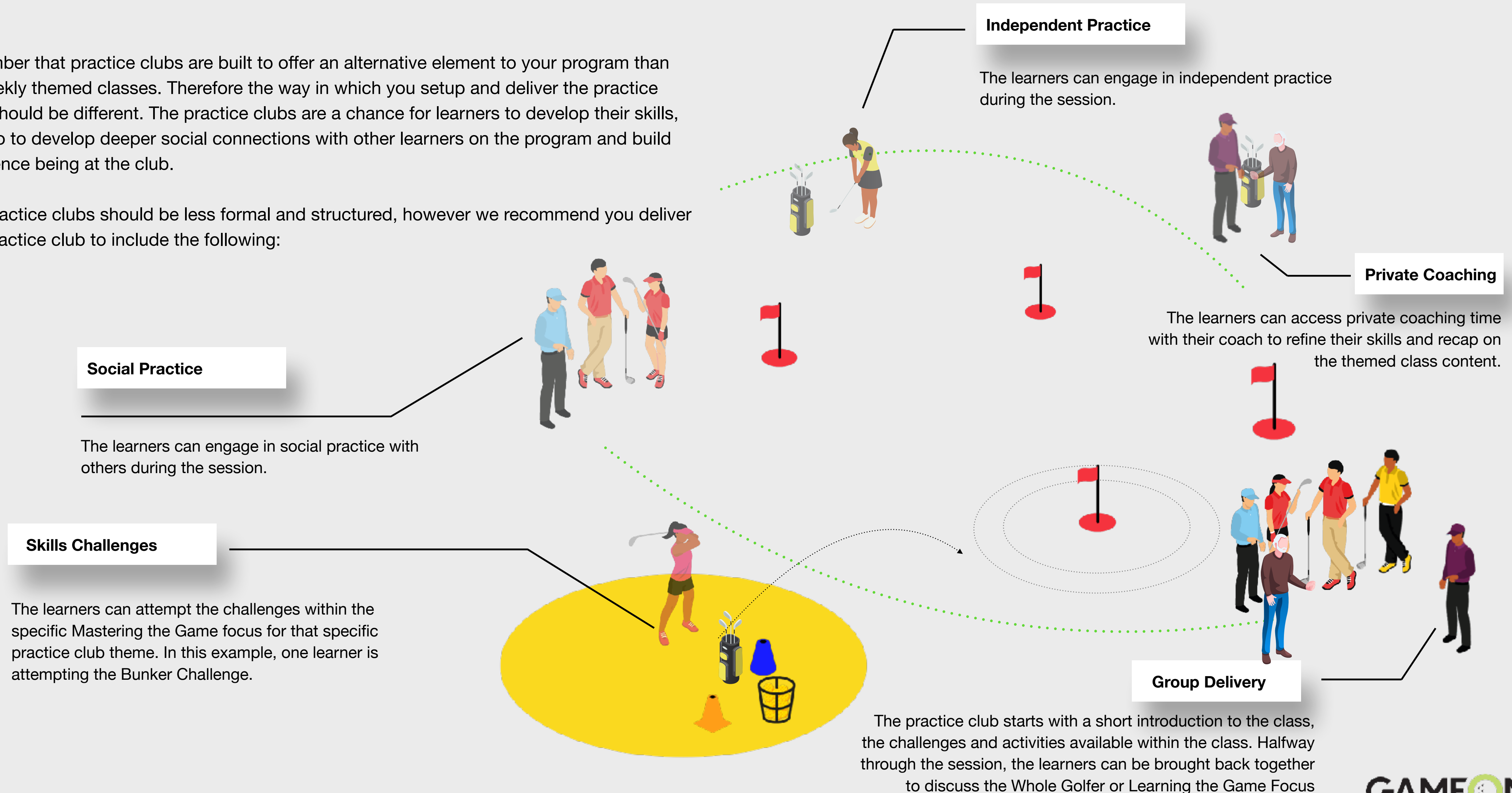


GAMEON

Practice Club Structure

Remember that practice clubs are built to offer an alternative element to your program than the weekly themed classes. Therefore the way in which you setup and deliver the practice clubs should be different. The practice clubs are a chance for learners to develop their skills, but also to develop deeper social connections with other learners on the program and build confidence being at the club.

Your practice clubs should be less formal and structured, however we recommend you deliver your practice club to include the following:



Practice on the Course Structure

Your weekly Practice on the Course class is the perfect opportunity for your learners to get the opportunity to play as well develop social connections with those on the program. These are the ideal sessions to build confidence as well as develop experience and skills for those important components of the program.

The Practice on the Course sessions crucially differ in structure than the On Course themed classes built into Steps 1, 2 and 3 of the programs. It is first and foremost an opportunity for learners to play the course from the adapted teeing system with others on the program. You should provide a supporting role offering guidance and assistance where required.



Group Discussion

- You should start your practice club with a Group Discussion outlining the key components of the sessions and important safety points.

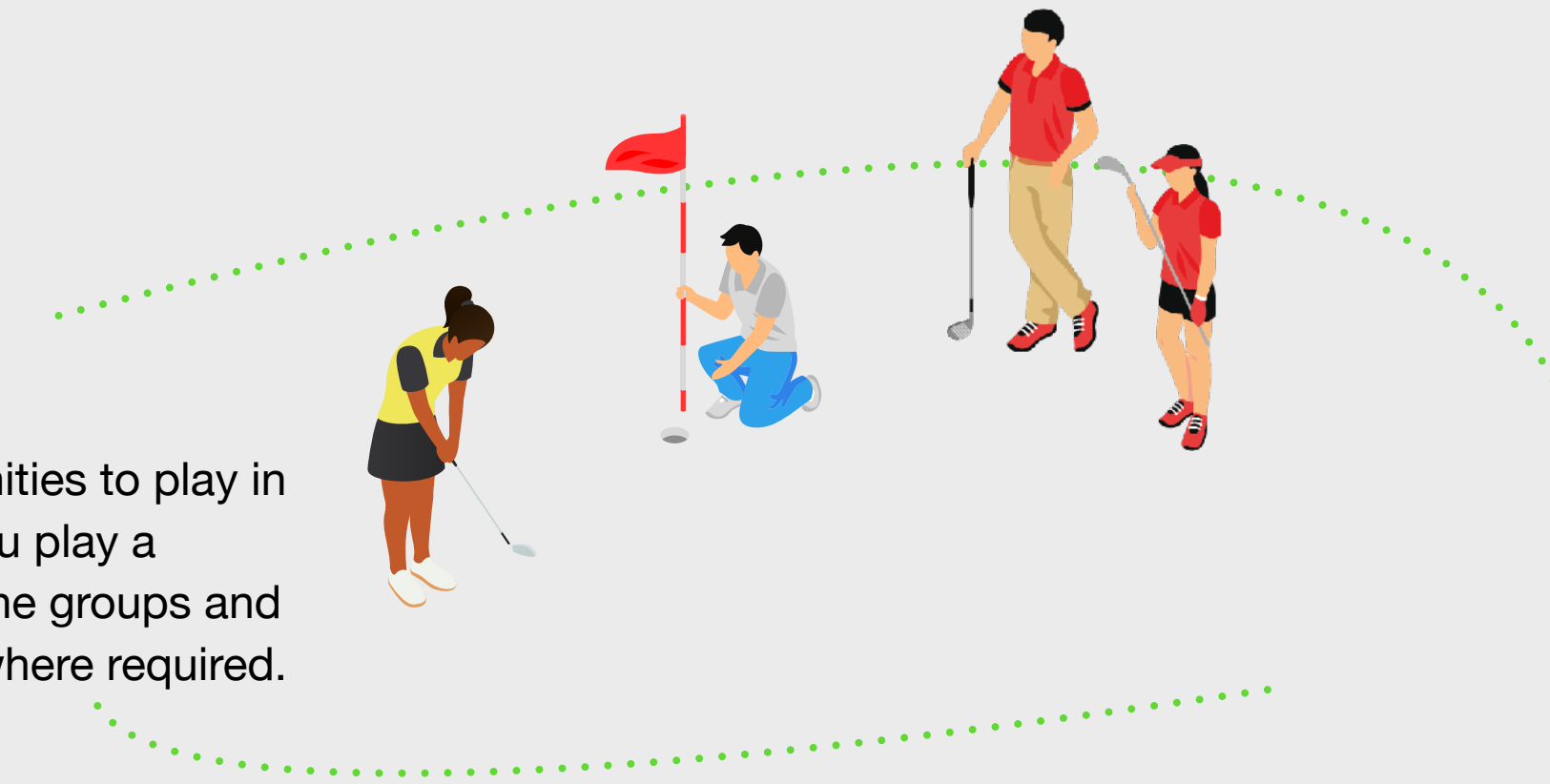
You may also feel it necessary to get the learners together for group conversations during the session on any key points that arise.

Group Play

- The Learners should have opportunities to play in teams from the adapted course. You play a supporting role by moving across the groups and providing coaching and guidance where required.

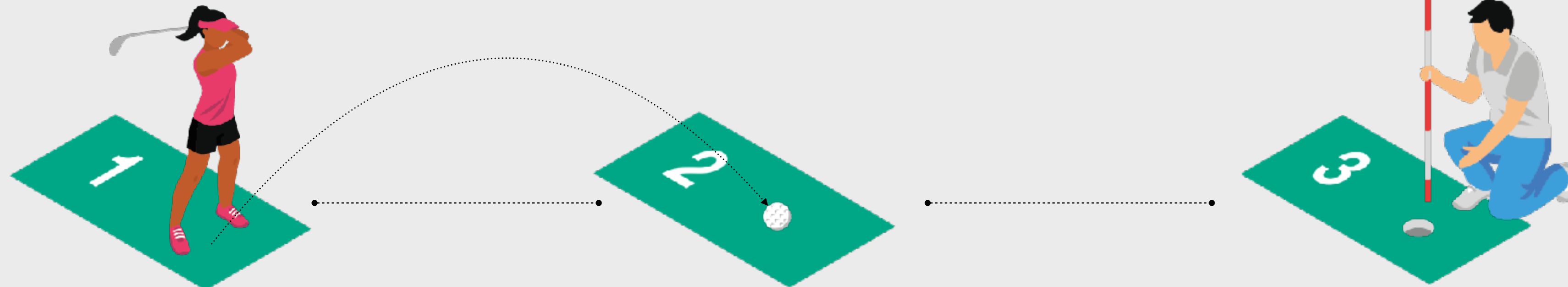
Adapted Course

- Ensure your adapted course is available on the course.



Before the Practice Club Begins

It is vital that you are organized for the practice club and there are a number of tasks that we recommend you complete prior to the day of delivering and just before the start of the session. This will ensure that you can deliver on the practice club content, operate a safe environment, offer a knockout experience for this attending but also ensure that you do not negatively impact the experience of other members or guest at your club.



Week Prior

In the week prior or a few days before your class we recommend:

- Download the practice club plan from the Training Hub
- Reserve the coaching facility or inform those at your club about the session.
- Ensure you have access to the course organized if the class is on the course.
- Organize the equipment you need for the practice club including clubs, equipment for the challenges and Game Cards
- Ensure you have some time blocked into your schedule prior to the session start time on GLF.
- Message your students on GLF. or via email reminding them of the practice club, the location and expectations.

15 Minutes Prior to the Class

It is the day of delivery and you should ensure you arrive at least 15 minutes prior in order to:

- Setup your practice club including the Games and Mastering the Game Challenges
- Ensure you have all of the equipment necessary, including spare clubs
- Be available 5 minutes prior in order meet and greet the participants.
- Ensure the specific adapted course teeing positions are setup

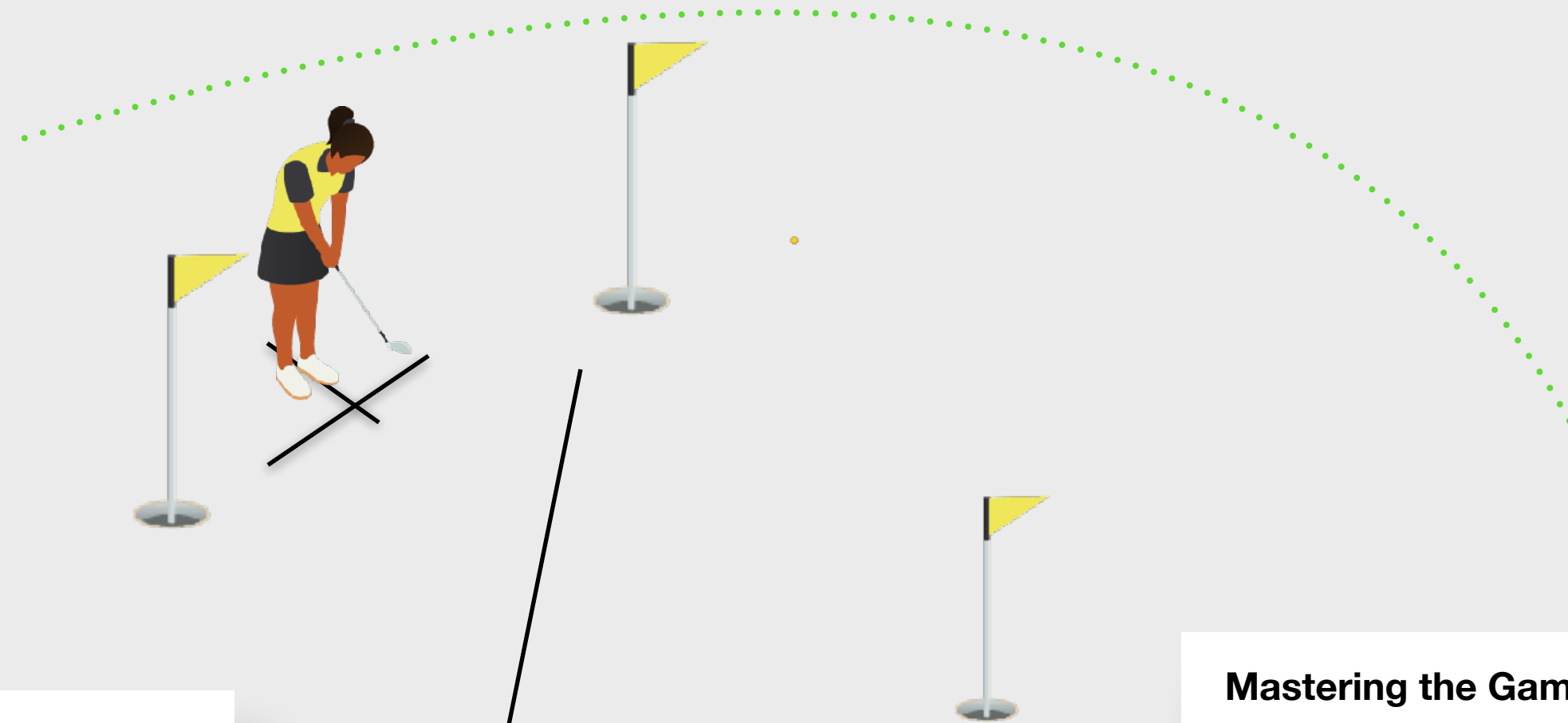
Run Your Practice Club

It's time to run your practice club and deliver a great Game On experience at your club!

Practice Club Layout and Setup

Practice clubs are an informal supplementary experience designed to offer learners an opportunity to develop their skills and knowledge, develop social connections with others and build confidence at the club. Within these sessions, you have the freedom to add your own expertise but are required to deliver the content with the practice club plans.

The graphic below provides an example image of how we suggest you layout an example practice club, to deliver on the content of the plans and ensure the session is delivered as safely as possible:



Secondary Skill

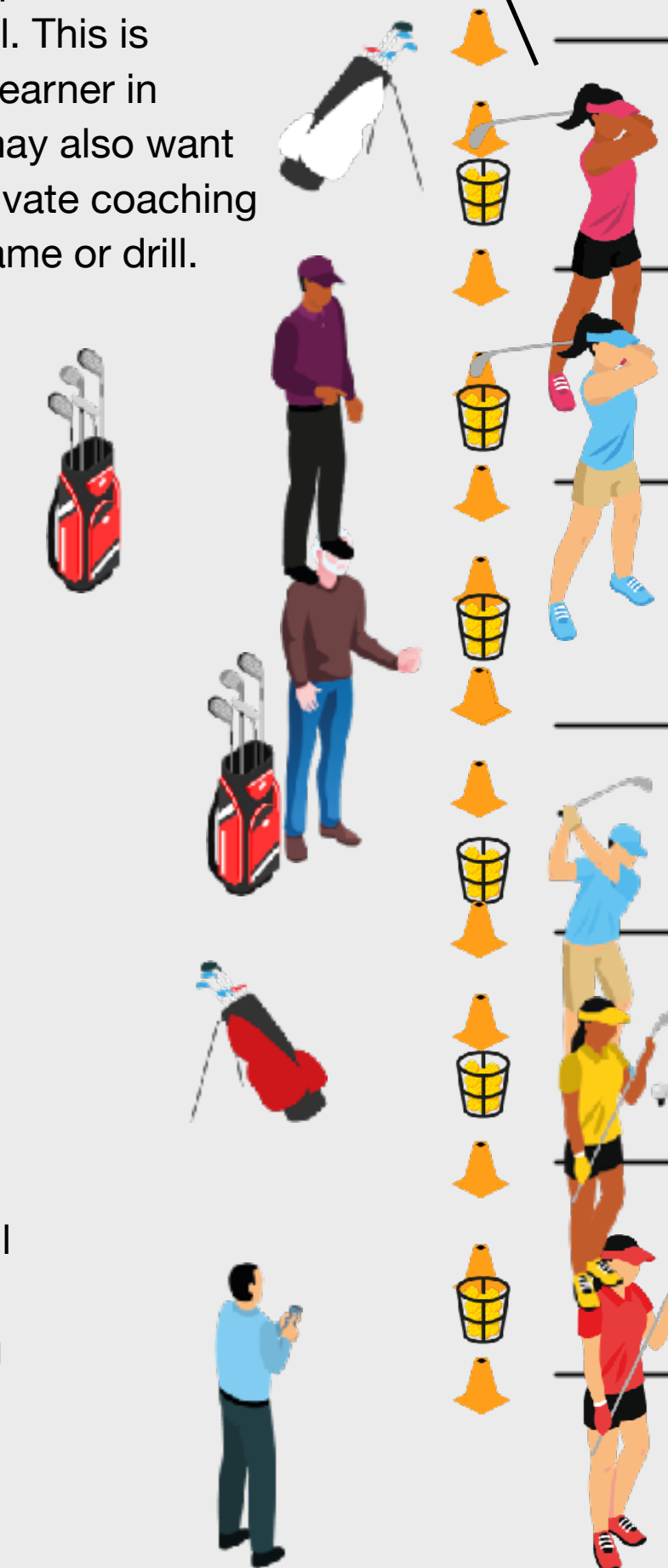
This is a **Secondary Skill Station**. Depending on your facility you may want to offer the chance to practice another skill in order to break up the session and add variety to keep the learner's interest peaked.

Mastering the Game Challenges

- These are the **Challenge Stations** where your Learners can attempt the challenges within each skill for the relevant Learning the Game focus. The exact setup of the challenges will vary for each facility, you need to ensure that each challenge is available but setup as safely as possible.

Practice Stations

- These are **Practice Stations**. At these stations the learner can practice without a prescribed drill. This is useful for engaging the learner in guided discovery. You may also want to use this station for private coaching or to create your own game or drill.



Game Stations

- These are the **Game Stations**. At these stations the learner can attempt an engaging and competitive game or guided discovery activity in pairs or small groups.

The End of Each Class

Providing a knockout experience to those attending doesn't just stop with delivering the main content of your practice club. What you deliver at the end of the class is just as important to the success of the program and development of each leader. At the end of the class, we recommend you take the time to:

Encourage Social Connections

Taking time at the end of your class to actively encourage social connections between participants will allow those who may not have been confident in starting a conversation the opportunity to engage with others in the group.

This is also a great chance to engage with learners on a one to one basis, to receive feedback on how they felt the session went and to provide additional support if needed in the form of booking private lessons or being able to speak openly away from the group environment.

Encourage Playing Opportunities

Learners should be encouraged to play together outside of the weekly classes and monthly social events. Facilitating the opportunity to play together after a class will help to improve the learner's ability, enjoyment and confidence on the course.



Recording Progress myGame on GLF.Connect

- To record the learners progress through the 3-Step Progression Pathway and the skill based challenges, the GLF.Connect My Game feature can be used. The learners progress can be visually tracked via the progress wheels, milestones and on course score tracker. Through GLF, the learner can also see a visual of each of the challenges and how to complete these as well as log and record their score.

Recording on MyGame+

The practice clubs are an important component for learners to update their progress throughout the program. The MyGame+ area of the GLF. App allows you and the learners to track and update their progress. The practice clubs allow learners to attempt the challenges within each category, skill and step within the Mastering the Game Progress Wheels. It also allows them to complete the challenges linked to the practice clubs within the game development category of the Journey to Club and Course ready progress wheel.



Update Challenges within Progress Wheels



Update Course Play Scores

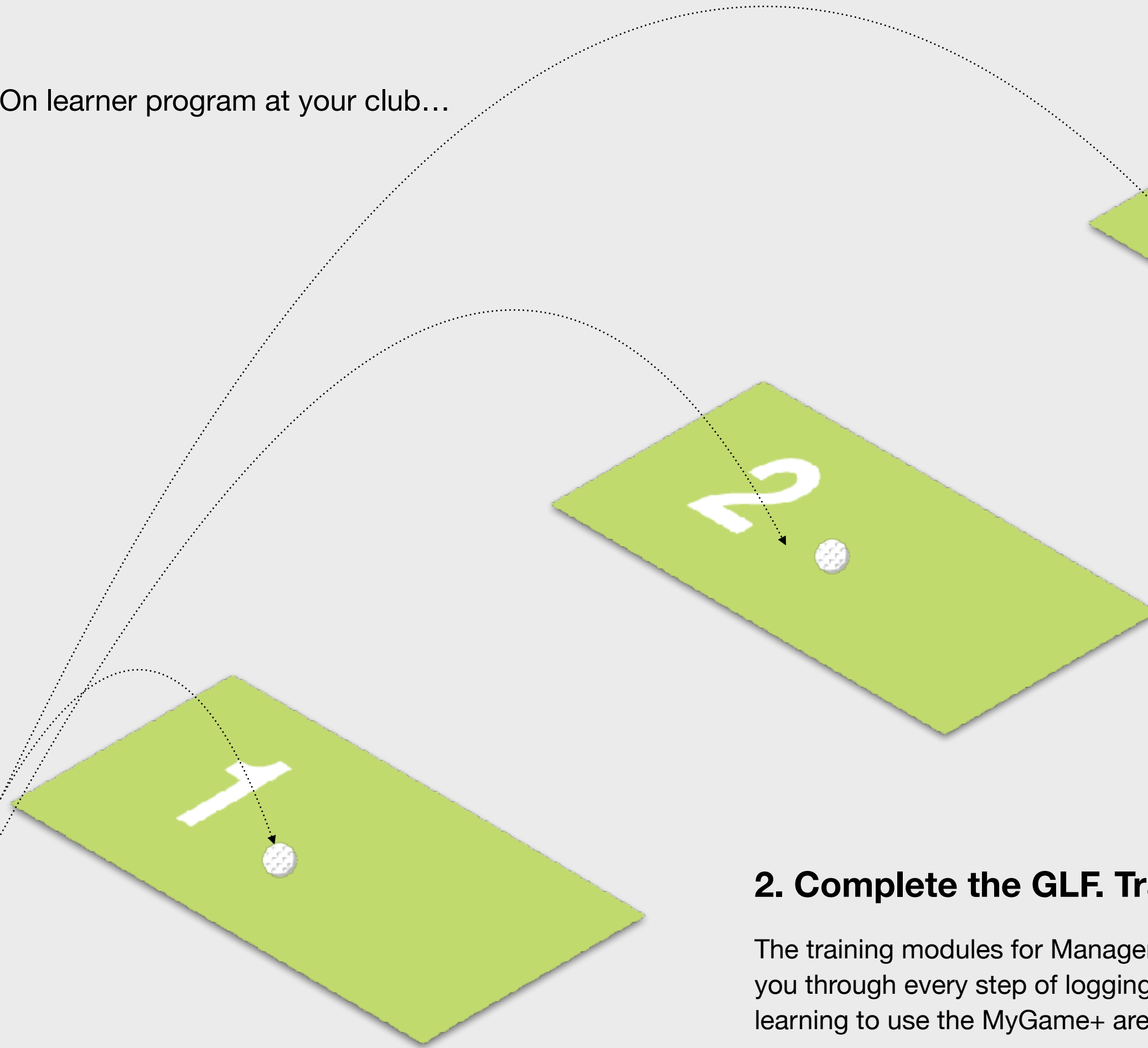
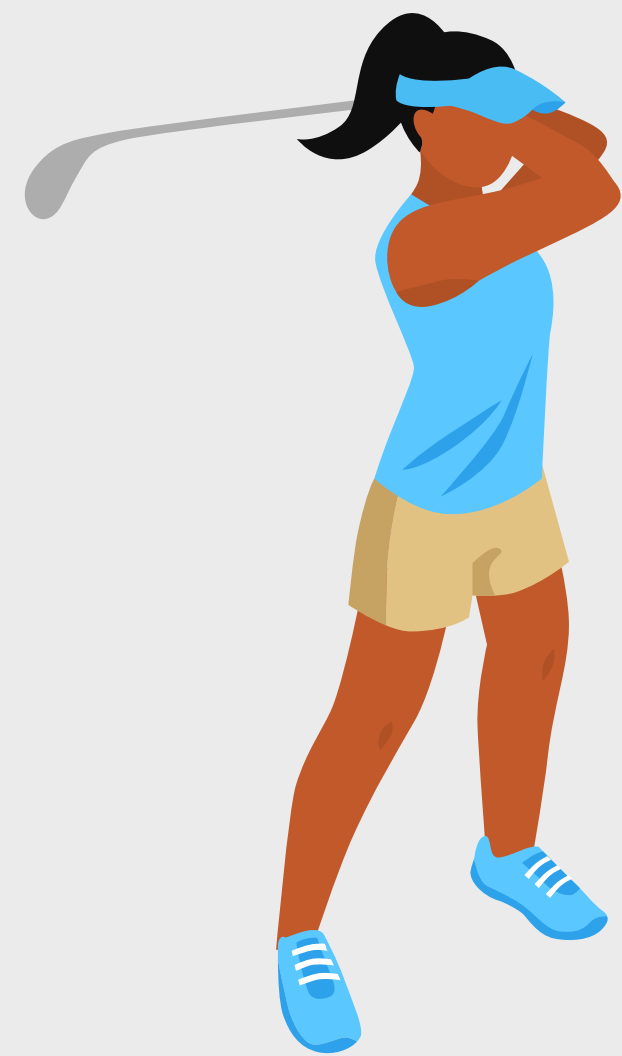
Next Steps



GAMEON

Next Steps

Take the next steps towards a thriving Game On learner program at your club...



1. Complete the Learner Program Scheduling and Planning Step by Step Guide

This step by step guide will walk you through the steps to plan your themed classes, practice clubs and Social Stroke Play Event.

2. Complete the GLF. Training Modules

The training modules for Managers and Coaches will walk you through every step of logging activity, reconciling and learning to use the MyGame+ area.

3. Review Your Class Plans and Deliver a Great Program

You should review the upcoming class plans and be ready to deliver a great program to your learner golfers!

Thank you.

Please complete the Step 1 Scheduling and Planning Tasks within the Game On Learner Program Overview page in the Training Hub.

