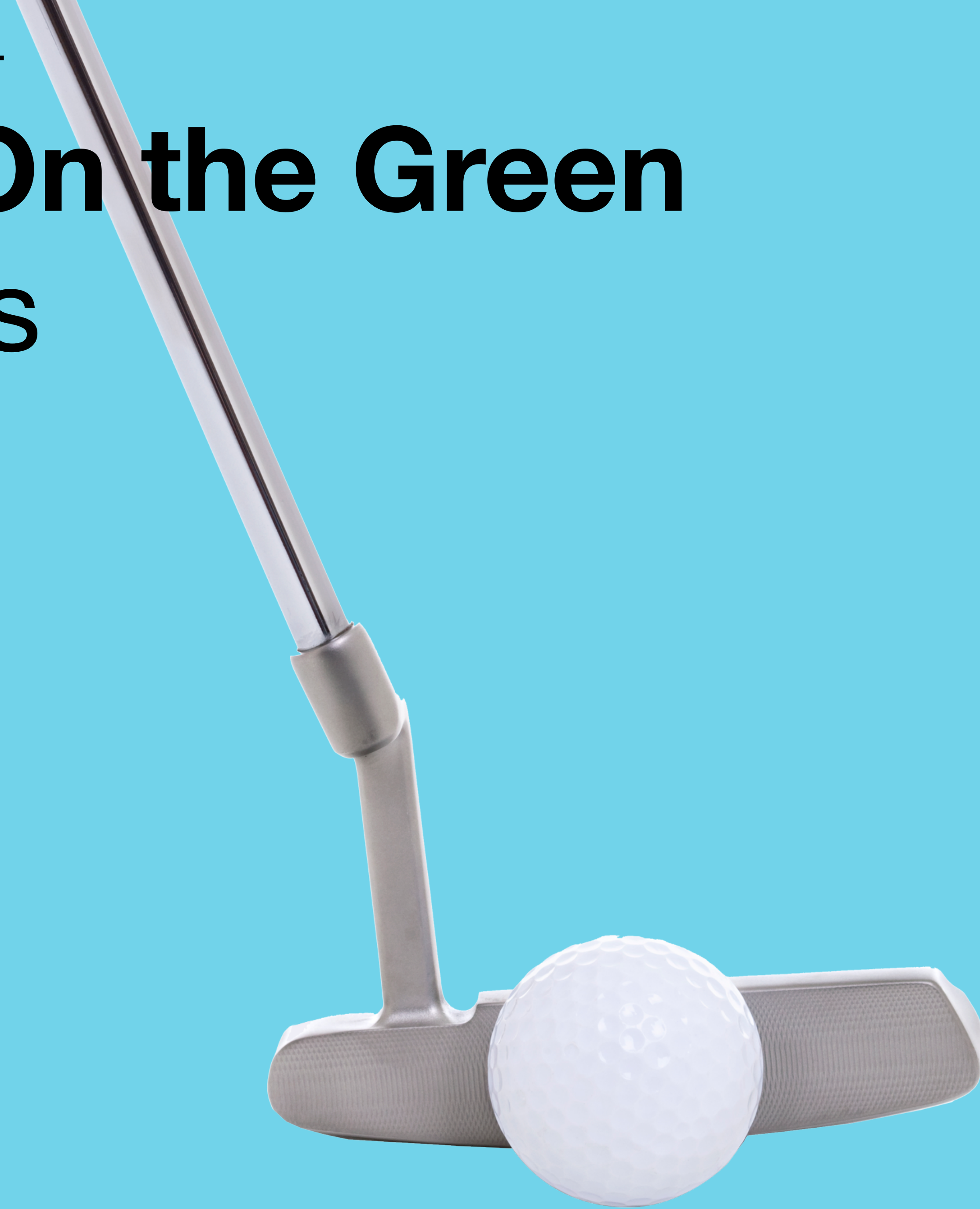


Practice On the Green

Short Putts



Contents

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



Practice Club Class Timetable

4 Themed Class Plans - Full

Class Timetable: Introduction to Swing

Session Length: 90mins

Learning the Game Focus: 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

Time	Class Content	Game Drills / Resources
15 Mins Prior	Introduction and Welcome	
10 mins	Introduction	
30 mins	Mastering the Game Independent and Social Practice Mastering the Game Challenges	Class layout and Setup
5 Mins	Learning the Game and Whole Folder Focus	Orientation of the Game Orientation of the Equipment Fit for Golf Introduction
30 Mins	Mastering the Game Independent and Social Practice	Practice stations Game cards Secondary skill station Mastering the Game Challenges
10 Mins	Challenges and Recap	
	MyGame+ Tracking on GLF Connect	
15 Mins Post	Relationship Building	Practice stations Game cards Secondary skill station Mastering the Game Challenges MyGame+ on GLF Connect App

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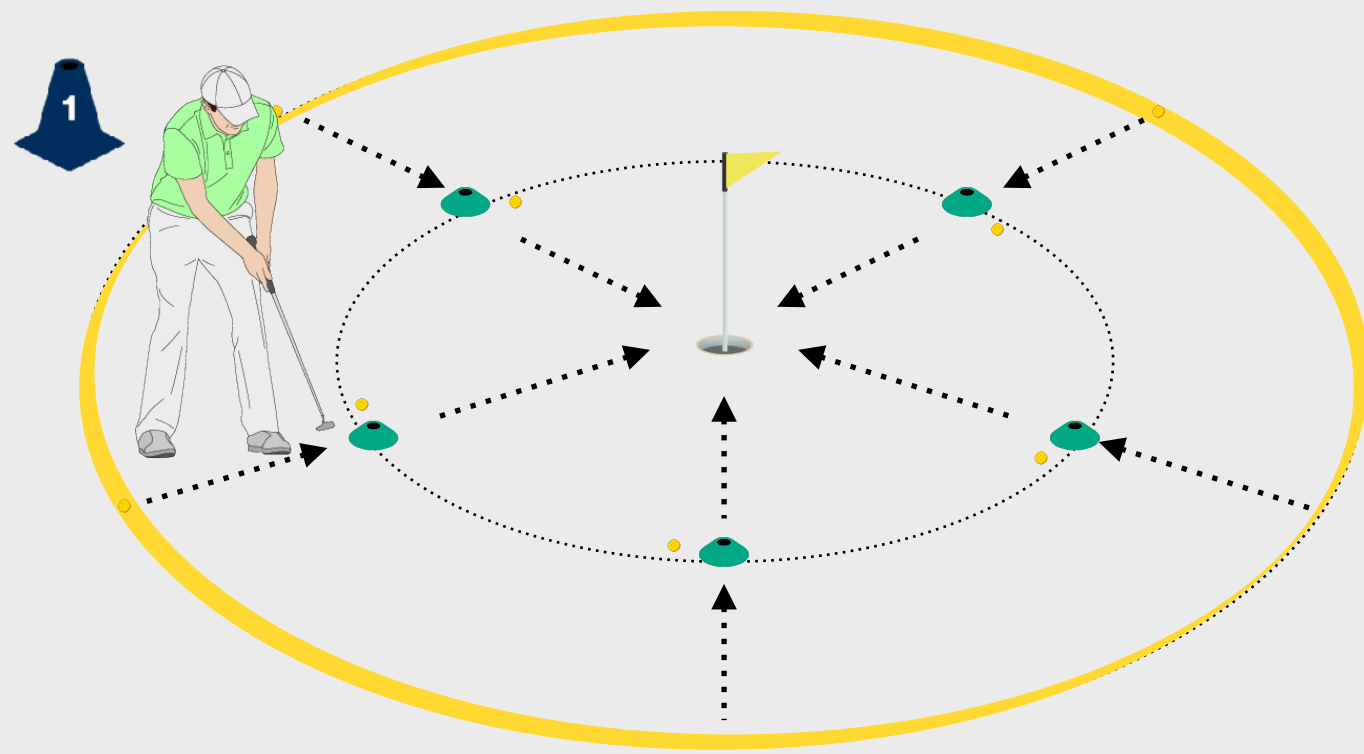
Class Timetable

Session Length: 60mins	Group Size: 1:12	Mastering the Game Focus: On the Green Short Putts	Whole Golfer Focus: Mind Practicing and Playing with others	Learning the Game Topic: Orientation	Learning the Game Focus Optimal Roll	Mastering the Game Challenge: Short Putts Challenge
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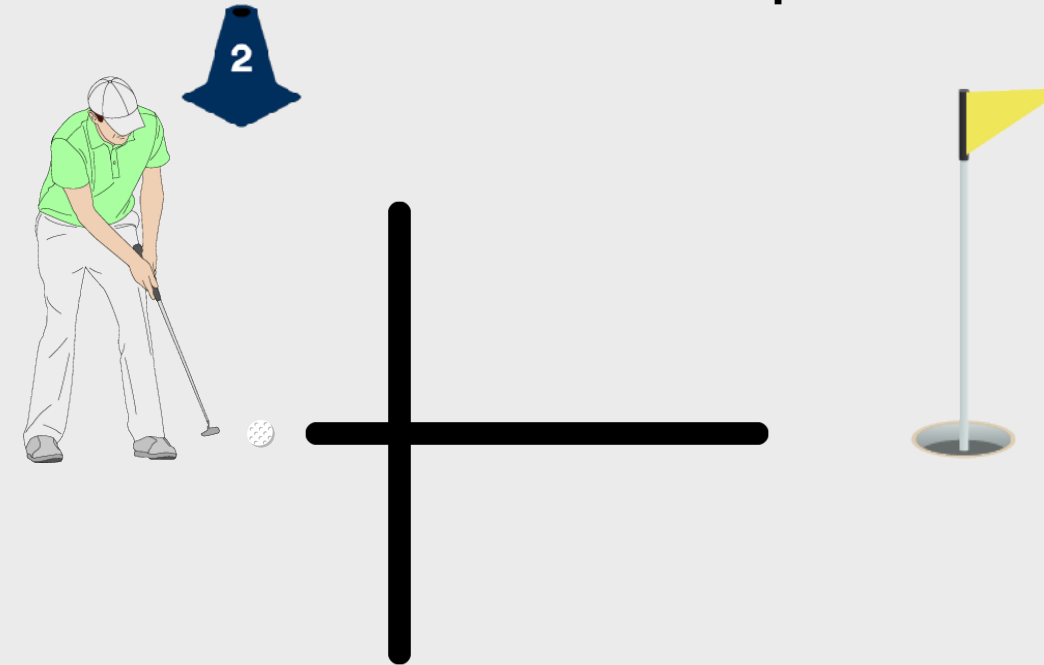
Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations of your preference and the challenges required Be ready to welcome participants 5 minutes before the session starts 	<ul style="list-style-type: 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 long 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"> Clubface Alignment Clubface Impact Croquet 21
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"> Clubface Alignment Clubface Impact Croquet 21
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 level 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
Clubface Impact



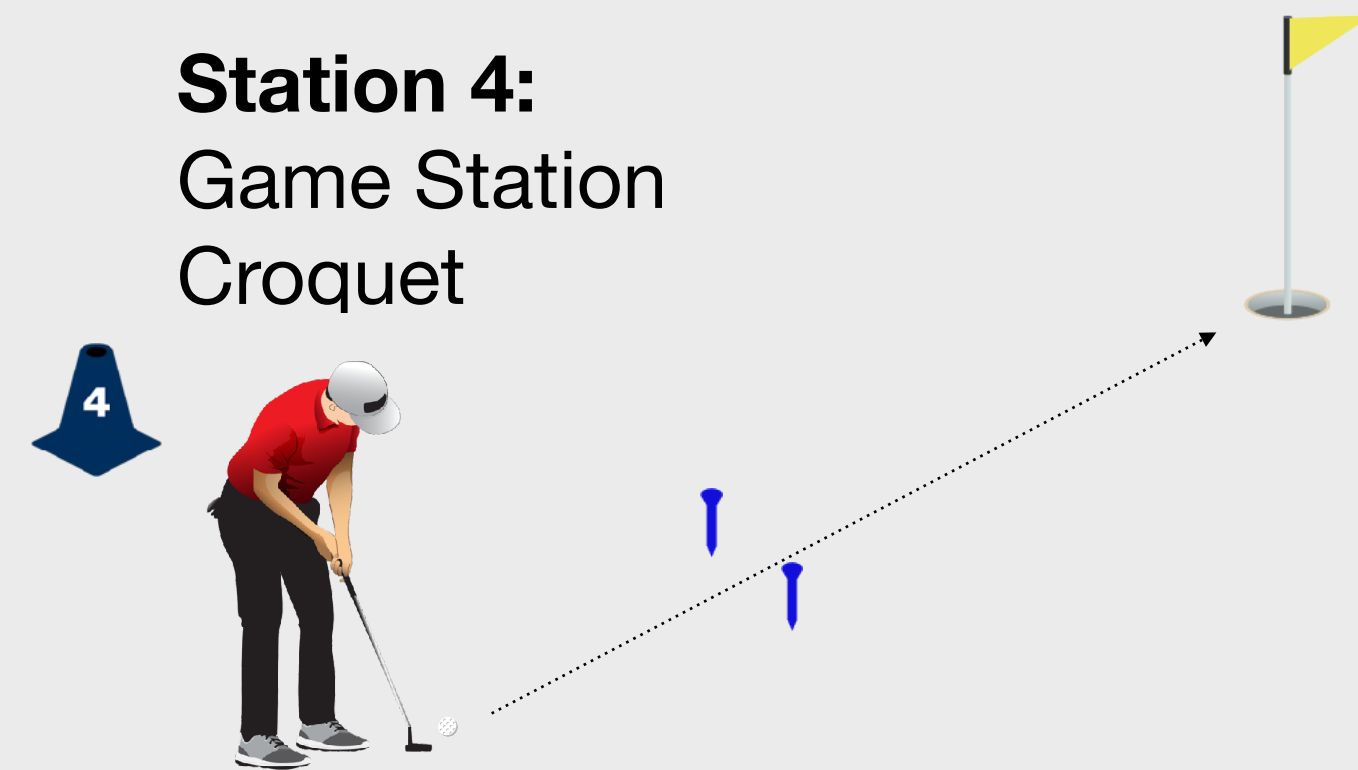
Station 3:
Practice Station
Clubface Alignment



Station 5:
Game station
21



Station 4:
Game Station
Croquet



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 a 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

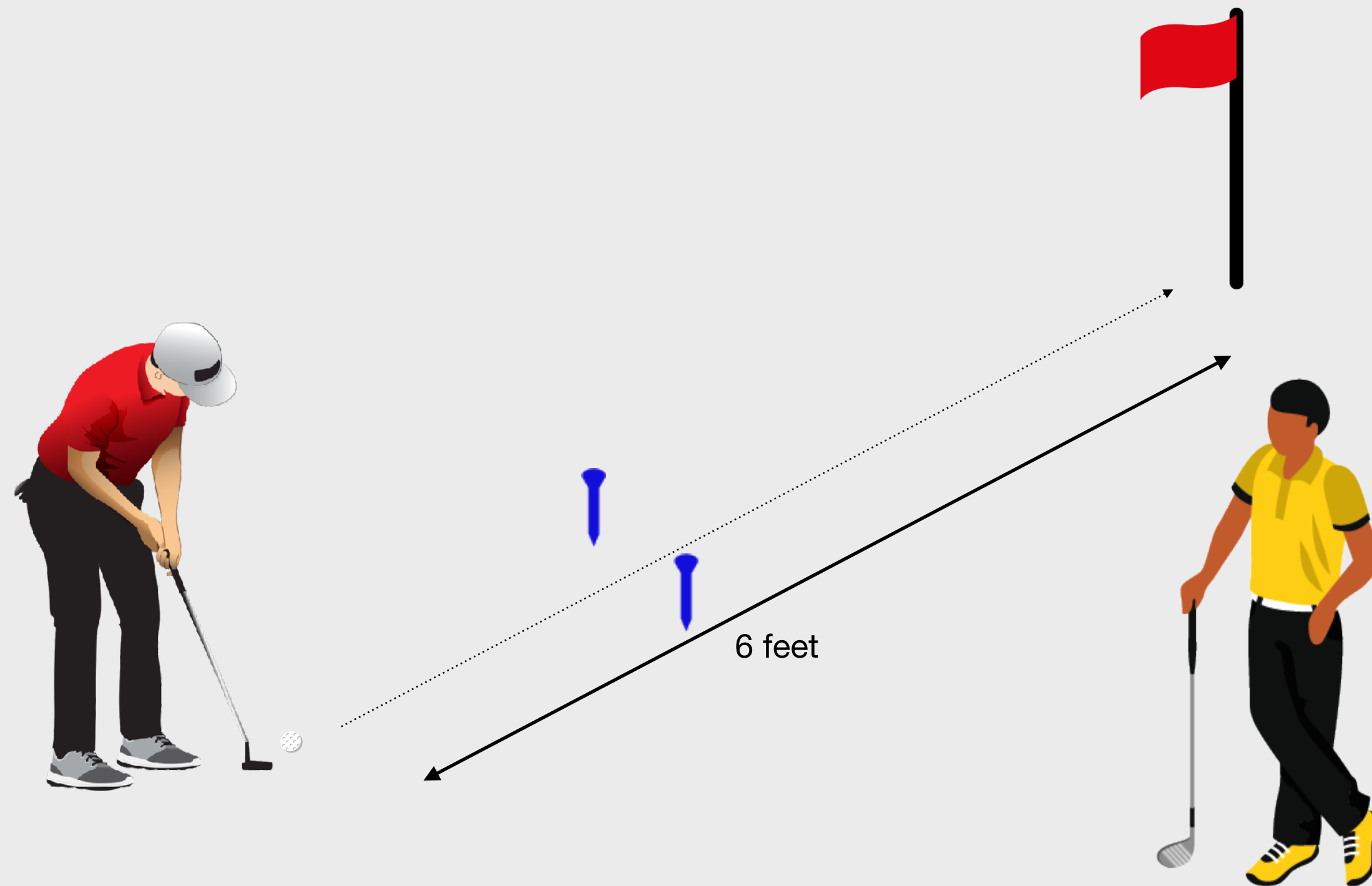
- This activity will help the learner to understand the importance of a shot based on the distance of the shot.
- This activity will help the learner to gain confidence in their ability to control the ball around the green by becoming consistent with one particular type of club.

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GAM
GOLF DEVELOPMENT



Croquet



Equipment Needed

- 2 Tee Pegs
- Putter
- Golf Ball

How to Play

- Set up your ball for a 6 foot putt that is fairly straight.
- Halfway between your ball and the hole, place two tees just wide enough apart for a ball to roll through.
- Attempt with your putts to roll the ball between the markers and into the hole.
- The game can be played with others on a point system, with 1 point for making it through the markers and 2 points for also sinking the putt.

Technical Link

- This game will help you align putts.
- This game helps with visualizing your putts.
- This game will improve your accuracy from focusing on a smaller target.



Clubface Alignment

Equipment Needed

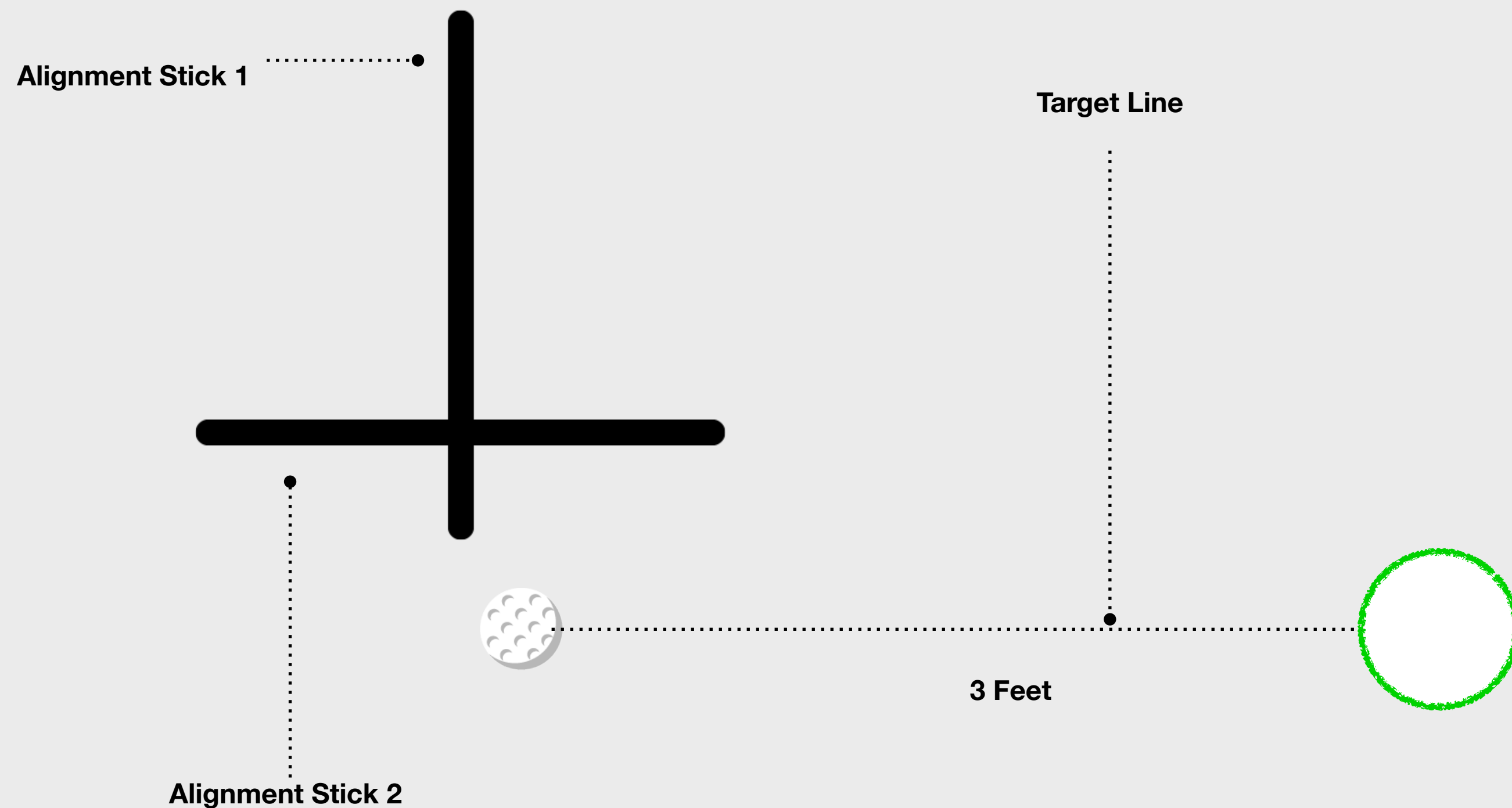
- 2 Alignment Sticks
- Putter
- Golf Ball

How to Practice

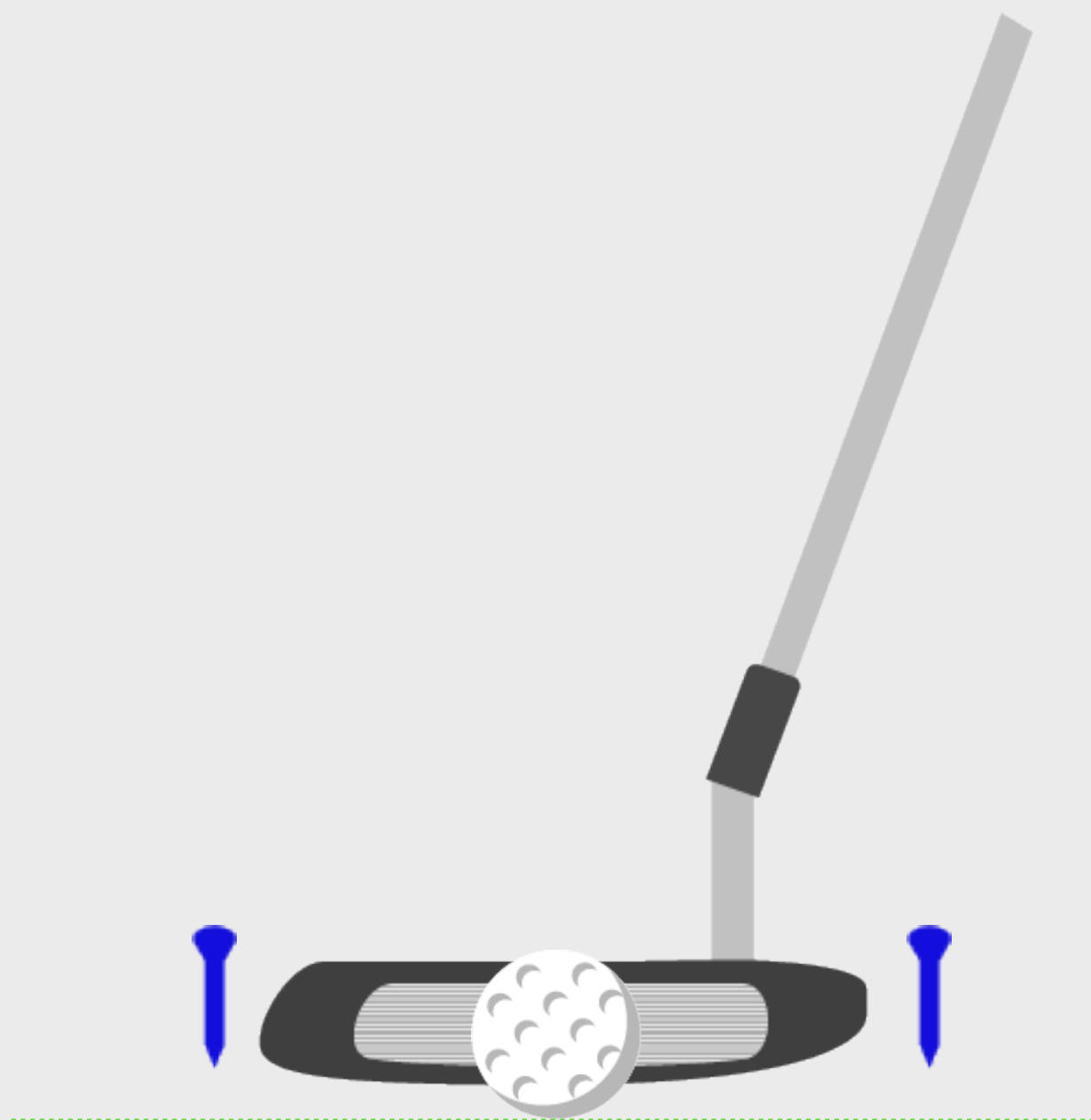
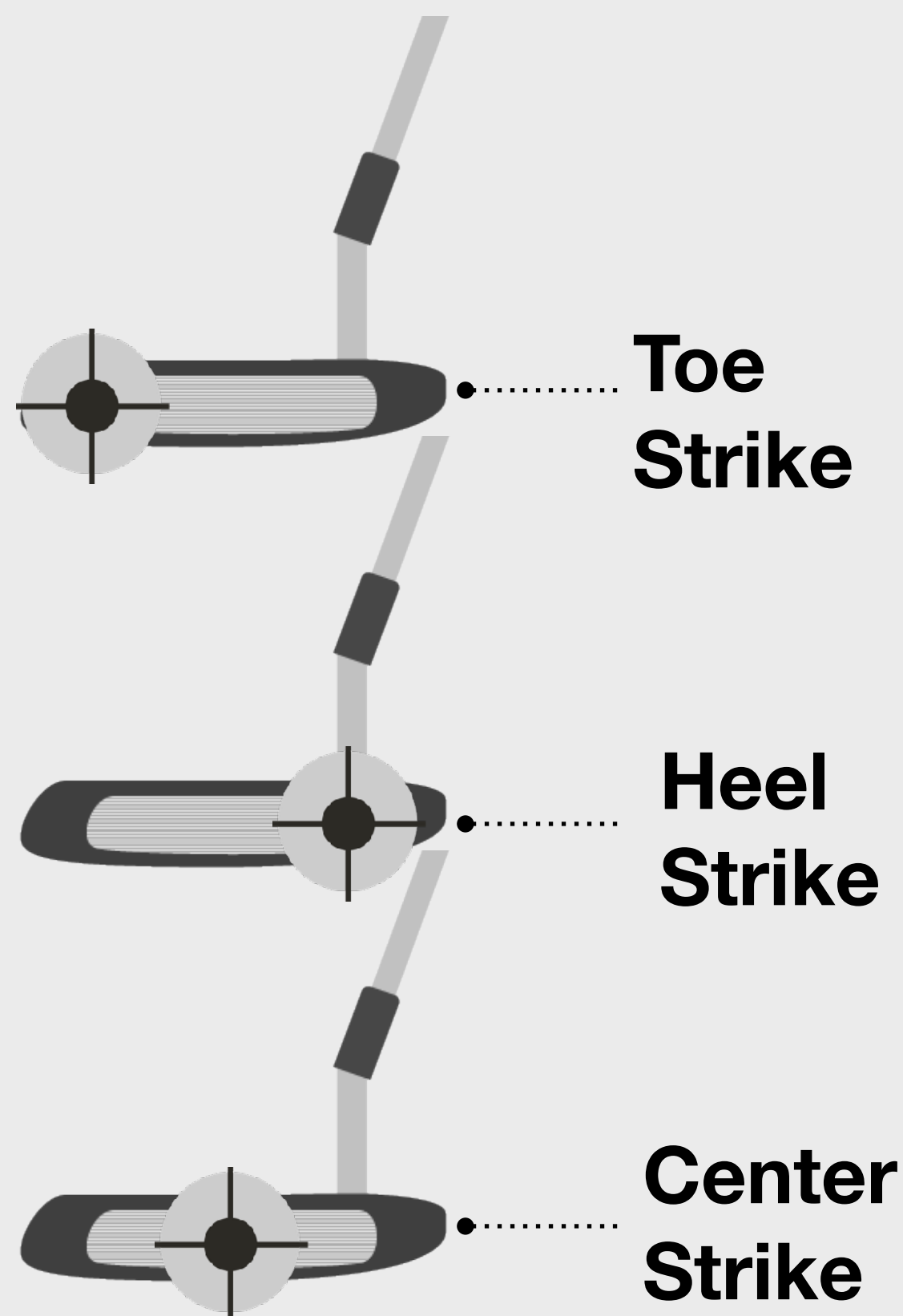
- Set this activity up on flat green surface with a tee peg or ball marker on the ground where the putter should be placed
- The learner should practice placing the putter behind the golf ball with the face aligned to the alignment stick (square to the target line)
- Get them to engage in errorful practice whereby they practice pushing the ball with a square, closed and open club face to see the impact of the club face on aim
- Progress this after to putting with the squared face in order to improve their putting stroke

Technical Link

- This activity will help the learner to understand how to align the club face correctly to the target
- This activity will help the learner to understand how a poorly aligned club face may impact the starting line of the golf ball



Clubface Impact



Equipment Needed

- 2 Tee Pegs
- Putter
- Golf Ball

How to Practice

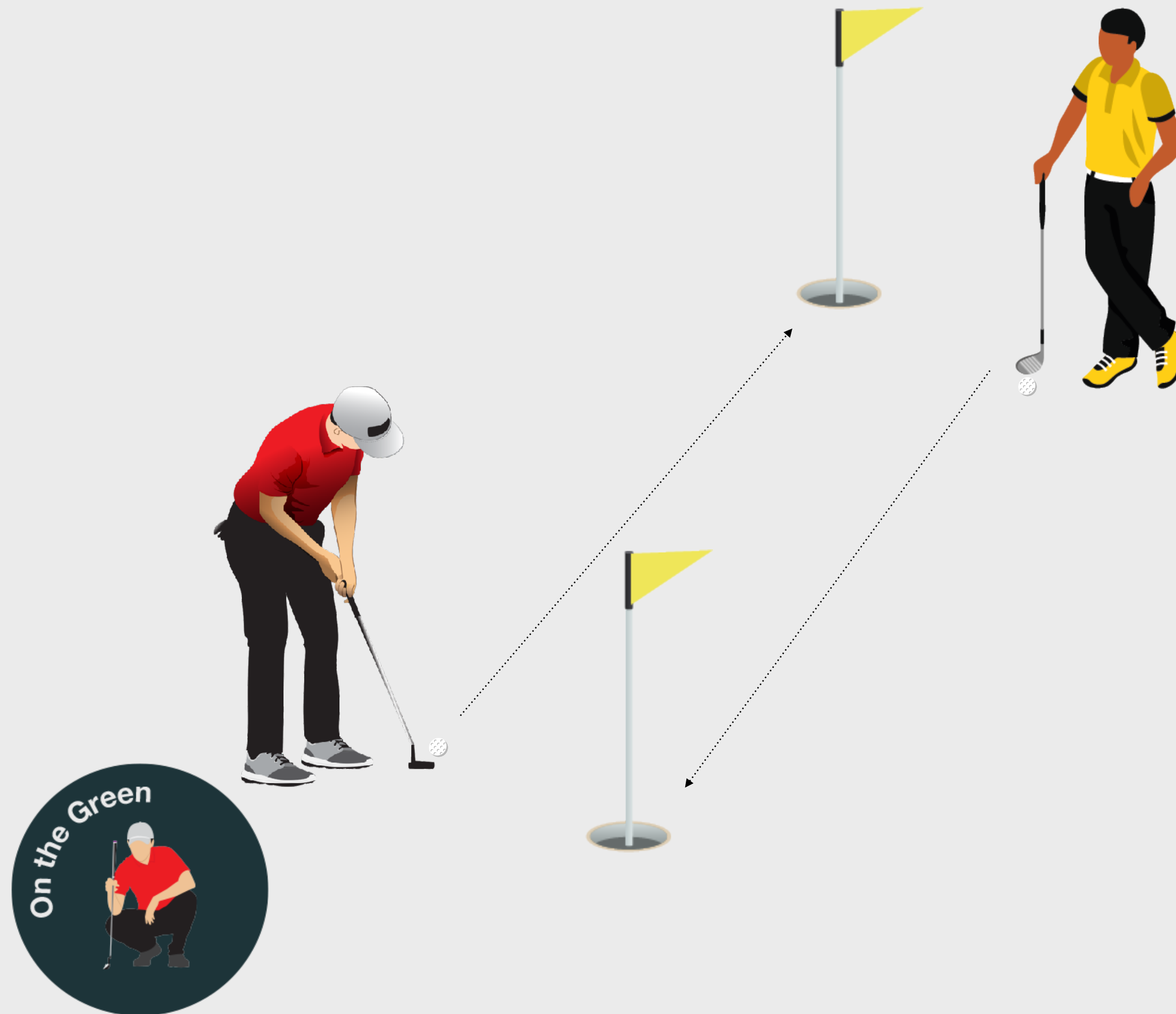
- Set this activity up on flat green surface with a tee peg or ball marker on the ground where the putter should be placed
- Get the learner to place the centre of the putter on the ground onto of the marker or tee peg
- Place two tee pegs either side of the putter head, one outside of the toe of the putter and one outside the heel
- Get the learner to attempt swinging the putter head between the tee pegs with and without the ball
- Get them to engage in errorful practice whereby they deliberately strike either tee to understand the impact of an off centre strike
- Get them to listen to the change in sound when they do this and the impact on the distance the ball travels

Technical Link

- This activity will help the learner to understand how to get the centre of the putter head to sit properly on the ground
- This activity will help the learner to understand the impact of an off centre strike on the sound of the ball off the putter
- This activity will help the learner to understand the impact that strike has on the distance the ball travels



21



Equipment Needed

- 2 Putters
- 2 Golf balls
- 2 Golf holes

How to Play

- Pick two holes on the practice green and each stand at one hole aiming at the other hole.
- Putts made on the first shot are worth three points, a lip out on the first putt is worth 2 points, 2 putts are worth one point and a 3-putt is -1 point.
- After each golfer sinks their putt, turn around and putt for the opposite hole.
- The winner is the first person to make it to exactly 21 points.

Technical Link

- This activity will help the learner to improve their consistency and their repetition of a skill.



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:

- **Orientation - Optimal Roll**
 - Introduce how to produce a putt that rolls well, as opposed to skidding and bouncing.
 - You should try to highlight a couple of ways that technique can help to promote a good roll and then support this by checking players technique on a practice station.
 - Make sure you demonstrate the difference so that children understand themselves when they are able to produce a putt that rolls well.



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:

- **Practicing and Playing With Others**

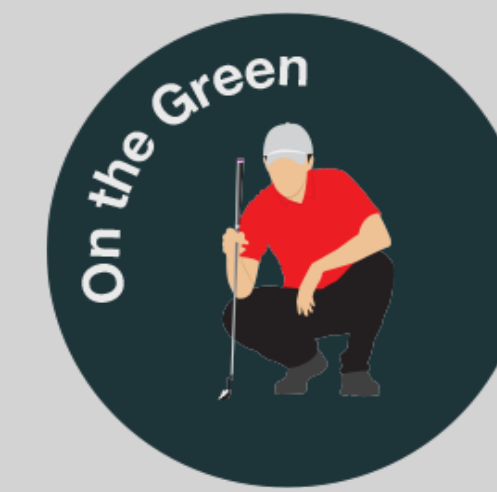
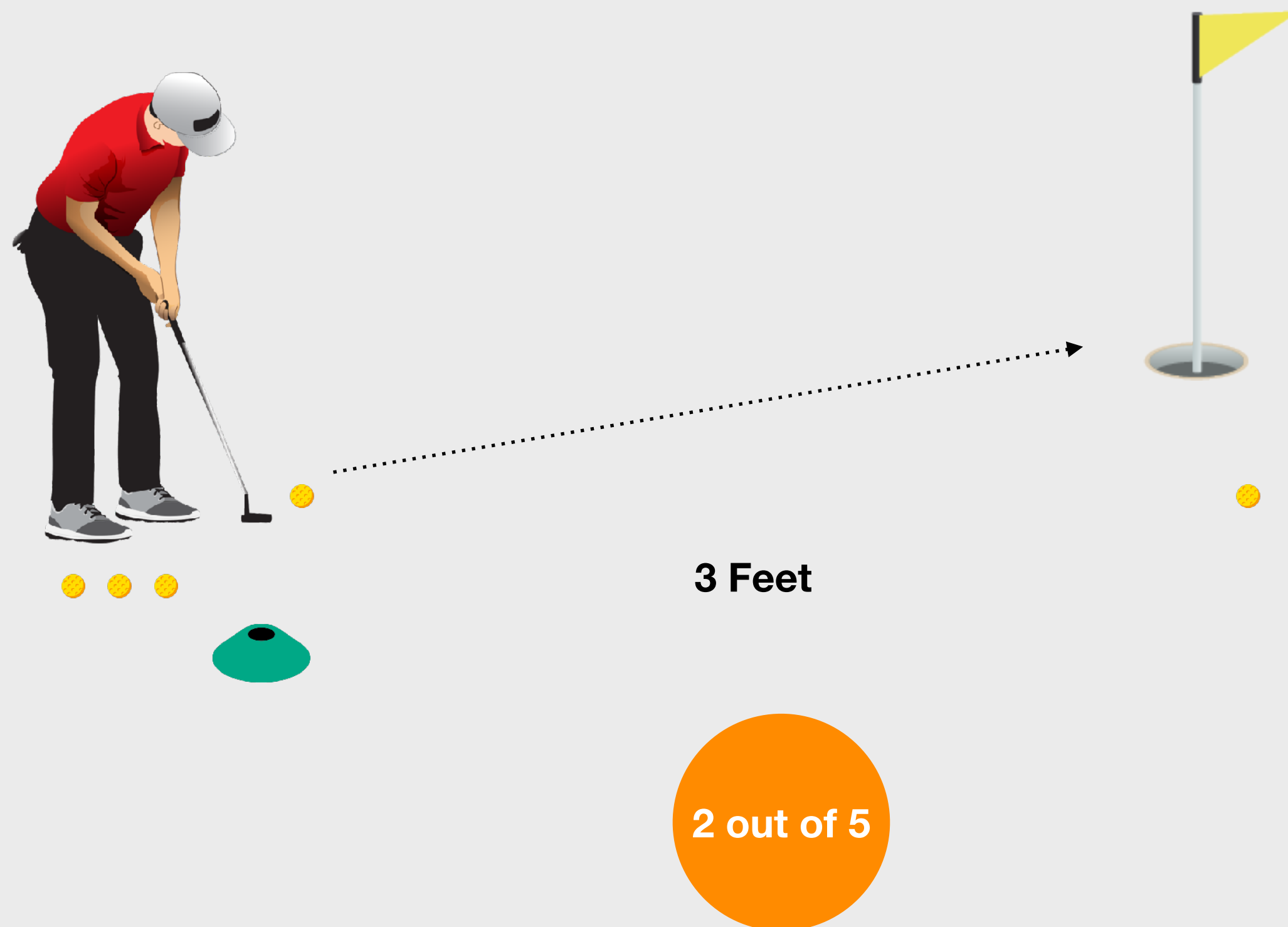
- The Whole Golfer theme this week is to recommend that it is beneficial to practice and play with others.
- Encourage participants to partner up when completing the games and challenges within the class and also outside of the class.
- Playing with others is a fundamental part of the game and prepares the the players well for the course and possibly competitions.
- By actively encouraging learners to meet up outside of the lessons you will be forging stronger social connections within the group.



Mastering the Game Challenges



Short Putts Challenge



The Challenge

To complete the Level 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.

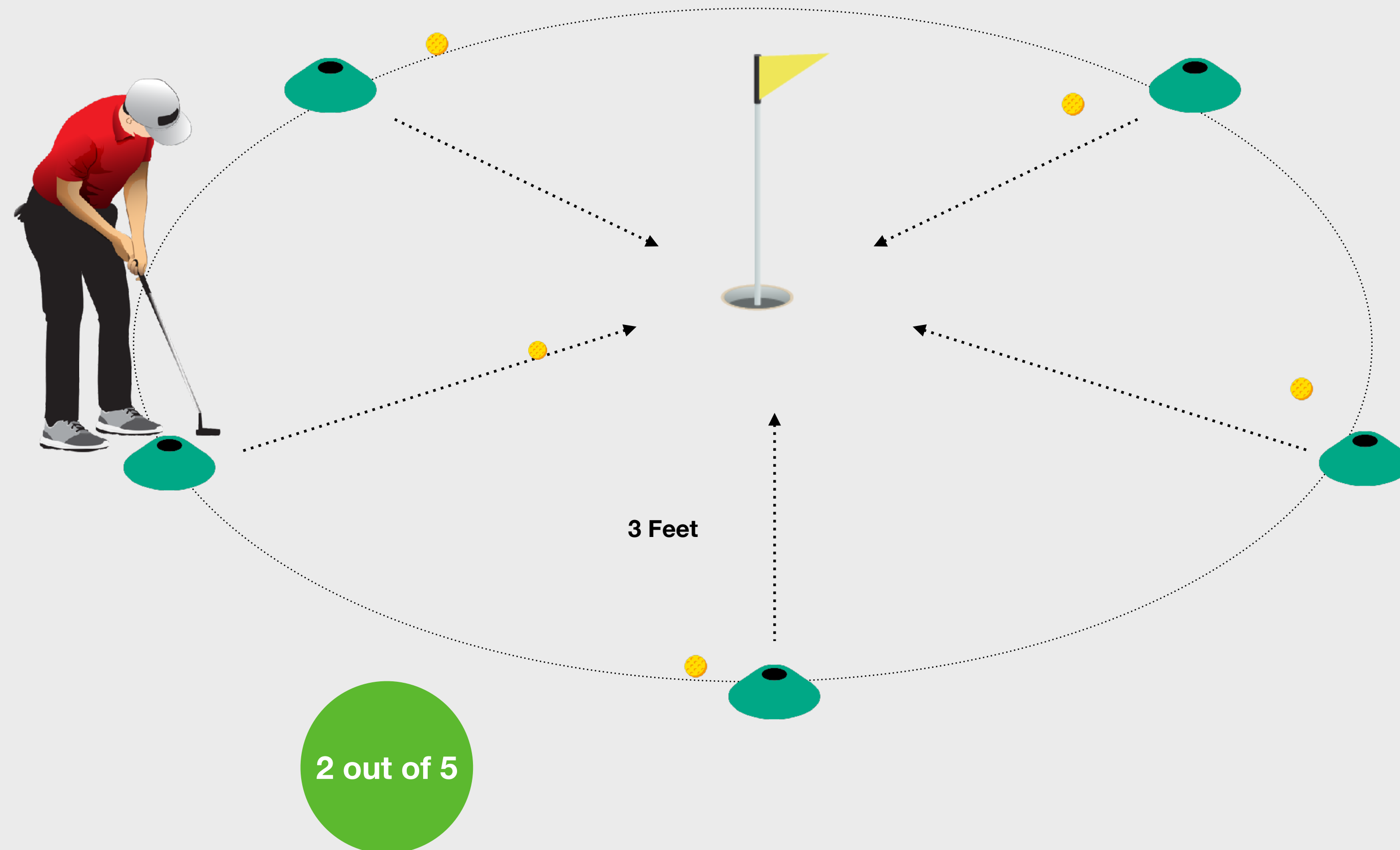
What should the Learner do next?

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



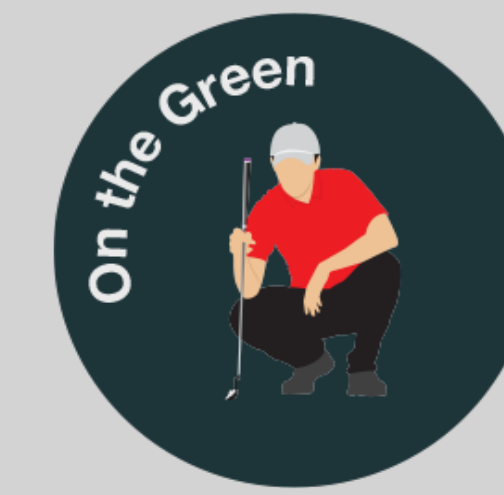
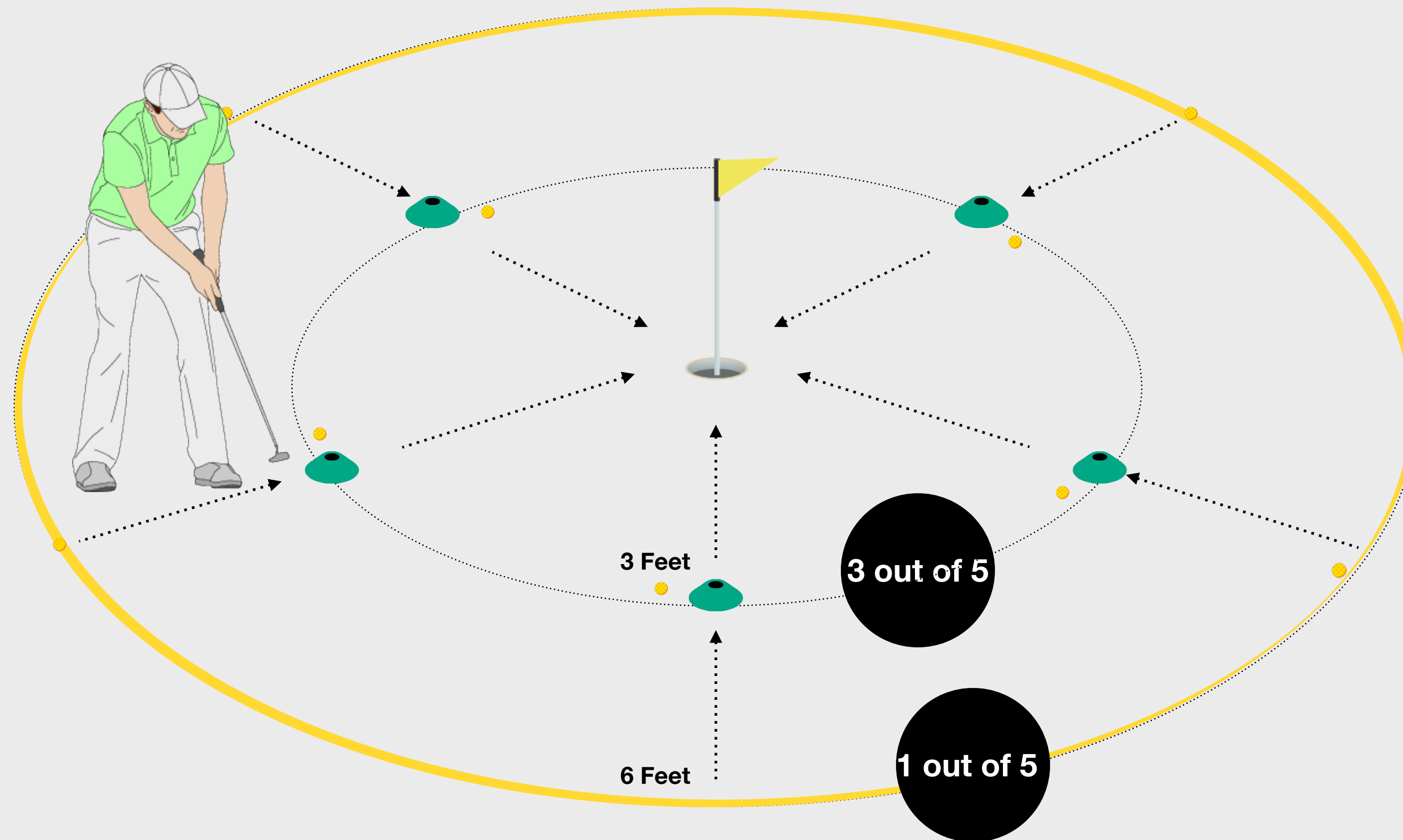
The Challenge

To complete the Level 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 Level 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