

COMMON TRAINING PROFICIENCY LEVEL FIVE INSTRUCTIONAL GUIDE



SECTION 1

EO M504.01 – PARTICIPATE IN THE CADET FITNESS ASSESSMENT

Total Time:

2 x 30 min

PREPARATION

PRE-LESSON INSTRUCTIONS

Resources needed for the delivery of this lesson are listed in the lesson specification located in A-CR-CCP-805/ PG-001, *Proficiency Level Five Qualification Standard and Plan*, Chapter 4. Specific uses for said resources are identified throughout the instructional guide within the TP for which they are required.

Review the lesson content and become familiar with the material prior to delivering the lesson.

Review CATO 14-18, *Cadet Fitness Assessment and Incentive Program* and become familiar with the material prior to delivering the lesson.

Photocopy the *Individual Score Sheet for the 20-m Shuttle Run Test* located at CATO 14-18, Annex A, Appendix 1 and the *Cadet Fitness Assessment and Incentive Level Results* located at CATO 14-18, Annex B, Appendix 3 for each cadet.

The cadets will complete the Cadet Fitness Assessment in pairs. The 20-m Shuttle Run Test will be conducted first, with the remaining stations run as a circuit.

PRE-LESSON ASSIGNMENT

Nil.

APPROACH

A practical activity was chosen for this lesson as it allows the cadets to participate in the Cadet Fitness Assessment in a safe and controlled environment.

INTRODUCTION

REVIEW

Review how to conduct the components of the Cadet Fitness Assessment.

OBJECTIVES

By the end of this lesson the cadet shall have participated in the Cadet Fitness Assessment.

IMPORTANCE

It is important for the cadets to participate in the Cadet Fitness Assessment to determine their personal fitness level. When conducted multiple times over the course of the year, the Cadet Fitness Assessment allows progress to be tracked. Determining personal fitness level will also allow the cadets to create personal goals and will assist with updating a personal activity plan.

Teaching Point 1

Conduct a warm-up session composed of light cardiovascular exercises.

Time: 5 min

Method: Practical Activity



The following information will be explained to the cadets during the warm-up session.

PURPOSE OF A WARM-UP

A warm-up session is composed of stretches and light cardiovascular exercises designed to:

- stretch the muscles;
- gradually increase respiratory action and heart rate;
- expand the muscles' capillaries to accommodate the increase in blood circulation which occurs during physical activity; and
- raise the muscle temperature to facilitate reactions in muscle tissue.

GUIDELINES FOR STRETCHING

The following guidelines should be followed while stretching to prepare for physical activity and to help prevent injury:

- Stretch all major muscle groups, including the back, chest, legs, and shoulders.
- Never bounce while stretching.
- Hold each stretch for 10–30 seconds to let the muscles release fully.
- Repeat each stretch two to three times.
- When holding a stretch, support the limb at the joint.
- Static stretching, which is stretching a muscle and holding it in position without discomfort for 10–30 seconds, is considered the safest method.
- Stretching helps to relax the muscles and improve flexibility, which is the range of motion in the joints.
- As a guide, allow 10 minutes to warm up for every hour of physical activity.



The stretches chosen should focus on the areas of the body that will be used the most during the physical activity.

ACTIVITY

OBJECTIVE

The objective of this warm-up activity is to stretch the muscles and perform light cardiovascular exercises to prepare the body for physical activity and to help prevent injuries.

RESOURCES

Nil.

ACTIVITY LAYOUT

Nil.

ACTIVITY INSTRUCTIONS

1. Arrange the cadets in either a warm-up circle or in rows (as illustrated in Figures 1 and 2).

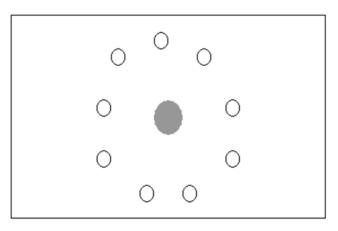


Figure 1 Instructor in the Centre of a Warm-Up Circle

Note. Created by Director Cadets 3, 2006, Ottawa, ON: Department of National Defence.

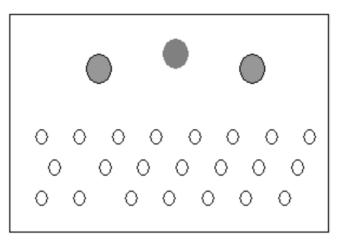


Figure 2Instructor at the Front with Two Assistant InstructorsNote. Created by Director Cadets 3, 2006, Ottawa, ON: Department of National Defence.

2. Demonstrate before having the cadets attempt each stretch / light cardiovascular exercise.

- 3. Assistant instructors may help demonstrate the exercises and ensure the cadets are performing them correctly.
- 4. Have cadets perform each stretch / light cardiovascular exercise.



Light cardiovascular exercises should be done to warm up the muscles prior to stretching to avoid injury to or tearing of the muscles. For example, running on the spot for 30 seconds or performing jumping jacks should be performed prior to conducting the stretches located at Attachment A.

SAFETY

- Ensure there are at least two arm lengths between the cadets so they can move freely.
- Ensure the cadets perform the stretches and light cardiovascular exercises in a safe manner, following the guidelines for stretching listed in this TP.

CONFIRMATION OF TEACHING POINT 1

The cadets' participation in the warm-up session will serve as the confirmation of this TP.

Teaching Point 2

Supervise while the cadets perform and score the Cadet Fitness Assessment.

Time: 15 min

Method: Practical Activity

The cadets will participate in the Cadet Fitness Assessment in pairs.

The 20-m Shuttle Run Test will be conducted before the other assessments.

The remaining fitness-area tests will be conducted as a circuit and are as follows:

- 1. the curl-up,
- 2. the push-up, and
- 3. choose two of the following:
 - a. the trunk lift,
 - b. the shoulder stretch, or
 - c. the back-saver sit and reach.

ACTIVITY

OBJECTIVE

The objective of this activity is to have the cadets perform and score the Cadet Fitness Assessment.

RESOURCES

- CATO 14-18, Cadet Fitness Assessment and Incentive Program,
- Leger 20-m Shuttle Run Test CD,
- Measuring tape,
- CD player,
- Pylons,
- Gym mats,
- 12-cm measuring strips,
- Paper,
- Metre sticks,
- Coins,
- Back-saver sit and reach test apparatuses,
- Individual Score Sheet for the 20-m Shuttle Run Test, and
- Cadet Fitness Assessment and Incentive Level Results.

ACTIVITY LAYOUT

IAW CATO 14-18, Annex A.

ACTIVITY INSTRUCTIONS

1. Divide the cadets into pairs.



The cadets will remain in pairs throughout the Cadet Fitness Assessment.

- 2. Distribute the *Individual Score Sheet for the 20-m Shuttle Run Test*, the *Cadet Fitness Assessment and Incentive Level Results*, and pens / pencils to one cadet from each pair.
- 3. Have the cadets with the score sheet print their partner's name on the score sheet and sit behind the starting line ready to record results.
- 4. Conduct the 20-m Shuttle Run Test IAW CATO 14-18, Annex A, Appendix 1.
- 5. Once completed, have the cadets who completed the 20-m Shuttle Run Test become the scorekeepers and the scorekeepers become the runners; and repeat Steps 2–4.
- 6. Conduct the remaining fitness-area tests as a circuit IAW CATO 14-18, Annex A.

SAFETY

- Ensure a designated first-aider and first aid kit are available.
- Ensure water is available for the cadets after they complete the 20-m Shuttle Run Test.

- Ensure that the curl-up and push-up are conducted using the proper position / form.
- The cadets shall not bounce or hyperextend their backs while performing the trunk lift.

CONFIRMATION OF TEACHING POINT 2

The cadets' participation in the Cadet Fitness Assessment will serve as the confirmation of this TP.

Teaching Point 3

Conduct a cool-down session composed of light cardiovascular exercises.

Time: 5 min

Method: Practical Activity



The following information will be explained to the cadets during the cool-down session.

PURPOSE OF A COOL-DOWN

A cool-down is composed of stretches and light cardiovascular exercises designed to:

- allow the body time to slowly recover from physical activity and to help prevent injury;
- prepare the respiratory system to return to its normal state; and
- stretch the muscles to help relax and restore them to their resting length.



The stretches chosen should focus on the areas of the body that were used the most during the sports activity.

ACTIVITY

OBJECTIVE

The objective of the cool-down is to stretch the muscles and perform light cardiovascular exercises that allow the body time to recover from physical activity, and to prevent injury.

RESOURCES

Nil.

ACTIVITY LAYOUT

Nil.

ACTIVITY INSTRUCTIONS

- 1. Arrange the cadets in either a warm-up circle or in rows (as illustrated in Figures 1 and 2 of TP 1).
- 2. Demonstrate before having the cadets attempt each stretch / light cardiovascular exercise.

- 3. Assistant instructors may help demonstrate the movements and ensure the cadets are performing them correctly.
- 4. Have cadets perform each stretch / light cardiovascular exercise.

SAFETY

- Ensure there are at least two arm lengths between the cadets so they can move freely.
- Ensure the cadets perform the stretches and light cardiovascular exercises in a safe manner, following the guidelines for stretching listed in TP 1.

CONFIRMATION OF TEACHING POINT 3

The cadets' participation in the cool-down session will serve as the confirmation of this TP.

END OF LESSON CONFIRMATION

The cadets' participation in the Cadet Fitness Assessment will serve as the confirmation of this lesson.

CONCLUSION

HOMEWORK / READING / PRACTICE

Nil.

METHOD OF EVALUATION

Nil.

CLOSING STATEMENT

The Cadet Fitness Assessment determines personal fitness level, and is an excellent tool for tracking progress in personal fitness.

INSTRUCTOR NOTES / REMARKS

The Cadet Fitness Assessment is an individual assessment used to set personal fitness goals. Results from this assessment shall not be used for competition or classification among cadets.

The Cadet Fitness Assessment shall be set up prior to conducting this EO.

This EO shall be conducted at the start and the end of the training year.

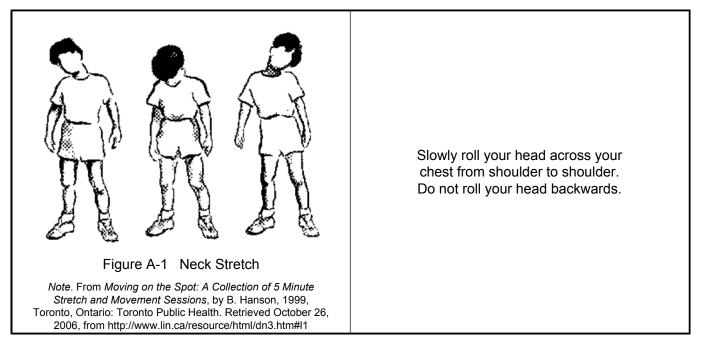
REFERENCES

C0-095 ISBN 0-7360-5962-8 The Cooper Institute. (n.d.). *Fitnessgram / activitygram test administration kit: Fitnessgram 8.0 stand-alone test kit*. Windsor, ON: Human Kinetics.

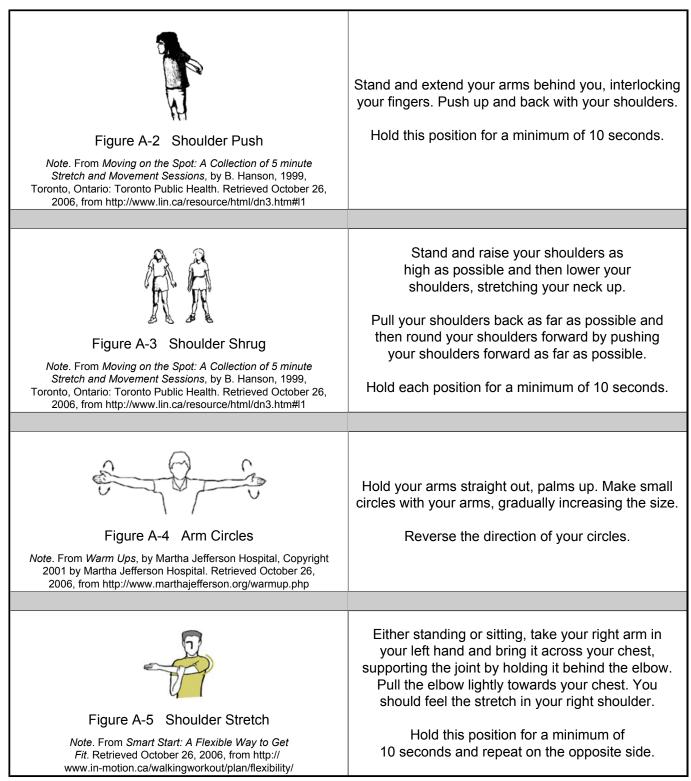
C0-167 ISBN 0-7360-5866-4 Meredith, M., & Welk, G. (Eds.). (2005). *Fitnessgram / activitygram: Test administration manual* (3rd ed.). Windsor, ON: Human Kinetics.

SAMPLE STRETCHES

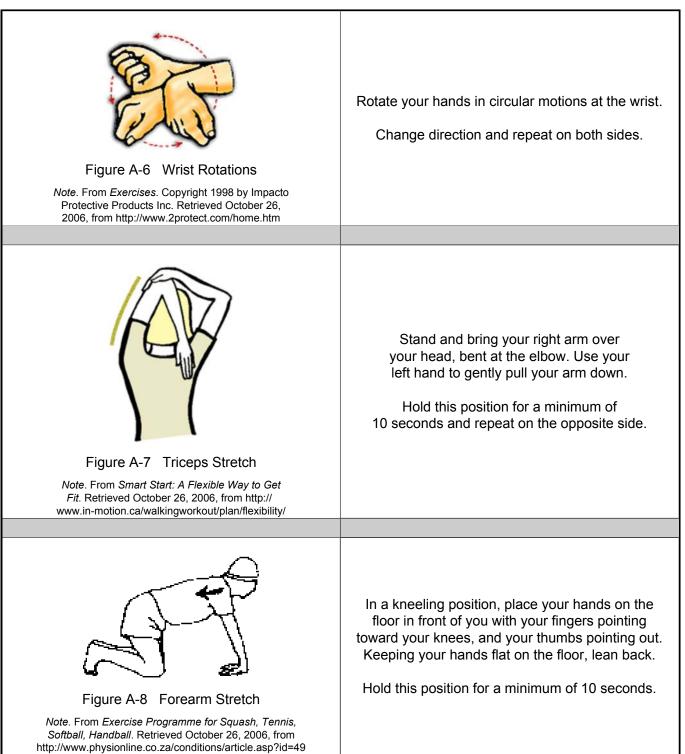
a. Neck:



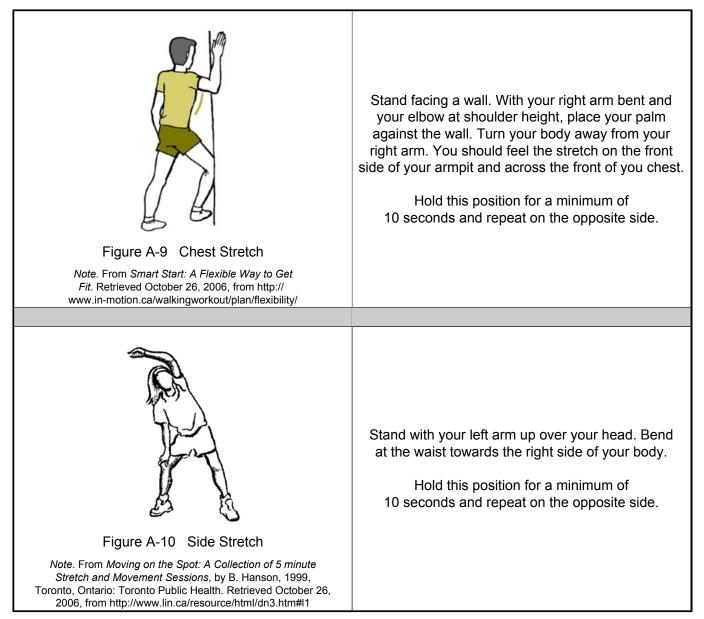
b. Shoulders:



c. Arms:



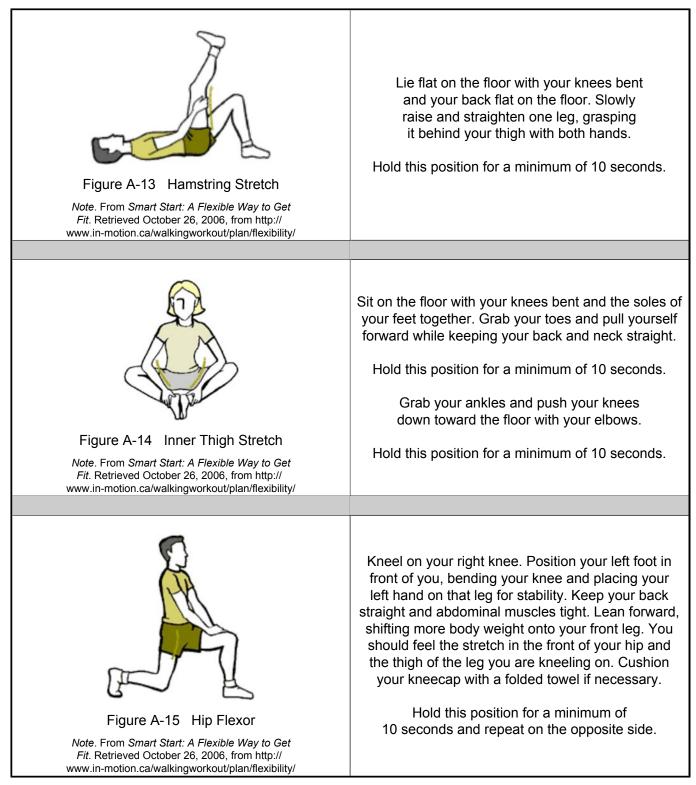
d. Chest and Abdominals:



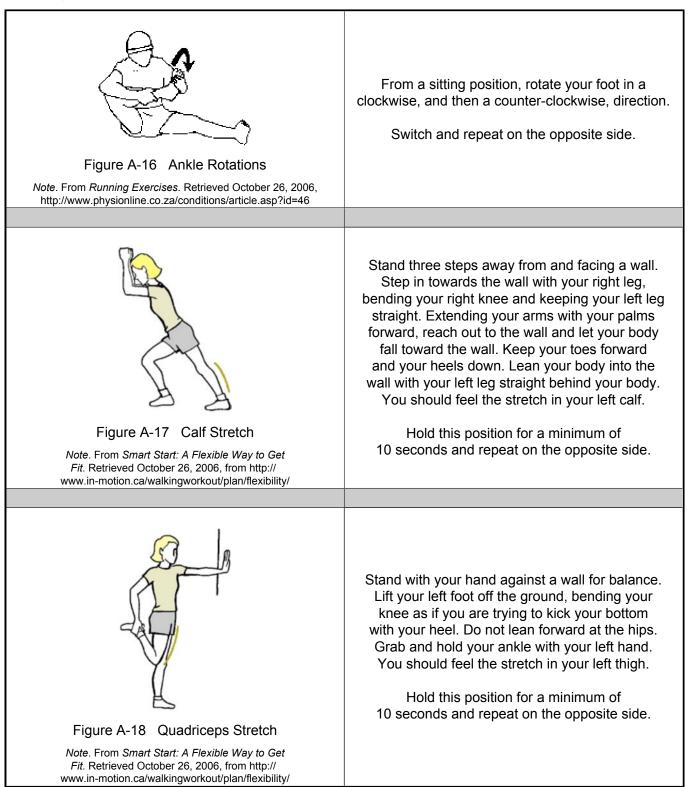
e. Back:

Figure A-11 Lower Back Stretch Note. From Smart Start: A Flexible Way to Get Fit. Retrieved October 26, 2006, from http:// www.in-motion.ca/walkingworkout/plan/flexibility/	Lie on your back and bring your knees toward your chest. Grasp the back of your knees. Hold this position for a minimum of 10 seconds.
	Extend your arms straight in front of you at shoulder height crossing one arm over the other. With the palms facing each other, intertwine your fingers and press out through your arms.
Figure A-12 Upper Back Stretch Note. From Smart Start: A Flexible Way to Get Fit. Retrieved October 26, 2006, from http:// www.in-motion.ca/walkingworkout/plan/flexibility/	Let your chin fall to your chest as you exhale. You should feel the stretch in the upper back. Hold this position for a minimum of 10 seconds and repeat on the opposite side.

f. Legs:



f. Legs Continued:



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COMMON TRAINING PROFICIENCY LEVEL FIVE INSTRUCTIONAL GUIDE



SECTION 2

EO M504.02 – UPDATE PERSONAL ACTIVITY PLAN

Total Time:

30 min

PREPARATION

PRE-LESSON INSTRUCTIONS

Resources needed for the delivery of this lesson are listed in the lesson specification located in A-CR-CCP-805/ PG-001, *Proficiency Level Five Qualification Standard and Plan*, Chapter 4. Specific uses for said resources are identified throughout the instructional guide within the TP for which they are required.

Review the lesson content and become familiar with the material prior to delivering the lesson.

Photocopy Attachment A (Sample Personal Activity Plan) and Attachment B (Personal Activity Plan) for each cadet.

Photocopy this instructional guide for each cadet.

Physical fitness resources can be printed or ordered from http://www.phac-aspc.gc.ca/pau-uap/fitness/ downloads.html, through the Public Health Agency of Canada to be given as handouts to the cadets.

PRE-LESSON ASSIGNMENT

Ensure the cadets have a copy of their Proficiency Level Four Personal Activity Plan and their Cadet Fitness Assessment results to bring to this lesson.

APPROACH

A practical activity was chosen for this lesson as it is an interactive way to allow the cadets to update their Personal Activity Plan. This activity contributes to the development of personal fitness goals in a fun and challenging setting.

INTRODUCTION

REVIEW

Nil.

OBJECTIVES

By the end of this lesson the cadet shall have updated their Personal Activity Plan (from Proficiency Level Four) for the current training year.

IMPORTANCE

In order to help achieve success in physical fitness, it is important to know how to set personal fitness goals and to create an activity plan that will help to achieve those goals. This is important as physical fitness is one of the aims of the cadet program.

Teaching Point 1

Have the cadets update their Personal Activity Plan from Proficiency Level Four.

Time: 25 min

Method: Practical Activity



Describe the terms used in the Personal Activity Plan before having the cadets update their plan. Distribute the sample Personal Activity Plan handout located at Attachment A to each cadet.

A Personal Activity Plan is designed to identify current personal fitness level and to create individual goals to increase fitness level. There are a number of terms used within a Personal Activity Plan to describe type and intensity of activities.

TYPES OF ACTIVITIES

Rest activities. Activities that involve minimal physical effort (eg, homework, computer games and reading).

Lifestyle activities. Activities that are a part of a normal day (eg, walking, household chores and garbage sweeps).

Aerobic activities. Activities that improve aerobic fitness (eg, jogging, swimming and dancing).

Aerobic sports. Sports that involve a great deal of movement (eg, baseball, basketball and soccer).

Muscular activities. Activities that require strength (eg, weightlifting, wrestling and track and field sports).

Flexibility activities. Activities that involve stretching the muscles (eg, martial arts, stretching and yoga).

INTENSITY OF ACTIVITIES

Rest. Activities that involve sitting or standing, and little motion.

Light. Activities that involve slow movements, and are not tiring.

Moderate. Activities that are fairly intense (fall between light and vigorous).

Vigorous. Activities that involve quick movements or running, and increased respiration.

ACTIVITY

OBJECTIVE

The objective of this activity is to have the cadets update their Proficiency Level Four Personal Activity Plan.

RESOURCES

- Personal Activity Plan handout located at Attachment B,
- Cadet Fitness Assessment results, and
- Pens / pencils.

ACTIVITY LAYOUT

Nil.

ACTIVITY INSTRUCTIONS

1. Discuss how the results of the Cadet Fitness Assessment can be used to create goals.



The Cadet Fitness Assessment determines personal fitness level through raw scores.

A cadet who scored 5 on the push-up and 10 on the curl-up assessments, may wish to set a long-term goal to improve muscular fitness. Their short-term goal may be to complete 8 push-ups and 12 curl-ups on the next assessment.

- 2. Distribute the Personal Activity Plan handout, located at Attachment B, to each cadet.
- 3. Supervise and provide assistance while the cadets update their Personal Activity Plans for the current training year by:
 - a. reviewing their Proficiency Level Four Personal Activity Plan;
 - b. reviewing their Cadet Fitness Assessment results;
 - c. listing current fitness and sports activities;
 - d. identifying areas that need improvement;
 - e. creating goals; and
 - f. listing planned fitness and sports activities.

SAFETY

Nil.

CONFIRMATION OF TEACHING POINT 1

The cadets' participation in the activity will serve as the confirmation of this TP.

END OF LESSON CONFIRMATION

The cadets' updating their Personal Activity Plan will serve as the confirmation of this lesson.

CONCLUSION

HOMEWORK / READING / PRACTICE

The cadets should follow their Personal Activity Plan throughout the training year. The Personal Activity Plan will be evaluated by the cadet each time they complete the Cadet Fitness Assessment.

METHOD OF EVALUATION

This EO is evaluated IAW A-CR-CCP-805/PG-001, *Proficiency Level Five Qualification Standard and Plan*, Chapter 3, Annex B, 504 PC.

CLOSING STATEMENT

One of the aims of the cadet program is physical fitness. A Personal Activity Plan is an important tool for creating and achieving goals, and will help to track progress in physical fitness.

INSTRUCTOR NOTES / REMARKS

This lesson shall follow the start of year Cadet Fitness Assessment (EO M504.01 [Participate in the Cadet Fitness Assessment]).

No time has been allocated for this EO. Cadets will update their personal activity plan independently during a training session.

Physical fitness resources can be printed or ordered from http://www.phac-aspc.gc.ca/pau-uap/fitness/ downloads.html, through the Public Health Agency of Canada to be given as handouts to the cadets.

REFERENCES

C0-104 ISBN 0-662-26628-5 Public Health Agency of Canada. (1998). *Handbook for Canada's physical activity guide to healthy active living*. Ottawa, ON: Public Health Agency of Canada.

C0-105 ISBN 0-662-32897-3 Public Health Agency of Canada. (2002). *Teacher's guide to physical activity for youth 10–14 years of age*. Ottawa, ON: Her Majesty the Queen in Right of Canada.

C0-106 ISBN 0-662-32899-X Public Health Agency of Canada. (2002). *Let's get active! Magazine for youth 10–14 years of age*. Ottawa, ON: Her Majesty the Queen in Right of Canada.

C0-167 ISBN 0-7360-5866-4 Meredith, M., & Welk, G. (Eds.). (2005). *Fitnessgram / activitygram: Test administration manual* (3rd ed.). Windsor, ON: Human Kinetics.

C0-174 ISBN 978-0-7360-6828-4 Masurier, G., Lambdin, D., & Corbin, C. (2007). *Fitness for life: Middle school: Teacher's guide*. Windsor, ON: Human Kinetics.

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SAMPLE PERSONAL ACTIVITY PLAN

Name: Shepherd, John

Date: 10 Sept

START OF YEAR

CADET FITNESS ASSESSMENT #1 RESULTS

Assessment	Score
Cardiovascular	
20-m Shuttle Run test	8
Muscular Strength	
Curl-up	20
Push-up	6
Muscular Flexibility	
Trunk Lift	6 inches
Shoulder Stretch	Right: Y
	Left: N
Back-Saver Sit and Reach	Right: 4 inches
	Left: 3 inches

CURRENT ACTIVITIES

List the activities that you participated in over the past week.

Date	Activity	Duration	Type of Activity	Intensity of Activity
Wednesday	Vednesday Computer Games 3 hrs Rest Activity		Rest Activity	Rest
3 Sept	Soccer	1 hr	Aerobic Sports	Moderate
	Stretching	15 min	Flexibility Activity	Light
Thursday	Soccer	1 hr	Aerobic Sports	Moderate
4 Sept	Stretching	15 min	Flexibility Activity	Light
	Reading	2 hrs	Rest Activity	Rest
Friday	Yard Work	1 hr	Lifestyle Activity	Moderate
5 Sept	Bike Riding	1 hr	Aerobic Activity	Moderate
	Watching Television	4 hrs	Rest Activity	Rest
Saturday	Bike Riding	1 hr	Aerobic Activity	Moderate
6 Sept	Packing	3 hrs	Lifestyle Activity	Light
	Reading	1 hr	Rest Activity	Rest

Date	Activity	Duration	Type of Activity	Intensity of Activity
Sunday	Playing Video Games	2 hrs	Rest Activity	Rest
7 Sept	Walking	30 min	Lifestyle Activity	Light
	Reading	1 hr	Rest Activity	Rest
Monday	Watching TV	3 hrs	Rest Activity	Rest
8 Sept	Walking	1 hr	Lifestyle Activity	Light
	Reading	1 hr	Rest Activity	Rest
Tuesday	Sitting in Class	4 hrs	Rest Activity	Rest
9 Sept	Reading	1 hr	Rest Activity	Rest
	Walking	1 hr	Lifestyle Activity	Light

Areas That Need Improvement:

- 1. 20-m shuttle run test score is low. Need to improve cardiovascular fitness.
- 2. Need to participate in more activities at a vigorous intensity.
- 3. Cut back on rest activities.

GOALS

Remember that goals must be:

- Specific,
- Measurable,
- Achievable,
- Relevant, and
- Timed.

Long-term goal for the training year:

To increase personal fitness level.

Short-term Goals:

Goal	Date to Achieve By	Date Achieved
Score 15 on the 20-m Shuttle Run test	Next Cadet Fitness	
	Assessment	
Score 10 on the push-up assessment	Next Cadet Fitness	
Score to on the push-up assessment	Assessment	
Participate in five aerobic sports in the next week	17 Sept	

PLANNED ACTIVITIES

Week	Activity	Was the activity completed?	Why was the activity not completed?
11 Sept-	Soccer for 2 hrs		
17 Sept	Walking for 30 min / day		
	Biking for 2 hrs / twice a week		
18 Sept-	Run for 1 hrs		
24 Sept	Recreational Sports for 1 hr		
	Walking for 30 min / day		
25 Sept-	Soccer for 2 hrs		
1 Oct	Walking for 30 min / day		
	Swimming for 1.5 hrs		
2 Oct-	Biking for 2 hrs / twice a week		
8 Oct	Recreational Sports for 1 hr / twice a week		
	Walking for 30 min / day		
9 Oct-	Recreational Sports for 1 hr / twice a week		
15 Oct	Running / Walking for 30 min / day		
	Biking for 2 hrs / twice a week		
16 Oct-	Recreational Sports for 1 hr / twice a week		
22 Oc†	Running / Walking for 30 min / day		
	Biking for 2 hrs / twice a week		
23 Oct-	Recreational Sports for 1 hr / twice a week		
29 Oc†	Running / Walking for 30 min / day		
	Biking for 2 hrs / twice a week		

List the activities that you plan to participate in.

Note. Created by Director Cadets 3, 2008, Ottawa, ON: Department of National Defence.

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PERSONAL ACTIVITY PLAN

Name: _____

Date:

START OF YEAR

CADET FITNESS ASSESSMENT RESULTS

Assessment	Score
Cardiovascular	
20-m Shuttle Run test	
Muscular Strength	
Curl-up	
Push-up	
Muscular Flexibility	
Trunk Lift	
Shoulder Stretch	Right:
	Left:
Back-Saver Sit and Reach	Right:
	Left:

CURRENT ACTIVITIES

List the activities that you participated in over the past week.

Date	Activity	Duration	Type of Activity	Intensity of Activity

Date	Activity	Duration	Type of Activity	Intensity of Activity

Areas That Need Improvement:

1.	
2.	
3.	

GOALS

Remember that goals must be:

- Specific,
- Measurable,
- Achievable,
- Relevant, and
- Timed.

Long-term goal for the training year:

Short-term Goals:

Goal	Date to Achieve By	Date Achieved

PLANNED ACTIVITIES

List the activities that you plan to participate in.

Week	Activity	Was the activity completed?	Why was the activity not completed?

END OF YEAR

CADET FITNESS ASSESSMENT RESULTS

Assessment	Score				
Cardiovascular					
20-m Shuttle Run test					
Muscular					
Curl-up					
Push-up					
Flexibility					
Trunk Lift					
Shoulder Strateh	Right:				
Shoulder Stretch	Left:				
ack-saver Sit and Reach	Right:				
	Left:				

Areas That Need Improvement:

1.	
2.	
3.	

Short-term Goals:

Goal	Date to Achieve By	Date Achieved

PLANNED ACTIVITIES

List the activities that you plan to participate in.

Week	Activity	Was the activity completed?	Why was the activity not completed?

REFLECTION

Was your long-term goal for the training year met?

If applicable, why was your long-term goal not met?

What is your long-term goal following the completion of this training year?

List some short-term goals that will help you achieve your long-term goal:

Goal	Date to Achieve By	Date Achieved

Note. Created by Director Cadets 3, 2008, Ottawa, ON: Department of National Defence.



COMMON TRAINING PROFICIENCY LEVEL FIVE INSTRUCTIONAL GUIDE



SECTION 3

EO M504.03 – EVALUATE PERSONAL ACTIVITY PLAN

Total Time:

30 min

PREPARATION

PRE-LESSON INSTRUCTIONS

Resources needed for the delivery of this lesson are listed in the lesson specification located in A-CR-CCP-805/ PG-001, *Proficiency Level Five Qualification Standard and Plan*, Chapter 4. Specific uses for said resources are identified throughout the instructional guide within the TP for which they are required.

Review the lesson content and become familiar with the material prior to delivering the lesson.

PRE-LESSON ASSIGNMENT

Nil.

APPROACH

A practical activity was chosen for this lesson as it allows the cadets to evaluate their Personal Activity Plan in a safe and controlled environment.

INTRODUCTION

REVIEW

Nil.

OBJECTIVES

By the end of this lesson the cadet shall have evaluated their Personal Activity Plan.

IMPORTANCE

It is important for cadets to evaluate their Personal Activity Plan to determine if goals were met and to track progress in personal fitness.

Teaching Point 1

Have the cadets evaluate their Personal Activity Plan.

Time: 25 min

Method: Practical Activity

ACTIVITY

OBJECTIVE

The objective of this activity is to have the cadets evaluate their Personal Activity Plan.

RESOURCES

- Cadet Fitness Assessment results, and
- Personal Activity Plan from the start of the training year.

ACTIVITY LAYOUT

Nil.

ACTIVITY INSTRUCTIONS

- 1. Distribute the cadet's Personal Activity Plan and Cadet Fitness Assessment results.
- 2. Have the cadets compare their start of year and end of year Cadet Fitness Assessment results.
- 3. Have the cadets compare their actual and planned fitness and sports activities.
- 4. Have the cadets complete the reflection portion of the Personal Activity Plan.

SAFETY

Nil.

CONFIRMATION OF TEACHING POINT 1

The cadet's evaluation of their Personal Activity Plan will serve as the confirmation of this TP.

END OF LESSON CONFIRMATION

The cadet's evaluation of their Personal Activity Plan will serve as the confirmation of this lesson.

CONCLUSION

HOMEWORK / READING / PRACTICE

Nil.

METHOD OF EVALUATION

This EO is evaluated IAW A-CR-CCP-805/PG-001, *Proficiency Level Five Qualification Standard and Plan*, Chapter 3, Annex B, 504 PC.

CLOSING STATEMENT

Evaluating a Personal Activity Plan will help determine if goals were met and track progress in personal fitness. This lesson promotes physical fitness, meeting one of the aims of the cadet program.

INSTRUCTOR NOTES / REMARKS

This lesson shall follow the end of year Cadet Fitness Assessment (EO M504.02 [Participate in the Cadet Fitness Assessment]).

No time has been allocated for this EO. Cadets will evaluate their personal activity plan independently during a training session.

Physical fitness resources can be printed or ordered from http://www.phac-aspc.gc.ca/pau-uap/fitness/ downloads.html, through the Public Health Agency of Canada to be given as handouts to the cadets.

REFERENCES

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COMMON TRAINING PROFICIENCY LEVEL FIVE INSTRUCTIONAL GUIDE



SECTION 1

EO C504.01 – EXAMINE THE USE OF TECHNOLOGY IN PHYSICAL FITNESS ACTIVITIES

Total Time:

90 min

PREPARATION

PRE-LESSON INSTRUCTIONS

Resources needed for the delivery of this lesson are listed in the lesson specification located in A-CR-CCP-805/ PG-001, *Proficiency Level Five, Qualification Standard and Plan*, Chapter 4. Specific uses for said resources are identified throughout the self-study package within the section for which they are required.

Self-study packages are intended to be completed by the cadet independently. More information about selfstudy packages can be found in the forward and preface.

Review the lesson content and become familiar with the material prior to facilitating this lesson.

Photocopy the self-study package located at Attachment A for each cadet.

PRE-LESSON ASSIGNMENT

Nil.

APPROACH

A self study was chosen for this lesson as it allows the cadet to examine in greater detail the use of technology in physical fitness activities at their own learning pace. This encourages the cadet to become more self-reliant and independent by focusing on their own learning instead of learning directed by the instructor.

INTRODUCTION

REVIEW

Nil.

OBJECTIVES

By the end of this lesson the cadet shall have examined the use of technology in physical fitness activities.

IMPORTANCE

It is important for cadets to examine the use of technology in physical fitness activities so they know about the advancement of technology, numerous programs and equipment and its use in physical activities.

SELF-STUDY PACKAGE INSTRUCTIONS

OBJECTIVE

The objective of this self-study package is to have the cadet examine the use of technology in physical fitness activities.

RESOURCES

- Self-study package, and
- Pen / pencil.

ACTIVITIY LAYOUT

Provide the cadet with a classroom or training area suitable to complete the self-study package.

ACTIVITY INSTRUCTIONS

- 1. Provide the cadet with a copy of the self-study package located at Attachment A and a pen / pencil.
- 2. Allow the cadet 90 minutes to complete the self-study package.
- 3. Provide assistance as required to the cadet.
- 4. Collect the self-study package once the cadet has finished.
- 5. Review the self-study package with the cadet.
- 6. Provide feedback to the cadet and indicate whether or not they have completed the Enabling Objective (EO).
- 7. Return the completed self-study package to the cadet for their future reference.
- 8. Record the result in the cadet's logbook and Cadet Training Record.

SAFETY

Nil.

END OF LESSON CONFIRMATION

The cadet's completion of the self-study package will serve as the confirmation of this lesson.

CONCLUSION

HOMEWORK / READING / PRACTICE

Nil.

METHOD OF EVALUATION

Nil.

CLOSING STATEMENT

As cadets move from organized activities provided by cadet training to future education and / or work, the planning and scheduling of leisure time for fitness activities become the individual's responsibility. With the advancement of technology and its use in the applications reviewed in the self-study package, motivators and technical assistance is available for the individual wishing to continue their fitness activities.

INSTRUCTOR NOTES / REMARKS

Nil.

REFERENCES

C0-431 Mobile & Peruasive. (2008). *A brief survey of physical activity monitoring devices*. Retrieved October 20, 2009, from http://www.icta.ufl.edu/projects/publications/chao08a.pdf

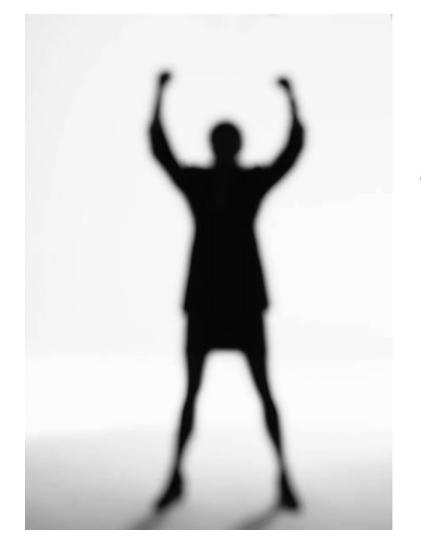
C0-432 British Medical Journal. (2007). *Comparison of energy expenditure in adolescents when playing new generation and sedentary computer games: Cross sectional study*. Retrieved October 20, 2009, from http://bmj.com/cgi/content/full/335/7633/1282

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C0-434 Reader's Digest. (2009). *What do video game ratings mean*? Retrieved October 20, 2009, from http:// www.readersdigest.ca/health/cms/xcms/video-game-fitness_186_a.html

C0-435 Defense Centers of Excellence. (2009). *Video games for physical and cognitive fitness*. Retrieved October 20, 2009, from http://www.dcoe.health.mil/blog/article.aspx?id=1&posted=16

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Technology in Physical Fitness

- Section 1: Physical Fitness Equipment
- Section 2: Online and Software-Based Fitness Tools
- Section 3: Video Games That Promote Physical Fitness

SECTION 1 PHYSICAL FITNESS EQUIPMENT

To support and encourage continuous fitness activity, technology provides numerous avenues to record and monitor physical activity. High caloric intake and low physical activity are recognized as key contributors of obesity, diabetes and other chronic health conditions.

Whether you use physical activity devices, online monitoring tools or video games that promote physical fitness, each has benefits to assist the user to achieve a level of fitness. How you monitor your physical activity can vary from using basic to complex equipment or a simple and enjoyable interactive personal computer (PC) program you use alone or with friends.



Let's unlock the information about the different types of equipment available for increasing one's physical activity.

EXERCISE EQUIPMENT

Machines available include full size equipment, such as:

- treadmills,
- elliptical machines,
- rowing machines, and
- bicycles.

To intensify the workout, most equipment comes with electronic controls and built-in exercise programs that vary speed and intensity over a workout.



60 minutes of exercise burns varying amounts of calories depending on the exercise program. For more information, visit http://www.health-and-fitness-sourse.com/burning-calories.html

Treadmill



Figure A-1 Treadmill

Note. From "Exercise Equipment", 2009, *Smoothfitness*. Retrieved November 6, 2009, from http://www.smoothfitness.ca/treadmills

This is the most popular piece of exercise equipment used in North America. The treadmill is the most natural form of exercise as it allows you to walk or run at your own pace.

Machines may have:

- motion control hands-free speed adjustment,
- wireless heart rate control,
- various levels of incline,
- iFit® workout technology,
- iPod® / MP3 connections, and
- LCD flat-screen television.

Treadmills are more versatile for home gyms as some can be folded for storage.

Elliptical Trainer

The elliptical machine provides exercise workouts similar to combining biking, stair-climbing and cross-country skiing workouts.

This machine provides moderate to intense low-impact workouts for your legs and to a lesser degree, your arms. If the machine has reverse motion, you then exercise your buttock muscles.

This multipurpose machine is gaining popularity. Machines may have:

- pre-set programs,
- heart rate controlled workout programs,
- varying levels of resistance change automatically,
- allows for forward and reverse motion,
- iPod® / MP3 docking station with speakers, and
- multi-color LCD display.



Figure A-2 Elliptical Trainer

Note. From "Exercise Equipment", 2009, Smoothfitness. Retrieved November 6, 2009, from http://www.smoothfitness.ca/ellipticaltrainer

An elliptical trainer provides:

- low-impact workouts,
- upper-body workouts, and
- lower-body workouts.

An elliptical trainer can not be folded for storage.

For calorie burning workouts, the treadmill and elliptical trainer are your best choices.

Exercise Bike

Exercise bikes can come with ports may have:

- iFit® workout technology,
- iPod® / MP3 connections,
- heart rate technology, and
- Gamefit[™] interactive fitness games.



Exercise bikes have been a popular form of exercise as they are simple to operate. They come with preprogrammed biking routines to provide various exercise workouts.

Figure A-3 Exercise Bike

Note. From "Exercise Equipment", 2009, *Smoothfitness.* Retrieved November 6, 2009, from http://www.smoothfitness.ca/exercisebike

Some equipment can be plugged into televisions and video games to let you interactively pedal through the visual courses.



A variation to the standard exercise bike is the recumbent bike. It is best suited for individuals with lower back pain. This form of bike allows you to multi-task (take phone calls, read, etc.) during your exercise workout.

Rowing Machine

A rowing machine allows you to burn calories in a lowimpact workout. The areas exercised include:

- arms,
- legs, and
- torso.

Machines can have a built-in PC interface to support software accessories.



Figure A-4 Rowing Machine

Note. From Concept Rowing, 2009, Concept2: The World's Best Rowing Machine. Retrieved November 12, 2009, from http://www.concept2.com/us/default.asp

PERSONAL DEVICES

Personal devices can be as small as a pedometer, accelerometer and multi-sensor activity tracking devices. The mechanisms can be as basic as counting footsteps to recording steps and the force of the stride while monitoring the heart rate.

Basic Pedometer

The pedometer is used to count steps while an individual walks or runs during an exercise period. People use this type of equipment for counting the number of steps during a day.

Modern day pedometers can be divided into five categories:

- spring-suspended lever arm with metal-on-metal contact,
- magnetic reed proximity switch,
- pendulum,
- accelerometer, and
- Global positioning system (GPS).



Figure A-5 Pedometer

Note. From "Amazon.com", 2009, SportLine 340 Strider Pedometer: Sports & Outdoors. Retrieved November 13, 2009, from http://www.amazon.com/SportLine-SP2795BK-340-Strider-Pedometer/dp/B0006VWRX6 The pedometer works by pendulum movement as the balanced weight activates to vertical motion which records steps and shows a digital record.

Most pedometers are clipped to the belt to be used during a low-impact exercise such as walking.



10,000 steps a day is the magic number recommended to achieve an active lifestyle. – www.physiotherapy.ca

Pedometer Watches

Pedometer watches come in three different varieties, which include:

- separate sensor to detect your steps and send data to a watch,
- GPS to measure the distance and speed you are travelling. It has a separate sensor. This system does not record the step count, only the distance travelled, and
- watch sensor to detect the arm motion rather than the steps.



Figure A-6 Watch Pedometer

Note. From "Which Pedometer Design is Best?", by W. Bumgardner, 2009, *Heart Rate Monitor Pedometer Watch.* Copyright 2009 by W. Bumgardner. Retrieved November 13, 2009, from http://www.walking.about.com/ od/pedometer1/ss/pedometerdesign_7htm?p=1

Accelerometer

Accelerometers are more than a pedometer because they use a precision motion sensor to measure calories burned during physical movement.



Figure A-7 Accelerometer

Note. From "thisnext", 2009, Accelerometer–Measures Calories Burned From Physical Movement. Retrieved November 13, 2009, from http://www.thisnext.com/ item/75297326/6ECC67A9/Accelerometer-Measures-Calories An accelerometer provides a quantitative measurement which counts:

- steps, and
- the force of a person's strides, providing more complex and precise measurements to analysis energy expended.



Did you know you can use your cell phone, iPod® and similar devices to record your exercise data?

List any device(s) you have.

Advanced pedometers and accelerometers have been incorporated into modern cellular telephones and everyday devices including watches. These require you to stream the data to other sources.

The Nike+iPod® sport kit uses a small shoe sensor to record:

- steps,
- distance,
- time,
- pace, and
- calories expended.

The software is downloaded into an iPod® Touch or iPhone®. This sensor is placed in a special shoe or in your sock.



Figure A-8 Nike + iPod® Sports Kit Sensor

Note. From "Apple-Nike+iPod", 2008, *Nike+iPod.* Retrieved November 12, 2009, from http://www.apple.com/ipod/nike/

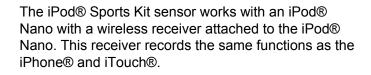




Figure A-9 Nike + iPod® Sports Kit Receiver Attached to iPod® Nano

Note. From "Apple-Nike+iPod", 2008, Nike+iPod. Retrieved November 12, 2009, from http://www..apple.com/ipod/nike/

You can download pedometer software to your iPhone®. The built-in accelerometer counts your steps.

The Nokia Sports® phone is more advanced in that it will record:

- steps,
- distance,
- pace, and
- calories expended.

More devices are being created to allow people to exercise and record their progress on electronic devices. List other devices similar to those presented that you have seen that have similar functions?

MULTI-SENSOR ACTIVITY TRACKING DEVICES

These devices record physical activities. Sensors are placed on various parts of the body and are exclusive to record different physiological measurements to provide a record of physical activities.

SenseWear Armband

The armband is a multi-sensor device, which is part of weight measurement and body monitoring solutions. It measures:

- skin temperature;
- physical movement;
- skin impedance, which reflects water content on body surface and constriction or dilation of vascular surface; and
- the rate at which heat is dissipated from the body.

This data can be used to calculate and report energy expenditure and physical activity.

BioTrainer Activity Monitor

This accelerometer-based device records both vertical and horizontal physical movement, recording the duration, intensity and frequency of physical activity.

Heart Rate Monitor



Figure A-10 Heart Rate Belt

Note. From "Vernier", 2009, *Exercise Heart Rate Monitor*. Retrieved November 16, 2009, from http://www.vernier.com/probes/her-bta.html

The exercise heart rate belt is used for an active individual to monitor the heart rate during exercise. The belt has a sensor but is not a stand alone device. The wireless transmitter sends information to a receiver plugged into the interface box on the machine being used.



It is important to collect activity data over multiple days and even weeks to get an accurate record of your exercise program and results.

SECTION 2 ONLINE AND SOFTWARE-BASED FITNESS TOOLS



If you are planning to document and analyze your daily physical activity, first check the device you are using for online support or software compatibility with your PC.

Most equipment can be linked to online or software programs which allow you to monitor your exercise program on a PC. The end result of the exercise program depends on the program you are using. The programs come in various workouts for all fitness levels and goals including:

- cardio,
- strength training,
- circuit training,
- fitness journals, and
- activity calorie calculators.

Many exercise machines have built-in workout technology. The level of exercise can be controlled by the machine depending on the program selected during the workout. A treadmill for example, has various levels of incline and the exercise bike has varying tension settings to simulate hills.



Figure A-11 Treadmill

Note. From "Exercise Equipment", 2009, *Smoothfitness*. Retrieved November 6, 2009, from http://www.smoothfitness.ca/treadmills

Many people use music to assist them during their fitness program. Using various types of music, a faster or slower pace can be maintained. When using equipment, an iPod® or MP3 can be connected to the machine with built-in speakers or just attached by an arm strap and headphones.



Fitness music programs can be obtained from online suppliers such as iTunes® or cadencerevolution.com. Other sources can be found online.



Want to learn more?

Visit www.cadencerevolution.com/index.php/2009/11/weekly-workout-142/. You will see a cycling workout with music.

Machines which use the iFit® workout technology, provide more variations of fitness workouts. Equipment comes with the port to insert the program required. The SD card with the program can be purchased from various companies. While a personal trainer verbally coaches you, the card controls the machine, to include adjusting:

- the speed and incline of the treadmill,
- the resistance of the elliptical, and
- the resistance of the bicycle.



Figure A-11 Card Reader

Note. From "iFit", 2009, *ifit.com.–Workout Sample Downloads*. Retrieved November 16, 2009, from http://www.ifit.com/workouts/downloads

Most software programs, including iFitness®, provide prepared workouts for beginners and more experienced individuals but you can create your own workout.

Varying routines are available to assist with:

- weight loss,
- strength,
- ab definition,
- golf program, or
- others.

The program logs, graphs and tracks progress. This type of program includes screens showing images of people doing over 230 exercises and includes full text instructions. Some programs include videos to show proper exercise execution. Timers are included to monitor the exercise and rest timings.

To track and store the exercise data, these types of programs include backup and restoration to the server.

Fitness programs are available for most equipment that have a built-in PC interface. This program can be ordered from companies and downloaded to a PC online or from a DVD. The range of data provided is similar to the SD card format. With video and audio capability, a personal trainer guides you through varying fitness programs.

Some commercially available software allows you to exercise in distance countries. Have you wanted:

- to walk,
- to run,
- to bike up the Alps; or
- to row:
 - distance waterways,
 - against others, or
 - with Olympic medalists?



Did you know?

Apps are program applications available from online resources such as iStore®.

The opportunity for personal fitness training continues to grow with the development of more Apps for the personal devices and DVDs. With continued development, the consumer options and needs provide more choices.

With a simple search on the Internet, numerous programs are available online. Whether you want to store the information with the organization or get assistance with your fitness activity, this information is found online.

Online services include:

- exercise workout online,
- workout training,
- fitness training,
- weight loss training,
- calories burned training,
- fitness calculator, and
- diet tracker.



The program you want to use may vary from those discussed here. Review fitness Apps online and choose the program best suited for your requirements. Some workouts are free and some require you to purchase the program.

SECTION 3 VIDEO GAMES THAT PROMOTE PHYSICAL FITNESS

	Do you play video games? What are some of your favourite video games?
حظمه	

Computer games have been around for some time. From the comfort of a chair or couch, individuals have been able to play against a PC in various single player or team sports or adventure activities. However, little exertion of energy is involved in standard arcade games.

The newer generation of wireless-based computer platforms provides more elaborate and realistic games and activities. Computer games, like TV shows, come in various ratings, depending on the age of the user.

a la la		know the rating of your computer games? Mark the rating (s) appropriate for n rate the games you listed at the start of this section.	r you
Sar	EC	Early childhood, suitable for children age 3 and over.	
	Е	Everyone, suitable for children older than 6 and may contain a minimal amount of cartoon violence and / or mild language.	
	E 10+	Everyone 10+, suitable for children over 10 and may contain fantasy violence and increased mild language and some suggestive themes.	
	Т	Teen, suitable for teenagers and may contain some blood and violence, crude humour, strong language and simulated gambling.	
	М	Mature, not meant for children and should only be played by people older than 17. Contain greater amounts of violence, blood and gore, sexual content and stronger language.	
	AO	Adult only and contains prolonged scenes of violence and / or sex.	

A system that makes advances using educational, physical and cognitive fitness games is being introduced into business and organizations. Although more research and development is needed to focus on using video games to provide specific cognitive, motor and educational goals, some off the shelf programs have been introduced and show progress in these areas.

With opportunities to de-stress using activity promoting computer games during lunch and work breaks, workers are showing more productivity and creativity. The gaming system has the user moving and exercising.



By combining video games with exercise, young people may be more active.

GAMING PLATFORMS

The Nintendo Wii[™] has provided individuals with the opportunity to exercise with its use of interactive exergames. Wii Sports[™] and Wii Fit[™] have the player actively participating in sports as if playing real games including:

- boxing,
- tennis,
- baseball,
- golf,
- yoga,
- strength training,
 - push-ups,
 - stretches, and
 - ab exercises;
- aerobatics, and
- balance games,
 - skiing,
 - snowboard, and
 - walking a tightrope.

The intensity of the fitness workout depends on the game level achieved. Beginners start with the strength training exercise and graduate to the more demanding cardio exercises which include:

- running on a track;
- punching targets / a heavy bag;
- inline skating with jumps; and
- playing tennis.



Wii Fit[™] shows your body age. As you progress, the body age and the chronological age should synchronize and you may even show a younger age.

As a motivator, Wii[™] has the player create their own avatar. The avatar has customized hair colour, face shape, eye colour and more. The body shape represents the player's own. If the balance board is being used, it measures the weight and the player enters their own height. The game calculates their body mass index (BMI) and as weight is lost, the game adjusts the body shape.



Business executives, who use gaming platforms for exercise at work, create their own avatar for the program being used. Do you have your avatar created?

The PlayStation Xbox[™] and Wii[™] have young people up and moving to Dance Dance Revolution. The individuals move their feet as required on the dance pad while watching the actions of a character on a screen.

Stationary bikes have been connected to gaming systems such as PlayStation2[™] requiring the player to peddle and stir with the handles to activate a car in the game.

Does activity promoting computer games make a difference in the energy (kj) expended?
A study made by the Research Institute for Sport and Exercise Sciences in Liverpool,
England, found the type of activity completed over a 60-minute period showed varying results. Baseline resting energy expenditure is 300 kj (72 cal).

Sports and Activities

- Sitting playing board games–400 kj (96 cal)
- bowling–800 kj (191 cal)
- tennis (doubles)–1330 kj (318 cal)
- boxing (punching bag)–1600 kj (382 cal)
- boxing (sparring)–2410 kj (575 cal)

Gaming Sports and Activities

- Xbox 360™ games–450 kj (107 cal)
- Wii Sports[™] bowling–700 kj (167 cal)
- Wii Sports™ tennis–750 kj (179 cal)
- Wii Sports™ boxing–730 kj (174 cal)

The energy expended playing gaming sports and activities is noticeably lower than participating in the real activity.

The enhanced interactive effects of active gaming produces varying degrees of energy expended. The more active and fit an individual is, the more progress and advancement to the next level.

Many corps and squadrons are purchasing gaming consoles which use the active gaming platforms. Does your squadron offer any type of gaming programs? If so, describe the games and purpose and if not, what would you like to see at your squadron?

CONCLUSION

As you move to future education and / or work from organized activities provided by cadet training, the planning and scheduling of leisure time for fitness activities becomes your responsibility. With the advancement of technology and its use in the applications reviewed in this self-study package, motivation and technical assistance is available for the individual wishing to continue their fitness activities.

Whether the individual uses exercise equipment, small devices, online and software-based fitness tools or interactive exergames, it is the individual's responsibility to monitor and participate in their own program. Individuals can use the services of a fitness gym, YMCA, and personal gym to access numerous exercise equipment. Something as simple as walking and running using the smaller devices can be completed routinely without membership fees to a gym.

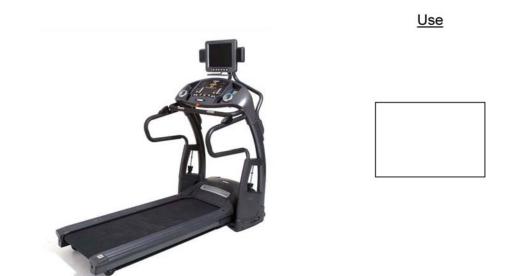
As you progress into future training and education, the benefits of continued fitness activity will assist you to maintain a healthy lifestyle.



Congratulations, you have completed your self-study package on EO C504.01 (Examine the Use of Technology in Physical Fitness Activities). Complete the following exercise and hand your completed package to the Training Officer / Proficiency Level Officer who will record your completion in your Proficiency Level Five logbook.

FINAL EXERCISE

What is your fitness activity? Do you use any device or program discussed in this self-study package? Mark an X in the box beside the equipment or program you use. If you do not presently use any of these pieces of equipment, mark an X in those boxes that interests you.





Interest

Figure A-12 Treadmill Note. From "Exercise Equipment", 2009, *Smoothfitness*. Retrieved November 6, 2009, from http://www.smoothfitness.ca/treadmills



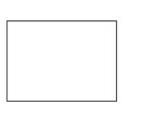




Figure A-13 Elliptical Trainer

Note. From "Exercise Equipment", 2009, *Smoothfitness*. Retrieved November 6, 2009, from http://www.smoothfitness.ca/ellipticaltrainer

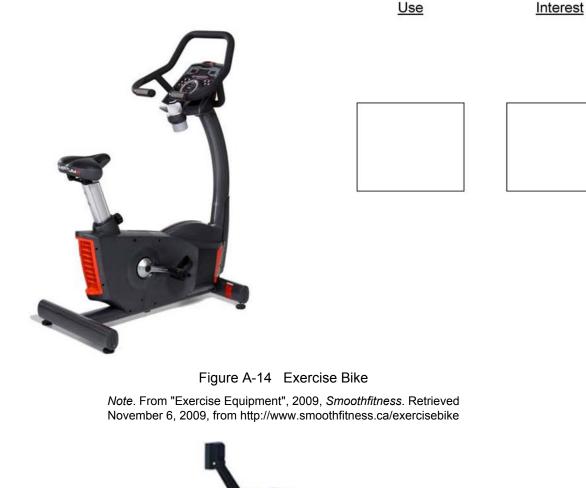




Figure A-15 Rowing Machine

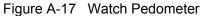
Note. From Concept Rowing, 2009, *Concept2: The World's Best Rowing Machine*. Retrieved November 12, 2009, from http://www.concept2.com/us/default.asp





Note. From "Amazon.com", 2009, SportLine 340 Strider Pedometer: Sports & Outdoors. Retrieved November 13, 2009, from http://www.amazon.com/SportLine-SP2795BK-340-Strider-Pedometer/dp/B0006VWRX6





Note. From "Which Pedometer Design is Best?", by W. Bumgardner, 2009, *Heart Rate Monitor Pedometer Watch*. Copyright 2009 by W. Bumgardner. Retrieved November 13, 2009, from http://www.walking.about.com/od/pedometer1/ss/pedometerdesign_7htm?p=1



<u>Use</u>	Interest

Figure A-18 Accelerometer

Note. From "thisnext", 2009, Accelerometer–Measures Calories Burned From Physical Movement. Retrieved November 13, 2009, from http://www.thisnext.com/item/75297326/6ECC67A9/Accelerometer-Measures-Calories

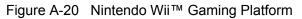


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Figure A-19 Nike + iPod® Sports Kit Sensor

Note. From "Apple-Nike+iPod", 2008, Nike+iPod. Retrieved November 12, 2009, from http://www..apple.com/ipod/nike/





Note. From "Sears", 2009, *Nintendo Wii Game System Console*. Retrieved November 12, 2009, from http://www..sears.ca/product/wii-8482-bundle/57542790?ptag=1