KINDV 3.3 Course Outline as of Fall 2016

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	ľ	Nbr of Weeks	Course Hours Total	
Maximum	1.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.00	Lab Scheduled	2.00	6	Lab Scheduled	35.00
		Contact DHR	0		Contact DHR	0
		Contact Total	2.00		Contact Total	35.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 17.50 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 78.3

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

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

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: Effective: **Inactive:** Area **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 an advanced level.
- 2. Describe and perform advanced level golf shots.
- 3. Demonstrate proper body positioning during golf shots.
- 4. Accurately describe and apply the written and unwritten rules of play.

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:

- Performance statistics I.
 - A. Fairways hit
 - B. Greens in regulationC. 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:

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

Instructor prepared materials