

Pathway and Curriculum



GAMEON

Contents

3 **Learning Outcomes and Program Opportunities**

10 **Themed Class Blocks**

20 **Graduation Events**

26 **Practice Clubs**

32 **Course Play Event**

38 **Mastering the Game Skills Challenges**

50 **Journey to Club and Course Ready**

61 **Next Steps**



Learning Outcomes and Program Opportunities



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Program Opportunities

The learner program is delivered under a block based model over 3 steps and the price of each step will vary depending on the internal classification of each venue. 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 recommended to be a weekly practice club delivered across 4 themes on a rotation.
- It is 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 an On Course Graduation Event which includes a Texas Scramble over 9 Holes from specific adapted teeing positions.



Monthly Course Play Event

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

Learning Outcomes

The learning outcomes have been identified to help shape the opportunities the participants will receive on the program. These will allow the learner to build the specific skills, knowledge and experience that are essential to become **Club Ready and Course Ready**. These learning outcomes are built into the Themed Classes and Practice Clubs, which will be developed during the Course Play Events and also be provided as Online Resources within the MyGame+ area of GLF Connect.

They also link directly to the skill based challenges and the assessment criteria within the 3-Step Progression Pathway. The three learning outcomes are:



Mastering the Game

These are the skills required for participants to develop the technical and tactical skills in order to play the course to the level of competency required in order to become an active golfer and club member. The four skills are:

- Swing
- On the Green
- Around the Green
- On the Course



Learning the Game

These are the experiences and knowledge required in order for participants to play the course with confidence and competency with others. They are also the skills required in order for participants to become an active member of the club.

- Orientation
- Rules and Etiquette
- Playing and Scoring
- Preparing to Play



The Whole Golfer

This learning outcomes explores skills that will strengthen the development of participants to become active golfers, with the competence to play the course, become active club members and build golf into a healthy and active lifestyle.

- Mind
- Body
- Social

Mastering the Game

This learning outcomes explores the skills required for participants to develop the technical and tactical skills in order to play the course to the level of competency required in order to become an active golfer and club member. It is a combination of these skills that will allow the learner to play with Competence and Play within sufficient speed of play.

The four areas and sub-skills explored within the program are:



Learning the Game

The areas explored within Learning the Game are required in order for participants to develop the skills, knowledge and experience to play safely with others and within the rules and standards of the game.

The four skills are:

1. Rules and Etiquette

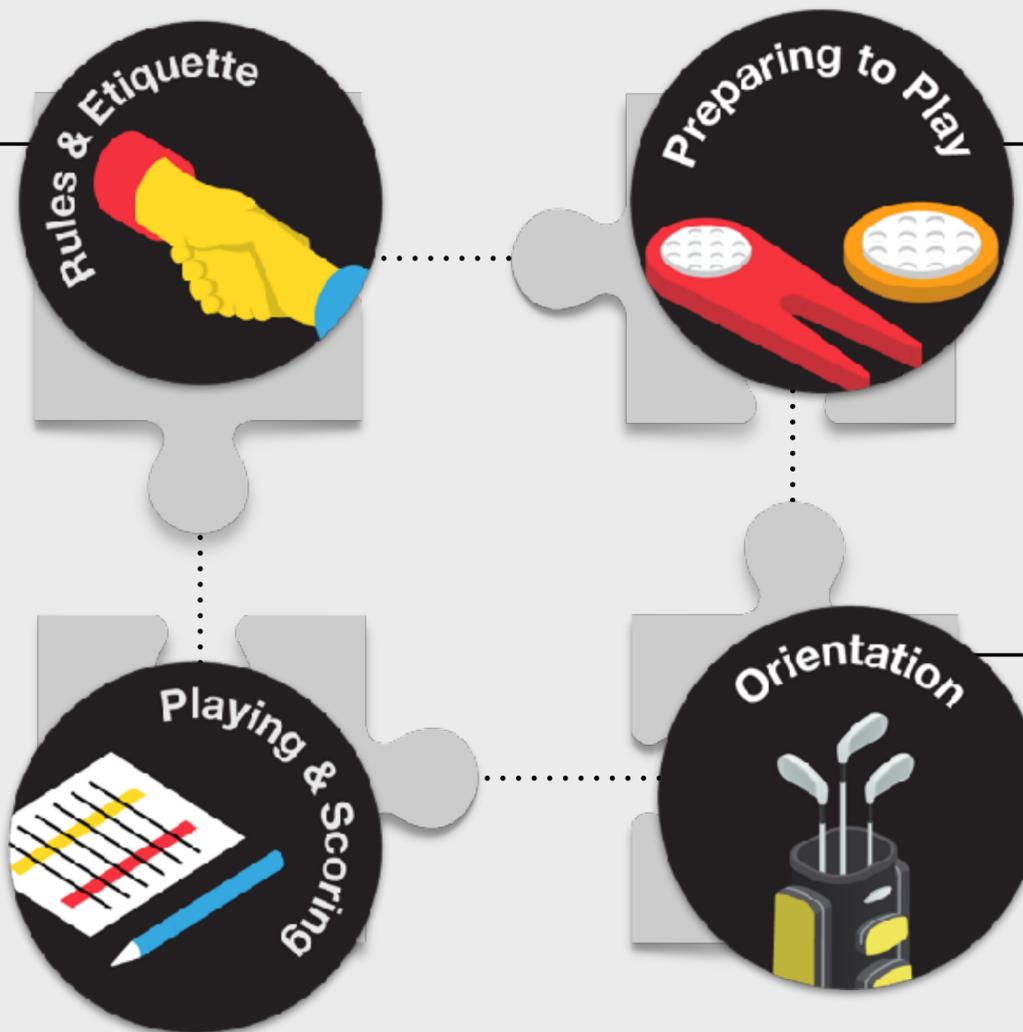
Development of the necessary knowledge to play the golf course with others socially and competitively within the rules and standards of the game. For example, some of the content covered includes:

- Etiquette on the different areas of the course
- Etiquette on practice areas
- Basic rules on the course

2. Playing and Scoring

Development of the necessary knowledge to play the golf course in a variety of formats competitively and socially. For example, some of the content covered includes:

- Different playing formats
- Hole layout and design
- Golf terminology



3. Preparing to Play

Development of the necessary knowledge to prepare for playing the golf course in a range of conditions and environments. For example, some of the content covered includes:

- Warming up to play
- Preparing your bag
- Warming up before your round

4. Orientation

Development of the necessary knowledge to navigate the course and the club, being a club member and to participate with confidence. For example, some of the content covered includes:

- The clubhouse and staff
- Areas of the golf hole
- Adapted teeing positions and the tee box

The Whole Golfer

This learning outcomes explores the skills that will strengthen the development of participants to become active golfers, with the competence to play the course, become active club members and build golf into a healthy and active lifestyle.

The areas covered within this learning outcome are:

Body

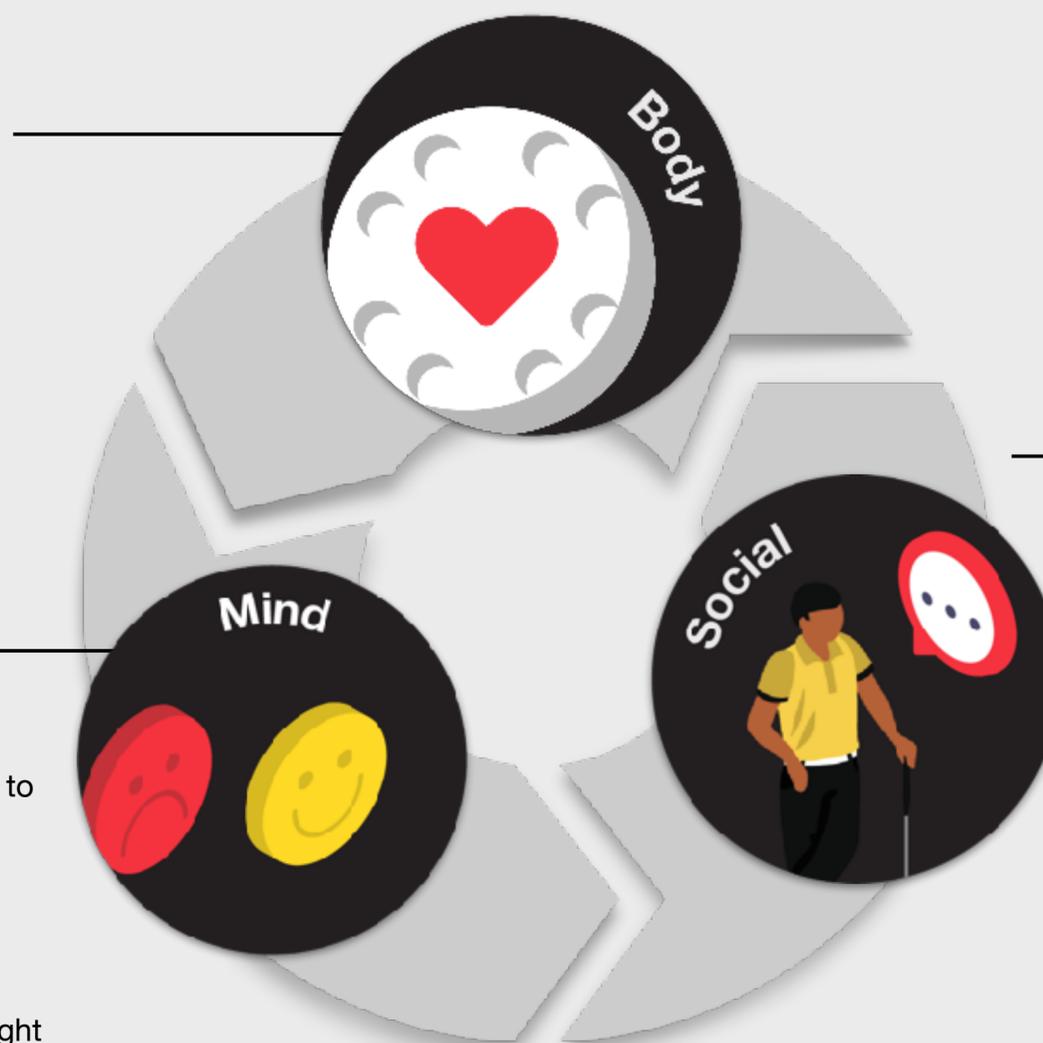
Development of the learners awareness of the role of the body in playing the game to ensure that they can live a health lifestyle. Areas explored in the program are:

- Overuse injuries
- Fit for golf introduction
- Nutrition on the course
- Hydration and increasing stamina
- Pre round warm up
- Injury prevention
- Your swing will be unique

Mind

Development of the learners confidence and mindset to play the game with others in social or competitive environments.

- Enjoy challenging practice
- Pre shot routine
- Growth mindset, you don't need to know it all straight away



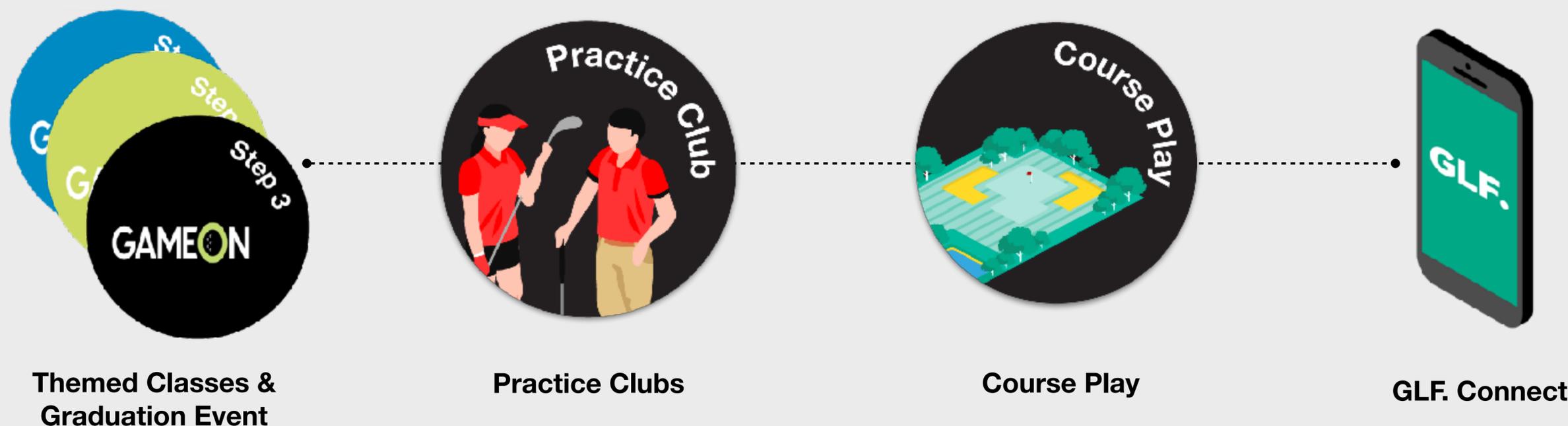
Social

Development of the learner's social skills to become an active member of a club environment to strengthen their confidence and enjoyment of the game.

- Introduction to the club
- Playing in front of others
- Shaking hands - start and end of a round

Delivering the Learning Outcomes

The learning outcomes can be delivered through a mixture of in-person and online delivery. The skills within the learning outcomes are built into the different program opportunities but will also be developed the more the learner engage in play and practice outside of classes and event.



Each of the Themed Classes across the 3 steps will explore one of the Mastering the Game skill elements and specific skills within this. Each class also provides an opportunity to introduce and develop skills within the Whole Golfer Focus and Learning the Game Focus. The graduation event provides an additional opportunity on the course.

Each of the Practice Clubs have a suggested Whole Golfer Focus and Learning the Game Focus. They also rotate around the four Mastering the Game Skills.

The monthly Course Play event provides the learner with increased exposure to the adapted course. This will help them to develop their skills across all of the learning outcomes in the real golf environment.

Via GLF. Connect App, the learner can engage with the program including challenges, lesson media and logging on course scores. In the future they will also be able to review online content across the learning outcomes. This helps them recap on content and also make up for any missed classes. This will help the learners to navigate the resources on their own time and speed.

Themed Class Blocks



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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:



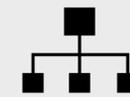
Provide Clarity

- 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.



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 challenge 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.

Included in 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. It will also ensure that learners are exposed to the necessary skills and knowledge on their journey to become club and course ready.

A class plan is 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 is 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 The 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.

Themed Class Blocks

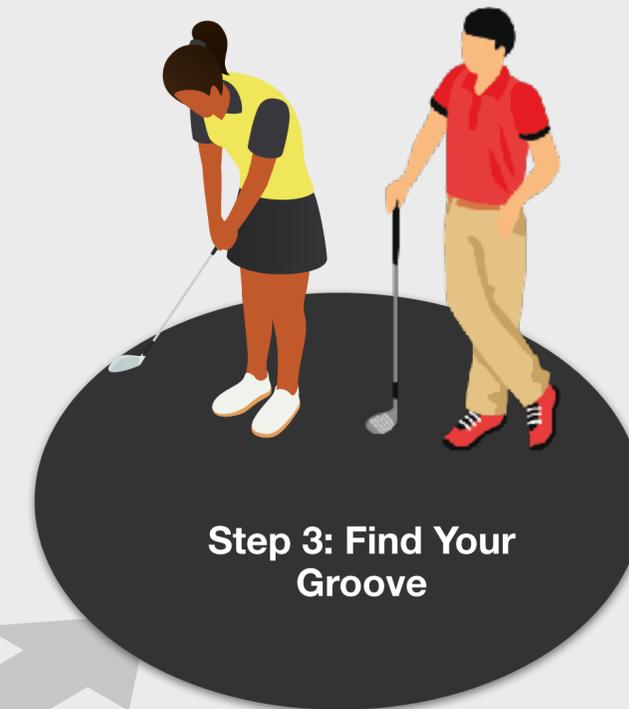
Each of the classes in each step are themed to a specific learning outcomes and also culminate in an On Course Graduation event . Step 1 includes four themed classes, with one class across each of the Mastering the Game skills and step 2 and 3 include eight classes with two classes across each of the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



Themed Class Blocks 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.



Step 3: Find Your Groove

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.



Step 2: Explore More

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: For the fun of the game

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 Step 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 | An Introduction to Swing | Swing |
| 2 | An Introduction to Chipping | On the Green |
| 3 | An Introduction to Putting | Around the Green |
| 4 | An Introduction to the Course | 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 | Long Putts and Slopes | On the Green |
| 2 | The Driver | Swing |
| 3 | Contact and Distance in Chipping | Around the Green |
| 4 | Rules and Etiquette | On the Course |
| 5 | Short Putts and Slopes | On the Green |
| 6 | Iron Play and Wedges | Swing |
| 7 | Pitching and Bunker Introduction | Around the Green |
| 8 | 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 Step 1 and 2.

Each of these classes once again has a specific focus on 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 | Scoring | On the Green |
| 2 | Fairway Woods & Hybrids | Swing |
| 3 | Club Selection and Awkward Lies | Around the Green |
| 4 | Conditions and Awkward Lies | On the Course |
| 5 | Getting Up and Down | On the Green/ Around the |
| 6 | Hit it Further | Swing |
| 7 | Developing Pitching & Bunker Play | Around the Green |
| 8 | Course Management | On the Course |
| 9 | Step 3 Graduation Event | On the Course |

Mastering the Game Opportunities

Based on the structure and themed classes that have been outlined there is an opportunity for a learner to access learning opportunities across all of the Mastering the Game Skills.

Over the course of the entire program there are 23 weeks of classes that can be attended and 20 weeks of themed classes. There are 5 classes within each of the skills categories.



| | |
|--|----------------|
| | 1 Class |

| | |
|--|------------------|
| | 2 Classes |
| | 2 Classes |
| | 2 Class |
| | 2 Classes |

| | |
|--|------------------|
| | 2 Classes |
| | 2 Classes |
| | 2 Class |
| | 2 Classes |

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 built 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.

Graduation Events



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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 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 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.

Overview of the Graduation Events

Built into the Themed Class blocks is an on course Graduation Event. The Graduation event is delivered at the end of each of the themed steps. It is designed to be an informal, fun and 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 ideally be run using a shotgun start.

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 to suit the needs of each learner.

Included in the Price of Each Step

- Each of the graduation events are included in the price of each step. You should charge for this event on an ad-hoc basis.



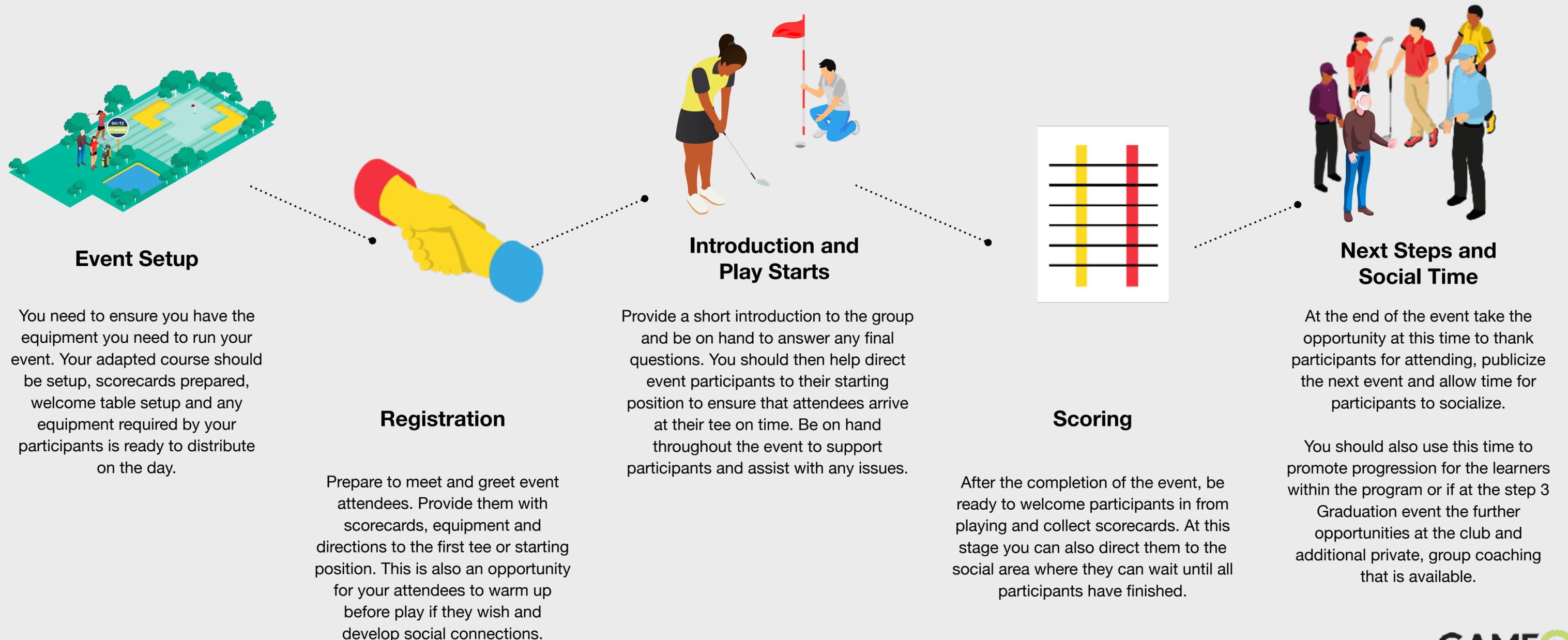
Graduation Events Adapted Tee Starting Positions

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:



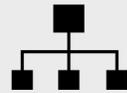
Flow of the Event

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:



Final Thoughts

Further guidance on the graduation event is provided with 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.

Practice Clubs



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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 engaged 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 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.

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.



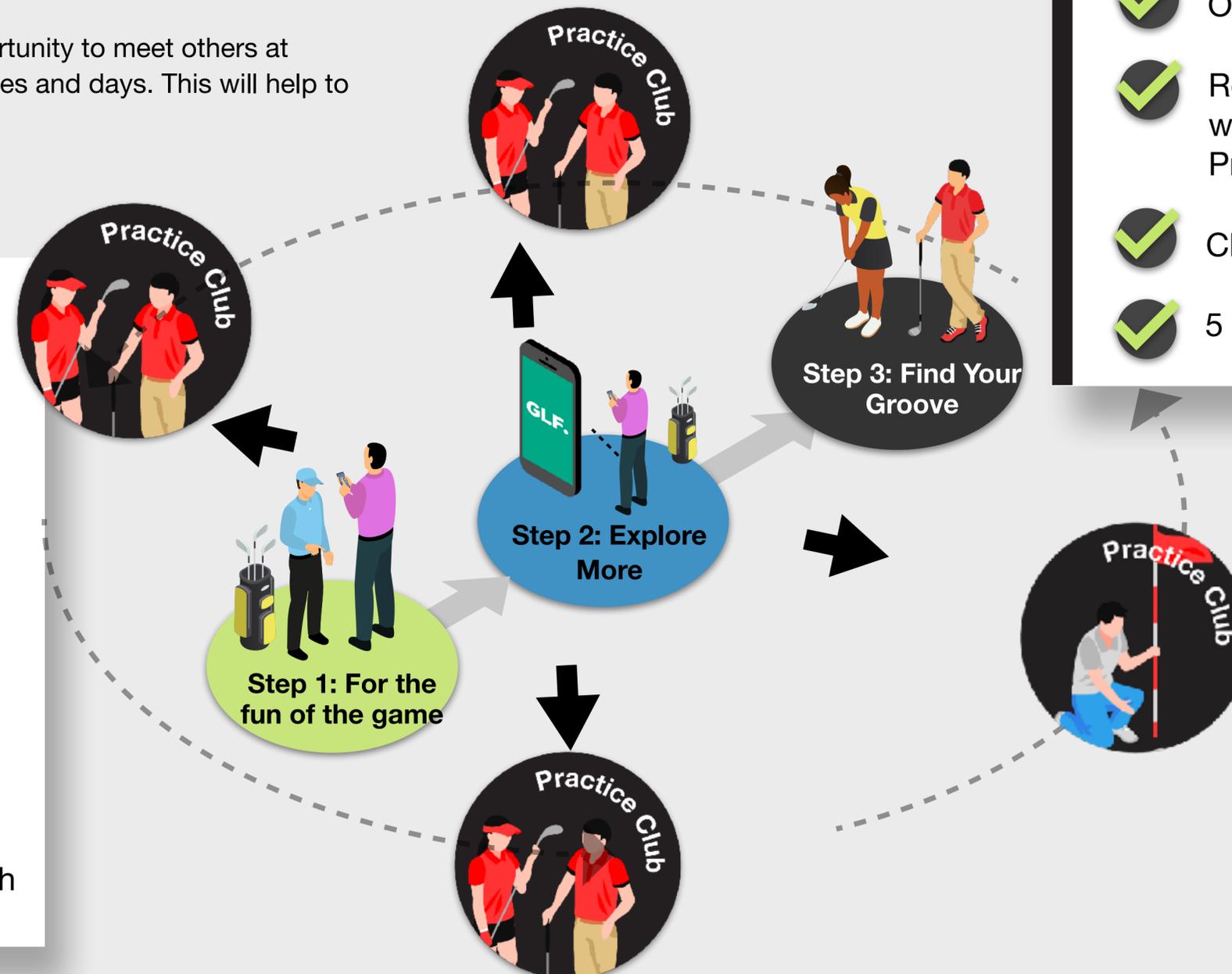
On the Course Practice Clubs

- 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

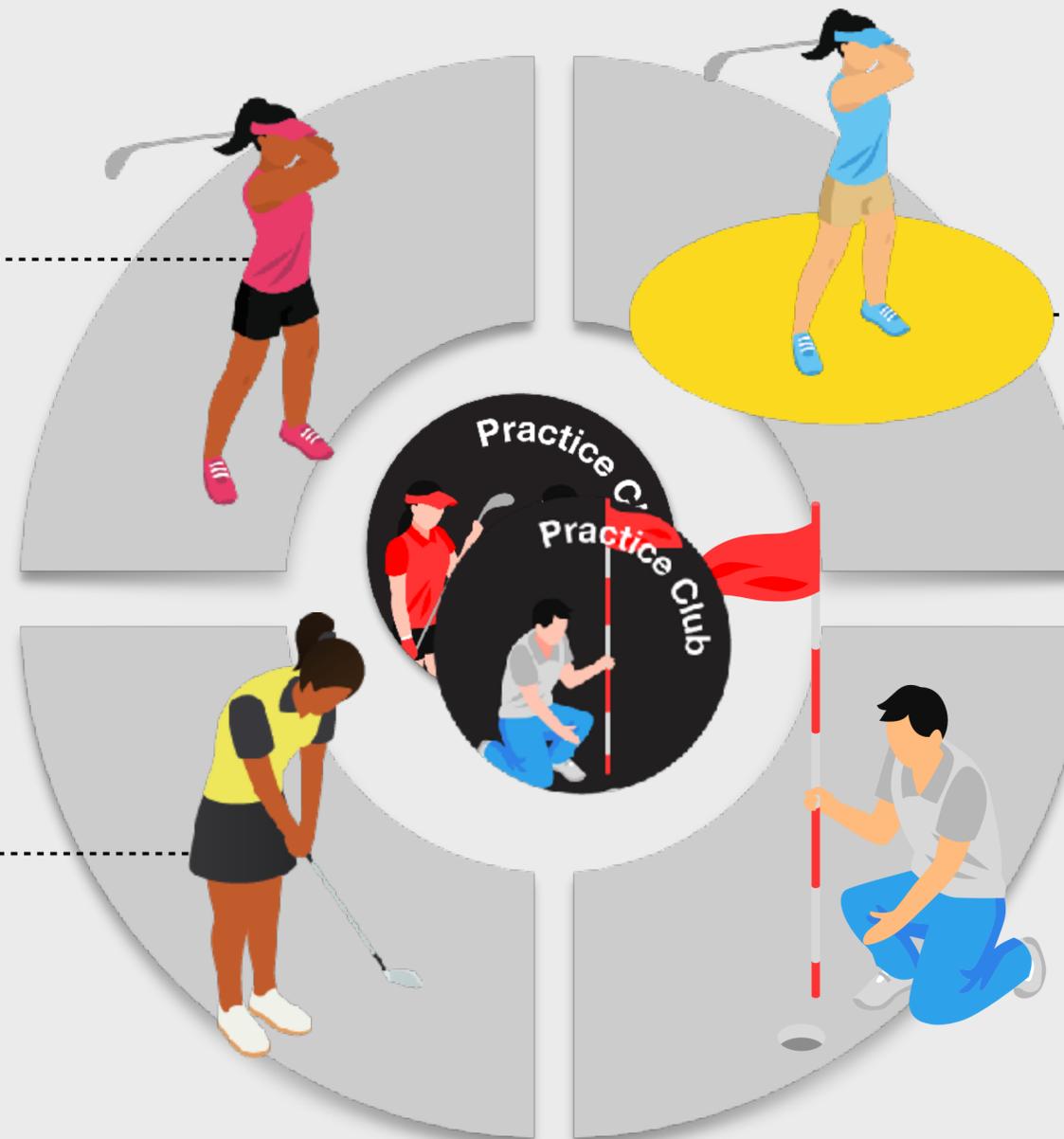
During the On the Green Practice Clubs, the Learners can practice across any of the On the Green elements within the program.

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 are 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

Course Play Event



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Role of the Course Play Event

A supervised chargeable on course event is built into the program, allowing participants to experience playing on the course with others. Providing opportunities on the course that will build a new golfer's confidence is essential, and built into the program is an ability based system to playing the course. The role of the event is as follows:



On Course Exposure

- The event will provide the learners with opportunity to play the course under supervision with others of similar ability.



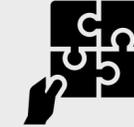
Develop Social Connections

- It will provide an opportunity for learners to strengthen social connections and make new ones across those enrolled on the program. Out on the course with others with same goals and experiences is the perfect place to do this.



On Course Learning Outcomes

- The event provides the opportunity to develop the learners scores across the on course elements across each learning outcomes within the program.



Integration into the Club

- The more time that those enrolled on the program get to spend at the club and on the course will help to drive their confidence and strengthen their future engagement in the program and ultimately eventual conversion into membership.



Fun and Competitive Play

- The event is an opportunity to experience what real golf is like, playing with others in a fun, competitive format.



Complete Challenges

- The event gives your learner an opportunity to complete the challenges within the On the Course element of the Mastering the Game progress wheels.



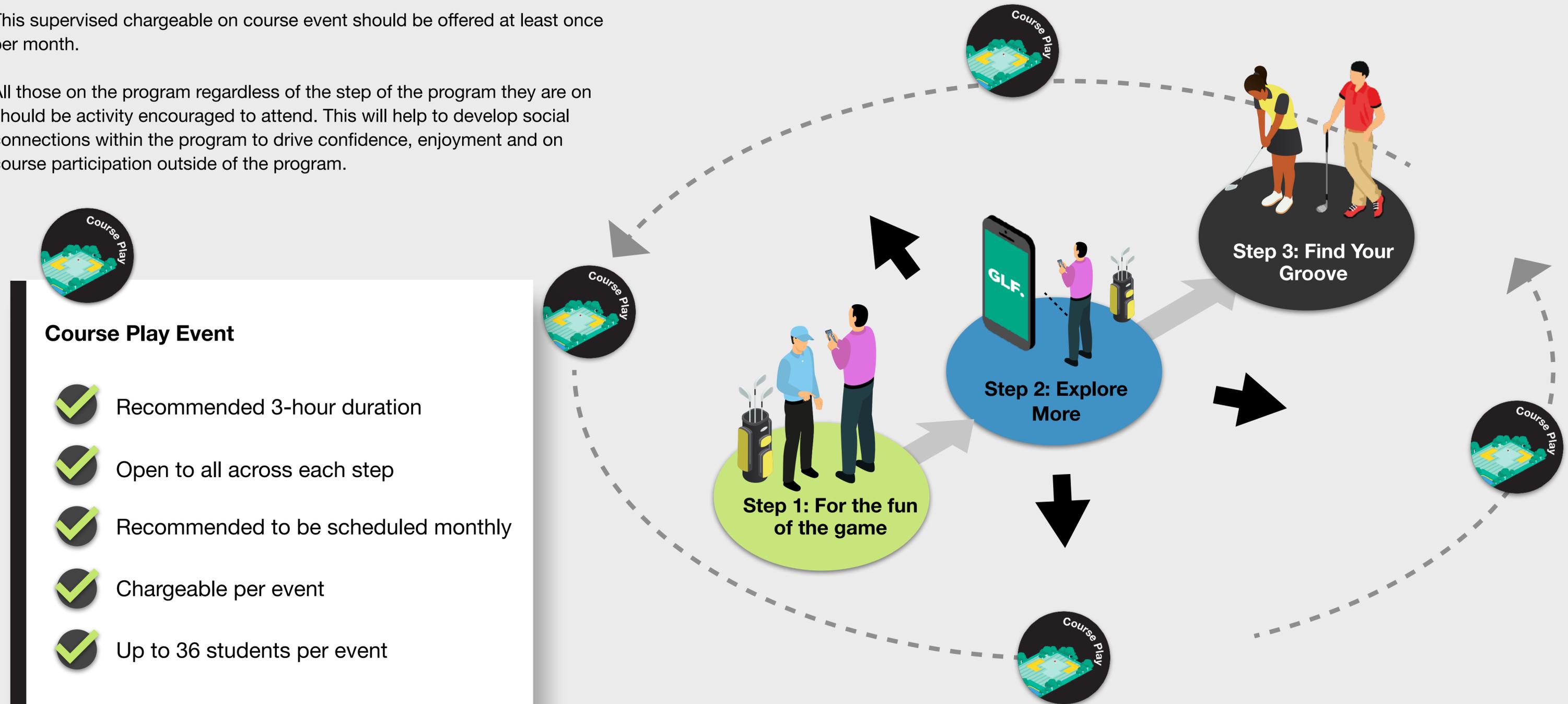
Link to the Pathway

- The On Course events provide a way of ensuring that the learners on your program have been exposed to experience on their course on the journey to becoming Club and Course Ready.

Overview of Course Play Events

This supervised chargeable on course event should be offered at least once per month.

All those on the program regardless of the step of the program they are on should be activity encouraged to attend. This will help to develop social connections within the program to drive confidence, enjoyment and on course participation outside of the program.



Monthly Course Play Event Overview

All participants can attend your monthly course play event and a further training module is provided on this specific element, and when you should complete this outlined in the implementation module. However an overview of the event includes:



Once Per Month

- Your event should take place a minimum of once per month but it may be necessary to offer more events on a variety of days to cater for the size of your program.

Strokeplay and Texas Scramble Format

- This is an opportunity for participants to play the golf course using their own ball. It may be appropriate depending on the individual learners progression through the program that when attending these events, they are paired or in groups with other learners to play a Texas Scramble format.

Shotz Adapted Course

- Depending on the learners progress through the progression pathway, they can play from an adapted course at your venue to build their confidence and enjoyment.

9 Holes Single Tee or Shotgun Start

- The event should give your learners an opportunity to play up to 9 holes at your course, with starting times staggered based on the attendees experience on the program or using a Shotgun Start format.

Adapted Rules

- To drive enjoyment and confidence, you can run you event using a number of adapted rules.

SHOTZ Adapted Course

Critical to the program is the ability to provide developmental appropriate experiences. Built into the program is an adapted golf course which can be setup during your Course Play events. An adapted golf course is vital to help develop the learners confidence of playing the game, achieving a sense of success whilst maintaining the appropriate speed of play to not negatively impact others playing the course. The adapted course links directly to the Crush It Adapted Course to help you utilize what is already in place at your venue if you are running this program.

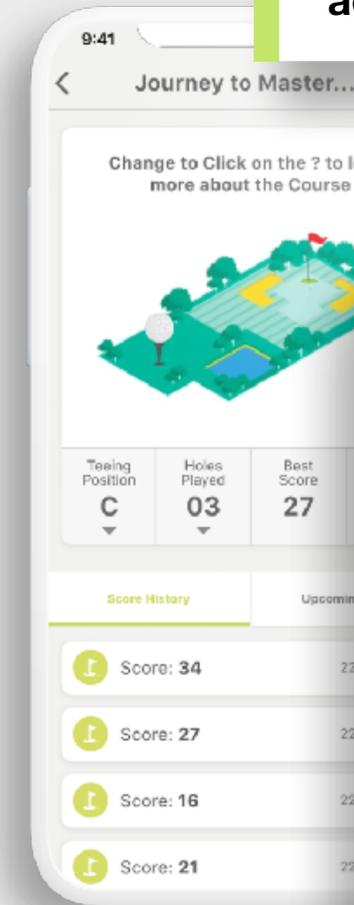


Tracking & Recording on GLF. Connect

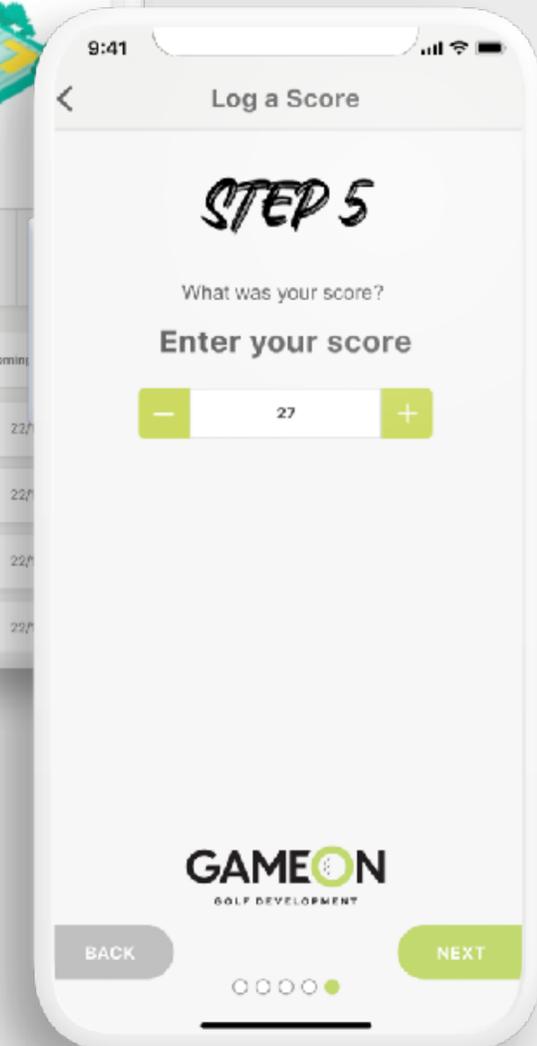
Learners are able to track and record their progress within the Course Play element of the program via GLF. Connect. When registered to the myGame+ program on the App, learners are able to visit the Course Play event tile from the home screen dashboard. Within the Course Play screen they are then able 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

Mastering the Game Skills Challenges



GAMEON

Importance of Tracking Progress

Built into the program is an ability for participants to track their progress through Swing, On the Green, Around the Green and On the Course elements within the Mastering the Game learning outcomes. Participants are able to attempt a number of skill based challenges during independent and social practice time as well as in Practice Clubs and where possible themed classes.

These align to the Club and Course Ready Pathway as well as the learning opportunities within the themed classes across each step. It will allow you and the learner to identify where they are on their journey through the program and ultimately the skills they need to become **Club Ready and Course Ready**.



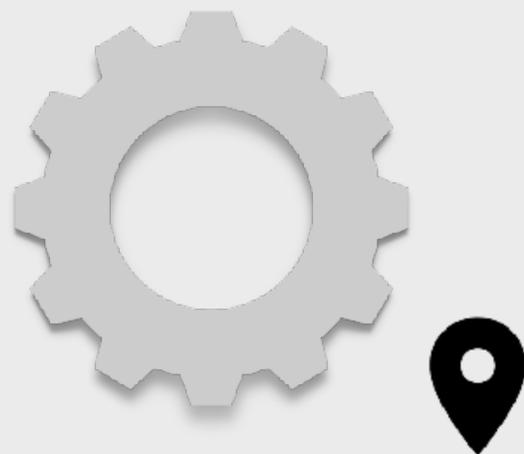
Direct Development

- The challenges will help you and the participants to understand areas of the Mastering the Game learning outcome that may need more attention through additional attendance of the theme classes, social programs or Private Lesson programs.



Drive Engagement

- These challenges will offer an engaging element to the program to drive motivation and enthusiasm in the learning process as-well as healthy competition amongst participants.



Pinpoint the Journey

- These challenges will help you and the participant to identify where they are on their journey through the steps and ultimately towards the requirement to complete the program and become Club Ready and Course Ready.



Track Progress

- These challenges will help you and the participants to track their progress through each of the skill elements, essential to completing the scoring challenges at each step.

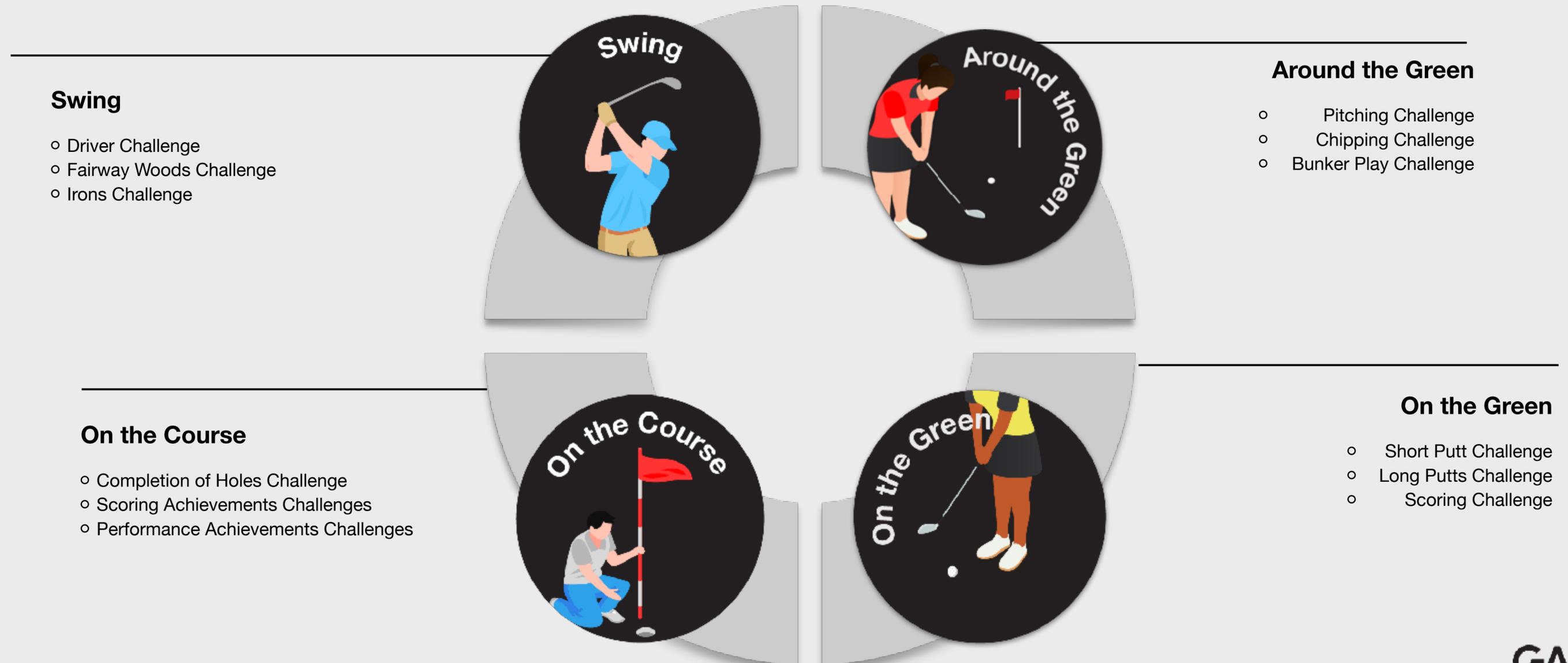


Drive External Practice and Play

- These challenges will offer an engaging element to the program that will drive independent and social practice by participants outside of organized events and classes. Increased practice time will accelerate the learning process.

Skill Elements

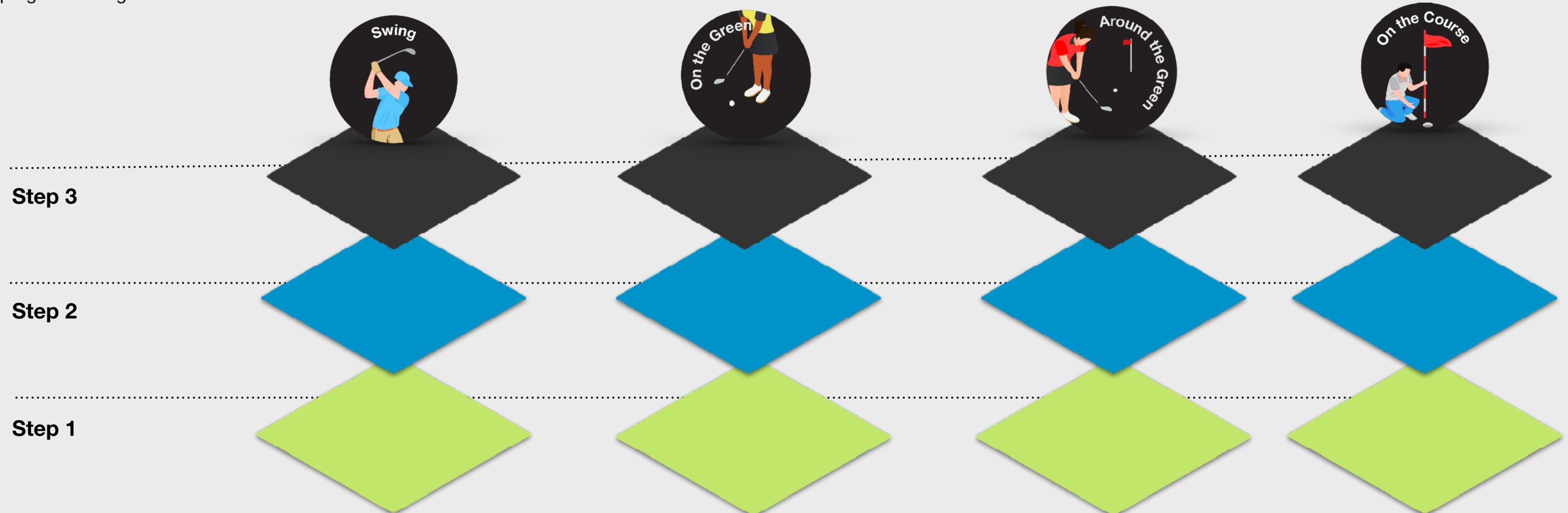
Each learner can attempt challenges across the four skill elements within the Mastering the Game Learning outcome. This learning outcome is used as it will directly help the learner to track their progress to achieve the competency to score to the required level on the course. The four skill elements and the challenges within each are as follows:



Skill Elements Progress Steps

The challenges have been designed over 3 steps, to link directly to the progression pathway for assessing the learners journey towards becoming Club and Course Ready as well as the themed class opportunities at each step. This allows the learner and their coach, to track their progress across the skills and identify areas for development.

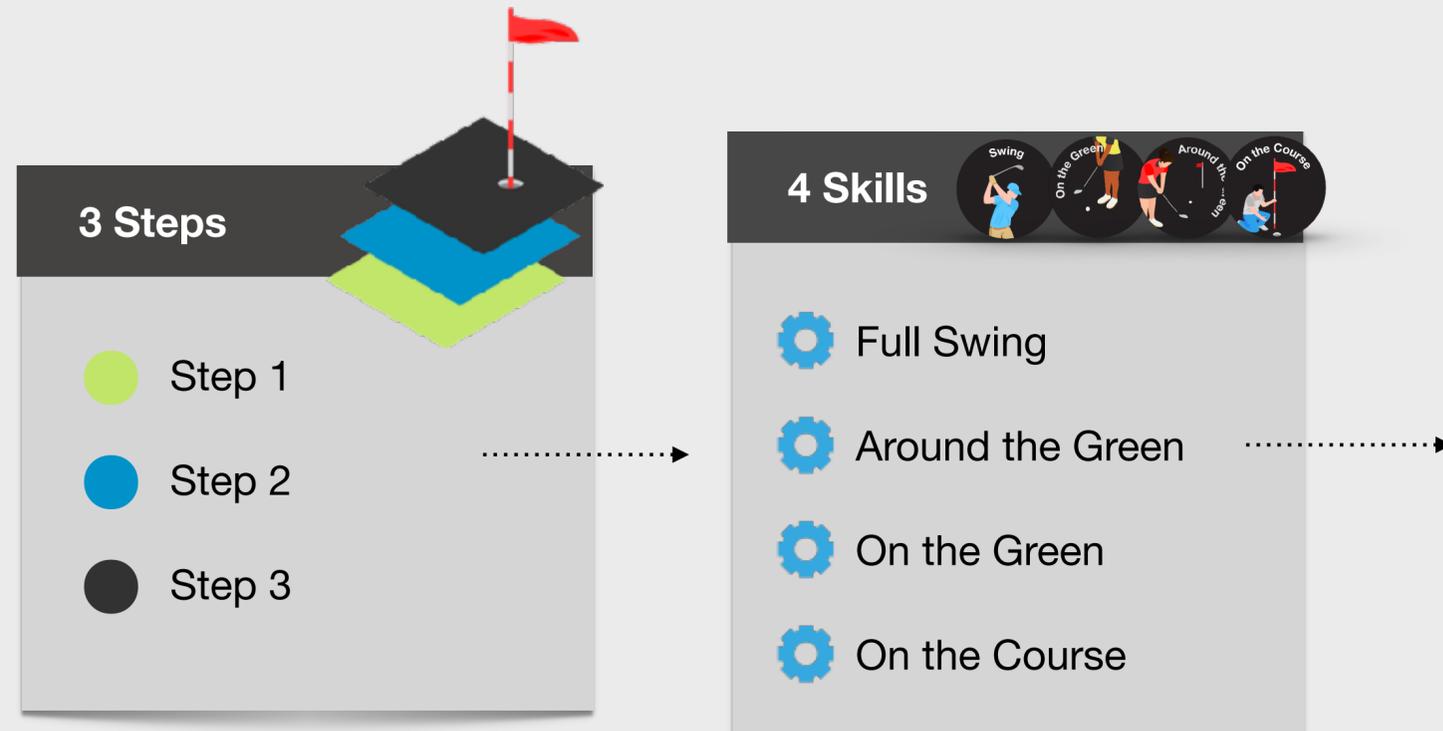
The challenges are designed to act as a guide for the learner and provide an engaging and competitive element to the program. There isn't a pass or fail outcome to each step and the learner can attempt and complete the challenges across any step or skill area at any time during their time on the program and progress through each element at different rates.



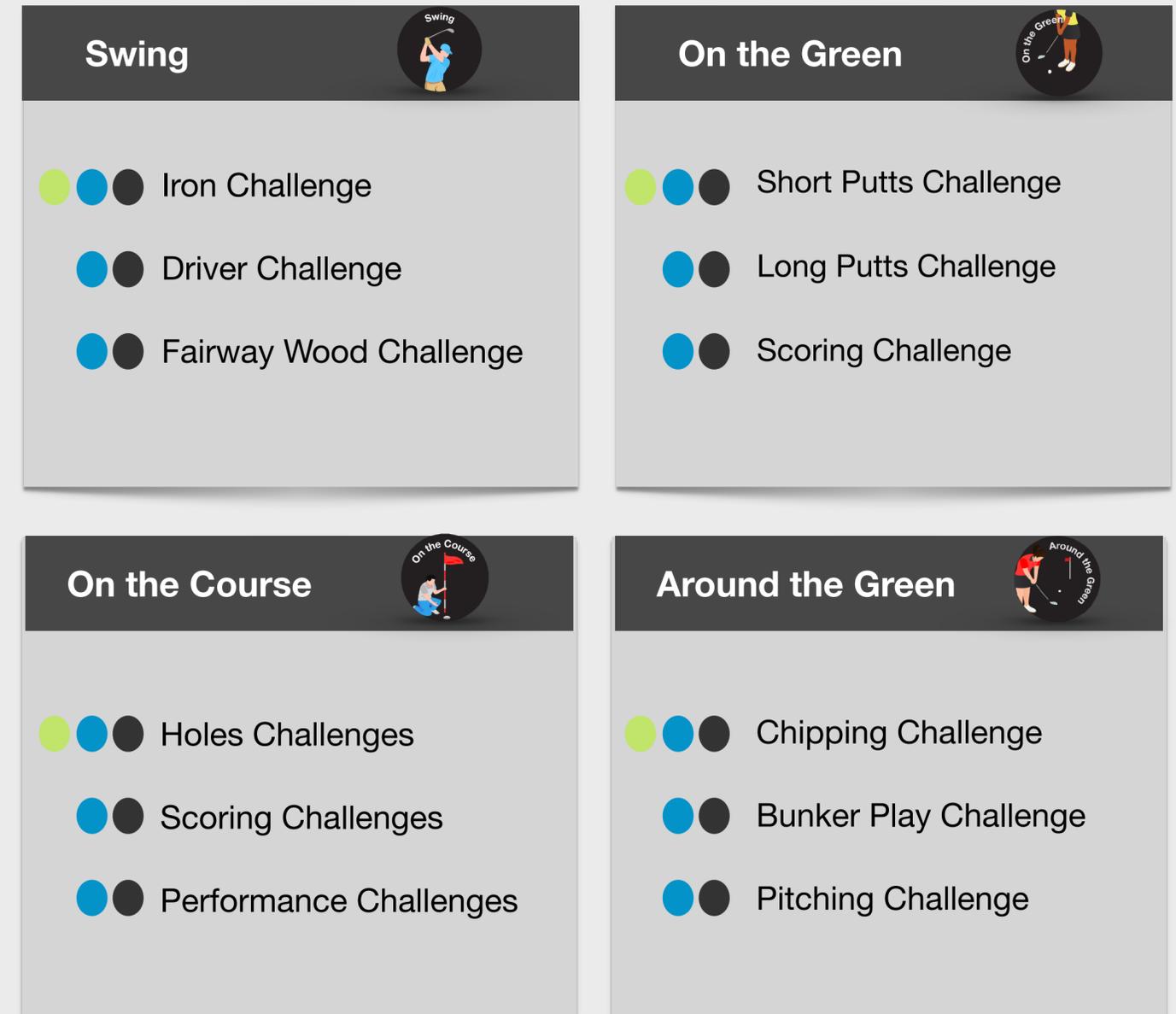
Steps, Skills and Challenges

The number of challenges across each step differs to align to the Mastering the Game learning opportunities within the Themed Class. At Step 1, learners can attempt an iron Challenge within the Swing Category, a short putts challenge in the On The Green category, a Holes Played challenge in the On the Course Category and a Chipping Challenge in the Around the Green category. For Steps 2 and 3 there is single challenge for each skill within each of the four categories.

Therefore in total there are 28 challenges that can be attempted across the three steps:



Challenge Across Each
Category, Skill and Step



The Challenges

The challenges have been designed to align to the opportunities within the themed class blocks and the skill development required within the Club and Course Ready pathway. As the learner progresses through the steps the number of different types of challenges they can attempt increases and the challenge difficulty. A summary of the challenges are provided below:

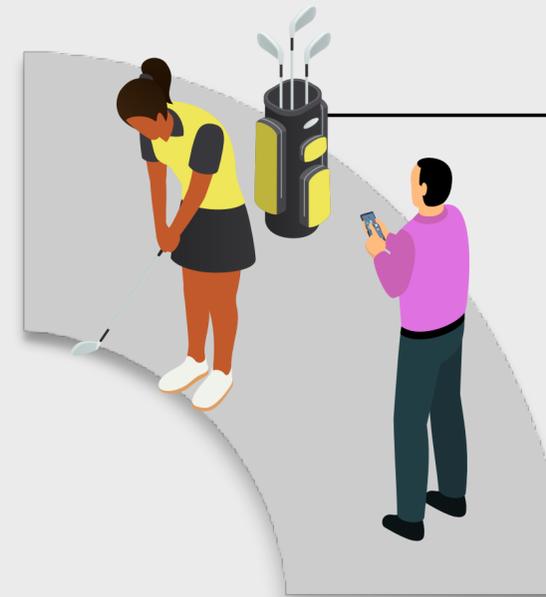
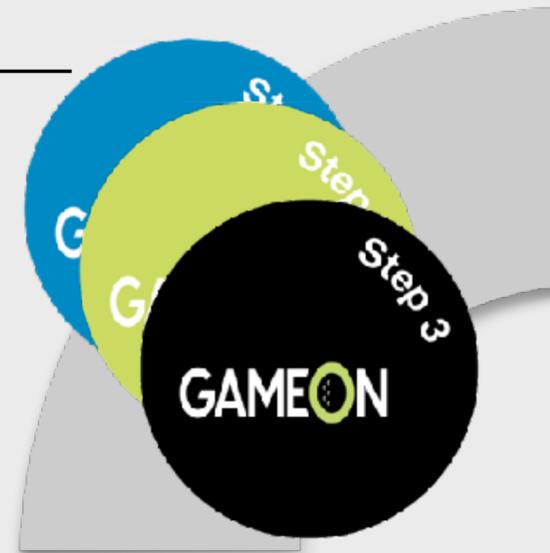
| | | Step 1 | Step 2 | Step 3 |
|------------------|----------------------|--|--|--|
| Swing | Driver | <i>There is no Driver Challenge at Step 1</i> | Hit 3/ 5 shots in the air and finish a minimum of 75 yards away. No requirement for control over direction | Hit 2/ 5 shots through the target gate at the learner's approximate driver total distance (minimum 125 yards) |
| | Fairway Woods | <i>There is no Fairway Wood & Hybrid Challenge at Step 1</i> | Hit 3/ 5 shots in the air and finish a minimum of 60 yards away. Challenge can be completed off a tee peg | Hit 2 / 5 shots through the target gate at the learner's approximate fairway wood total distance (minimum 100 yards) |
| | Irons | Hit 2/ 5 shots in the air. Challenge can be attempted off a tee. | Hit 3/ 5 shots in the air and carry a minimum of 50 yards away. Challenge should be completed off the ground | Hit 2/ 5 shots to come to rest on the target green at the learner's approximate 7-iron total distance (minimum 75 yards) |
| On the Green | Short Putts | 2/ 5 putts in the hole from 3 feet on a flat green surface from one position around the hole | Putt 2/ 5 putts from 3 feet from 5 different positions around the hole | Putt 3/ 5 putts from 3 feet and 1/ 5 putts from 6 feet from 5 positions around the hole on a gently sloped surface |
| | Long Putts | <i>There is no Long Putts Challenge at Step 1</i> | Putt 2/ 5 putts from 20 feet and 1/ 5 from 30 feet inside a 6-foot diameter target circle from one side of the hole | Putt 3/ 5 putts from 20 feet and 2/ 5 from 30 feet within a 6-foot diameter circle from 5 positions around the hole |
| | Scoring | <i>There is no Scoring Challenge at Step 1</i> | Score 21 putts or fewer over 6 holes. 2 putts from 10 feet, 2 putts from 20 feet and 2 putts from 30 feet from the hole | Score 21 putts or fewer over 9 holes. 3 putts from 10 feet, 3 from 20 feet and 3 from 30 feet from the hole |
| Around the Green | Chipping | Chip 1/ 5 shots to finish within a 10-foot diameter target circle from 10 yards from the hole. | Chip 2/ 5 shots from 10 yards and 1/ 5 shots from 15 yards to finish within a 10-foot diameter target circle | Chip 3/ 5 shots from 10 yards, 2/ 5 from 15 yards and 1/ 5 from 20 yards to finish within a 10-foot diameter circle |
| | Pitching | <i>There is no Pitching Challenge at Step 1</i> | Hit 1/ 5 shots from 20 yards within a 10-yard circle from a minimum of 10 yards from the edge of the green. | Hit 2/ 5 from 20 yards and 1/ 5 from 30 yards within a 10-yard circle and the remaining shots must finish on the green |
| | Bunker Play | <i>There is no Bunker Play Challenge at Step 1</i> | Hit 1/ 5 shots to finish anywhere on the green but must demonstrate control. Contact must be made with the remaining shots. | Hit 1/ 5 shots come to rest within a 10-yard diameter target circle and all shots must finish out of the bunker |
| On the Course | Score Achievements | <i>There is no Score Achievement Challenge at Step 1</i> | Score your first Double Bogey from The Stinger (Tee 3), The Drive (Tee 4) or The Official Tee Box on the adapted course. | Score your first bogey from the Official Tee Box on the adapted course |
| | On Course Milestones | <i>There is no On Course Milestone at Step 1</i> | Hit your first Par 3 in 1 shot. Complete this challenge from The Stinger (Tee 3), The Drive (Tee 4) or The Official Tee Box on the adapted course. | Hit your first Par 4 in 2 Shots from the Official Tee Box on the adapted course |
| | Holes | Complete your first golf hole on any hole type. Learner should aim to complete the entire hole from any teeing position. | Complete a Par 3, Par 4 and a Par 5 from any teeing position. | Complete your first 9 hole round from the Official Tee Box on the adapted course |

Skill Challenge Exposure

Engagement in the Skills Challenges have been designed primarily to be led by the learner themselves. They provide an engaging, competitive and fun elements to their practice outside of organized classes and events. However, there is also an opportunity for the challenges to be attempted within the program:

Themed Classes

- Challenges are built into the Themed Class Plans. These link to the Mastering the Game focus for that class. However, these are an optional element to the class and you can decide if it is appropriate to setup and run the challenge depending on those attending your class.

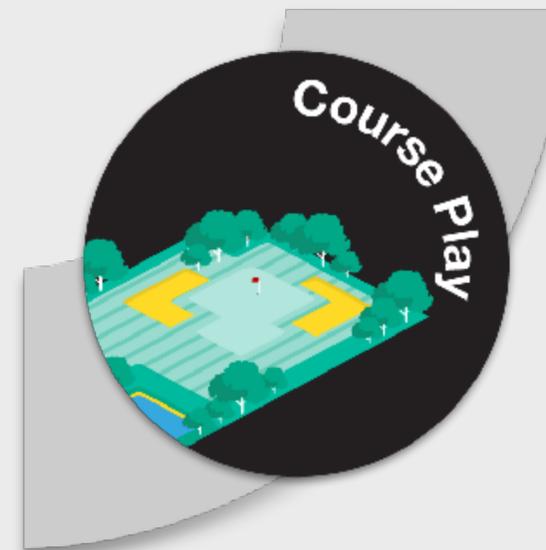


Independant Practice

- Learners can also attempt the challenges outside of organized program opportunities on their own or with others.

Practice Clubs

- The challenges are built directly into the practice club plan and provide an ideal place for the learners to attempt the challenges with others and under your guidance.



Course Play Events

- These events offer an opportunity for the learner to complete the Challenge Achievements within the On the Course Element.

Accessing the Skill Challenges

Learners are able to access the challenges and guidance on how to complete these using the Challenge E-Book that is distributed on sign up to the program. There are also resources within the GLF. Connect myGame+ area on the App and web based system.

MyGame+ on GLF. Connect

The MyGame+ area of the GLF. Connect system allows the learner to track their progress through the program and see the challenge that they can attempt for each skill and step. The learner is enrolled onto the game on program and can access their own program dashboard.



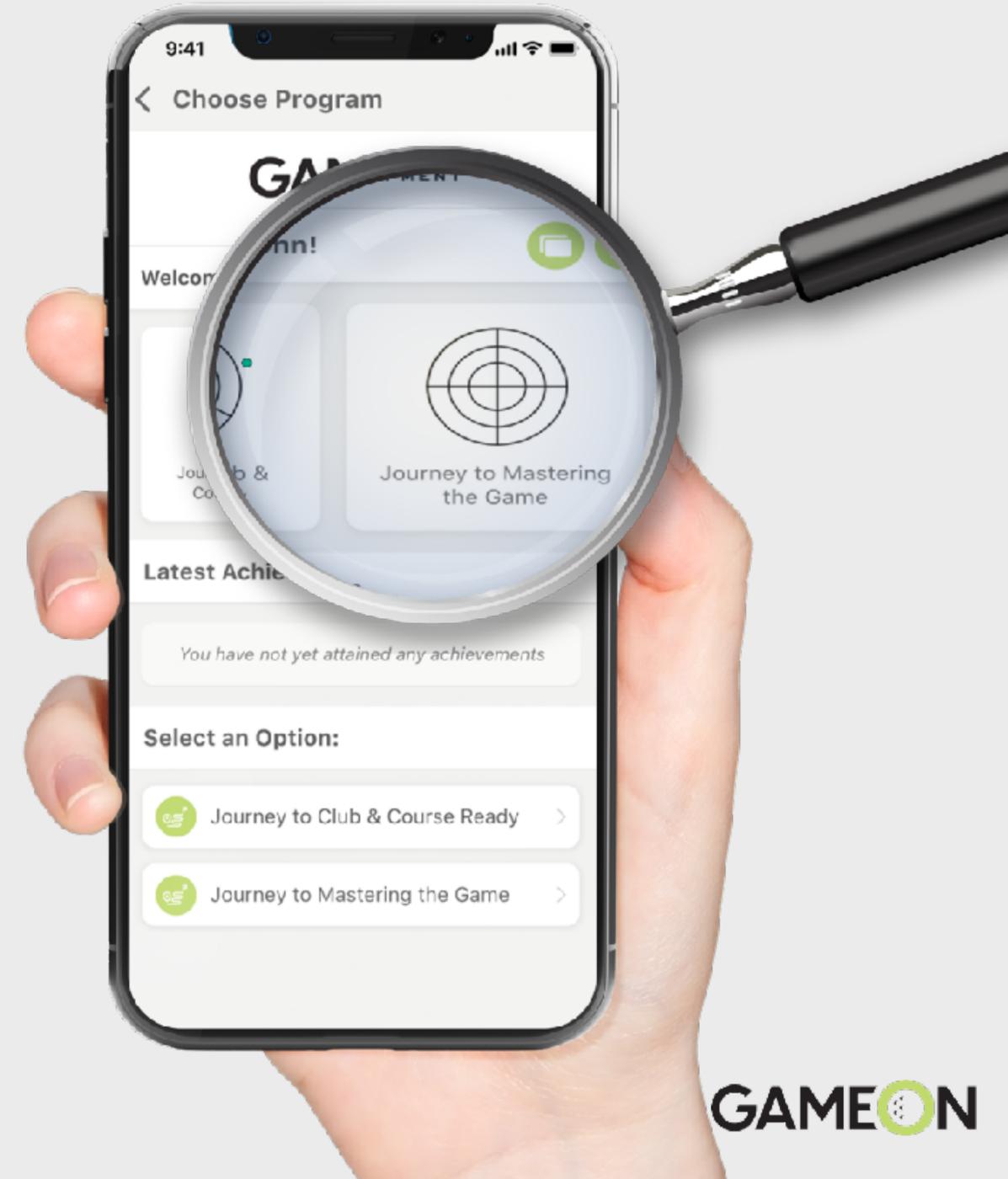
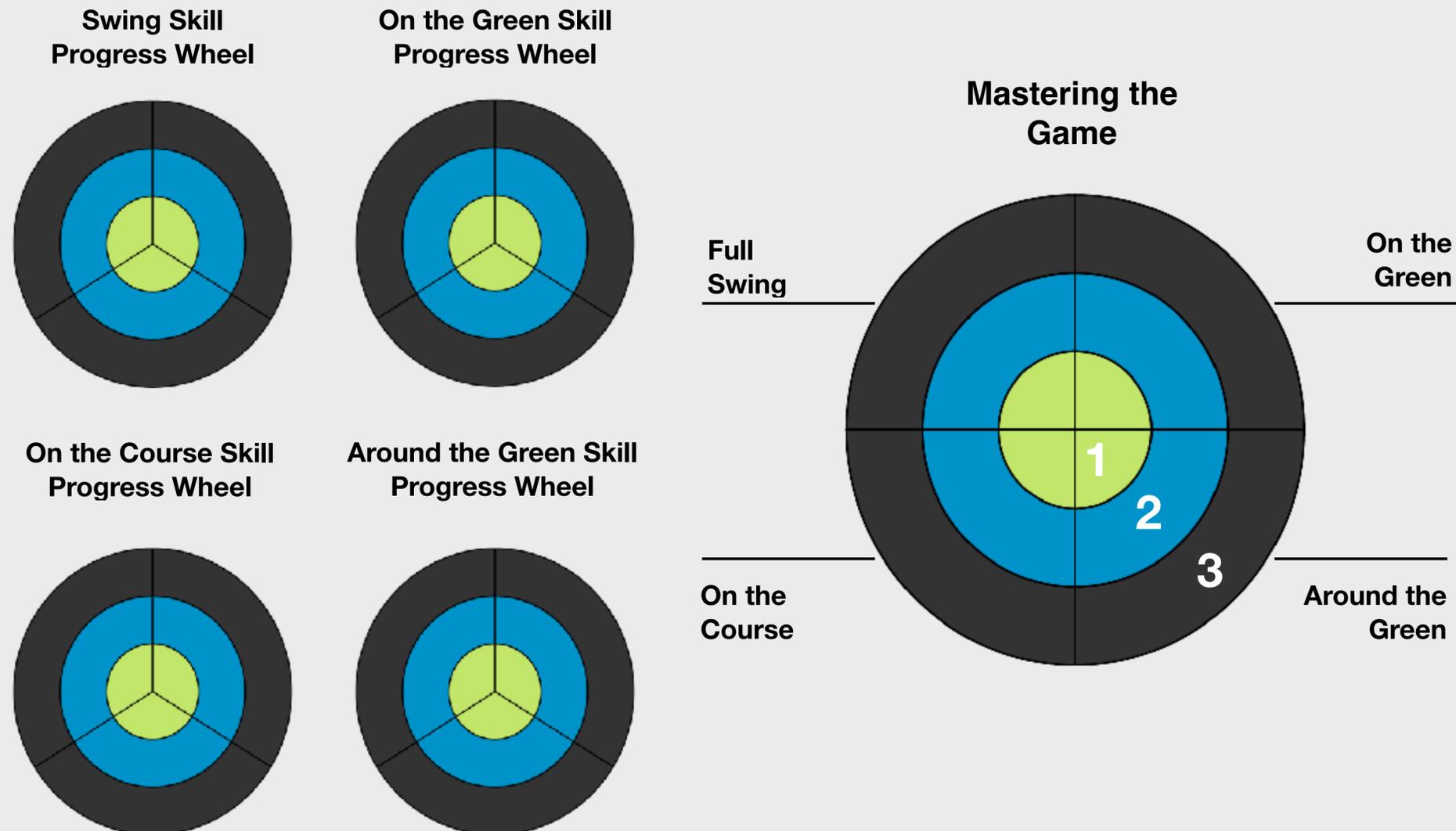
Challenge E-BOOK

On sign up to the program, each Learner will receive the Challenge E-Book. This includes a visual of each of the challenges across the 4 skills and step and guidance on how to complete the challenge.

Skill Challenge Progress Wheels

The Mastering the Game Progress Wheels can be used to visually track progress. The learner can also interact with the wheel and see the challenges that needs to be completed.

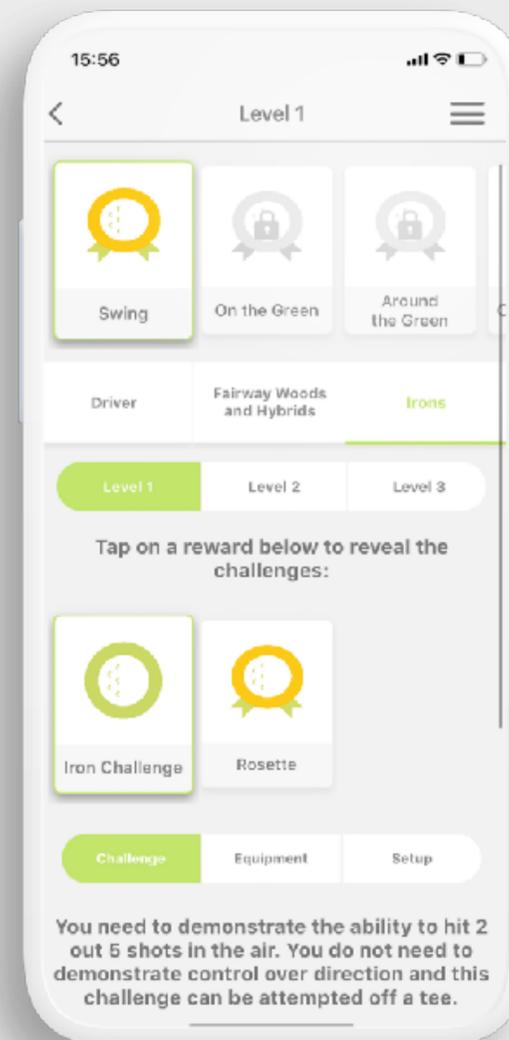
The main Mastering the Game wheel includes the four skill elements. These sections are populated when the learner completes all of the challenges within an individual skill element progress wheel. There is an individual progress wheel for each skill element within the app. At Step 1 there are only challenges within one of the skills for each category and therefore this section of the progress wheel will already be marked as complete.



Viewing the Challenge and Updating

Learners are able to view the specific Challenge with each of the skill types and steps. The engagement with the Skills Challenges and tracking of progress is intended to be led by the learner with support from you. Therefore, within the MyGame+ area of the App, the learner can view and update their progress through the Challenges without any need for validation by their coach.

Once the challenge is completed, the relevant section of the progress wheel will be updated.



1

Step 1

- The learner can navigate to skill type and steps to find the specific challenges.

2

Step 2

- View Information about the Challenge including a description of the Challenge, How to Setup, Equipment Required and example Graphic of the Challenge

3

Step 3

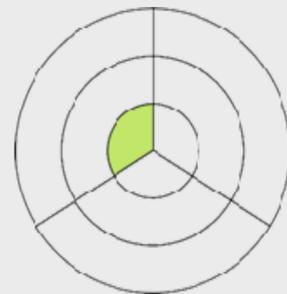
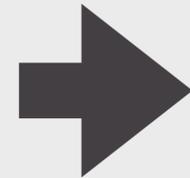
- The learner can mark the Challenge as complete from with the App

Skill Challenge Rewards

Built into the GLF. Connect system are Skill Challenge Rewards. These are awarded to the learner in recognition of completion of the challenges, skill elements and steps. This will help to motivate their learner on their journey and add a fun and engaging element to the program.

Completion of a Challenge

- When a learner completes a specific challenge, they will be awarded a virtual Challenge Stamp for that step. The section of the Skill Wheel will be updated.

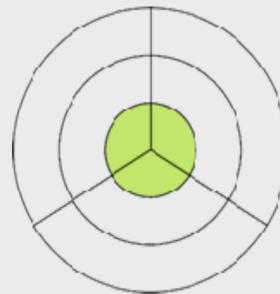
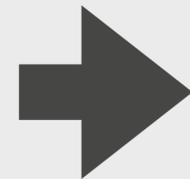


Swing Wheel

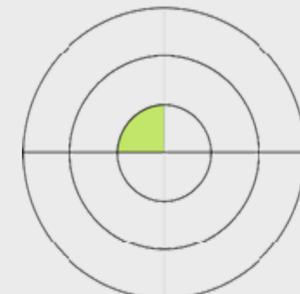


Completion of a Skill Type

- When a learner completes all of the challenges within a skill element, they will be awarded a Virtual Rosette for that step. All sections of the Skill Wheel will be updated and that section of the Mastering the Game Wheel.



Swing Wheel

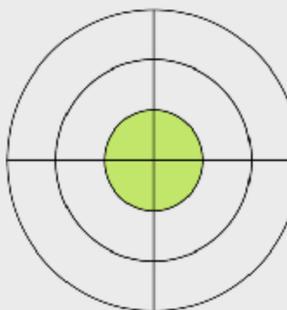
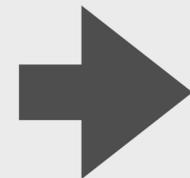


Mastering the Game Wheel

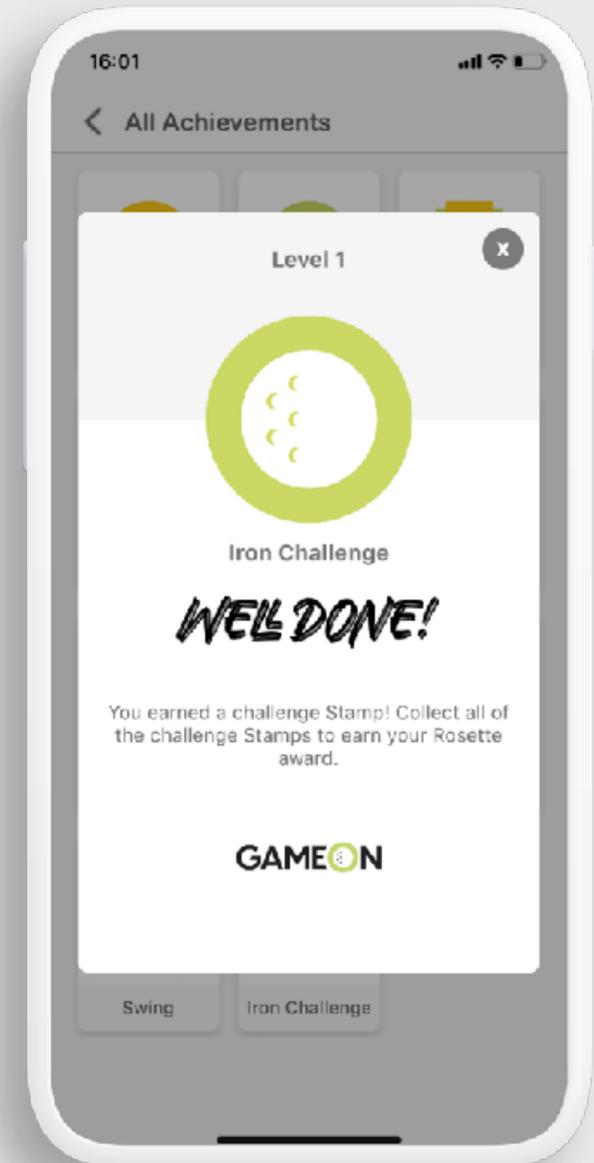


Completion of a Step

- When a learner completes all of the challenges across all skill types, they will be awarded a virtual Step Trophy and the Mastering the Game wheel for that step will be complete.

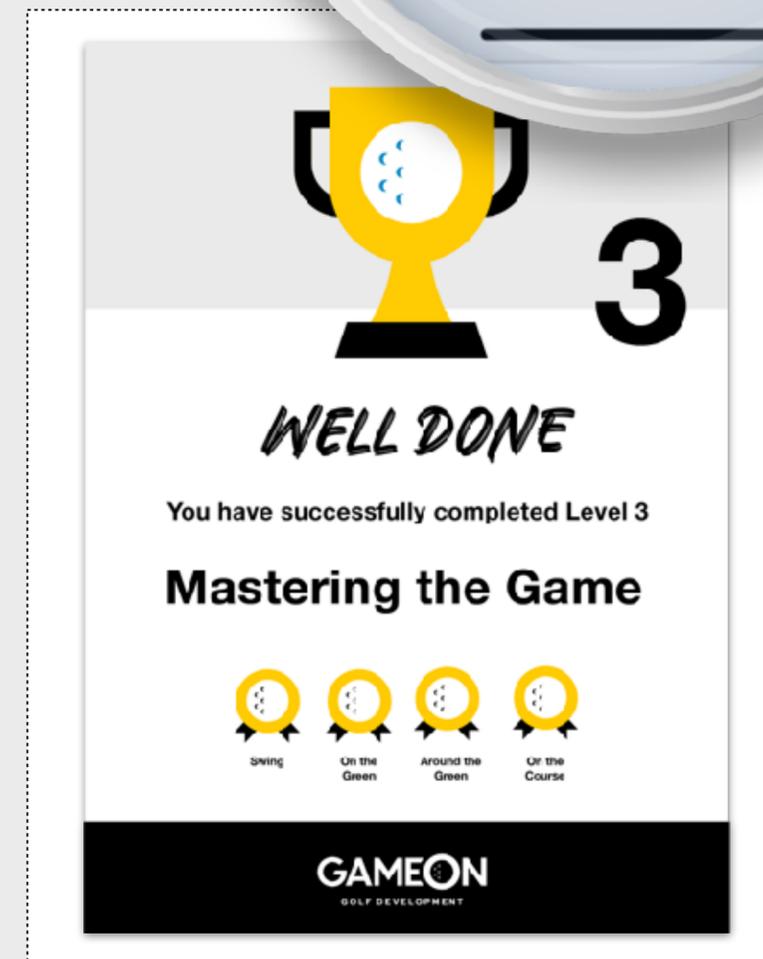
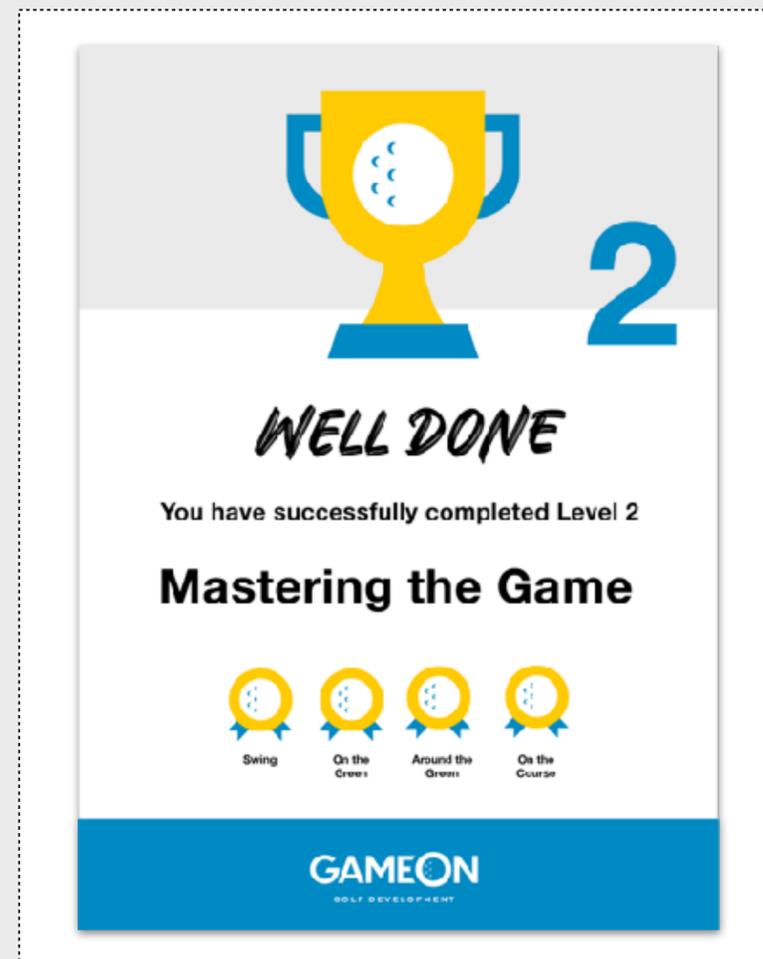
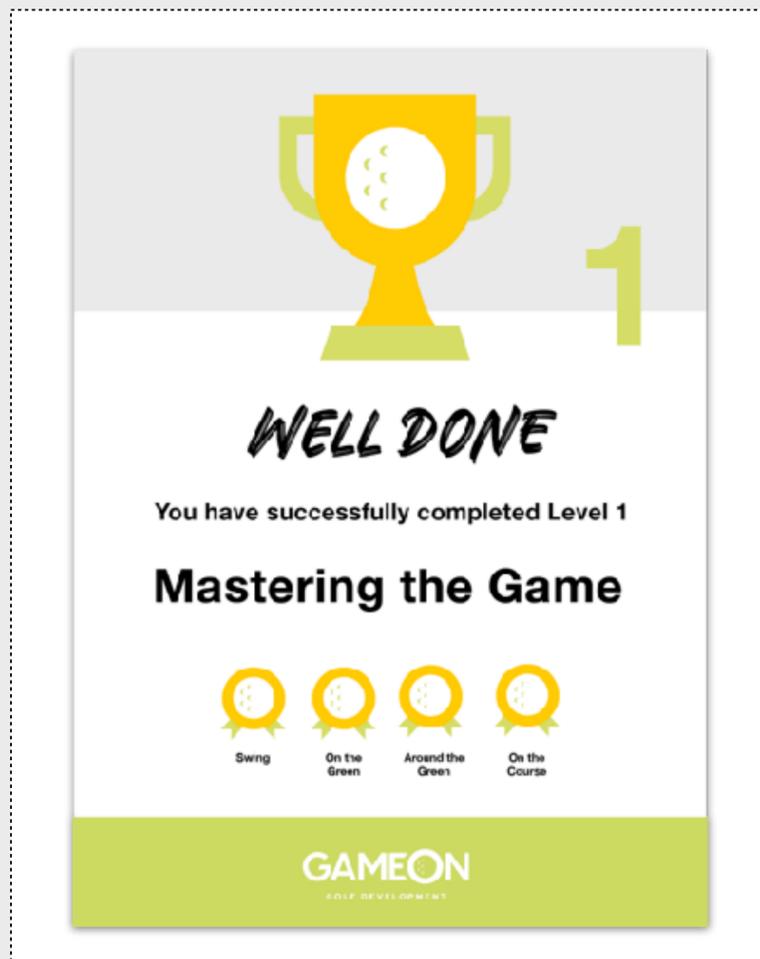
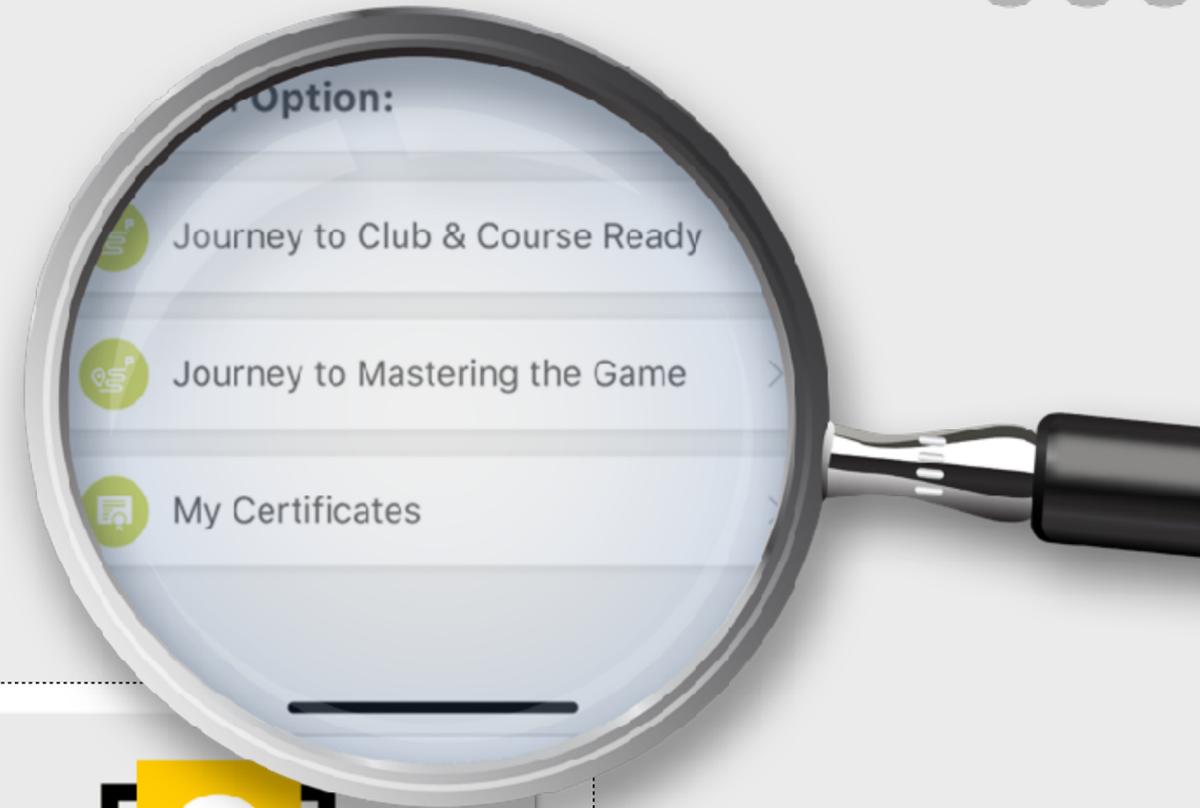


Mastering the Game Wheel



Step Certificates

The learner can also attain their Step Certificates when they complete all of the challenges within a step and attain all of the virtual rewards. Each learner can access their My Certificates section within the App and view the certificates they have been awarded:



Access Supporting Resources

Further supporting resources are available in the Training Hub on the GLF. Connect to support this element of the program. Navigate to the Challenges sub menu navigation from the header or select the Challenges tile on the Game On Learner Program home page. On this page you can resources to support you and that are tailored to the learner. Resources include:



Challenge Table

This provides a summary of each of the challenges for your quick reference.



Challenge Coach Resource

This provides an in-depth overview of each challenge across each skill and step.



Challenge Student Resource

This E-BOOK can be distributed to the learner to understand this element of the program.



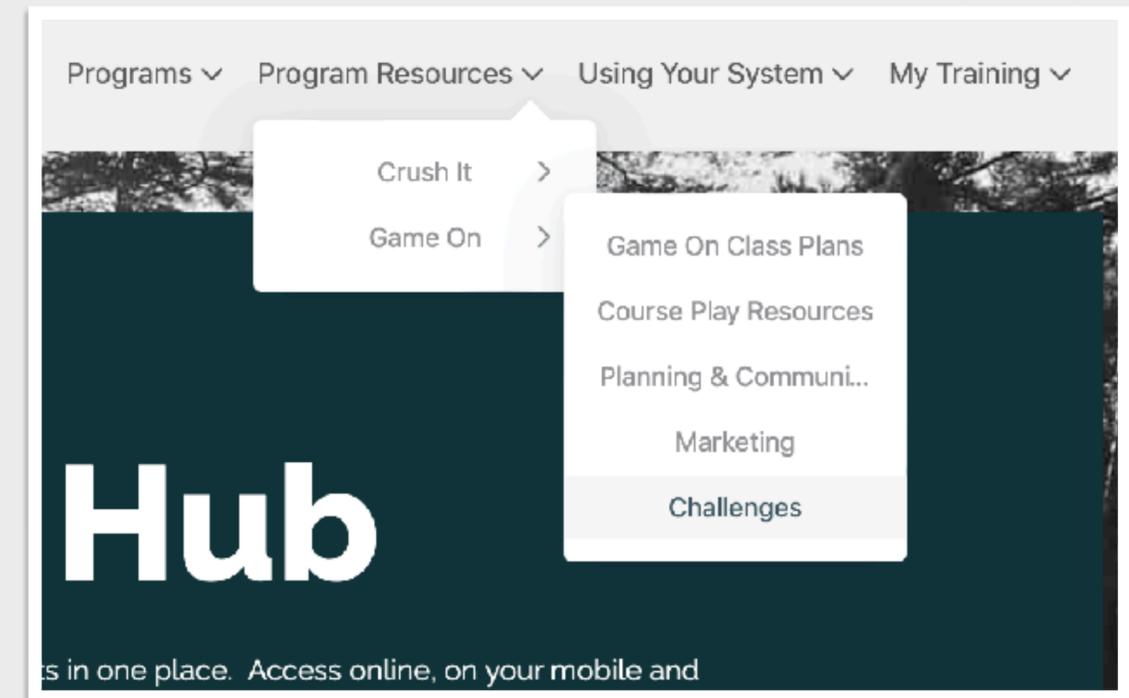
Challenge Setup Guide

Understand how to setup each of the challenges within your practice clubs and themed classes.



Challenge Cards

Utilise these in your Practice Clubs and Themed Classes.



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Game On L



Skills Challenge Cards



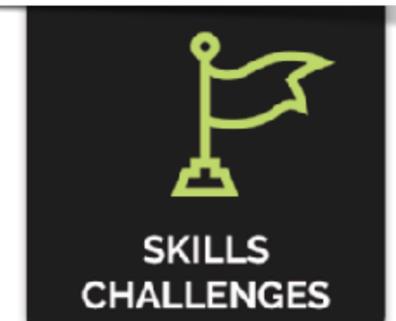
Skills Challenge Table - Coach Resource



Swing Challenge Table - Coach Resource



Resources to help you plan and deliver your
Game On L... Event using your adapted course.



Access resources for the Mastering the Game & Journey
to Club & Course Ready progress wheels.

Final Thoughts

The Mastering the Game Challenge have been designed as an important element to support the learners progress through the program. It is intended to be a component of the program that is managed by the student themselves where they have the ability to view the challenges, update the challenges and view their journey through the progress wheels. However, you still play an important role in supporting this part of the program.



Be the Guide on myGame

- You should help the learner to understand the challenges, how the link to the progress wheels and the achievements. Help the learner to navigate through the functionality on GLF. Connect.



Link into Themed Class

- The Themed Classes offer another opportunity to setup the challenges. These are built into the class plans but are an optional element to the class.



Promote the Benefits

- You should promote the challenges to all learners and help them understand why they are an important part of the program.



Be Proactive

- You should use the GLF. Connect system to monitor your learners journey through the challenges. This will help you to track progress and intervene when a learner needs extra help in a specific element or skill.



Link into your Practice Clubs

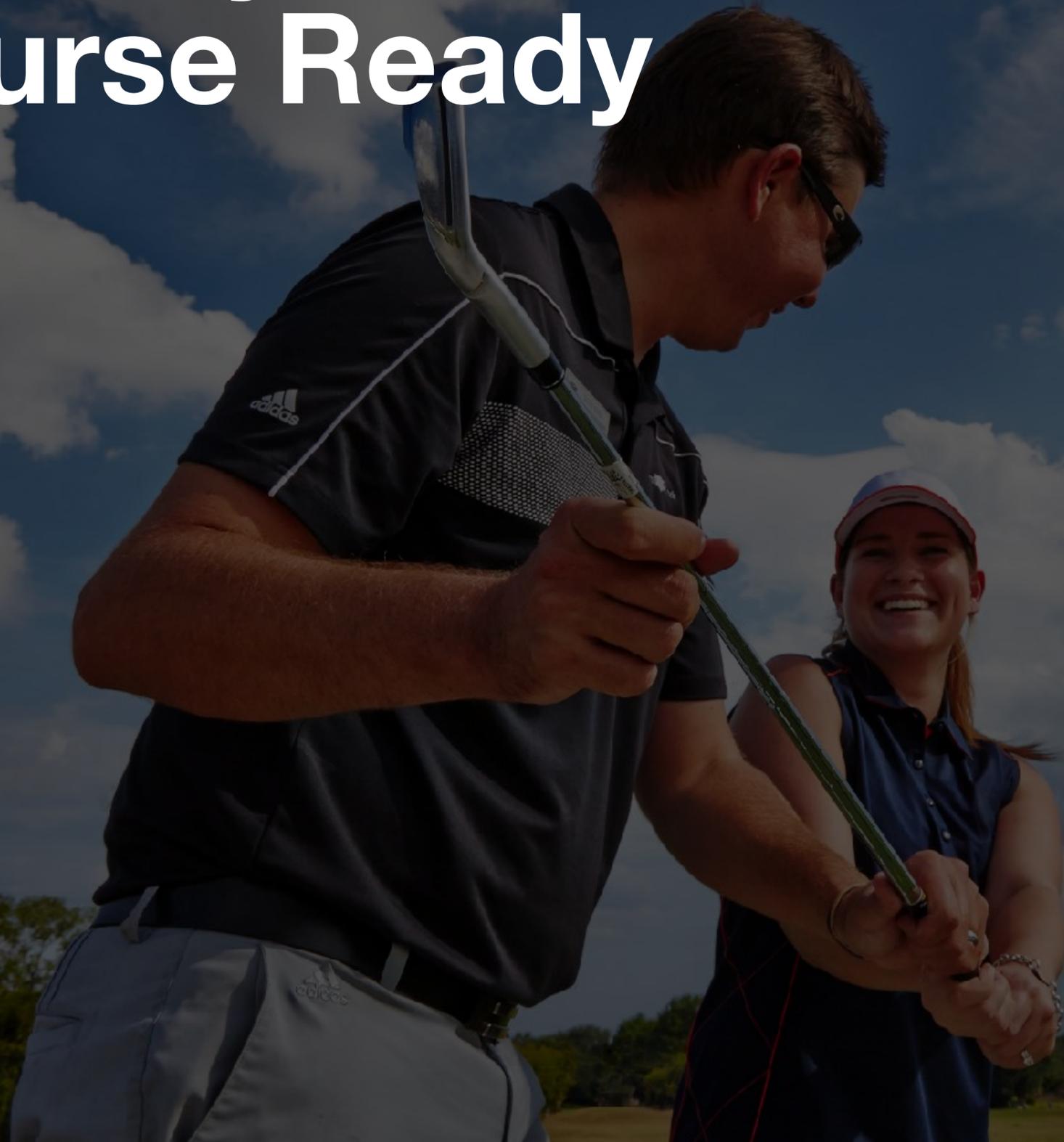
- The challenges are built into the Practice Club plans and you should always aim to setup and demonstrate the challenges during your practice clubs.



Celebrate Achievements

- When a learner completes a challenge, skill or a Mastering the Game step congratulate them on their achievement!

Journey to Club and Course Ready



GAMEON

Importance of the Journey to Club and Course Ready

Built into the program is also the mechanism for you and the participants to track their journey towards becoming **Club Ready and Course Ready**. This is essential to the overall success of the program as it will help to:



Give Credibility

- By having a mechanism in place to measure the participants journey and development, it will give the program credibility to creating golfers who are ready to play the course and become active members of the club.



Define the Goal of the Program

- Having assessment measurements in place will help participants to the end goal of the program.



Give Clarity to Participants

- Defined measurements along the participants journey on the program will help them understand where they are and the skills they need to develop.



Direct Development Requirements

- Defined measurements will help participants to understand areas where they may need to develop and learning opportunities they need to engage with in the program in order to develop the skills required.



Drive Continued Engagement

- The measurement mechanisms will help drive continued engagement and enthusiasm in the program by motivating participants to develop their skills in order to successfully complete each stage.



Define On Course Progression

- Defined measurements will help identify to you and participants when they are ready to progress through the adapted teeing positions making the golf course more challenging but realistic to a club environment.

Assessment Criteria

The participants journey towards becoming **Club Ready and Course Ready** is assessed across three different criteria. These criteria have been selected as they give the most appropriate methods to measure that the learner has the skills, experience, knowledge and social connections to Play with Competence, Play Safely with Others, Play within the Rules and Standards of the Game and Play with Sufficient Speed of Play.

The three criteria's used are:

Game Development

- Participants must attend the required number of themed classes across the three steps. This guides the learners journey through the program and also ensures that they have had access to the required knowledge and skills to complete the program.



On Course Score

Participants must achieve a specific score on the course from a defined starting point and over a certain number of holes during Course Play Events.

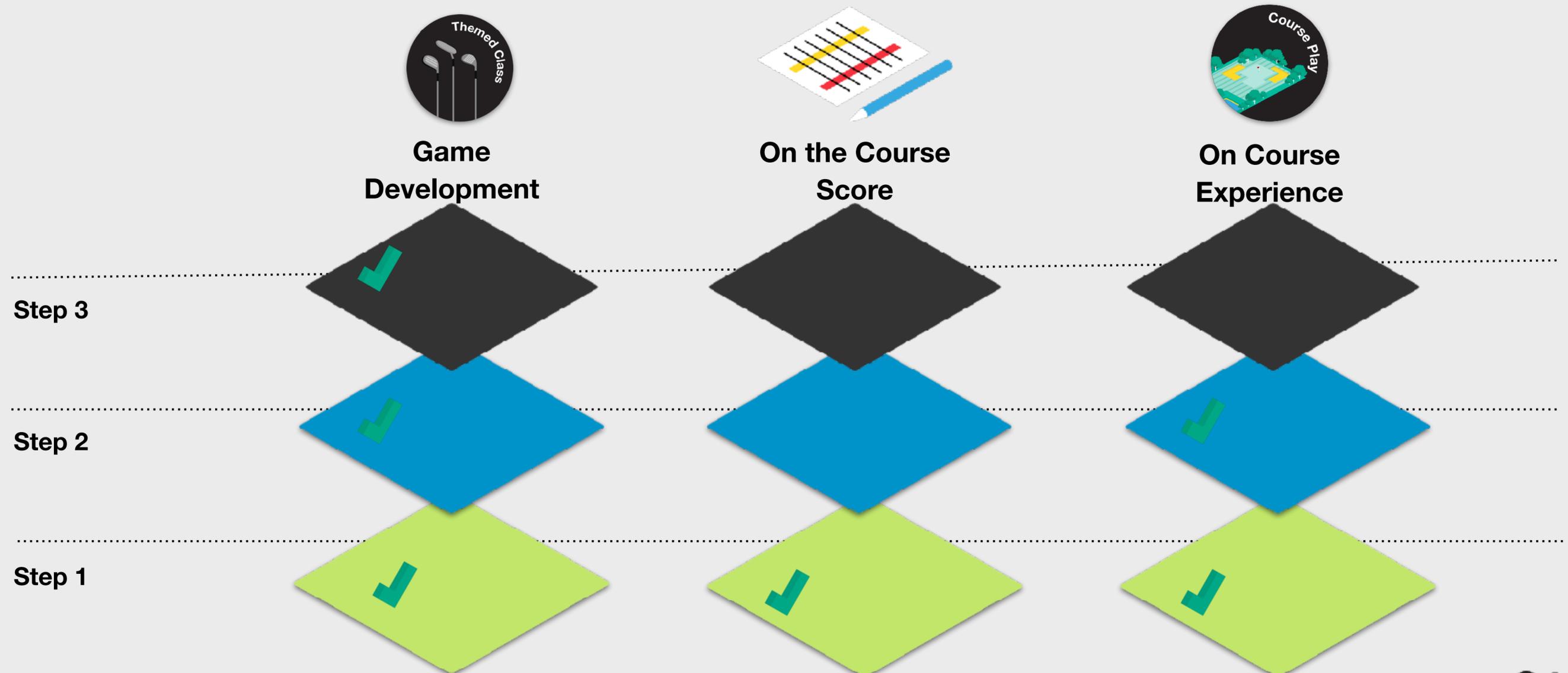
On Course Experience

- Experience on the course is critical and this criteria will define the number of on the course experiences participants must have had within the program by measuring attendance of Course Play Events.

Assessment Steps

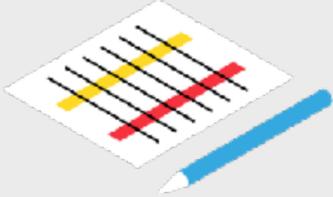
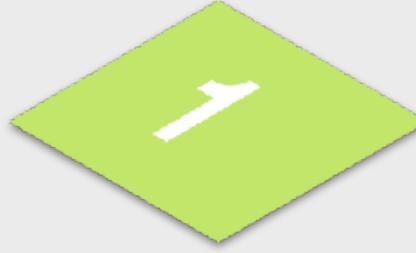
The participants journey is assessed across three steps. These steps also link directly to the Skill Challenge steps so there is consistency across both areas and helps to guide the journey of the learner.

These steps ultimately act as a guide and do not prevent the learner for actively playing the game and there is no pass or fail ethos to the program. The learner can move fluidly through the achievements across the following three areas and shouldn't be prevented from attending the next step of classes:



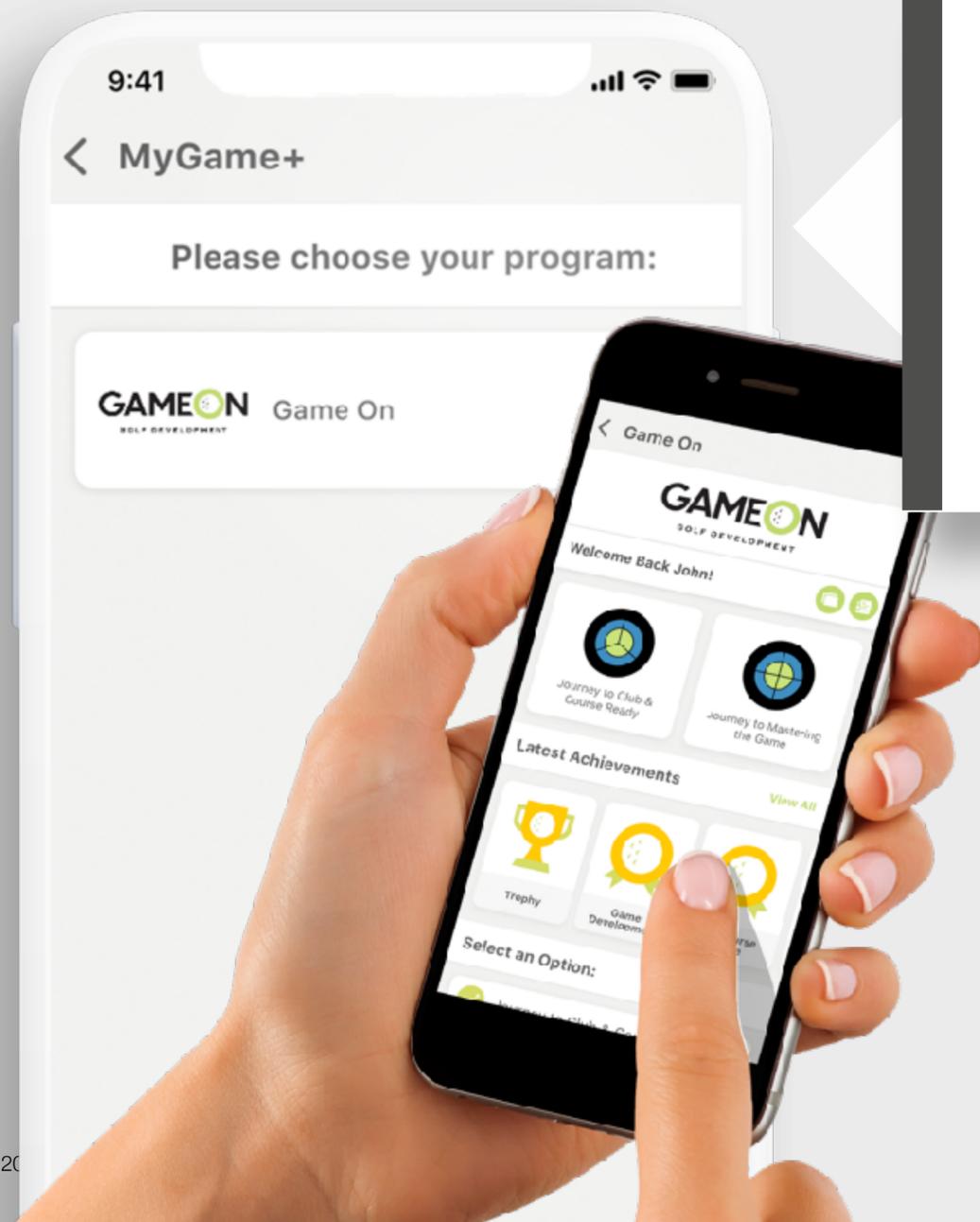
The Challenges

The slide now provides an overview of the challenge within each criteria and steps.

| |  Game Development |  On Course Score |  On Course Experience |
|---|--|---|--|
|  | <ul style="list-style-type: none"> Attend the 8 Required Themed Classes | <ul style="list-style-type: none"> Score 60 or less over 9 holes starting from The Official Tee Box on the course using Rules of Golf | <ul style="list-style-type: none"> Attend 6 Course Play or Graduation Events |
|  | <ul style="list-style-type: none"> Attend the 8 Required Themed Classes | <ul style="list-style-type: none"> Score 45 or less over 6 holes starting from The Stinger (Tee 3), The Drive (Tee 4) or The Official Tee Box using adapted rules. | <ul style="list-style-type: none"> Attend 3 Course Play or Graduation Events |
|  | <ul style="list-style-type: none"> Attend the 4 Introduction Classes | <ul style="list-style-type: none"> Score 24 or less over 3 holes starting from any tee box using adapted rules | <ul style="list-style-type: none"> Attend 1 Course Play or Graduation Event |

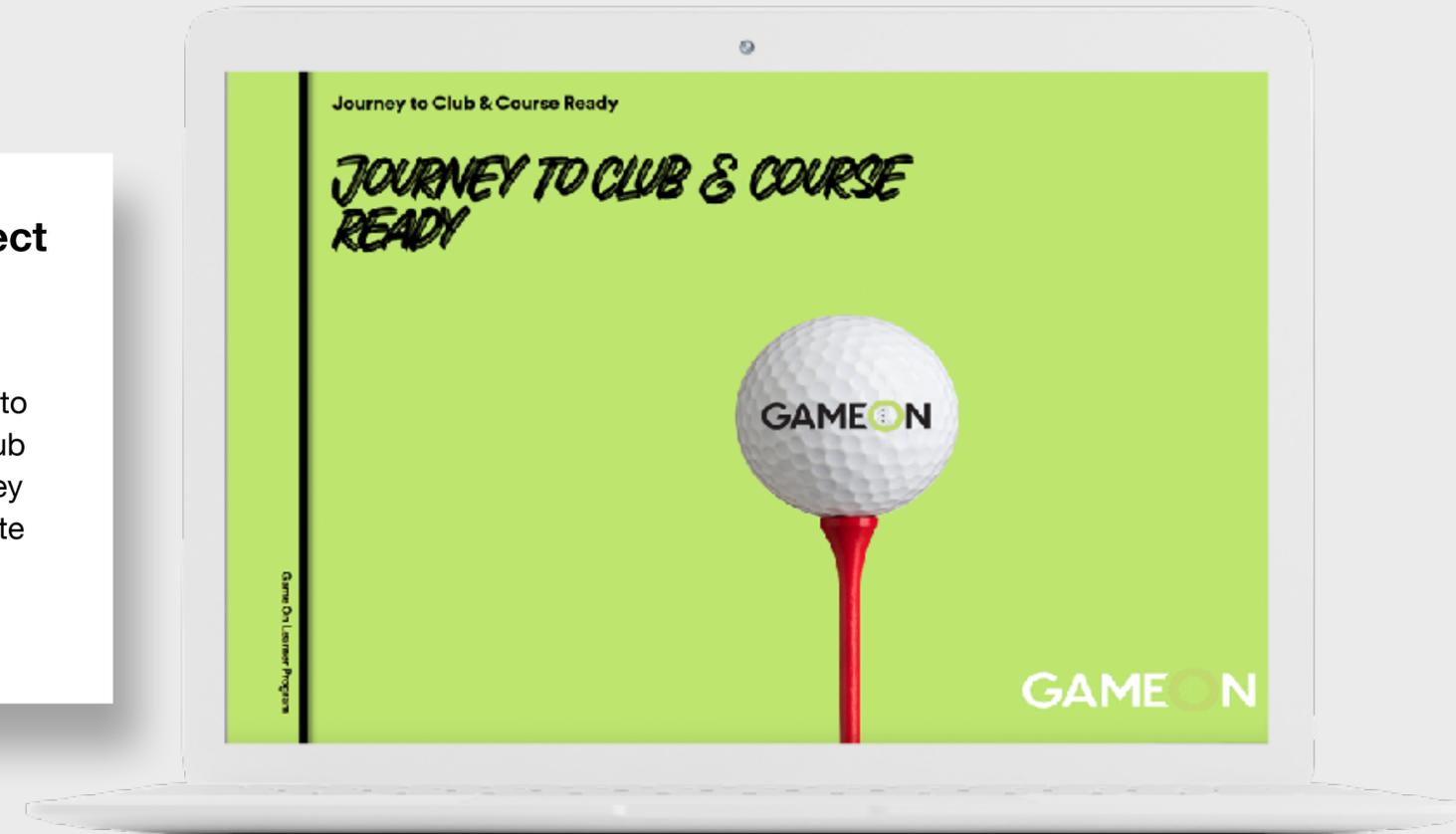
Accessing and Updating Challenges

The MyGame+ area of the GLF. Connect Apps allows the learner to track their progress through the Club and Course Ready Challenges. They can mark achievements as complete and visually track their progress through the program. On sign up you also distribute the Journey to Club and Course Ready E-BOOK:



MyGame+ on GLF. Connect

The MyGame+ area of the GLF. Connect system allows the learner to track their progress through the Club and Course Ready Challenges. They can mark achievements as complete and visually track their progress through the program and the progress wheel.



Club & Course Ready E-BOOK

On sign up to to the program, each Learner will receive the Club & Course Ready E-Book. This outlines the challenges within this element of the program and ability to understand and track progress.

Club and Course Ready Wheel

The learners journey to becoming Club and Course Ready can be tracked using the Progress Wheel. This provides an engaging way to visually track their journey. The wheel is automatically populated based on the achievements being attained across the three criteria and steps.

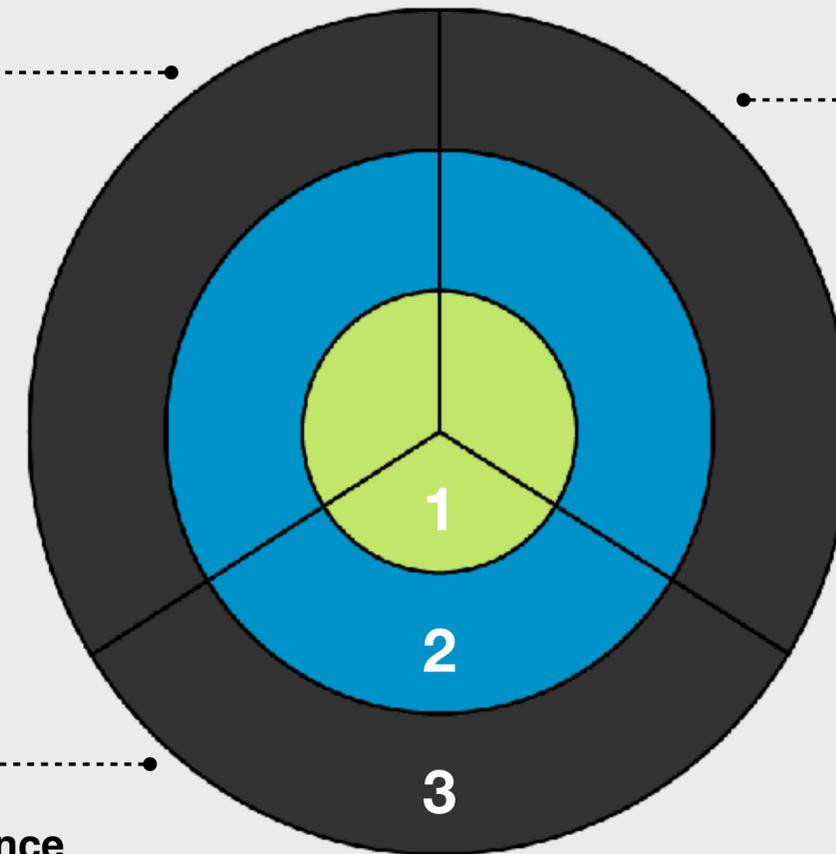


Journey to Club and Course Ready Progress Wheel

Game Development

On Course Experience

On Course Experience



Viewing the Challenges and Updating

Learners are able to view the specific Challenge with each of the criteria and steps. The engagement with the challenges and tracking of progress is once again intended to be led by the learner with support from you. Therefore, the learner can view and update their progress through the Challenges without any need for validation by you.

1

Step 1

- The learner can navigate to criteria and steps to find the specific challenges.

2

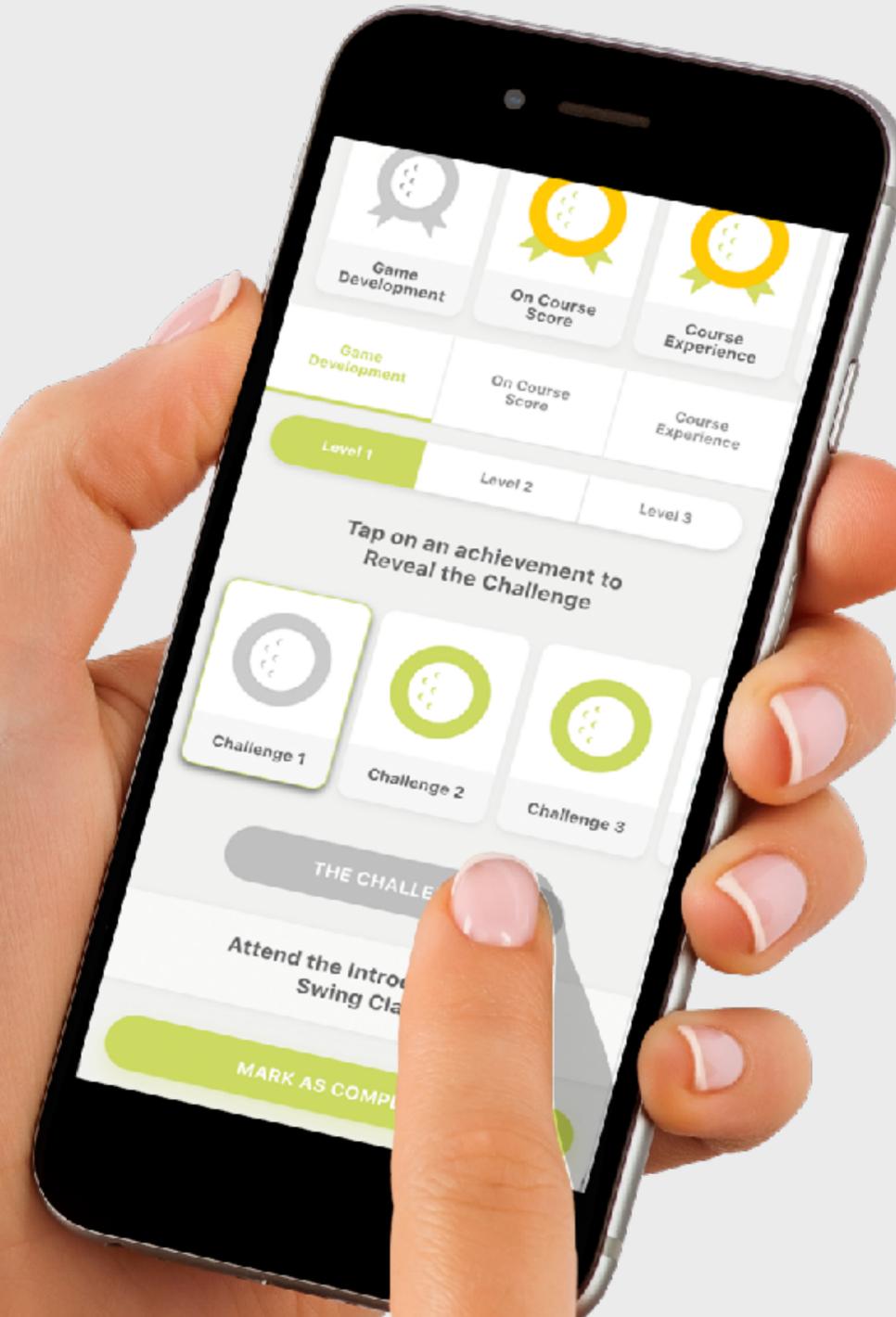
Step 2

- The learner can view the description of the challenge.

3

Step 3

- The learner can mark the Challenge as complete from within the App.

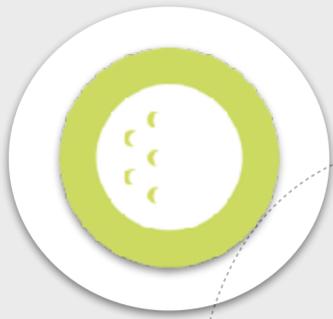
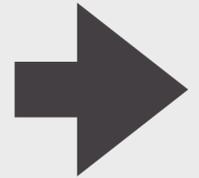


The Rewards

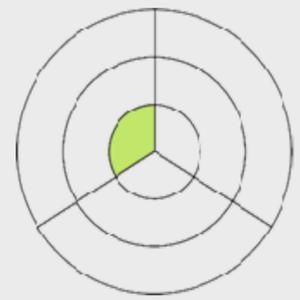
Once again, the learner can be awarded a number of awards during their journey through the program. The rewards are as follows:

Completion of a Challenge

- When a learner completes a specific challenge, they will be awarded a virtual Challenge Stamp for that step.

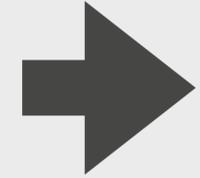


Journey to Club and Course Ready Wheel

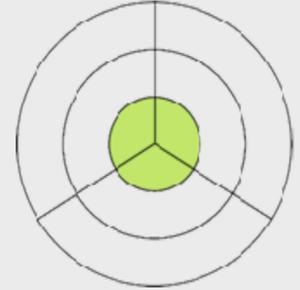


Completion of a Criteria

- When a learner completes all of the challenges within a criteria, they will be awarded a Virtual Rosette for that step. That section of the Journey to Complete and Course Ready wheel will be updated.

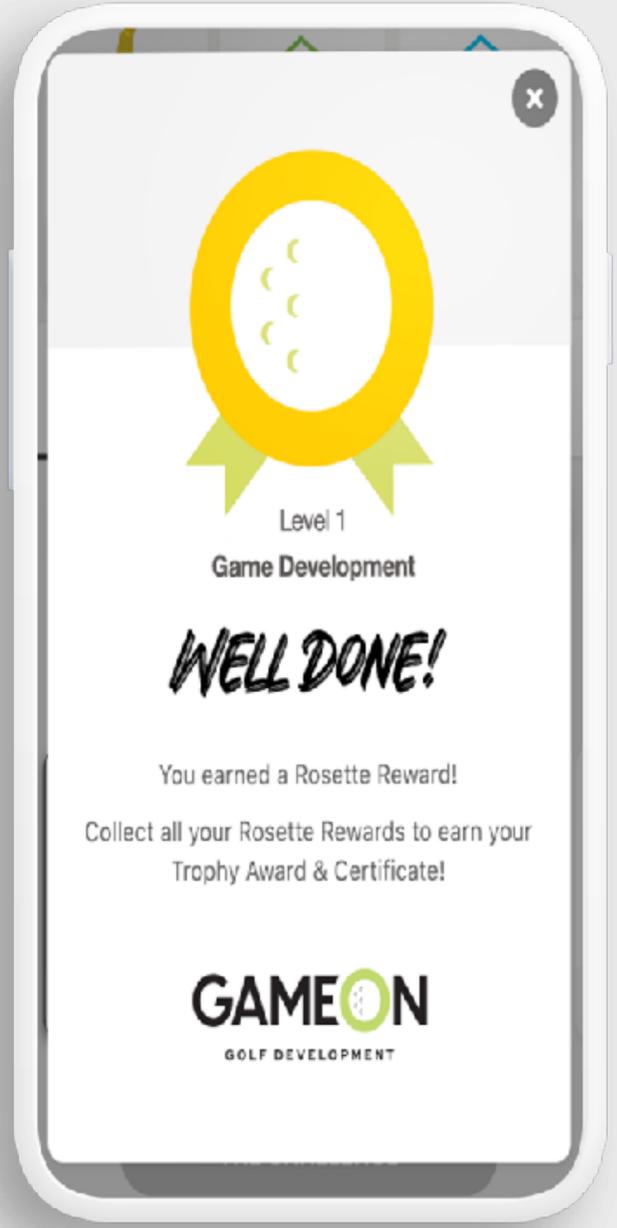
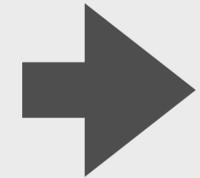


Journey to Club and Course Ready Wheel



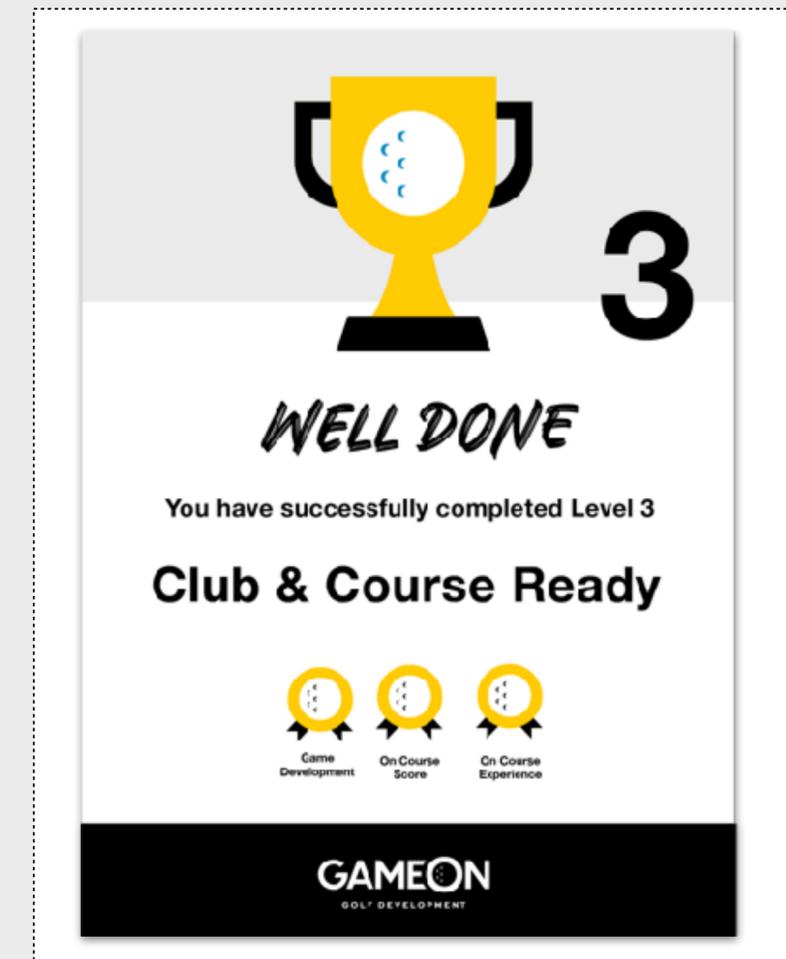
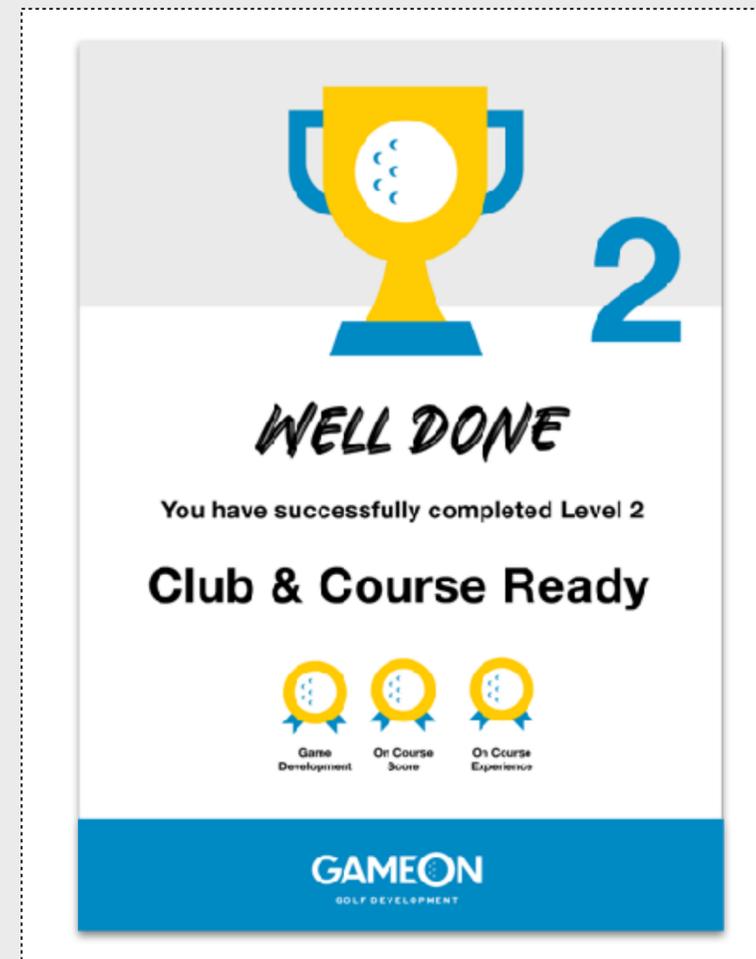
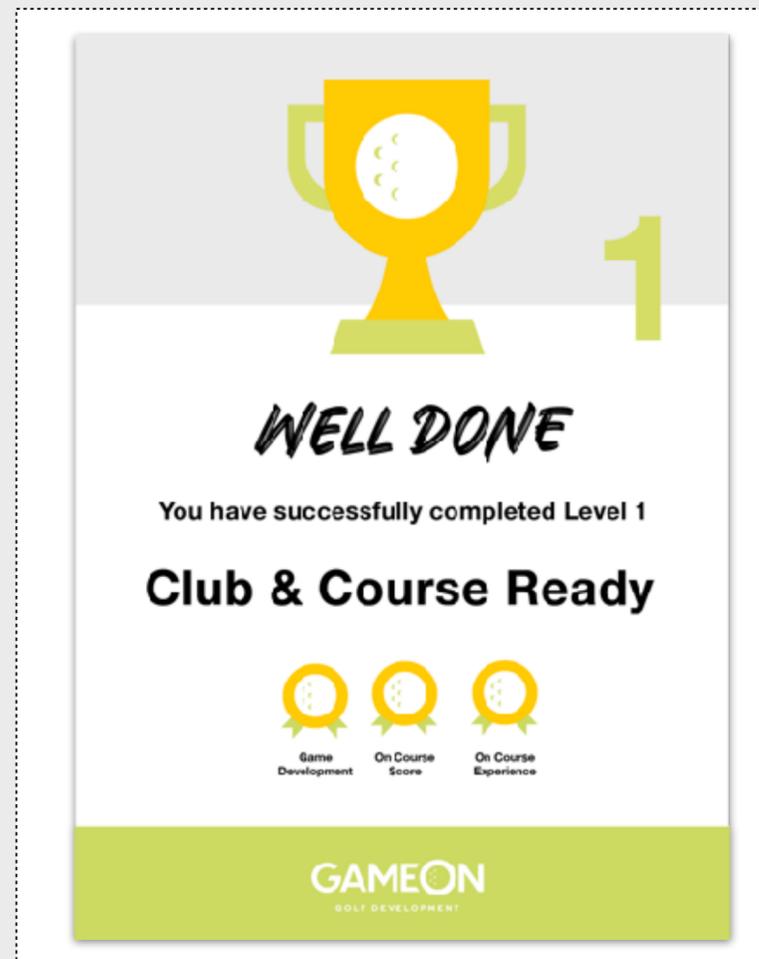
Completion of a Step

- When a learner completes all of the challenges across all skill types, they will be awarded a virtual Step Trophy and the Mastering the Game wheel for that step will be complete.



Step Certificates

The learner can also attain their step certificates when they complete all of the challenges within a step and attain all of the Virtual Rewards. Each learner can access their My certificates section within the App and view the certificates they have been awarded. The certificates that the learner can attain are:



Final Thoughts

The engagement with the Journey to Club and Course Ready Achievements are intended to be managed by the student themselves and you are not responsible for updating achievements but you can do this within your coach login on GLF. Connect. The learner has the ability to view the achievements, update when they are completed and view their journey through the three criteria's and steps. However, you still play an important role in supporting this part of the program.



Be the Expert Guide

- You should help the learner to understand the Club and Course Ready Pathway and how they can interact and manage this through their GLF. Connect account.



Remind Learners

- During Themed Classes, Practice Clubs and Course Play events you should remind students to update their achievements. Time for this is built into the class and event plans.



Promote the Benefits

- You should promote the importance of updating the achievements and how this helps to guide their journey through the program and ultimately provide clarity of their development through the program.



Be Proactive

- You should use the GLF. Connect system to monitor your learners journey through the achievements and progress wheel. This will help you to engage with those on the program and guide their journey.



Update where Possible

- Through your GLF. Connect account you have the ability to update achievements across the three criteria's and steps. You can help keep track of the learners progress.



Celebrate Achievements

- When a learner completes an achievement, criteria and steps you should congratulate them on their achievement!

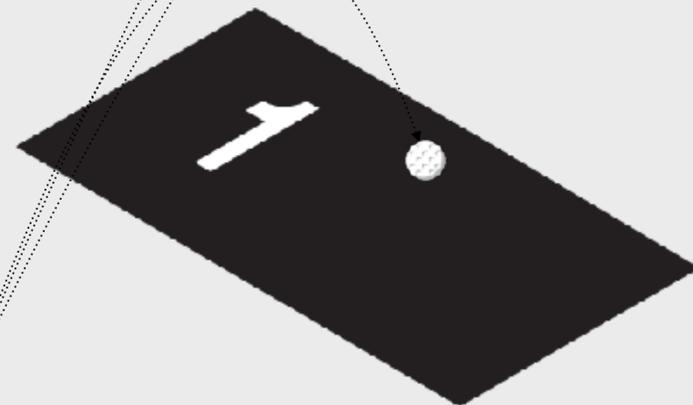
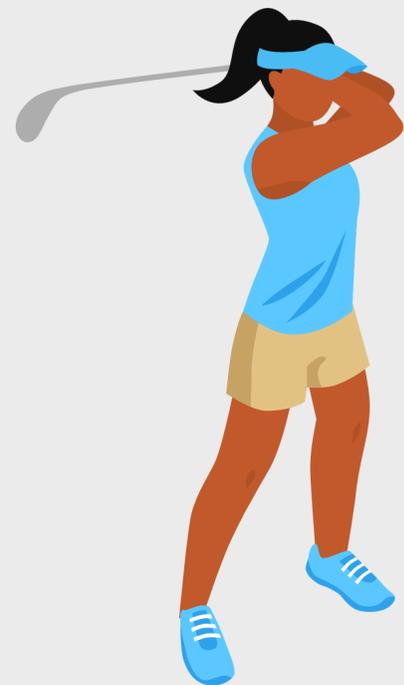
Next Steps



GAMEON

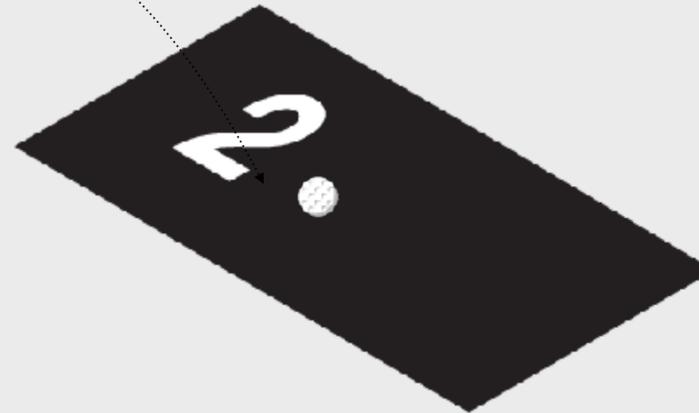
Next Steps

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



1. Complete the Implementing Your Program Training

- This will help you understand the expectation of the program, your role, the delivery of the program and how these should link together at your club.



2. Move on to Complete the Scheduling and Planning Step by Step Guides

- You will be ready to schedule your Classes, Practice Clubs and On Course Events. You should plan this with your team, venue and get the classes scheduled into your GLF. Connect system along with your Experience Days.



3. Complete your Course Play and Class Training

- These modules explore how to deliver your themed classes, graduation event, practice clubs and an overview of how to run your Course Play Event, build your adapted course and more.

Key Contacts

Program management are available to help with the implementation of the program at your venue. The key contacts and their email addresses are as follows:



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Retail Tribe
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Thank you.

Please complete the Implementing your Program Training Module within the Game On Learner Program Overview page in the Training Hub.

