

INTRODUCTION

At the Danish Sail Grand Prix in 2021 and 2022, over 2600 people had a unique experience in the Danish SailGP Inspire Program. 80 school classes worked with SUN, EARTH, WATER and WIND and learned through hands on activities about sustainability, buoyancy, sail design, solar panels and much more. There was incredibly good feedback from students, teachers, partners, STEM guides and visitors.

Let us use this opportunity to secure a longer lasting legacy on Danish sailing, schools and SailGP.





LEARNING HOMEPAGE AWARENESS AND EDUCATION

Together with the Danish SailGP team, students learn about geography, physics, technology and science. Each team member will present a topic within a specific school subject on which the teaching is based.

All topics include hands-on activities, background knowledge, perspective and the opportunity to use the new insights.

The website will include:

- Various topics presented by the team
- Opportunity to follow the team around the World
- Contacts on how to get out and sail with local sailing clubs
- Teacher's guide
- Ordering learning materials through the Center for Educational Materials





To ensure exciting and effective teaching, learning materials must be developed that schools can lent.

The materials could for example be:

- Sailboats for rig and sail design
- Equipment for making solar panels
- Various machines that can be operated by the solar panels
- DeskBreeze
- Material box with parts for working with hydraulics and other mechanical parts on boats

The materials can either be lent through local sailing clubs, the Center for Educational Materials or through the project office.





PROCESS FOR A SCHOOL CLASS



The teaching process is an interaction between teaching in the classroom, in the sailing club and on the water.

The teaching process starts with the class making an introductory visit to the sailing club where a STEM guide receives the class. There is a focus on getting a basic introduction through hands on activities.

Back at school, the class continues to work with the material on the website, where they can read background materials, experiment, work with engineering processes and follow the SailGP arround the world.

In the middle of the process, a STEM guide comes for a visit with additional learning materials. This part can take place both in the sailing club or at school.

After another sessions at home in class, the course ends in the sailing club, where the students get the opportunity to go out and sail and use their new knowledge in practice.

The activities with STEM guides and on the website are based on the four workshop elements - SUN, EARTH, WATER and WIND - which were also used in the international SailGP Inspire Learning Program.



EXAMPLES OF TEACHING

Buoyancy

Sink/Float experiments

Design and test hull

Test how many there can be in an optimist dinghy

Experiments with different waterlines

Sail and wing

Engineering process with sail design

Design sail cars

Experiments with gliders

DeskBreeze

Sun

Make solar panels

Test the angle of sunlight on Earth and the brightness at different seasons

Design and build solar-powered machines

Drag and Resistance

Test friction with different types of grounds Experiment with different types of hull shape Experiment with cargo in water and on land

Geography

The Worlds Tour with the SailGP

How are different event cities being challenged by climate change

The weather throughout the year at the various events

Teambuiling

Exercises in communication and team building Learn about leadership on a boat



JOIN THE CLUB

ADOPT A CLUB

Through the Adopt a Club program, SailGP Inspire has reached out to the local sailing clubs and ensured a connection between the big event and the local sailing community. This connection can be strengthened even more by the local sailing clubs getting involved as early as possible and getting in direct contact with the teams they are going be in the program with. Good information material can also be prepared in Danish, so that they can easily be included in the collaboration.

SCHOOL PROGRAM

The school program will invite local sailing clubs to host sailing for schools. The schools must complete the theoretical teaching and hands on activities before coming down and sail in the local club.

As part of the collaboration between Inspire and the sailing clubs, the program can offer the following:

- Courses for the sailing instructors who live up to the requirements from the Danish Maritime Authority's requirements e.g. "First Aid aboard smaller vessels and in maritime sports"
- Coverage of the clubs' expenses for the sailings
- Project management and communication between schools and clubs
- Package with sailing clothes that can be lent out
- Network for participating sailing clubs

The cooperation with the sailing clubs must be coordinated with and supported by the Danish Sailing Association.



THE DANISH INSPIRE FLEET RS ZEST AND MARK SET BOTS





THE DANISH INSPIRE FLEET

RS ZEST

For many years, the optimist dinghy, where only one person can sit in the dinghy at a time, has been the most widely used beginner dinghy in Denmark. Now RS Sailing has designed a new beginner's dinghy, where more people can sit in the dinghy, and which is therefore very relevant in relation to school sailing. The dinghy was tested at SailGP's event in Copenhagen, where it was successfully sailed on Peblingesøen by over 200 students. It would be a great help to the sailing clubs that wants to do school sailing, if they could loan one of two sets of 5 RS Zests.

MARKSETBOTS

Transporting large petrol-powered inflatable boats across the country and sailing them at events is one of the major climate impacts of racing. An American company has made robot marks that can be charged by solar panels. The bots can sail themselves to the right places on the racing course and keep their position. This saves petrol-powered boats on the water, prevents the marks' anchors from damaging the seabed and makes it easy to correct the course along the way.

Part of the project could be to make a trailer with 6 MarkSetBots, which can be used for racing in the youth classes.



NEXT STEP WHO, WHEN AND WHERE?







