

Eventing Unmounted Lesson Plan

TITLE: MOCK EVENT RALLY: AN EVENTING LEARNING OPPORTUNITY FOR ALL LEVELS

OBJECTIVES

Long Term Goal: Riders of all rating levels will participate in a club activity at the appropriate level for their ratings and experience level in Eventing with the focus on D1 & D2s getting riding experience in an Eventing setting.

Short Term Goal: D1 & D2 riders will participate in dressage, XC, and stadium experience; D3s will learn how to design a simple stadium and XC course, C's and up will work as coaches with individuals or small groups; one Upper Level or graduate pony clubber will serve as judge.

EQUIPMENT NEEDED:

Area: Pasture or an enclosed XC course or field with a variety of simple XC options available, a small dressage arena, and an area for stadium with rails on the ground for D1's or cross rails course for D2s.

Volunteers: Experienced or knowledgeable adults to (1) monitor D1, D2 rides, (2) 1 person to work with D3s to design the courses, (3) Someone or several people to shadow and support the C & up "coaches".

Materials: Copies of the Walk trot dressage test. Ribbons.

AGE & RATING OF STUDENTS: D1/ D2 as riders. All other levels as assigned. All Ages.

What (Phases)	How (Exercises, system, games)	Why (Goal Setting)	Time (Estimates can be adjusted)
<i>Intro/ Welcome</i>	Game or Method: Evening Before: "Draw Party" Works well with a pot luck. Each D1/D2 draws a name out of a hat and that is their coach. Then they stick together for some fun activities. Review the simple rules of Eventing and outline the schedule for the following day & practice dressage test	Teacher's goal: Team up coaches and riders. Set expectations and distribute schedule. Practice their dressage test on foot w/ coaches helping. Have fun!	2-3 hrs
<i>Warm-up</i>	Game or Method: Ride Day: C Coaches meet their kids at the trailer and help them unload their horses and tack up Parents are dismissed except those assigned to duties. (A great time to have a parent meeting) D3s meet with their adult for course design.	Mental/Physical Prep: D rider and their coach initiate working together	20-30 min
<i>Feedback</i>	Question/Sharing: See if there are any questions about the schedule or roles then dismiss to assignments	Teacher's Assessment: Check for understanding	2-3 min
<i>Transition</i>	Practice or one time around to get idea of lesson/game, relax D3's go on to prepare stadium course and XC course with their knowledgeable adult. Some parents can be "helpers" to move the jumps D1/D2's move to warm up with their coach	Cement for lesson: Everyone is moving into their roles. Parent/kid role reversal (Kids like it!)	20-30 min

<p><i>Lesson</i></p>	<p>Game/Method to teach Goal: Riders do their dressage test with coach nearby, doing whatever it takes to be successful (It may be necessary to call the test) Riders come back from dressage w/ their coach and & tie up ponies or adults can hold ponies... depends upon the timing. You may want to untack and have a snack/meal break. They then walk the XC and stadium course. XC walk is usually done as a group. Walk stadium right after XC. XC ride: not judged or timed. You could count refusals (or not) depending on the group. End with stadium. This is judged. D1s do small cross rails or poles on the ground. D2s do cross rails. D3 designers keep score. Coaches warm up the kids (with adult supervisor)</p>	<p>Achieve Goal: Riders experience all three phases on an Eventing Rally within a safe setting. Adults are in the background, supervising as appropriate, but kids “run” the day. Club members have a great way to “bond” beginners with more experienced members.</p>	<p>Timing depends on number of riders</p>
<p><i>Conclusion/ Feedback</i></p>	<p>Slow paced game/activity while teacher & students ask/answer questions: End the day with an award ceremony. Depending upon the club, you can separate out D1s into 2 groups and D2s into 2 groups. Each group gets ribbons, so all aren’t “first” but are competing within a reasonable range and all get some sort of ribbon. D3’s run the ribbon ceremony. Add to the fun with special awards for the cleanest pony or other fun types of awards.</p>	<p>Check for understanding and/ feedback for next lesson: End the day on a fun note with an award experience, but fun ways to recognize riders as well.</p>	<p>20 min</p>