

Experience Day Event Plan

60 Minutes



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Class Timetable

Experience Day Activity

Class Timetable

Session Length: 180mins
Group Size: 1:8

Mastering the Game Focus:
Overview of Swing
On the Green
Around the Green
On the Course

Online Whole Golfer Resource
Understand the new golfer's journey

Time	Focus	Class Content
30 mins prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations Be ready to welcome participants 5 minutes before the session starts
10 mins	Welcome and Introduction	<ul style="list-style-type: none"> Outline the Learner Pathway to being club and course ready, and how the Experience Day will provide Participants with a taste of what they will learn on the Learner Program; Swing, On the Green, Around the Green and On the Course
50 mins	Mastering the Game - Swing	<ul style="list-style-type: none"> Introduce concepts of strike, direction control and distance control Allow time for practice and some individual help to ensure all participants have hit the ball in the air and know how to control direction and distance
50 mins	Mastering the Game - On the Green and Around the Green	<ul style="list-style-type: none"> Introduce concepts of strike, direction control and distance control as it relates to putting and chipping Allow time for practice and let participants rotate around the practice and game stations Include a fun, chipping competition, closest to the pin challenge
60 mins	Mastering the Game - On the Course	<ul style="list-style-type: none"> Play a hole or two from adapted tee A or B, in a Texas Scramble format. Ensure to introduce simple rules of golf, and don't place any emphasis on individual performance This is a key time to build relationships between the group, encourage conversation and questions
10 mins	Prize Presentation and Recap	<ul style="list-style-type: none"> Recap the core themes from the day Present prize for the closest to the pin competition Direct the learners to the online resources in the myGame area of GLF.Locker Allow time for questions and sign up the learners to the Learner program
15 mins post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new learners Ensure everyone has the relevant information and has had opportunity to book the next stage of their journey

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Class Timetable

Session Length:
60mins

Group Size:
1:8

Mastering the Game Focus:
Swing
On the Green
Around the Green
On the Course

Online Whole Golfer Resource
Understand the new golfer's
journey

Learning the Game Focus:
Safety and the basic rules of golf

Time	Focus	Class Content	Games / Drills / Resource
30 mins prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations Be ready to welcome participants 5 minutes before the session starts 	
10 mins	Welcome and Introduction	<ul style="list-style-type: none"> Outline Learn to play pathway to being club and course ready, and how the Experience Day will provide participants with a taste of what they will learn on the 3 Level Program Introduce what will be covered during the event including an opportunity to learn skills within Swing, On the Green, Around the Green and exploring the Course 	
15 mins	Mastering the Game - Swing	<ul style="list-style-type: none"> Introduce concepts of strike, direction control and distance control Allow time for practice and some individual help to ensure all participants have hit the ball in the air and know how to control direction and distance 	<ul style="list-style-type: none"> Impact Tape Good Contact Using Different Clubs Control Direction
15 mins	Mastering the Game - On the Green and Around the Green	<ul style="list-style-type: none"> Introduce concepts of strike, direction control and distance control as it relates to putting and chipping Allow time for practice and let participants rotate around the practice and game stations Include a fun, chipping competition, closest to the pin challenge 	<ul style="list-style-type: none"> Gate Game Ladder Game Tee Drill Closest to the Pin
10 mins	Mastering the Game - On the Course	<ul style="list-style-type: none"> Walk the group out to a hole and introduce them to the different elements, inspire them to join the Learn to play Program 	<ul style="list-style-type: none"> Adapted Rules
10 mins	Prize Presentation and Recap	<ul style="list-style-type: none"> Add any lesson media to the learner's Student Connect area Recap the core themes from the day Present prize for the closest to the pin competition Allow time for questions and sign up the 3 Level program 	<ul style="list-style-type: none"> GLF. Connect <i>myGame</i> App Learner Program Flyer
15 mins post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new learners Ensure everyone has the relevant information and has had opportunity to book the next stage of their journey 	<ul style="list-style-type: none"> Learner Program Flyer

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. The Whole Golfer theme during the Experience Day is to make sure the participants develop a growth mindset and are clear on the pathway to becoming a club and course ready golfer. You can explore this concepts throughout the event. We recommend you explore:

- **Growth mindset - you don't need to know it all straight away!**
 - Be clear that the route to becoming a club and course ready golfer is not linear, there will be weeks when the game seems easy and other weeks when it feels like the learner has never swung a club before.
 - Outline to the learner about the complex nature of golf. Explain how golf is a sport requiring multiple skill sets and are developed over a long time period.
 - Explain how this program will introduce different elements at the appropriate time, and that the learners will improve, as so long as they continue to practice.
 - Highlight how those who enjoy playing embrace that challenge and it makes it even more rewarding as you improve.



Learning the Game

During your event we recommend that you explore the Learning the Game focus which links directly to the stage of the program the learners are attending. You can explore these concepts at the start or during each skill section of the timetable. 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.
- **Introduce the Different Areas Around the Green** - Give learners an overview of the surfaces around the green including the varying grass lengths, apron, why this links to the task and the club used.
- **What is Putting** - Give an overview of the skill of putting and how it differs from other skills within the game.
- **Areas of the Hole** - Give an overview of the layout of the golf hole, from tee box up to the green. Highlight different areas on the golf course and explore the concept of hazards. Expand on the information provided in previous learning the game topics and tie together the skill areas of swing, chipping and putting.



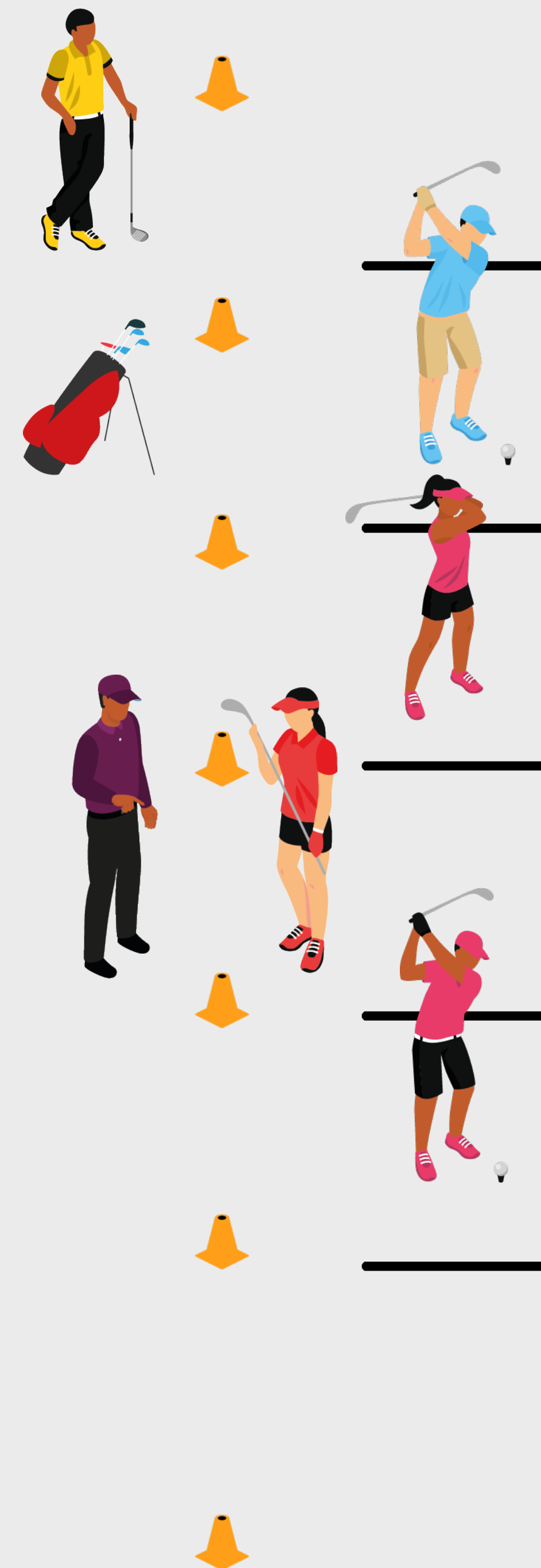
Layout and Setup



Class Layout and Setup

The graphic opposite provides an example image of how we suggest you layout this activity on your Experience Day, so each of the learners attending your class can practice effectively, attempt the games within the session and receive adequate access to private coaching from you. It also setup to encourage social interaction between those attending. Crucially, this is all done in a safe environment:

- Allow 10 minutes per station so that all participants have a chance to attempt each challenge and has adequate time to practice each skill
- Encourage questions from the group, allow other learners to help answer and encourage open conversation on why you are recommending a certain technique or drill
- Experience Day is an informal experience with fun content that you should provide to learners. It has been designed to offer learners with necessary opportunity to have a taste of each of the skills across the learning outcomes. You have the freedom to add your own expertise to the session but remember the goal is convert into further programming
- During the session, allow for the learners to connect socially. This is one of core principles of the program, that it encourages social connections to be strengthened. Try not to inhibit this during your Experience Day



Station 1:
Practice Station
Good Contact

Station 2:
Practice Station
Control Direction

Station 3:
Practice Station
Using Different Clubs

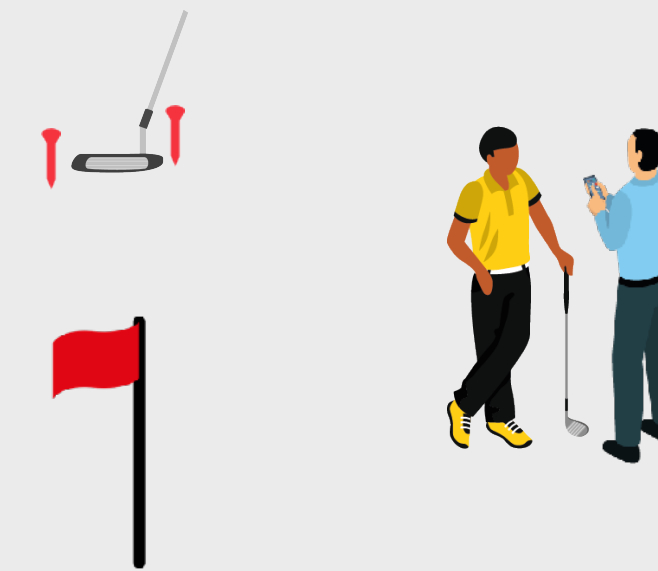
Station 4:
Practice Station
Face Contact

On the Green/ Around the Green Layout and Setup

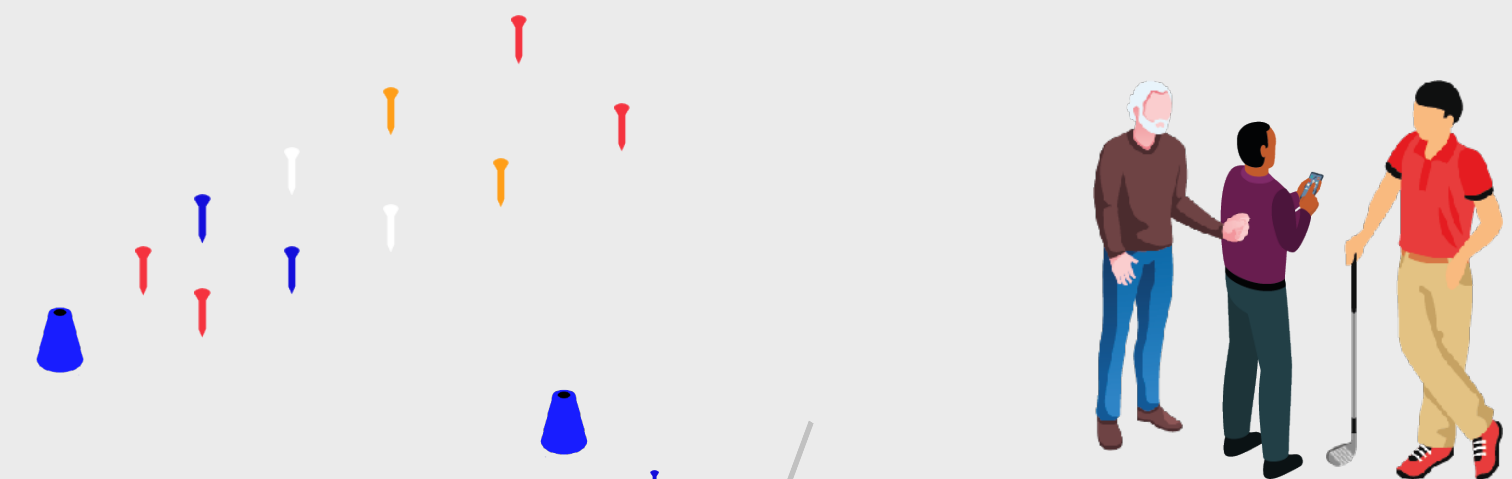
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Station 1:
Practice Station
Strike Gate



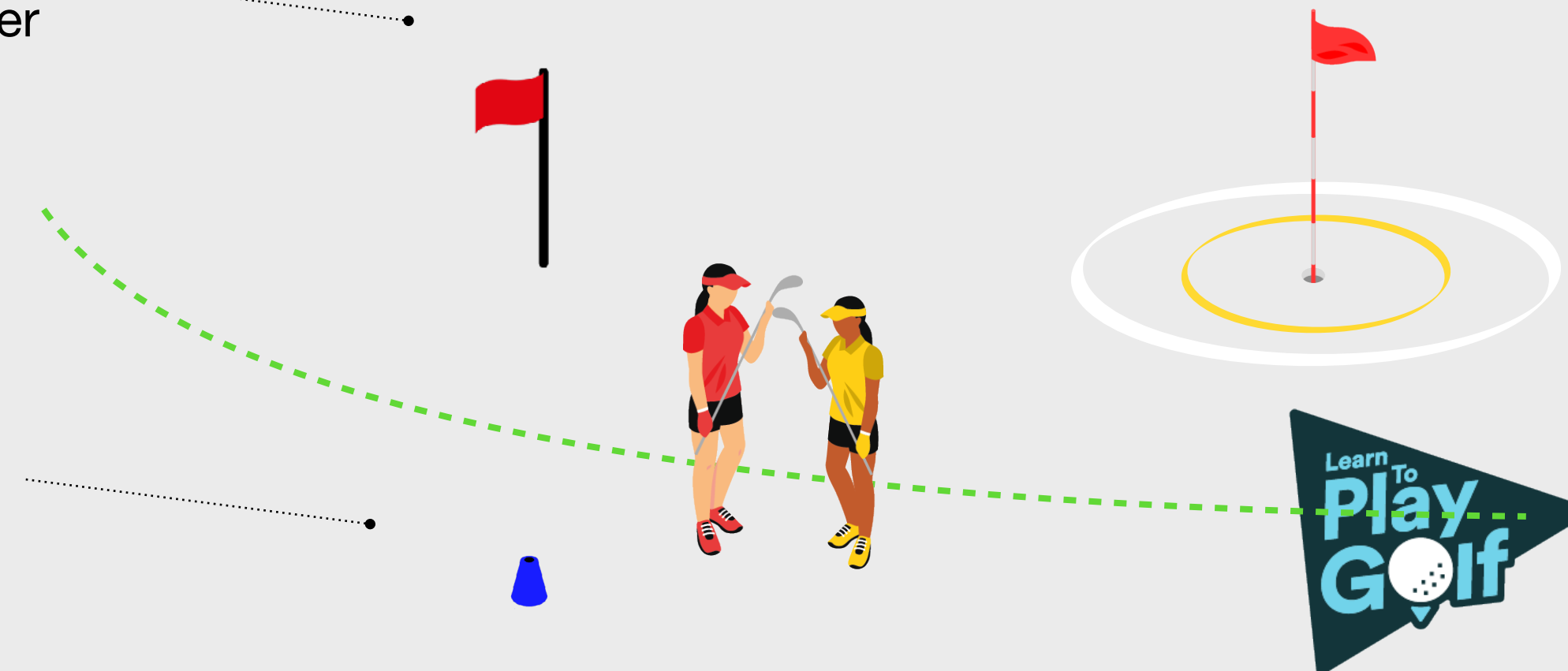
Station 2:
Practice Station
Long Putts Ladder



Station 3:
Practice Station
Swing Length Ladder



Station 4:
Practice Station
Nearest to the Pin



Swing Game Cards



Good Contact



About

This Practice Station Activity has been built to provide an engaging practice element to your Experience Day.

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



About

This Practice Station Activity has been built to provide an engaging practice element to your Experience Day.

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 at impact

Using Different Clubs



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About

This Practice Station Activity has been built to provide an engaging practice element to your Experience Day.

Equipment Needed

- 3 different golf clubs, suggested hybrid club, 7 iron and pitching wedge

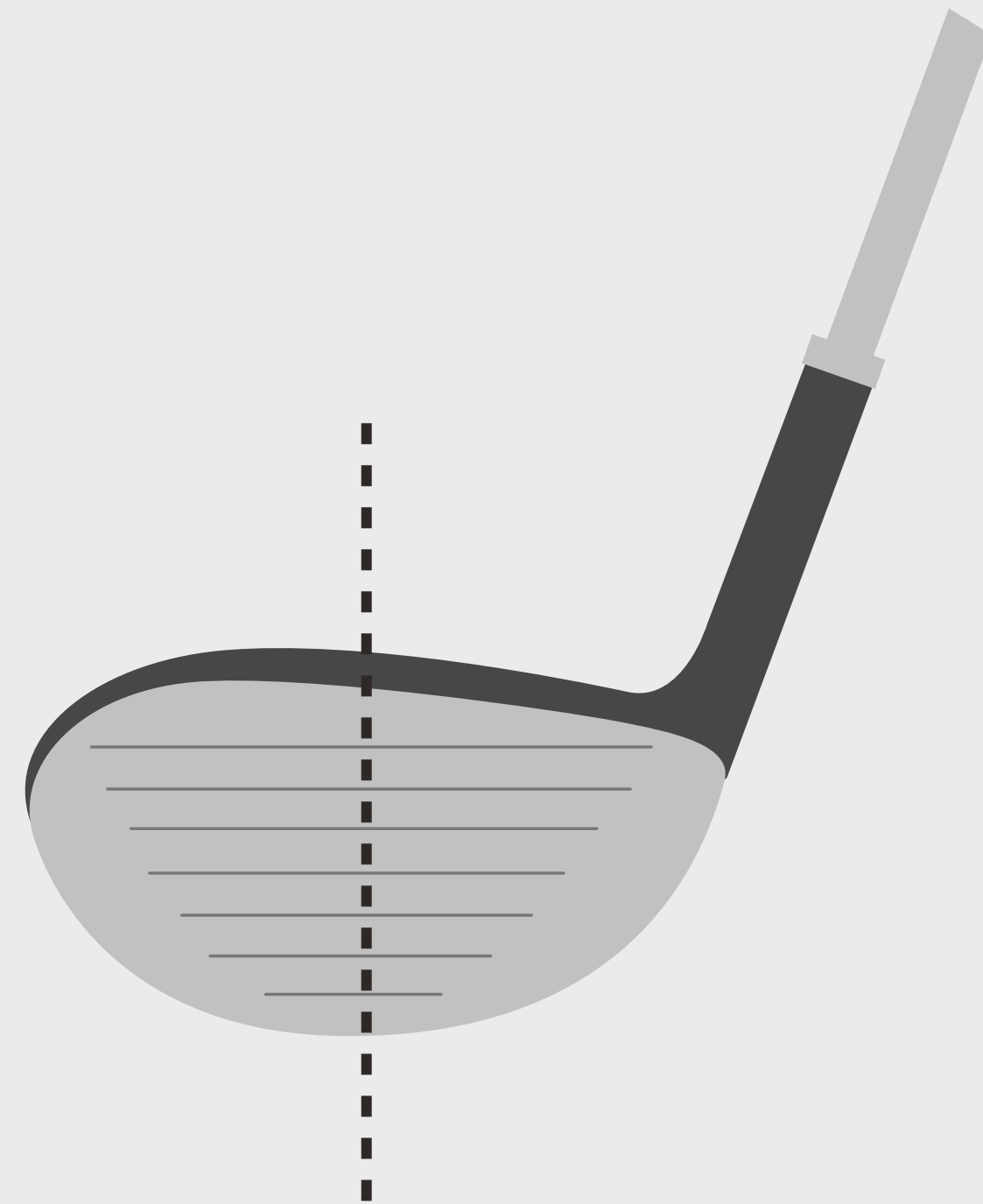
How to Practice

- The learner should practice using all three clubs in order to become confident switching between clubs as they will have to when they are out on the course
- As they practice, challenge the learner to switch clubs between every shot
- If the learner becomes confident using a particular club encourage them to practice more with the other clubs in order to build competency across all the clubs

Technical Link

- This activity will help the learner to understand the importance of practicing with the different clubs and seeing the difference this has on the ball flight when struck correctly
- It will help the learner to understand that we need to be able to adapt when playing the game as each shot we face will be different from the last

Face Contact



About

This Practice Station Activity has been built to provide an engaging practice element to your Experience Day.

Equipment Needed

- Impact Tape

How to Practice

- 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

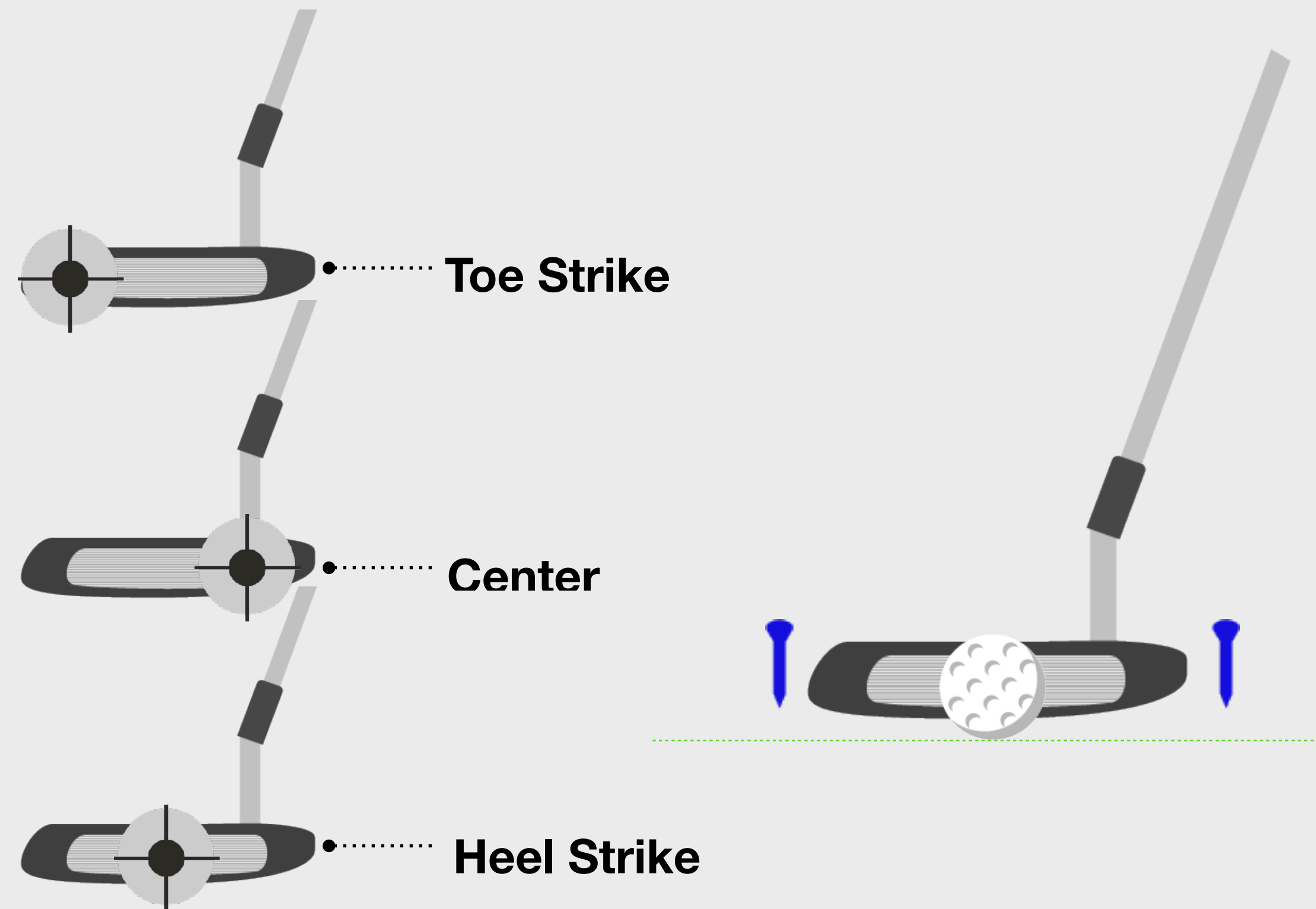
Progression Ideas

- 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

On the Green and Around the Green Game Cards



Clubface Impact Activity



About

This Practice Station Activity has been built to provide an engaging practice element to your Experience Day.

Equipment Needed

- 2 Tee Pegs
- Putter
- Golf Ball

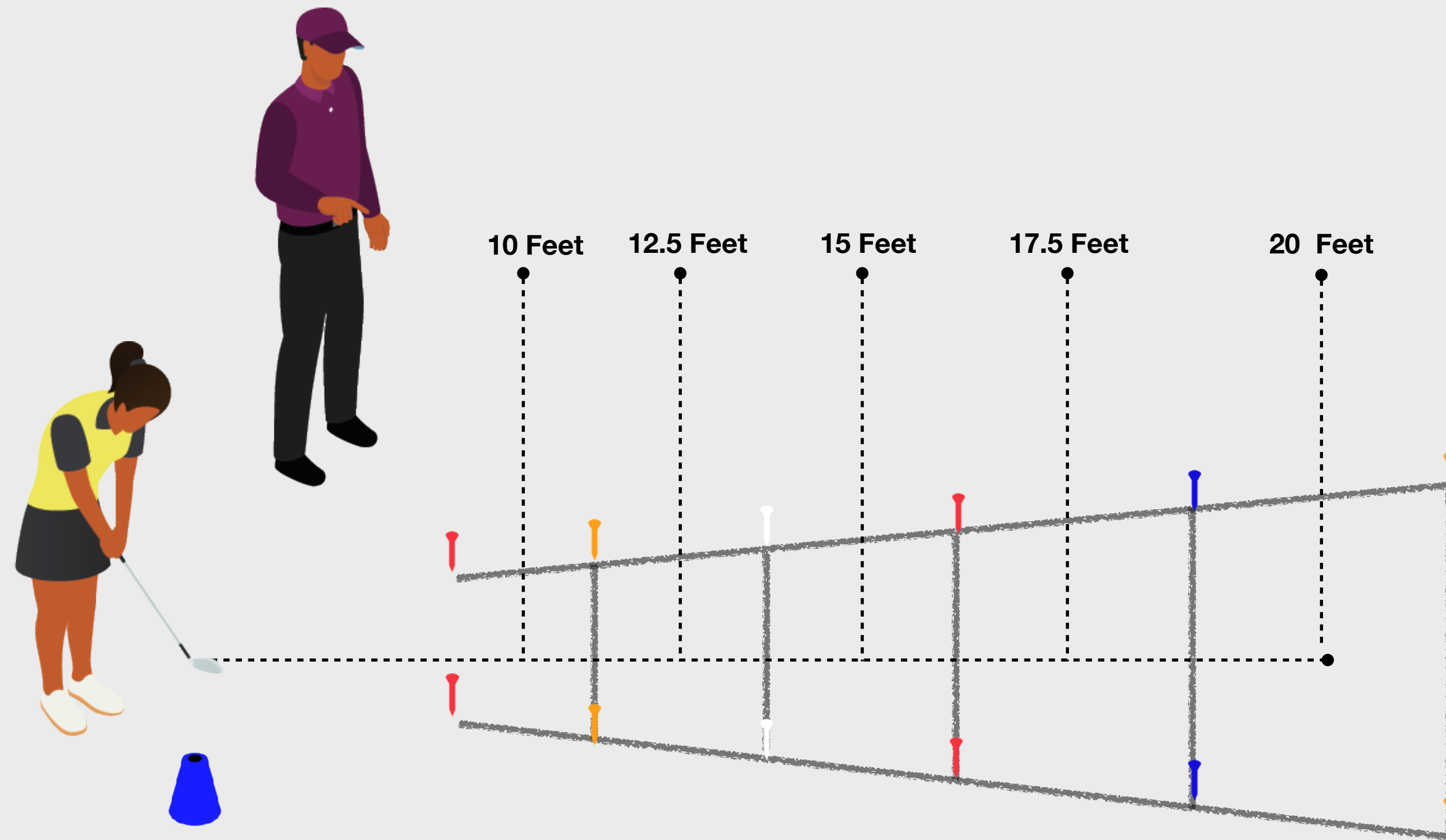
How to Practice

- Set this activity up on flat green surface with a tee peg, ball marker or coins 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, tee peg or coin
- 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 the swing the putter head between the tee pegs with and without the ball
- Get them to engaging in errorful practice whereby they deliberately strike either tee to understand the impact of an off centre strike
- Get the 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

Long Putts Ladder



About

This Practice Station Activity has been built to provide an engaging practice element to your Experience Day.

Equipment Needed

- String for the target boxes
- 12 tee pegs cones to mark the edge of the boxes
- A single cone to represent the starting position

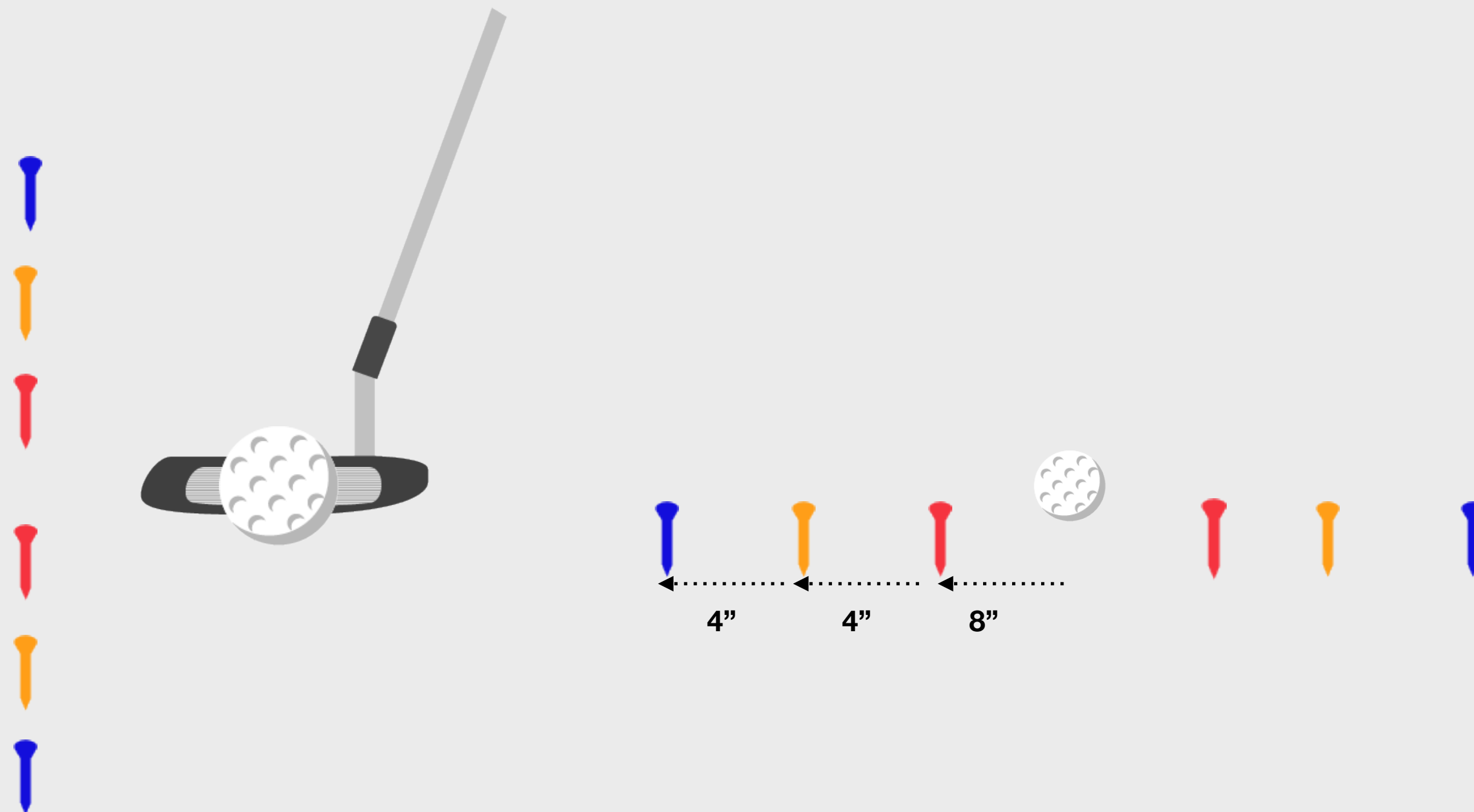
How to Practice

- A learner starts by attempting to putt their ball into the first and smallest box on the ladder
- If they are successful, they return to the starting position and attempt their next go to the second and large box
- If unsuccessful they repeat their attempt to the first box
- The learners attempts to complete all steps on the ladder to complete the game
- This game can be played individually, pairs or groups

Progression Ideas

- Vary the size of the boxes
- Vary the distance between the starting point around and the boxes
- Increase the number of shots that must go into the boxes before the box is completed
- Attempt the boxes in reverse
- Add a consequence to the game by limiting the number of attempts before moving back a box.

Swing Length Ladder



About

This Practice Station Activity has been built to provide an engaging practice element to your Experience Day.

Equipment Needed

- 6 Tee Pegs
- Putting
- Golf Ball

How to Practice

- Get the learner to practice swinging the putter from and to the first tee pegs either side of the ball (red)
- As they practice, get them to count 1, 2. They should time the end of the backstroke with the one count and the end of the through stroke with the two count
- Get them to hit a few putts and see how far the ball travels
- Next, get the learner to swinging the putter from and to the second tee pegs either side of the ball (red). Again they should reproduce the count of 1, 2.
- Get them to hit a few putts and see how the ball travels further
- Finally, replicate for the final set of tee pegs.

Technical Link

- This activity will help the learner to understand the concept of Swing Length, Rhythm and Tempo
- It will help the learner to understand that as swing length changes, the distance the ball travels changes
- It will help them to understand how length of swing transfers to distance

Closest to the Pin Challenge



About

This Practice Station Activity has been built to provide an engaging competitive element to your Experience Day.

Equipment Needed

- 6 foot ring
- 10 foot ring
- Golf balls

How to Play

- Play this fun game for the duration of this session
- The learners attempt to chip their ball towards the hole
- They have 10 attempts to chip the ball as close to the hole as possible
- Mark the closest position to the pin by using a tee or ball marker
- The winner is the learner that chips the ball closest at the end of the session

Progression Ideas

- Change the distance to the hole
- Vary the distance from the edge of the green
- Increase or decrease the number of shots
- Play on a sloped surface

Awards Ceremony and Promotional Activity

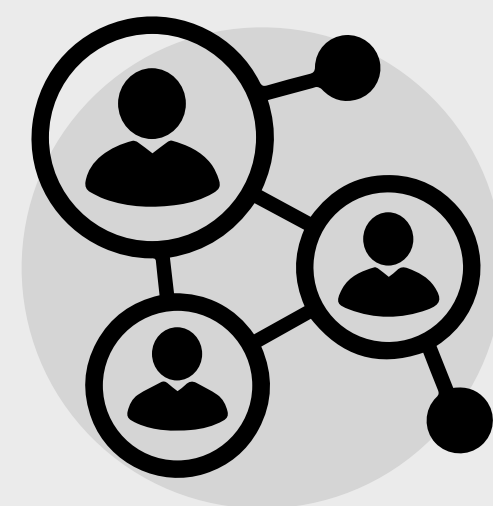
At the end of the Experience Day leave enough time to recap the activities of the day, outline the 3 Level curriculum and present the winner of the Closest to the Pin Challenge with a small prize. Highlight the start dates of the upcoming Level 1 classes and encourage sign ups at the end of the presentation.

Be sure to communicate the passion you have in helping learners to play the game confidently:



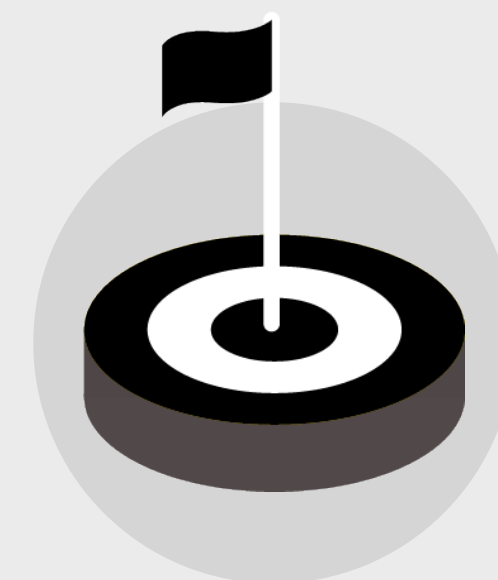
1. Regular Communication

We will communicate regularly to provide updates and inform of On-Course events.



2. Social Engagement

All program classes, events and life at the club promote fantastic social engagement for the learner and their family.



3. Structured Pathway

Highlight the structure of the program and how this will lead to becoming a confident golfer.



For more information

For those learners who would like to know more before they commit to the Learn to Play program you need to be able to provide them with the relevant resources to take away and review.

These documents are available on the Training Hub for you to download and either email or print out and give to participants:

- Learn to Play Flyer
- Welcome Resource