



COMMONWEALTH GAMES

Lessons

English

- Students to select an athlete that is participating, or has participated, in the Commonwealth Games and research to find out about him/her. Write a biography to share with the class.
- Students to write interview questions for a Commonwealth Games medal winner. In pairs, they then role play the interviews.
- Students to use the '**Fan mail**' activity sheet to draft a letter to an Australian Commonwealth Games athlete or team.
- Students to complete the '**KWL chart**' activity sheet to show what they know and would like to learn about the Commonwealth Games.
- Each Commonwealth Games has a slogan. Students to create their own slogan for a Commonwealth Games.
- As a class, students to discuss abbreviations and what they are. Share some words and ways in which they have seen them abbreviated. Students research how country names are abbreviated. Is a standard rule/pattern followed? Students to complete the '**Country abbreviations**' activity sheet.
- Students to give an oral presentation on one aspect of the Commonwealth Games e.g. sport, athlete, country.
- Students to create an advertising campaign to promote the next Commonwealth Games. They can make it print or digital.
- Students to create a tourist brochure to promote Birmingham.

Mathematics

- Students use the '**Sport survey**' activity sheet to discover the most and least popular Commonwealth Games sport in their class or school. Discuss the results.
- Students to research how many gold, silver and bronze medals Australia won at the 2018 Commonwealth Games. How did this performance compare with those in previous Commonwealth Games?



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- Students to design an athletes' village. Students use grid paper to create a scale drawing of their village and include map coordinates for the key locations.
- The Commonwealth Games are broadcast all over the world. Students to use the '**Time to watch**' activity sheet to investigate the time differences between Commonwealth Nations. There are two versions of this sheet. Version 2 requires students to research more information. The times are based on Australian Eastern Standard Time.
- Students to investigate as many of the sports represented at the Commonwealth Games as possible. Sort and classify the sports. What do they have in common? How do they differ?

Science

- Students to research the design and performance principles of sporting equipment such as the shot put, discus, hammer or javelin. Students could then design their own piece of sporting equipment.
- Students to select a sport/event and identify the scientific principles involved in it. Consider speed, angle, velocity, energy, force etc.

Humanities and Social Sciences (Geography, History, Civics and Citizenship, Economics and Business)

- Students to research 'What is the Commonwealth?' What countries are/have been part of the Commonwealth? What does being part of the Commonwealth mean for Australia?
- The Commonwealth has over 2.2 billion people. Students to find out which countries are part of the Commonwealth and research how many faiths, languages, currencies etc. are represented.
- Students to investigate the history of the Commonwealth Games. Where did they begin? When? Why? Students to create a timeline of key events.
- Students to select a country that competed in the last Commonwealth Games. Write an information report on the country.
- Students to research which countries/cities have hosted a Commonwealth Games and mark these on a world map.



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- Students to complete the '**Organise it!**' activity sheet to consider what they would need to organise if hosting the Commonwealth Games.

The Arts (Dance, Drama, Media Arts, Music, Visual Arts)

- Students to view pictures of past Commonwealth Games mascots and then design their own mascot.
- Students to complete the '**Gold, silver and bronze**' activity sheet.
- Students to listen to the national anthems of various Commonwealth Games countries and discuss some of the similarities and differences.
- Students to create/write a Commonwealth Games theme song/rap. They could use their favourite piece of music and rewrite the lyrics.

Technologies (Design and Technologies, Digital Technologies)

- Students to research the changes in athletes' outfits over time (particularly swimming costumes). Note and discuss how the design and materials used has changed and what affect this may have had on performances.
- Students to research and report on the technology involved in TV viewers being able to track world record times in swimming using the 'red line' across the pool.
- Students to research and report on how timekeeping at the Commonwealth Games has changed over the years.

Health and Physical Education

- Students to complete the '**Athlete performance record**' activity sheet.
- Students to investigate the nationalities of the students in their school. How many of these are Commonwealth nations? Host a mini 'Commonwealth' Games where all the countries are represented (even if they are not Commonwealth nations).
- Students to investigate the effects that exercise has on the body. What are some ways to recover from strenuous exercise?
- Students to complete the '**Amazing Australian athletes**' activity sheet.
- Students to investigate the diet of elite athletes. How does it differ from every day diets? Does diet vary from sport to sport? Invite a sports nutritionist to speak to the class.



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- Students to complete the '**Commonwealth Games v Olympic Games**' activity sheet.
- The core values of the Commonwealth Games are humanity, equality and destiny. Students to discuss how they think these values apply in the world today.

Languages

- Students to translate the first line/verse of the national anthem of a country that participated in the last Commonwealth Games into English.