



Face to Face PowerPoint delivery

Module	Duration	Mode of Delivery	School Requirements	Pupil Requirements	Notes
Referee	2 Hours	In Person – Classroom Based (use of PowerPoint)	<ul style="list-style-type: none"> - Projector/Screen, Classroom - Complete checklist & return to PDO 		
Coaching	3 Hours	In Person – Classroom for theory & sports hall for practical	<ul style="list-style-type: none"> - Projector/Screen, Classroom, Large Sports Hall/Astro Pitch - Complete checklist & return to PDO 	Pen & Paper, Appropriate clothing & footwear for light physical activity	*Timings depend on numbers of students participating & break times/length of the school day

Event Mgmt	1 Hour	In Person – Classroom Based	<ul style="list-style-type: none"> - Projector/Screen, Classroom - Complete checklist & return to PDO 		
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Online

Module	Duration	Mode of Delivery	School Requirements	Pupil Requirements	Notes
Referee	1.5 Hours	Via Teams	<ul style="list-style-type: none"> - Computer/Camera/Microphone/Teams access for each pupil - Complete checklist & return to PDO 	Teams Account, Pen & Paper	*Timings depend on numbers of students participating & break times/length of the school day
Coaching	-	-	-	-	
Event Mgmt	30 Minutes	Via Teams	<ul style="list-style-type: none"> - Computer/Camera/Microphone/Teams access for each pupil - Complete checklist & return to PDO 	Teams Account, Pen & Paper	

Face to Face delivery Utilizing TOBAR for Go Games

Module	Duration	Mode of Delivery	School Requirements	Pupil Requirements	Notes
Referee	45 Mins	Via TOBAR, Tutor in classroom to assist	- Ensure all parents (on students' behalf) have enrolled on TOBAR prior to the day - School has shared TOBAR help doc with parents/students	-TOBAR Login - Access to computer/tablet - Pre-logged into TOBAR prior to tutors arrival	*Timings wise allow 1.5 Hours for Referee & Go Games modules together **Timings depend on numbers of students participating & break times/length of the school day
Go Games	35 Mins	Via TOBAR, Tutor in classroom to assist	- Facilities requirements: Computer room for referee & Go Games modules, classroom for Coaching & Event Mgmt, Hall/Pitch for practical element of coaching course		
Coaching	3 Hours	In Person – Classroom for theory & sports hall for practical	- Projector/Screen, Classroom, Large Sports Hall/Astro Pitch - Complete checklist & return to PDO	Pen & Paper, Appropriate clothing & footwear for light physical activity	
Event Mgmt	1 Hour	In Person – Classroom Based	- Projector/Screen, Classroom - Complete checklist & return to PDO		

Blended

Module	Duration	Mode of Delivery	School Requirements	Pupil Requirements	Notes
<u>Referee</u>	1.5 Hours	Via Teams	<ul style="list-style-type: none"> - Computer/Camera/Microphone/Teams access for each pupil - Complete checklist & return to PDO 	Teams Account, Pen & Paper	*timings depend on numbers of students participating & break times/length of the school day
<u>Coaching</u>	3 Hours	In Person – Classroom for theory & sports hall for practical	<ul style="list-style-type: none"> - Projector/Screen, Classroom, Large Sports Hall/Astro Pitch - Complete checklist & return to PDO 	Pen & Paper, Appropriate clothing & footwear for light physical activity	
<u>Event Mgmt</u>	30 Minutes	Via Teams	<ul style="list-style-type: none"> - Computer/Camera/Microphone/Teams access for each pupil - Complete checklist & return to PDO 	Teams Account, Pen & Paper	