PHYED 78.3 Course Outline as of Spring 2010

CATALOG INFORMATION

Dept and Nbr: PHYED 78.3 Title: GOLF - ADVANCED Full Title: Advanced Golf Last Reviewed: 3/9/2020

Units		Course Hours per Week	I	Nbr of Weeks	Course Hours Total	
Maximum	1.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.00	Lab Scheduled	2.50	6	Lab Scheduled	43.75
		Contact DHR	0		Contact DHR	0
		Contact Total	2.50		Contact Total	43.75
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00

Total Student Learning Hours: 43.75

Title 5 Category:	AA Degree Applicable	
Grading:	Grade or P/NP	
Repeatability:	34 - 4 Enrollments Tota	
Also Listed As:		
Formerly:	PE 35.3	

Catalog Description:

Advanced skills of golf that simulate situations that would occur on a golf course. Driving range work that will include short game, all clubs, mental aspects of course management, and goal cards.

Prerequisites/Corequisites:

Recommended Preparation:

Course Completion of KINDV 3.2 (or PHYED 78.2 or PE 35.2 or PE 169.2)

Limits on Enrollment:

Schedule of Classes Information:

Description: Advanced skills of golf that simulate situations that would occur on a golf course. Driving range work that will include short game, all clubs, mental aspects of course management, and goal cards. (Grade or P/NP) Prerequisites/Corequisites: Recommended: Course Completion of KINDV 3.2 (or PHYED 78.2 or PE 35.2 or PE 169.2) Limits on Enrollment:

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree: CSU GE:	Area Transfer Area	I.		Effective: Effective:	Inactive: Inactive:
IGETC:	Transfer Area	L		Effective:	Inactive:
CSU Transfer	:Transferable	Effective:	Fall 1981	Inactive:	
UC Transfer:	Transferable	Effective:	Fall 1981	Inactive:	

CID:

Certificate/Major Applicable:

Major Applicable Course

COURSE CONTENT

Outcomes and Objectives:

Upon completion of this course students will be able to:

- 1. Calculate and track performance statistics.
- 2. Measure and utilize differential scoring.
- 3. Formulate goal cards for consistent evaluation and innovation in practice and matches.
- 4. Perform advanced level shots.

Topics and Scope:

- I. Performance statistics
 - A. Fairways hit
 - B. Greens in regulation
- C. Total putts II. Differential scoring
 - A. 9 hole matches
 - B. 18 hole matches
- III. Goal cards
 - A. Practice situations
 - B. Match situations
- IV. Swing motion
 - A. The full swing
 - B. Clubface position
 - C. Clubface path
 - D. Swing set-up
 - E. Grip
 - F. Alignment
 - G. Pre-shot routine
 - H. Turn/Release/Tempo
- V. Specialty shots
 - A. Greenside Bunker

- B. Fairway Bunker
- C. The Draw or Hook
- D. The Fade or Slice
- E. Uphill Lie
- F. Downhill Lie
- G. Ball below the feet
- H. Ball above the feet
- I. Putting
- VI. Woods/Metals
 - A. Driver
- B. Fairway woods/metals
- VII. Psychology of Playing
 - A. Confidence
 - B. Concentration
 - C. The power of visualization
 - D. Feeling at Ease
- VIII. Controlling the mental game
 - A. Pre-Shot strategy
 - 1. Mental
 - 2. Physical
 - B. Post-Shot strategy
- IX. United States Golf Association Rules/Etiquette

Assignment:

Assignments may include any or all of the following:

- 1. Practicing and performing the swing motion, specialty shots, woods, and the mental aspects of the game
- 2. Assigned or suggested reading
- 3. Critique video presentations
- 4. Demonstration of golf rules and etiquette
- 5. Final objective exam
- 6. Maintain a "how to chart" and record stat sheets

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because skill demonstrations are more appropriate for this course.

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Necessary golf strategies related to personal skill and abilities; video critique

Writing 0 - 0%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performances, performance exams

Exams: All forms of formal testing, other than skill performance exams.

Multiple choice, true/false

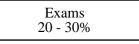
Other: Includes any assessment tools that do not logically fit into the above categories.

Attendance and participation

Representative Textbooks and Materials:

Instructor prepared materials

Skill Demonstrations
20 - 30%



Other Category 40 - 50%