

Become a Short Game Wizard Graduate - On the Green in One



Shot Selection



ORBISgolf™

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Class Timetable

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Skills Pathway *Become a Short Game Wizard*

Class Timetable - Week 1

Session Length: 60 Mins Group Size: 1:8 Skills Pathway Name: Become a Short Game Wizard Skills Pathway Topic: On the Green in 1 Skills Pathway Stage: Graduate Technical Focus: Basics of Chipping Technique Scoring Challenge: Chipping Challenge

Time	Focus	Class Content	Games / Drills / Resources
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations of your preference and the scoring 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 the 12 sessions that make up the 'Becoming a Short Game Wizard' skills pathway and give a broad content overview Describe the scoring challenge and how this will help the students map progress over time Explain how to play the game and attempt the practice station activities Explain how to attempt the Scoring Challenge 	<ul style="list-style-type: none"> Ball Position and Shaft Attack Angle Strike Point Speed Chipping Chipping Challenge
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Introduce and reinforce the technical focus points to students attending and provide private coaching Instruct students to rotate around the stations Students attempt the practice stations based around technical focus Game station can be attempted individually or in pairs Opportunity for students to attempt the scoring goal challenge 	<ul style="list-style-type: none"> Ball Position and Shaft Attack Angle Strike Point Speed Chipping Chipping Challenge
5 mins	Breakout Session	<ul style="list-style-type: none"> Opportunity to engage in group discussion and questions Opportunity to reinforce the technical learning outcomes 	<ul style="list-style-type: none"> GLF. Connect App Challenge Scorecard
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Introduce and reinforce the technical focus points to students attending and provide private coaching Instruct students to rotate around the stations Students attempt the practice stations based around technical focus Game station can be attempted individually or in pairs Opportunity for students to attempt the scoring goal challenge 	<ul style="list-style-type: none"> GLF. Connect App
	Media on GLF. Connect	<ul style="list-style-type: none"> Add any lesson media to the student's Student Connect area which may include notes, videos and documents Ask Students to update the GLF. Connect App if they have successfully completed a scoring goal challenge 	
		<ul style="list-style-type: none"> At the time after the class has finished to actively connect new students and build relationships. of the next next skills pathway class that require additional help 	

Class Timetable - Week 4

Session Length: 60 Mins	Group Size: 1:8	Skills Pathway Name: Become a Short Game Wizard	Skills Pathway Topic: On the Green in One	Skills Pathway Stage: Graduate	Class Focus Shot Selection	Scoring Challenge Chipping 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 scoring 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
5 mins	Introduction	<ul style="list-style-type: none"> Outline the focus of session and give a broad content overview of what will be covered Link this to the class focus from the previous weeks 	
25 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Introduce and reinforce the technical focus points to students attending Briefly explain how to attempt the Scoring Goal Challenge Explain how to attempt the Practice Games and Stations Instruct students to rotate around the stations Opportunity to provide private coaching during Free Practice Stations Game stations and Scoring Goal Challenge can be attempted individually or in pairs 	<ul style="list-style-type: none"> Roll Out Piggy in the Middle Box Drill Safe or Not Safe Chipping Challenge
5 mins	Breakout Session	<ul style="list-style-type: none"> Opportunity to engage in group discussion and questions Opportunity to reinforce the technical learning outcomes 	
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Opportunity to re-cap on the technical points, introduce any additional information and discuss any questions from the group Instruct students to continue to rotate around the stations Opportunity to provide private coaching during Free Practice Stations Opportunity for students to continue to attempt the Game stations and Scoring Goal Challenge 	<ul style="list-style-type: none"> Roll Out Piggy in the Middle Box Drill Safe or Not Safe Chipping Challenge
5 mins	Media on GLF. Connect	<ul style="list-style-type: none"> Add any lesson media to the student's Student Connect area which may include notes, videos and documents Ask Students to update the GLF. Connect App if they have successfully completed a scoring goal challenge 	<ul style="list-style-type: none"> GLF. Connect App Challenge Scorecard
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new students and build relationships Ensure everyone is aware of the next skills pathway level and the focus of this progressing from the Graduate level Opportunity to upsell private lessons or additional programs to those that require additional help 	<ul style="list-style-type: none"> GLF. Connect App

Class Objectives and 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 students to improve their skill of **shot selection** to **hit the green**. Some of technical content you may want to explore in this first session may include:

- **Shot Selection-** Introduce some principles to selecting the right shot which may include:
 - Outline how different shots can be played with the same club
 - Explain why different shots are required for different shot scenarios around the green and how they can help improve accuracy
 - Demonstrate a shot scenario where it is better to not aim right at the pin
 - Explore how it will be up to the student to develop a strategy which gives them the best control, which may be to use the same club around the green or vary the club they are using
 - Explore hitting shots with different trajectories around the green and how it affects the way they roll out
 - Reiterate to students that they should choose a club and shot around the green that ensures they have the best change in getting the ball to finish on the green in one



Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.



Example Class Layout and Setup

Station 1:
Practice Station
Roll Out



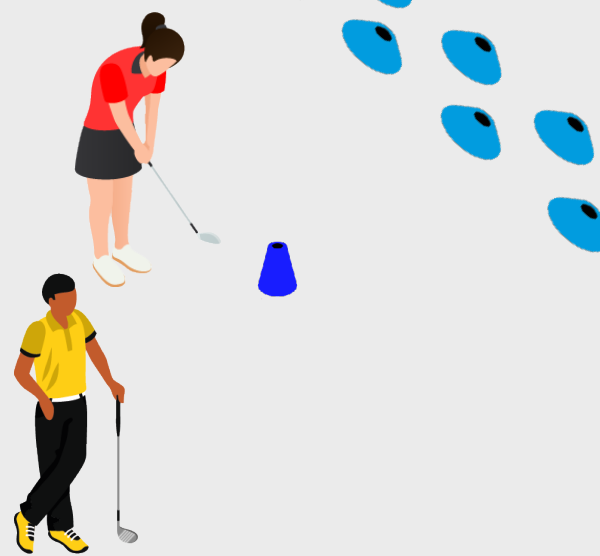
Station 2:
Practice Station
Piggy in the Middle



Station 3:
Practice Station
Box Drill



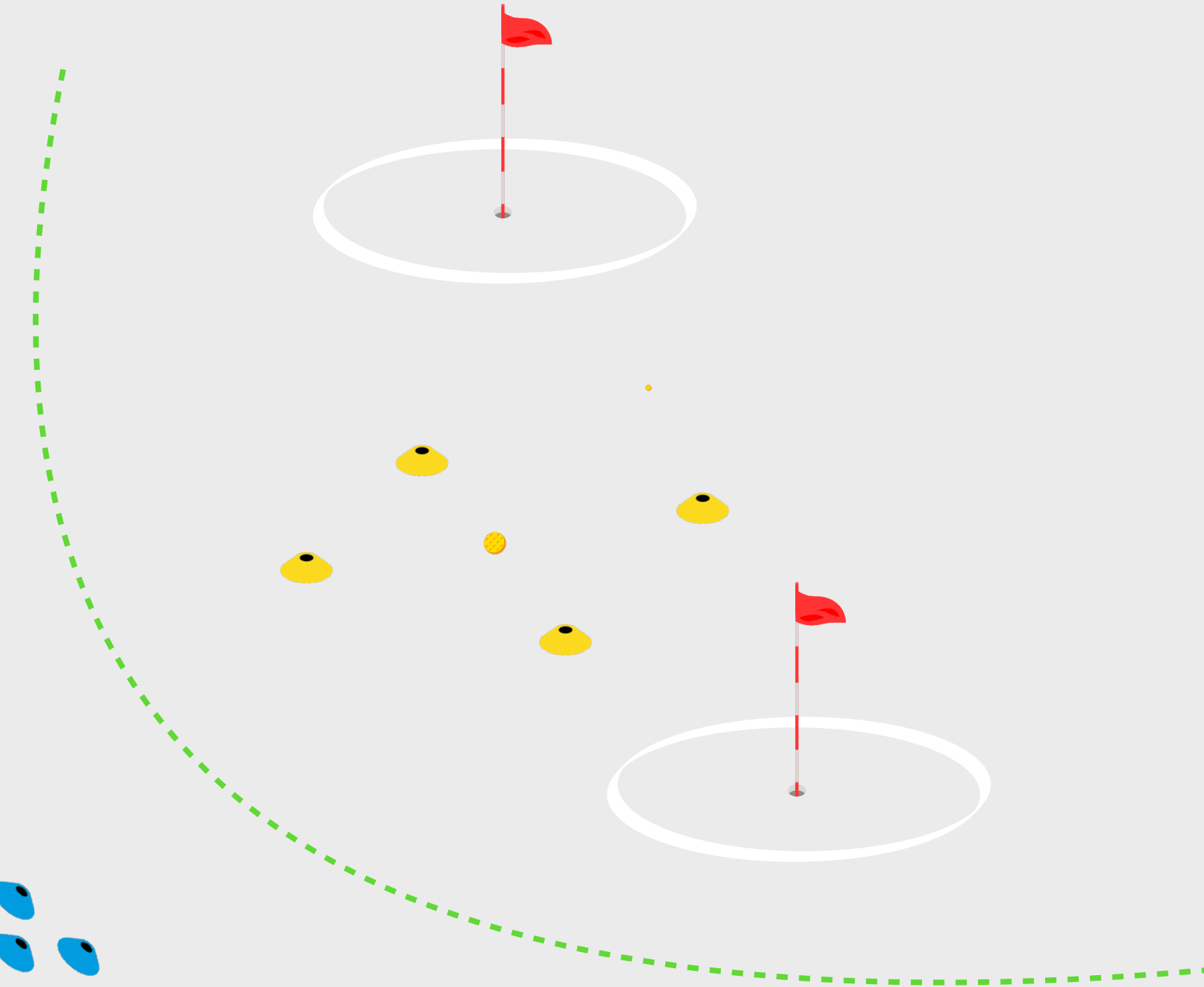
Station 4:
Game Station
Safe or Not Safe?



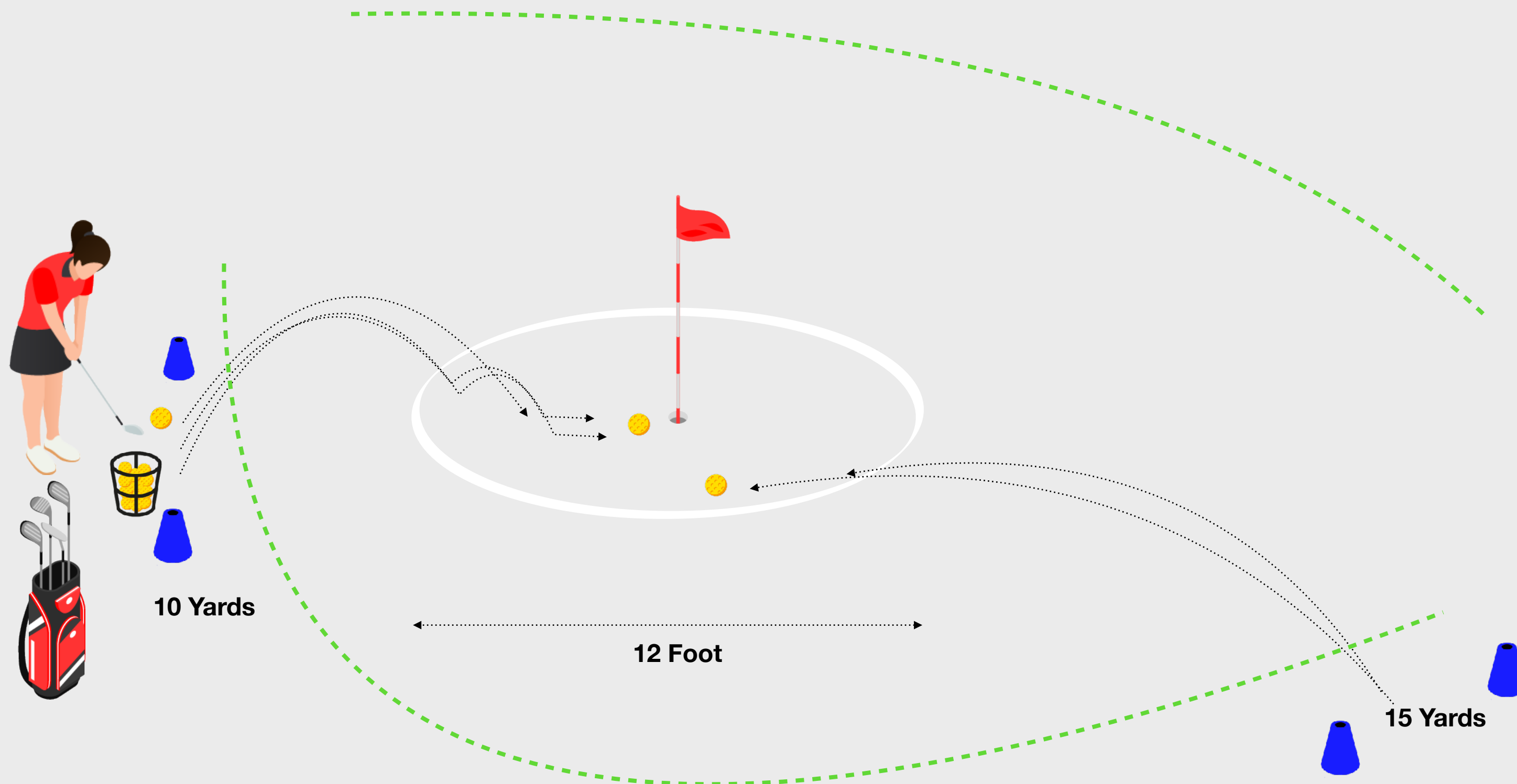
Group Discussion:
Start, during and end of class



Station 5:
Challenge Station

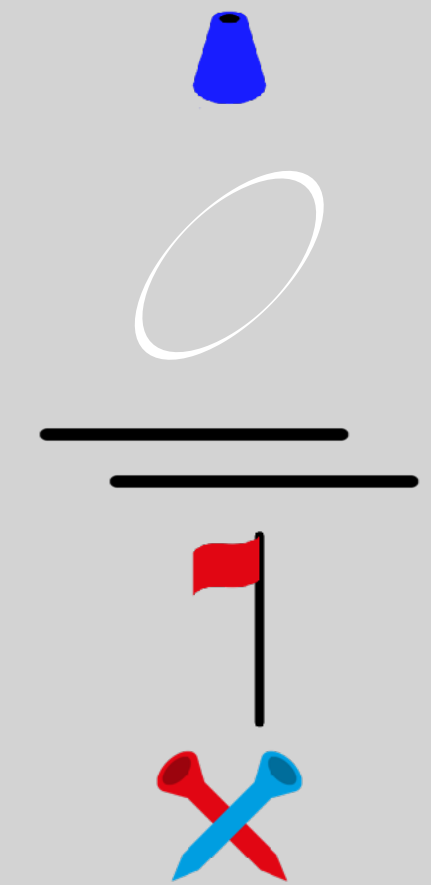


Chipping Challenge Setup



Equipment Needed

- 4x Marker cones
- 12 Foot Diameter Hoop
- 1x Alignment Sticks
- 1x Flagstick
- Tee Pegs



Setting out the Challenge

- 1 flag should be selected on the green. Alignment sticks could be used where this isn't possible
- Your 12-foot target circle from your equipment bag is placed around the flag or alignment stick
- Three starting points are positioned around the green at 10 yards and over 15 yards
- Each starting position should be placed close to the edge of the green
- These starting positions should offer variation in lie and angle to the target

Practice Stations and Game Cards

Skills Pathway *Become a Short Game Wizard*

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Ball Position / Shaft Position

Equipment Needed

- Wedge
- Marker Cone

How to Practice

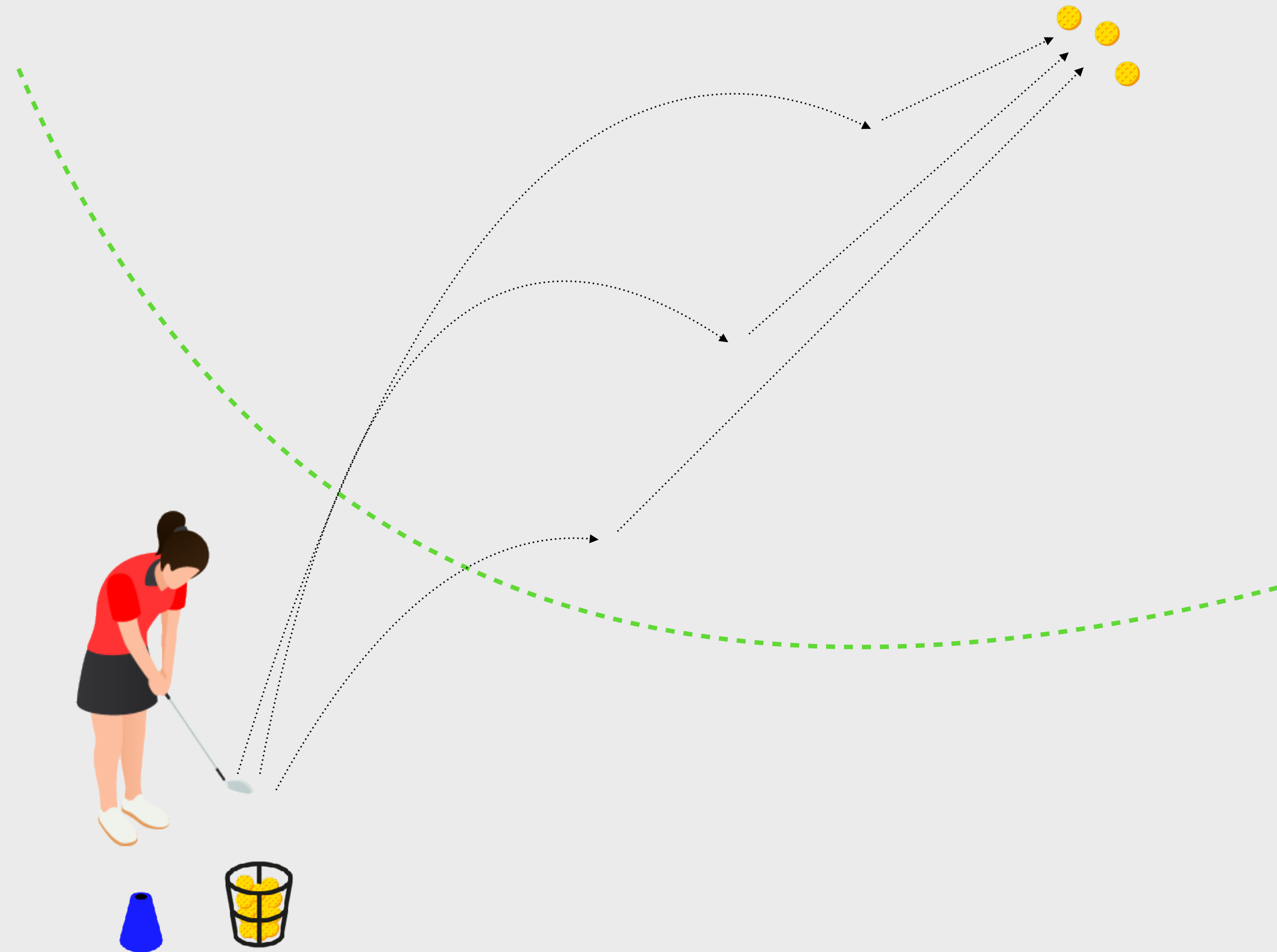
- Ask the students to chip balls from around 15 yards from the green
- Students should vary the ball position at set up from back of their stance to the centre of their stance and finally move towards the front of their stance
- Allow the students to see how changing the ball position can affect the initial trajectory and strike of their chip
- After exploring ball position, the students should keep ball position consistent, but explore changing the forward lean of the shaft and the vertical position of the shaft

Technical Link

- This activity will help the students to understand how changing the ball position and shaft position at address can affect the trajectory and strike on the ball

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Roll Out



Equipment Needed

- Bunker
- Wedge
- Marker Cone

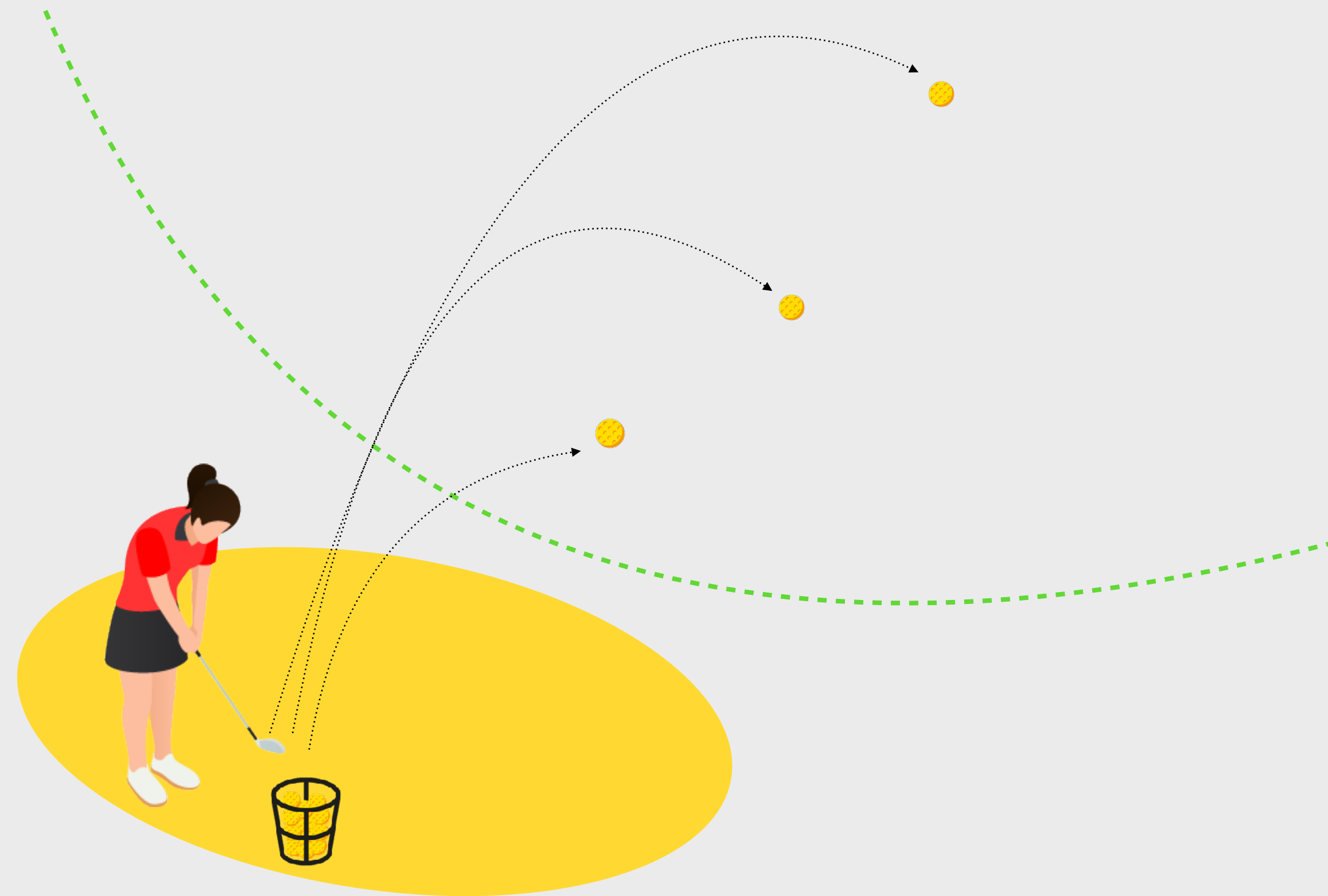
How to Practice

- Position the student 15 yards away on the edge of the green
- The student attempts 3 different types of shots:
- First ball 25% flight and 75% roll
- Second ball 50% flight 50% roll
- Third ball 75% flight and 25% roll
- Once they have hit all 3 they can repeat the circuit

Technical Link

- The students should gain a real feel for distance control, flight and spin control whilst only using the same club
- This activity should give the student greater control over the type of shot they want to play, which allows them to pick the appropriate shot for situation

Piggy in the Middle



Equipment Needed

- Bunker
- Sand Wedge

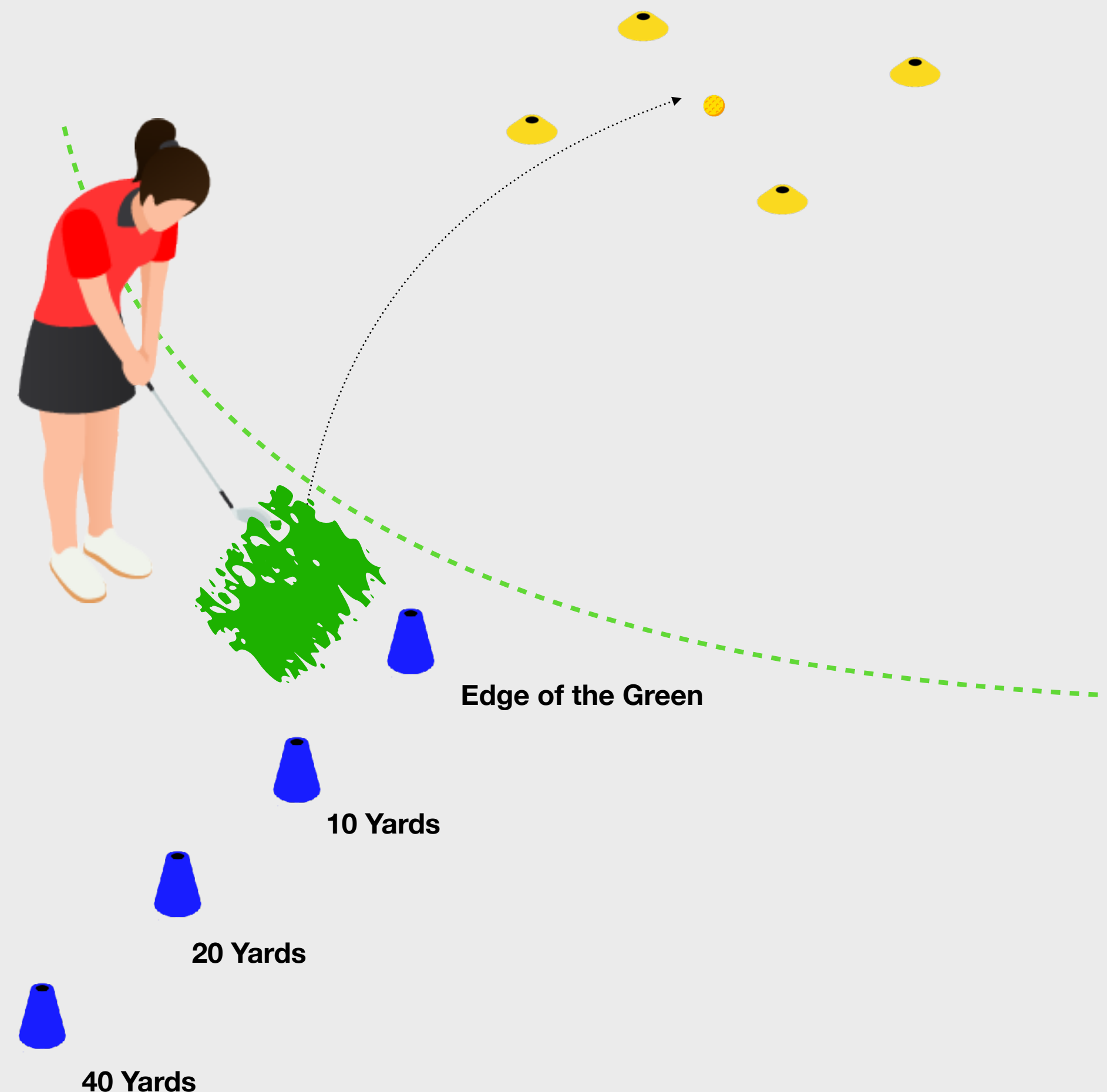
How to Practice

- Position the student in a bunker on the edge of the green
- The student requires 3 balls because they must attempt to hit the first ball short, the second ball long and then try to land the third ball in between the first two balls
- As their feel improves they must try to get the balls as close as possible to one another

Technical Link

- The students should gain a real feel for distance control and learn how they can adapt their technique to hit a certain shot
- It also encourages consistent contact to be good at this drill

Box Drill



Equipment Needed

- 4 cones
- Wedge
- 4 Marker Cones

How to Practice

- Set this activity up with a box marked out on the green
- Then place 4 cones marking different distances from the green
- The student should practice pitching the ball from different distances using the same club by varying the type of shot they hit
- The aim is to finish the ball in the box each time, but each shot will require a different shot to achieve this

Technical Link

- This activity will help the student to understand how to adapt their shot based on the distance presented
- This activity will help the student to gain some consistency in their short game by becoming more confident from a variety of scenarios around the green

Safe or Not Safe?



Equipment Needed

- Bunker
- Wedge and Putter
- Hazard or Cones for hazard
- Marker Cones

How to Play

- Set up shot scenarios for the students around the green using cones for hazards or natural hazards if available
- Encourage students to take on the shots and choose the correct shot type and landing zone for avoiding the hazards and getting as close to the target as possible
- Award points to the students based on the decisions they make and get them to putt out to a finish to access the decision they made
- This game can be played individually or in pairs

Technical Link

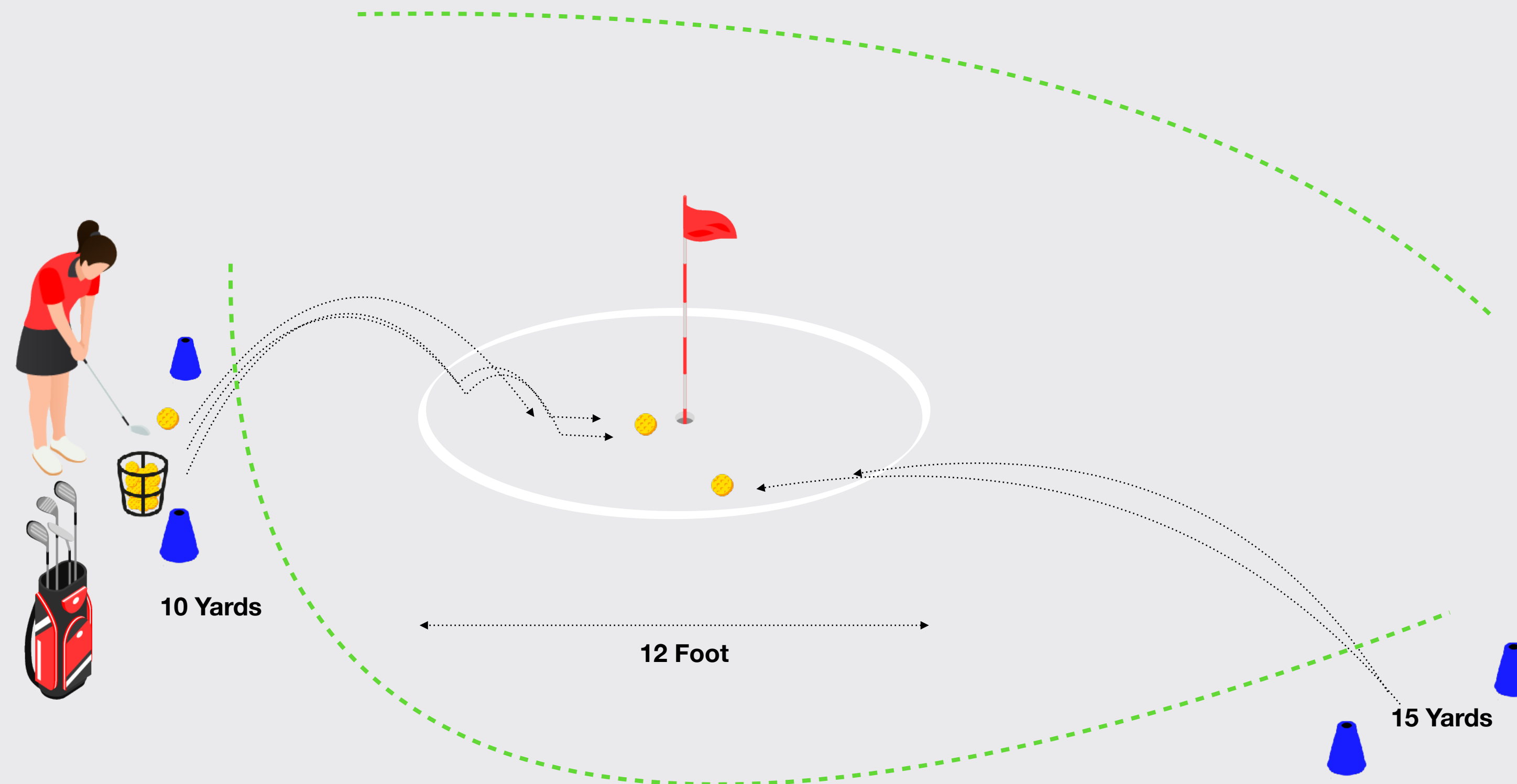
- This activity will challenge students to think about the type of shot they are trying to play, rather than hitting a stock shot as close to the pin as possible every time

Scoring Goal Challenges

Short Game



Chipping Challenge



Attempting the Challenge

- Hit 10 shots in a random order from each starting position to finish with the target circle.
- Record the result of each attempt on the Challenge Scorecard.
- Drop the ball on each attempt.

The Challenge

- Attempt to chip the ball to within the target circle from each position around the green. You should attempt 10 shots from each starting position.

What to do Next:

- On the GLF. Connect App, mark the challenge as complete for the scoring goal you complete.

100

4/10 chips within target circle from 10 yards
3/10 chips within target circle from 15 yards

90

6/10 chips within target circle from 10 yards
4/10 chips within target circle from 15 yards

85

7/10 chips within target circle from 10 yards
5/10 chips within target circle from 15 yards

80

8/10 chips within target circle from 10 yards
6/10 chips within target circle from 15 yards

75

8/10 chips within target circle from 10 yards
7/10 chips within target circle from 15 yards

