

# On the Green

## Games and Practice Stations



GAMEON

# Understanding Slope

## Equipment Needed

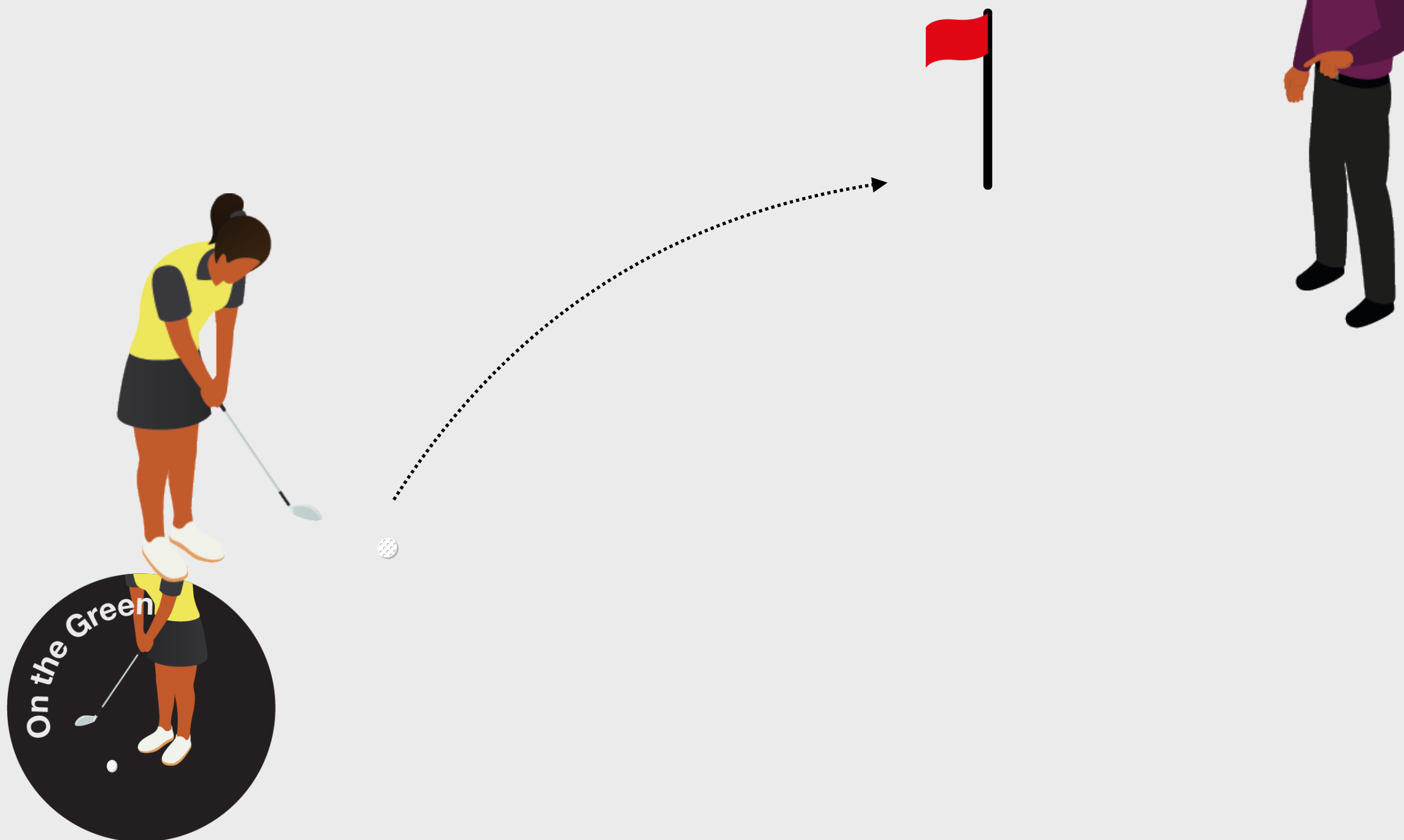
- Putter
- Golf Ball

## How to Practice

- Ask the learners to choose a random putt on the green
- Before taking their putt they should take the time to walk around the green to find the lowest point
- The learner should be able to more easily determine the slope of the putt once they have found the lowest point on the putting surface
- Encourage working in pairs so that learners can openly discuss and help each other learn how to accurately read the slope on the green

## Technical Link

- This activity will help the learner to understand how to read the slope on a green
- This activity will provide feedback to the learner about how much or little a slope can affect the break on a putt
- 



# Pick a Point

## Equipment Needed

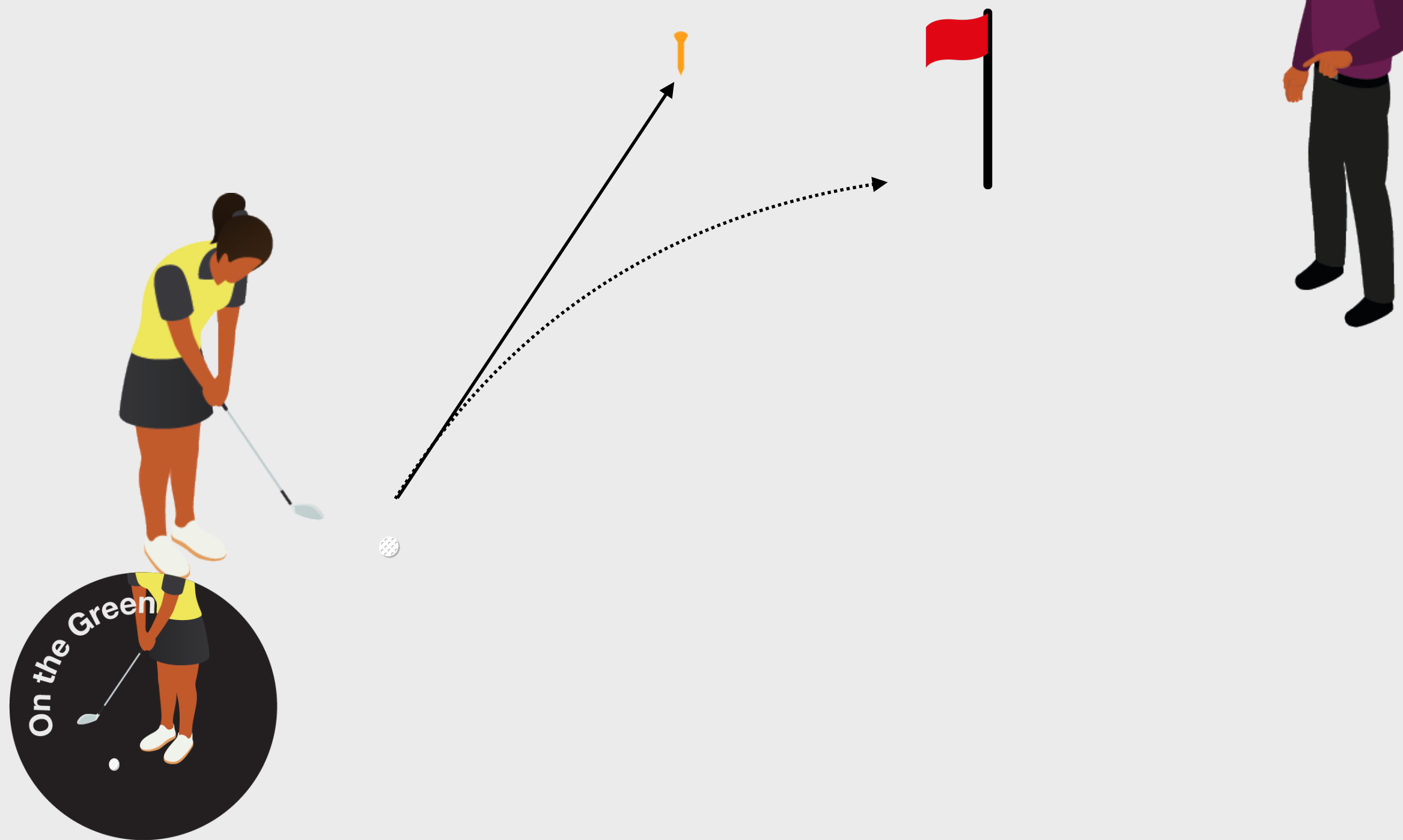
- 2 Tee Pegs
- Putter
- Golf Ball

## How to Practice

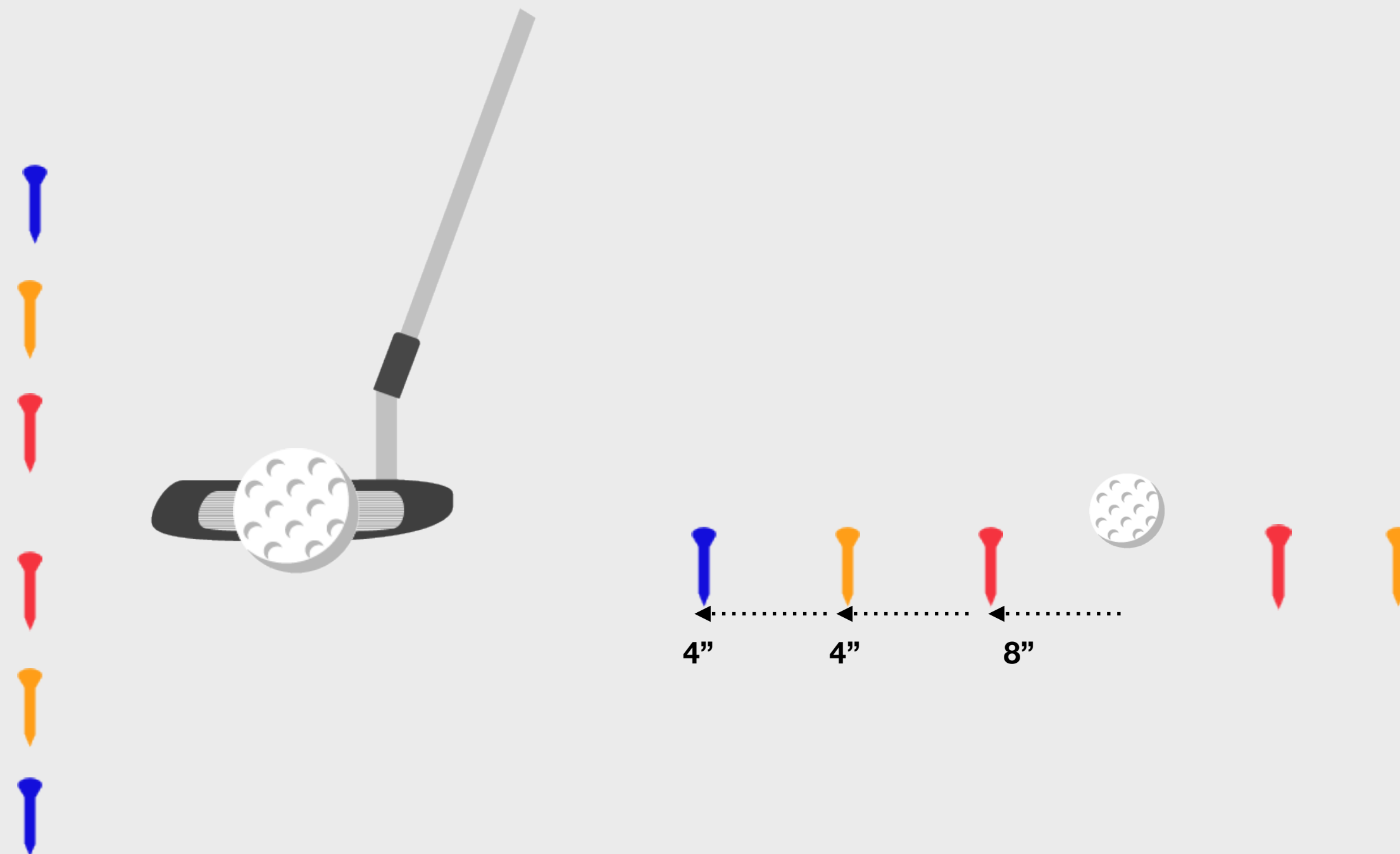
- Set this activity up on a sloped surface with a tee peg where the ball should be placed
- Get the learner to place another tee in a straight line to where they think that they should aim in order to hole the putt
- The learner should attempt the putt and based on the feedback of whether the ball missed high or low should adjust their aim (and the tee position) accordingly
- Be sure to help the learner understand that speed of putt will have an effect on how soon the putt breaks, and therefore this should be taken into account when choosing the position to aim at
- Encourage the learners to work in pairs here and discuss why a certain position is correct or not

## Technical Link

- This activity will help the learner to understand how to aim effectively on a sloped surface and simplify the process with respect to sloping putts



# Swing Length Ladder



## Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

## How to Practice

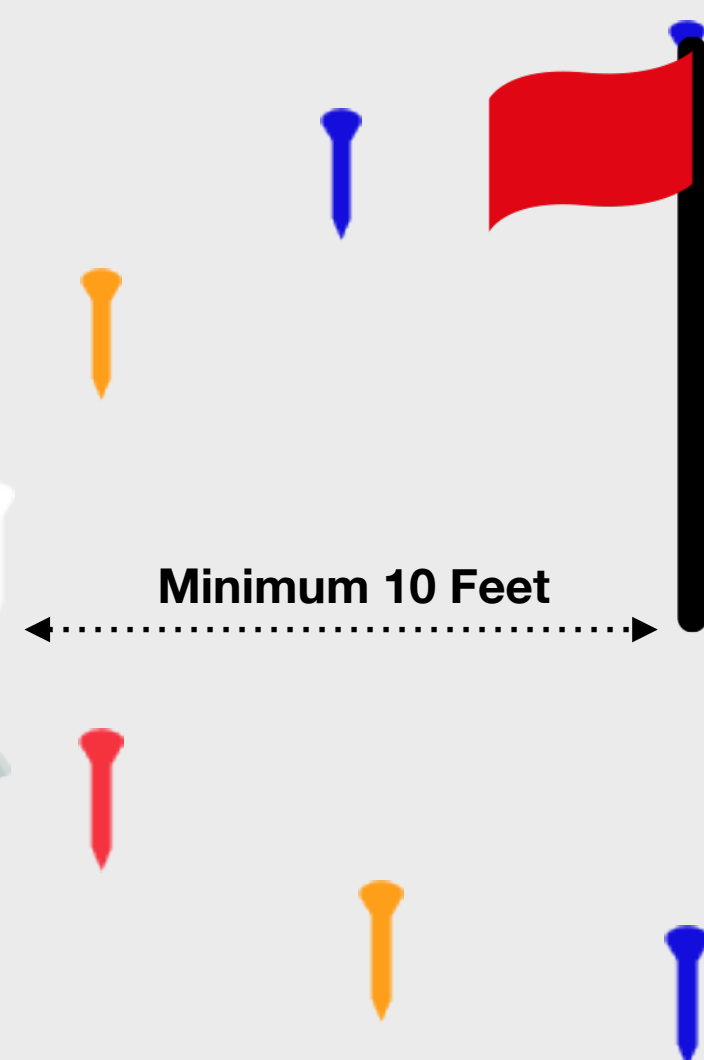
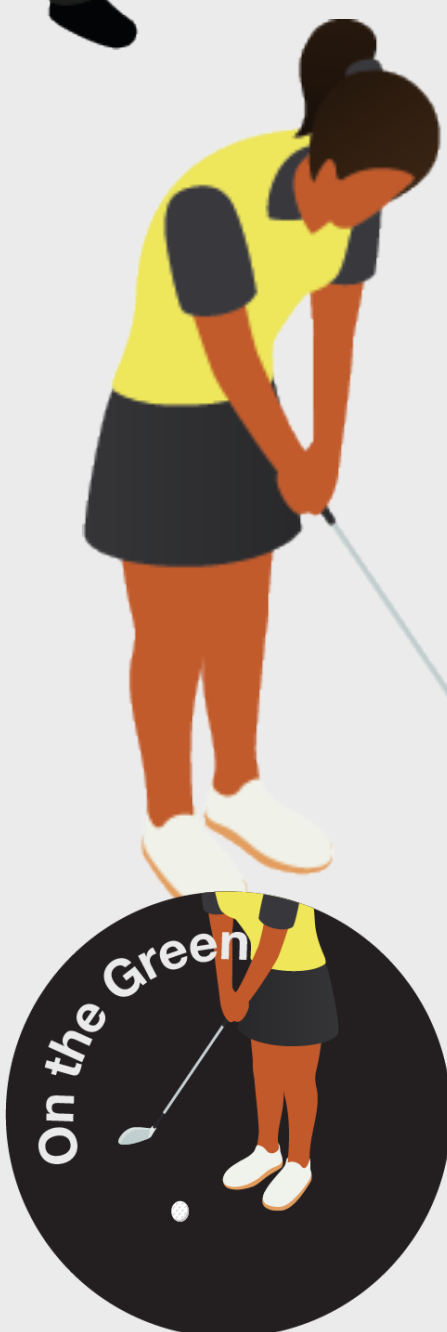
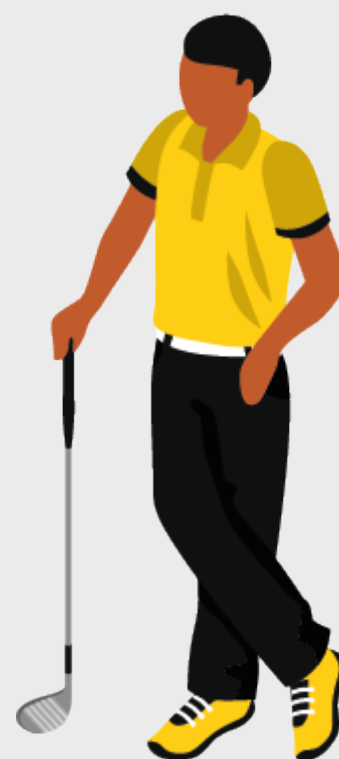
- Get the learner to practice swinging the putter from and to the first tee pegs either side of the ball (red)
- As they practice, get them to count 1, 2. They should time the end of the backstroke with the the one count and the end of the through stroke with the two count
- Get them to hit a few putts and see how far the ball travels
- Next, get the learner to swinging the putter from and to the second tee pegs either side of the ball (red). Again they should reproduce the count of 1, 2.
- Get them to hit a few putts and see how the ball travels further
- Finally, replicate for the final set of tee pegs.

## Technical Link

- This activity will help the learner to understand the concept of Swing Length, Rhythm and Tempo
- It will help the learner to understand that as swing length changes, the distance the ball travels changes
- It will help them to understand how length of swing transfers to distance



# Round the Clock



## Equipment Needed

- Tee pegs to mark the 12 points on a clock at least 10 feet from the hole on a sloped part of the green

## How to Play

- A learner attempts one putt from each tee peg
- The purpose is to note how the slope changes around the hole and therefore the learner needs to adapt where they are aiming
- We suggest framing this as an opportunity to learn the slope on a green, although it can be played competitively, seeing how many putts each learner can hole
- This game can be played individually, in pairs or small groups

## Progression Ideas

- Play on a more severely sloped surface
- Introduce a competitive element
- Increase or decrease the length of the putts

# Scoring

## Equipment Needed

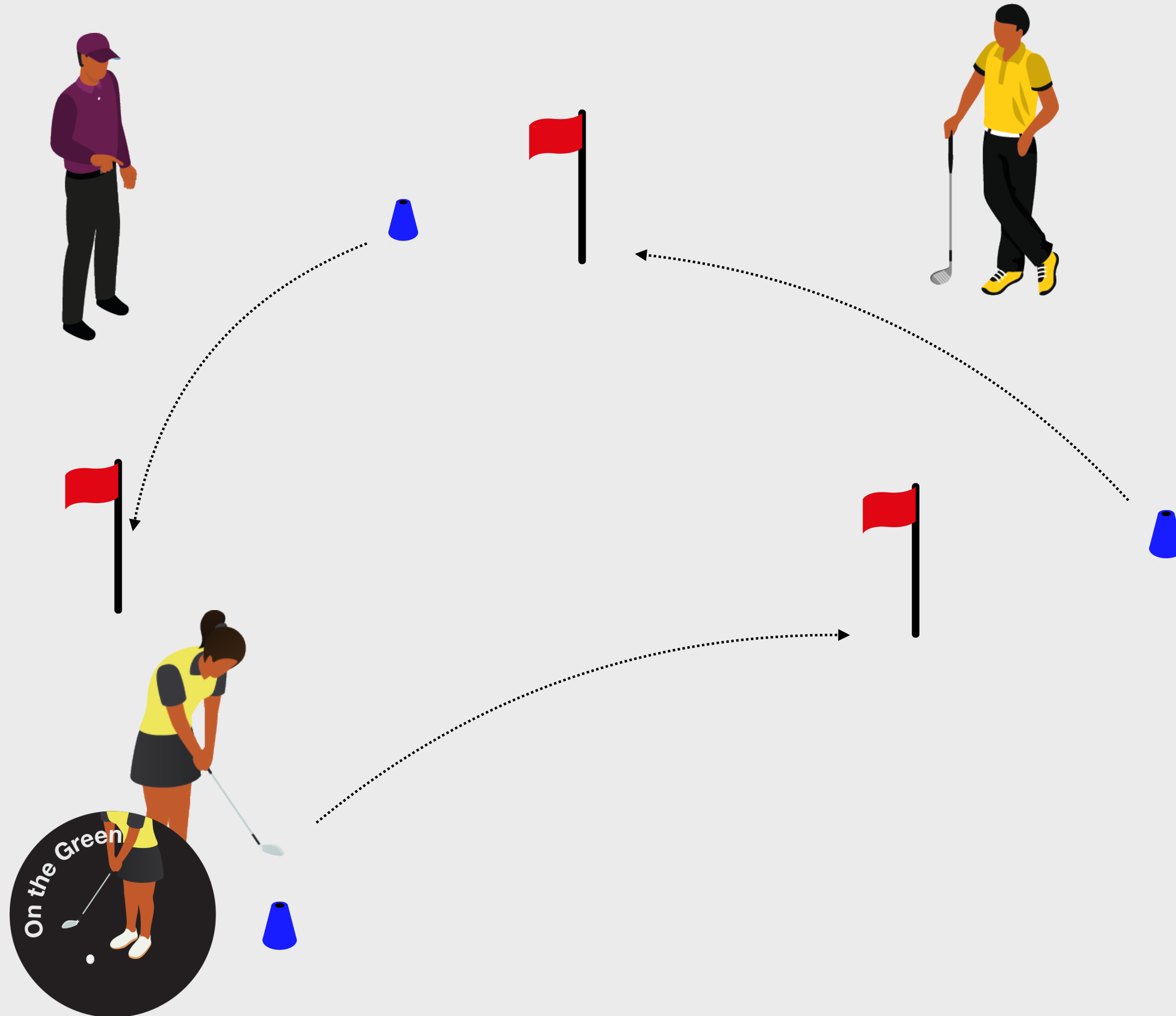
- Putter

## How to Play

- A learner attempts to play three holes in the fewest number of putts possible
- The holes should be 10 feet to 30 feet in length and on a gently sloping part of the green
- We suggest providing some context to the scores, indicating that to complete level 1 of the program learners need to score 24 over 6 holes
- This game can be played individually, in pairs or small groups

## Progression Ideas

- Play on a more severely sloped surface
- Increase or decrease the length of the putts



# Understanding Slopes

## Equipment Needed

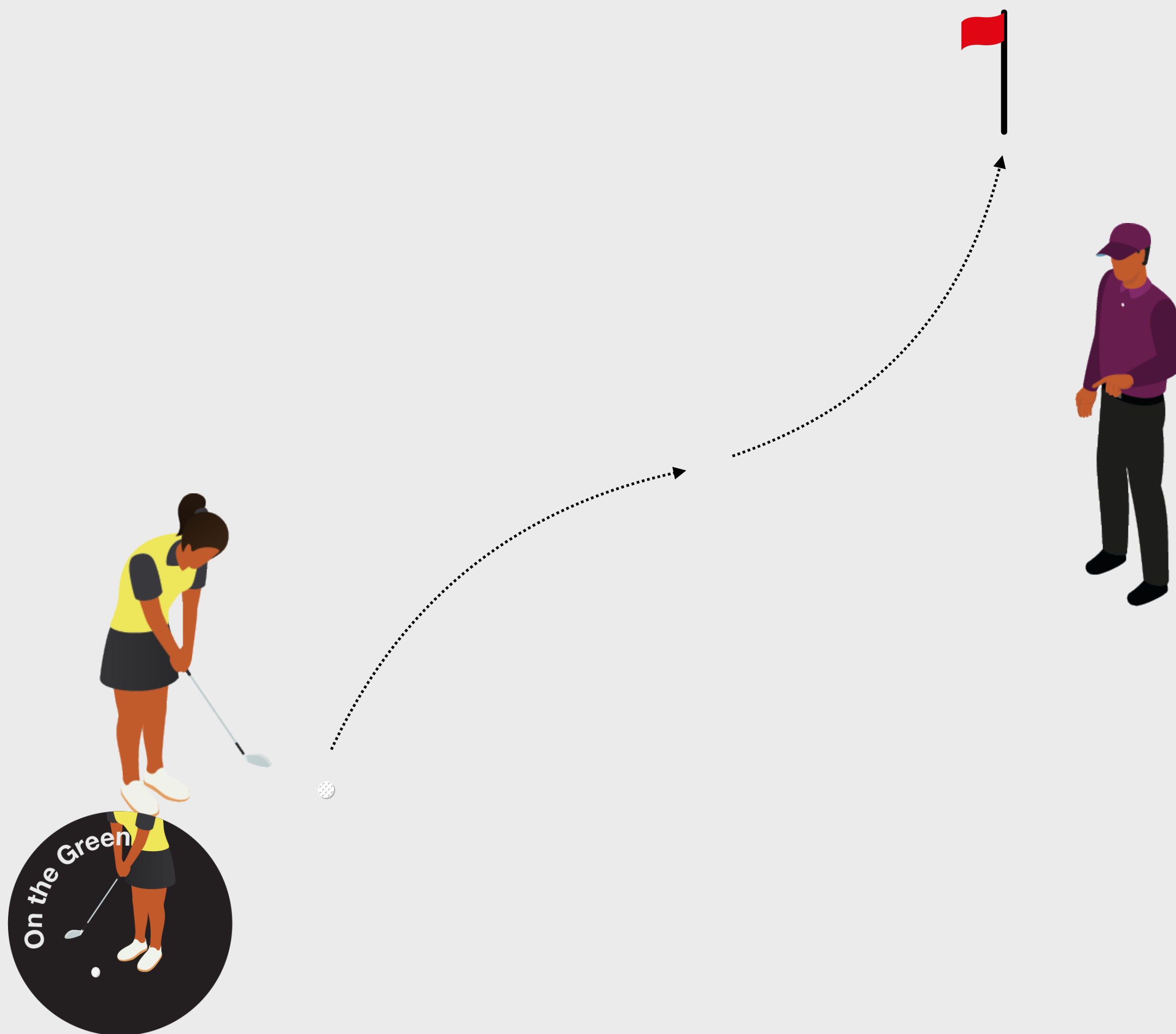
- Putter
- Golf Ball

## How to Practice

- Help learners to choose a putt with multiple break
- Before taking their putt they should split the putt into sections and be able to tell you or their partner the break of each section of the putt
- The learner should be able to more easily determine the starting line of the putt once they have worked out the different slopes that are having an impact on the line of the putt
- Encourage working in pairs so that learners can openly discuss and help each other learn how to accurately read the slope on the green

## Technical Link

- This activity will help the learner to understand how to read a green that has multiple break



# Closest to the Line Challenge

## Equipment Needed

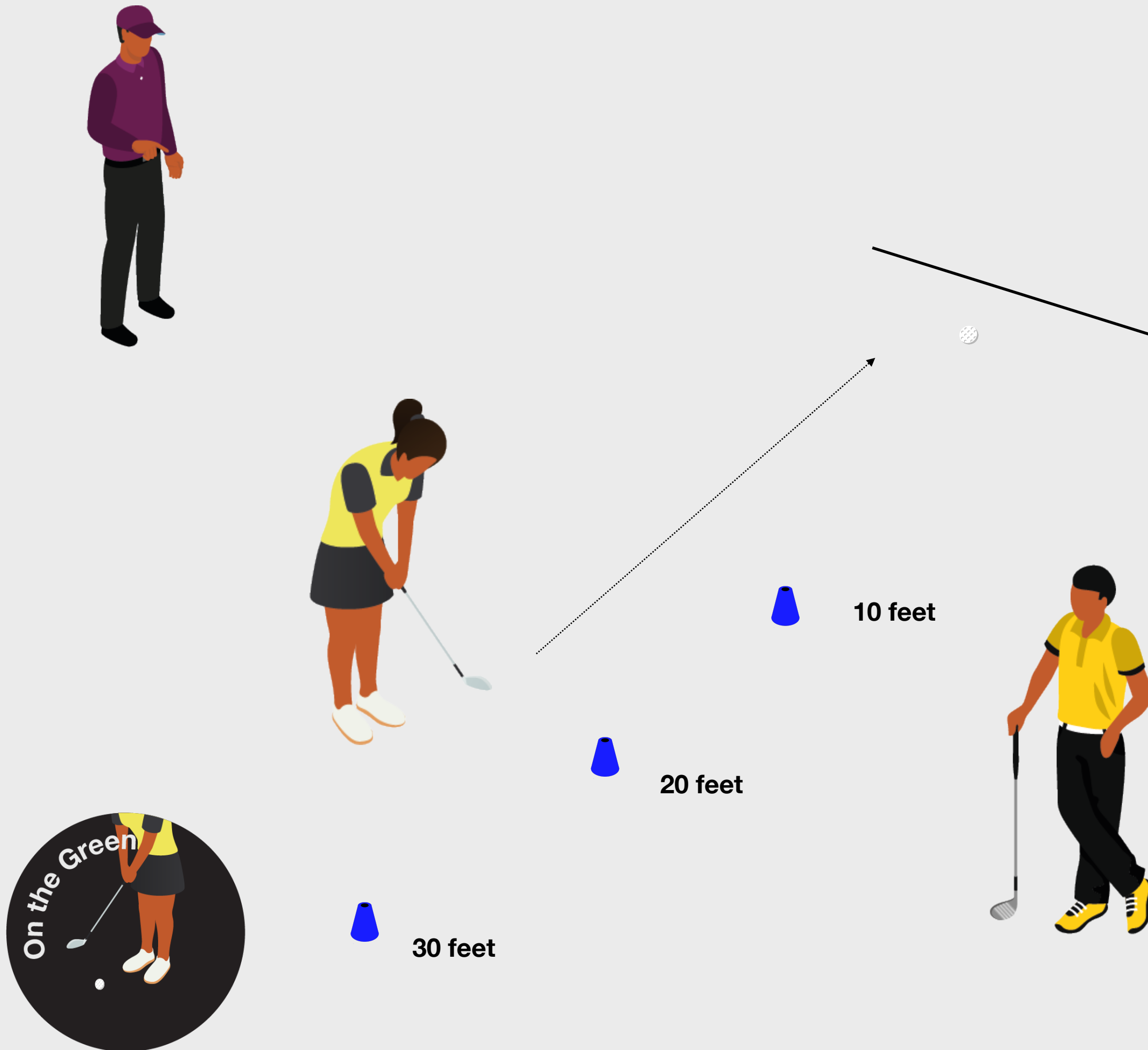
- String and Tee Pegs
- Putter
- Golf Ball

## How to Play

- Learners take it in turns to choose which distance to start from
- The aim is to putt their ball closer to the line than their playing partner
- Whoever putts the ball closest wins a point, the person who gets to 10 points first wins the game

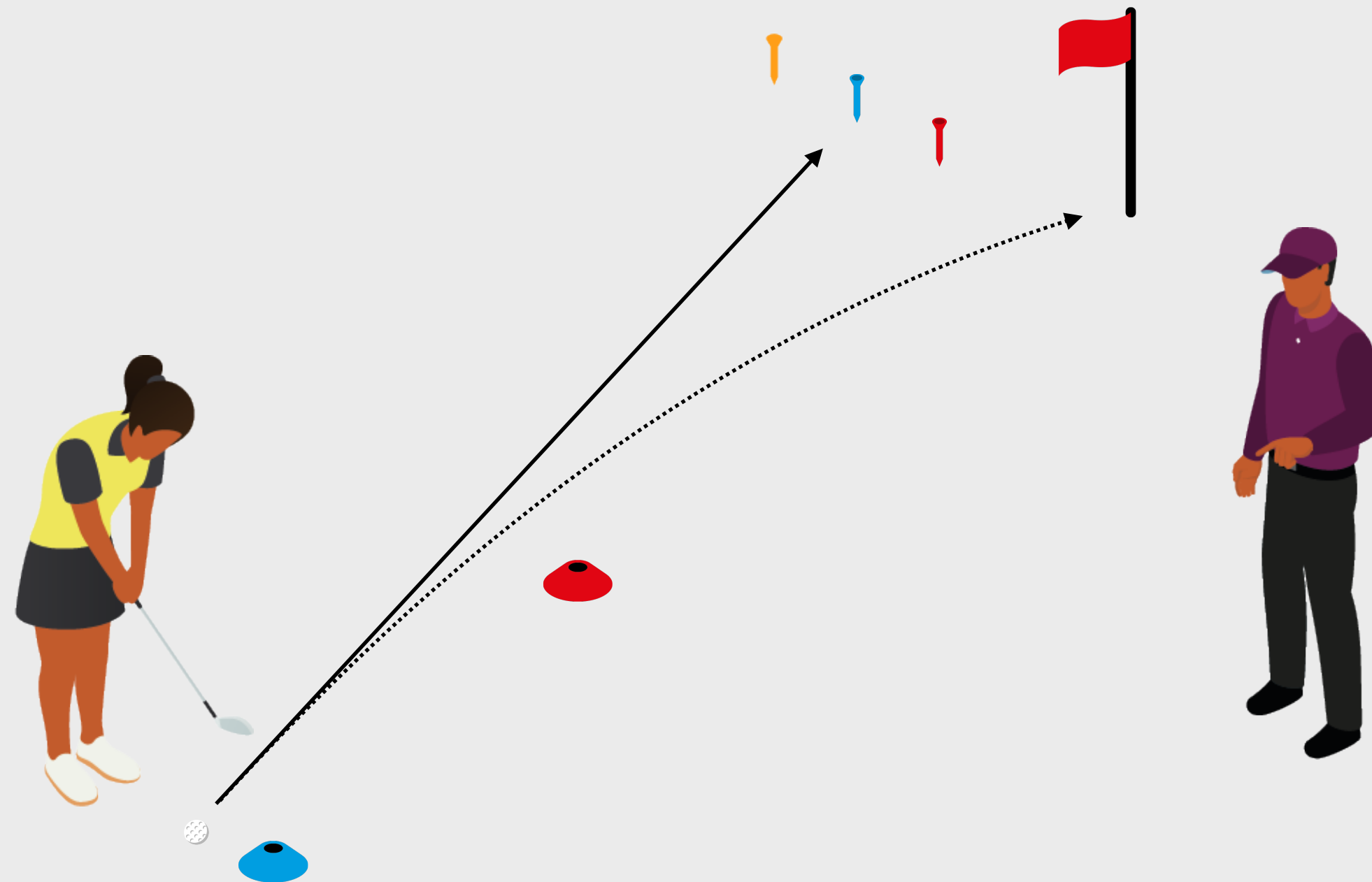
## Progression Ideas

- Change the distances between the cones and the line
- Add a sloped surface to the game
- Introduce a rule that the ball has to go past the line to count





# Pick a Point



## Equipment Needed

- 3 Tee Pegs
- 3 Cones
- Putter
- Golf Ball

## How to Practice

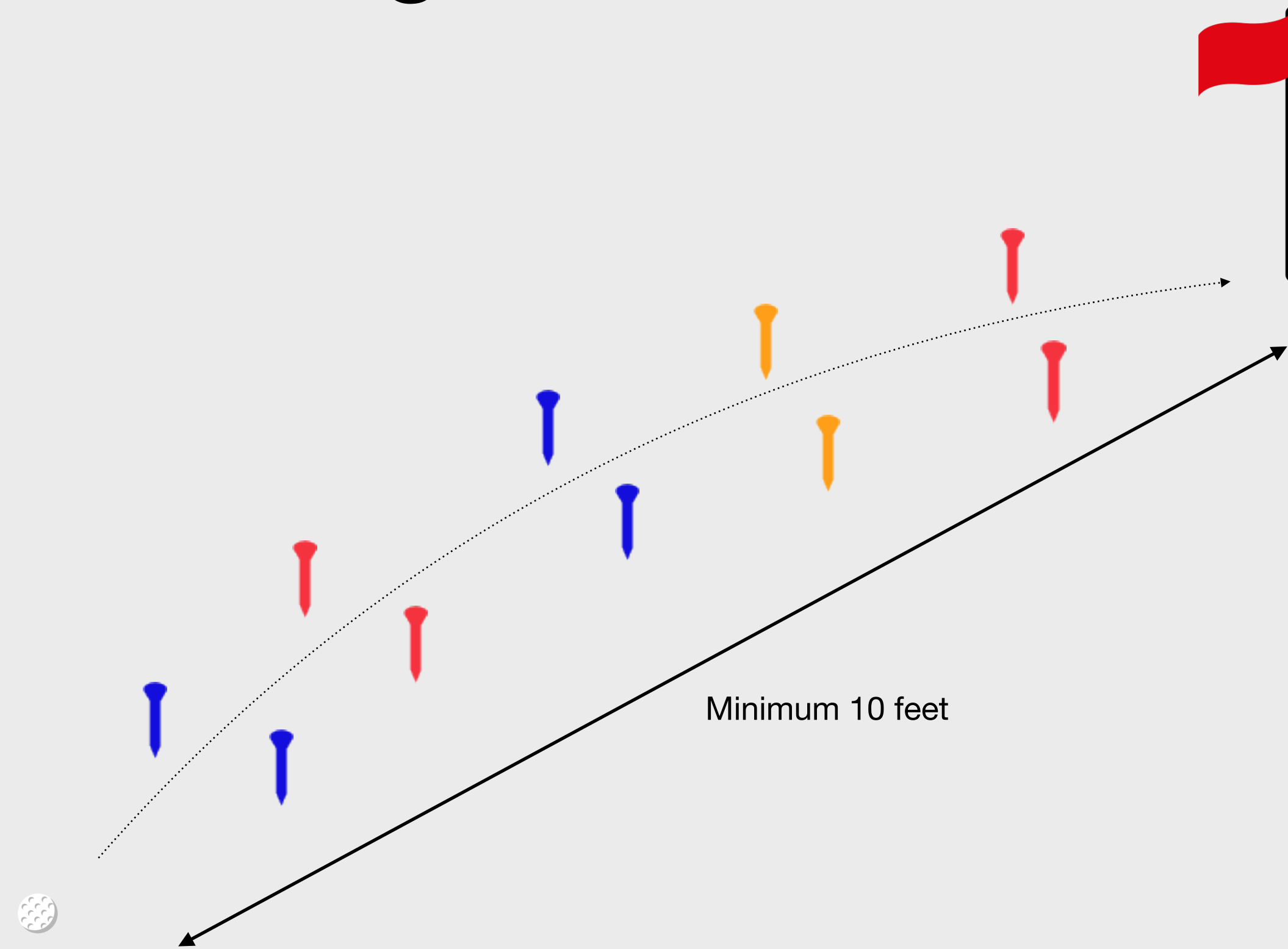
- Set this activity up on a sloped surface with 3 cones placed at 10, 20 and 30 feet from the hole
- Get the learner to place the corresponding tees level with the hole, and explain how even though the putt is the same direction there are differing amounts of break due to the length of the putt
- The learner should attempt the putts and based on the feedback of whether the ball missed high or low they should adjust their aim (and the tee position) accordingly
- Be sure to help the learner understands that speed of putt will have an effect on how soon the putt breaks, and therefore this should be taken into account when choosing where to aim
- Encourage the learners to work in pairs here to ensure correct aim at the start and to notice if a putt was just misaligned or mis-hit

## Technical Link

- This activity will help the learner to understand how to aim effectively on a sloped surface, especially with respect to longer putts



# Gate Challenge



## Equipment Needed

- 10 Tee Pegs
- Putter
- Golf Ball

## How to Practice

- Set up the tee pegs on a slope as gates for the learners to try and hit the putt through at the appropriate pace for the ball to miss the tees
- As the learner improves, narrow the size of the gates, or increase the number of gates/distance of the putt

## Technical Link

- This activity will help the learner to understand the break of a putt over the length of the putt as a whole
- It will help them to understand how length of putt affects the break and how to aim appropriately



# Guess the Break

## Equipment Needed

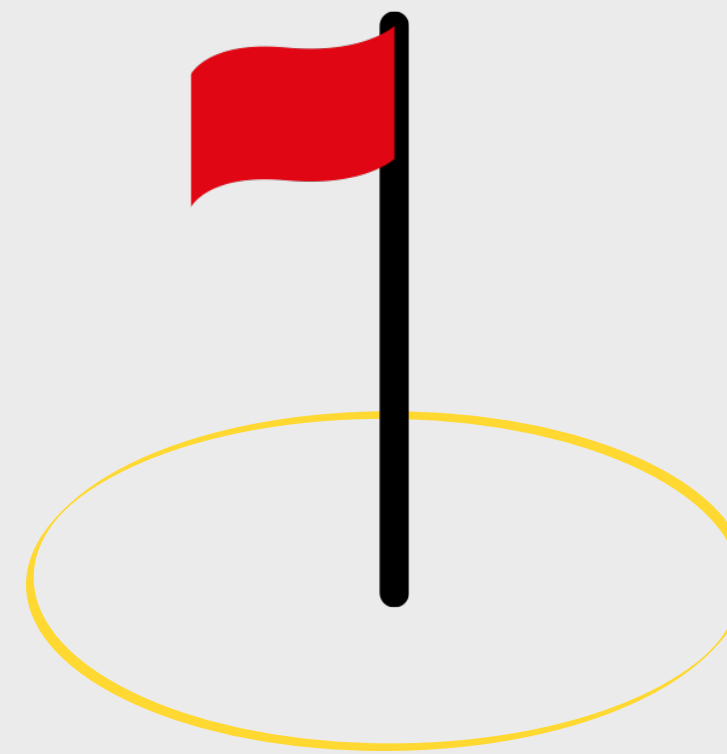
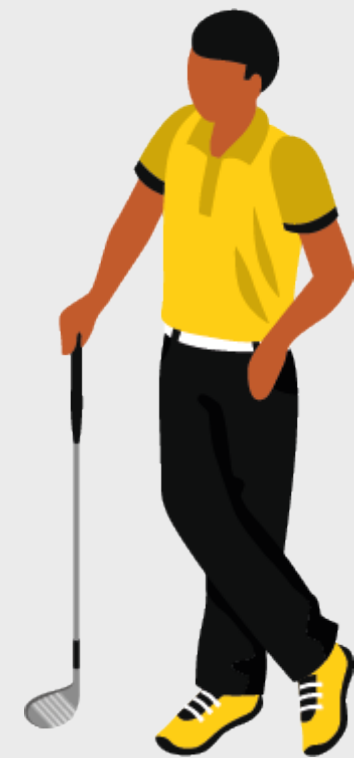
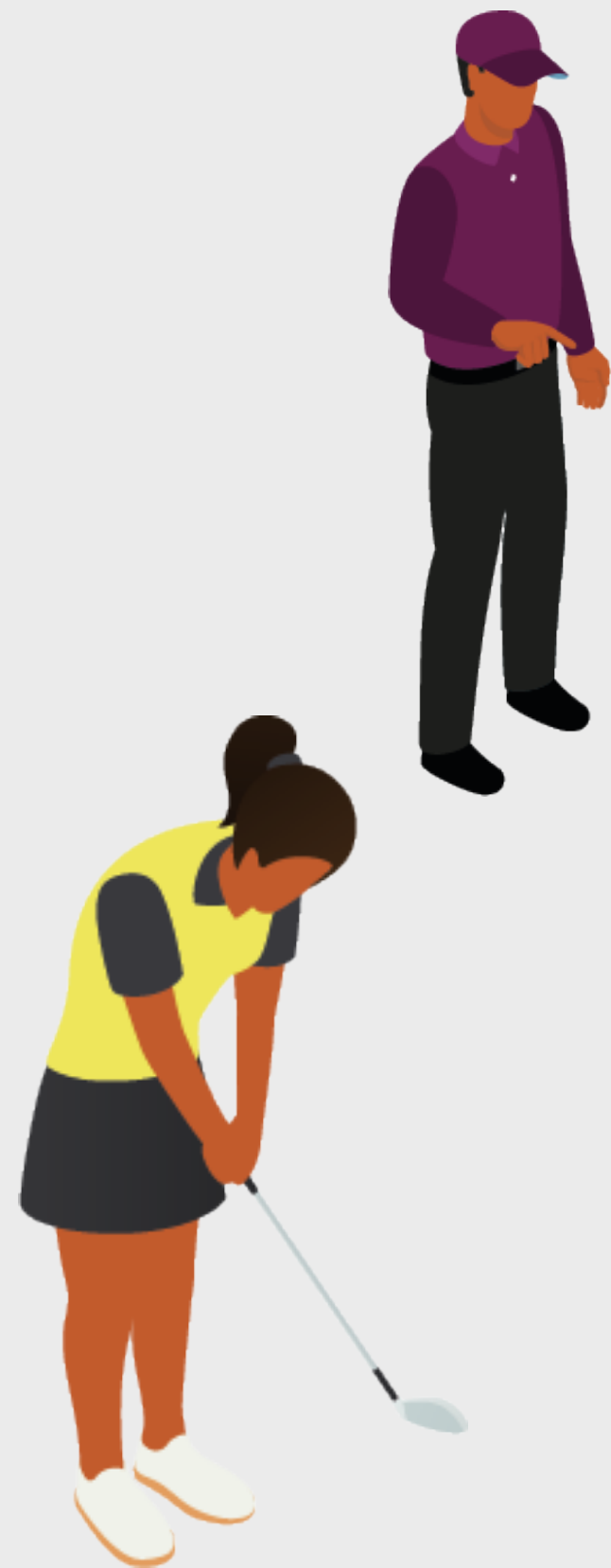
- A coin or ball marker

## How to Play

- A learner predicts the half-way point of the putt
- The purpose is to note how the slope changes around the hole and therefore the learner needs to adapt where they are aiming
- We suggest framing this as an opportunity to learn the slope on a green, although it can be played competitively, seeing how many putts each learner can hole
- This game can be played individually, in pairs or small groups

## Progression Ideas

- Play on a more severely sloped surface
- Introduce a competitive element
- Increase or decrease the length of the putts



# 10, 20 and 30 Feet

## Equipment Needed

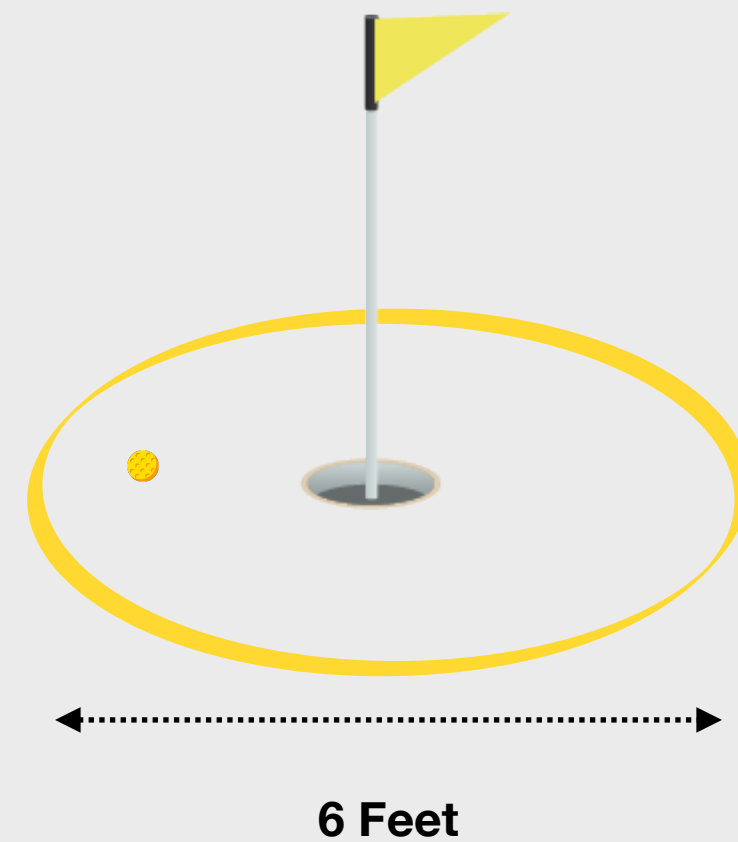
- Putter
- Cones
- 6 feet diameter hoop
- Golf ball

## How to Practice

- Learners should attempt to putt the ball into the 6 feet circle from each distance
- Allow learners to practice from each distance whilst providing technical guidance to improve their distance control
- Once the learner has gained some confidence, allow them to play a competitive game in order to challenge their skills
- The challenge is to putt a ball from 10, 20 and 30 feet into the 6 foot circle, without missing

## Technical Link

- This activity will help the learner to improve their long putting skills and appreciate the challenge of having to do this under pressure



# Swing Length Ladder

## Equipment Needed

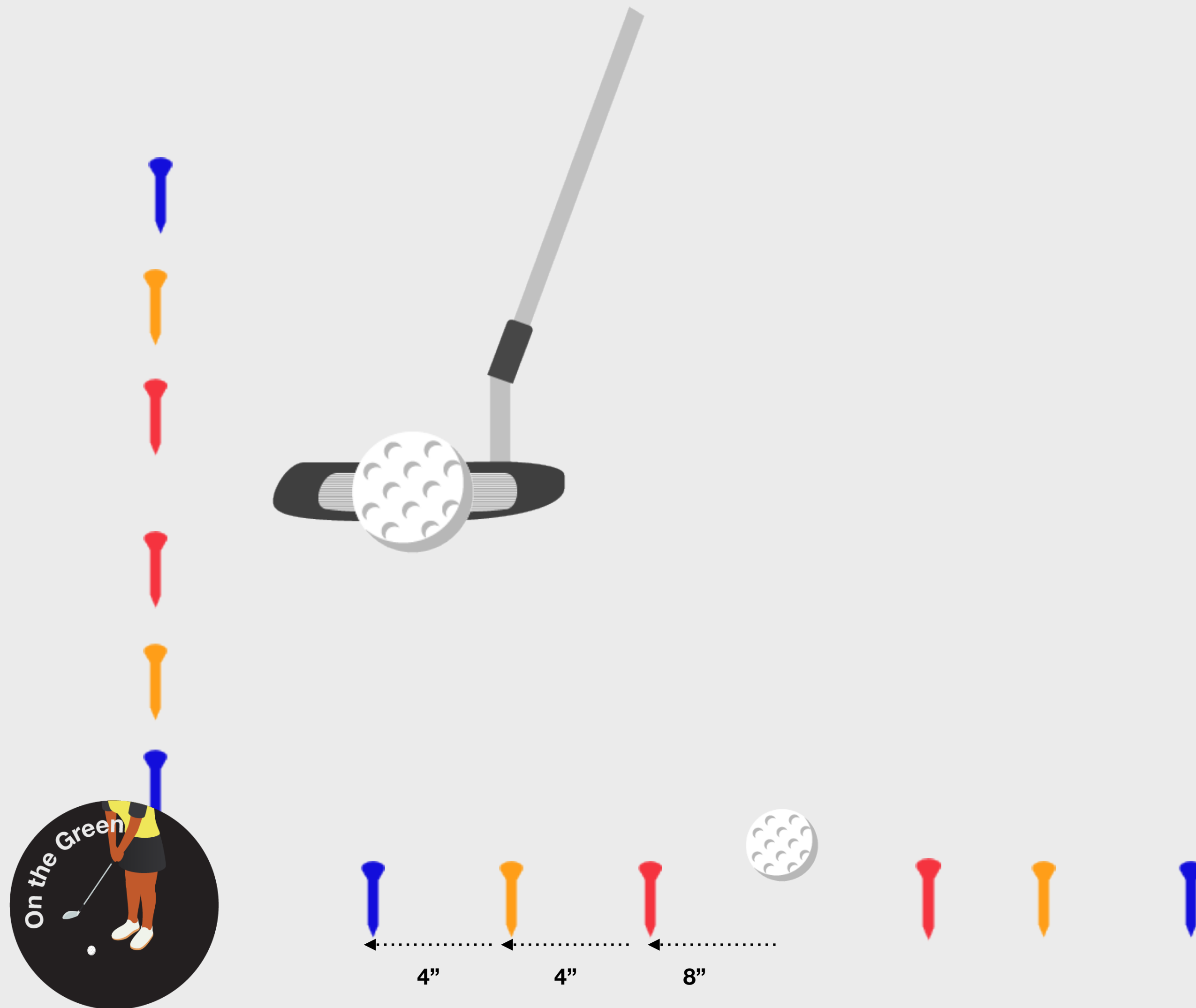
- 6 Tee Pegs
- Putting
- Golf Ball

## How to Practice

- Get the learner to practice swinging the putter from and to the first tee pegs either side of the ball (red)
- As they practice, get them to count 1, 2. They should time the end of the backstroke with the the one count and the end of the through stroke with the two count
- Get them to hit a few putts and see how far the ball travels
- Next, get the learner to swinging the putter from and to the second tee pegs either side of the ball (red). Again they should reproduce the count of 1, 2.
- Get them to hit a few putts and see how the ball travels further
- Finally, replicate for the final set of tee pegs.

## Technical Link

- This activity will help the learner to understand the concept of Swing Length, Rhythm and Tempo
- It will help the learner to understand that as swing length changes, the distance the ball travels changes
- It will help them to understand how length of swing transfers to



# Waterfall Challenge

## Equipment Needed

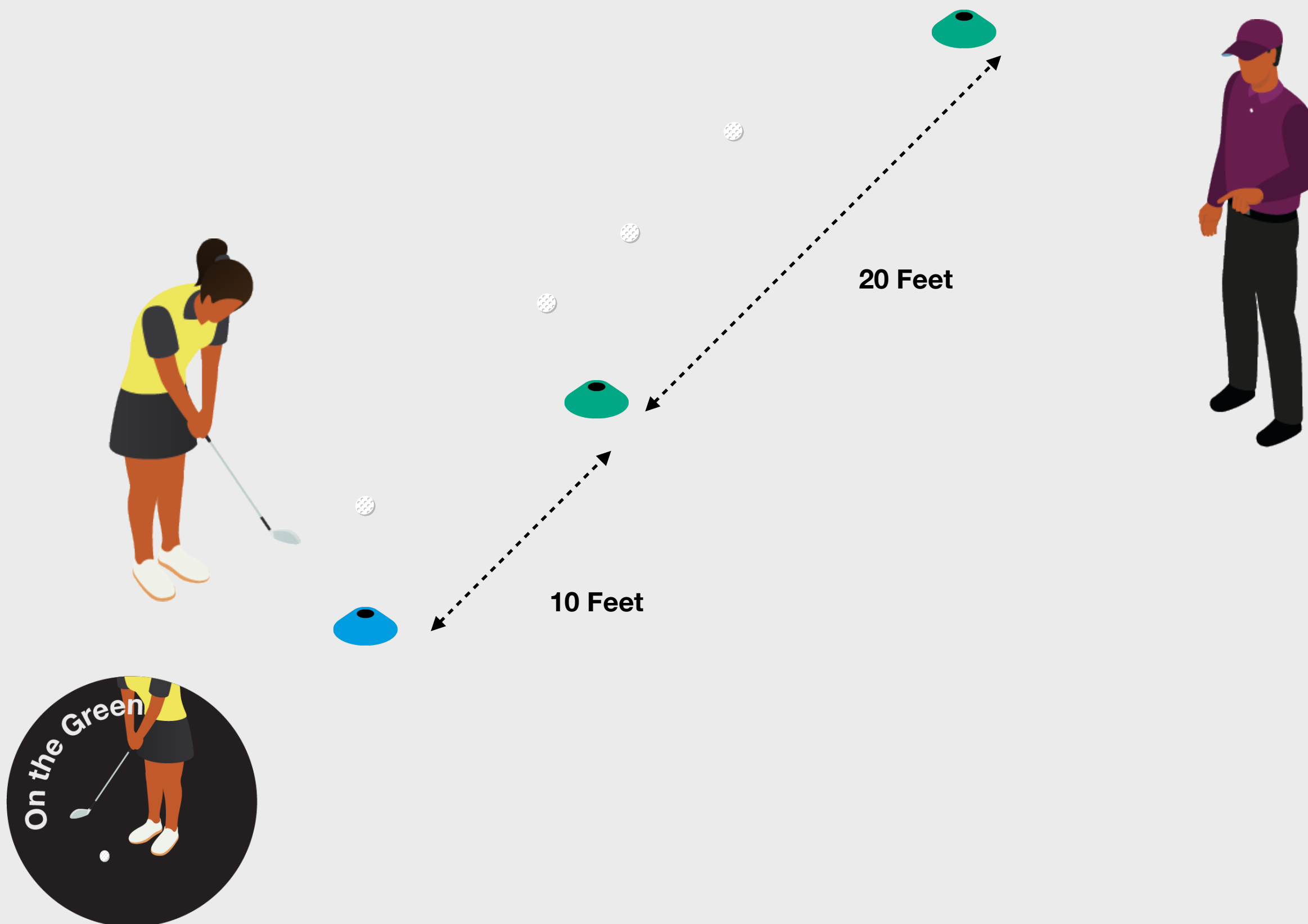
- Cones
- Putter
- Golf balls

## How to Practice

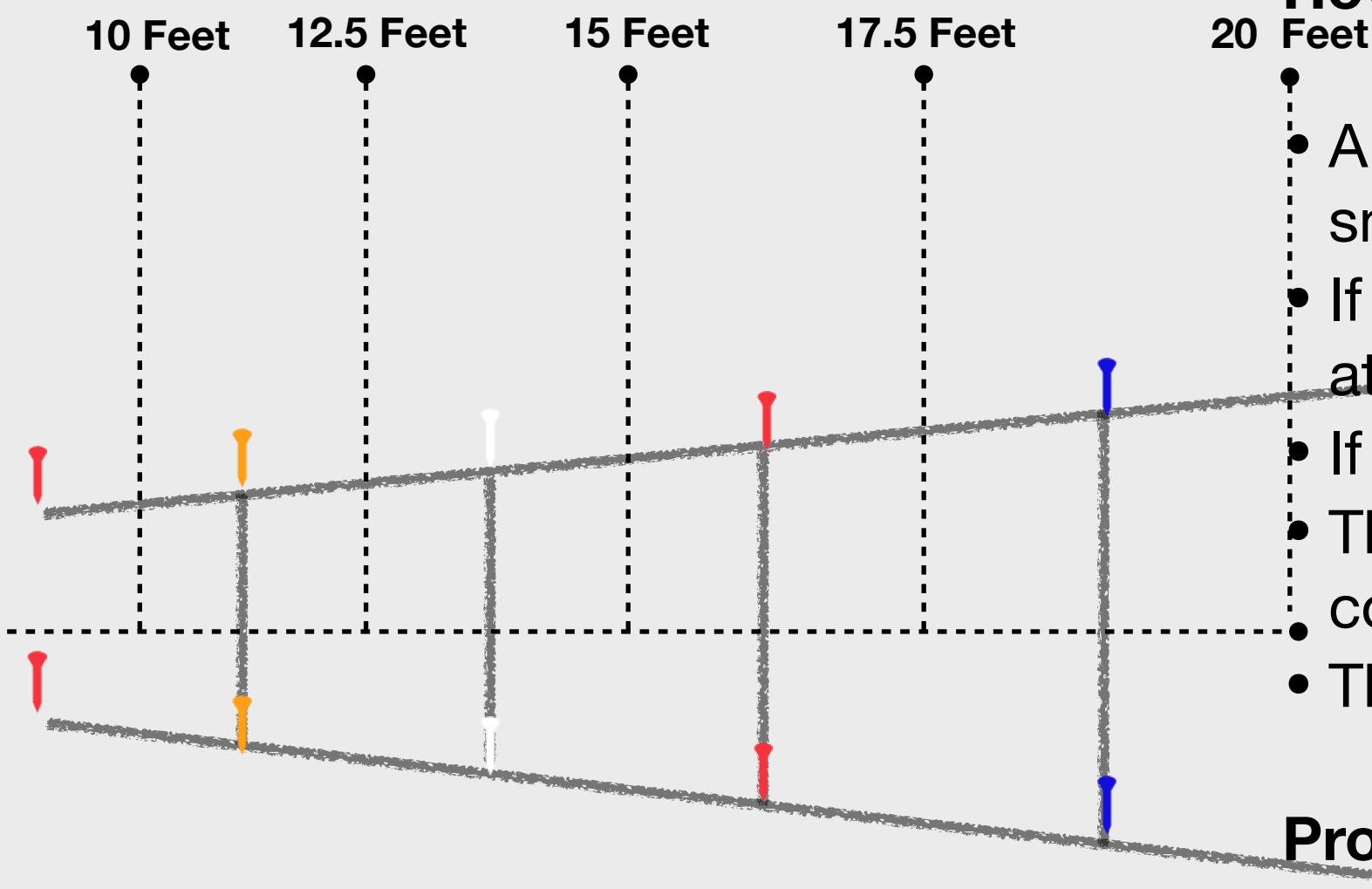
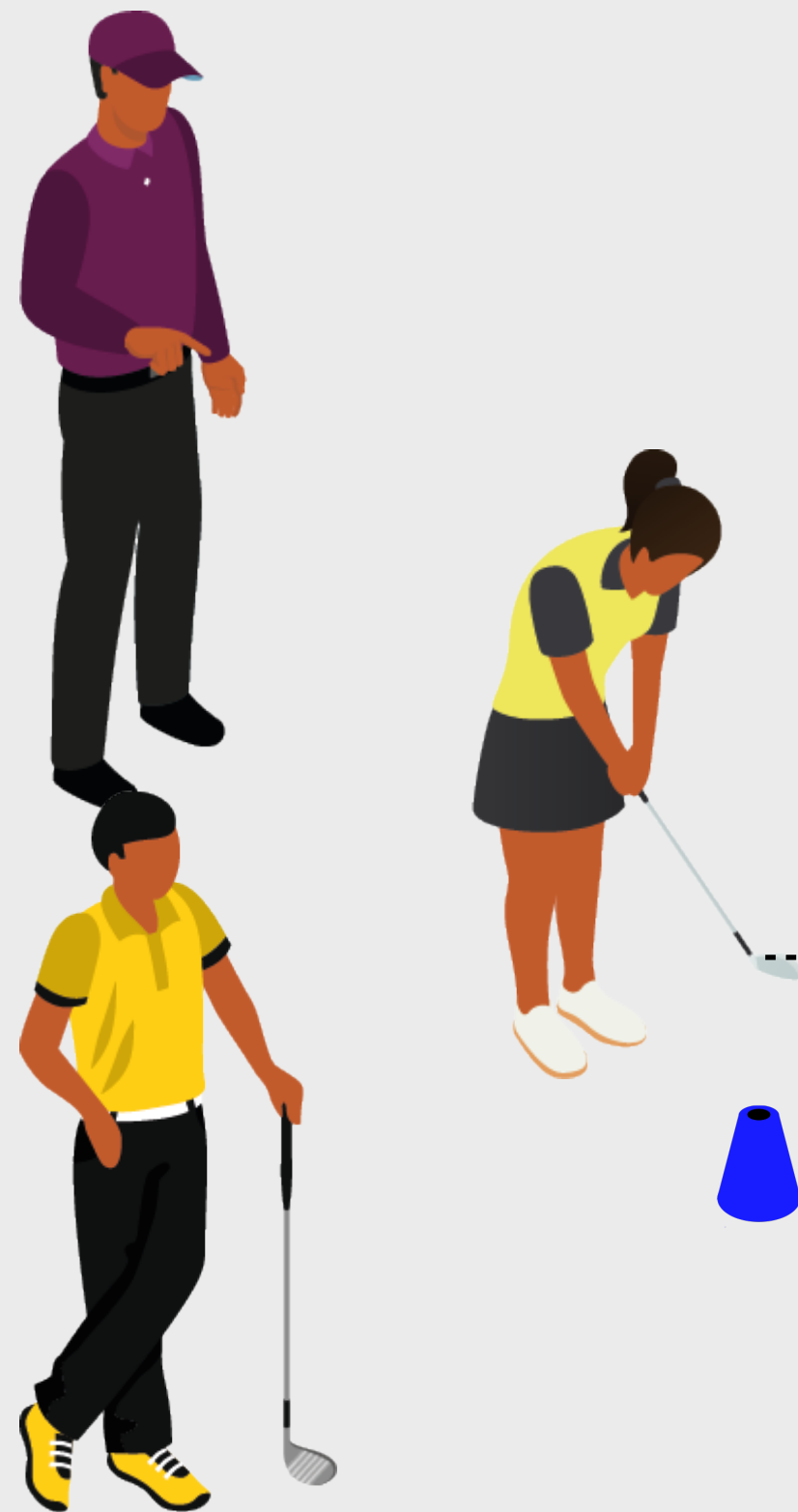
- Set this activity up with the cones 10 feet and 30 feet away
- The aim of the game is to get as many balls between the cones as possible
- The learner always starts from the blue cone and should attempt to putt their first ball just past the first cone, 10 feet away
- If successful the learner then attempts to putt their second ball just past their first ball but not too far as this would reduce the space they have to aim for their next ball
- The learner continues until either they fail to get their ball past their previous attempt, or they putt it past the furthest cone

## Technical Link

- This activity will help the learner to improve their distance control, as it requires a small, incremental difference in each putt



# Long Putts Ladder



## Equipment Needed

- String for the target boxes
- 12 tee pegs cones to mark the edge of the boxes
- A single cone to represent the starting position

## How to Play

- A learner starts by attempting to putt their ball into the first and smallest box on the ladder
- If they are successful, they return to the starting position and attempt their next go to the second box
- If unsuccessful they repeat their attempt to the first box
- The learners attempt to complete all steps on the ladder to complete the game
- This game can be played individually, in pairs or groups

## Progression Ideas

- Vary the size of the boxes
- Vary the distance between the starting point around and the boxes
- Increase the number of shots that must go into the boxes before the box is completed
- Attempt the boxes in reverse
- Add a consequence to the game by limiting the number of attempts before moving back a box.



# Cliffhanger

## Equipment Needed

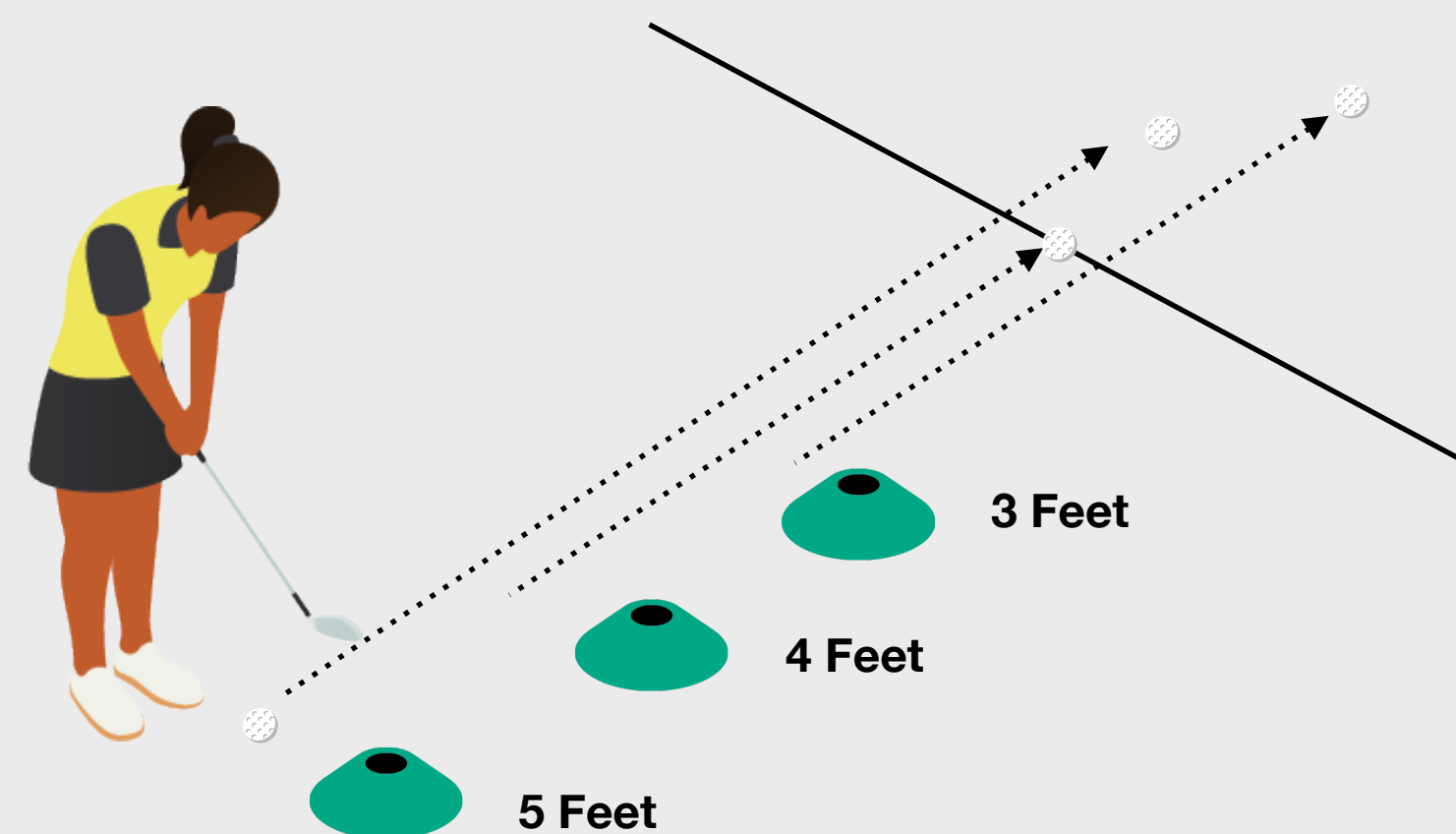
- Putter
- Cones
- Target line (string, alignment stick)
- Golf balls

## How to Practice

- Learners should part from the three different start points
- Randomise the cone that the learner starts from
- The learner is trying to pop the ball as close to the line as they can without going over it
- They can play against other learners and the ball that is closest to the line without going over it is the winner. Award minus points for parts that go over the line

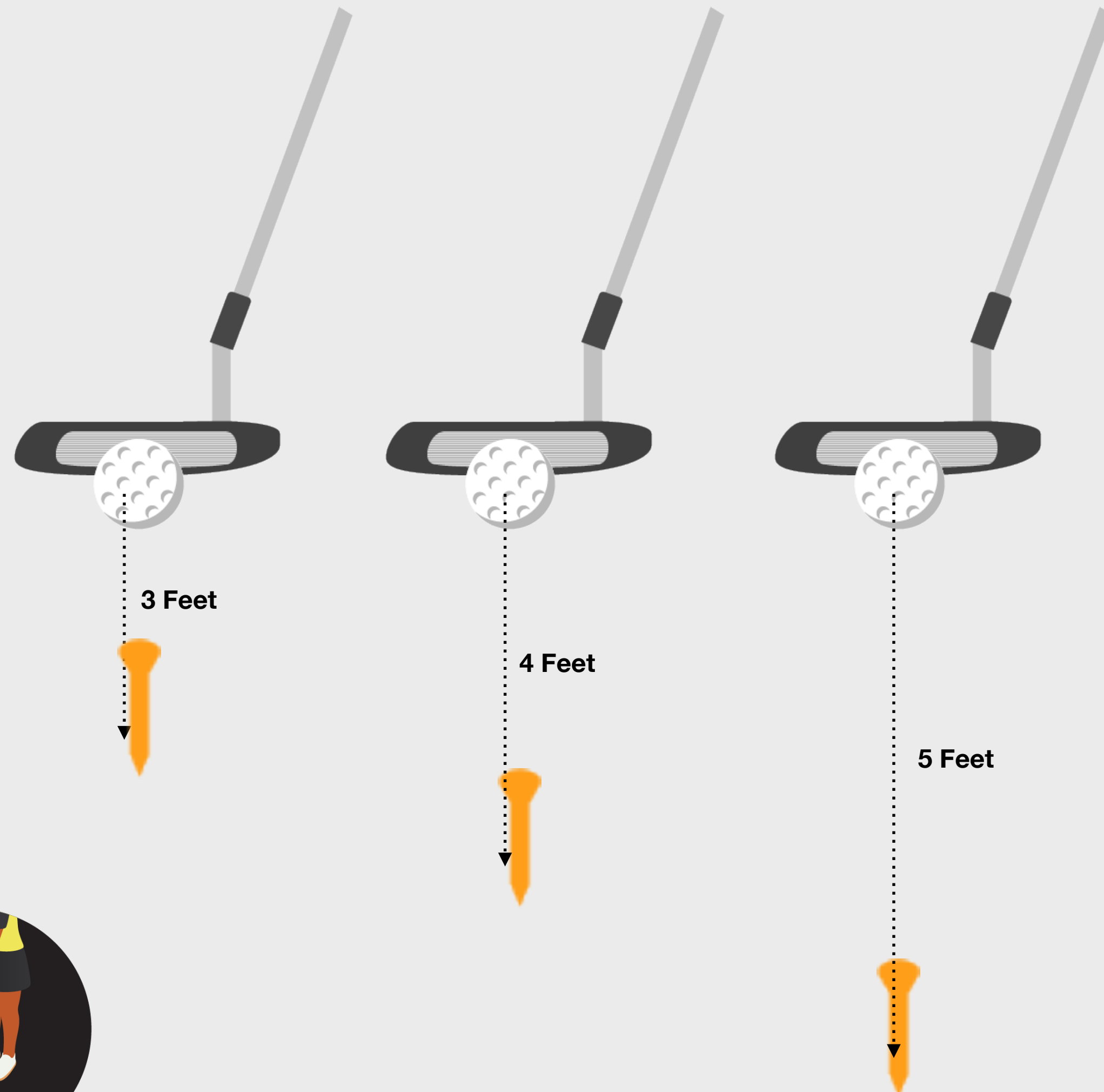
## Technical Link

- This activity will help the learner to improve their distance control on short putting
- Explain to the learner that the weight of a short putt is very important and that having the correct weight of putt makes the hole bigger





# Putt of tee?



## Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

## How to Practice

- Get the learner to putt from 3, 4 and 5 feet
- Place of golf tee at 3, 4 and 5 feet from the learner
- Allow the learner to put at the three different length practice drills.
- The idea is that the learner tries to hit the golf tee instead of the hole

## Technical Link

- Because the golf tee is much smaller it focuses their attention on the very centre of the golf hole when they move back to putting to a hole
- Reinforce the following technical elements;
  - Face angle impact
  - Centered strike on the putter face
  - Rhythm and tempo of the putting stroke

# How many in a row?

## Equipment Needed

- Cones
- Putter
- Golf balls
- Golf hole

## How to Practice

- Set this activity up with a cone 3 feet away from a hole
- Give the learner five balls
- See how many parts in a row the learner can hole from 3 feet
- If they miss they have to start back at zero
- Set the learner a concentration drill and see how many they can get in a row

## Technical Link

- This activity will help the learner to improve their consistency and concentration on short putts
- Repetition of technique and concentration is the technical skill for this activity

