

KINDV 3.2 Course Outline as of Fall 2014**CATALOG INFORMATION**

Dept and Nbr: KINDV 3.2 Title: INTERMEDIATE GOLF

Full Title: Intermediate 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: 0.00

Total Student Learning Hours: 52.50

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 78.2

Catalog Description:

The purpose of this course is to provide intermediate students with an understanding of the game of golf, along with strong fundamentals, rules, and etiquette. This course will enable every student to approach each situation with the knowledge and confidence needed to create a successful and more enjoyable round of golf.

Prerequisites/Corequisites:**Recommended Preparation:**

Course Completion of KINDV 3.1 (or PHYED 78.1 or PE 35.1 or PE 169.1)

Limits on Enrollment:**Schedule of Classes Information:**

Description: The purpose of this course is to provide intermediate students with an understanding of the game of golf, along with strong fundamentals, rules, and etiquette. This course will enable every student to approach each situation with the knowledge and confidence needed to create a successful and more enjoyable round of golf. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended: Course Completion of KINDV 3.1 (or PHYED 78.1 or PE 35.1 or PE 169.1)

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

Outcomes and Objectives:

Upon completion of the course, students will be able to:

1. Demonstrate the correct beginning and completion of the swing motion.
2. Demonstrate various specialty shots
3. Demonstrate the golf swing using tee shots and fairway woods/medals
4. Understanding the psychology of play
5. Comprehending the mental aspects of the game
6. Demonstrate knowledge of proper etiquette
7. Utilize the rules of golf for play
8. Participate in a round of golf

Topics and Scope:

- I. 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
- II. 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
- III. Woods/Medals
 - A. Driver
 - B. Fairway woods/medals
- IV. Psychology of Playing
 - A. Confidence
 - B. Concentration
 - C. The Power of Visualization
 - D. Feeling at Ease
- V. Controlling the Mental Game
 - A. Pre-Shot Strategy
 - 1. Mental
 - 2. Physical
- VI. 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

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.

Multiple choice, True/false, Matching items, Completion, Short answer, Essay

Exams
10 - 40%

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

Attendance and Participation

Other Category
30 - 60%

Representative Textbooks and Materials:

Skills, Drills & Strategies for Golf. Stephens and Stephens. Holcomb Hathaway, Publishers: 1999.