

Update on SafeSplash 2011:

SafeSplash involves teaching water proficiency and water safety in, on and around the water targeting all TPSD 2nd grade students during school hours. In collaboration with Tupelo Parks and Recreation, *SafeSplash* consists of offering each 2nd grader a total of eight sessions during a consecutive two-week period at the city's swimming pool. Students and teachers at each school were bused to the city pool during their regular daily activity period. Each session was about 50 minutes in duration and taught by the respective school's PE teacher, other staff members and certified swim instructors of the Parks and Recreation department.

This year, the program was enhanced with a grant from the MS Department of Health to include a pool platform, swim caps, fins and kickboards, swimming safety and program information materials to parents, promote water safety through posters throughout the campus and equip the pool with supplies for proper maintenance.

Second graders were placed in one of three levels of swimming ability:

- *Turtle & Turtle Shiny*, focusing on the development of water safety in and around the water, confidence in the water, flotation, and introduction to swimming in an environment that facilitates fun and enjoyment; propel through water using arms & legs for 15 ft.
- *Seal & Seal Shiny*, focusing on development of multiple stroke cycles and techniques.
- *Dolphin & Dolphin Shiny*, focusing on further development of independent mobility and propulsion, coordination of kicking and arm strokes, and an introduction to side breathing.

Approximately 94% of the current 601 second graders completed the program. Fifty-one percent of those students improved their skill by one level.

SafeSplash meets the school district's, state's and national standards of physical education by adhering to the following:

1. Maintaining good health and healthy lifestyle
2. Engaging in physical activity
3. Building positive social relationships
4. Working and learning in teams
5. Acquiring self knowledge
6. Learning with peers