

KINDV 3.3 Course Outline as of Fall 2012**CATALOG INFORMATION**

Dept and Nbr: KINDV 3.3 Title: GOLF - ADVANCED

Full Title: Advanced Golf

Last Reviewed: 3/9/2020

Units		Course Hours per Week		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 Total

Also Listed As:

Formerly: PHYED 78.3

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:

Transfer Credit: CSU;UC.
Repeatability: 4 Enrollments Total

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

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.

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; video critique

Problem solving
5 - 10%

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

Class performances, performance exams

Skill Demonstrations
20 - 30%

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

Multiple choice, true/false

Exams
20 - 30%

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

Attendance and participation

Other Category
40 - 50%

Representative Textbooks and Materials:

Instructor prepared materials