

Connected Writing and Literacy with SKWIM & Water Polo Camp as part of the 2020 Summer Dreamers with The Pittsburgh Project

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Our activities with the students include a number of different projects and tasks.

1. Water safety quizzes, especially with Levels 1, 2, 3 and 4 with SKWIM.us;
2. Online course, Get Your Feet Wet – Swimming;
3. Reflective writing and editing;
4. A for Athlete activities with illustrating, vocabulary and word-play;
5. Current events reading and discussions with news lead up to the 2020 Olympics using USA Today;
6. Test sets and challenges at Time.CLOH.org;
7. Goal setting digital badges at Play.CLOH.org;
8. Bonus reading with online texts with swimming and yoga;
9. Lifeguard's online exams (optional);
10. In-house teamwork quizzes;
11. Enhancements to our online course, Get Your Feet Wet – Swimming;
12. Optional online courses, such as Sports Math;
13. Disk as the Canvas.

1. Water safety quizzes, especially with Levels 1, 2, 3 and 4 with SKWIM.us

The water safety quizzes are online at <https://SKWIM.us>. Students can try to pass one level, and perhaps go for a perfect score too. Then the students are presented with the next level. As a group we will show them how to log on and handle the questions and answers. Each level is 25 questions. At the end, the students will be asked to take the quizzes with their friends and family who are NOT in the class too.

2. Online course, Get Your Feet Wet – Swimming

The course is available at <https://Play.CLOH.org>. It teaches many aquatic concepts and offers insights into how to swim. Time to complete is less than 4 hours. Teaches kids how to log-on, proceed in the course, complete it. The course can be shared with friends and family who are not in the camp too.

3. Reflective writing and editing

At the outset, we'll share what was done with some of the other students in past years with Swim & Water Polo. We'll read what they wrote and had posted. One example:

<https://cloh.org/wp/1433/> .

At least once a week, we'll give the students time to do some reflective writing on the Android tablets or else in the computer lab. Kids will be able to share their ideas about swimming in a creative, text based way. We'll collect the content and seek edits and expansion. Plus, we'll put the words with photos and perhaps videos.

4. A for Athlete activities with illustrating, vocabulary and word-play

We have a large set of big letters that have been designed and decorated by prior students in Swim & Water Polo at Summer Dreamers. We pull out these letters and look at them for inspiration. We talk vocabulary and words used in the program. We also ponder upgrades and more decorations on the letters, as some are not completed. Different activities center on the letters too, such as word building, races with the letters of the student's names and more. We might stage a few photos at the pool with the letter for words we build too, for our wiki. One example: https://aforathlete.fandom.com/wiki/File:Dive_in_sitting_letters.jpeg

5. Current events reading and discussions with news lead up to the 2020 Olympics using USA Today

On most days we bring in a magazine or newspaper, generally, USA Today, and look to see what interesting news can be shared, read about, talked about and taken home by one student, about the approaching 2020 Olympics in Japan. Teams, sports, players, countries, qualifiers, and issues are extensive. We teach them about reading the news and staying in the loop with the Olympics to happen later in the year. This often starts at lunch period too, as the students finish eating. Did you know that one of the USA women marathon runners for 2020 was able to get onto the USA Olympic Team when she ran her first ever marathon race. See <https://cloh.org/wp/new-usa-olympian-in-the-womens-marathon-qualified-for-2020-games-in-her-first-marathon-the-us-olympic-trials/>

7. Goal setting digital badges at Play.CLOH.org

Swimmers are great at setting goals. We share some of these personal strategies with the kids and spend some time pondering our own goals. A series of steps are presented with our Goals digital badges. <https://play.cloh.org/2016/03/10/insights-into-digital-badgesgoals/>

8. Bonus reading with online texts with swimming and yoga

There are a few ebooks that are going to be made available to the students. One is SprintSalo. It has swim workouts and talks about training. Others are for yoga. Another has flexibility exercises for kids too. We'll let kids know of these resources for their weekend reading and hope that they get excited to explore on their own.

9. Lifeguard's online exams (optional)

We'll share what it takes to become a lifeguard. This is a job that the kids ages 16 and older can do, and one day we hope all our students become lifeguards. There is a lifeguard exam too, and we'll share one version of that test to see if anyone can pass the exam, learning some of the necessary knowledge in that quest. <https://play.cloh.org/courses/lifeguard/>

10. In-house teamwork quizzes

We'll make a quiz, and grow its questions and answers. But, it will be an impossible quiz for those who are not in our camp to pass. Part of the quiz is geared to match names with faces so that everyone learns each other's names. Other questions can be built off of group happenings and insider's knowledge – such as – “What foods does Coach Kathi pack in her brown bag lunch?” The literacy efforts are to empower the kids and staff so that they can get beyond a username and password log in. Plus, they get to learn that their words, ideas, photos and expressions can be controlled on the world-wide-web in a domain and pages we work on and author ourselves.

11. Enhancements to our online course, Get Your Feet Wet – Swimming

The course needs to replace a number of the skills illustrations with better photographs of real kids doing the real activities. We'll use the cameras, the editing to crop and make sure the lighting is pleasing, and upload and insert the photo into proper places that improve the existing content for next year's class. Lots of illustrations to swap out with our photos on this lesson. Plus, see the stroke count drill at the very bottom of the page that shows an activity from 2017. <https://play.cloh.org/lessons/crawl-also-known-as-freestyle/>

12. Optional online courses, such as Sports Math

Math and Science within Hockey is a course built by Everfi. We'll offer pointers for those who zoom ahead and want to take more classes for enrichment. <https://play.cloh.org/courses/math-science-within-hockey/> This won't take much time in class, but we'll see who is up for the challenge.

13. Disk as the Canvas

We'll work on designing our own SKWIM disk on paper. Then, as supplies allow, we'll move our draft designs to the SKWIM disk. <https://skwim.us/lessons/art-within-the-programs/>