

Practice On the Green

Short Putts



GAMEON

Contents

- 3 Practice Club Timetable
- 5 Layout and Setup
- 6 Game Cards
- 11 Learning the Game Focus
- 12 Whole Golfer Focus
- 13 Mastering the Game Challenges



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 and attempt the Mastering the Game Skills Challenges 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 introduction
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 app Direct the learners to the online resource for the Whole Golfer and Learning the Game focus in the myGame area of GLFLocker

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Class Timetable

Session Length:
60mins

Group Size:
1:12

Mastering the Game Focus:
On the Green
Short Putts

Whole Golfer Focus:
Mind
Positive Self Talk

Learning the Game Topic:
Rules and Etiquette

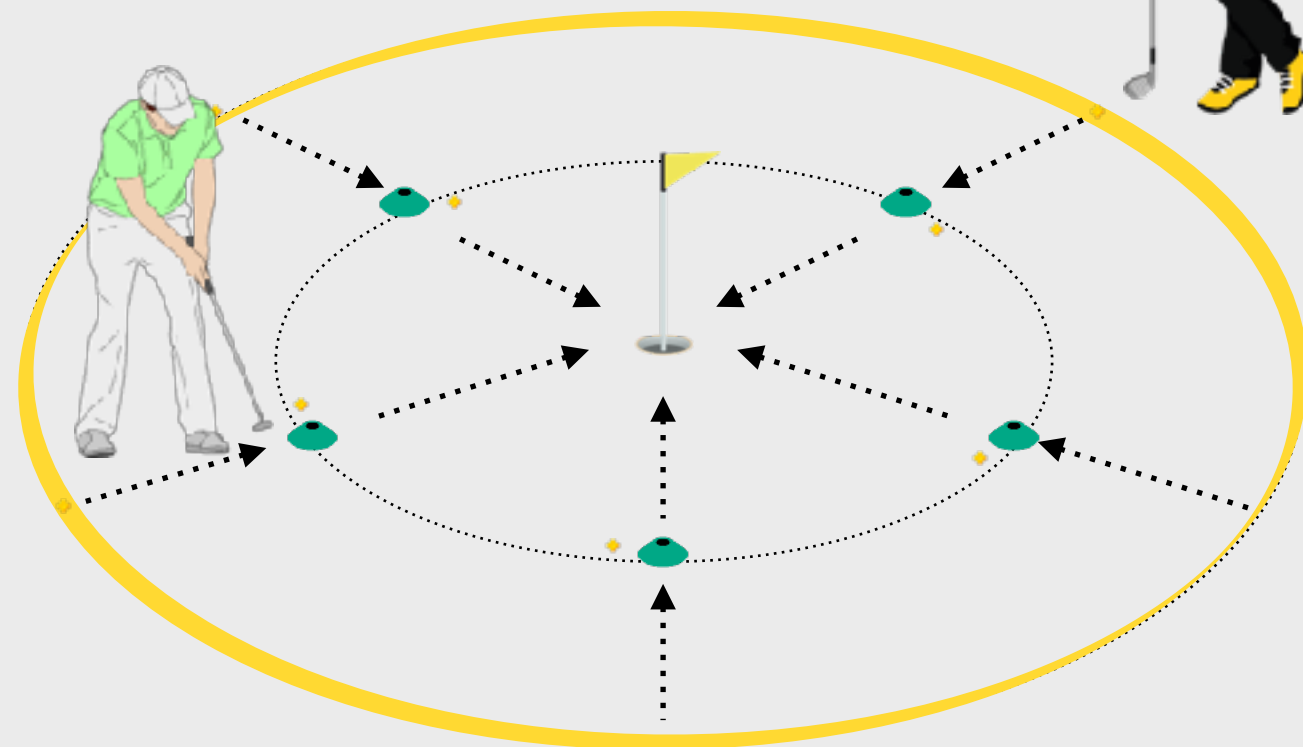
Learning the Game Focus
Line of the Putt

Mastering the Game Challenge:
Short Putts Challenge

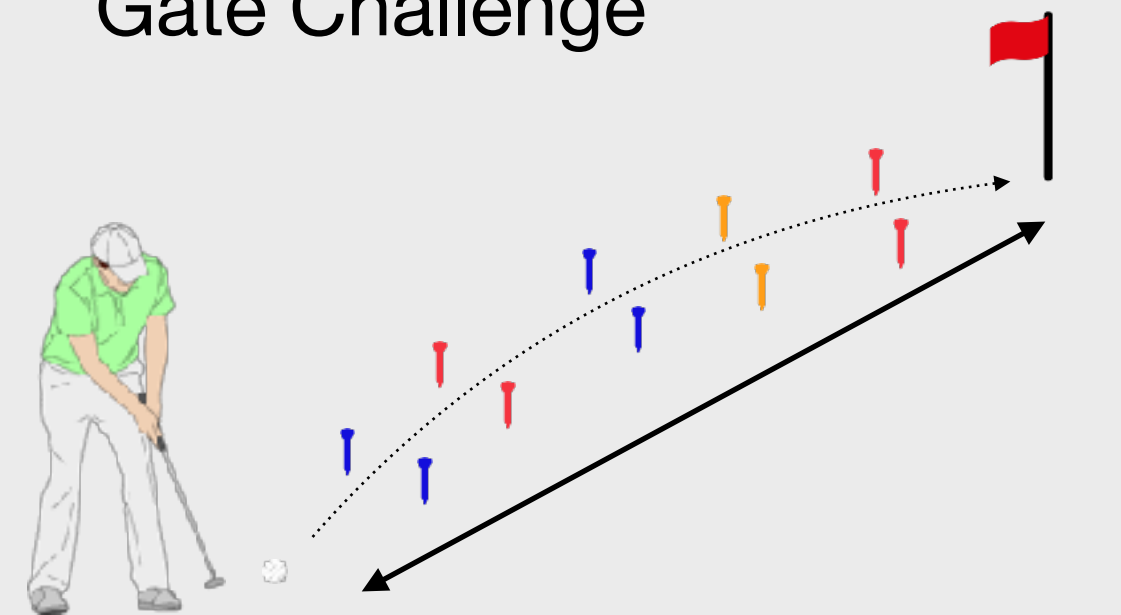
Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations of your preference and the challenges required Be ready to welcome participants 5 minutes before the session starts 	<ul style="list-style-type: 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 putting and specifically short putts. 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"> Practicing and Playing with others
20 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> Play the games individually, in pairs or in groups Opportunity for private coaching Develop social connections and allow for self-discovery and guided learning Learners can attempt a Mastering the Game Challenges individual or in pairs 	<ul style="list-style-type: none"> Gate Challenge How Many in a row Round the Clock Cliffhanger
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"> Orientation - Optimal Roll
15 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> Play the games individually, in pairs or in groups Opportunity for private coaching Develop social connections and allow for self-discovery and guided learning Learners can attempt a Mastering the Game Challenges individual or in pairs 	<ul style="list-style-type: none"> Gate Challenge How Many in a row Round the Clock Cliffhanger
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 on the Green Class Layout and Setup

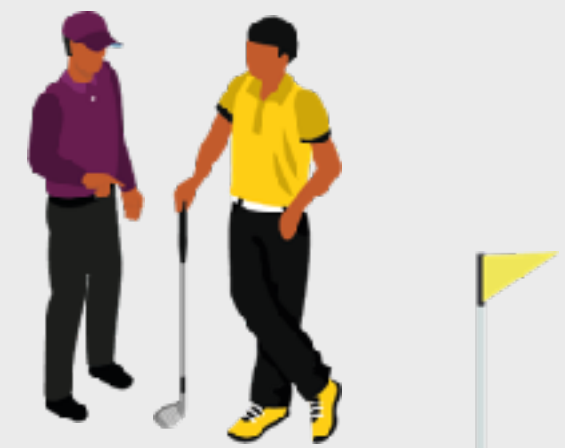
Station 1:
Challenge Station



Station 2:
Practice Station
Gate Challenge



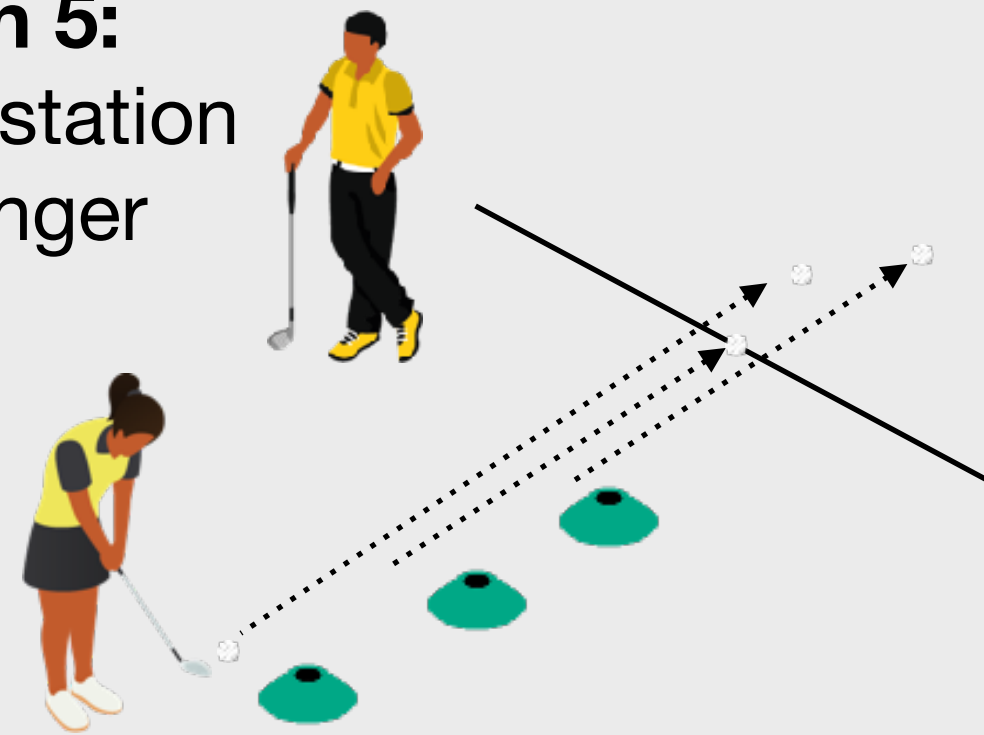
Station 3:
Practice Station
How Many in a Row



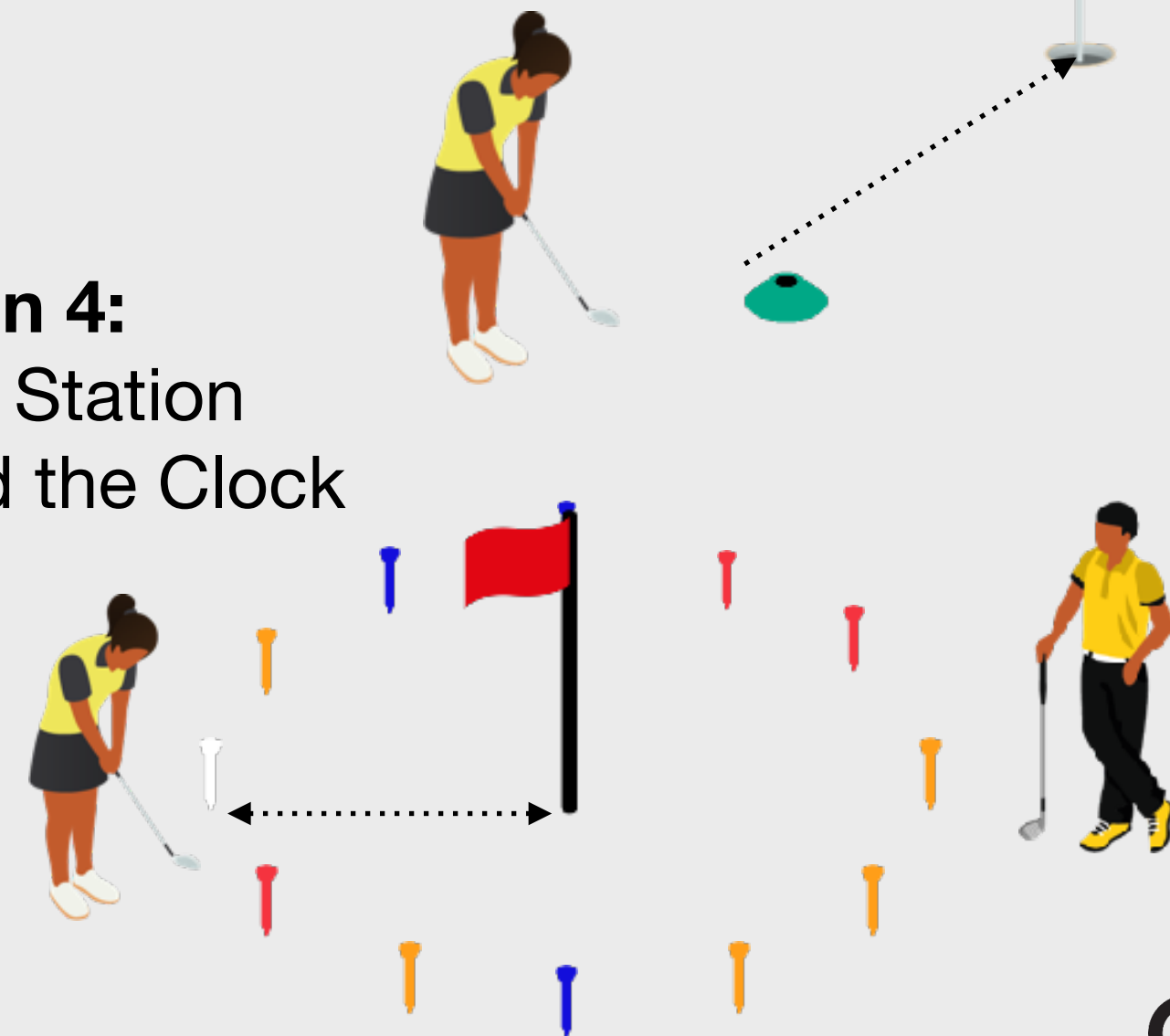
Station 6:
Game Station
Free Practice



Station 5:
Game station
Cliffhanger



Station 4:
Game Station
Round the Clock



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 Needs

- 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 ball further and then gradually increase the length of the stroke and speed of the stroke to ball further.
- This practice is learnt using the same club and speed of the stroke to ball further.

Technical Li

- 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 with one particular type of club.

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GAMEON
GOLF DEVELOPMENT



Round the Clock



Equipment Needed

- Tee pegs to mark the 12 points on a clock at a maximum of 6 feet from the hole on a sloped part of the green

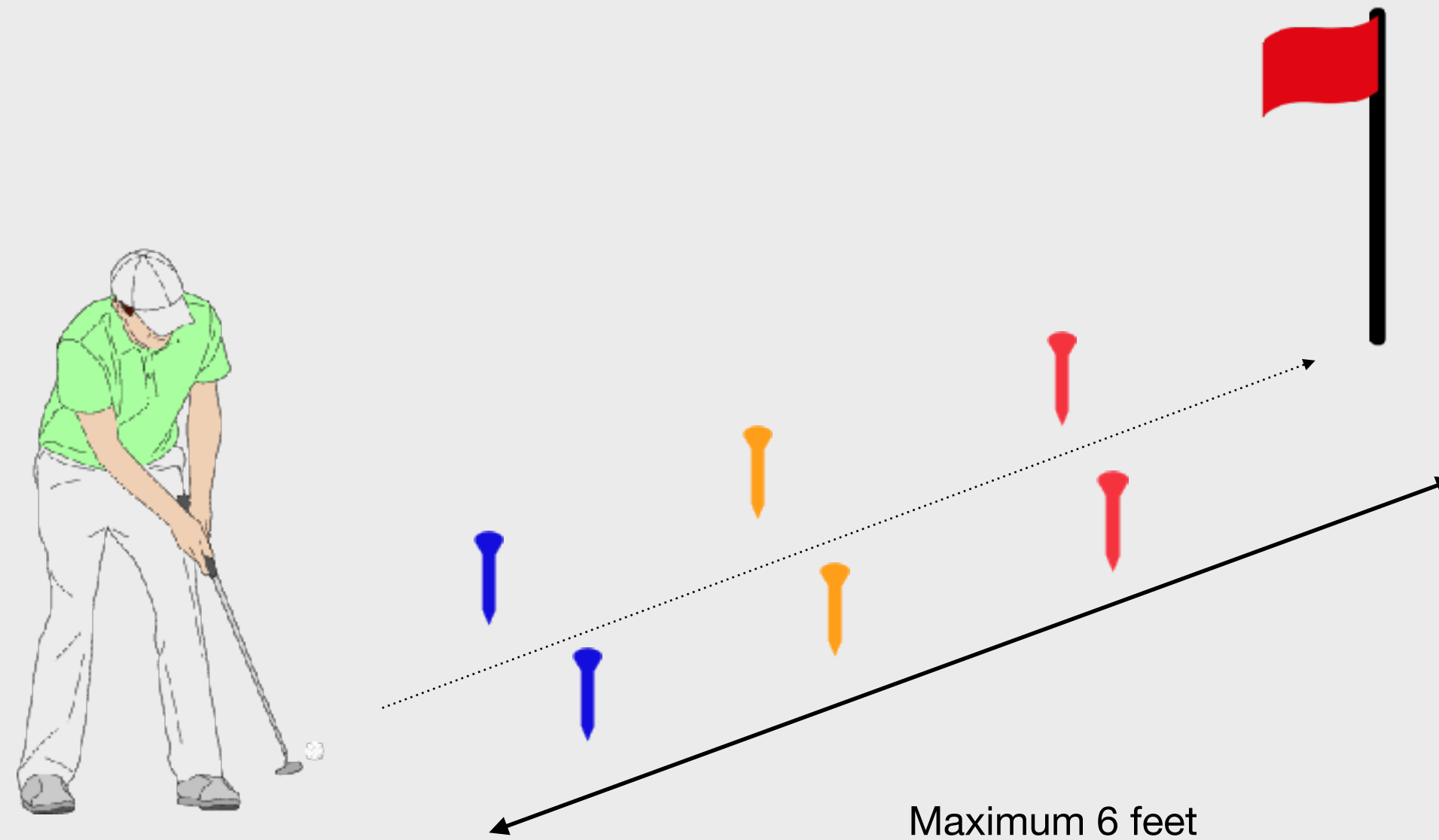
How to Play

- 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

Gate Challenge



Equipment Needed

- 6 Tee Pegs
- Putter
- Golf Ball

How to Practice

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

Technical Link

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



How many in a row?

Equipment Needed

- Cones
- Putter
- Golf balls
- Golf hole

How to Practice

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

Technical Link

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



Cliffhanger

Equipment Needed

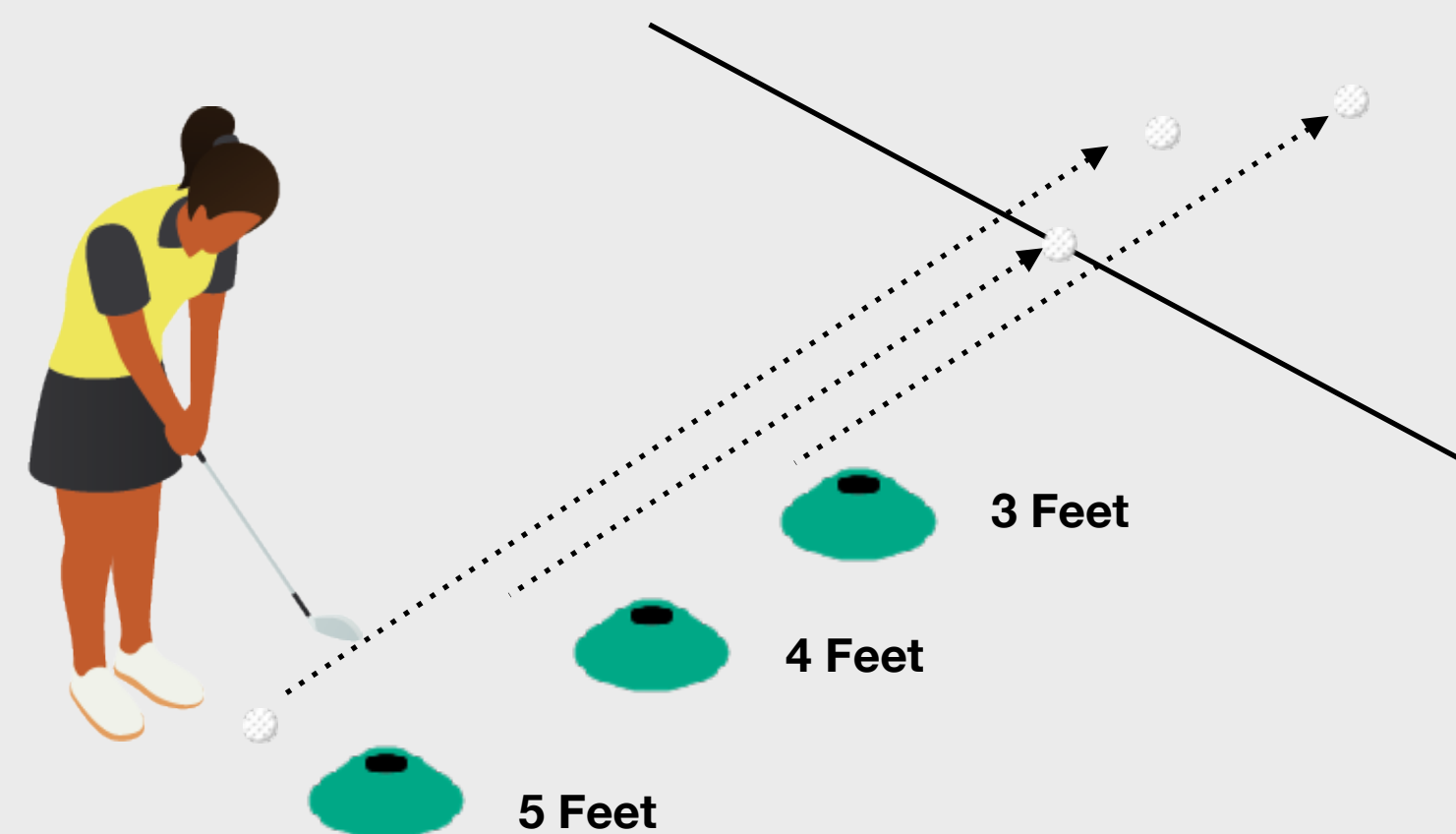
- Putter
- Cones
- Target line (string, alignment stick)
- Golf balls

How to Play

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

Technical Link

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



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:

- **Etiquette on the Green - the line of the putt**
 - Introduce the concept of learning the line of the putt.
 - Learners should practice working out the line of each putt and making sure they don't tread on that line.



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:

- **Positive Self Talk**

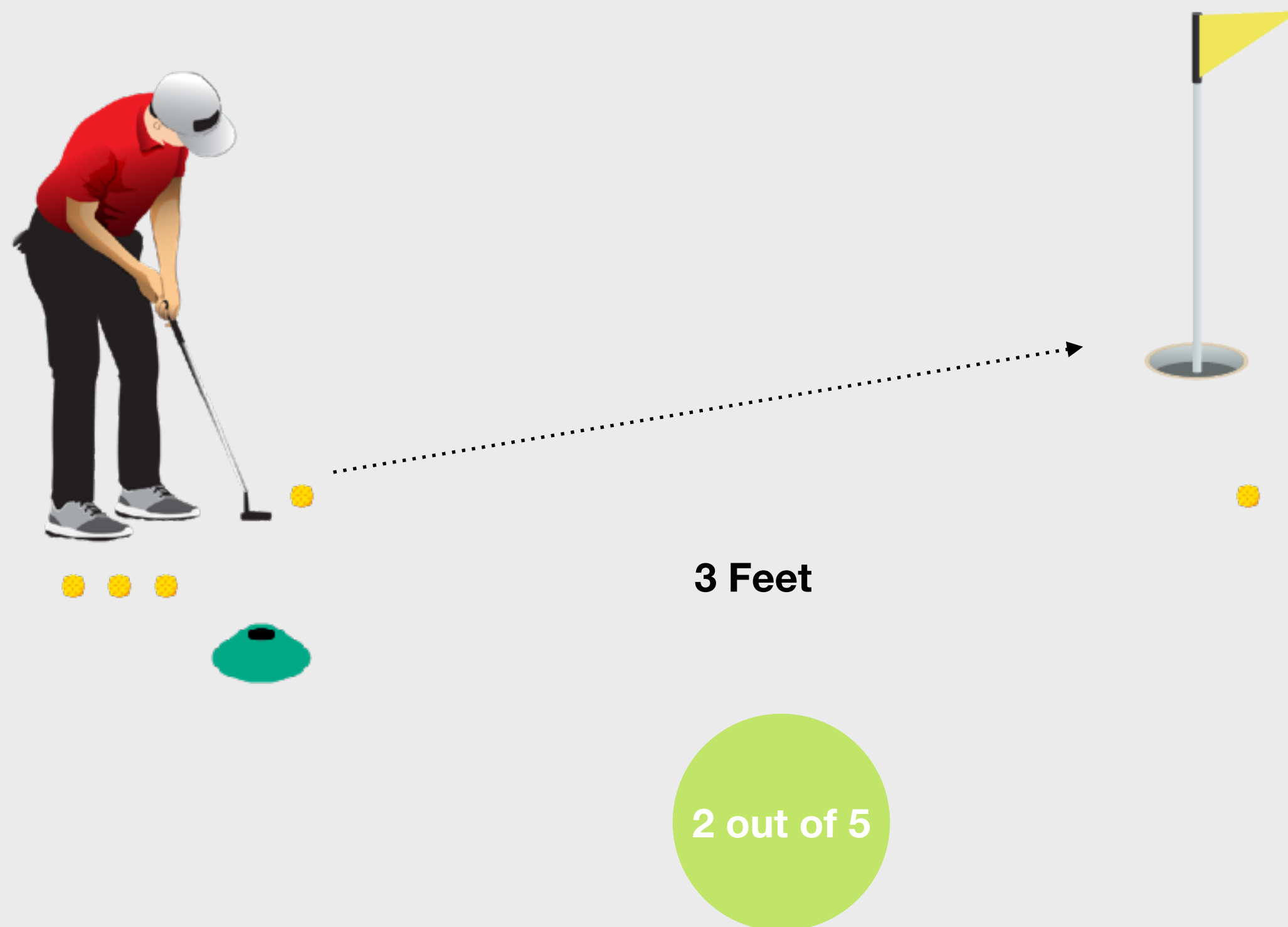
- Encourage participants to practice positive self talk is going to help them as they navigate their way through the ups and downs of learning the game of golf.
- Practicing and getting into the habit of giving positive reinforcement will help to encourage learners to stick with the process of learning the game even when it becomes very difficult for them with a particular skill. A great tip is to ask them how they would respond to a child that had hit a particularly poor shot, or had a negative reaction to their practice/play, and to mirror that in the way learners speak to themselves.



Mastering the Game Challenges



Short Putts Challenge



The Challenge

To complete the Step 1 Challenge the learner needs to putt 2/ 5 balls in the hole from 3 feet on a flat green surface from one position around the hole.

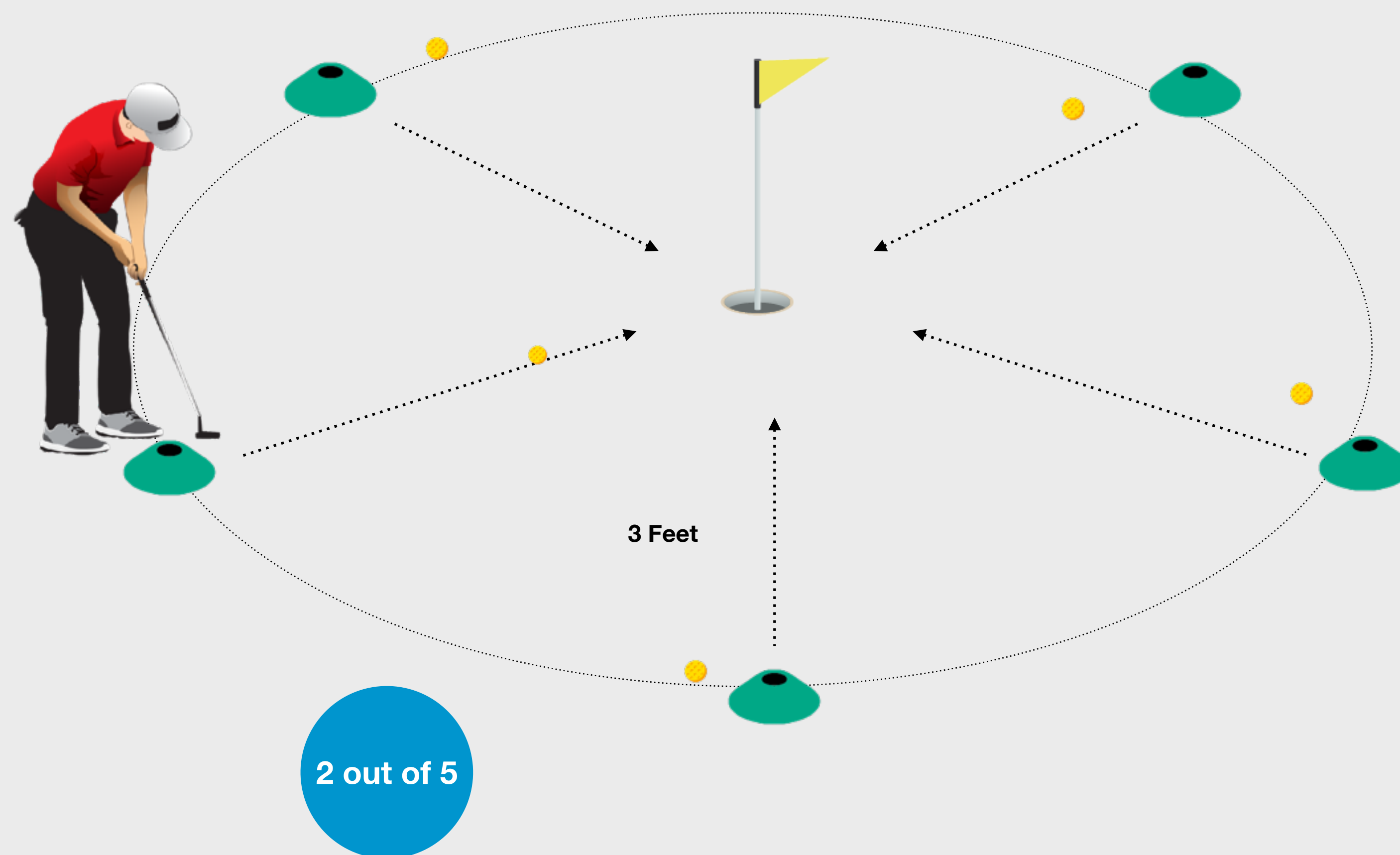
What should the Learner do next?

After attempting the challenge, the learner should:

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



Short Putts Challenge



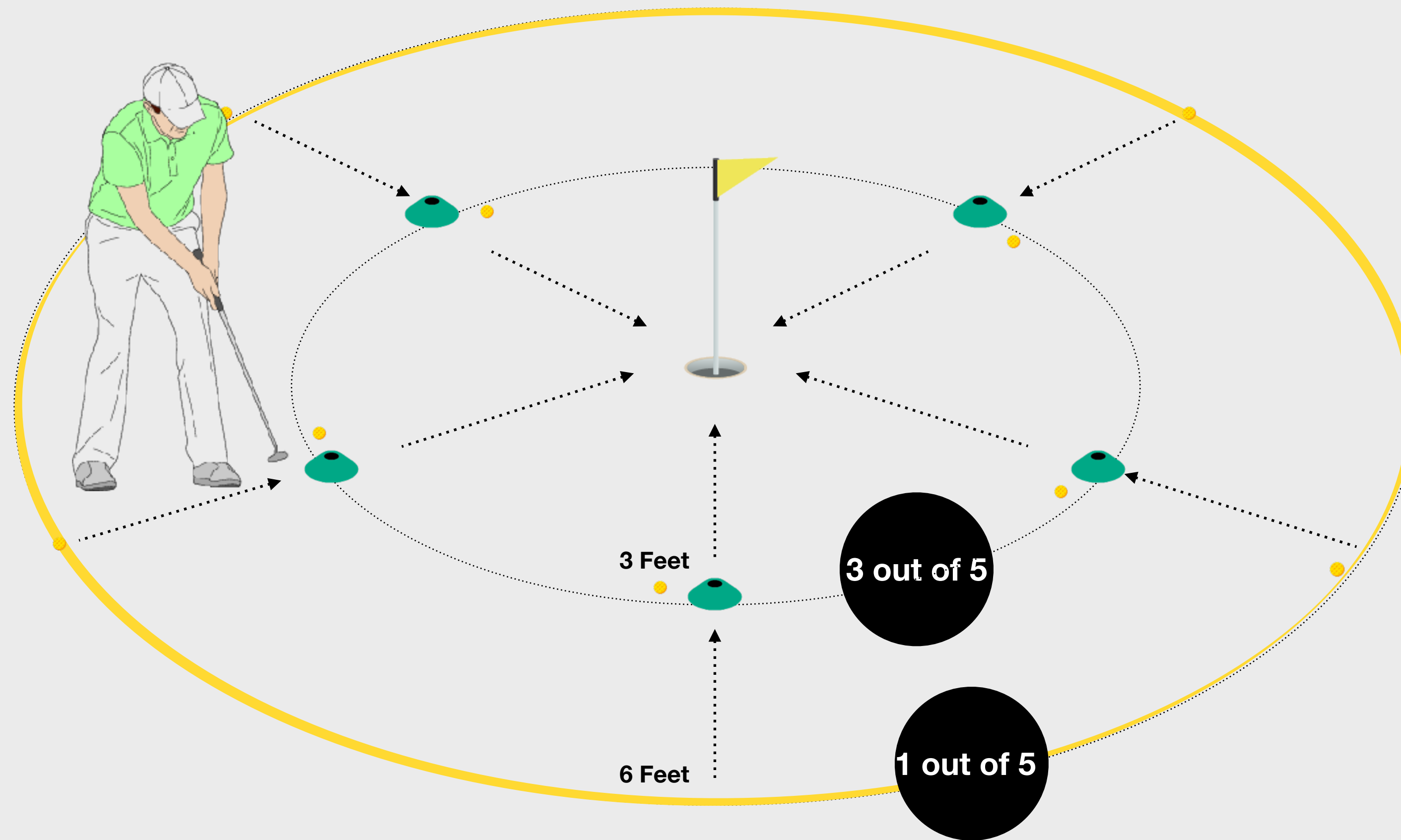
The Challenge

To complete the Step 2 Challenge the learner needs to hole 2 out of 5 putts from a distance of 3 feet from 5 different positions around the hole.

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

Short Putts Challenge



The Challenge

To complete the Step 3 Challenge the learner needs to hole 3 out of 5 putts from a distance of 3 feet and and 1 out of 5 putts from 6 feet from 5 different positions around the hole.

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