

Learn to Play Golf *Delivering your Themed Classes and Practice Clubs*

# Delivering Your Themed Classes and Practice Clubs



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# Themed Class and Practice Club Plans



# Accessing Themed Class Plans

In the Coaches toolbox, you can access the Themed Class plans for each level of the program. Follow the steps below to access the online plans...

1

## Navigate to 3 Level Program Page

- On this page navigate to the Bottom of the page and the supporting resources section where you access the class plans option.

2

## Select Themed Class Plans

- Select the Themed Class option you require on the next screen.

3

## Find your Class Plan with the Specific Level

- On this screen navigate to the level of the program you require. You can download the plan and it will display in your devices web browser. You can also download it to your device.
- Additional supporting resources are available including the curriculum and a bank of resources across each skill category.



Access the further resources you need to implement and run the program elements by clicking on the option

Discover the class plans to help you plan and deliver your Themed Class and Practice Clubs... [Click Here](#)

Discover the resources built to help support you with challenge component of the program... [Click Here](#)



Select the Class Plan Option...

[Back to LTPG 3 Level Program Home](#)

All the Themed Class Plans in Full and Lite versions to help you run your 3 Level Program... [Click Here](#)

All the Practice Club Plans across the 3 Skills Categories to supplement Program... [Click Here](#)



Learn to Play Golf 3 Level Program Curriculum [Download](#)

Learn to Play Golf 3 Level Timetables [Download](#)

### Level 1 Class Plans

Discover a recommended class plan for each class within Step 1. This includes a Full and Lite Version...

1. Swing   Introduction to Swing - Full	<a href="#">Download</a>
1. Swing   Introduction to Swing - Lite	<a href="#">Download</a>
2. Around the Green   Introduction to Chipping - Full	<a href="#">Download</a>
2. Around the Green   Introduction to Chipping - Lite	<a href="#">Download</a>
3. On the Green   Introduction to Putting - Full	<a href="#">Download</a>
3. On the Green   Introduction to Putting - Lite	<a href="#">Download</a>

# Accessing Practice Club Plans

In the Coaches toolbox, you can access the Practice Club across each of the skill categories. After selecting the Class Plans option from the 3 Level Program page or the Practice Club menu navigation, follow the steps below:

1

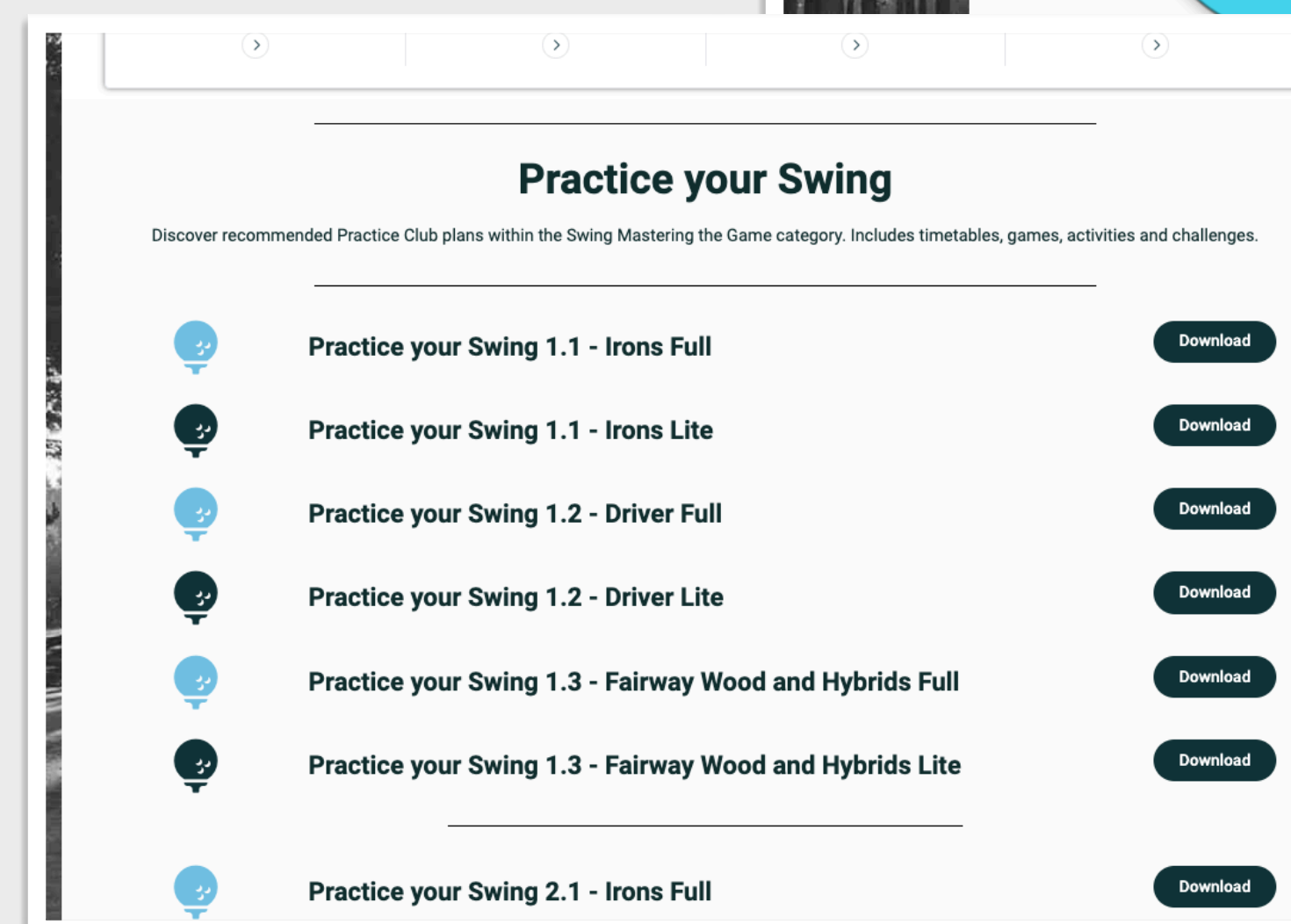
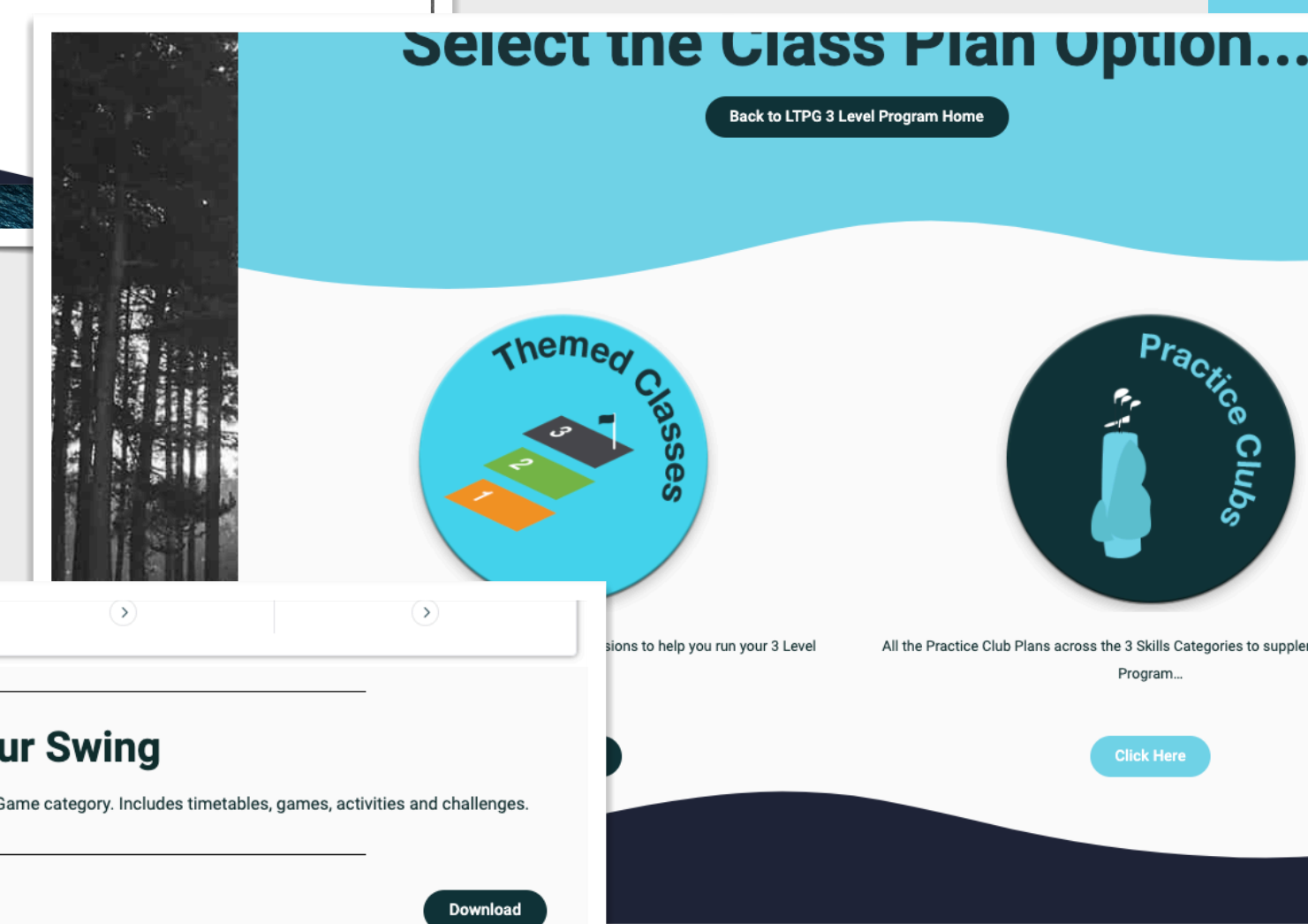
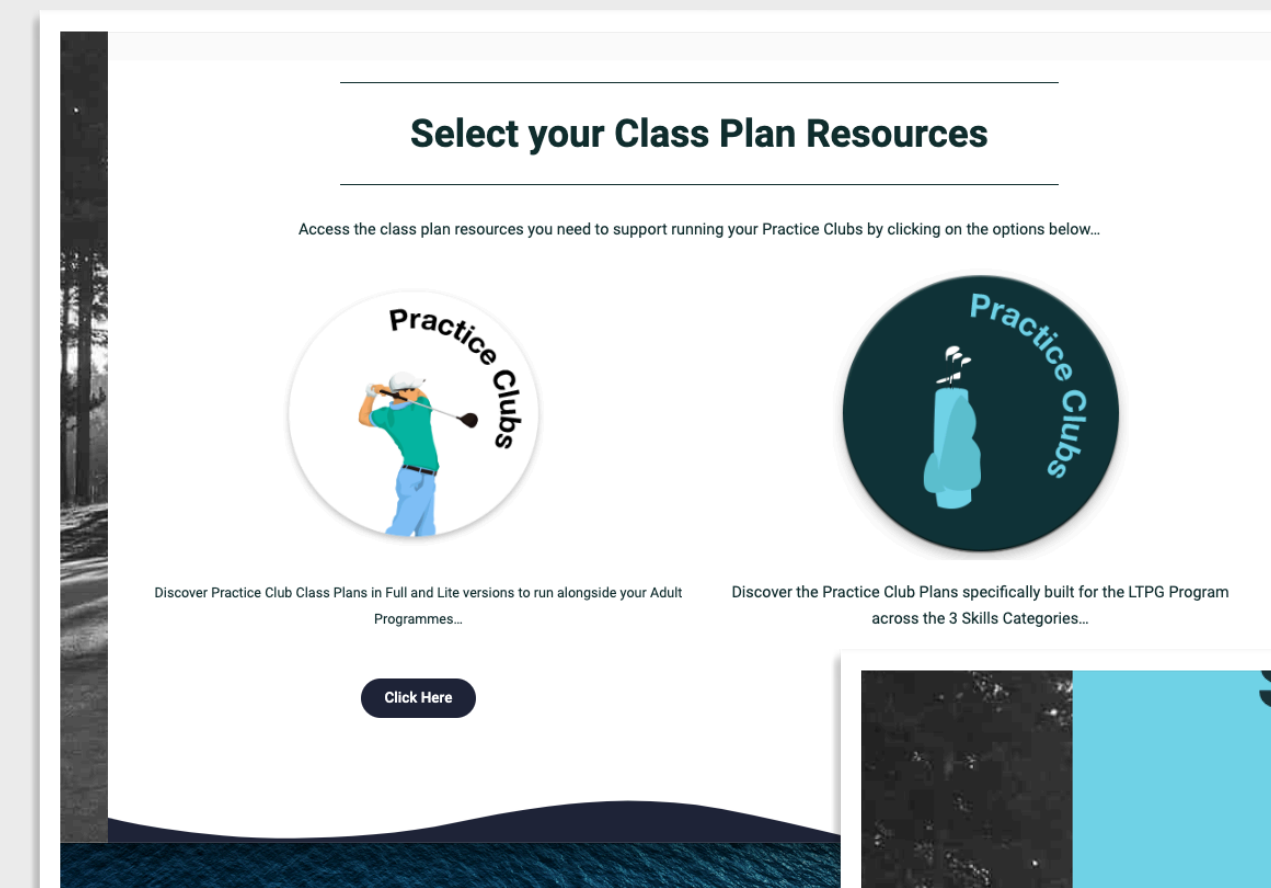
## Select Practice Club Option

- Select the Practice Club option from either the LTPG Class Plan selection page or the practice Club page.

2

## Find your Practice Club Plan across the Skill categories

- On this screen navigate example plans across the Practice your Swing, Practice Around the Green and Practice on the Green skill categories.
- Plans are available focus on specific skills or general skills within each category
- You can download the plan and it will display in your devices web browser. You can also download it to your device.
- Additional supporting resources are available including a bank of resources across each skill category.



# Included in the Themed Class Plans

We have built each class plan to allow you to follow a specific class structure which crucially links to the themed and learning outcomes for the class. Within each of the class plans you can utilise the following...

4 Themed Class Plans - Full

### Class Timetable - Introduction to Swing

Session Length:	Group Size:	Mastering the Game Focus:	Whole Golfer Focus:	Learning the Game Topic:	Learning the Game Focus:	Mastering the Game Challenge:
90mins	1:8	Swing Introduction to Swing	Body Fit for Golf Introduction	Orientation	Orientation of the Game Orientation of Equipment	Iron Challenge
Time	Focus	Class Content	Games / Drills / Resource			
15 Mins Prior	Setup and Welcome	Set up the games and practice stations of your preference and the challenges for the specific class. Be ready to welcome participants 5 minutes before the session starts	Class Layout and Setup			
10 mins	Introduction	Outline your preferred technical focus for the class 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	Orientation of the Game Orientation of the Equipment Fit for Golf Introduction			
30 mins	Mastering the Game Independent and Social Practice Mastering the Game Challenges	Learners play the games individually, in pairs or in groups Opportunity to provide private coaching to learners Learners may attempt the Mastering the Game challenges independently or socially	Practice stations Game cards Secondary skill station Mastering the Game Challenges			
5 Mins	Learning the Game and Whole Folder Focus	Get the group together to introduce the remaining Learning the Game or Whole Golfer focus Opportunity to engage in group discussion, questions and re-visit any technical elements				
30 Mins	Mastering the Game Independent and Social Practice Challenges and Recap	Learners play the games individually, in pairs or in groups Opportunity to provide private coaching to learners Learners may attempt the Mastering the Game challenges if applicable independently or socially	Practice stations Secondary skill station Mastering the Game Challenges			
10 Mins	MyGame+ Tracking on GLF Connect	Add any lesson media to the learner's Student Connect area Learners should be encouraged to mark their attendance at the Themed Class in the Journey to Club and Course Ready section of the MyGame+ 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	MyGame+ on GLF Connect App			
15 Mins Post	Relationship Building	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	GLF Connect App			

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## Class Timetable

Each class plan includes an example timetable which can be used to see an overview of the class content and the time that should be allocated to each component. It also provides a summary of the focus of the class across the learning outcomes.

6 Themed Class Plans - Full

### 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 learners to improve the key skills of **Strike, Distance and Direction Control**. Some of technical content you may want to explore in this first session may include:

- Basics of Setup with the Iron** - Introduce some basic setup concepts which may include:
  - Basic Grip Concepts such as linking the hands in a style that evokes control, distance and comfort.
  - Basic Stance Concepts such as standing side ways to the ball, ball position in the centre of the club face and club face facing the target.
- Basic Swing Concepts** - Introduce some basic swing concepts which may include:
  - Clubs and hands travelling up to the right shoulder and up and past the left shoulder in the following through.
  - Body, hands and club travelling in a circular motion around the body
  - Body facing away from the target on the way back from the ball and the body facing the target in the finish
- Explore concepts for direction, strike and distance which may include:**
  - The importance of the strike on the club face and positioning of the club behind the ball
  - The impact of club face on the start line of the golf ball
  - The interaction between the club, ball and ground at impact and what is optimal.

Keep your technical instruction to less than 5 minutes, in order to allow maximum time for play and practice and for you to reinforce the key skills with individual tuition. Encourage practice using different clubs and exploring skills through discover and games based learning.

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## Class Objectives & Technical Guidance

This section details out ideas of content to deliver with each of the Learning Outcomes:

- Technical guidance for the Mastering the Game Focus
- Content ideas for the Learning the Game Focus
- Content ideas for the Whole Golfer Focus

9 Themed Class Plans - Full

### Class Layout and Setup

Group Discussion: Stand, during and end of class

Station 7: Secondary Skill if applicable

Station 1: Challenge Station

Station 2: Practice Station Good Contact

Station 3: Practice Station Control Direction

Station 4: Practice Station Leveling Drill

Station 5: Game Station Face Contact

Station 6: Game Station Army Golf

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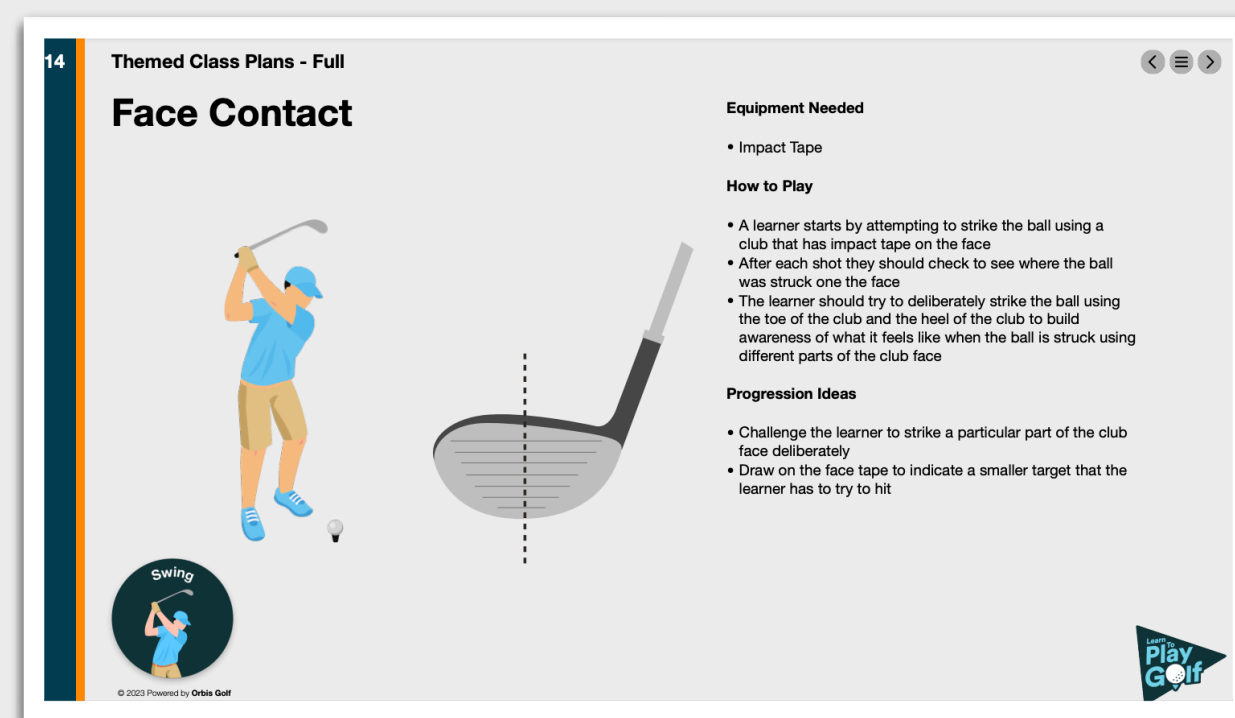
3

## Class Layout and Setup

Guidance is provided on how to layout your class to cover all elements but also to make sure that the class is safe and flows correctly. This is used to guide you but ultimately it will be up to you interpret the facility at your venue.

# Included in the Class Plan Cont...

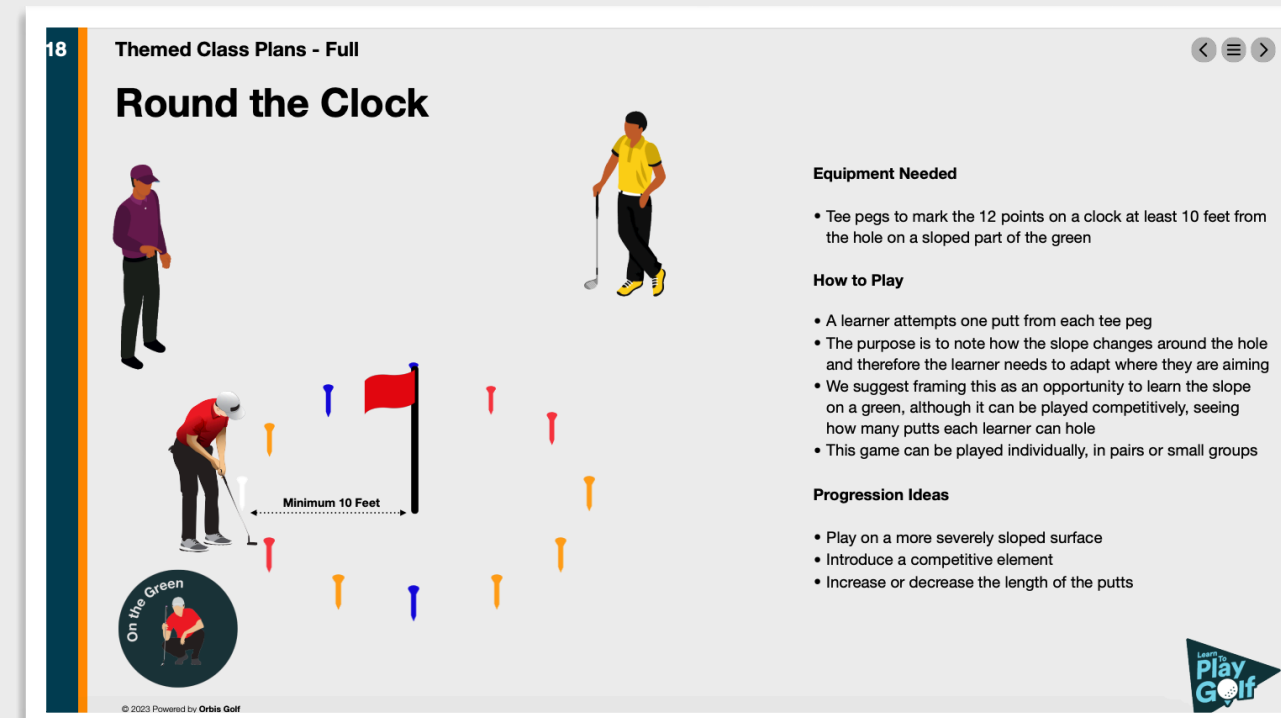
The class plans also include:



4

## Practice Station Ideas

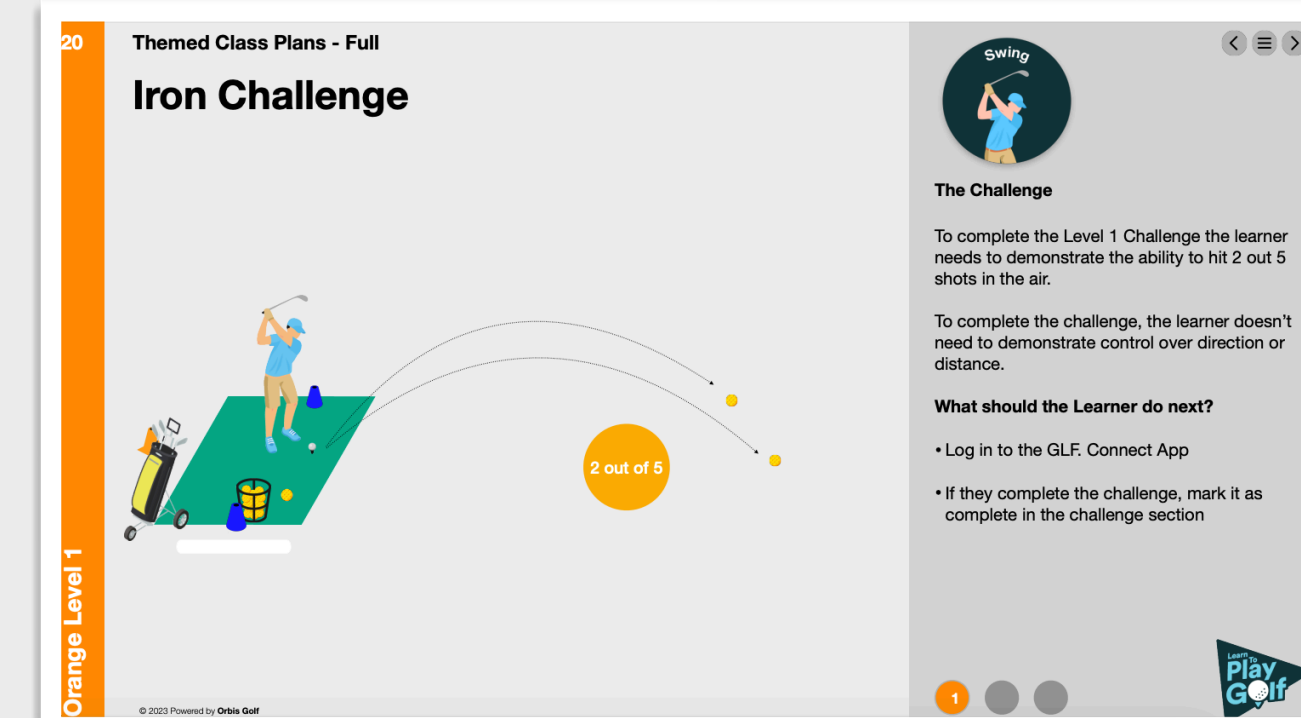
During the timetable, there is an opportunity for the learners to break out into independent and social practice using practice stations that will develop the technical skills for that class.



5

## Game Cards

Each class plan includes a number of game cards intended to offer an engaging component to the class. Learners can attempt these games individually or in pairs or groups. This will offer a fun but competitive element to the class.



6

## Challenge Cards

There is an opportunity to setup a specific challenge within the Mastering the Game skill for that class. This will provide an engaging element of the class especially for those attending again but it is at your discretion as to whether you offer this in the class.

# Included in the Practice Club Plans

We have built each practice club plan to allow you to follow a specific structure which crucially links to the skill focus of the practice club and importantly allow your learners to access effective practice time as well as develop social connects with others attending. Within each of the practice club plans you can utilise the following...

4 Practice Club Class Plans - FULL

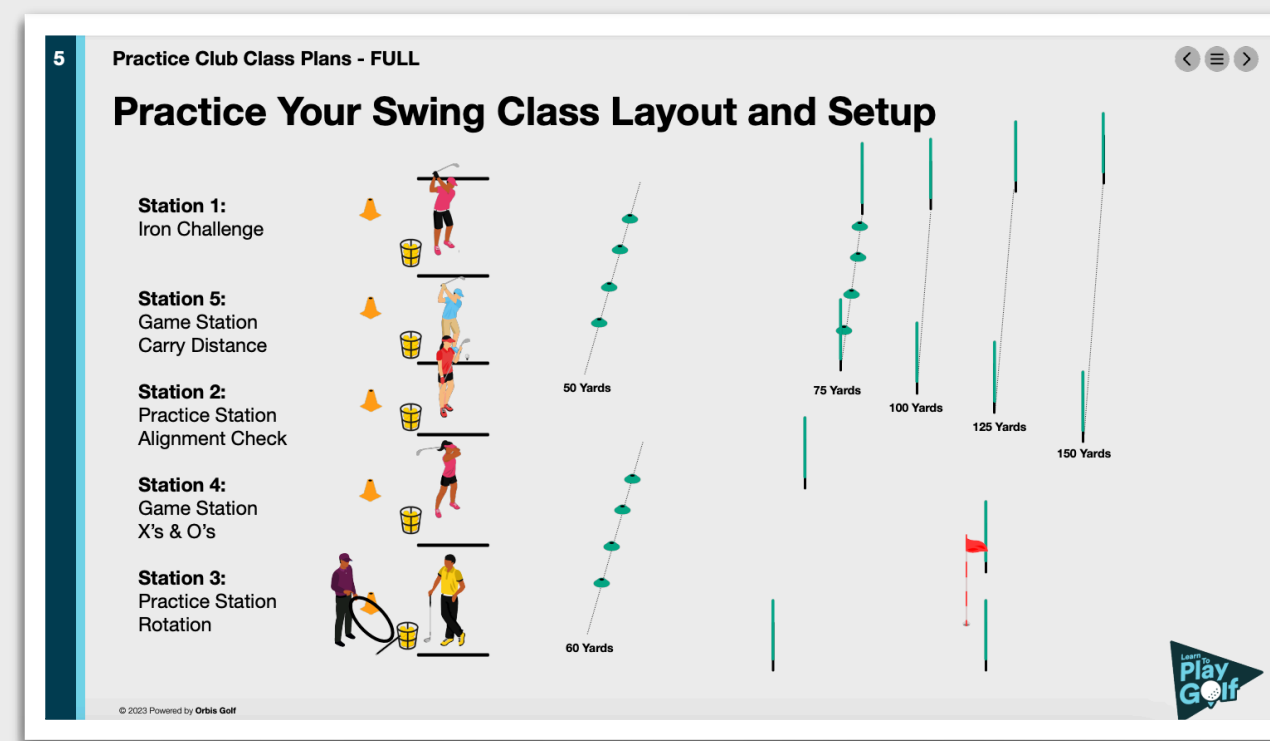
### Class Timetable

Session Length:	Group Size:	Mastering the Game Focus:	Whole Gopher Focus: Mind	Learning the Game Topic:	Learning the Game Focus:	Mastering the Game Challenge:
60mins	1:12	Swing Irons	Pre Shot Routine	Rules and Etiquette	How Many Clubs Are You Allowed?	Iron Challenge
Time	Focus	Class Content				Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> <li>Set up the games and practice stations of your preference and the challenges if required</li> <li>Be ready to welcome participants 5 minutes before the session starts</li> </ul>				Class Layout and Setup
10 Mins	Introduction and Whole Gopher Focus	<ul style="list-style-type: none"> <li>Outline the objectives which is an opportunity for learners to practice their putting. Specially long puts.</li> <li>Introduce the Learning the Game or Whole Gopher focus</li> <li>Explain how to play the games and attempt the practice station activities</li> <li>Explain how to attempt the Mastering the Game Challenges if applicable</li> </ul>				Pre Shot Routine
20 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> <li>Play the games individually, in pairs or in groups</li> <li>Opportunity for private coaching</li> <li>Develop social connections and allow for self-discovery and guided learning</li> </ul>				<ul style="list-style-type: none"> <li>Speed Swinger</li> <li>Drop the Right for More Flight</li> <li>Bombs Away</li> <li>C.O.P.Y me</li> </ul>
5 Mins	Learning the Game Focus	<ul style="list-style-type: none"> <li>Get the group together to introduce the Learning the Game Focus</li> <li>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 Gopher focus</li> </ul>				How many clubs are you allowed?
15 Mins	Games, Practice and Challenge Time	<ul style="list-style-type: none"> <li>Play the games individually, in pairs or in groups</li> <li>Opportunity for private coaching</li> <li>Develop social connections and allow for self-discovery and guided learning</li> </ul>				<ul style="list-style-type: none"> <li>Speed Swinger</li> <li>Drop the Right for More Flight</li> <li>Bombs Away</li> <li>C.O.P.Y me</li> </ul>
10 Mins	MyGame+ Tracking on GLF Connect	<ul style="list-style-type: none"> <li>Add any lesson media to the learner's Student Connect area</li> <li>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</li> </ul>				MyGame+ on GLF Connect App
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> <li>Take time after the class has finished to actively connect new learners and build relationships.</li> <li>Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help</li> </ul>				GLF Connect App

1

## Practice Club Timetable

Each plan includes an example timetable which can be used to see an overview of the practice club content and the time that should be allocated to each component. It also provides a summary of the focus of the class across the learning outcomes.



2

## Class Layout and Setup

Guidance is provided on how to layout your practice club to cover all elements but also to make sure that the class is safe and it promotes social connection opportunities. This is used to guide you but ultimately it will be up to you interpret the facility at your venue.

7 Practice Club Class Plans - FULL

### Alignment Check

**Equipment Needed**

- Tees
- Driver
- Golf Balls

**How to Practice**

- Learners should work in pairs to check each other's alignment
- The learner should use the alignment stick to make sure they are aligned roughly parallel to their intended target
- The learner should experiment with what it feels like to align a long way right and left of target, to build a real sense of what aiming on target feels like

**Technical Link**

- This activity will help the learner to understand how their perception relates to what is actually happening as they take aim
- This activity will help learners to work together and gain a deeper understanding of how alignment helps to prepare for a good golf shot

3

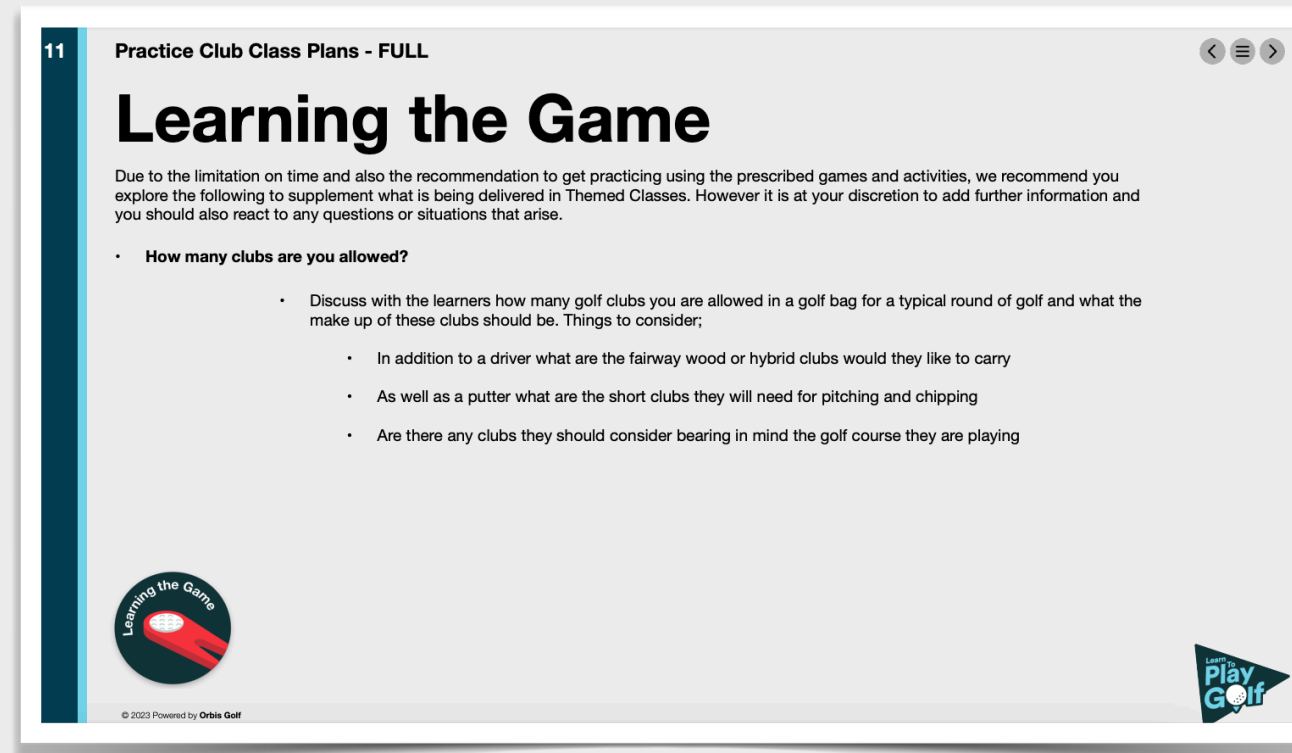
## Practice Station Ideas

During the practice club, learners should break out into independent and social practice using practice stations that will develop the technical skills for that class. The learners should rotate around these stations.



# Included in the Practice Club Plans Cont...

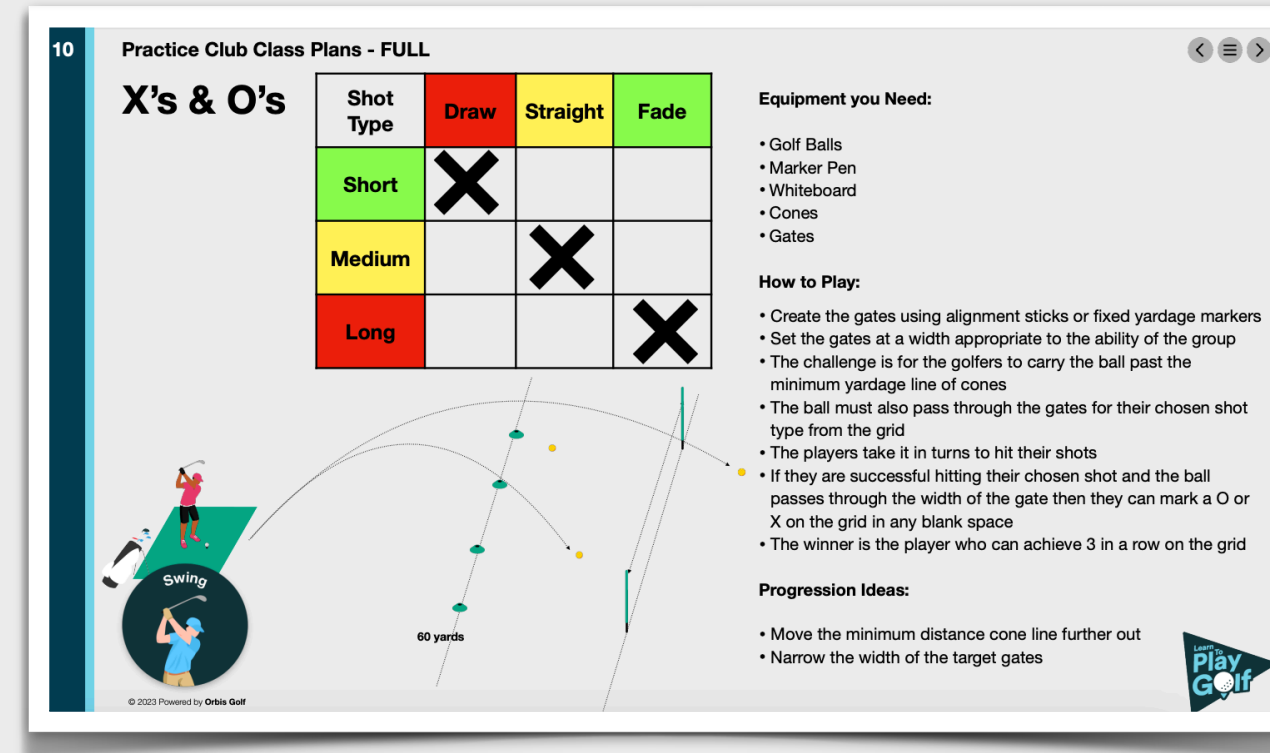
The Practice Club plans also include:



4

## Learning Outcome Focus

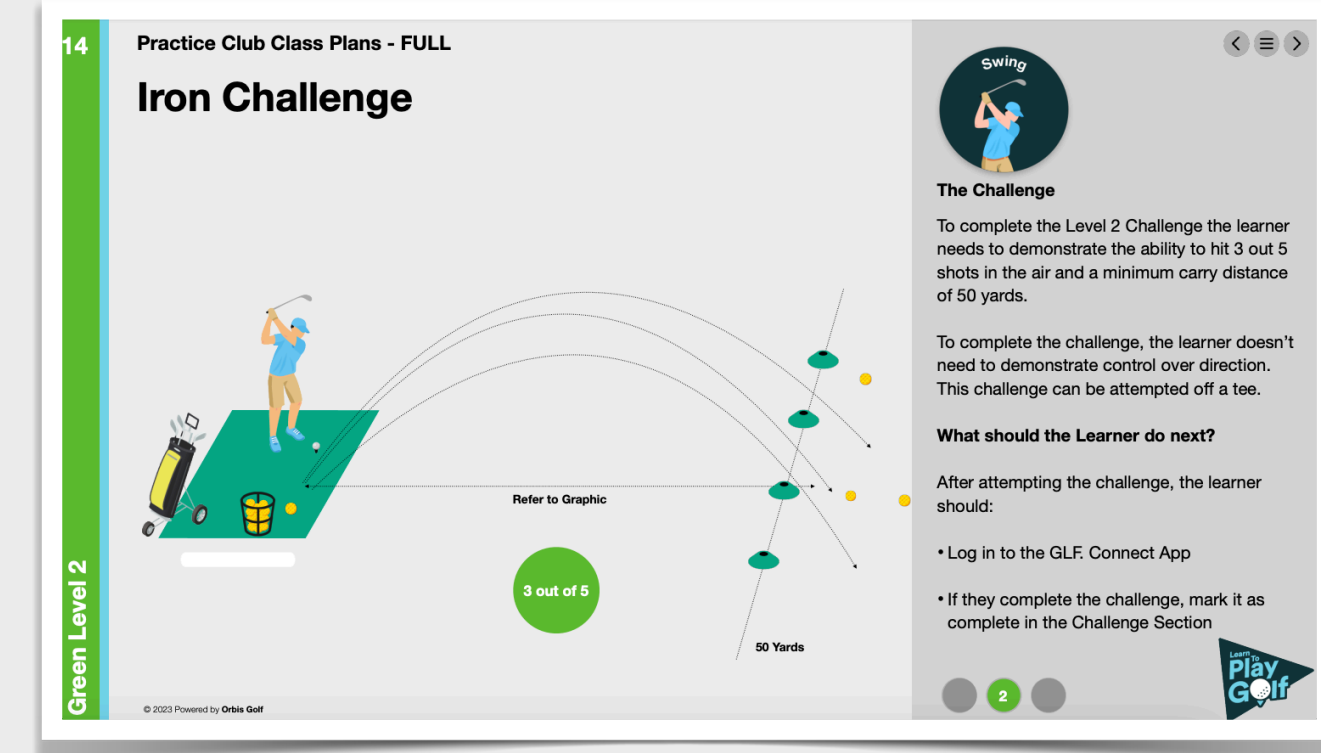
These sections provide you with content ideas to deliver in the practice club relating to the Learning the Game and Whole Golfer learning outcomes.



5

## Game Cards

Each Practice Club plan includes a number of game cards intended to offer an engaging component to the class. Those attending can attempt these games individually, in pairs or in groups. This will offer a fun but competitive element to the practice club. Remember that practice clubs are aimed at providing a social element to your program so this is a key element.



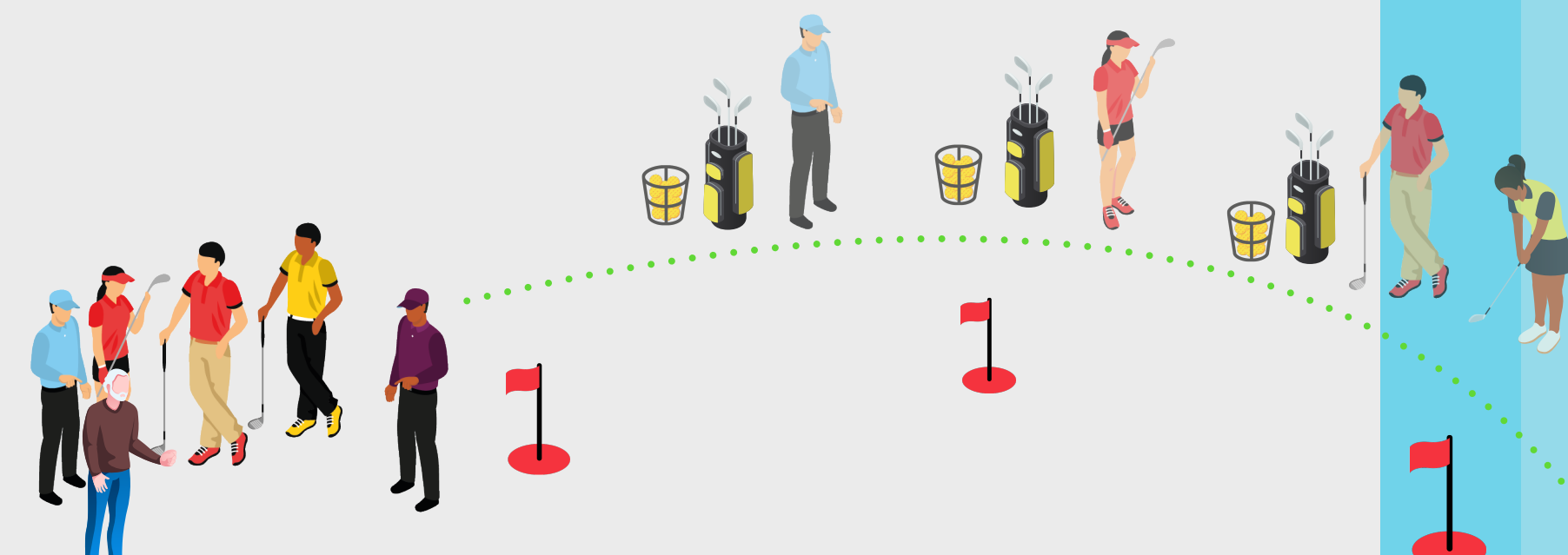
6

## Challenge Cards

There is an opportunity to setup all of the challenges within the Mastering the Game focus for that Practice Club. This will provide an engaging and social element of the practice club as well as a competitive edge. It will also allow the learners to track their journey through the Mastering the Game progress wheel, supporting their journey to become club and course ready.

# Reasons to Utilize Your Plans

When planning and running your themed classes and practice clubs, we recommend that you utilize the plans in the Coaches Toolbox. Listed below are the key reasons why it is important to follow the class plans:



1

It will help you to manage mixed abilities, allow for student led learning, which will lead to increased retention in the program.

2

Games based and constraints led learning will help to increase the social interaction in the group and lead to a higher percentage retaining as learners and golfers at the club.

3

All of the content links to the GLF. Connect MyGame+ feature, when the plans are delivered well it will compliment the content that the learner is being provided online improving their learning experience.

4

It will help you to plan the setup of your classes, ensuring you have all the equipment you need, the teaching area is safe and all components of the class are delivered.

5

It will offer you ideas for content to deliver so you can focus on delivering the session and attending to all in the group.

6

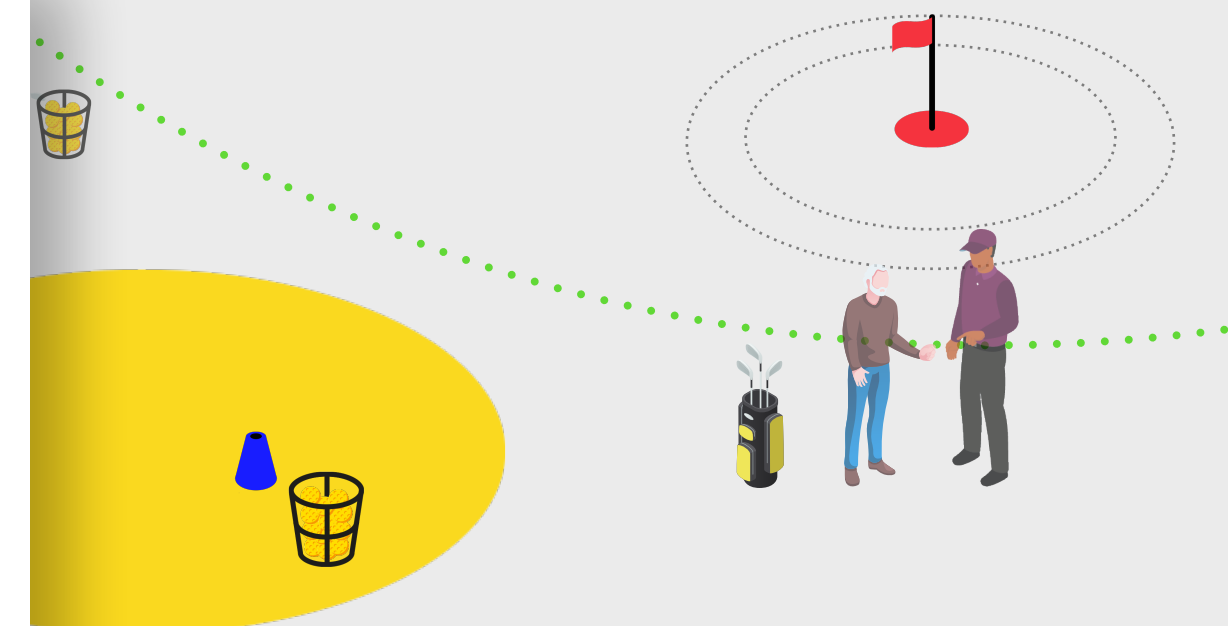
It will ensure that you expose your learners to the learning outcomes and therefore ensure each learner can develop the skills required to become club and course ready!

7

It will help you to drive social connections between participants on the program, a hallmark of the programs goals!

8

It will help you provide a knockout experience to those attending ensuring that you are organized and prepared for each class you are delivering.

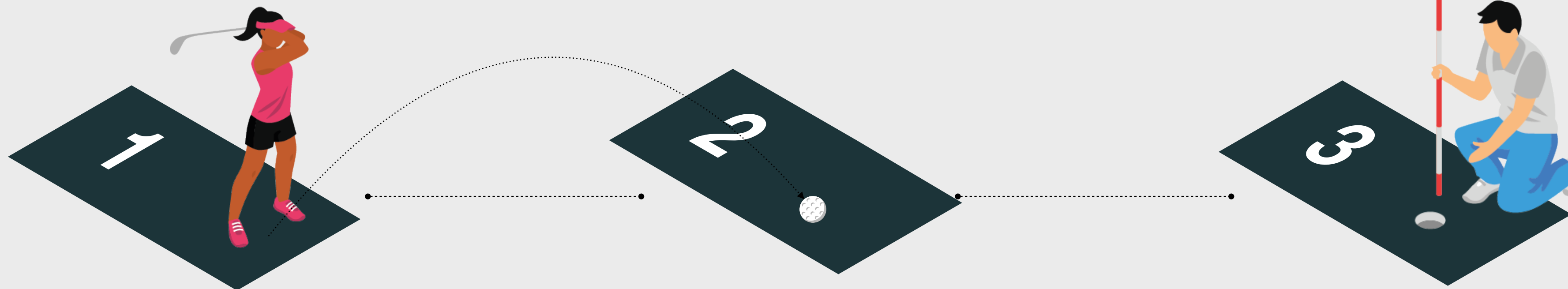


# Running Your Themed Class



# Before The Class Begins

It is vital that you are organized for the class and there are a number of tasks that we recommend you complete prior to the day of delivery and just before the start of the session. This will ensure that you can deliver on the class content, operate a safe environment, offer a knockout experience for those attending but also ensure that you do not negatively impact the experience of other members or guests at your club.



## Week Prior

In the week prior or a few days before your class we recommend:

- Download the class plan from the Coaches Toolbox
- Reserve the coaching facility or inform those at your club about the class
- Ensure you have access to the course organized if the class is on the course
- Organize the equipment you need for the class including clubs, equipment for the challenges and game cards
- Ensure you have some time blocked into your schedule prior to the session start time on GLF.
- Message your students on GLF. or via email reminding them of the class, the location and expectations

## 15 Minutes Prior to the Class

It is the day of delivery and you should ensure you arrive at least 15 minutes prior in order to:

- Setup your class including the practice stations, games and Mastering the Game challenge
- Ensure you have all of the equipment required, including spare clubs
- Be available 5 minutes prior in order meet and greet the participants
- Ensure you have scorecards, ball markers, pitchforks and other essential equipment if the class is taking place on the course.

## Run Your Class!

It's time to run your class and deliver a great Game On experience at your club!

# Themed Class Structure

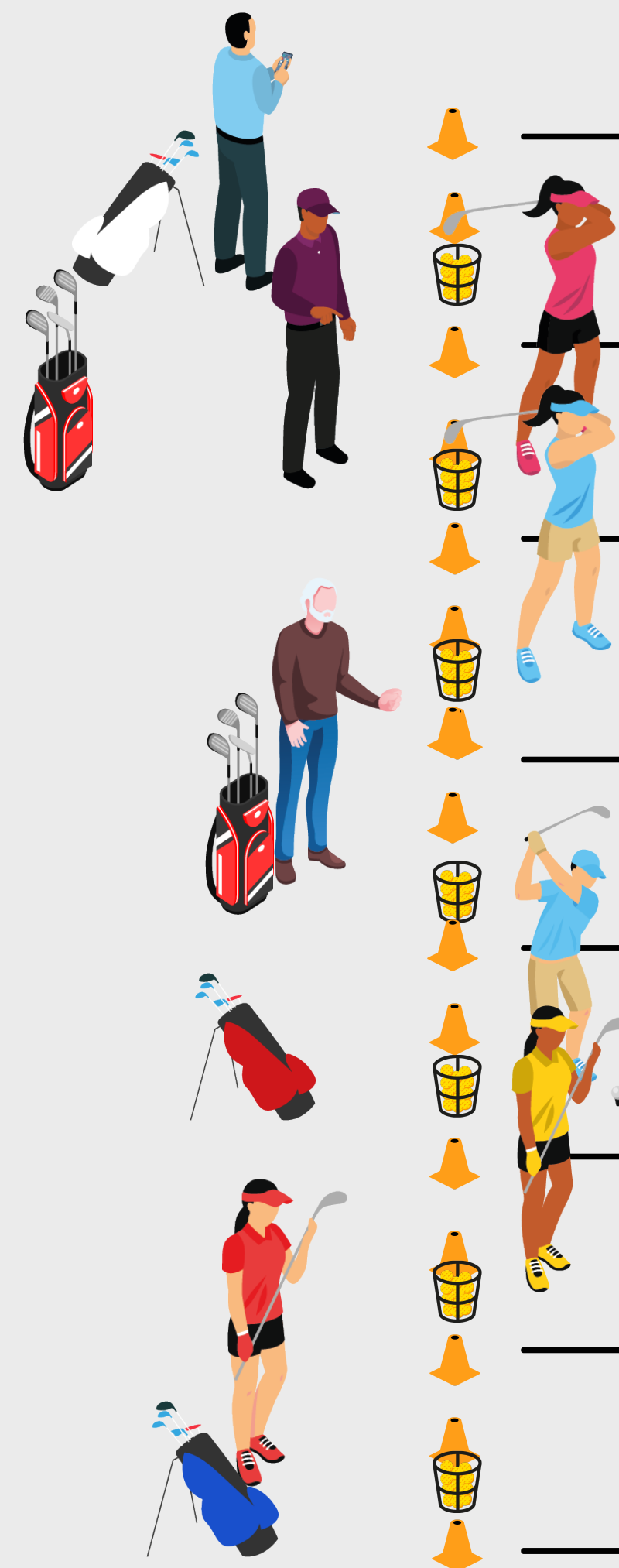
The Themed Classes are an informal experience with a curriculum for you to follow. They have been designed to offer learners with the necessary opportunity to develop their skills across the learning outcomes. You have the freedom to add your own expertise to the session but are required to follow the class theme. 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 Themed Classes.

You will need to use your skill as a coach to ensure that you deliver the appropriate content to the student, tailor this to their needs and ensure the class is fun, engaging and informative. We would recommend a structure to your class as follows:



## Group Discussion

- At the start, and during the class, you can get the learners together as a group to explore the Mastering the Game, Learning the Game and Whole Golfer focus which are built into the class plans. This will drive social interaction. You can also break up your class by gathering the group at different points during the class to explore another area.



## Social or Independent Practice, One to One Coaching and Challenges

- Learners can engage in independent practice using the prescribed practice stations, games with others in the group and receiving one to one coaching from you. They can also attempt the Mastering the Game Challenge.

# Class Layout and Setup

The graphic below provides an example image of how we suggest you layout this Themed Class 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:

## Practice Station

- Station 1, 2 and 3 are the **Practice Stations**. These are the stations where your learners can engage in independent practice, social practice with another learner, and gain private coaching from you. A suggested engaging drill has been prescribed that you can use, or utilize your own training aids and drills.

- At your discretion, you can also layout out one of the challenges within the Mastering the Game Challenges. This will offer an engaging component to the class, especially for those who may be re-attending the class.

## Challenge Station

## Game Stations

- At these stations the learner can attempt an engaging and competitive game or guided discovery activity in pairs or small groups.



# On the Course Themed Class Structure

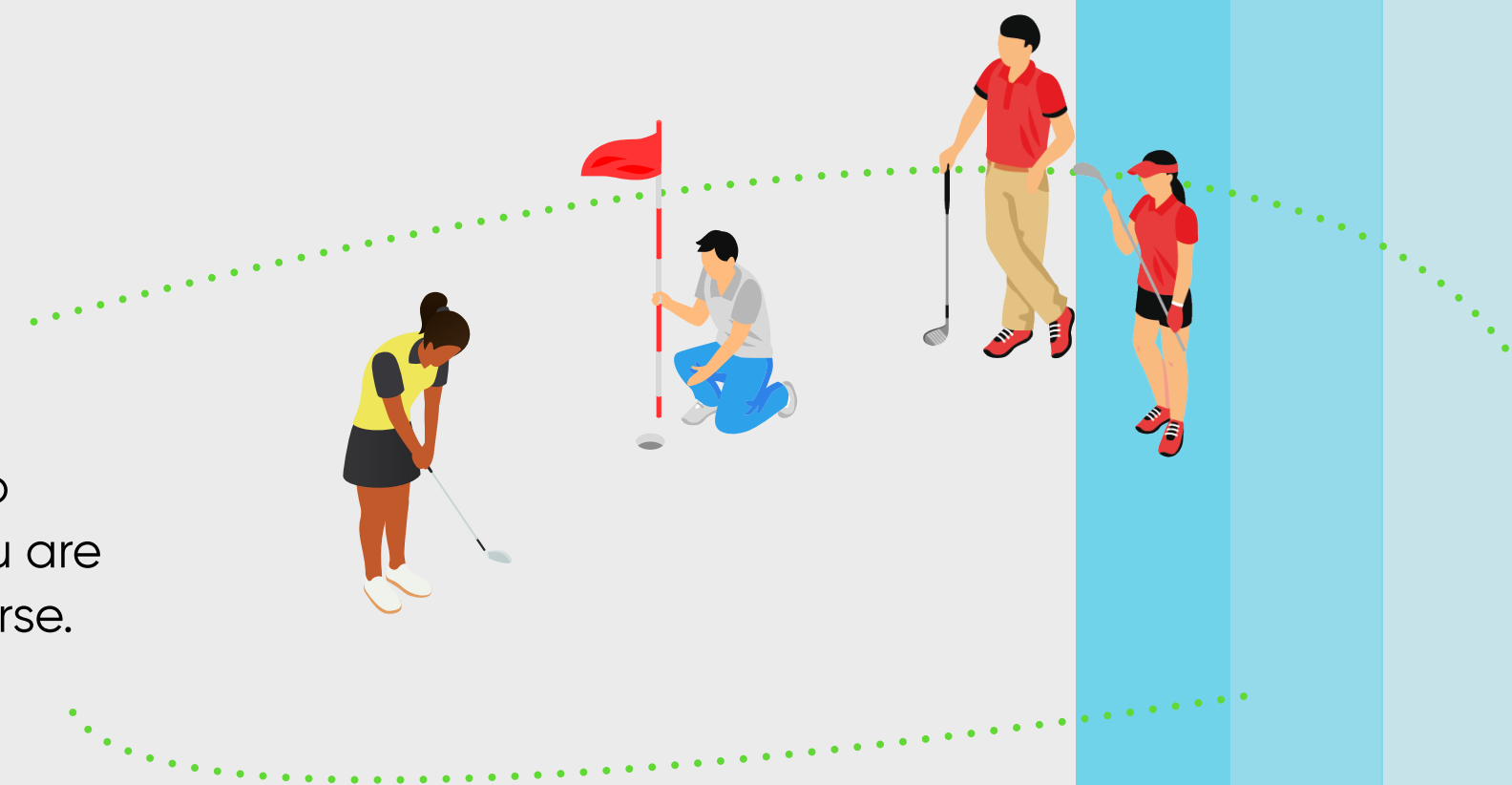
Included in the steps are On Course Themed Classes and due to the nature of the location of the classes the recommend structure will be different. A class plan is available for these classes.

Once again you have the freedom to add your own expertise to these classes. During these sessions it is vital to allow for the learners to connect socially. You also need to ensure you provide adequate opportunities to deliver key learning points, promote discussions.

Whilst these classes showed provide an opportunity for play, they are more focussed on developing knowledge of on course skills across the learning outcomes.

## Group Play

- Allow learners the opportunity to practice the different shots if you are able to do this safely on the course.



## Adapted Course

- Layout your adapted course to help educate your learners on this element of the program.



## Group Discussion

- At the start, and during the class, you should get the learners together as a group to explore the Mastering the Game, Learning the Game and Whole Golfer focus which are built into the class plans. This will drive social interaction and key learning opportunities.



# Further Guidance

Further guidance has also been produced below to help you with managing mixed abilities and experiences in the group, as well as how to navigate the technical development of those attending...

## Managing Mixed Abilities

- The learners in your group will be at different stages in their journey. Being aware of this, and setting the class up to allow for this, is key to the enjoyment and learning of all your participants.
- Make sure you communicate this to the group and set expectations at the start of each class that you will; cover the theme for the class, allow time for practice, and provide individual coaching so that all learners have a great experience.
- Encourage those learners that are more experienced to help those that are less so, this will enhance the learning experience for both students and increase the social connections within the group.
- The class plans have been designed so that you can set up relevant games and challenges to allow for appropriate learning, based on each individual's experience. Finding an appropriate challenge point for each individual is key to maintaining engagement throughout the class and maximizing the student's learning.

## Technical Guidance

- Within each class plan we have prescribed a technical element that you should deliver to the group. This technical theme is broad and allows for you deliver it in your own way, so that you can take ownership of the content being delivered.
- It should be noted that research into the learning experience of those new to the game has shown that lots of technical input at an early stage of learning has led to higher drop out levels due to a fixation on getting the technique correct before exploring playing the game.
- Remember that the program is all about getting your learners out on the course as soon as possible so they can enjoy and be inspired by playing the game. Do not over prescribe block practice, even at an early stage in a learners' journey. Their technical ability will improve with time and the regular coaching opportunities that are provided to them.



# The End of Each Class

Providing a knockout experience to those attending doesn't just stop with delivering the main content of your class. What you deliver at the end of the class is just as important to the success of the program and development of each leader. At the end of the class, we recommend you take the time to:

## Encourage Social Connections

Taking time at the end of your class to actively encourage social connections between participants will allow those who may not have been confident in starting a conversation the opportunity to engage with others in the group.

This is also a great chance to engage with learners on a one to one basis, to receive feedback on how they felt the session went and to provide additional support if needed in the form of booking private lessons or being able to speak openly away from the group environment.

## Encourage Playing and Practice Opportunities

Learners should be encouraged to play and practice together outside of the weekly classes. Facilitating these opportunities will help to improve the learner's ability, enjoyment and confidence on the course, across the skills and build confidence at the club.

Ensure that learners are clear on the expectations of **safety and speed of play** on the course, and that they should start from an appropriate teeing position on each hole. You should promote the supplementary elements of the programs and when these are taking place.



## Recording Progress myGame on GLF.Connect

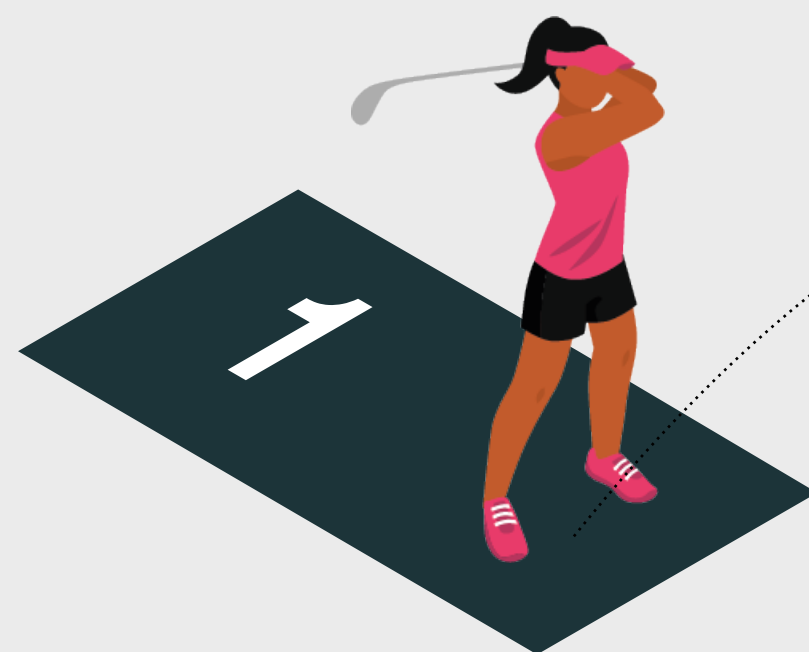
To record the learners progress through the 3-Step Progression Pathway and the skill based challenges, the GLF.Connect My Game feature can be used. The learners progress can be visually tracked via the progress wheels, milestones and on course score tracker. Through GLF, the learner can see a visual of each of the challenges and how to complete these as well as log and record their score.

# Running Your Practice Clubs



# Before the Practice Club Begins

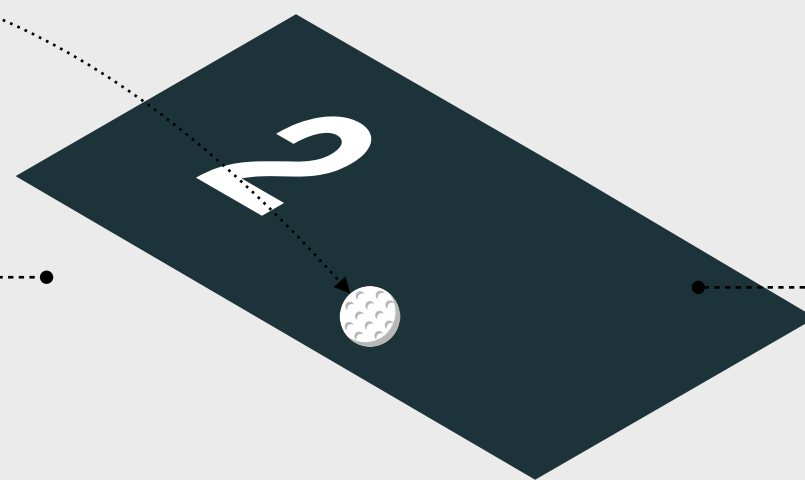
It is vital that you are organized for the practice club and there are a number of tasks that we recommend you complete prior to the day of delivering and just before the start of the session. This will ensure that you can deliver on the practice club content, operate a safe environment, offer a knockout experience for this attending but also ensure that you do not negatively impact the experience of other members or guest at your club.



## Week Prior

In the week prior or a few days before your class we recommend:

- Download the practice club plan from the Coaches toolbox
- Reserve the coaching facility or inform those at your club about the session.
- Ensure you have access to the course organized if the class is on the course.
- Organize the equipment you need for the practice club including clubs, equipment for the challenges and Game Cards
- Ensure you have some time blocked into your schedule prior to the session start time on GLF.
- Message your students on GLF. or via email reminding them of the practice club, the location and expectations.



## 15 Minutes Prior to the Class

It is the day of delivery and you should ensure you arrive at least 15 minutes prior in order to:

- Setup your practice club including the Games and Mastering the Game Challenges
- Ensure you have all of the equipment necessary, including spare clubs
- Be available 5 minutes prior in order meet and greet the participants.
- Ensure the specific adapted course teeing positions are setup



## Run Your Practice Club

It's time to run your practice club and deliver a great Game On experience at your club!

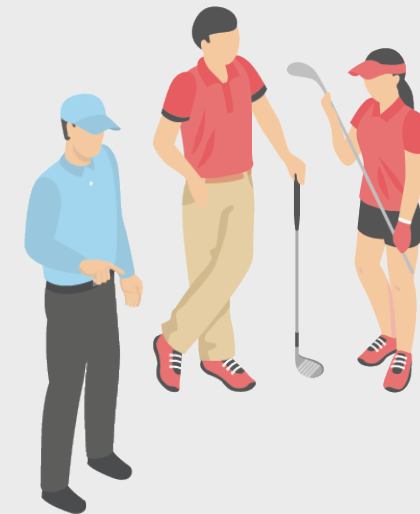
# Practice Club Structure

Remember that practice clubs are built to offer an alternative element to your program than the weekly themed classes. Therefore the way in which you setup and deliver the practice clubs should be different. The practice clubs are a chance for learners to develop their skills, but also to develop deeper social connections with other learners on the program and build confidence being at the club.

Your practice clubs should be less formal and structured, however we recommend you deliver your practice club to include the following:

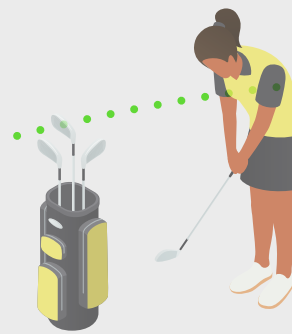
## Social Practice

The learners can engage in social practice with others during the session.



## Independent Practice

The learners can engage in independent practice during the session.



## Private Coaching

The learners can access private coaching time with their coach to refine their skills and recap on the themed class content.

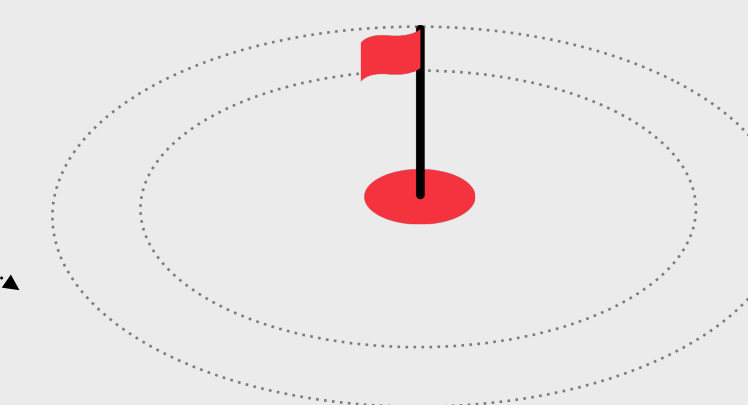


## Group Delivery

The practice club starts with a short introduction to the class, the challenges and activities available within the class. Halfway through the session, the learners can be brought back together to discuss the Whole Golfer or Learning the Game Focus

## Skills Challenges

The learners can attempt the challenges within the specific Mastering the Game focus for that specific practice club theme. In this example, one learner is attempting the Bunker Challenge.



# Practice Club Layout and Setup

Practice clubs are an informal supplementary experience designed to offer learners an opportunity to develop their skills and knowledge, develop social connections with others and build confidence at the club. Within these sessions, you have the freedom to add your own expertise but are required to deliver the content with the practice club plans.

The graphic below provides an example image of how we suggest you layout an example practice club, to deliver on the content of the plans and ensure the session is delivered as safely as possible:

## Practice Stations

- These are **Practice Stations**. At these stations the learner can practice without a prescribed drill. This is useful for engaging the learner in guided discovery. You may also want to use this station for private coaching or to create your own game or drill.

## Mastering the Game Challenges

- These are the **Challenge Stations** where your Learners can attempt the challenges within each skill for the relevant Learning the Game focus. The exact setup of the challenges will vary for each facility, you need to ensure that each challenge is available but setup as safely as possible.



## Game Stations

- These are the **Game Stations**. At these stations the learner can attempt an engaging and competitive game or guided discovery activity in pairs or small groups.

# The End of Each Practice Club

Providing a knockout experience to those attending doesn't just stop with delivering the main content of your practice club. What you deliver at the end of the class is just as important to the success of the program and development of each leader. At the end of the class, we recommend you take the time to complete the following...

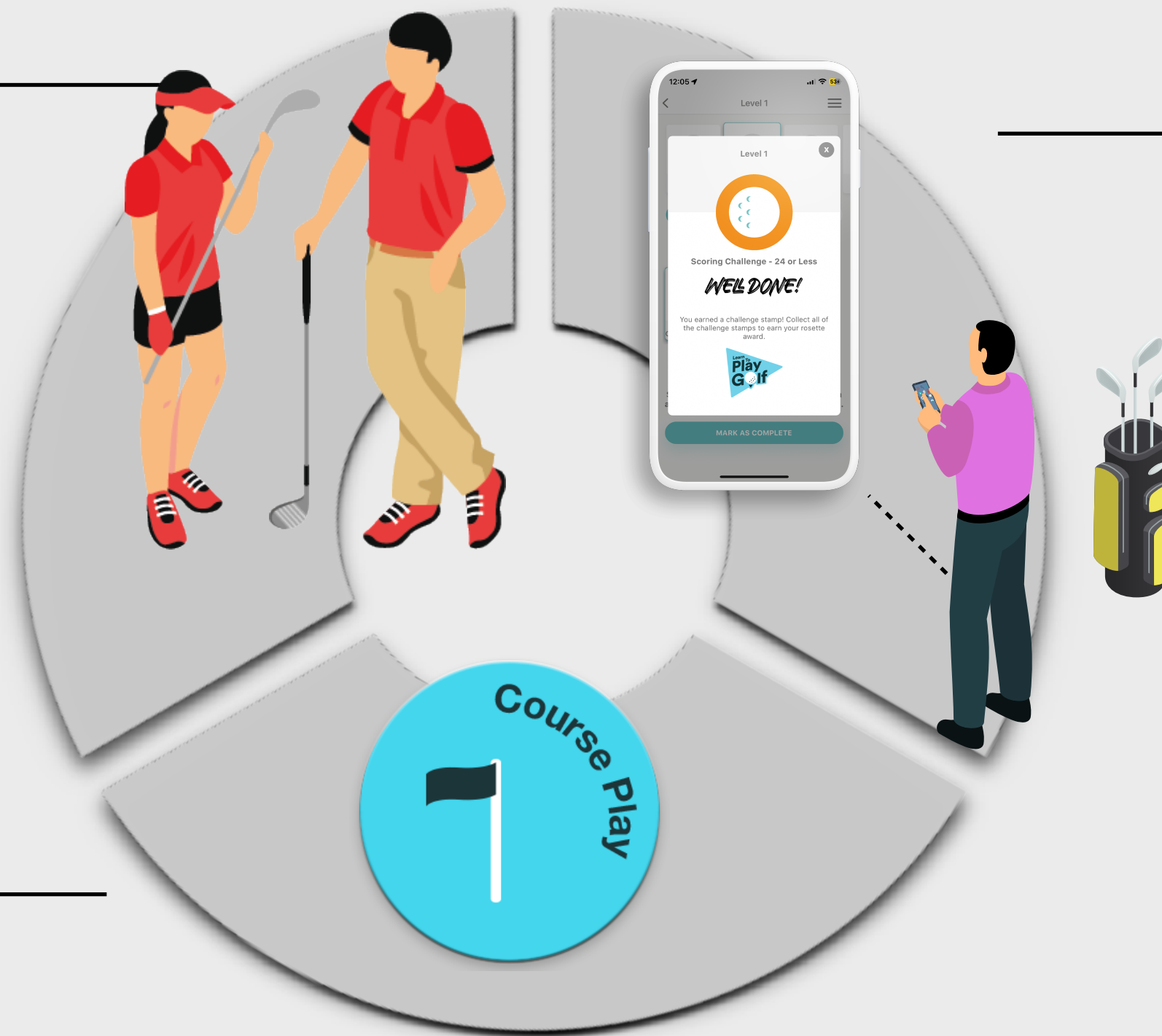
## Encourage Social Connections

Taking time at the end of your practice club to actively encourage social connections between participants will allow those who may not have been confident in starting a conversation the opportunity to engage with others in the group.

This is also a great chance to engage with learners on a one to one basis, to receive feedback on how they felt the session went and to provide additional support if needed in the form of booking private lessons or being able to speak openly away from the group environment.

## Encourage Playing Opportunities

Learners should be encouraged to play together outside of the weekly classes and practice clubs. Facilitating the opportunity to play together after a class will help to improve the learner's ability, enjoyment and confidence on the course. You should promote the course play opportunities within your program.



## Recording Progress myGame on GLF.Connect

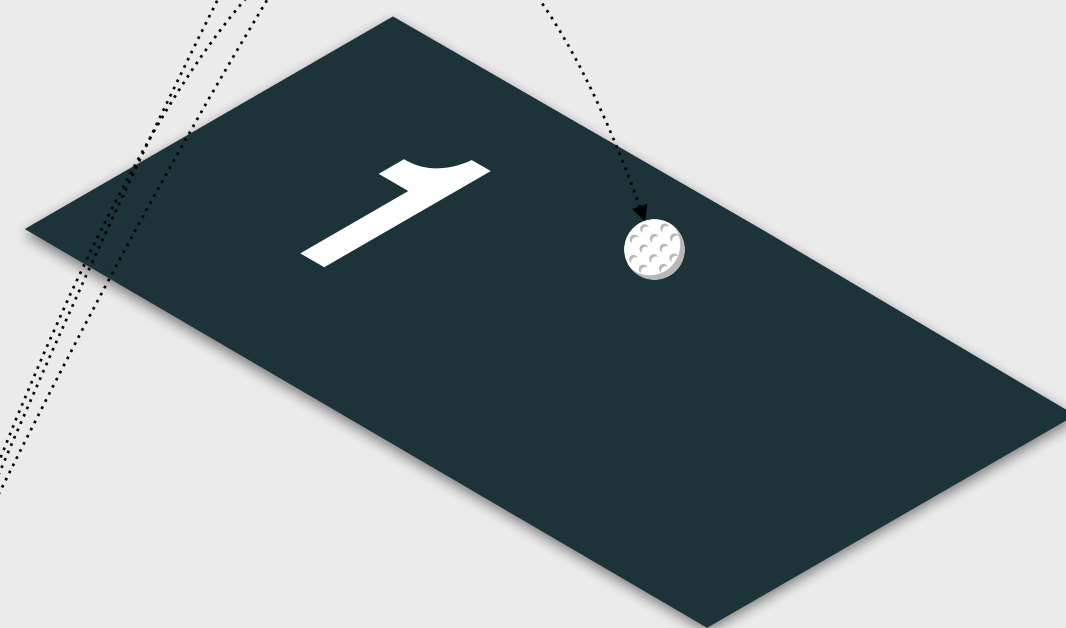
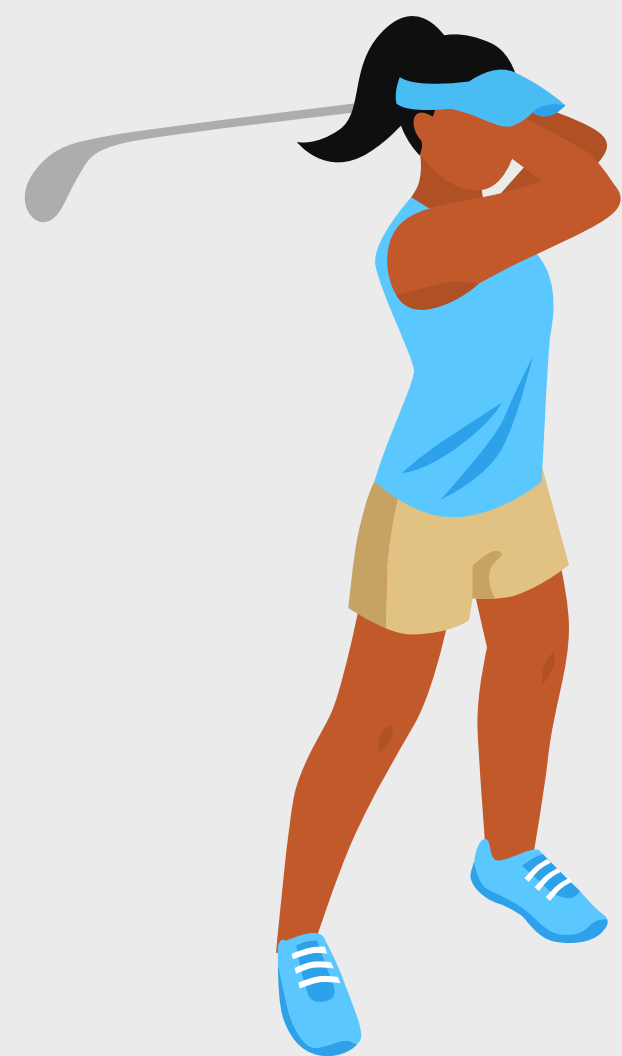
- To record the learners progress through the 3-Step Progression Pathway and the skill based challenges, the GLF.Connect My Game feature can be used. The learners progress can be visually tracked via the progress wheels, milestones and on course score tracker. Through GLF, the learner can also see a visual of each of the challenges and how to complete these as well as log and record their score.

# Next Steps



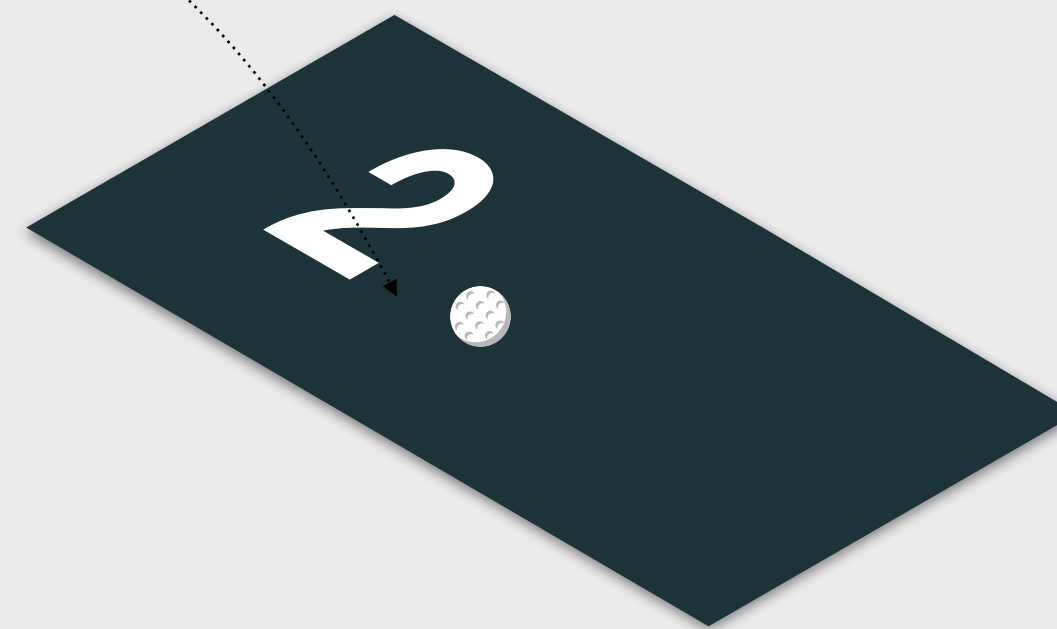
# Next Steps

Take the next steps towards launching your 3 Level Learner program by following the recommend next steps below...



## 1. Complete the Tasks within the Delivery Week Step by Step Guide

You should review this guide to complete each of the tasks so you are ready to deliver your practice club and themed classes...



## 2. Complete the Building your Adapted Course and Running your Course Play Event Training

This module will bring you up to speed with the adapted course and how you can utilise this within your course play events.



## 3. Deliver a Great Program

You should be ready to deliver a great program to your learner golfers!



Thank you.

