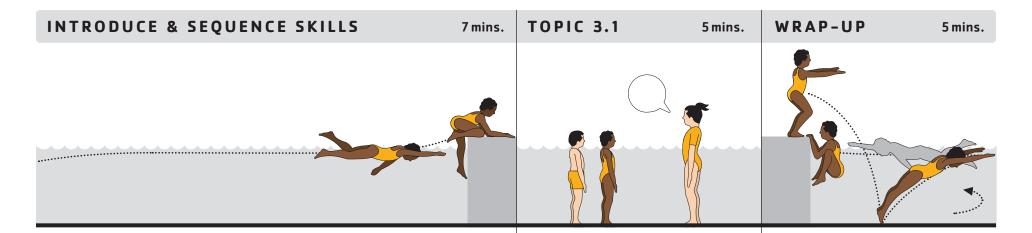
# Lesson Guide 3.1

**CAUTION:** Limit participants to a single inhalation whenever you ask them to hold their breath and submerge. Set safety limits when setting up activities that involve submerging or swimming underwater. When conducting a swim lesson, only touch and hold children when it is appropriate to do so to accomplish a teaching objective. Do not ever touch children in private areas covered by a swimsuit.

WELCOME	5 mins.	WARM-UP	8 mins.	REVIEW SKILLS	O mins.
GREETING		SUBMERGE		There are no skills to review today.	
<ul> <li>Reinforce the need to as permission.</li> <li>Learn and use names.</li> <li>Share pool and safety ru</li> <li>Set behavior expectatior</li> <li>Demonstrate today's ski</li> </ul>	iles. 1s.	<ol> <li>Submerge, look at object bottom</li> <li>Submerge, retrieve objec chest-deep water</li> <li>Skill &amp; Topic Library: Acti</li> </ol>	t in		
Skill & Topic Library: Acti Animal Names Ask Permission Name Game		Firefighter Pole Hoop Swim Treasure Dive			

Designed for an eight-day session of 30-minute lessons. Adjust as needed.

# Lesson Guide 3.1 continued



#### **SWIM ON FRONT**

- 1 Front glide, 10 ft. (5 ft. preschool)
- 2 Front glide, roll to side glide
- **3** Front glide, with kick, roll to side glide
- **4** Swim on front, 15 yd. (10 yd. preschool)

# **Skill & Topic Library: Activities**

1-2-3-Breathe Drill

Fish Fins

Three-Pulls-&-a-Roll Drill

#### **WATER EXIT**

- 1 Elbow, elbow, tummy, knee, assisted
- 2 Water exit, independently

#### **Skill & Topic Library: Activities**

In & Out

Treasure Chest

Wake-Up Shark

#### **BUILDING RELATIONSHIPS**

# To get acquainted, have all students share their names and one thing about themselves:

- Favorite food, animal, or activity
- Favorite thing to do in the water
- What they did that day

# Celebrate first-day achievements, such as the following, as a group:

- Listening
- Helping others
- Effort

# JUMP, SWIM, TURN, SWIM, GRAB

- 1 Jump, push, turn, grab
- 2 Jump, turn, grab, in deep water
- **3** Jump, swim, turn, swim, grab, 10 yd.

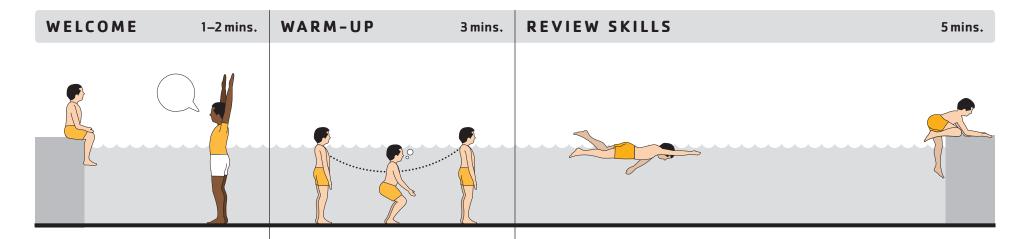
### **Skill & Topic Library: Activities**

**Hoop Jump** 

**Jumping Contest** 

Parachute Jump

# Lesson Guide 3.2



#### GREETING

- Reinforce the need to ask permission.
- Use names.
- Share pool and safety rules.
- Review last lesson's skills and topics.
- Demonstrate today's skills.

### **Skill & Topic Library: Activities**

Animal Names
Ask Permission

Name Game

#### **SUBMERGE**

- 1 Submerge, look at object on bottom
- **2** Submerge, retrieve object in chest-deep water

# **Skill & Topic Library: Activities**

Firefighter Pole Hoop Swim

Treasure Dive

#### **SWIM ON FRONT**

- 1 Front glide, 10 ft. (5 ft. preschool)
- 2 Front glide, roll to side glide
- **3** Front glide, with kick, roll to side glide
- **4** Swim on front, 15 yd. (10 yd. preschool)

# **Skill & Topic Library: Activities**

1-2-3-Breathe Drill

Fish Fins

Three-Pulls-&-a-Roll Drill

#### **WATER EXIT**

- 1 Elbow, elbow, tummy, knee, assisted
- 2 Water exit, independently

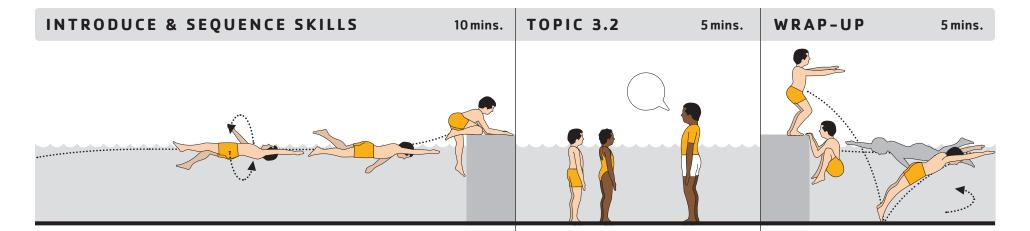
### **Skill & Topic Library: Activities**

In & Out

Treasure Chest

Wake-Up Shark

# Lesson Guide 3.2 continued



#### **SWIM ON BACK**

- 1 Back glide, 10 ft. (5 ft. preschool)
- 2 Back glide, with kick
- **3** Swim on back, 15 yd. (10 yd. preschool)

# **Skill & Topic Library: Activities**

Back Kick With Kickboard Fish Fins Hard & Soft

#### ROLL

1 Roll, back to front & front to back

# **Skill & Topic Library: Activities**

Corkscrew
Flip-Flop
Noodle Wrestle

#### THE Y'S CORE VALUES

Explain that core values are the shared beliefs that guide our behavior and interactions. List the Y's four core values:

- Caring: Show a sincere concern for others
- Honesty: Be truthful in what you say and do
- Respect: Follow the golden rule
- Responsibility: Be accountable for your promises and actions

Ask students to explain what each value means and share an example of how they've demonstrated one of the core values.

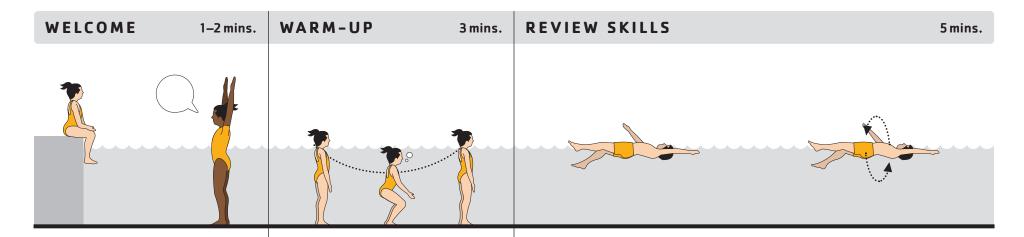
# JUMP, SWIM, TURN, SWIM, GRAB

- 1 Jump, push, turn, grab
- 2 Jump, turn, grab, in deep water
- **3** Jump, swim, turn, swim, grab, 10 yd.

### **Skill & Topic Library: Activities**

Hoop Jump Jumping Contest Parachute Jump

# Lesson Guide 3.3



#### GREETING

- Reinforce the need to ask permission.
- Use names.
- Share pool and safety rules.
- Review last lesson's skills and topics.
- Demonstrate today's skills.

# **Skill & Topic Library: Activities**

**Animal Names** Ask Permission Name Game

#### **SUBMERGE**

- 1 Submerge, look at object on bottom
- **2** Submerge, retrieve object in chest-deep water

# **Skill & Topic Library: Activities**

Firefighter Pole Hoop Swim Treasure Dive

#### **SWIM ON BACK**

- **1** Back glide, 10 ft. (5 ft. preschool)
- **2** Back glide, with kick
- **3** Swim on back, 15 yd. (10 yd. preschool)

# **Skill & Topic Library: Activities**

Back Kick With Kickboard Fish Fins Hard & Soft

#### ROLL

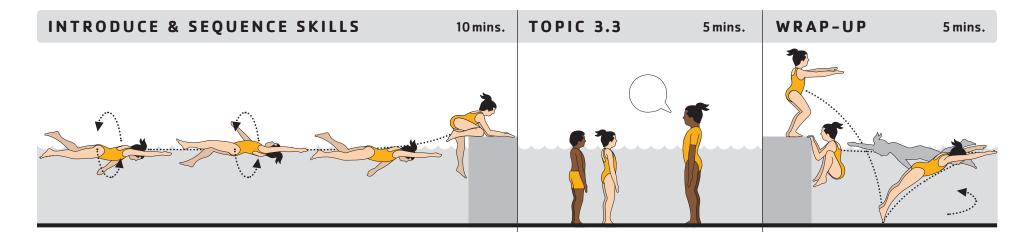
1 Roll, back to front & front to back

# **Skill & Topic Library: Activities**

Corkscrew Flip-Flop

Noodle Wrestle

# Lesson Guide 3.3 continued



#### **SWIM ON FRONT**

- 1 Front glide, 10 ft. (5 ft. preschool)
- 2 Front glide, roll to side glide
- **3** Front glide, with kick, roll to side glide
- **4** Swim on front, 15 yd. (10 yd. preschool)

# **Skill & Topic Library: Activities**

1-2-3-Breathe Drill

Fish Fins

Three-Pulls-&-a-Roll Drill

#### ROLL

1 Roll, back to front & front to back

# **Skill & Topic Library: Activities**

Corkscrew Flip-Flop

Noodle Wrestle

#### **SUN SAFETY**

Discuss what can happen if people stay out in the sun too long (without any protection):

- Sunburn
- Heatstroke
- Dehydration

# Ask students what can provide protection from the sun:

Sunscreen, hat, sunglasses, T-shirt, drinking water, staying in the shade

# JUMP, SWIM, TURN, SWIM, GRAB

- 1 Jump, push, turn, grab
- 2 Jump, turn, grab, in deep water
- **3** Jump, swim, turn, swim, grab, 10 yd.

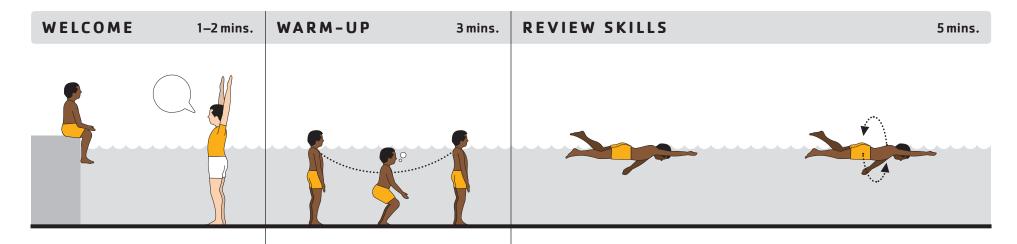
### **Skill & Topic Library: Activities**

**Hoop Jump** 

**Jumping Contest** 

Parachute Jump

# Lesson Guide 3.4



#### GREETING

- Reinforce the need to ask permission.
- Use names.
- Share pool and safety rules.
- Review last lesson's skills and topics.
- Demonstrate today's skills.
- Tell students to come with their clothes over their swimsuits next lesson.

### **Skill & Topic Library: Activities**

Animal Names Ask Permission Name Game

#### **SUBMERGE**

- 1 Submerge, look at object on bottom
- **2** Submerge, retrieve object in chest-deep water

### **Skill & Topic Library: Activities**

Firefighter Pole Hoop Swim Treasure Dive

#### **SWIM ON FRONT**

- 1 Front glide, 10 ft. (5 ft. preschool)
- 2 Front glide, roll to side glide
- **3** Front glide, with kick, roll to side glide
- **4** Swim on front, 15 yd. (10 yd. preschool)

### **Skill & Topic Library: Activities**

1-2-3-Breathe Drill

Fish Fins

Three-Pulls-&-a-Roll Drill

#### ROLL

1 Roll, back to front & front to back

### **Skill & Topic Library: Activities**

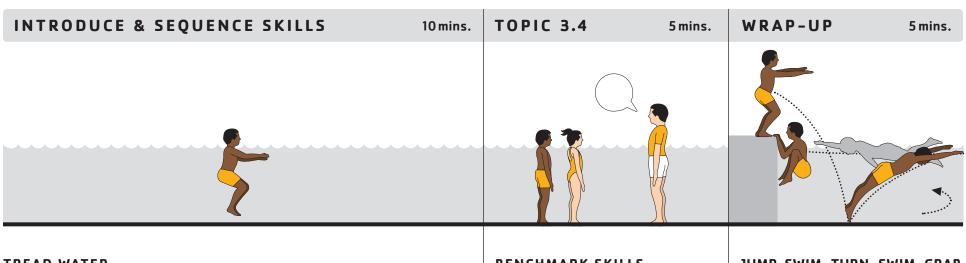
Corkscrew

Flip-Flop

Noodle Wrestle

Designed for an eight-day session of 30-minute lessons. Adjust as needed.

# Lesson Guide 3.4 continued



#### TREAD WATER

- 1 Tread water, 10 secs., near wall, & exit
- **2** Tread water, 1 min. & exit (30 secs. preschool)

### **Skill & Topic Library: Activities**

Kick-Outs

Kick-Ups

Smooth the Sand

#### **BENCHMARK SKILLS**

# Discuss the importance of swimming and what else students need to do to become strong swimmers:

Swimming is a lifelong skill, it can save your life, and it's fun! Learn swimming strokes and swim long distances.

# Ask students what they can do once they've become strong swimmers:

Swim team or triathlons, synchronized swimming or diving, swim instruction and lifeguarding, and swimming for fun and physical activity

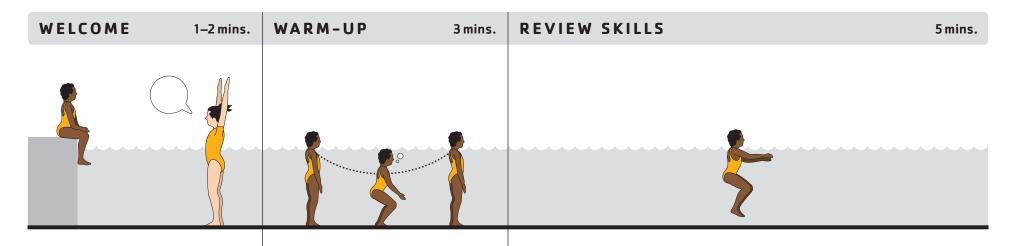
# JUMP, SWIM, TURN, SWIM, GRAB

- 1 Jump, push, turn, grab
- 2 Jump, turn, grab, in deep water
- **3** Jump, swim, turn, swim, grab, 10 yd.

### **Skill & Topic Library: Activities**

Hoop Jump
Jumping Contest
Parachute Jump

# Lesson Guide 3.5



#### GREETING

- Reinforce the need to ask permission.
- Use names.
- Share pool and safety rules.
- Review last lesson's skills and topics.
- Demonstrate today's skills.

# **Skill & Topic Library: Activities**

Animal Names
Ask Permission

Name Game

#### SUBMERGE

- 1 Submerge, look at object on bottom
- **2** Submerge, retrieve object in chest-deep water

### **Skill & Topic Library: Activities**

Firefighter Pole Hoop Swim Treasure Dive

#### TREAD WATER

- 1 Tread water, 10 secs., near wall, & exit
- **2** Tread water, 1 min. & exit (30 secs. preschool)

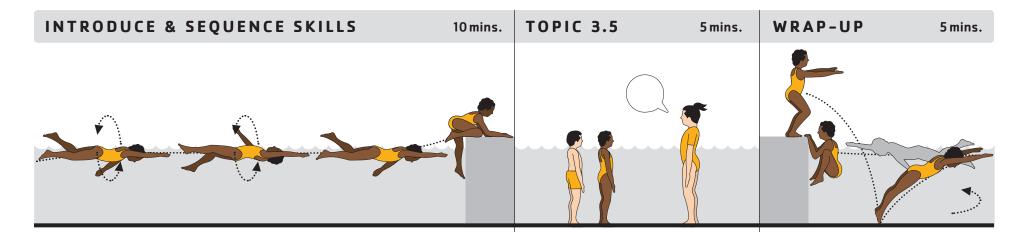
### **Skill & Topic Library: Activities**

Kick-Outs
Kick-Ups

Smooth the Sand

Designed for an eight-day session of 30-minute lessons. Adjust as needed.

# Lesson Guide 3.5 continued



# SWIM, FLOAT, SWIM

- In deep water, with clothes and life jackets on, perform swim, float, swim, 25 yd. (15 yd. preschool)
- Take life jackets off and, with clothes on, perform swim, float, swim, 25 yd. (15 yd. preschool)
- Take clothes off and perform swim, float, swim, 25 yd. (15 yd. preschool)

# **Skill & Topic Library: Activities**

Paddle Push
Partner Swim, Float, Swim
Scenarios

#### LIFE JACKETS

### Discuss when to use life jackets:

Until you pass a swim test, you should wear a life jacket in the water. Everyone, even strong swimmers, should wear a life jacket when participating in water sports, boating, or watercraft activities. In case of an accident, a life jacket will help you float until help arrives.

# Discuss what to look for in a life jacket:

A proper life jacket should have the United States Coast Guard's seal of approval on the inside of the jacket.

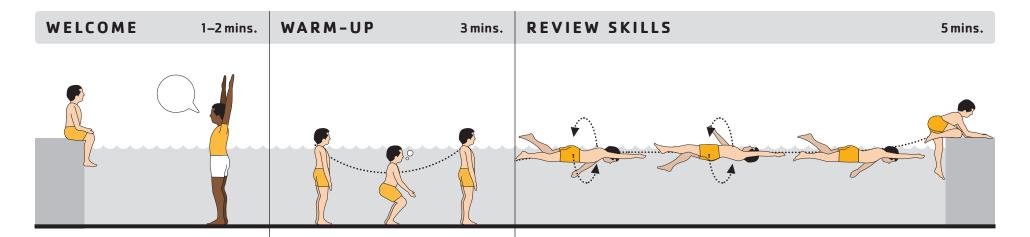
# JUMP, SWIM, TURN, SWIM, GRAB

- 1 Jump, push, turn, grab
- 2 Jump, turn, grab, in deep water
- **3** Jump, swim, turn, swim, grab, 10 yd.

### **Skill & Topic Library: Activities**

Hoop Jump
Jumping Contest
Parachute Jump

# Lesson Guide 3.6



#### GREETING

- Reinforce the need to ask permission.
- Use names.
- Share pool and safety rules.
- Review last lesson's skills and topics.
- Demonstrate today's skills.

# **Skill & Topic Library: Activities**

Animal Names Ask Permission

Name Game

#### SUBMERGE

- 1 Submerge, look at object on bottom
- **2** Submerge, retrieve object in chest-deep water

### **Skill & Topic Library: Activities**

Firefighter Pole Hoop Swim Treasure Dive

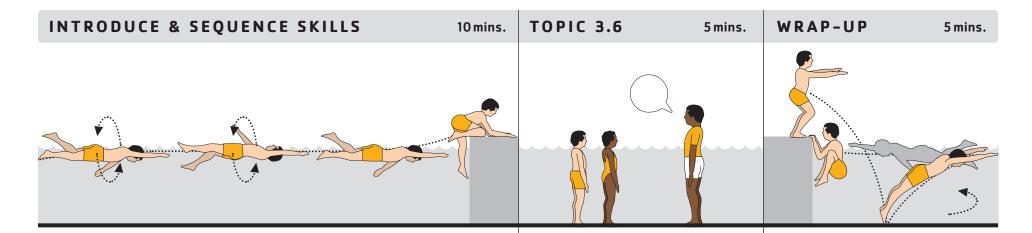
#### **REVIEW SKILL**

Work on skills that need improvement.

# **Skill & Topic Library: Activities**

Select appropriate activities for the reviewed skill.

# Lesson Guide 3.6 continued



#### **REVIEW SKILL**

Work on skills that need improvement.

### **Skill & Topic Library: Activities**

Select appropriate activities for the reviewed skill.

#### **SUPERVISION**

Discuss why it is important to have an adult present, supervising and watching, when swimmers are in the water:

Adults make sure you are safe and help you if you are in trouble. Remember to always ask permission before going near any water.

Ask students whether an adult who is on the phone or reading a magazine is properly supervising:

No. The adult is distracted. An adult needs to be attentive in case someone needs help quickly.

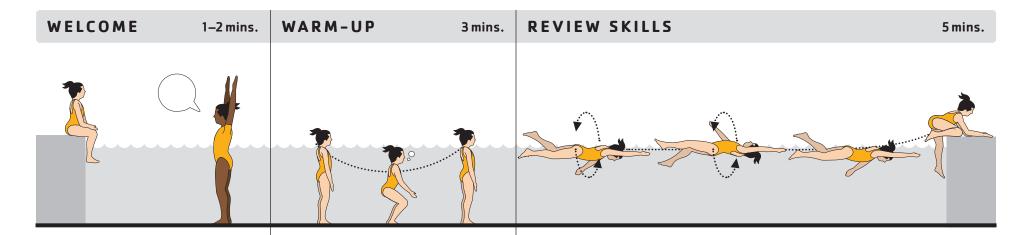
# JUMP, SWIM, TURN, SWIM, GRAB

- 1 Jump, push, turn, grab
- 2 Jump, turn, grab, in deep water
- **3** Jump, swim, turn, swim, grab, 10 yd.

### **Skill & Topic Library: Activities**

Hoop Jump Jumping Contest Parachute Jump

# Lesson Guide 3.7



#### GREETING

- Reinforce the need to ask permission.
- Use names.
- Share pool and safety rules.
- Review last lesson's skills and topics.
- Demonstrate today's skills.

# **Skill & Topic Library: Activities**

Animal Names
Ask Permission

Name Game

#### SUBMERGE

- 1 Submerge, look at object on bottom
- **2** Submerge, retrieve object in chest-deep water

# **Skill & Topic Library: Activities**

Firefighter Pole Hoop Swim Treasure Dive

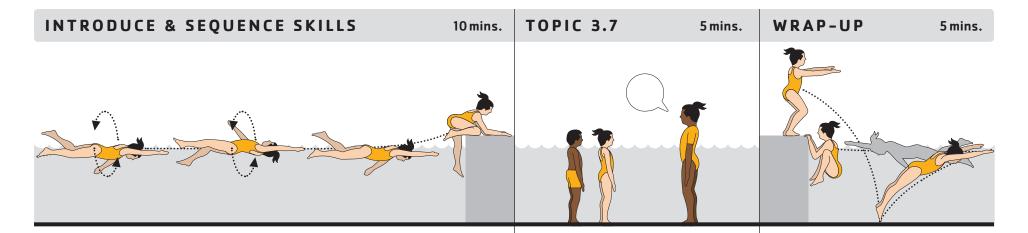
#### **REVIEW SKILL**

Work on skills that need improvement.

# **Skill & Topic Library: Activities**

Select appropriate activities for the reviewed skill.

# Lesson Guide 3.7 continued



#### **REVIEW SKILL**

Work on skills that need improvement.

### **Skill & Topic Library: Activities**

Select appropriate activities for the reviewed skill.

#### **CALL 911**

# Ask students when they should call 911:

Call 911 if you think a person is in trouble and there is no adult nearby.

# Discuss what students should be prepared to tell a 911 operator:

- Your first and last name
- The address of your location
- The telephone number you're calling from
- What happened and how many people are hurt

Using a toy phone, demonstrate, and have each student practice, making a 911 call.

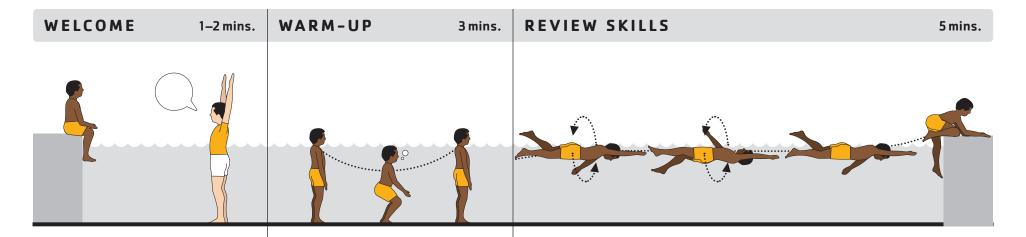
# JUMP, SWIM, TURN, SWIM, GRAB

- 1 Jump, push, turn, grab
- 2 Jump, turn, grab, in deep water
- **3** Jump, swim, turn, swim, grab, 10 yd.

### **Skill & Topic Library: Activities**

Hoop Jump
Jumping Contest
Parachute Jump

# Lesson Guide 3.8



#### GREETING

- Reinforce the need to ask permission.
- Use names.
- Share pool and safety rules.
- Review last lesson's skills and topics.
- Demonstrate today's skills.

# **Skill & Topic Library: Activities**

Animal Names Ask Permission

Name Game

#### SUBMERGE

- 1 Submerge, look at object on bottom
- **2** Submerge, retrieve object in chest-deep water

# **Skill & Topic Library: Activities**

Firefighter Pole Hoop Swim Treasure Dive

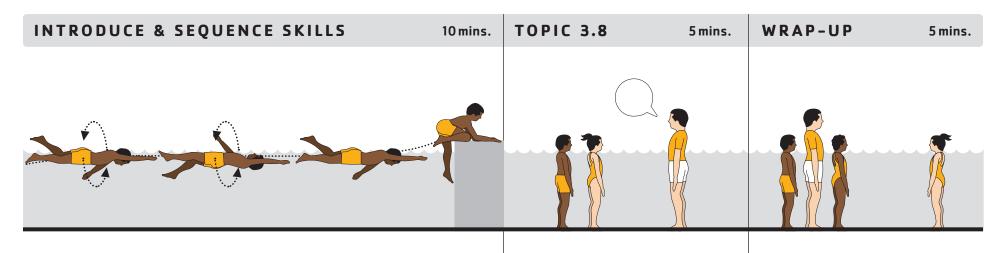
#### **REVIEW SKILL**

Work on skills that need improvement.

### **Skill & Topic Library: Activities**

Select appropriate activities for the reviewed skill.

# Lesson Guide 3.8 continued



#### **REVIEW SKILL**

Work on skills that need improvement.

### **Skill & Topic Library: Activities**

Select appropriate activities for the reviewed skill.

#### **POOL DRAINS**

#### Discuss what pool drains do:

Pool drains pull water into the filtration system so it can be cleaned and returned to the pool.

# Ask students why pool drains can be dangerous:

Swimmers can get stuck on a drain in deep water and not be able to get to the surface.

# Discuss two rules students should follow related to drains:

- Don't swim or play around pool drains.
- Don't swim in a pool that is missing drain covers.

#### **GROUP GAME**

To celebrate achievement, play a group game that involves everyone, including the instructor.

### **Skill & Topic Library: Activities**

Have students select an activity.