

Rudimentary
Elementary and undeveloped. Beginning to meet expectations at a preliminary level. Requires further understanding and proper application in order for improvement or correction to take place.
Developing
Maturing and progressing. Meets expectations at a satisfactory level. Concepts are understood and now require work or practice to properly apply.
Proficient
Competent and skilled. Meets all general expectations. Area is well understood and applied correctly.

COGNITIVE DOMAIN (KNOWLEDGE) Total: 15%

Knowledge, Proper Application of that Knowledge, Building towards Higher Mental Processes	Assessment Tools and strategies
<ul style="list-style-type: none"> Understands all golf specific terminology in order to effectively communicate swing set-up, sequence and movement. (A2) 	Quizzes and Instructor Observations
<ul style="list-style-type: none"> Appropriately sets both short and long term goals for skill and fitness (B4) development. (A3) 	Goal Setting Assignment and continual follow up
<ul style="list-style-type: none"> Has a solid grasp of safety procedures (C1,) golf rules, etiquette and expectations on the course and practice facilities. (C3) 	Rules of Golf Level 1
<ul style="list-style-type: none"> Knows and applies "The Spirit of the Game," as described in the Rules of Golf Handbook. (A1) 	On course observations

ACADEMY COGNITIVE JOURNAL Total: 10%

<ul style="list-style-type: none"> Includes up to date and accurate notes of swing changes and drills as discussed with instructor. (A2) Documents effective or useful swing thoughts appropriate for the visual, auditory or sensory learner. Describes any physical limitations and their complimentary exercises. 	Development Note Book and/or Online Portfolio
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AFFECTIVE DOMAIN (ATTITUDE + ENGAGEMENT) Total: 10%

Forming Appropriate Attitudes and Beliefs based on Acquired Knowledge.	Assessment strategy
<ul style="list-style-type: none"> Participates vigorously in all golf and fitness drills and exercises. (A4+B4) <ul style="list-style-type: none"> Punctual Prepared Time on Task Enthusiastic and Cooperative (A5) Models good behavior through good sportsmanship and leadership. (C4) Helps care for people, facilities and equipment. (C2) 	Anecdotal Notes and Teacher Coordinator observations

PRACTICE + IMPLEMENTATION Total: 15%

Block Training (B1)	Assessment strategy
<ul style="list-style-type: none"> Effectively checks fundamentals of each swing set-up and movement 	Question and Answer Sessions with Anecdotal Notes and Teacher Coordinator observations
Random Practice (B2+B3)	
<ul style="list-style-type: none"> Chooses and performs target oriented tasks specifically for the purposes of confirming new myelination of movement patterns with little care for results other than for feedback. 	
Tests and Matches (B2+B3)	
<ul style="list-style-type: none"> Simulating tournament and match pressure students perform tasks until successful. 	

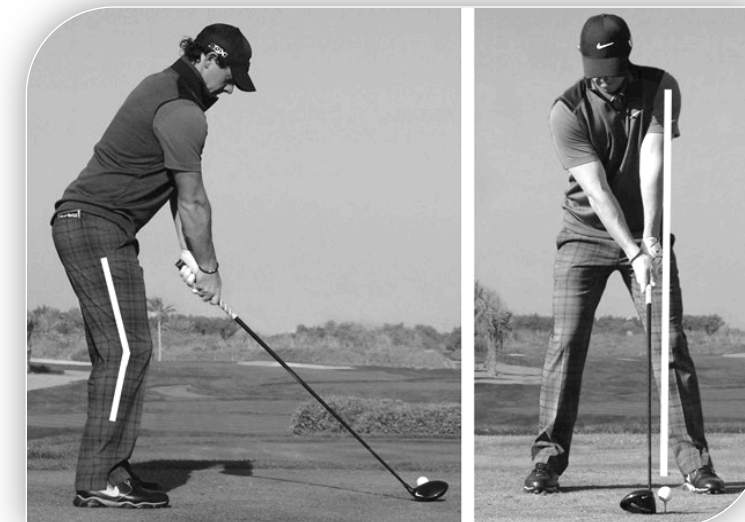
PSYCHOMOTOR DOMAIN (PROGRESSION OF SKILLS) Total: 50%

An Integration of the Cognitive and Affective Domain in order to Perform Specific Movement and Skill.

Full Swing (12.5%) Assessment Strategy: Video Analysis and Ball Striking Skill Test

Section One: Pre-Movement

- Grip
 - Strong - Neutral - Weak
 - Palm – Lifeline - Fingers
- Set-up
 - Feet
 - Legs
 - Posture
 - Arms
- Alignment



Section Two: Basic Movement Patterns

- Footwork
- Hip Rotation
- Shoulder Turn and Arm Connection
- Wrist Hinge

Distance Wedges (7.5%) Assessment Strategy: Video analysis and instructor observations

- Check Fundamentals (Start as for full swing)**
 - Slightly narrow stance
 - Ball positioned at center
 - During the backswing head should stay over the ball instead of turning away or behind
 - Lateral and rotary motion to pinch the ball with spin
 - Finish to the breast pocket position

Finesse Wedges (10%) Assessment Strategy: Uncommon Short Game Test

- Check Fundamentals**
 - Very narrow stance w/ back foot square and lead foot turned out
 - Soft arms with a finesse grip
 - Head and shoulders stacked over hips
 - Rotate chest and head to align just in front of the ball (stay stacked)

Core Chipping (10%) Assessment Strategy: Uncommon Short Game Test

- Check Fundamentals**
 - Very narrow stance w/ back foot square and lead foot turned out
 - Ball position off of back ankle
 - Steep shaft position and heel slightly off ground
 - Same tempo and length of swing with use of different clubs for varied distances

Putting (10%) Assessment Strategy: Uncommon Short Game Test

- Check Fundamentals – Five Lines**
 - Eyes over ball (or just inside)
 - Hands under shoulders
 - Shaft at 90° at impact (front view)
 - Shaft in line with forearms (rear view)
 - Square stance and shoulders to target line (or slightly open.)

