

# I M P R O V E    Y O U R    S C R A B B L E

## A TYPICAL SCHEDULE

TIME	SESSION	DESCRIPTION
<b>FRIDAY</b>		
8.15 -9.15 pm	<input type="checkbox"/> INTRODUCTIONS <input type="checkbox"/> ESSENTIALS <input type="checkbox"/> ICE-BREAKER	Introductions and objectives, a quick check that everyone understands the essentials (rules & two-letter words), and an ice-breaker team game on the large demo board.
<b>SATURDAY</b>		
9.30am – 10.00am	<input type="checkbox"/> WORD POWER	A focus on what constitutes The Scrabble Vocabulary with copious handouts
10.00am-11am	<input type="checkbox"/> P R A C T I C E S E S S I O N	The first of three playing sessions. You can use the two-letter list and vowel-heavy list for this.
11.00am-11.30am	<b>COFFEE / TEA</b>	
11.30am-11.50am	<input type="checkbox"/> Managing the Power Tiles (JQXZ)	Some words and strategies to help you handle these power tiles.
11.50am-12.50am	<input type="checkbox"/> P R A C T I C E S E S S I O N	The second playing session.
1pm – 2pm	<b>LUNCH</b>	
2pm – 3pm	Free period Optional Practice	Tutors will play a game on the demonstration board for anyone interested.
3pm-3.40pm	<input type="checkbox"/> BONUS BALANCING	The importance of the S and blank and other tips on getting those 50-point bonuses
3.40pm-4pm	<input type="checkbox"/> ART OF CHANGING	The art of judging when and what to change.
4pm – 4.30pm	<b>COFFEE / TEA</b>	
4.30pm – 5.30pm	<input type="checkbox"/> P R A C T I C E S E S S I O N	The final playing session of the course. A focus on trying to get bonus words.
5.30pm-6pm	<input type="checkbox"/> WINNING TIPS	A look at different elements of a winning strategy.
6pm-6.15pm	<input type="checkbox"/> MORE WORD POWER	A brief look at the benefits of having some eight-letter words in your armoury
6.15- 7pm	<b>Pre-Dinner free time</b>	
7pm – 8pm	<b>DINNER</b>	
8.15pm – 9.15pm	<input type="checkbox"/> FUN SESSION Duplicate Scrabble	Everyone is paired up for this fun session where everyone tries to find the highest scores with the same letters.
<b>SUNDAY</b>		
9.15am.....	<input type="checkbox"/> D E M O G A M E	Phil and Allan play a game on the display board, talking through their thoughts and strategies as they play.
11am –11.30am	<b>COFFEE / TEA</b>	
.....12noon	DEMO GAME <i>continued</i>	Includes review of learning points from the game
12noon- 12.30pm	<input type="checkbox"/> LEARNING WORDS	A few tips on how to go about learning and recalling those useful Scrabble words.
12.30pm-12.45pm	<input type="checkbox"/> COURSE ROUND-UP	Course summary, prizes, and general information about publications.
1pm-2pm	<b>LUNCH</b>	