

KINDV 3.1 Course Outline as of Fall 2021**CATALOG INFORMATION**

Dept and Nbr: KINDV 3.1 Title: BEGINNING GOLF

Full Title: Beginning Golf

Last Reviewed: 3/9/2020

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.50	Lab Scheduled	3.00	3	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 26.25

Total Student Learning Hours: 78.75

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: PHYED 78.1

Catalog Description:

The purpose of this course is to provide students with an understanding of the game of golf, along with fundamentals, techniques, rules, and etiquette. Through this course students will learn the correct mechanics needed for the basics of beginning golf.

Prerequisites/Corequisites:**Recommended Preparation:****Limits on Enrollment:****Schedule of Classes Information:**

Description: The purpose of this course is to provide students with an understanding of the game of golf, along with fundamentals, techniques, rules, and etiquette. Through this course students will learn the correct mechanics needed for the basics of beginning golf. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:

IGETC:	Transfer Area	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

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

1. Play golf at a beginning level.
2. Perform basic golf shots.
3. Demonstrate proper body positioning during golf shots.
4. Understand and apply the written and unwritten rules of play.

Objectives:

Students will be able to:

1. Demonstrate beginning golf shots.
2. Demonstrate proper swing techniques.
3. Demonstrate knowledge of proper etiquette.
4. Utilize the rules of golf for play.
5. Participate in a round of golf.

Topics and Scope:

I. Basic Fundamentals of Golf

A. Grip

1. Baseball/Ten finger
2. Overlap
3. Interlock

B. Stance

1. Square
2. Open
3. Closed

C. Address

D. Take away

E. Follow through

II. Chip Shot

- A. Grip
- B. Stance
- C. Address
- D. Take away
- E. Follow through

III. Pitch Shot

- A. Grip
- B. Stance
- C. Address
- D. Take away
- E. Follow through

IV. Putting

- A. Grip
- B. Alignment and position
- C. Putting strategy

V. Rules/Etiquette

- A. United States Golf Association Summary of Rules
 - 1. Penalties
 - 2. No penalty
 - 3. One-stroke penalty
 - 4. Two-stroke penalty
 - 5. Disqualification
- B. Courtesy on the Course

Assignment:

Students are expected to spend an additional one and one-half hours per week outside of class completing one or more of the following assignments:

1. Practicing and performing full swing, chip shot, pitch shot, and putting
2. Assigned or suggested reading
3. Critique video presentations
4. Demonstration of golf rules and etiquette
5. Final objective exam

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.

Writing
0 - 0%

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

Problem solving
5 - 10%

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

Class performances

Skill Demonstrations
10 - 40%

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

Final objective exam

Exams
10 - 40%

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

Participation, discussion and verbal critiques

Other Category
30 - 60%

Representative Textbooks and Materials:

Skills, Drills & Strategies for Golf. Stephens, Kenneth and Stephens, Joni. Routledge. 1999 (classic)