



Australian Government

SISSGLF518 Teach the advanced skills of golf

Release: 1

SISSGLF518 Teach the advanced skills of golf

Modification History

The release details of this endorsed unit of competency set are in the table below. The latest information is at the top.

Release	Comments
1	Replaces but is not equivalent to SISSGLF508A Teach the advanced skills of professional golf. Competency outcome changed. Major changes made to differentiate the unit from SISSGLF509A which is now replaced by SISSGLF519.

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to teach players advanced golf skills. It requires the ability to plan, conduct and evaluate drills, activities, and games which focus on player development of the advanced skills of golf.

Application of the Unit

This unit applies to individuals wishing to operate as NCAS Level III golf coaches at a state, national or international level. This includes instructing, planning, conducting and evaluating practice sessions and games to develop golf skills for players at an advanced level.

Licensing/Regulatory Information

The Professional Golfers Association (PGA) of Australia has specific training and assessment requirements for the accreditation of coaches. Those developing training and assessment to support this unit should undertake consultation with the PGA to determine any specific requirements for coach registration status as an accredited National Coaching Accreditation Scheme (NCAS) Level III golf coach.

Pre-Requisites

- SISSGLF314 Perform the advanced skills of golf
- SISSSCO101 Develop and update knowledge of coaching practices

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Elements and Performance Criteria

ELEMENT

PERFORMANCE CRITERIA

Elements describe the essential outcomes of a unit of competency.

Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.

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|---|--|
| <p>1. Plan advanced golf practice sessions.</p> | <p>1.1 Identify and assess <i>player needs and characteristics</i> to plan tailored golf practice sessions.</p> <p>1.2 Assess player <i>readiness</i> and current knowledge of golf in order to determine <i>session aims and objectives</i>.</p> <p>1.3 Develop a <i>plan</i> to meet player needs in accordance with relevant <i>regulations, organisation policies and procedures</i>.</p> <p>1.4 Identify risks and incorporate <i>safety procedures</i> to manage the risks associated with <i>advanced golf drills, activities and games</i>.</p> <p>1.5 Access and select location, equipment and resources and check for suitability.</p> |
| <p>2. Brief players.</p> | <p>2.1 Communicate instructions and <i>relevant information</i> about the advanced golf practice session in a manner appropriate to players.</p> <p>2.2 Inform players of known and anticipated <i>risks</i>, safety procedures, responsible and appropriate behaviour and the <i>rules and regulations of golf</i>.</p> <p>2.3 Establish a suitable communication system to facilitate participation in drills, activities and games.</p> <p>2.4 Advise procedures for dealing with emergency and non-routine situations.</p> <p>2.5 Encourage players to seek clarification, information and feedback as required during the session.</p> |
| <p>3. Conduct advanced golf practice session or sessions.</p> | <p>3.1 Use <i>teaching and coaching techniques</i> appropriate to the needs of participants to develop player <i>advanced golf skills</i>, and to impart <i>required player knowledge</i>.</p> <p>3.2 Conduct the session according to <i>accepted best practice in golf coaching</i> and endorsed standards promoted by sporting organisations.</p> <p>3.3 Conduct warm-up and introductory activities for players to reduce the risk of injury.</p> <p>3.4 Use advanced golf drills and activities in practice sessions to progress player skills to game situations.</p> <p>3.5 <i>Monitor</i> individual player performance and maintain effective</p> |

- communication during advanced golf drills, activities and games.
- 3.6 Observe players skill execution during advanced golf drills, activities and games and refine, adjust or correct technique as required.
- 3.7 Evaluate and incorporate the use of *appropriate technology* in the instruction of individual skill components and technique.
- 3.8 Allow time for cooling down at the end of the practice session.
4. Complete post-session responsibilities.
- 4.1 Inform players of opportunities to further develop advanced golf skills.
- 4.2 Provide opportunities for players to identify personal progress and satisfaction with the practice session, and encourage feedback and questioning.
- 4.3 Evaluate *relevant aspects* of golf practice session and determine level of learning achieved.
- 4.4 Identify potential areas of improvement for future practice sessions.

Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

Required skills

- communication skills to:
 - consult with players to plan an advanced golf practice session that meets their needs
 - fully brief participants in all aspects of the session
 - convey information about the safety aspects of the session
 - give and receive feedback
 - interact with players to create a safe and positive environment
- problem-solving skills to:
 - plan suitable advanced golf practice sessions according to player needs and characteristics
 - address player difficulties in developing skills and techniques
 - anticipate and respond appropriately to non-routine situations
- planning and organising skills to:
 - source, allocate and coordinate resources, equipment and a suitable location
 - monitor and evaluate progress
 - organise players into manageable groups for advanced golf drills, activities and games
- language and literacy skills to:
 - produce a plan for the advanced golf practice session or sessions
 - complete post-session player and self-evaluations
 - give and receive feedback
- teaching and coaching techniques to suit a range of player needs, characteristics and learning styles
- golf skills to an advanced level of technical correctness to:
 - enable understanding of progressive skills acquisition
 - demonstrate, explain and break down skills and techniques to players
 - recognise and correct player performance errors
- first aid and emergency response skills appropriate to the location to enable initial response to injury.

Required knowledge

- legislation, organisational policies and procedures, and rules and regulations of advanced golf to enable safe conduct of practice session or sessions
- relevant equipment and safety requirements to enable safe participation in advanced golf practice sessions
- technological aids such as video and or computer software to enable the effective and accurate assessment of technique
- teaching and coaching techniques and practices applicable to a range of ages and learning abilities

- anatomy and physiology to enable understanding of swing analysis and motion
- biomechanical and ball flight laws and principles to enable the teaching of advanced skills of golf
- factors affecting skill acquisition such as stage of development and psychological status to enable the application of effective teaching and coaching techniques
- advanced skills of golf such as swing mechanics and components (pre-swing, backswing and forward swing), and specific drills, activities and games that promote progressive advanced skill acquisition in individuals and groups
- variances in swing mechanics for different shot types to enable appropriate instruction and correction of technique
- site-specific information to assist in the planning process and enable management of potential risks, and any special restrictions applying to the location
- risks commonly associated with advanced golf, and methods of mitigating these risks
- emergency response and rescue procedures appropriate for advanced golf, to ensure risk minimisation to self and group
- golf terminology and its application to the advanced skills of golf
- golf etiquette, both amateur and professional to enable this information to be built into sessions and conveyed to players.

Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

Overview of assessment

Evidence of the ability to:

Critical aspects for assessment and evidence required to demonstrate competency in this unit

- plan and deliver information, explanations and demonstrations for golf practice sessions to ensure activities are conducted safely according to player's needs and characteristics and industry best practice
- observe and monitor the progress of players and provide constructive feedback and intervention to improve and develop the skills of golf to an advanced level
- use and modify teaching and coaching techniques, drills, activities and games to cater for a range of individual learning styles and levels
- evaluate and reflect on own coaching performance to identify strengths, weaknesses and areas that need improvement.

Context of and specific resources for assessment

Assessment must ensure:

- safe conduct of drills, activities and games that reflect the needs and characteristics of a range of players and are of sufficient duration and breadth to demonstrate competency and consistency of performance.

Assessment must also ensure access to:

- resources and information regarding players to accurately plan, coach and document golf practice sessions to an advanced level of performance
- current relevant legislation, organisational policies and procedures and the rules and regulations of golf
- a suitable location or golf facility
- a group of players to take part in the golf sessions and games to an advanced level
- suitably qualified officials or support staff
- equipment such as clubs, balls and learning aids and resources
- appropriate technology to break down and analyse skills and technique.

Method of assessment

A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:

- observation of planning processes, such as consulting with players to determine their needs and characteristics
 - oral or written questioning to assess knowledge of advanced golf skills, current legislation, organisational policies and procedures, and the rules and regulations of golf
 - observation of safe golf coaching to an advanced level and monitoring and adjusting instructional techniques according to player's needs, characteristics and responses
 - portfolio of session plans and self-evaluations
 - third-party reports from a coach or PGA mentor detailing performance.
- **Guidance information for assessment**
- Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, for example:
- SISSGLF519 Teach the advanced tactics and strategies of golf
 - SISXIND408 Select and use technology for sport, fitness and recreation.

Range Statement

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the individual, accessibility of the item, and local industry and regional contexts) may also be included.

- Player needs and characteristics*** may include:
- age
 - golfing ability and knowledge of advanced golf skills
 - player motivation for participation
 - swing characteristics
 - physical limitations or previous injuries.
- Readiness*** may include:
- fitness level
 - skill level and motor performance
 - current knowledge of applicable rules
 - emotional maturity and other psychological factors
 - ability to apply learning to games or competitive situations.
- Session aims and objectives*** may include:
- progressive skill acquisition during drills, activities and games
 - improvement of individual player technique
 - improvement of specific skills or attributes
 - statistical improvement
 - improvement of conditioning and golf fitness
 - self improvement
 - supervised practice.
- Plan*** may include:
- session aims and objectives
 - date, time and duration
 - location
 - course conditions
 - coach or professional and player ratios
 - resources and equipment
 - tailored drills, activities and games
 - physical drills and activities
 - activities to progress playing skills to game situations.
- Regulations, organisation policies and procedures*** may include:
- work health and safety
 - authority or permission from golf clubs or facility operators
 - privacy legislation
 - working with children checks

- environmental regulations
- equal opportunity legislation and harassment-free sports policies.
- teaching bay and range organisation
- pre-session fitness screening
- communication protocols
- use, care and maintenance of equipment and facilities
- training and scheduling commitments
- best practice codes of ethics or behaviour and policies of organisations such as:
 - PGA of Australia
 - Golf Australia
 - Australian Sports Commission (ASC).

Safety procedures may include:

- group management in emergency situations
- prevention, treatment and management of common golf injuries
- equipment checking and usage
- clear communication and instruction
- rules for safe use of golf facilities.

Advanced golf drills, activities and games may include:

- those described in the PGA Technical manual
- drills and activities for shot shaping and trajectory control e.g. 9-ball drill
- drills and activities for distance and accuracy
- drills and activities for generating clubhead speed
- drills and activities which promote clubhead control
- drills and activities with different swing lengths
- drills and activities with a range of tempo's
- drills and activities with a range of alignments and ball positions
- putting drills for distance and accuracy
- putting drills for tempo
- National Skills Test
- competitive drills and activities
- on-course modified games such as, two-ball worst-ball
- points-based games such as Aussie rules and 54-shot challenge
- drills and activities which benchmark results against Tour averages
- advanced activities using computer swing and or video analysis

	<ul style="list-style-type: none">• advanced activities using technological devices• games which encourage the linking of skills during practice drills and activities.
<i>Location, equipment and resources</i> may include:	<ul style="list-style-type: none">• golf equipment• golf course• golf range• putting green• mirrors• impact bags• alignment aids• lie boards• computer software and technological devices.
<i>Relevant information</i> may include:	<ul style="list-style-type: none">• objectives of the practice session• skills focus of session• equipment and resource requirements, selection and use• objectives• rules and regulations of golf• responsible and safe behaviour.
<i>Risks</i> may include:	<ul style="list-style-type: none">• projectiles• inclement weather• injuries• exhaustion• dehydration.
<i>Teaching and coaching techniques</i> may include:	<ul style="list-style-type: none">• demonstration and explanation• breaking down advanced skills into components• progressing through and linking skills• monitoring and observing progress• error detection and correction• assessment and evaluation of player's skills• providing positive reinforcement and feedback during and after drills, activities and games.
<i>Advanced golf skills</i> may include:	<ul style="list-style-type: none">• shot shaping – draws, fades• trajectory control – high, low, medium• shots from various lies – wet, bare, sandy, rough• shots from divots or depressions• shots from uneven ground – uphill, downhill, side slopes• shots to avoid obstacles - around, over or under• shots accounting for wind – into wind, downwind, side wind• specialty shots – hook, punch, bump & run

Required player knowledge may include:

- putts requiring advanced green reading
- understanding and application of ball flight laws.
- rules of golf
- organisational policies and procedures and those promoted by sporting organisations
- when to apply golf skills
- biomechanical principles
- own strengths and weaknesses
- equipment selection, use and maintenance
- communication systems used for golf
- safety and risk management
- ball flight laws.

Accepted best practice in golf coaching may include:

- positive role modelling
- preventative practice to minimise safety risks and hazards
- positivity when providing feedback on player performance
- ethical and transparent communication
- code of ethics or behaviour
- using appropriate templates and session structures
- appropriate introductory, warm up and cool down activities.

Monitor may include:

- handicap or score averages
- National Skills Test results
- round analysis and performance charting
- carry distance profiling
- other statistical or practice performance measures.

Appropriate technology may include:

- computers and technological devices
- swing analysis software
- putting analysis tools
- video cameras
- launch monitors and ball flight analysis equipment
- force plates and motion capture systems.

Relevant aspects may include:

- the quality of own performance in the practice session
- effectiveness of the teaching and coaching session
- suitability of teaching and coaching methods
- feedback provided to or by players
- initial and final assessment of player's abilities
- validity and reliability of coaching and assessment tools.

Unit Sector(s)

Sport

Competency Field

Golf