





# Golf in the lecture theatre: Could this improve engagement and encourage deeper learning?

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## WWHAM bam thank you mam

Used in many pharmacies by staff. Recall good  
Curriculum spiral needs understanding. Application bad  
Engagement may improve understanding  
Game activities may improve engagement  
Developed game based on golf  1  
Recorded knowledge lecture using Panopto  
Signposted Panopto recording and reminded to view 



## Clubhouse

Provided round of golf for winning pair  4  
Not valuable 6%, very or valuable 72.5% (n=48)  
“It was a new way of learning and going over what we have already learnt”. “Should have watched the video”  
This approach does improve engagement. Play off for learning  
Use Panopto and flipped lectures more regularly  
Meeto to record responses and keep updated 

## Rules of play

Score cards printed for responses and scores  2  
Scoring explained around quality of team answer  
Holes played by asking question on WWHAM   
Self scoring based on displayed answers and discussion   
Leaderboard and golfingalia used to maintain interest  
Students asked to drive and putt using props as rest  
Handicap system to help students lacking pharmacy work

## Scorecard

81 students completed scorecards. 86 of 103 attended 1st hole. Reported video views 20 (39-14 viewed 30 min)   
Later holes marked against par as learning resource  
94% of holes completed. Two students only first hole  
17% of students didn't keep overall score against par  
 3 Highest score -6, lowest +18. A few gave up