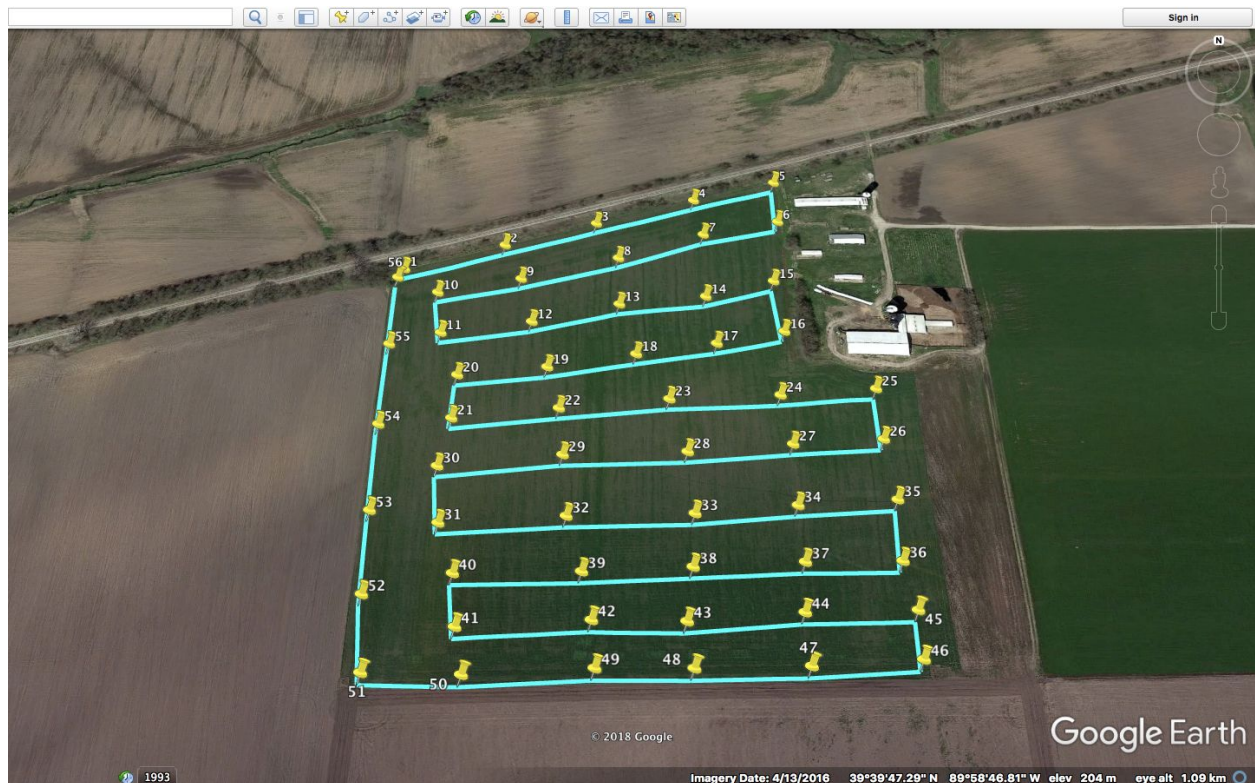I initially went to the kml documentation page and started to learn the basics of kml. After a while, I decided I knew enough and went to Google Earth. I plotted a path using the path tool and had a look at the kml generated, following the tip given on the documentation page. After this, I had a much better understanding of the task and was able to make this final result using a few lines of python.

Note: I used coordinates of a random farm on Google Earth for this task.

I decided that the user would input their coordinates and names of each place through a csv file. I then extracted these parameters from the csv in the python code and made the kml file through simplekml. After this, it was smooth sailing. I was able to get the linestring and the placemarks in just a short while after that.