

On the Green - Step 2

Short Putts and Slopes



GAMEON

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Class Timetable

Class Timetable

Session Length: 60mins

Mastering the Game Focus:
Swing
Introduction to Swing

Online Whole Golfer Resource:
Fit for Golf

Learning the Game Focus:
Aim of the Game
Equipment Requirements

Time	Activity	Class Content	Games / Drills / Resources
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations Be ready to welcome participants 5 minutes before the session starts 	
5 mins	Introduction	<ul style="list-style-type: none"> Outline the objective of the class Get the group together to introduce the Learning the Game and Whole Golfer focus Introduce the Technical Guidance for the class Explain how to play the games Explain how to attempt the practice station activities 	<ul style="list-style-type: none"> The aim of the game Overview of equipment
40 Mins	Mastering the Game	<ul style="list-style-type: none"> Learners break out to play the games individually, in pairs or groups A chance to build relationships amongst the group and between the coach/students Opportunity for private coaching Opportunity for social interaction amongst the group 	<ul style="list-style-type: none"> Practice stations Game cards Secondary skill : on
10 mins	Challenges and Recap	<ul style="list-style-type: none"> Outline the relevant challenges students need to complete for this skill Recap Mastering the Game and Learning the Game Focus from the session 	<ul style="list-style-type: none"> Iron play chall
5 Mins	myGame Tracking	<ul style="list-style-type: none"> Add any lesson notes to the learner's Student Connect on GLF Locker Learners should mark their attendance at the Themed Class in the myJourney section of the myGame area. Direct the learners to the online resources for the Whole Golfer, Learning the Game and Mastering the Game focus in the myGame area of GLFLocker 	<ul style="list-style-type: none"> GLF Locker /Game App
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new learners Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help 	

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GAMEON
GOLF DEVELOPMENT

Class Timetable - Short Putts and Slopes

Session Length:
90mins

Group Size:
1:8

Mastering the Game Focus:
On the Green
Short Putts and Slopes

Whole Golfer Focus: Mind
Growth Mindset - You don't
Need to Know it all Once

Learning the Game Topic:
Preparing to Play

Learning the Game Focus
Warming Up to Play

Mastering the Game Challenge:
Scoring Challenge

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 of your preference and the challenges for the specific class. Be ready to welcome participants 5 minutes before the session starts 	<ul style="list-style-type: none"> Class Layout and Setup
10 mins	Introduction	<ul style="list-style-type: none"> Learners play the games individually, in pairs or in groups Opportunity to provide private coaching to learners Learners may attempt the Mastering the Game challenges independently or socially 	<ul style="list-style-type: none"> Warming Up to Play Growth Mindset - You don't need to know it all once
30 mins	Mastering the Game Independent and Social Practice Mastering the Game Challenges	<ul style="list-style-type: none"> Learners play the games individually, in pairs or in groups Opportunity to provide private coaching to learners Learners may attempt the Mastering the Game challenges if applicable independently or socially 	<ul style="list-style-type: none"> Practice stations Game cards Secondary skill station Mastering the Game Challenges
5 Mins	Learning the Game and Whole Folder Focus	<ul style="list-style-type: none"> Get the group together to introduce the Learning the Game or Whole Golfer focus Opportunity to engage in group discussion and questions 	
30 Mins	Mastering the Game Independent and Social Practice Challenges and Recap	<ul style="list-style-type: none"> Learners play the games individually, in pairs or in groups Opportunity to provide private coaching to learners Learners may attempt the Mastering the Game challenges independently or socially 	<ul style="list-style-type: none"> Practice stations Game cards Secondary skill station Mastering the Game Challenges
10 Mins	<i>MyGame+</i> Tracking on GLF. Connect	<ul style="list-style-type: none"> Add any lesson media to the learner's Student Connect area Learners should be encouraged to mark their attendance at the Themed Class in the Journey to Club and Course Ready section of the <i>MyGame+</i> area Encourage the learners to mark the challenge as complete for the Step they have attempted if they are successful within the Mastering the Game program wheel on the <i>MyGame+</i> area 	<ul style="list-style-type: none"> <i>MyGame+</i> 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 	<ul style="list-style-type: none"> GLF. Connect App

Class Objectives



Technical Guidance

The technical guidance we are prescribing is to be delivered as you see fit, you should use your experience, preferences and be sure to link your technical advice to how this will help learners to improve the key skills of **Strike and Distance Control**. Some of technical content you may want to explore in this first session may include:

- **Basics of Setup for Short Putts** - Introduce some basic setup concepts which may include:
 - Explore alignment strategies such as using a line on the golf ball to point towards the learners intended start line. Begin by exploring this technique on straight putts and aligning to the centre of the hole
 - Explore the importance of face aim at address and using the alignment aids on the putter head
- **Explore the Concept of Face Control:**
 - Demonstrate the important of face control on short putts and how this will influence the starting direction of the golf ball
 - Discuss how face control has a more effective impact on the outcome of short putts in comparison to strike and control of the putter head direction
 - Depending on your preference you may want to explore some basic putter path concepts with learners on a case by case basis
- **Explore Basics of Slopes** - Review some of the basic concepts from the last lesson and specifically discuss:
 - How face Aim and the alignment strategies such as using the line on the golf ball will need to be adjusted when slopes are present on the green.
 - Explore how aim of the putt will vary depending on the length of the putt inside 10 feet
 - Explore moving around the hole over a range of slope directions and get the learners to explore face aim and face control



Keep your technical instruction to less than 5 minutes, in order to allow maximum time for play and practice and for you to reinforce the key skills with individual tuition. Exploring skills through discovery and games based learning.

Learning the Game

During your class we recommend that you explore the Learning the Game focus which links directly to the stage of the program the learners are attending. These are most important knowledge and skills for their development. It is up to you to deliver this content in the class in the most appropriate way to suit your needs and the needs to the learners. You can explore these concepts at the start, during and halfway through the class. You do not need to cover it all but this offer ideas for elements we recommend you explore:

- **Putting Warm Up**
 - Discuss with the learner how important it is to prioritise a putting warm up before play. Explore why this would be beneficial to the learner in regards to building awareness of the green
 - Explore how the green types and conditions will impact their experience on the course
 - Explore the appropriate amount of time that learners should spending warming up on the green before they play so they can play their time appropriately.
 - Explore the facilities that learners can use at the club to warm up before they play and how this may differ at different facilities
 - Explore some basic warm up games and activities that learners can use in their putting warm up



The Whole Golfer

During your class we recommend that you explore the Whole Golfer focus which links directly to the stage of the program the learners are attending. This will help to build their confidence to play the game. It is up to you to deliver this content in the class in the most appropriate way to suit your needs and the needs to the learners. You can explore these concepts at the start, during and halfway through the class. You do not need to cover it all but this offer ideas for elements we recommend you explore:

- **Growth Mindset - You don't need to know it all at once!**
 - Discuss with the learners how vital it is when learning the game of the golf that they are aware that improvement takes time
 - Discuss with the learners that what they will see on TV will give a distorted reality of what learning the game is about
 - Discuss how the experience on the course can be adapted to the needs of each learner through adapted rules and making the golf course shorter

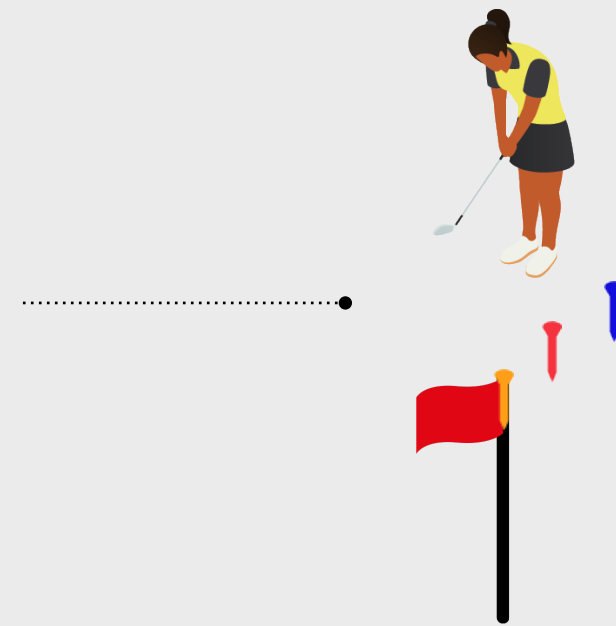


Class Layout and Setup

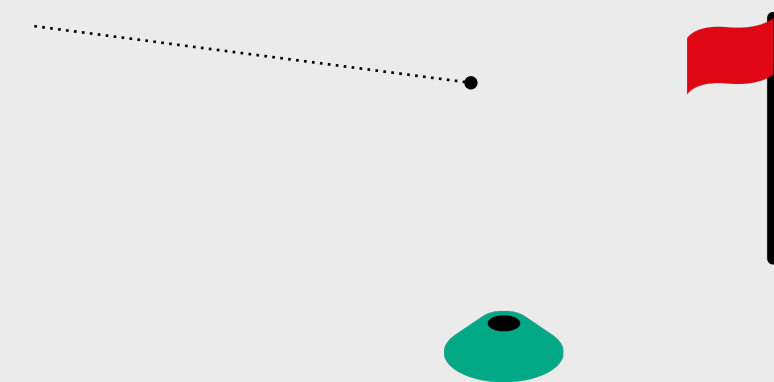
Station 1:
Practice Station
Cliffhanger



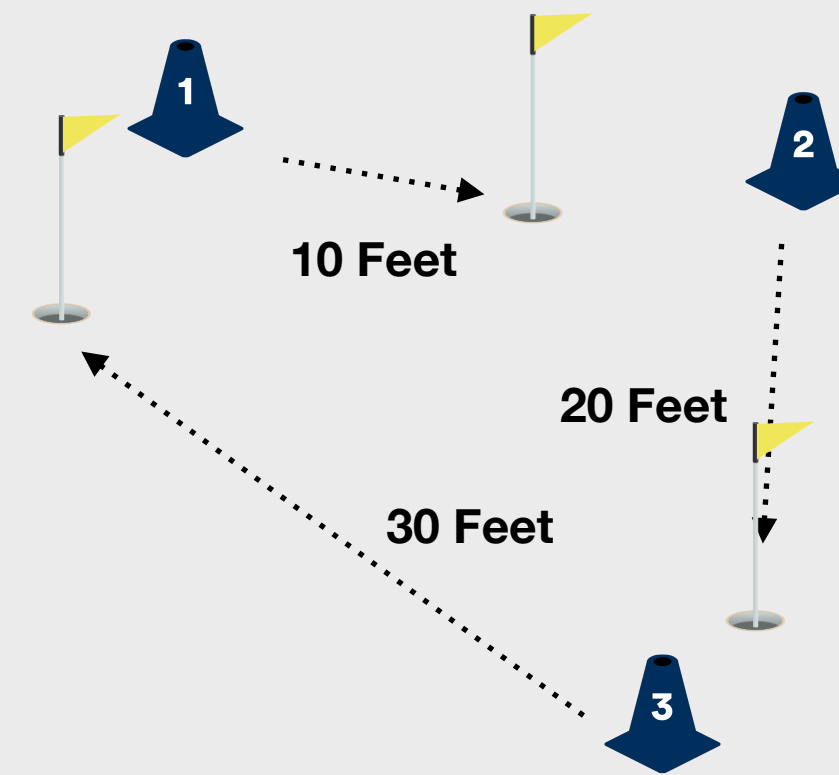
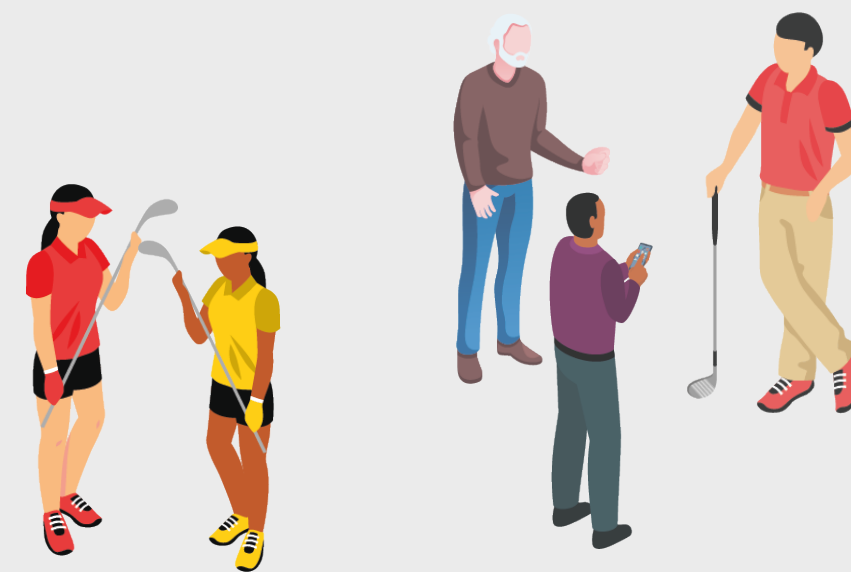
Station 2:
Practice Station
Putt to a Tee



Station 3:
Practice Station
How Many in a Row



Station 4:
Game Station
Pick a Point



Group Discussion
Start, during and at the end of the class

Station 6:
Secondary Skill
Chipping



Station 5:
Challenge Station
Scoring



Practice Stations and Game Cards



Themed Class Plans
Control Distance

About
The Practice Station Activity has been built to provide an engaging practice element to your class around the themed class focus.

Equipment Needs

- 12 cones
- Golf balls

How to Practice

- Set this activity up in 3 different sized boxes (10, 20, 30 yards) from the learner.
- The learner should practice chipping the ball at these distances using the same club, by varying the speed of the swing.
- Encourage them to start by controlling the length of the stroke, similarly to how they learnt to control the ball further; and then gradually increase the length of the stroke and speed of the stroke to ball further.
- This practice is learnt using the same club as a lower lofted club. e.g. a 7 iron would be best to use.

Technical Learning Objectives

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

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GOLF DEVELOPMENT

Cliffhanger

Equipment Needed

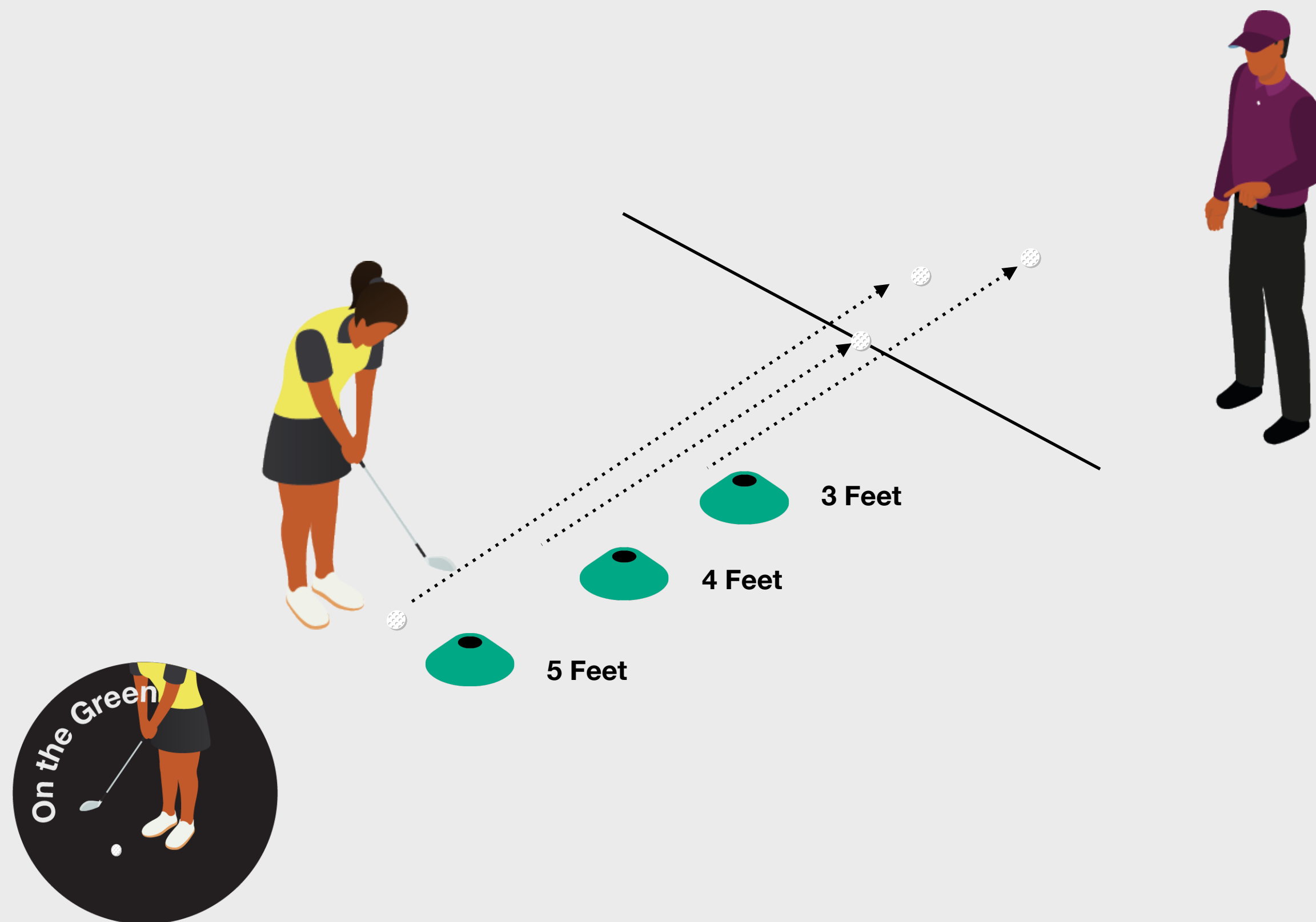
- Putter
- Cones
- Target line (string, alignment stick)
- Golf balls

How to Practice

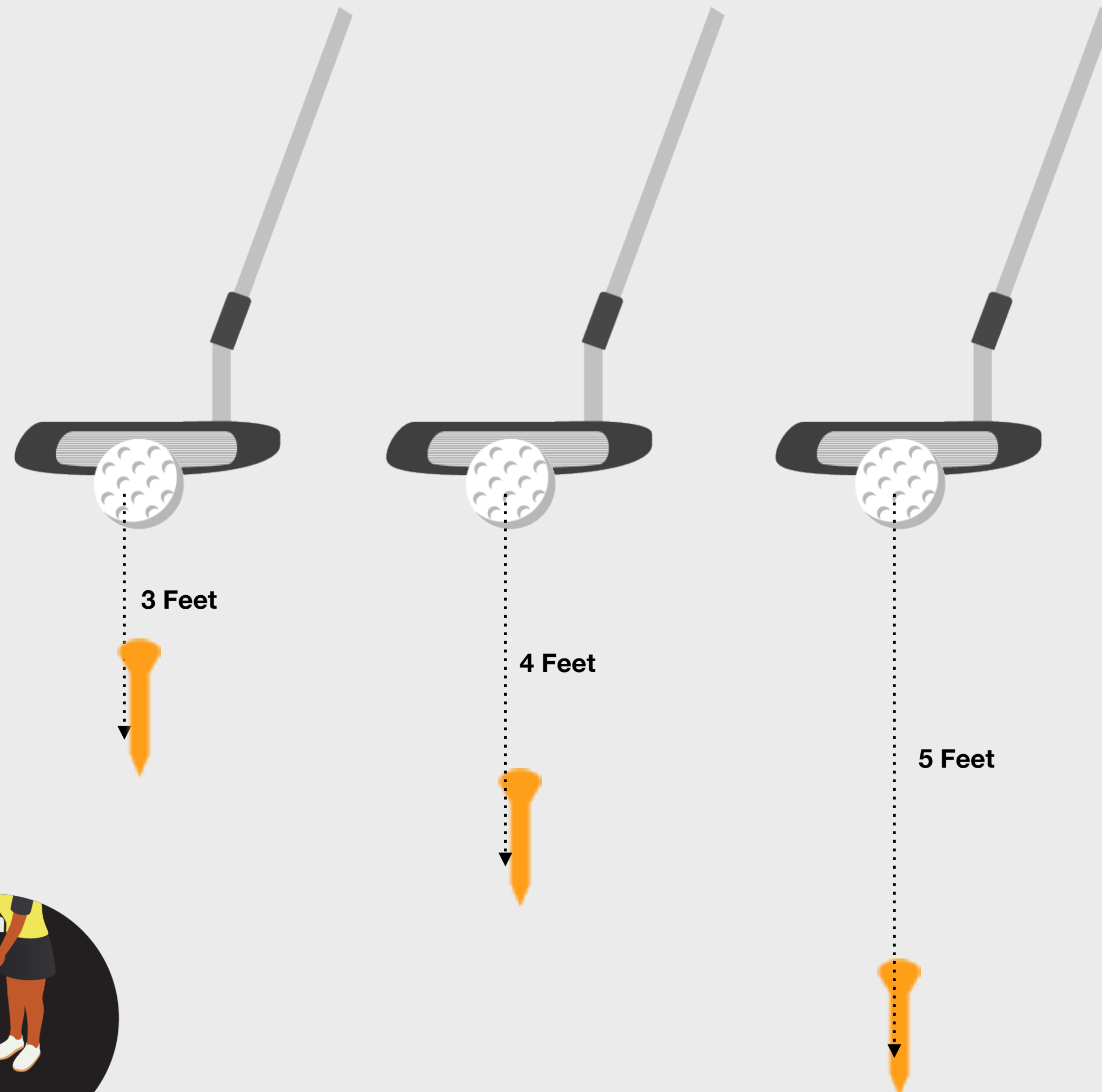
- Learners should part from the three different start points
- Randomise the cone that the learner starts from
- The learner is trying to pop the ball as close to the line as they can without going over it
- They can play against other learners and the ball that is closest to the line without going over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

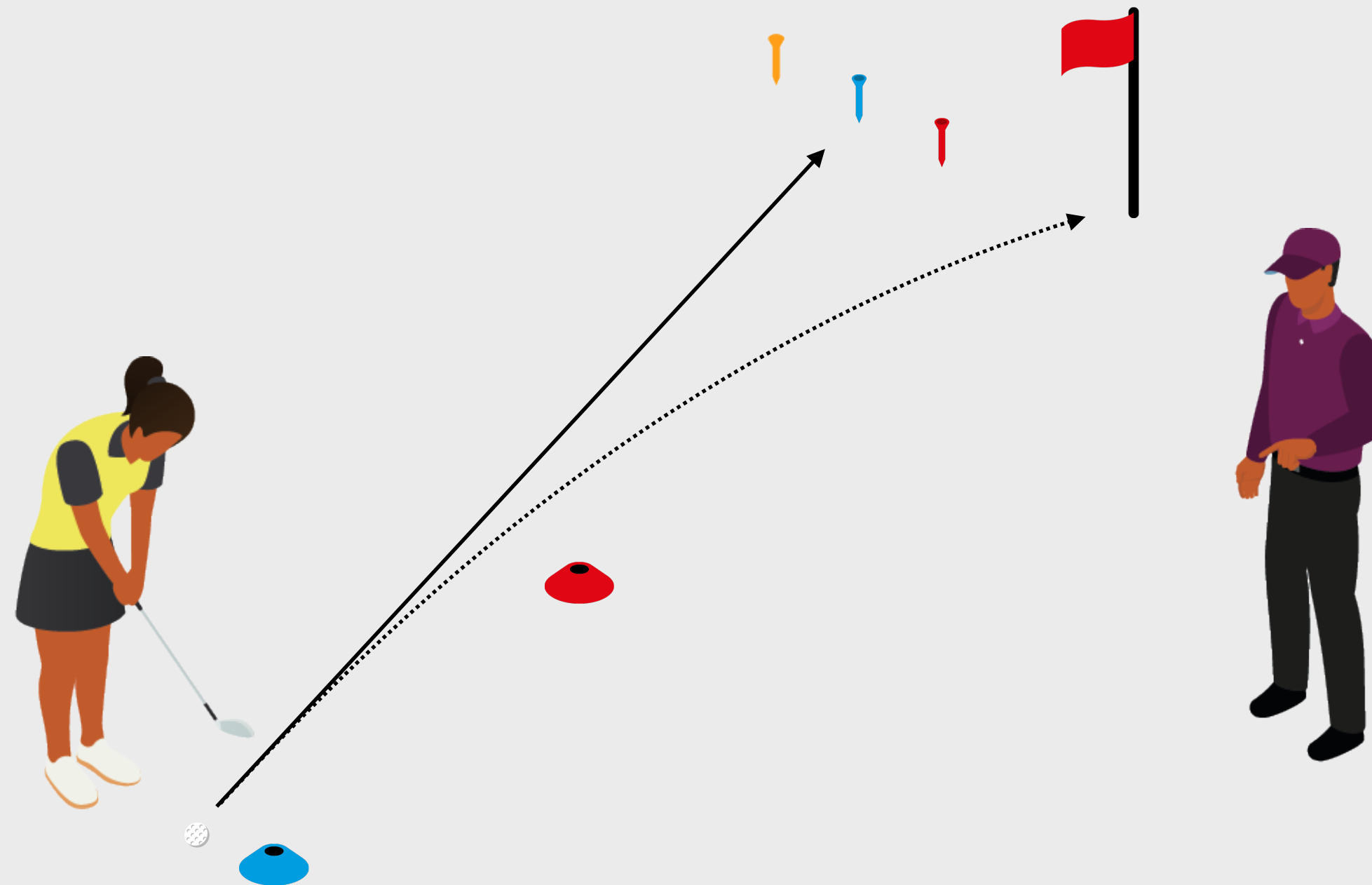
- Set this activity up with a cone 3 feet away from a hole
- Give the learner five balls
- See how many parts in a row the learner can hole from 3 feet
- If they miss they have to start back at zero
- Set the learner a concentration drill and see how many they can get in a row

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
-



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 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 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

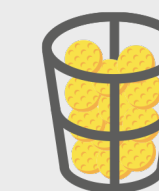
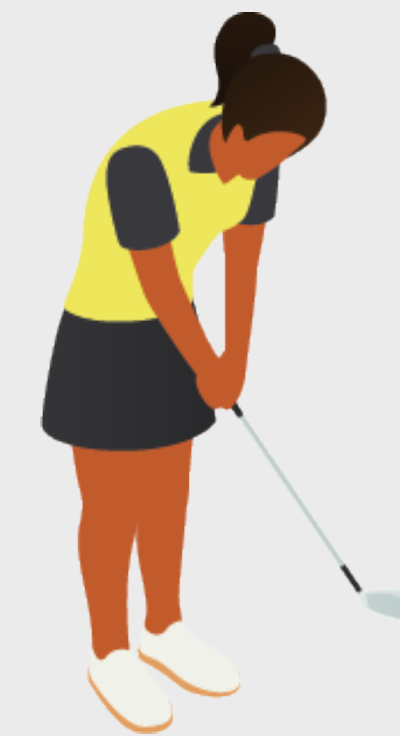
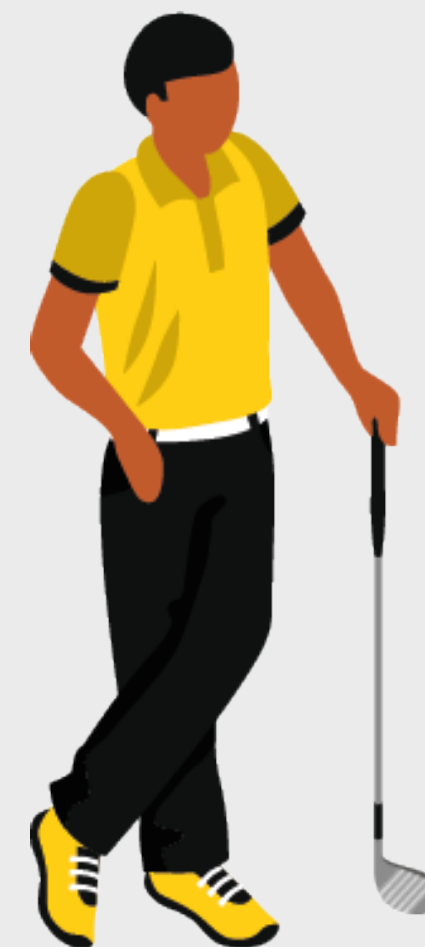
Secondary Skill



Secondary Skill

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

This week's secondary skill is **Chipping**, providing learners an opportunity to practice what was learnt in the around the green class.



High or low?



Equipment Needed

- Cones for safety
- 8 Irons and Sand Wedge
- Golf balls

How to Practice

- Position the learner on the edge of the chipping green.
- Pick a shot 5 ft from the edge of the green with lots of green to work with.
- Demonstrate to the learner two different ways to play the shot.
- Shot one will be with a SW with a longer swing with the ball spending 80% of its time in the air 20% of its time rolling.
- Shot two will be played with an 8 iron with a shorter swing with the ball spending 20% of its time in the air 80% of its time rolling.

Technical Link

- Outline to the learners the benefits of both shots and specifically where each shot should be used.
- Explain to the learner the potential risks and percentage likelihood of success with each shot

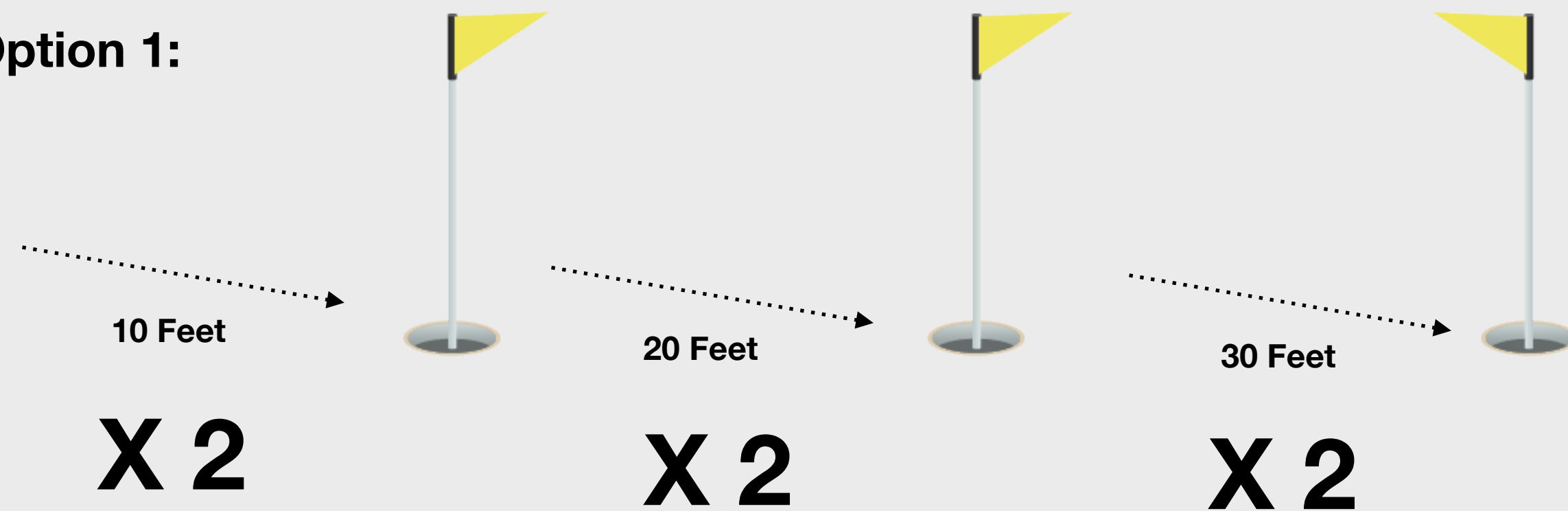
Mastering the Game Challenges



Scoring Challenge

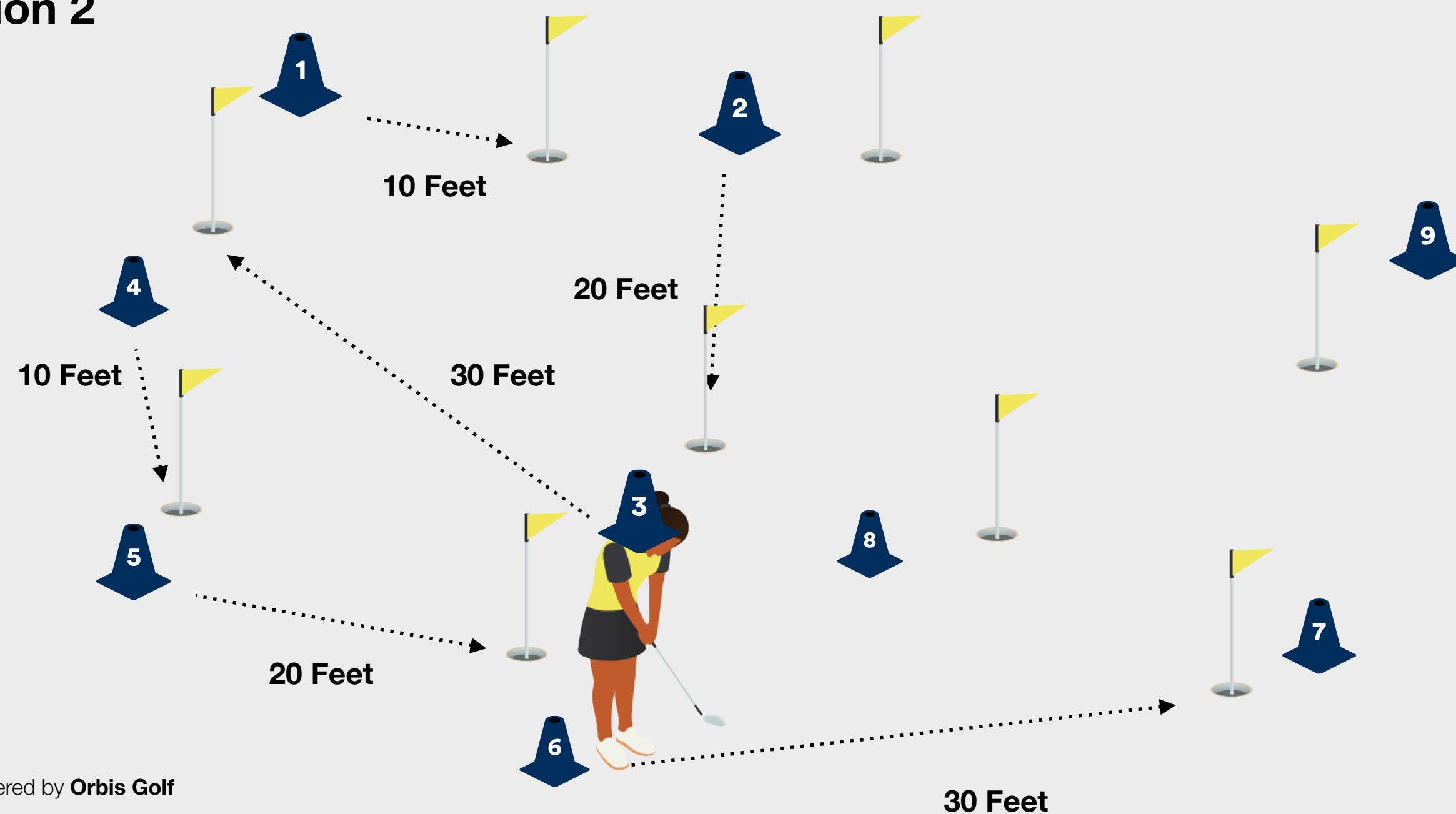


Option 1:



21 putts
or fewer

Option 2



The Challenge

To complete the Step 2 Challenge the learner needs score 21 putts or less over 6 holes. 2 putts should be attempted from a starting position 10 feet, 2 putts from 20 feet and 2 putts from 30 feet from the hole.

What should the Learner do next?

After attempting the challenge, the learner should:

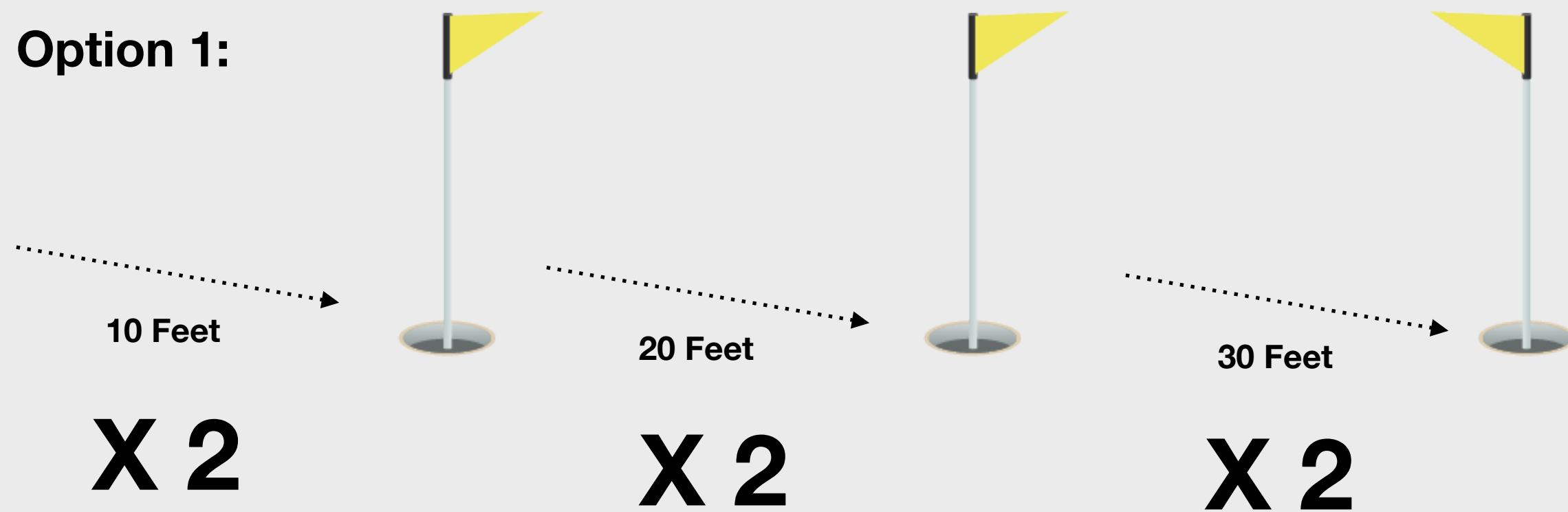
- Log in to the GLF. Connect App
- If they complete the challenge, mark it as complete in the Challenge Section



Scoring Challenge

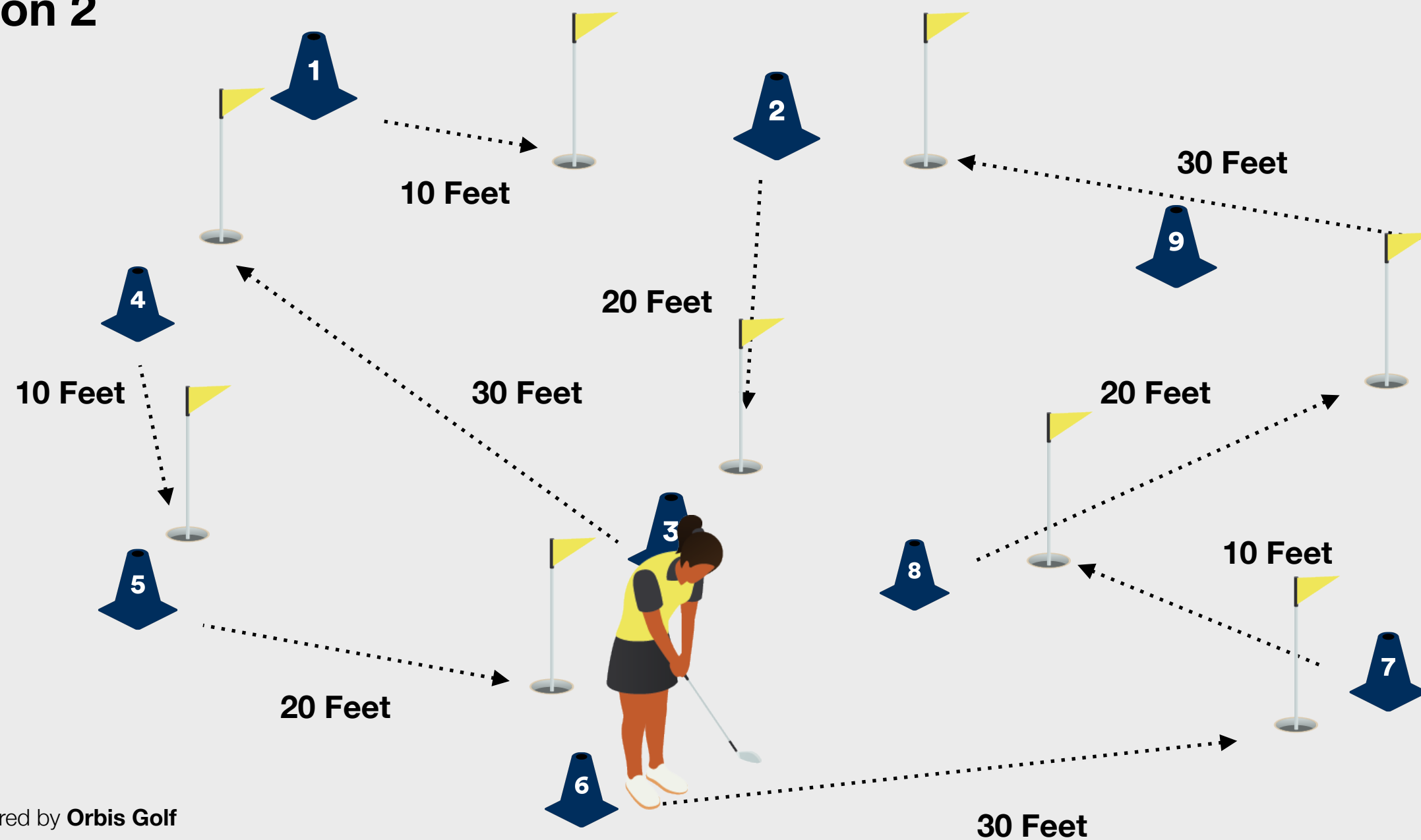


Option 1:



21 putts or fewer

Option 2



The Challenge

To complete the Step 3 Challenge the learner needs score 21 putts or less over 9 holes. 3 putts should be attempted from a starting position 10 feet, 3 putts from 20 feet and 3 putts from 30 feet from the hole.

What should the Learner do next?

After attempting the challenge, the learner should:

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

