

Swing - Step 1

An Introduction to Swing



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

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Class Timetable - Introduction to Swing

Session Length: 90mins	Group Size: 1:8	Mastering the Game Focus: Swing Introduction to Swing	Whole Golfer Focus: Body Fit for Golf Introduction	Learning the Game Topic: Orientation	Learning the Game Focus Orientation of the Game Orientation of Equipment	Mastering the Game Challenge: Iron Challenge
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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"> Outline your preferred technical focus for the class Introduce the Learning the Game or Whole Golfer focus Explain how to play the games and attempt the practice station activities Explain how to attempt the Mastering the Game Challenges 	<ul style="list-style-type: none"> Orientation of the Game Orientation of the Equipment Fit for Golf Introduction
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 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 remaining Learning the Game or Whole Golfer focus Opportunity to engage in group discussion, questions and re-visit any technical elements 	
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 if applicable independently or socially 	<ul style="list-style-type: none"> Practice stations Game cards Secondary skill station Mastering the Game Challenges
10 Mins	MyGame+ 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 MyGame+ 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 MyGame+ area 	<ul style="list-style-type: none"> MyGame+ on GLF. Connect App
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new learners and build relationships. Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help 	<ul style="list-style-type: none"> GLF. Connect App

Class Objectives & Setup



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, Distance and Direction Control**. Some of technical content you may want to explore in this first session may include:

- **Basics of Setup with the Iron** - Introduce some basic setup concepts which may include:
 - Basic Grip Concepts such as linking the hands in a style that evokes control, distance and comfort.
 - Basic Stance Concepts such as standing side ways to the ball, ball position in the centre of the club face and club face facing the target.
- **Basic Swing Concepts** - Introduce some basic swing concepts which may include:
 - Clubs and hands travelling up to the right shoulder and up and past the left shoulder in the following through.
 - Body, hands and club travelling in a circular motion around the body
 - Body facing away from the target on the way back from the ball and the body facing the target in the finish
- **Explore concepts for direction, strike and distance which may include:**
 - The importance of the strike on the club face and positioning of the club behind the ball
 - The impact of club face on the start line of the golf ball
 - The interaction between the club, ball and ground at impact and what is optimal.



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. Encourage practice using different clubs and exploring skills through discover 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:

- **Orientation of the Game:**
 - **Aim of the Game-** Introduce the concept of playing from the tee to the green in the fewest number of shots over varying lengths of holes and that learners are looking to achieve the lowest score possible.
- **Orientation of Equipment:**
 - **Overview of Equipment** - Provide an overview of the different types of clubs the learners will be using throughout the program and clubs they will find in a golf set.
 - **Components of the Iron** - Specifically introduce the Iron, how it is designed to strike the ball from the ground to hit the ball in the air and how the numbers on the club links to the length and loft of the face. Demonstrate the impact that this has on distance and trajectory with the same swing.



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:

- **Fit for Golf Introduction**

- Provide an overview of key joints and muscles used in the golf swing
- Highlight benefits of playing golf to the learner's health
- Demonstrate some basic stretches the learners can do to warm-up and reduce the risk of injuries occurring
- Highlight that golf can be strenuous on the body, especially early on and taking short breaks throughout the class is advisable. Encourage social connections at this time.

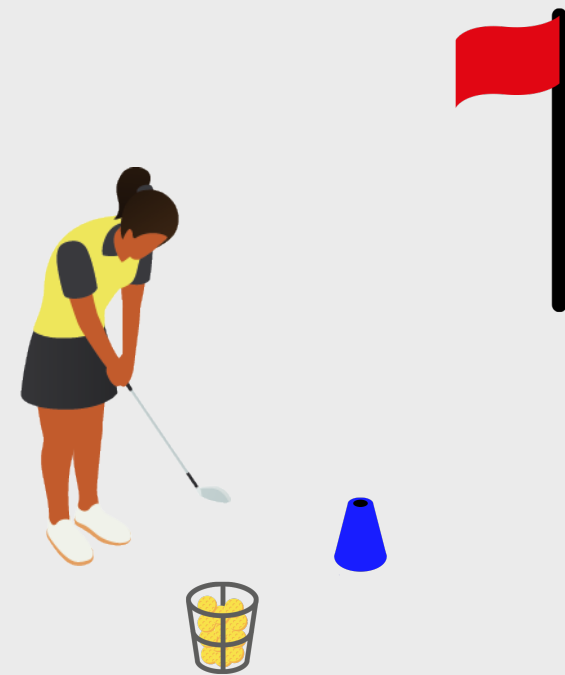


Class Layout and Setup

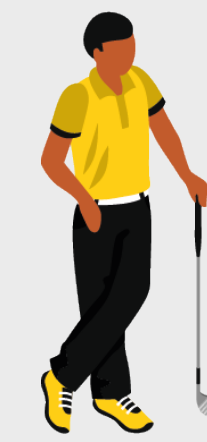
Group Discussion:
Stand, during and end of class



Station 7:
Secondary Skill if applicable



Station 1
Challenge Station



Station 2:
Practice Station
Good Contact



Station 3:
Practice Station
Control Direction



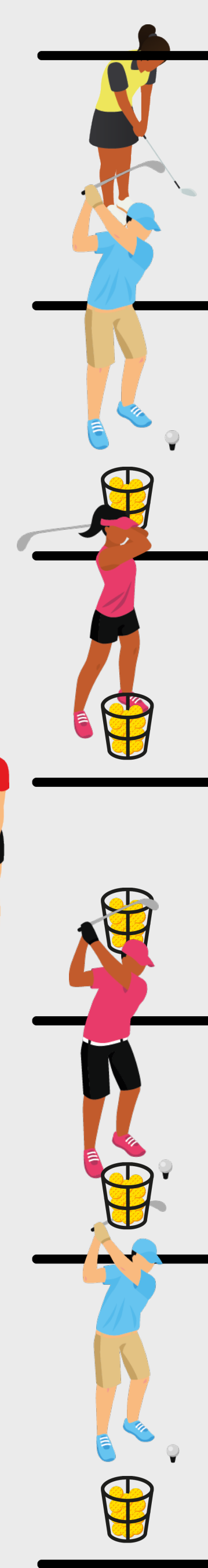
Station 4:
Practice Station
Stepping Drill



Station 5:
Game Station
Face Contact



Station 6:
Game Station
Army Golf



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 and themed class focus.

Equipment Needed

- 12 cones
- Golf balls

How to Practice

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

Technical Learning Objectives

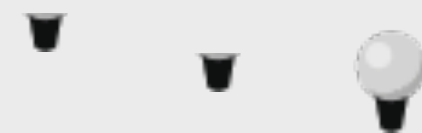
- This activity will help the learner to understand how to control the distance of a shot based on the speed of the stroke.
- This activity will help the learner to gain confidence in their ability to hit the green by becoming consistent with one particular type of club.

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Good Contact



Equipment Needed

- Tees
- 7 iron
- Golf Balls

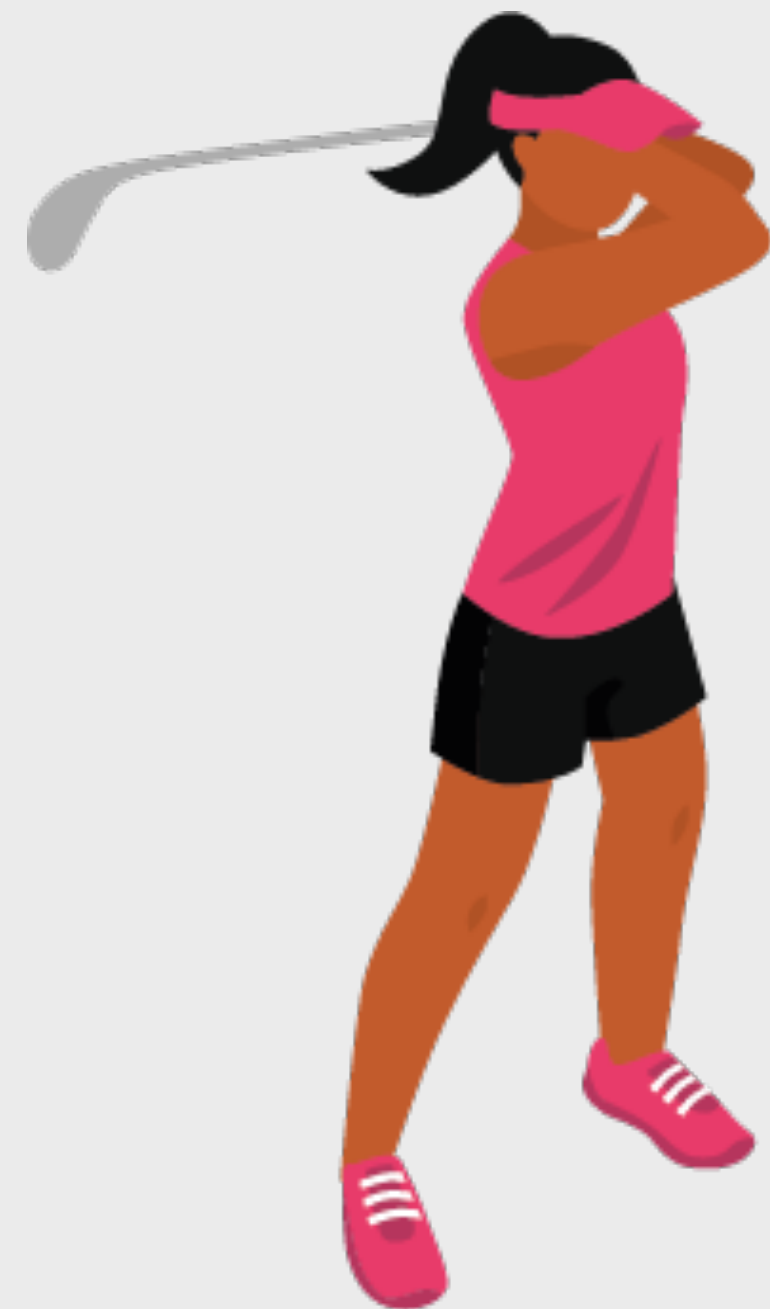
How to Practice

- Ask the learner to strike a tee on their practice swing twice before attempting the same outcome with the ball on the tee
- The learner should focus on making sure they strike the tee with their real shot too as this means the ball will strike the middle of the club face and the loft will get the ball in the air
- If the learner becomes competent at this drill using the tee then ask them to do the same from the ground. Each practice swing should brush the ground where the ball would be and on the real swing the club should brush the ground underneath the ball

Technical Link

- This activity will help the learner to understand how the loft of the club will help to strike the ball into the air, and they don't have to 'help' or 'lift' the ball to get it flighted properly
- This activity will help the learner to understand how if they aim just to hit the ball then quite often the result will be a topped or thinned shot

Control Direction



Equipment Needed

- Alignment Stick and Foam Noodle
- 7 iron
- Golf Balls

How to Practice

- Let the learner practice hitting the ball in different directions
- Ask them to aim directly at the foam noodle, and then deliberately hit the ball to the left and then to the right of the noodle from the same starting position
- Highlight how, so long as the ball is struck well, the club face is the primary influence over the direction the ball travels
- If there is a tendency for the learner to hit the ball a particular direction ask them to deliberately practice hitting the ball the opposite direction in order to learn how to control direction

Technical Link

- This activity will help the learner to understand how to control the direction of the ball. Be sure to link your technical advice to how this will help the learner control the club face direction

Stepping Drill



Equipment Needed

- 7 Iron or Driver

How to Practice

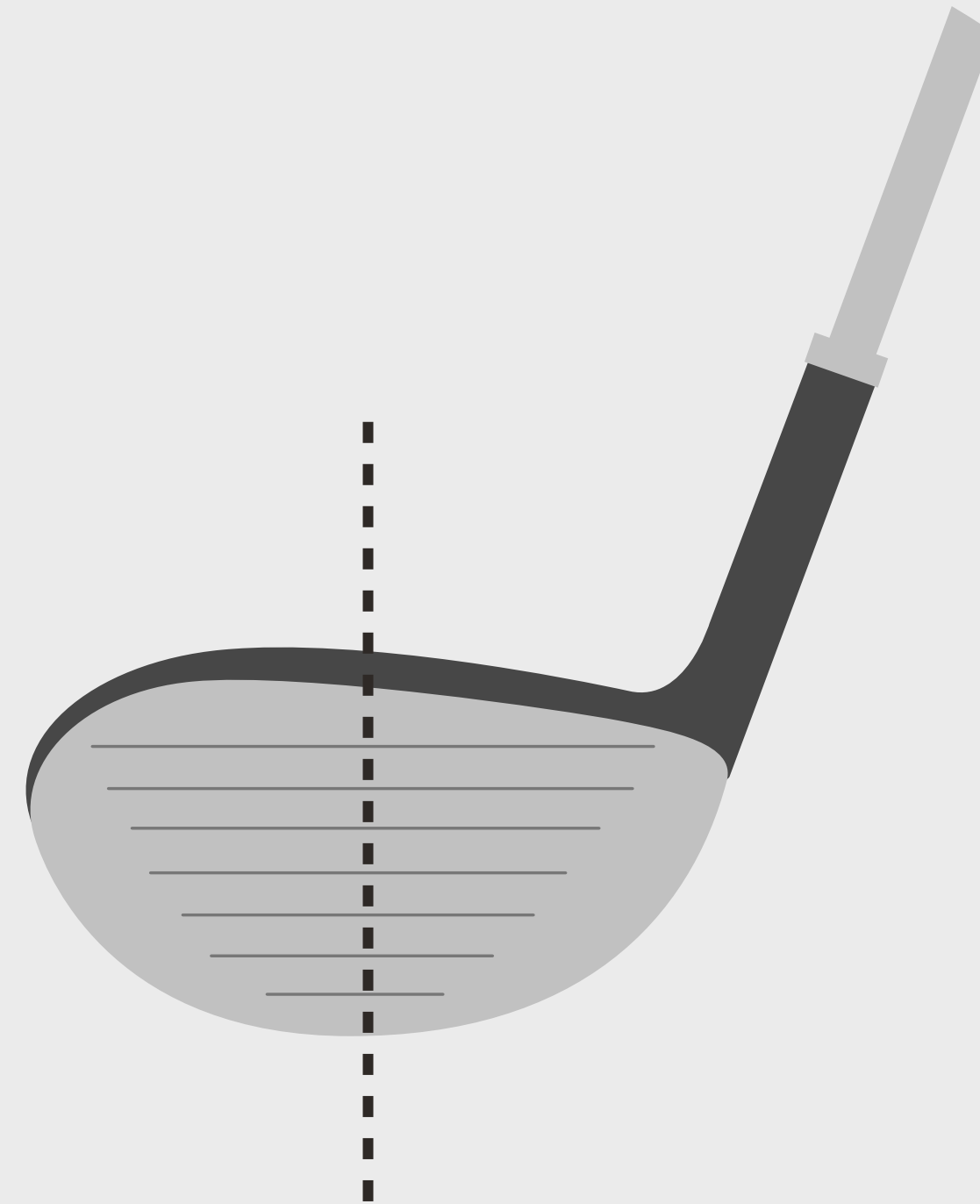
- The learner should practice by swinging up to the top of their swing and as the club is reaching the top of the swing, step forward and swing the club
- Once the learner achieves the coordination required to step and swing they can attempt the challenge with a ball and see if they can make contact
- Encourage learners to start with small, slower swings with this challenge and work up to fuller swings once confident in the movement

Technical Link

- This activity will help the learner to build an awareness of using movement to generate speed



Face Contact



Equipment Needed

- Impact Tape

How to Play

- A learner starts by attempting to strike the ball using a club that has impact tape on the face
- After each shot they should check to see where the ball was struck on the face
- The learner should try to deliberately strike the ball using the toe of the club and the heel of the club to build awareness of what it feels like when the ball is struck using different parts of the club face

Progression Ideas

- Challenge the learner to strike a particular part of the club face deliberately
- Draw on the face tape to indicate a smaller target that the learner has to try to hit



Army Golf



Equipment Needed

- Alignment sticks and noodles to create the target gates
- A single cone to represent the starting position

How to Play

- The aim of the game is to see how many consecutive shots the learner can hit through the correct gap
- The learners should alternate their aim between the gap on the left and the gap on the right
- If a learner misses this is the end of their turn and they have to try to beat their personal best score when it is their turn again

Progression Ideas

- Vary the size of the gap between the posts
- Vary the distance between the starting point and the posts

Secondary Skill



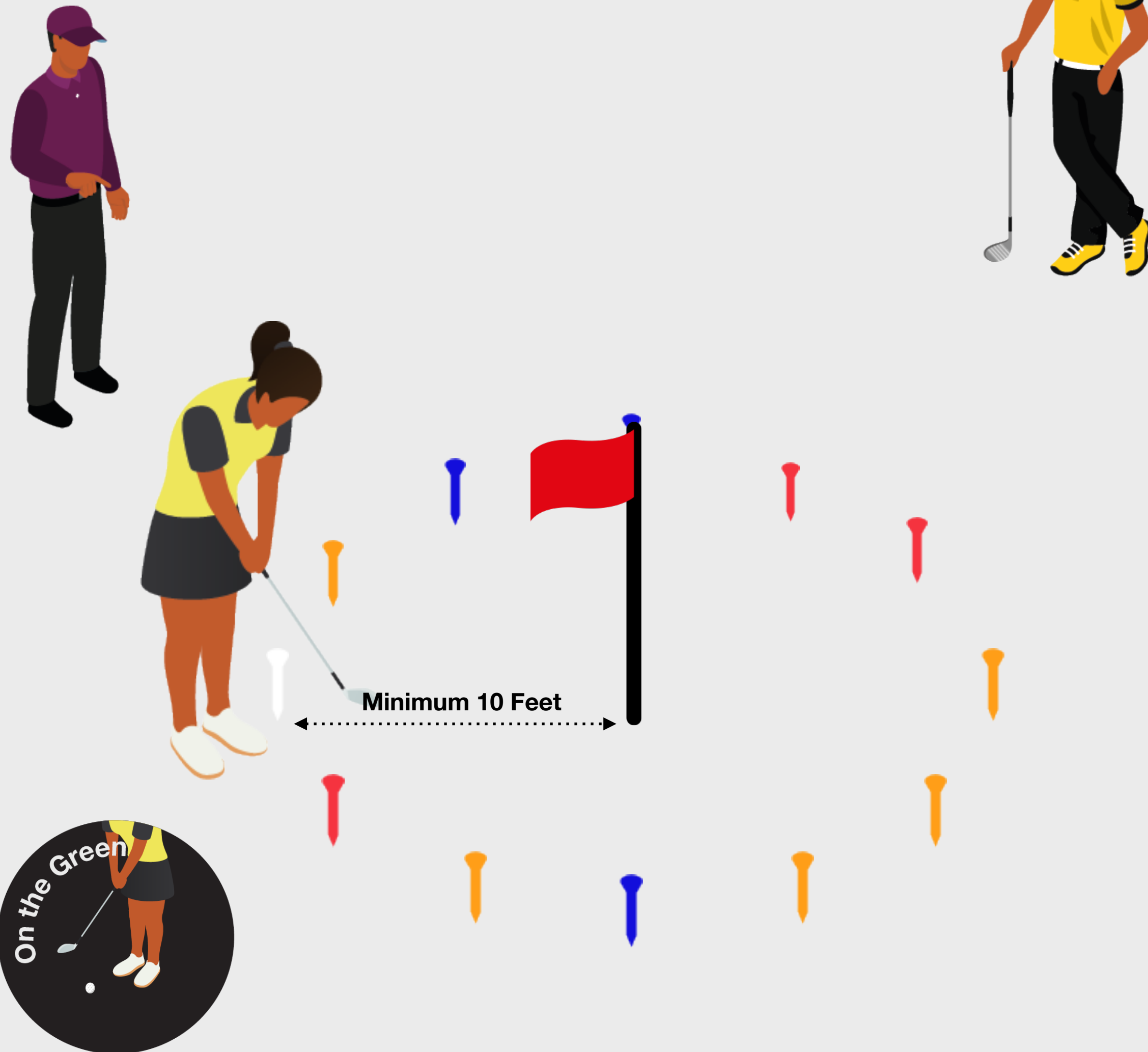
Secondary Skill

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 **Putting**, providing learners an opportunity to have a go at putting before the Introduction to Putting class.



Round the Clock



Equipment Needed

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

How to Play

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

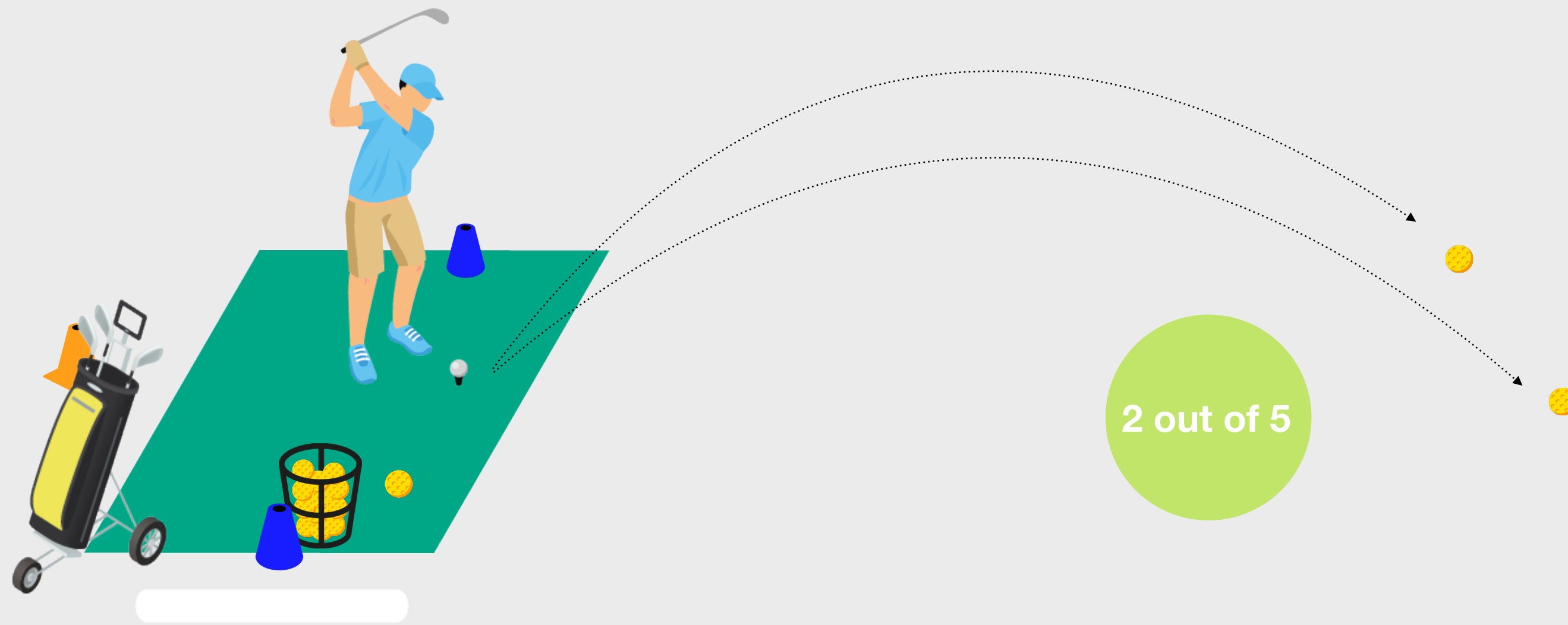
Progression Ideas

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

Mastering the Game Challenges



Iron Challenge



The Challenge

To complete the Step 1 Challenge the learner needs to demonstrate the ability to hit 2 out of 5 shots in the air.

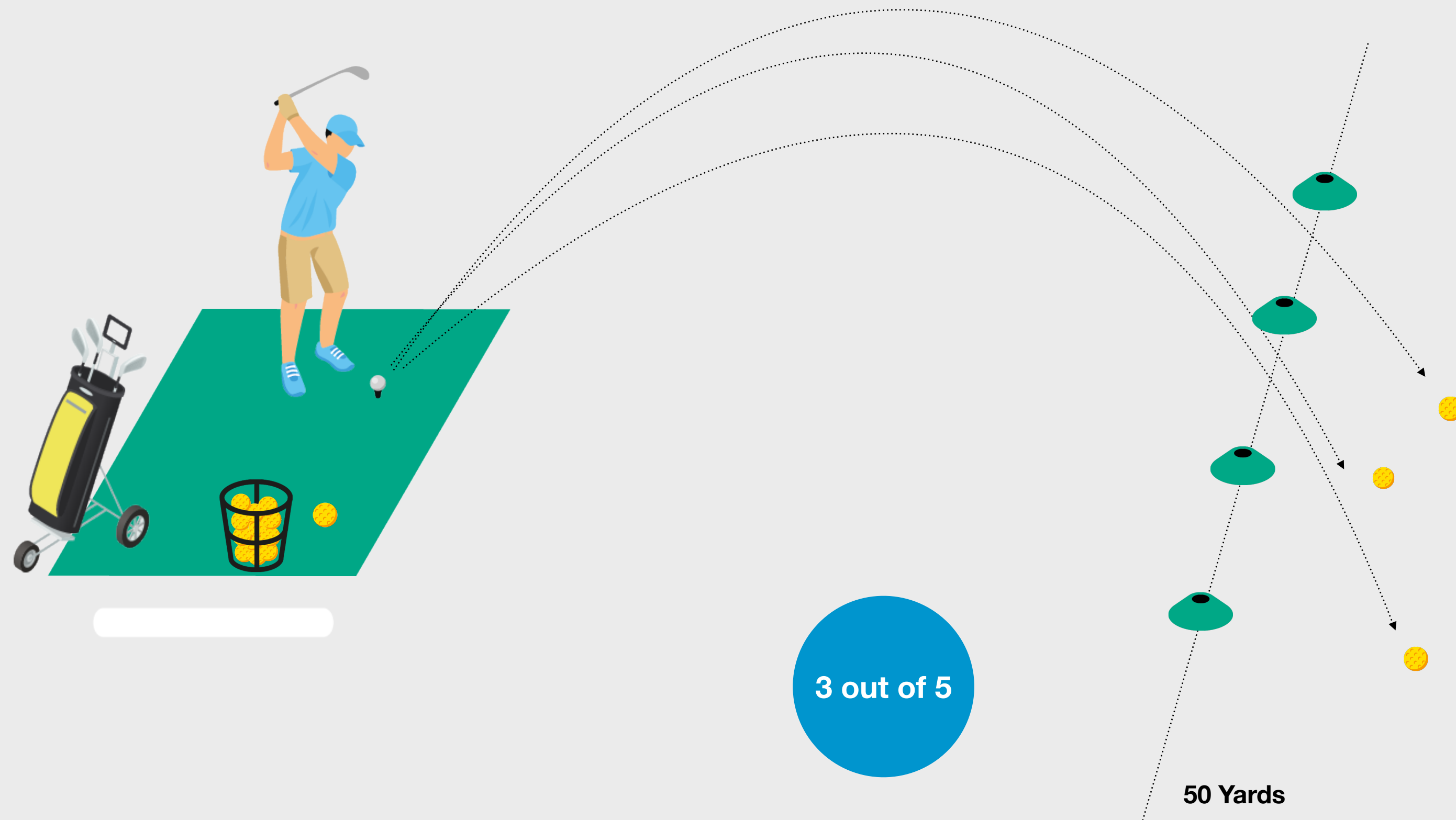
To complete the challenge, the learner doesn't need to demonstrate control over direction or distance.

What should the Learner do next?

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



Iron Challenge



The Challenge

To complete the Step 2 Challenge the learner needs to demonstrate the ability to hit 3 out of 5 shots in the air and a minimum carry distance of 50 yards.

To complete the challenge, the learner doesn't need to demonstrate control over direction. This challenge should be attempted off the ground.

What should the Learner do next?

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



Iron Challenge

	Yardages	Target Green
Iron Distances <i>(Where the ball comes to rest)</i>	75	15 yards wide
	100	20 yards wide
	125	25 yards wide
	150	30 yards wide



The Challenge

To complete the Step 3 Challenge the learner needs to demonstrate the ability to hit 2 out of 5 shots to come to rest on the target green at the learners approximate 7-iron total distance (Minimum of 75 yards).

What should the Learner do next?

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

