

Eventing Unmounted Lesson Plan

TITLE: EVENTING “NAME-IT” CARROT TOSS GAME

OBJECTIVES

Long Term Goal: Participants will be better prepared to understand what is going on at a HT or Rally

Short Term Goal: Participants will be familiar with common Eventing terms and abbreviations

EQUIPMENT NEEDED:

A list of terms on cards w/ definitions, a large bag of carrots, two buckets, and a timer of some sort. (One option would be to put terms in bold on card to flash w/ answer on the back.

AGE & RATING OF STUDENTS: Any age, D rating

Note Age generalities:

Age 4-7: Lateral motion, body position, spatial body awareness, lots of imagination;

Age 8-11: Group activities, socialization, one key concept, increase vocabulary;

Age 11-14: Relationship w/ teacher important, one-to-one, increase vocabulary level

What (Phases)	How (Exercises, system, games)	Why (Goal Setting)	Time (Estimates can be adjusted)
<i>Intro/Welcome</i>	Game or Method: Welcome everyone and let them know that they'll be playing a carrot toss game today as a fun way to learn some Eventing Terminology or abbreviations	Teacher's goal: Establish expectations and a comfortable learning environment.	(Est. 3 min)
<i>Warm-up</i>	Game or Method: Explain that Eventing, like any discipline has a lot of common abbreviations or terms that they will be expected to know at a horse trial or Eventing rally. Learning some of these will make it easier to know what is going on and feel more comfortable. For example: "I bet you all know what USPC stands for... who knows!" (let them answer) "Right! If you answer correctly, you get to try to toss the carrot in the bucket. We'll set up teams and the team with the most carrots in the bucket wins!" (Can use "rally" as an example of a definition, if needed)	Mental/Physical Prep This warm-up will be easy and successful for everyone and will allow them to anticipate what is expected of them. Clarify that where a definition is needed, the PCer is encouraged to use their own words to explain.	(Est. 5-6 min)
<i>Feedback</i>	Question/Sharing Check for questions	Teacher's Assessment Make sure everyone understands	(Est. 1-2 min)
<i>Transition</i>	Practice or one time around to get idea of lesson/game, relax Divide into teams	Cement for lesson If you have a range of ages/skill, equalize as possible	(Est. 2-3 min)

<i>Lesson</i>	<p>Game/Method to teach Goal: Run sort of like a spelling bee. Line up kids into two teams. Start with 1st person: Say the term out loud, they must provide the definition within 10 seconds. If wrong, the 1st person on the opposite team gets to try. If they fail, instructor defines and puts card back into the pile. If they are right, they get to try to toss a carrot into the bucket.</p>	<p>Achieve Goal The objective is to learn the terms, so it is fine to present them more than once. By adding the carrot toss in, the element of chance is added to the game, making it more fun. Really little PCer's might need to toss from a closer line than older PCer's.</p>	(Est. 15-20 min)
<i>Conclusion/ Feedback</i>	<p>Slow paced game/activity while teacher & students ask/answer questions End with a bonus round, if desired... or a "challenge"... give each team 2-3 of the hardest terms or some not already used and allow a 2 carrot toss chances per correct answer.</p>	<p>Check for understanding and/ feedback for next lesson Congratulate them on a job well done. Carrots go to their ponies! Note areas of difficulty for a later time.</p>	(Est. 3-5 min)

Last updated 4/16/07

Common Horse Trial or Eventing Rally Terms or Abbreviations

Term	Answer	Term	Answer
USEA	United States Eventing Association	USEF	United States Equestrian Federation
T	Training level- An elementary examination of the rider and horse with some experience & training	P	Preliminary Level-a moderate test of riders and horses in a regular training program preparing to for higher levels
N	Novice level – a continuing introduction to horse trials after some experience	BN	Beginner Novice level – Introductory level for rider and horse
mpm	Meters per minute – the measurement of pace used in horse trials	T.D.	Technical Delegate – inspects & approves courses, conducts briefings investigates inquiries
Horse Trial	Horse trial comprises 3 distinct tests, usually taking 1-2 days. Includes dressage, cross-country, & show jumping	XC	Cross Country phase: Horses follow a cross-country course with obstacles to prove speed, endurance & jumping ability
Vest	A body protecting vest; must be worn in the cross country test	SJ	Show Jump phase: Horses show their suppleness, obedience and jumping ability
Combined Test	2 distinct tests where the rider and horse compete together: for example, dressage & SJ, or 2 separate cross country runs, etc.	Vet Box	A area where a rider reports as they finish an Eventing Rally in order to check the condition of the horse and start the initial cooling of the horse.
TPR	Temperature, pulse & respiration	Refusal	When a horse halts in front of an obstacle
Run-out	When a horse escapes the control of its rider and avoids an obstacle	Fall of horse	When the shoulder & quarters of a horse have touched the ground or obstacle
Unauthorized Assistance	When anyone intervenes between the start and finish with the objective of helping the competitor or horse	Speed Fault	When a competitor exceeds the speed fault time = penalty points
Time Fault	When the rider exceeds the optimum time or exceeds the time limit = points off or elimination in the case of time limit.	Obstacle	This refers to the jumps or ditches or any other “challenges” that a rider is expected to pass through or over on the course. They are marked by flags.
Ground Jury	Responsible individual(s) for the judging of the event and settling of all problems. President of the Ground Jury is typically an Eventing Judge.	Three-Day Event	Competition comprised of 3 distinct tests: Dressage; Cross Country with 4 phases: Road & Tracks, Steeplechase & Cross Country; and Show Jumping
Drug Testing	Horses or ponies competing at a licensed competition are subject to examination: physical, urine, and/or blood tests, etc..	Medical Arm Band	Required to be worn on arm for XC & SJ at USEA recognized HT. Must have current “card” for the year in the holder.