

1	Induction Assessment HeartStart	<ol style="list-style-type: none"> 1. Understand the difference program will make to them 2. Commit to the course 3. Highlight their own strengths and weakness' 4. Engage in activities as a team 	Intro to course What is SkillForce? Command Task (MTA tower build, Bridge Building Activity, Brainteasers) Learn Primary Survey-DRABC
2	Induction HeartStart	<ol style="list-style-type: none"> 1. Take part in group activities 2. Work together as part of a team 3. Highlight their own strengths and weakness' 4. Learn when and how to use the Recovery Position 	Group Tasks- (depending on weather)- second attempt at MTA kit, communication games, team quiz's, chair activities Learn and demonstrate Recovery Position
3	Heartstart	<ol style="list-style-type: none"> 1. Know how to deal with a conscious casualty 2. Know how to deal with an unconscious casualty 3. Know how to deal with a non-breathing uncon- 	CPR- Posters on a FA topic of their choice
4	Heartstart Heartstart	<ol style="list-style-type: none"> 1. Know how to deal with a bleeding casualty 2. Know how to deal with a suspected heart attack casualty 	Choking, Treating Children/Infants Bleeding/Bandaging, Heart Attack
5	Playmakers Navigation	<ol style="list-style-type: none"> 1. Understand what the playmakers award is 2. Engage in activities 3. Know how to use PACE 4. Understand basic leadership principles 5. Understand the purpose of different types of map 6. Know how to use map symbols 	Playmakers Award- Learn about PACE- Engage in games/activities Compass points, Different types of maps, Map symbols
6	Playmakers Navigation	<ol style="list-style-type: none"> 1. Use PACE to teach other pupils 2. Select appropriate equipment for an activity and will know how to use it 3. Be able to put PACE into practice 4. Demonstrate leadership 5. Be able to complete a micro-navigation course 	Group teaching of games Using a map, orientating map, labeling a map, marking 6 points, follow journey
7	Remembrance Social Action	<ol style="list-style-type: none"> 1. Know what effect WW1 had on their community 2. Know what effect WW1 had on the country 3. Understand what remembrance is and why we do it 4. Know how they can make a difference to their community 	What is Remembrance, WW1, Modern Day, Plan for project What is community? How can we contribute to community? Ideas for community project.
8	Social Action Social Action	<ol style="list-style-type: none"> 1. Be able to plan a project that will benefit others in their community 2. Understand how to carry out the project safely 3. Be able to work in a team to complete the project 4. Be able to manage problems when they occur 	Plan project Begin project (Project TBC depending on opportunities available in school and local area)
9	Adventurous Activity Social Action	<ol style="list-style-type: none"> 1. Be able to evaluate their individual achievements and those of their team 2. Learn camp craft (how to set up a tent, sleep- 	Learn essential camping skills-Tents, Trangia Cooking, Sleeping Equipment Finish/Review Social Action Project
10	Adventurous Activity Adventurous Ac-	<ol style="list-style-type: none"> 1. Learn what the countryside code is 2. Understand why the countryside code exists 3. Plan for the overnight camp 	Countryside Code-Presentation and Poster Preparation for residential
11	Adventurous Activity Residential	<ol style="list-style-type: none"> 1. Learn about the rule of three and the 4 things you need to survive 2. Engage in survival game (moon crash, stranded at sea) 3. Prepare equipment for camp 	Learn about base principles of survival, Complete classroom based survival activity (Outdoor survival activity) Prep for Camp
12	Social Action Social Action	<ol style="list-style-type: none"> 1. Finish off work books 2. Demonstration presentation day. 3. Group talk 	Learn the presentation demonstration