



Thank you for running for CHSS and helping us ensure that no life is half lived in Scotland. You are amazing!



Run: 60 seconds Walk: 90 seconds Total Time: 20 minutes <u>3x runs a</u> week

Run: 90 seconds Walk: 2 minutes Total Time: 20 minutes <u>3x runs a</u> week

2x 90sec run & walk 1x 3 min run & walk <u>3x runs a</u> week

3 min - run 90 sec - walk 5min - run 2min 30 sec walk 3min - run 90 sec - walk 5min - run <u>3x runs a week</u>

WEEK 5

Run 1: *Run 2*: *Run 3*: 5 min walk 5 min walk 5 min walk 5 min run 8 min run 20 min run 3 min walk 5 min walk

WEEK 6

Run 2:

5 min wak

3 min walk

Run 1: 5 min walk 5 min run 10 min run 3 min walk

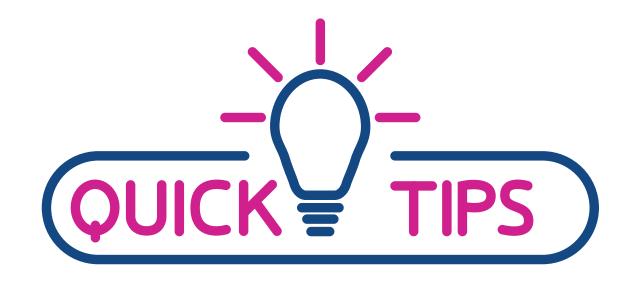
Run 3: 5 min walk 25 min run



It is important to have a rest day in between runs, warm up with stretches and a 5 minute walk before each run. Cool down with a 5 minute walk and stretches at the end.









- You should try to do three runs per week. For most weeks this will be the same routine for all three runs. In weeks 5 and 6 there are different routines for each day.
- Structure is important for motivation, so try to allocate specific days of the week for your runs, and stick to them.
- Rest days are critical. A rest day in between each run will reduce your chance of injury and also make you a stronger, better runner. Resting allows your joints to recover from what is a high-impact exercise and your running muscles to repair and strengthen.
- Some new runners starting the programme experience calf pain or sore shins (sometimes known as shin splints). Such aches can be caused by running on hard surfaces or by in shoes that do not
 - have enough foot and ankle support. Always do the the fiveminute warm-up walks as instructed in the podcasts before each run, and check that your running shoes are offering good support. For more information on preventing and treating injuries, read this page on sports injuries.
- You will have good runs and bad runs. Accept it and don't spend too much time analysing the how and why. Even a bad run is good for you!