



Safe and Fun

Technical requirements

See the Help section in the top navigation bar of www.ryainteractive.org for details of technical requirements specifically for this course. Please make sure you are familiar with these and pass the information on to your potential customers so they can check the compatibility of their own device and software before buying the course.

Course materials

There is no compulsory course pack or book for this course.

Instructor support

The centre's nominated Safe and Fun instructor must be available to respond to requests for help within eight working hours.

Each day you will receive a summary of activities that your learners have completed along with scores, which will allow you to see when they have completed the knowledge check, help you spot if anyone is struggling and allow you to proactively get in touch to offer help. The learner can also ask for help by emailing via the 'Contact your instructor' link in the course. How you give instructional support is up to you and the learner to decide – it may be by phone, email, skype etc or you may arrange for them to come to your centre for some face-to-face tuition. However it is delivered, a reasonable amount of support must be provided within the course fee.

Course overview

There are a three steps through the course:

1. The learner agrees to abide by the RYA Code of Conduct, which unlocks the training module
2. The learner completes the Safe and Fun training module, which unlocks the knowledge check.
3. The learner completes the knowledge check.

In addition, learners who will be attending a Dinghy/Windsurfing Instructor or Senior Instructor course must complete the 'Pre-instructor course work'.

The training module

The training module includes questions but they are simply for learners to check their understanding as they progress through the course and do not contribute to the final grade. When a student has completed a module, their grade book will show a mark of 1.00 to indicate completion of the module.

The course is equivalent to classroom training of approximately three hours but learners can work through the module at their own pace and in short sessions if they wish. They may take more or less than three hours.

The knowledge check

Learners have two attempts at the knowledge check if needed and must score 50% or more in order to pass. There are 11 questions and some questions can be marked as partially correct, so you are looking for a pass mark of 5.5 or above out of 11.

Learners who don't pass after their second attempt should be offered help by their Safe and Fun Instructor, who is able to analyse their answers and see where they need help. See 'Reviewing assessments' for details of how to do this. When the student is ready for another attempt the instructor should email interactive@rya.org.uk to ask for a reset with the learner's name and confirmation that they have received help and are ready for another two attempts. Please allow two working days for the reset to be done.

Certification

A pass mark in the knowledge check unlocks the certificate for the learner to download. If they are going on to a Dinghy or Windsurfing Instructor or Senior Instructor course, they must take that certificate with them.

Promoting the course

You can link to or embed a taster video on your own website to help promote the course: https://www.youtube.com/watch?v=fDT3BF_Afk0