

Practice Around the Green General



GAMEON

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Class Timetable

Class Timetable

Session Length: 60mins

Time	Focus	Class Content
15 Mins	Introduction and Whole Golfer Focus	<ul style="list-style-type: none"> Outline the objective of the Practice Club to the Group Explain the layout of the session Outline the Challenges that can be attempted in the Class and make those attending aware of the Challenge Cards demonstrating how to attempt the Challenge Outline the Games available within the Class Explore the Whole Golfer Focus for the Class
20 Mins	Games, Practice & Challenge Time	<ul style="list-style-type: none"> Those attending the class can now engage in individual practice, social practice and competitive play Opportunity for Private Coaching A chance for those attending Allow for self-discovery and guided learning
15 Mins	Learning the Game Focus	<ul style="list-style-type: none"> Get the group together to introduce the Learning the Game Focus Learners should have the option to carry on their activity to suit their needs or participate in the group
10 Mins	myGame Tracking and Recap	<ul style="list-style-type: none"> Recap the class focus and answer any questions Add any lesson notes to the learner's Student Connect on GLF Locker Allow for time for the Learners to enter their Challenge Score in the myGame Area and complete the challenge if they have been successful. Learners should mark their attendance at a Practice Club in the myJourney section of the myGame Direct the learners to the online resource for the Whole Golfer and Learning the Game Focus in the myGame area of GLFLocker

Mastering the Game Focus:
On the Green
Long Putts, Short Putts & Scoring

Whole Golfer Focus:
Basic Pre Shot Routine

Learning the Game Focus:
Etiquette on the Putting Green - Line of the putt

Challenge:
Short Putts Challenge
Long Putts Challenge
Scoring Challenge

Games / Drills / Resources:
Basic Pre- Shot Putting Routine

Etiquette on the Putting Green - Line of the putt

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Class Timetable

Session Length: 60mins	Group Size: 1:12	Mastering the Game Focus: Around the Green General	Whole Golfer Focus: Mind Greetings - How to start and end a round of golf	Learning the Game Topic: Playing and Scoring Playing and Scoring	Learning the Game Focus Par 3, 4 and 5 Playing and Scoring - Birdie, Par and Bogey	Mastering the Game Challenge: Chipping Pitching Bunker Play
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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 required Be ready to welcome participants 5 minutes before the session starts 	<ul style="list-style-type: none"> Class Layout and Setup
10 Mins	Introduction and Whole Golfer Focus	<ul style="list-style-type: none"> Outline the objectives which is an opportunity for learners to practice their around the green play. 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 if applicable 	<ul style="list-style-type: none"> Greetings - How to start and end a round of golf
20 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> Split the group into two groups, one group does the team game and the other rotate on remaining stations Split the learners in the team group into 2 teams Opportunity for private coaching Allow learners to choose from the challenges. Not required to complete all challenges Develop social connections and allow for self-discovery and guided learning 	<ul style="list-style-type: none"> Par 27 Draw the L Crossbar Challenge
5 Mins	Learning the Game Focus	<ul style="list-style-type: none"> Get the group together to introduce the learning the Game or Whole Golfer focus Learners should have the option to carry on their activity to suit their needs or participate in the group introduction to the Learning the Game or the Whole Golfer focus 	<ul style="list-style-type: none"> Par 3, 4 and 5 Playing and Scoring - Birdie, Par and Bogey
15 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> Split the group into two groups, one group does the team game and the other rotate on remaining stations Split the learners in the team group into 2 teams Opportunity for private coaching Allow learners to choose from the challenges. Not required to complete all challenges Develop social connections and allow for self-discovery and guided learning 	<ul style="list-style-type: none"> Par 27 Draw the L Crossbar Challenge
10 Mins	MyGame+ Tracking on GLF. Connect	<ul style="list-style-type: none"> Add any lesson media to the learner's Student Connect 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

Practice Around the Green Class Layout and Setup

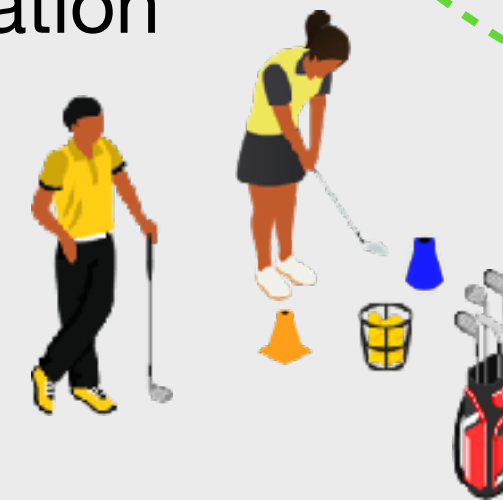
Station 4:
Game Station
Par 27



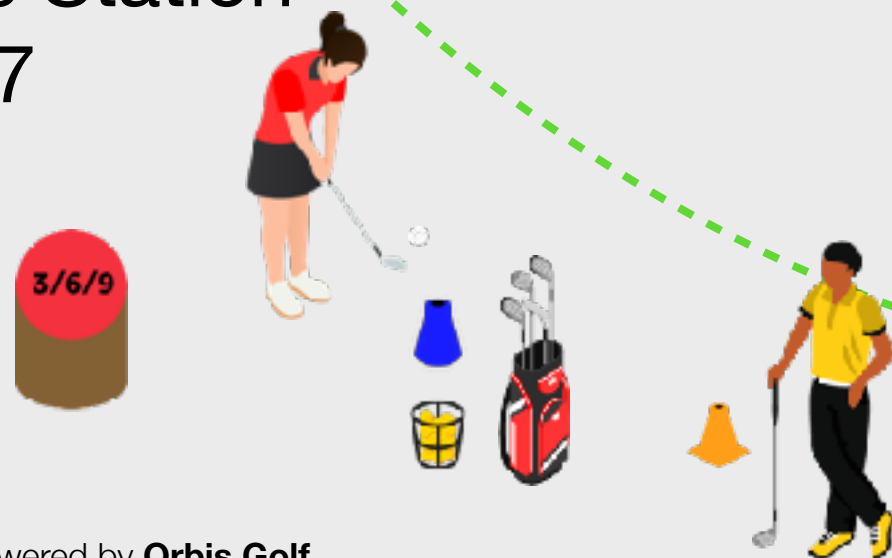
Station 2:
Game Station
Crossbar Challenge



Station 3:
Practice Station
Draw the L



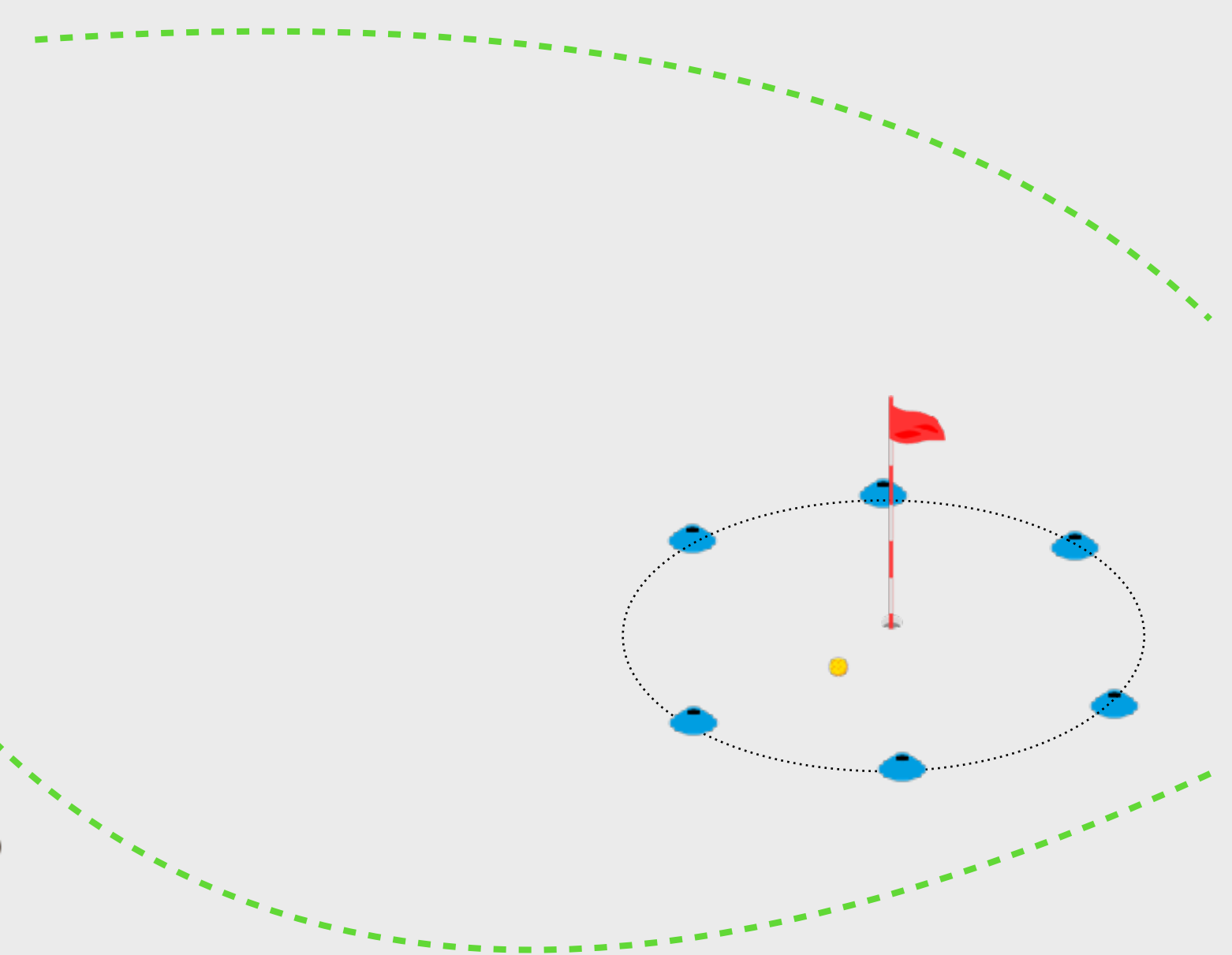
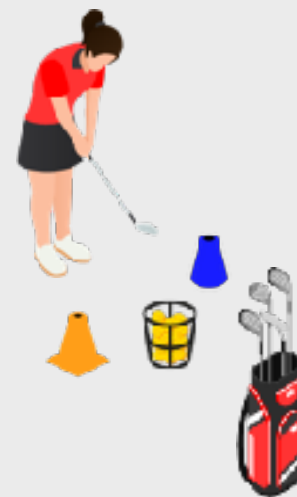
Station 4:
Game Station
Par 27



Station 4:
Game Station
Par 27



Station 5:
Challenge station



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 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 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 and speed of the stroke to ball further
- This practice is learnt using the same club and speed of the stroke to ball further

Technical Learning Objectives

- This activity help the learner to understand the distance of a shot based on the speed of the stroke
- This activity help the learner to gain confidence around the green by becoming consistent using one particular type of club

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GAMEON
GOLF DEVELOPMENT



Draw the L Shape



Equipment Needed

- No Equipment Required

How to Practice

- Depending on the equipment you have available, this station should help the learner explore the shape of the swing when pitching
- They may do this with a partner and mirror the shape of the swing
- A mirror on the ground may also be suitable or an electronic device
- The learner should practice making L Shape swings and then repeat with the golf ball

Technical Link

- This activity will help the learner to understand how a pitch shot begins to differ from a chip shot in regards to the body, arm and club motion
- This activity will be the building block to begin to understand how the motion produces flight and distance



Crossbar Challenge

Equipment Needed

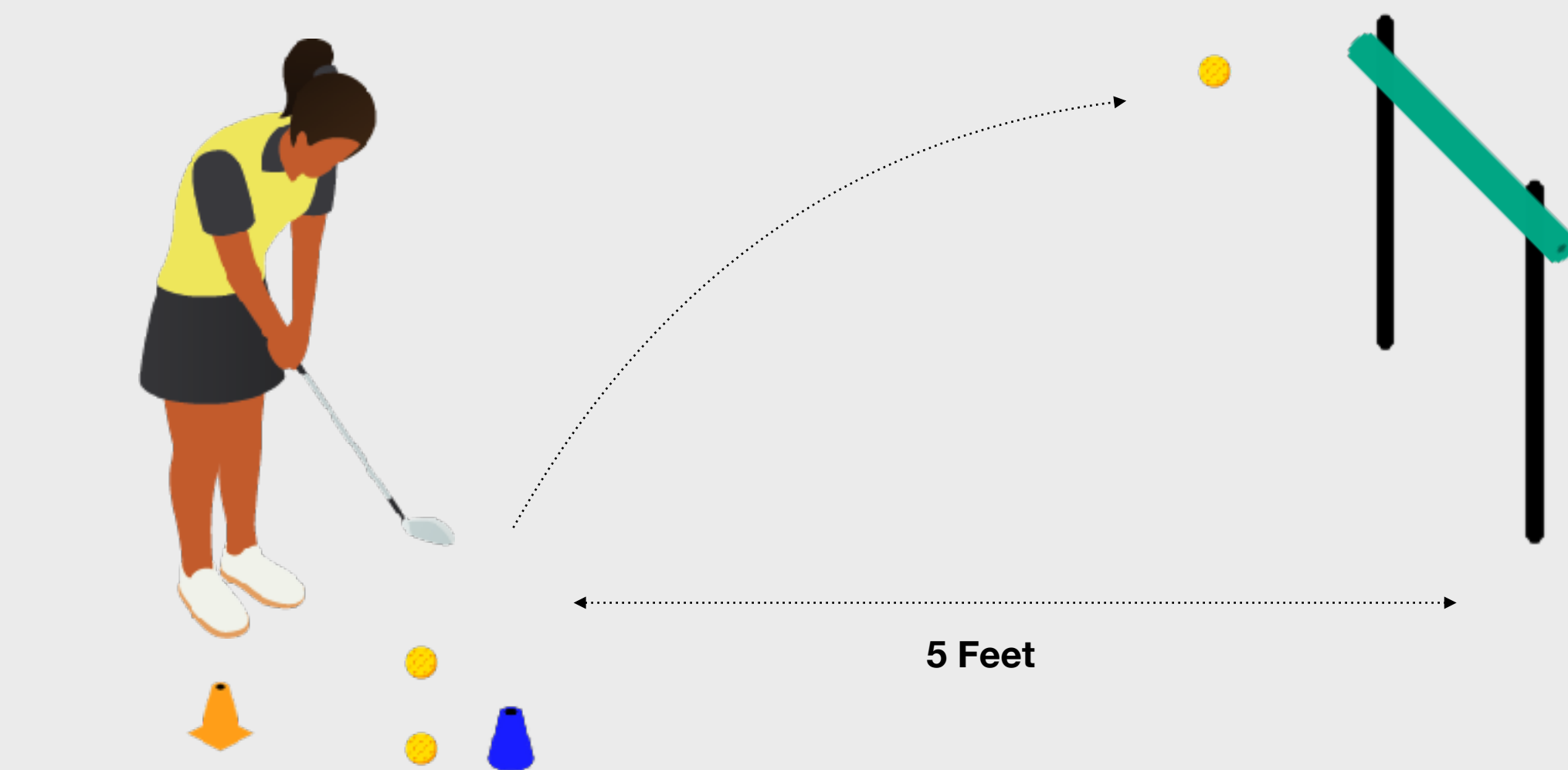
- Alignment sticks and a noodle to create the crossbar
- Golf balls

How to Play

- Place the crossbar just five feet ahead of the learner
- The aim is to pitch the ball over the crossbar from this close proximity
- The learner receives 5 attempts to pitch the ball over the noodle
- If unsuccessful they can move a foot further away, if they are successful they can move a foot closer, and they then attempt the challenge again

Progression Ideas

- Vary the height of the noodle
- Vary the distance from the starting position and the crossbar



Par 27



Equipment Needed

- Golf ball for each play
- Scorecard
- Pencil
- Cones for safety
- Putter
- 7 iron, 9 Iron and SW

How to Play

- Get the learners to choose a starting point for 'Hole 1' around the green no more than 10 yards from the edge of the green surface
- The learner should drop their ball rather than placing but this should be tailored to each learner
- Each player hits their shot and then proceeds to putt out the ball
- The score should be recorded on the scorecard
- Learners should find a new starting positions for Hole 2 and continue to play up to 9 holes

Progression Ideas

- Choose a variation of lies and situations around the green
- Nominate 3 'Easy', 3 'Medium' and 3 'Hard' shots around the green

Learning the Game

Due to the limitation on time and also the recommendation to get practicing using the prescribed games and activities, we recommend you explore the following to supplement what is being delivered in themed classes. However it is at your discretion to add further information and you should also react to any questions or situations that arise during the practice session:

- **Playing and Scoring - Par 3, 4 and 5**
 - Introduce learners to the different pars they will find on the course and what they mean. Be sure to reference the course play events where they will be playing holes with pars relative to their current ability.
- **Playing and Scoring - Birdie, Par and Bogey**
 - Introduce these key golfing terms and explain what they mean to you learners. Use this language moving forward so that your learners get used to the terminology they will hear when playing the game.



Whole Golfer

Due to the limitation on time and also the recommendation to get practicing using the prescribed games and activities as the primary focus, we recommend you explore the following to supplement what is being delivered in themed classes briefly. You can also further explore this during the class using the variety of games and activities:

- **Greetings - How to start and end a round of golf**

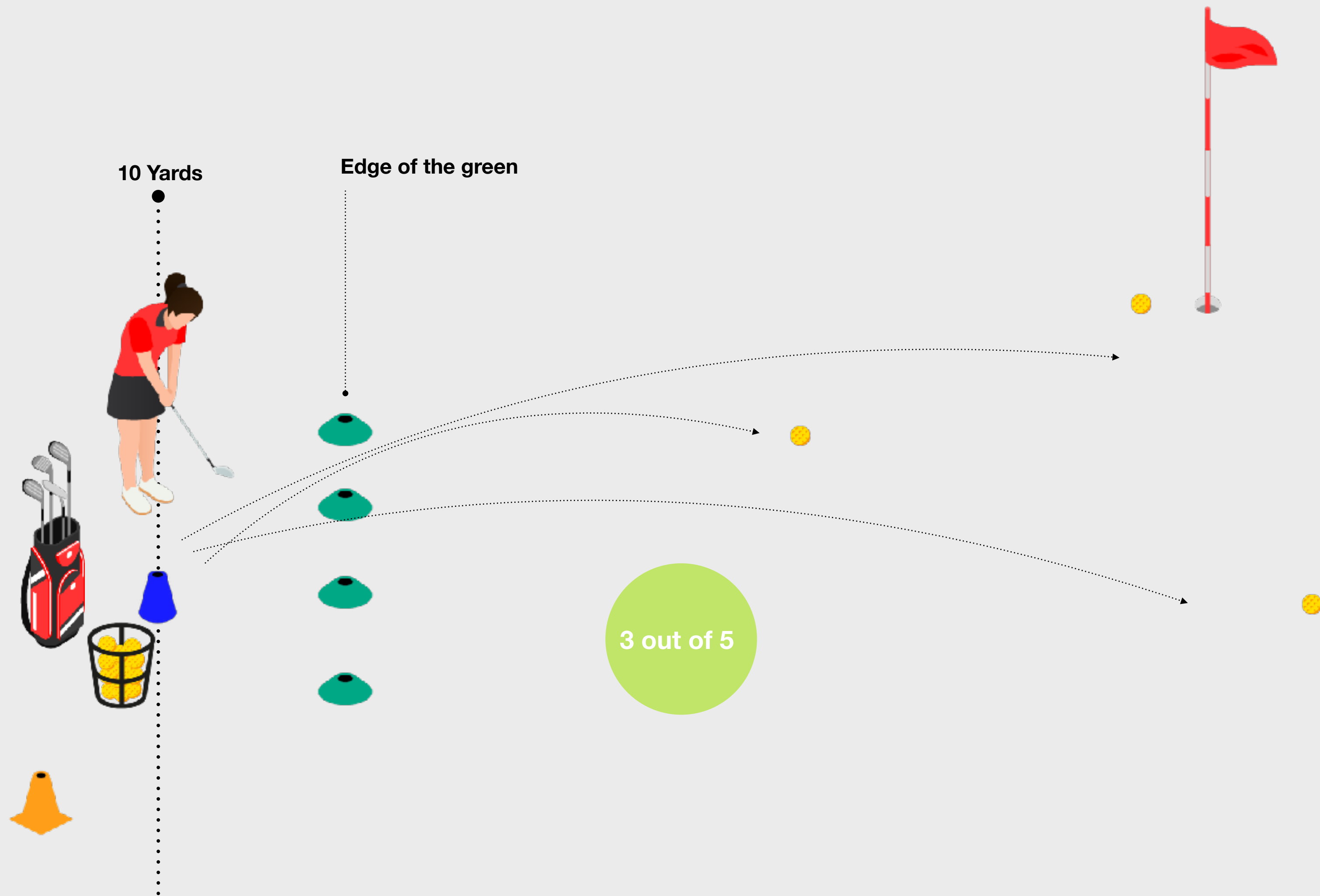
- Introduce learners to the etiquette of shaking hands at the end of a round of golf. The well wishing at the start of a round and thanking your playing partners for the game at the end of a round is all part of what makes the game of golf.
- When your learners start to play with more and more people they will be expected to know these things, so introducing them to this now is a great way to make sure they feel comfortable when playing with other people.



Mastering the Game Challenges



Chipping Challenge



The Challenge

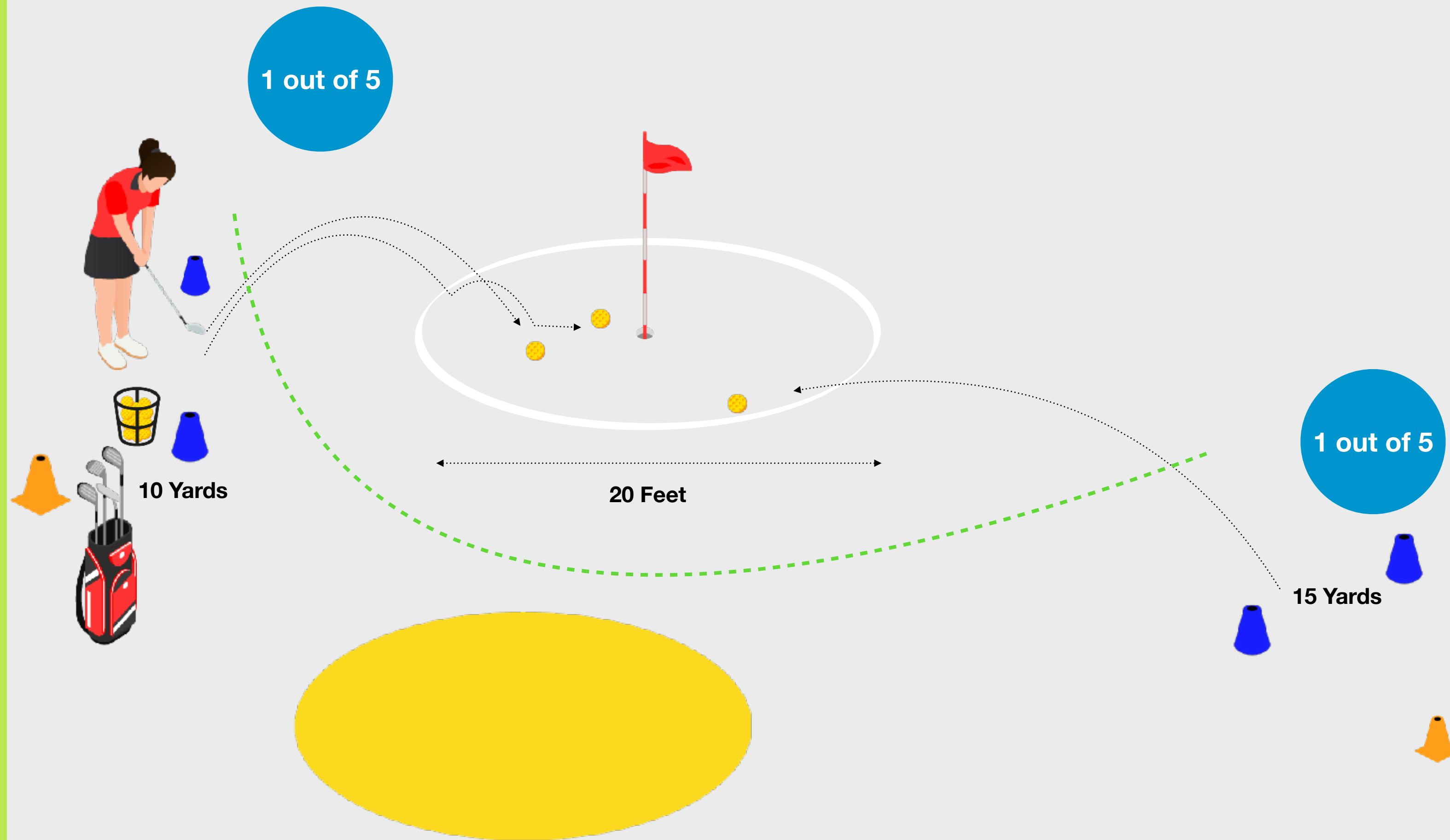
To complete the Step 3 Challenge the learner needs to Chip 2 out of 5 shots from a starting position 10 yards from the hole and 2 out of 5 shots from a starting position 15 yards from the hole to finish within a 20-foot diameter target circle.

What should the Learner do next?

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



Chipping Challenge



The Challenge

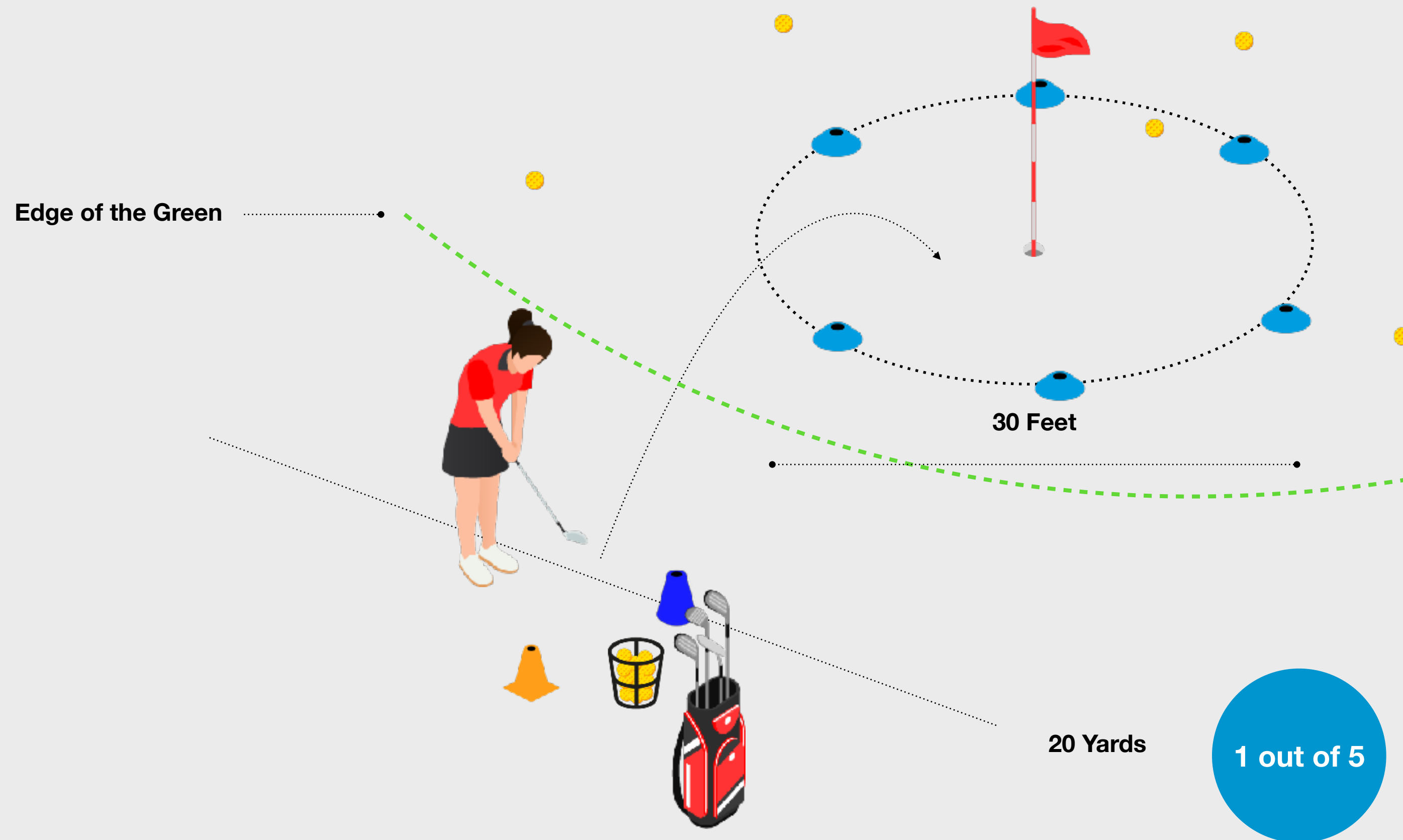
To complete the Step 2 Challenge the learner needs to chip 1/ 5 shots from 10 yards and 1/ 5 shots from 15 yards to finish within a 20-foot diameter target circle.

What should the Learner do next?

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



Pitching Challenge



The Challenge

To complete the Step 2 Challenge the learner needs to hit 1/ 5 shots from 20 yards within a 30-foot diameter circle from a minimum of 10 yards from the edge of the green.

What should the Learner do next?

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

Pitching



Bunker Play Challenge



The Challenge

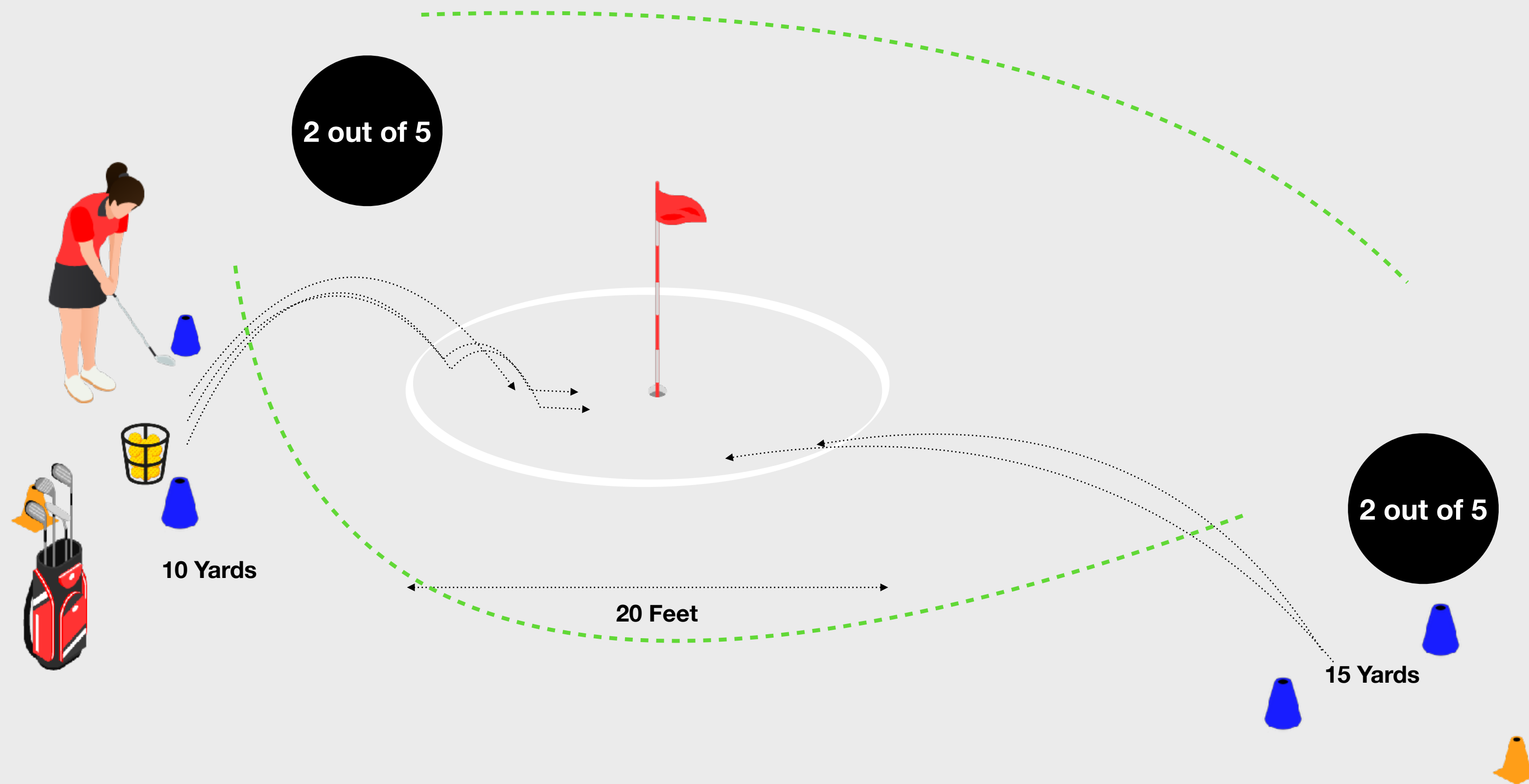
To complete the Step 2 Challenge the learner needs to hit 1 out of 5 shots to finish anywhere on the green but the learner must demonstrate control. Contact must be made with the remaining shots.

What should the Learner do next?

- Log in to the GLF.Locker App
- If they complete the challenge, mark



Chipping Challenge



The Challenge

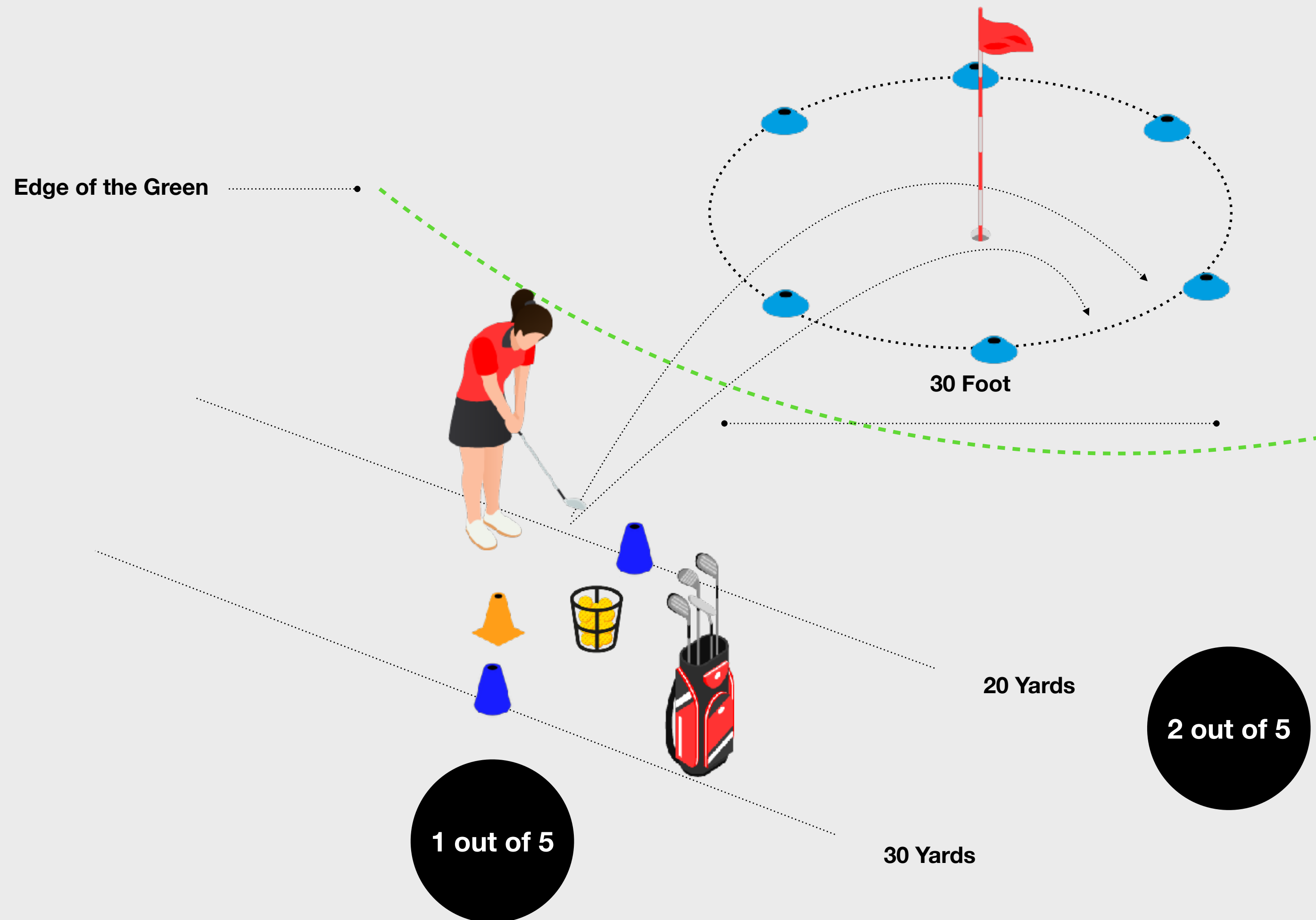
To complete the Step 1 Challenge the learner needs to chip 4 out of 5 shots from 10 yards, 2 out of 5 shots from 15 yards and 1 out of 5 shots to finish within a 10-foot diameter target circle.

What should the Learner do next?

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



Pitching Challenge



The Challenge

To complete the Step 3 Challenge the learner needs to hit 2/ 5 from 20 yards and 1/ 5 from 30 yards within a 30-foot diameter circle and the remaining shots must finish on the green.

What should the Learner do next?

- Log in to the GLF.Locker App
- If they complete the challenge, mark

Pitching



Bunker Play Challenge



The Challenge

To complete the Step 3 Challenge the learner needs to hit 2 / 5 shots anywhere on the green but must demonstrate control. 4 out of the 5 shots must finish out of the bunker

What should the Learner do next?

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

