

Pierport Pony Club Lesson Plan

Title: Pony Club Pictionary

Objectives:

- Gain familiarity with horsemanship terms used in Pony Club
- Identify and describe regularly used horse management equipment
- Identify and describe parts of the horse, saddle, and bridle
- Encourage team building and cooperation

Equipment Needed:

- 2 Dry-erase boards w/markers and erasers
- “Pictionary” Cards of Pony Club terms
- Equipment that represents the terms on the cards

Recommended Age/Certificate Level: All ages/D-C

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 <i>(lesson phases)</i>	How <i>(exercises, systems, games)</i>	Why <i>(goal setting)</i>	Time <i>(estimates may be adjusted)</i>
<i>Intro or Welcome</i>	Game/Method: Welcome everyone and let them know that they’ll be playing a game of Pony Club Pictionary today.	Instructor’s Goal: Establish expectations and a comfortable learning environment	(1-2 min)
<i>Warm-up</i>	Game/Method: Explain how the game works, and do an example (pitchfork). Make sure everyone knows that the person drawing isn’t allowed to speak or act out the item on the card. They also may not write any words as part of their drawing. Their teammates may guess at any time. The first team to guess the right term wins the point. (If using parts of the horse/saddle/bridle version: For a bonus point, the person who guesses the right answer then gets to identify the term in a pile of real life stuff. If they can’t identify it, then the other team gets one guess to steal the bonus point.)	Mental/Physical Prep: Everyone gets to participate as a guesser. Rules of the game are explained and demonstrated.	(5 min)
<i>Feedback</i>	Questions/Sharing:	Instructor’s Assessment: Ensure a clear understanding of the rules of the game.	(2-5 min)
<i>Transition</i>	Practice to get the hang of the game or lesson: Divide into teams and determine who the first artist will be. Set up game areas.	Cement for Lesson: Equalize ages and skill levels as much as possible.	(1-2 min)
<i>Lesson</i>	Game/Method to teach Goal: Continue game until everyone has the opportunity to draw at least once.	Achieve Goal: The objective is to learn the terms, so having a concrete example is the best way to solidify understanding.	(15-45 min)
<i>Conclusion</i>	Slow paced game/activity while instructor/students ask/answer questions: Count up the points. Which item was the hardest to draw? Which was the hardest to identify?	Check for understanding: Congratulate everyone on a job well done. Note areas of difficulty for a later time.	(2-3 min)