

# **NEW SWIM LESSON PROGRAM FREQUENTLY ASKED QUESTIONS**

## **Why are you changing your program and what are the benefits of the updated program to students and their parents?**

Our current program does a good job, but we feel we can do better in a few areas. The updated program does the following:

- Has a stronger connection between water safety skills and swimming skills.
- Better meets the needs of students of varying abilities and age groups.
- Promotes a clearer sense of achievement.
- Has a stronger emphasis on learning fundamental skills, and repeating critical skills to reinforce success.

## **When will the new program begin?**

Summer 2018

## **Where did the fish go?**

Changing from fish names to skill-based names will ensure students and their families understand what the program is all about, and underscore the skills being taught in the program. Students and their families can be more confident in how they are learning and progressing.

## **What are some new things I will see with this program?**

- More skills connecting water safety with swimming techniques.
- A wider variety of activities to help students learn and improve on specific skills.
- Welcome letters with the skills listed that your child will be working on.
- At home activity sheets to help students practice skills at home.
- Updated certificates of achievement.

## **Will my child have to start over, at the very first level?**

Your child will be recommended for the appropriate stage based on their current swimming ability.

## **How will I know what level to register my child for?**

- If your child attends lessons during the spring session, s/he will be evaluated and recommended for the appropriate level in our updated program on their progress report card.
- Attend a "Swim check" to have your child evaluated. See our program guide or contact the Aquatics Office for dates and times.
- Use the 'Lesson Selector' tool to find the appropriate level for your child.
- Call the Aquatics Office for help in placing your child.