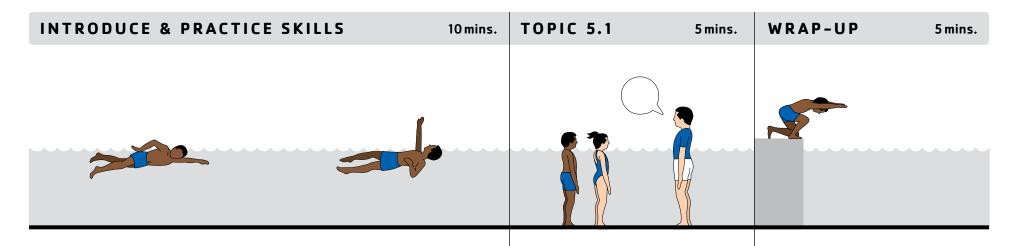
CAUTION: When conducting a swim lesson, only touch and hold children when it is appropriate to do so to accomplish a teaching objective. Do not ever touch children in private areas covered by a swimsuit.

WELCOME	5 mins.	WARM-UP	5 mins.	REVIEW SKILLS	10 mins.
 GREETING Reinforce the need to ask permission. Learn and use names. Share pool and safety rul Set behavior expectations Demonstrate today's skill Skill & Topic Library: Active Animal Names Ask Permission Name Game 	es. s. s.	 ENDURANCE 1 Endurance, any stroke or combination of strokes, 2 2 Endurance, any stroke or combination of strokes, 5 Skill & Topic Library: Active Battleship Forty Ways Hang on Harvey 	25 yd. 50 yd.	 RESTING STROKE 1 Back glide, elementary backstroke kick, 15 yd. 2 Back glide, elementary backstroke arms, 15 yd. 3 Resting stroke, elementary backstroke, 15 yd. Skill & Topic Library: Activities Arm Mantras Integrated-Movement Mantra Vertical Breaststroke Kick 	

Lesson Guide 5.1 continued



FRONT CRAWL

- 1 Front crawl, rotary breathing, 15 yd.
- **2** Front glide, with flutter kick, 25 yd.
- **3** Front glide, rotary breathing, 25 yd.
- **4** Front crawl, bent-arm recovery, 25 yd.

Skill & Topic Library: Activities

- Catch-Up Drill
- Fingertip-Drag Drill
- Shoulder-Roll Drill

BACK CRAWL

- 1 Back crawl, 15 yd.
- **2** Back glide, with flutter kick, 25 yd.
- **3** Back crawl, pull, 25 yd.

Skill & Topic Library: Activities

Double-Arm Drill Goggle Drill Shoulder-Roll Drill

HELP TECHNIQUE

Teach students HELP (Heat Escape Lessening Position):

If a boat overturns and you fall into the water, a life jacket will help keep you afloat. If the water is cold, you can also use your life jacket to protect yourself from overexposure by getting into HELP. To do this, cross your arms over your chest and hug your body. Cross your ankles, lean back slightly, and keep your head above water.

DIVE

- 1 Dive, sitting
- 2 Dive, kneeling, over object
- 3 Dive, kneeling

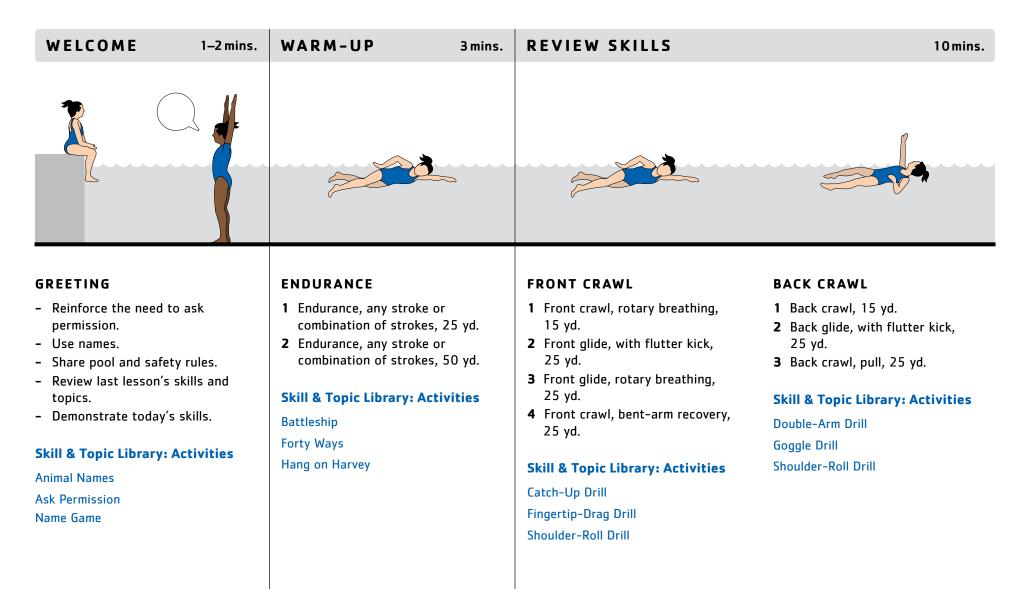
Skill & Topic Library: Activities

Favorite Animal

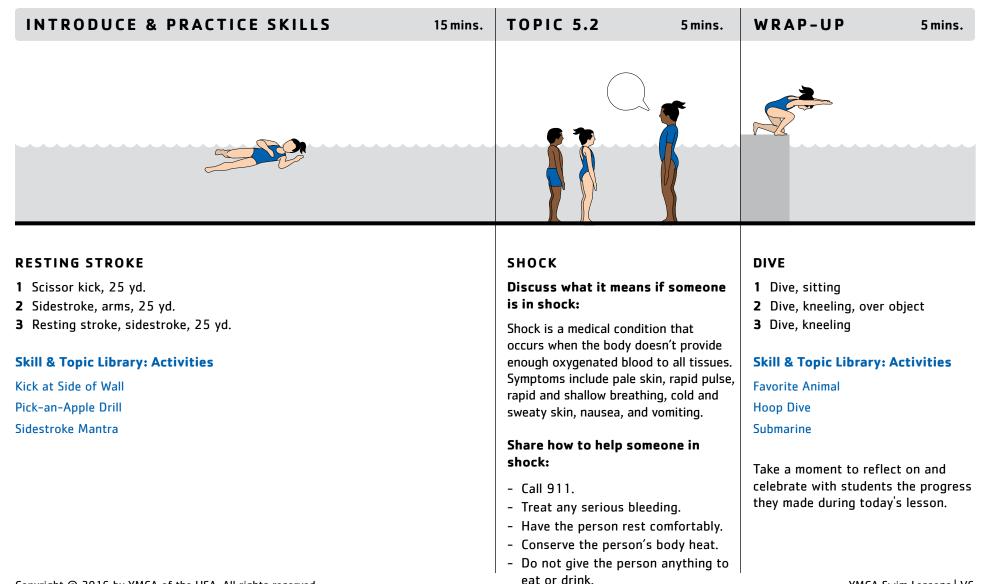
Hoop Dive

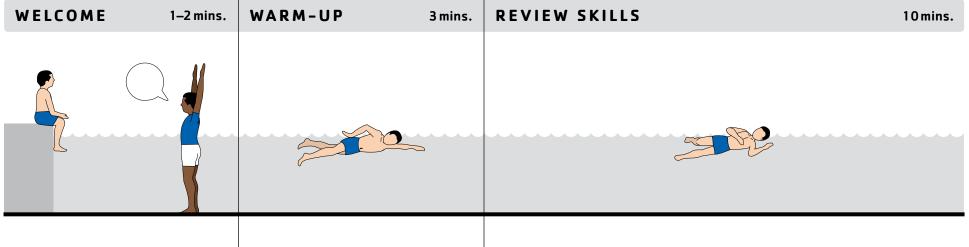
Submarine

Take a moment to reflect on and celebrate with students the progress they made during today's lesson.



Lesson Guide 5.2 continued





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

ENDURANCE

- 1 Endurance, any stroke or combination of strokes, 25 yd.
- **2** Endurance, any stroke or combination of strokes, 50 yd.

Skill & Topic Library: Activities

Battleship Forty Ways

Hang on Harvey

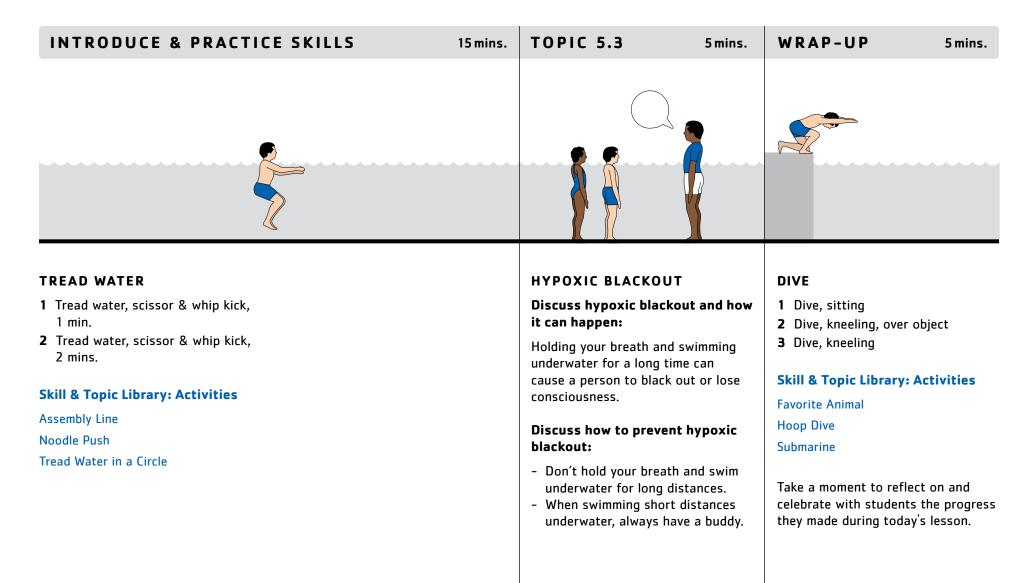
RESTING STROKE

- 1 Scissor kick, 25 yd.
- **2** Sidestroke, arms, 25 yd.
- **3** Resting stroke, sidestroke, 25 yd.

Skill & Topic Library: Activities

Kick at Side of Wall Pick-an-Apple Drill Sidestroke Mantra

Lesson Guide 5.3 continued



WELCOME	1-2 mins.	WARM-UP	3 mins.	REVIEW SKILLS	10 mins.
			•		
GREETING		ENDURANCE		TREAD WATER	
 Reinforce the need t permission. 	o ask	1 Endurance, any stroke or combination of strokes, 2	5 vd	 Tread water, scissor & whip kick, 1 min. 	
Use names.Share pool and safe	•	 2 Endurance, any strokes, 2 combination of strokes, 5 	-	2 Tread water, scissor & whip kick,2 mins.	
 Review last lesson's topics. 	skills and	Skill & Topic Library: Activ	ities	Skill & Topic Library: Activities	
- Demonstrate today's	s skills.	Battleship		Assembly Line	

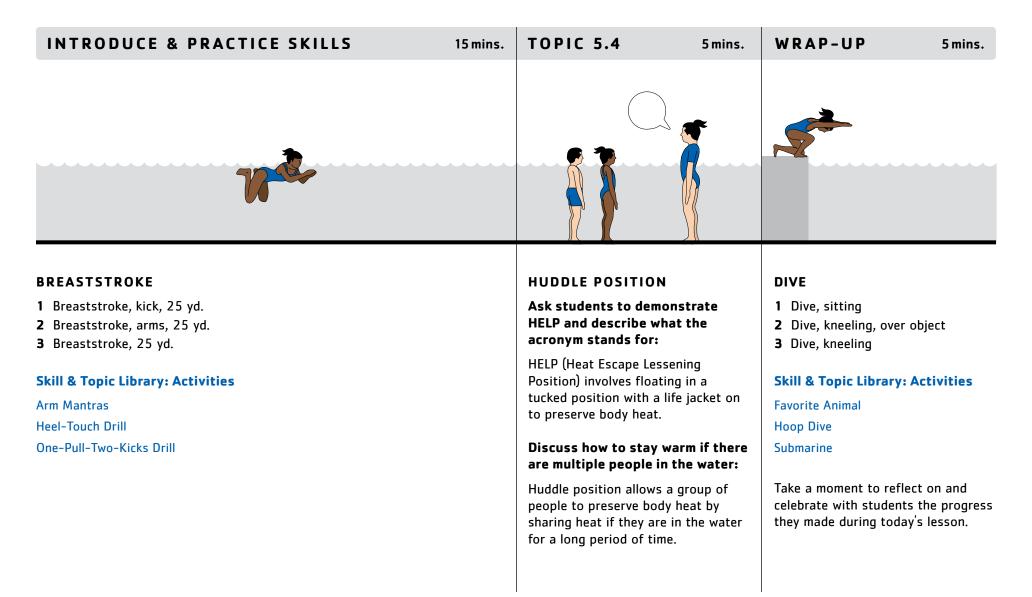
Skill & Topic Library: Activities

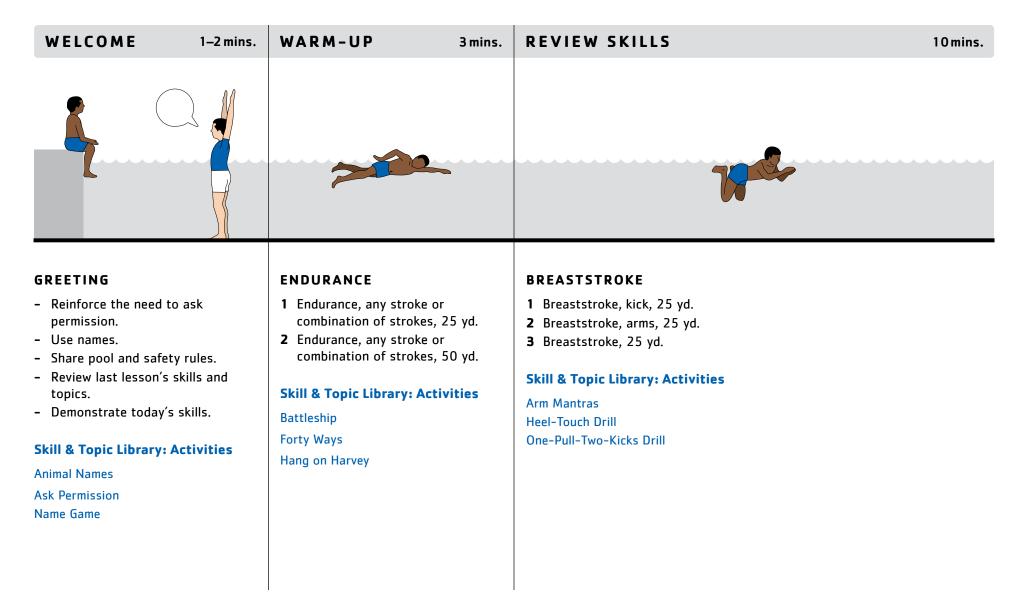
Animal Names Ask Permission Name Game Battleship Forty Ways

Hang on Harvey

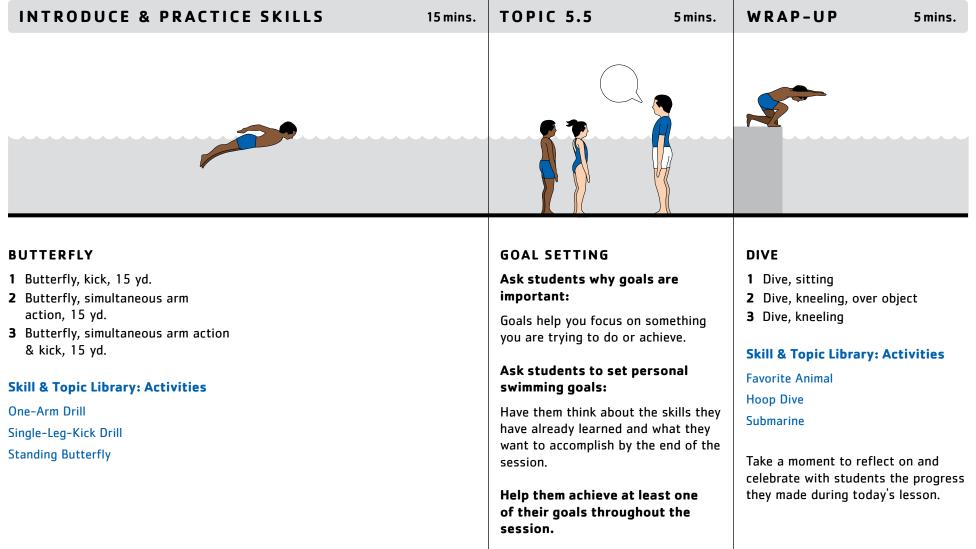
Assembly Line Noodle Push Tread Water in a Circle

Lesson Guide 5.4 continued

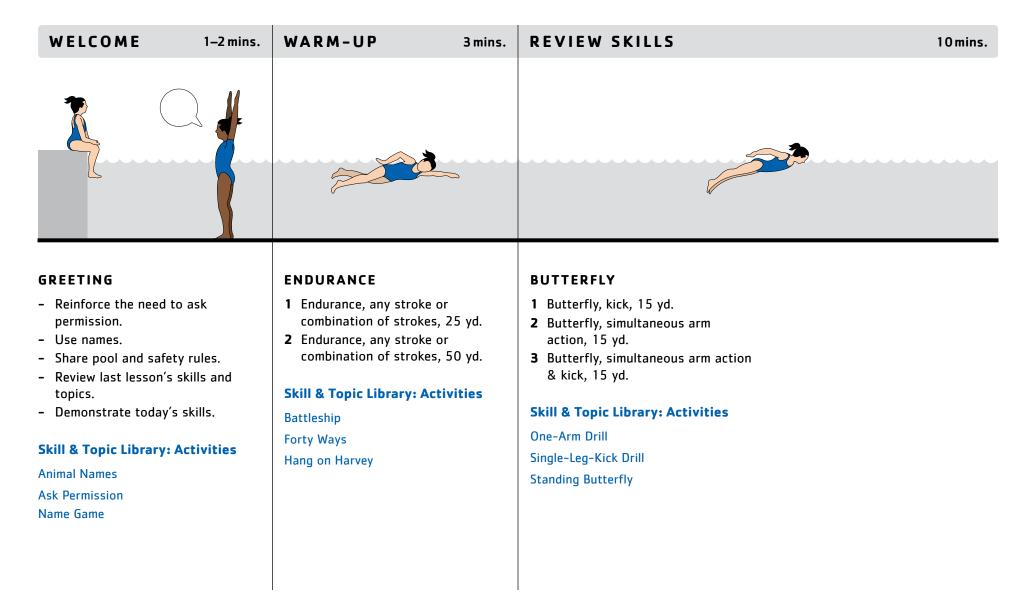




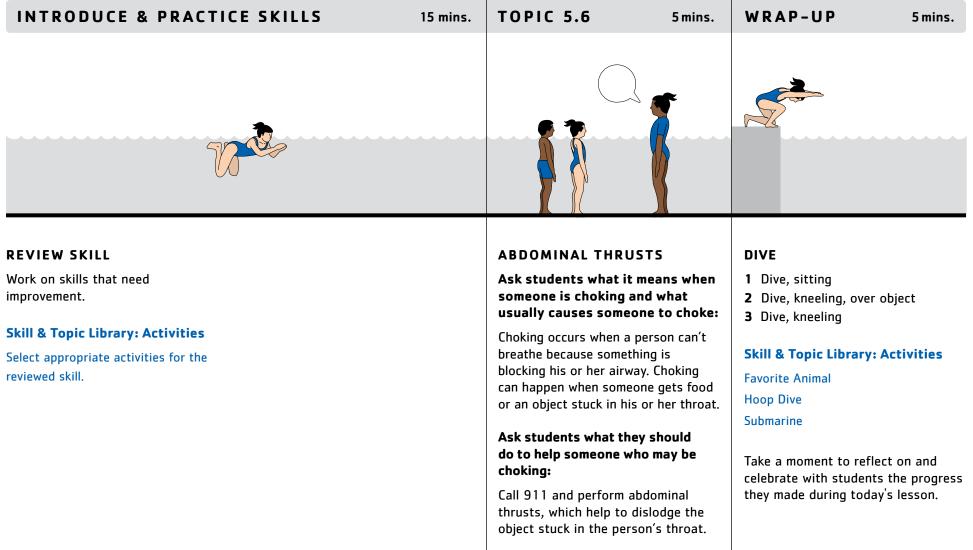
Lesson Guide 5.5 continued



YMCA Swim Lessons | V6

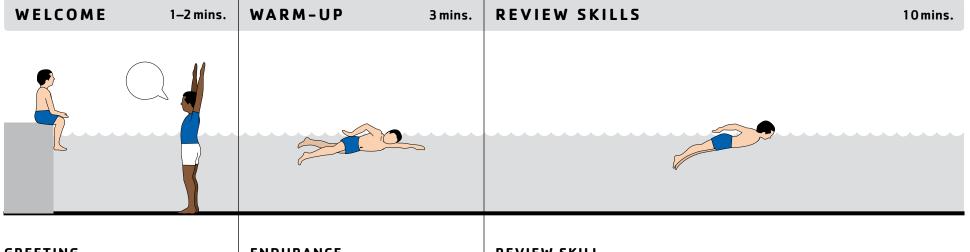


Lesson Guide 5.6 continued



Demonstrate abdominal thrusts

on a mannequin or kickboard.



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

ENDURANCE

- 1 Endurance, any stroke or combination of strokes, 25 yd.
- **2** Endurance, any stroke or combination of strokes, 50 yd.

Skill & Topic Library: Activities

Battleship

Forty Ways

Hang on Harvey

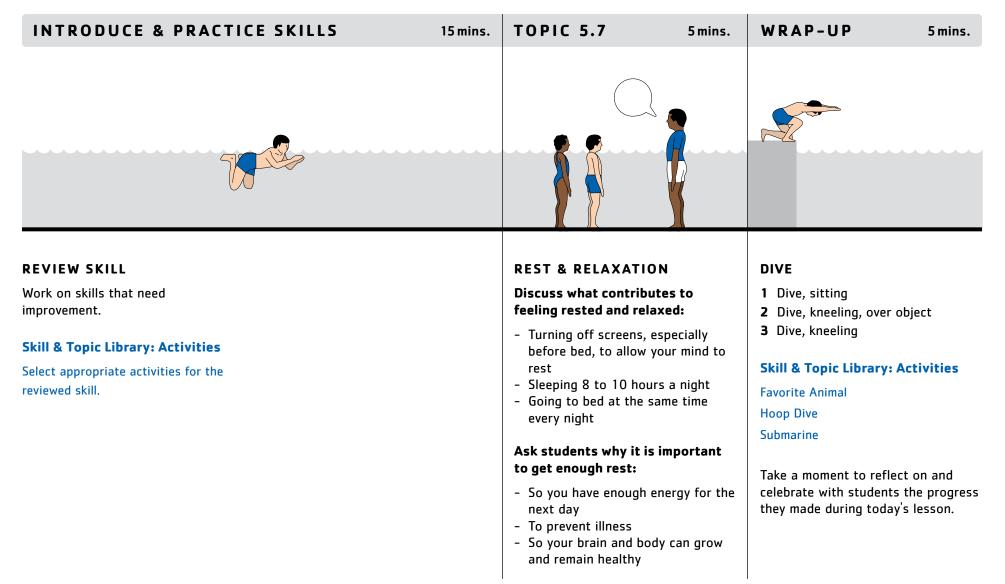
REVIEW SKILL

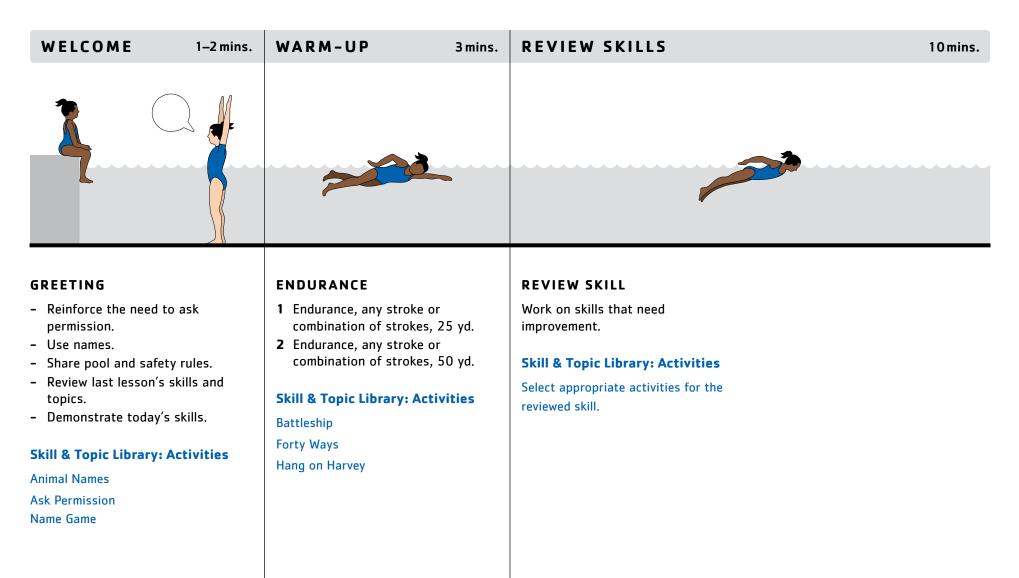
Work on skills that need improvement.

Skill & Topic Library: Activities

Select appropriate activities for the reviewed skill.

Lesson Guide 5.7 continued





Lesson Guide 5.8 continued

