	Tadpoles 1 Red / Orange		Tadpoles 2 Yellow		Tadpoles 3 Green / Blue		
Lesson	Aims and Objectives	Lesson Outline	Aims and Objectives	Lesson Outline	Aims and Objectives	Lesson Outline	Lesson
1	Introduce leg kick	Kick on front / sitting on deck	Develop front crawl kick	Kick on front / sitting on deck	Develop FC and streamlining	Develop over water arm action	1
	Move into a stretched floating position	Move into a stretched floating position using aids, equipment or support.	Introduce over water arm action	Introduce over water arm action with floats	Swim 15m front crawl (asa standard).	Introduce unilateral breathing	
	Regain an upright position	Regain an upright position from on the front without support.	Develop aquatic breathing	Face in water, Blowing bubbles	Travel on the front and roll in one continuous movement onto back. (Log Roll)	Log rolls	
	Orientation game	Tag / pirate song / animal rescue	Perform different floats each for 5 sec no bouyance aids	Buoyance activities to include a tuck float	Travel on the back and roll in one continuous movement onto front. (Log Roll)		
	Enter the water safely. Exit the water safely	10 in the bed roll over slide in					
2	Introduce leg kick	Kick on back / sitting on deck	Develop back crawl kick	Kick on back / sitting on deck	Develop BC		2
	Move into a stretched floating position on back	Move into a stretched floating position using aids, equipment or support.	Introduce arm action	Introduce arm action using floats	Swim 15m backstroke (asa standard).	Develop arm action	
	Regain an upright position from on the back	Move into a stretched floating position using aids, equipment or support.	Push and glide on back and front	Push and glide activities	Travel on the front, tuck to rotate around the horizontal axis and return on the back.	Rotation activities	
	Float on back	Float on back / front with noodle		·			
3	Front paddle 5m, with equipment.	Front paddle	Develop front crawl kick	Kick on front / sitting on deck	Develop BS kick		3
5	Move into a stretched floating position on front	Move into a stretched floating position using aids, equipment or support.	Introduce over water arm action	Introduce over water arm action with floats	Kick 10 metres breaststroke on the back (one item of equipment optional).	Develop BS kick	
	Regain an upright position from on the front	Regain an upright position from on the front without support.	Develop aquatic breathing	Face in water, Blowing bubbles	Kick 10 metres breaststroke on the front (one item of equipment optional).	Demonstrate breaststroke arm action on its own without kick	
	Introduce aquatic breathing and arm action	Simon says face in water / submurge / splash	Maintain a streamline position, with face in water, whilst using a simultanious kick, for 5m	Push and Glide activities	Perform on the back, a head first skulling action for 5 metres in a horizontal position.	Sculling activities	
4	Back paddle 5m, with equipment.	Back paddle	Develop back crawl kick	Kick on back / sitting on deck	Introduce BF undulation	Introduce BF kick	4
4	Move into a stretched floating position on back	Move into a stretched floating position using aids, equipment or support.	Introduce arm action	Introduce arm action using floats	Kick 10 metres butterfly on the front or on the back	Introduce BF undulation	4
	Regain an upright position from on the back	Move into a stretched floating position using aids, equipment or support.	Confidence in deep water, submerge, aquatic breathing	Jumping in	With floation aids, float on back on for 3sec, tuck and rotate to float on front, for 3sec. Then tuck and rotate on to back again	Rotation activities to include tuck	
	Body position, bouyance	Startfish floats			0		<b></b>
5	Front paddle 5m	Attempt front paddle face in water, without equipment.	With woggle around waist kick using a circular leg motion, for 5m on back	Introduce breaststroke kick	Strengthen weak areas	Teachers choice	5
	Back paddle 5m	Attempt back paddle, without equipment.	Fully submerged to pick up an object.	Submersion game incorporating safety	Log rolls	Push and glide including Log rolls	
	Introduce aquatic breathing	Simon says face in water / submurge / splash	Answer correctly 3 questions on water safety code.	questions			

## Marlins - White

Lesson	Aims and Objectives	Lesson Outline
1	Swim 25 metres front crawl with regular	Develop FC
	breathing pattern.	Introduce unilateral breathing
	Tread water for 30 seconds, to be	
	performed out of the depth.	Treading water
	Demonstrate an action for getting help.	

2	Swim 25 metres backstroke.	Develop backstroke
	Perform a feet first skulling action for 5 metres on the back.	Arms and legs
	Perform a skulling sequence for 30 seconds to include a rotation.	Sculling activities

3	15 wim 15 motros broaststroko with poodlo	Develop BS KICK
5	Swill 15 metres breaststroke with hoodie	Introduce BS arms
	Perform a handstand for a minimum of 3	
	seconds.	Rotation activities to include tuck
	Perform a forward somersault, tucked in	
	the water.	

4		Develop BF KICK Introduce arms
	Perform 3 different shaped jumps into the water. Retrieve a brick from the bottom of the pool.	Fun activities

5	Strengthen weak areas	Teachers choice
	Sculling activities	Sculling activities

## Barracudas - Black

Lesson	Aims and Objectives	Lesson Outline
1	Swim front crawl to include at least 6 rhythmical breaths.	Develop FC
	swim 50m front crawl	Introduce uni and bi lateral breathing
	Perform a sitting dive Tread water demonstrating at 2 differing leg kicks actions	Deep water activities

2	Swim 50m back stroke	Develop BC
	Push off underwater on front, glide, kick and rotate into backstroke.	Push and glide activities to include log roll

3	Swim breaststroke to include at least six rhythmical breaths. Swim 25m breast stroke	Develop BS legs and arms
	Swim underwater BS arms through hoop	Swim underwater BS arms through hoop

4	Swim butterfly to include at least three rhythmical breaths.	Develop BF kick
	Swim 15m butterfly	Develop BF arms
	Push off underwater on side, glide, kick and rotate into front crawl.	Develop underwater start.

5	Strengthen weak areas	Teachers choice
	Turns	Turns