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## Odd Spot

### Did You Know?

The Melbourne 2006 Commonwealth Games will be held from 15-26 March 2006. Melbourne will host the XVIII Commonwealth Games and is the fourth Australian city to do so following Sydney (1938), Perth (1962) and Brisbane (1982). The Melbourne 1956 Olympic Games had 3184 athletes competing in 15 sports. It is anticipated that 4500 athletes will compete in Melbourne 2006 in 16 sports and 24 disciplines.

# How to get started

## Introduction

Welcome to our first issue of the CG Reps GameZINE, an electronic magazine for teachers and students who are CG Reps in Victorian schools.



As you know, in March 2006, 4500 athletes from 71 nations and territories will unite in Melbourne for one of the biggest events Victoria has ever staged - the XVIII Commonwealth Games.

The GameZINE will keep you posted on Games-related educational events and activities, to help you share in the excitement of this once-in-a-lifetime spectacle.

Hosting the Games is a unique opportunity to create positive and engaging learning experiences for Victoria's students, teachers and school communities.

The Education Program has three main aims, supported by a range of classroom resources and activities. These provide every school - Government, Catholic and Independent - the opportunity to:

**Learn** – about the Commonwealth of Nations, Australia's role in the Commonwealth, athletes from different countries and their ways of life;

**Link** – teachers, students and school communities in Australia with each other and schools in the Commonwealth;

**Participate** – in Games activities such as the Opening Ceremony, as well as in sports and Games-related community activities.

Five GameZINEs – including this one - will be sent to you over the next nine months.

**We look forward to working with you as your team joins the community of CG Reps.**

*Above Left: St Mary's School Ascot Vale students Declan, Isaac and Kieren getting active.*

*Above Right: Student Iain Lindsay pipes Scottish high jumper, Richard Hurran past his school, Thornhill, Scotland. Copyright Melbourne 2006 Commonwealth Games Corporation. Photo: prpix.com.au*

# A CG what?

By Verne Krastins

**The title of this article is the response I received from a few people who I thought would already be up to speed.**

I was making follow-up calls after sending a letter to school principals, giving them a “heads up” on the Commonwealth Games, the community involvement programs their local councils were planning and the Department of Education’s expectations. In other words, foreshadowing the *Getting Schools Involved* kit and the concept of CG Reps - each school’s Commonwealth Games contact people.

CG Reps represent the line of communication between schools and the outside world. Seeking out CG Reps is a top priority for our council.

Another reason to make early contact is the Adopt a Second Team Program, where each Victorian municipality has been partnered with a Commonwealth country. The idea is to learn about the partner country’s culture and, at Games time, provide moral, if not material, support.

Being an entirely local topic, it is the council’s responsibility to highlight this aspect of the Commonwealth Games and encourage schools to include the adopted country in their activities.

## Up and running

Perseverance pays and, over the past few months, the lines of communication with CG Reps have opened up. The Commonwealth Games is now on most school radars, at least in the City of Port Phillip.

For our part, we will be holding a series of community events between now and March 2006.

These will give the community, including school children, opportunities to interact with each other and form new relationships in the name of the Games.

These include celebrating Papua New Guinea’s 30th Anniversary of Independence (PNG is Port Phillip’s partner country); a range of events on the statewide Warming

Up for the Games Day, 20 November; a Welcome Party on St Kilda Beach; an event involving people with mental disabilities; and, a cultural program in St Kilda during the Games. We are also encouraging participation in the Pacific School Games, partly because PNG is sending a swim team.

Port Phillip Council supports the idea of self-generated activities, especially those where schools collaborate with other parts of the community, such as traders, sports clubs and community groups.

## Get involved - Get connected

The Commonwealth Games is a unique opportunity for community building.

After all, how often does something come along which gives everyone something in common?

The Games is something we all share, even if we share nothing else, so it is a topic (or excuse) to engage with others, make or strengthen relationships and collaborate.

Perhaps you get my drift about why CG Reps have such an important role in this.

They are the people who can help schools connect with the community, forge new links with diverse sectors and get closer to their councils.

It would be nice to think that the legacy after the Games is one of a better connected community, where groups and individuals have strengthened relationships and found new friends, and interests.

The opportunity is in the coming and going of the Games, not so much the Games itself.

When the Games are on, well, that’s when you simply have a good time!

*Verne Krastins is responsible for Community Engagement Co-ordination for the City of Port Phillip. To find out how to get connected with your local council, go to the list at the end of this GameZINE for Adopt a Second Team contact people.*

Below: An Australian icon designed by Emma, Grade 3&4, Werribee Primary School.



Above: St Kilda Primary School is considering *Getting Involved* by repainting the 40 panels along its Brighton Road boundary with a Commonwealth theme. These were originally created by students six years ago. Grade 4 students, Ryan and Rosie and Sports Co-ordinator Erik Alberts were looking over the project.

# What are CGReps?

## A Special Note for Teachers

One of the key initiatives for the Commonwealth Games 2006, being hosted by Victoria, is to involve communities in celebrating this major international event. As we move closer to the Games, many schools are planning ways to become involved, or school-based activities to share in the excitement.

To help communicate effectively with you, the Commonwealth Games Education Program has started a project called CG Reps.

## What are CGReps?

Your school's Commonwealth Games Representatives.

They will be the official contacts for all Games Education Program information, which will be sent to Victorian schools and will drive your school's involvement in Games activities.

CG Reps will also form a local project team with other students in your school to co-ordinate Games activities.

## How do you become CGReps?

Schools are required to register interest in the CG Reps Program. This will entitle you to receive special emails and each of the CG Reps GameZINES. Registration is done online at [www.melbourne2006.com.au/education](http://www.melbourne2006.com.au/education) by following the prompts to the CG Reps page.

While registrations for CG Reps are only open to Victorian Schools, all GameZINES will be posted on the website for all to refer to. Some activities may only be relevant to Victorian schools but a significant amount of information will be useful for all students across the Commonwealth!

## What is the CGReps GameZINE?

This is the electronic magazine designed for CG Reps (teachers and students), providing information and ideas on how to involve your school in Games activities.

It will be a liaison point between your school, various Commonwealth Games Projects, local community groups and councils.

The GameZINES will provide extra information about characters and activities.

Students will be able to submit articles to GameZINES, providing a channel for you to share your plans and achievements with other schools across Victoria.

GameZINES can be accessed through these emails and on the education website. There will be 5 GameZINES, including this one.

## When can we expect the GameZINES to arrive?

In addition to this GameZINE, the remaining 4 publications will be sent out as follows:

- GameZINE 2** *will be sent to you by the middle of September, 2005*
- GameZINE 3** *will be sent to you by early November, 2005*
- GameZINE 4** *will be sent to you by early February, 2006*
- GameZINE 5** *(the final ezine) will be sent to you after the Games in April, 2006*

Other information on Games activities and programs can be accessed through the official Commonwealth Games Education website [www.melbourne2006.com.au/education](http://www.melbourne2006.com.au/education) or the *Getting Schools Involved – A Guide to the Melbourne 2006 Commonwealth Games Education Program* (A4 ring bind folder kit) already available in your school.

## What are the benefits of becoming CGReps?

The Commonwealth Games is a milestone event – one that creates a wave of excitement and fosters community spirit.

CG Reps will give your school a small slice of ownership of the Games. The program will provide students (and teachers) with a rare chance to participate in what is, most likely, a once-in-a-lifetime event in Victoria.

Equally significant is the chance for students to work together, brainstorm, develop leadership skills and build links with the wider community.

In recognition of their work as CG Reps, teachers and students will be presented with official Commonwealth Games certificates.



Above: Athlete Chris Walker shows children at Loreto school the Queen's Baton in Gibraltar. Copyright Melbourne 2006 Commonwealth Games Corporation. Photo: prpix.com.au



Above: Marina Primary School, Banjul line the streets to watch the Baton pass by. The Gambia. Copyright Melbourne 2006 Commonwealth Games Corporation. Photo: prpix.com.au

## What are CGReps? continued...

The certificates will be made available after the Games have concluded in March 2006 to all teachers who have registered for the CG Reps program.

Your school could also be one of many schools to be regularly profiled in these GameZINES or on the Commonwealth Games Education website, detailing your activities and publishing your ideas about Games-related activities. If you are keen to contribute to the GameZINES, you will find information on publication dates under the 'Calendar of Events' section of this ezine.

### A guide for CGReps:

*What steps could you follow to establish a team of CG Reps in your school?*

#### 1. Determine levels of student interest and promote the project

You already know the students in your class, year level or school who are the motivated, interested leaders, who would benefit from being involved in the CG Reps Program. You may think about students in VET/ VCAL courses; students undertaking the Duke of Edinburgh Award Scheme; students involved in Advance; school and house captains; leaders and student councillors. You may even think about those students who love sport or who need something extra to engage them more in being part of the school community. Start by:

- talking with your colleagues about possible candidates;
- advertising for the CG Reps Team in the school bulletin or parent newsletter;
- sending out a call for action in all classes.

Ensure that you provide your students with information about the program.

Stress the benefits.

Tell them the CG Reps initiative is a team project, which involves your school in Games-based activities.

Members of the CG Reps Team will be the first to receive the GameZINES and, potentially, have access to special information and ideas for the Games.

#### 2. Arrange a time to meet interested students

Once you have a list of possible candidates, arrange a time to meet. Make sure it is a time which will optimise student numbers.

Advertise the meeting and give your students as much time to plan as possible.

Encourage as many students to come who might be interested, motivated or who may benefit from involvement.

#### 3. First meeting: share information on the CG Reps, brainstorm ideas, organise

You're halfway there!

Your students have already shown commitment by turning up to the meeting. Now it's time to focus and harness the enthusiasm.

Hand out copies of this GameZINE and collect the Commonwealth Games Education resources already in your school. For instance, look out for the *Starting Blocks* CD-ROM if you have students from Prep-10 or the *Post-compulsory Resources for VCE, VET and VCAL*. The 'What's in YOUR School' section of GameZINE will keep you posted on what to look for. Then, ask your students to think about:

- What sort of team would they like to develop in the school?
- What roles would they like to have?
- What projects would they like to link into? (see below)
- Do they want to stage a major event?
- Do they want to link in with local council activities and adopt a second team?

Spend a short amount of time brainstorming. Then it will be time to add some form to those ideas.

The best teams and committees are those whose members feel valued, whose input makes a difference and whose roles and responsibilities are clearly spelt out. After all, have you ever seen a successful hockey team where everyone is shooting for goal?

Explore the sorts of roles members of the team can play. Draw from the list below and even consider asking for volunteers, or voting for a position. Be careful not to turn this into a popularity contest. The best teams are filled with people of different, complementary skills. It will be your role as negotiator and umpire to ensure everyone is given a meaningful and challenging role. Remember, roles can be shared between students and can vary over time.

## What are CGReps? continued ...

### Possible Roles

- **CG Reps Team Teacher Contact(s):** YOU / and your colleague(s). You will be the main email contact(s) for information about the Education Program. It will be your role to identify and pool resources, and ensure Permission Forms have been signed before articles can be submitted to GameZINE. (Go to the CG Reps page on the Commonwealth Games Education website to download a Permission Form.)
- **CG Reps Team Manager:** This student will be the overall student manager for the CG Reps Team in your school. S/he will be a good organiser who is able to assist in arranging CG Reps meetings. S/he will talk with different members of the school community, encourage as many students as possible to take action and make everyone feel involved.
- **CG Reps Project Manager(s):** These students will be responsible for forging links with Education and other *Getting Involved* Commonwealth Games Projects. They will scout the information found on the M2006, Education websites and available from your local council and put ideas to the CG Reps Team.
- **CG Reps Secretary(ies):** These students document what you are doing. They take notes during meetings, help write reports and develop advertisements for events.
- **CG Reps Communication Manager(s):** These students will focus on *spreading the word*. They will ensure advertisements are posted around the school, news bulletins go in all appropriate publications and might even be responsible for drafting an article or two for the GameZINE.
- **CG Reps Team Members:** As the project develops in your school, new roles and responsibilities will develop. For instance, if your focus will be *Hosting A Major Event* you may have team members in charge of the Opening Ceremony, choreographing a dance, co-ordinating a race or designing costumes.

### Possible Projects

Each GameZINE will provide information on the Commonwealth Games resources that are already in your school, highlight upcoming events to mark on your calendar and, in the What YOU Can Do in your school section, provide some activities you could

readily implement. This might be a good place to start!

We have also provided you with current information on the contact person in each local council in Victoria, and in future editions, will give you details on what other schools are doing, in case you would like to join them in events and activities. The size and scope of the Games projects are completely up to you – and the possibilities are boundless.

They can range from something as small as creating a poster of a local team member, to painting a mural, designing costumes, learning about the Commonwealth (its countries, flags, and people), staging your own opening ceremony, adopting a second team linked through your local council, organising a fun run, creating a Commonwealth Games Bulletin Board, posting updates in your school newsletter, to holding your own Games day!

The only limit is your imagination.....

### 4. Next steps

Once the initial roles have been established, decide on an immediate course of action.

Get the CG Reps Team to think about:

- What do we want to achieve in the next 4 weeks? *And how do we get there?*
- What do we want to achieve by mid-Term 4 2005? *And how do we get there?*
- What do we want to achieve by Term 1 2006? *And how do we get there?*
- Once the Commonwealth Games are over in March 2006, where do we want to be as a team and as a school?

### 5. Go for it!

Draw on all the available resources in your school:

- the educational resources sent out to you by the Commonwealth Games Education Program;
- the motivation, enthusiasm and commitment of your staff and students;
- the resources and projects in your local area.

And don't forget to send in an article or two about what you're doing, how you're doing it and what positive impact it is having on your school community! For more information, check out the advertisement calling for articles in this GameZINE.



Below: The Baton arrives in Windhoek and is held by the Namibian Special Olympics team. Copyright Melbourne 2006 Commonwealth Games Corporation. Photo: prpix.com.au

## What's in your school now?

These resources are available in your school now and on the Melbourne 2006 Commonwealth Games Education website at [www.melbourne2006.com.au/education](http://www.melbourne2006.com.au/education) :

*Getting Schools Involved – A Guide to the Melbourne 2006 Commonwealth Games Education Program (A4 ring bind folder kit)*

### Curriculum material CD-ROMs

*Starting Blocks – An Introduction to the Melbourne 2006 Commonwealth Games*

*Post-compulsory Resources for VCE/VET in Schools/VCAL*

### Watch out for.....

#### Term 3

*Let the Games Begin – Middle Years Resource: Hosting a Major Event and A Fair Go: Ethics and Sport*

*United through the Games – Integrated Units:*

- Prep-2: Celebration
- 3-4: Environment
- 5-6: Identity
- 7-8: Change
- 9-10: Participation

#### Term 4

*CommPASS – A Commonwealth Games Passport Program for primary students*

# Getting Involved in the CG Reps GameZINE

## We want YOU!

GameZINE is about getting students and teachers involved in the Education Program for the Melbourne 2006 Commonwealth Games, to showcase and celebrate the great work you are doing.

We want YOUR contributions to GameZINE:

- Snapshots or stories about what you are doing in your school;
- Photos of your activities;
- Details about how teachers, students (and your classmates) are benefiting from being CG Reps.

If you would like to contribute, talk with teachers and friends and work together to write your snapshot or story. A snapshot is a brief rundown on what you are doing, while a story provides much more detail on what's happening: what you have done, how you got there, what you are planning in the future.

For more information on what YOU need to do to send in your snapshot/story and who

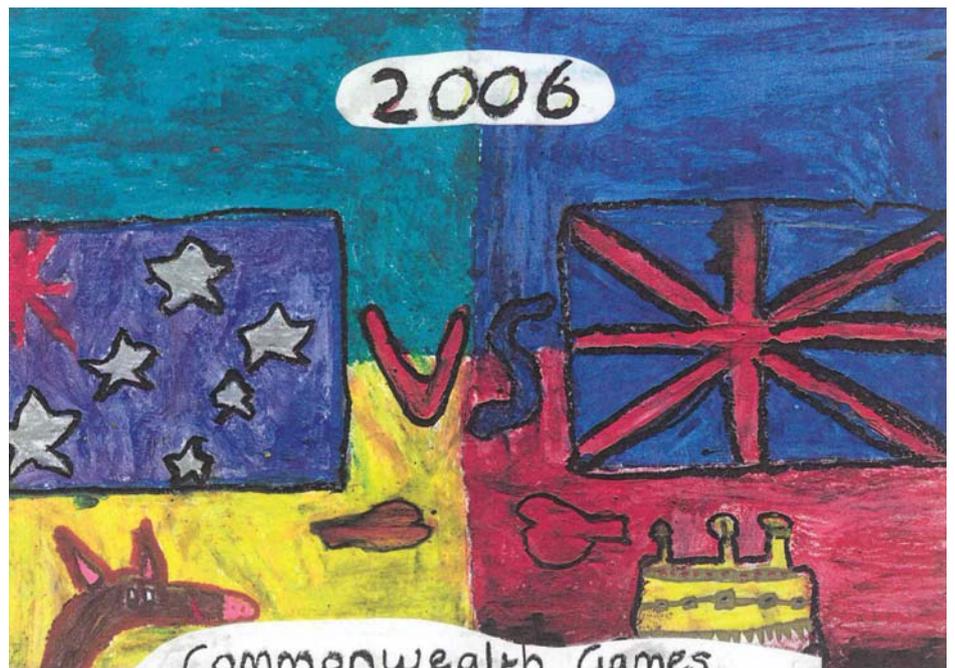
to send it to, so that your CG Rep team can be one of the teams highlighted in GameZINE, go to the Commonwealth Games Education website at [www.melbourne2006.com.au/education](http://www.melbourne2006.com.au/education) and follow the prompts to the CG Reps page.

## Permission to Publish

We cannot publish your article unless your parent/guardian and school have given permission to do so.

To help you with this process, you can download the *Permission Form* and the *Article Notes* from the Commonwealth Games Education website. These will give you important information about getting permission to submit your article as well as how many words to write, in what format and to whom you need to send it! You will need to attach the Permission Form(s) to the email of your snapshot.

What's happening in your school matters to us, so come on, get involved, get motivated, get writing!



Above: Australia as part of the Commonwealth of Nations, by Dean, Grade 3&4, Werribee Primary School.

# Calendar of Events

## 12 August 2005

Art4Athletes registrations close  
Register for School2School  
Friendship Program (August onwards)

## 24 August

Deadline for submission of articles  
for GameZINE 2

## 9 September 2005

Nominations close for Queens Baton  
runners  
Art4Athletes registered schools  
receive vital information

## 13 September

GameZINE 2 sent out

## 18 November 2005

All Art4Athletes artwork to be  
submitted

## 20 November 2005

Statewide *Warming Up for the Games*  
Day

### 1. Art4Athletes: Registrations close Australia-wide on August 12!

Here is the challenge! The Office of Commonwealth Games Coordination needs over 6,000 works of art made by students from across Australia. Every athlete and official staying at the Games Village will, on arrival, receive an original piece of artwork as a gift from a student of Australia. Athletes and other members of their teams will be encouraged to brighten their rooms with the artworks and to take them home with them when they leave the Village. Before they leave the Games Village, they will be encouraged to write a message to the artist on a specially designed postcard.

*So, what can you and your school do to get involved?*

Register now!

Registrations for schools to be part of this program are open now but close on August 12. Once registrations have closed, every registered school will receive vital information such as themes for the artworks, size and material requirements and, most importantly, the quota of artworks your school needs to provide. You will be given this information by September 9. Artworks have to be returned to the Office of Commonwealth Games Coordination by November 18.

*What will a CG Rep do?*

A CG Rep may be asked to be on a judging panel to determine what works are selected from your school to meet the quota. More information will be made available at the close of registrations, but the CG Rep Team may want to consider how they might like to conduct a school based competition to select up to 20 artworks.

### 2. Queens Baton Relay – NOMINATE. PARTICIPATE. CELEBRATE!

*Entries close on September 9.*

**Do you know someone who has done something positive for the community which is so great it should be acknowledged?**

The Melbourne 2006 Queen's Baton Relay is the world's longest, most inclusive relay and is seeking nominations for runners to participate in the Australian leg of its 366-day odyssey across the Commonwealth. The relay will visit every Australian state, territory and capital city as it concludes its 180,000km journey to the opening ceremony of the Commonwealth Games, and every Australian resident over the age of 12 (as at 24 January 2006) is eligible to run with the baton. For selection criteria and details about how to nominate, go to [www.queensbatonrelay.telstra.com](http://www.queensbatonrelay.telstra.com).

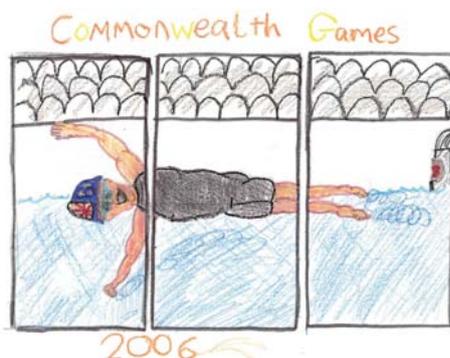
### 3. Warming Up for the Games – November 20

Events will be held in every municipality across Victoria in a single day of state-wide activity. Contact your local council to find out how your school can get involved.

### 4. Publication deadlines for GameZINE

We would love you to submit articles. Check out the deadlines below and the focus of each GameZINE to help you with your planning.

<b>GameZINE 2- Active 4 the Games</b>	Submit by Aug 24	Publication: Late Term 3, 2005
<b>GameZINE 3- The Environment and YOU</b>	Submit by Oct 12	Publication: Mid Term 4, 2005
<b>GameZINE 4- Countdown to the Games</b>	Submit by Dec 2	Publication: Early Term 1, 2006
<b>GameZINE - Post-Games Celebration</b>	Submit by Mar 30	Publication: Term 2, 2006



Above: *Swimming at the Commonwealth Games*, by a student from Christ Church Grammar.



# Karak's Korner

## Giddy!

I'm Karak, a South-eastern Red-tailed Black Cockatoo.

My mum called me Karak because that's the noise I make when I squawk. "Karak!!!!!" Nice, eh?

Mum tells me that I have a lot of energy and I am cheeky and friendly. I like it best when she calls me "handsome".

I live in the First Dead Log of Noisy Nest, Second Hollow, on Stringy Bark Lane.

It's a nice old River Red Gum, in a paddock owned by a local farmer.

My family is spread across Victoria and South Australia.

There aren't as many of us left as there used to be. Only 1000, they tell me.

Not too big when it's the only family you've got and there are none of us anywhere else in the world.

I was so excited when they asked me to be the Official Mascot for the Melbourne 2006 Commonwealth Games. I think it was my

rugged good looks and love of sport that made them think of me.

I just love sport! I love being active and could play sport every day. I can still remember huddling on a branch with mum and dad listening to Thorpey bring home the gold in Manchester in 2002.

I am, after all, the reigning Second Hollow 400m Wing Flap champion ... that made me perfect for the job!

I'm really excited about working with you to make Melbourne 2006 come alive in your school.

Being cheeky, clever, and full of beans, I'll have lots of great ideas to get you and your classmates involved in Games activities.

Hopefully, you can also start thinking about how we can work together to save our environment.

If we do, there will be more handsome, noisy, energetic cockatoos like me around for you to see as you grow up.

I hope you visit Karak's Korner which will appear in every CG Reps GameZINE.

## A Karak Idea

You might like to keep records of every Karak's Korner from each GameZINE and post these on a special M2006 Commonwealth Games classroom or school noticeboard. The content of Karak's Korner will help you to discuss issues with your students such as the environment, being active and healthy, participating in sport and linking with the community.

## Tim Matthews

- Tim is a three-time Paralympic Gold Medallist. He won two at the 2000 Paralympic Games in Sydney and one at the Atlanta Games in 1996.
- Tim is the current holder of one World Record and three Australian Records in Athletics.
- Tim's events include 100m, 200m, 4x100m Relay, 4x400m Relay and his events are classified as T46 (or arm amputee).
- Tim has an event over 200 metres at the Commonwealth Games in Melbourne next year as part of the Elite Athletes with a Disability (EAD) program.



# Tim and Don's Games Diary

Welcome to the first edition of Tim and Don's Games Diary. It's just under nine months until the Games and you can really feel the excitement building.

But before we go any further, let's introduce ourselves.

We're both Australian athletes who have competed in many international competitions like the Sydney 2000 and the Athens 2004 Paralympics. We're both mad about sport and mad about the Games.

From now until March 2006, we'll be keeping you up to date with the latest in Games News, issues and gossip. We're going to give you the low down on everything about the events, the athletes and how you and your school can be part of celebrations.

We're also here to encourage all of you – teachers and students – to get ready for the Games. Now, we don't just mean playing more sport. We mean it's time to start thinking about what you actually want to do for the Games, like holding your own Opening Ceremony.

There are some great community activities coming up: great events like the celebrations around your community's adopted Second Team and Warming Up for the Games on Sunday November 20 and, of course, the Queen's Baton Relay in early 2006.

*Stay tuned for more...*

## Don Elgin

- Don won three Paralympic medals at the 2004 Athens Paralympics including Bronze in Pentathlon and the 4x100m Relay and Silver in the 4x 400m Relay. He won a Bronze Medal from the Sydney 2000 Paralympics.
- Don is the current holder of 3 Australian Records.
- Don is classified as a T44 (or below the knee amputee).



# What YOU can do in your school

1. Have your first CG Reps meeting.
2. Plan a FUN RUN.
3. Adopt A Second Team! Find out what your local council is doing by reviewing the list which follows, make contact with the person nominated on the list and work with them to adopt the second team that your council has nominated. Read on, to find out more...
4. Visit the Commonwealth Games website at [www.melbourne2006.com.au/](http://www.melbourne2006.com.au/)
5. Check out the latest location of the Queens Baton Relay at [www.melbourne2006.com.au](http://www.melbourne2006.com.au). Look at the images and develop a Powerpoint Presentation on The Cultures of the Commonwealth or nominate someone in your community as a QBR runner.
6. Write an article for the CG Reps GameZINE 2.
7. Take a photo or paint a picture of getting your class and your school involved and active.
8. Create a special Bulletin Board for Karak's Korner or Tim and Don's Games Diary and post updates as each GameZINE arrives.
9. Visit the Global Classroom and join one of the Commonwealth Games Projects at [www.sofweb.vic.edu.au/gc](http://www.sofweb.vic.edu.au/gc).
10. Register for the Art4Athletes Project: visit [www.melbourne2006.com.au/education](http://www.melbourne2006.com.au/education)
11. Register for School2School – A School Friendship Program

How would you like to learn about what it is like to go to school in Kenya, or what is the favourite sport played in Tuvalu, or how much homework students in Bermuda have to do?

You can find out all of this and more by registering your school to be part of the School2School Friendship Program.

Registered Victorian schools will be matched with schools from another Commonwealth nation. Then your school can contact your sister school to learn more about each other and develop a deeper appreciation and understanding of other countries and cultures that make up the Commonwealth of Nations.

Students may share letters or emails, photographs, artwork, stories or poems. They may like to ask questions of each other to find out about favourite sports and games and what a typical day in each other's life is like. Once registered, you will be provided with a 'How to' kit of information containing ideas and support for establishing a friendship with your sister school. To register, go to [www.melbourne2006.com.au/education](http://www.melbourne2006.com.au/education)

**Or, you could try these activities, which have been drawn from the Starting Blocks – An Introduction to the Melbourne 2006 Commonwealth Games CD-ROM and the Post-compulsory Resources for VCE/VET in Schools/VCAL CD-ROM sent out to your school:**

## What do we mean by Team Work?

### Primary – Years P-2

This activity is designed to explore the role of different family members through investigating teams in sport. This will look at the links and similarities between the roles of family members and members of a team.

#### What is a team?

Begin with a class discussion on what we mean by teams. Through your discussion and by looking at pictures of teams, consider:

- What is a team?
- What does it mean to be part of a team?
- Why do people join teams?
- What are some of the sporting teams you know about?
- How is a team sport different to an individual sport?
- What sorts of titles are given to different

members who perform different roles in a team? Make a list.

Work with your students to explore their understandings of what is expected of people when they play a sport and find out whether or not they play sport already. The concept of rules and fairness could be discussed, with an emphasis on the place and importance of rules and appropriate sanctions.

#### Families are teams

Families are like teams, and you can talk about this with the class. They can list the roles family members play and what happens if they don't fulfill the expectations in these roles. They can also discuss how rules might be different for different family members, as well as different players in a team. It's always fun to ask your class to consider what rules they might have in the family, if – even for just one day – they had a different role in the family.

#### Teams at school

Discuss the roles, responsibilities and rules

that make up your school community and how following these helps the community to run smoothly, for people to feel comfortable, secure and respected.

#### Visualise and present

Work with your students to develop a concept map of all the teams to which they belong.

You could even create a Venn Diagram outlining where the similar memberships intersect. Ask your students to develop a visual presentation of one of the teams they belong to. They could:

- Draw a picture of their family or team;
- Label the picture with the roles / titles each member has been given;
- Create a list of the rules which govern the team they have chosen;
- Create a new emblem for their team, with a caption such as "When we work together, it's fun!";
- Design team uniforms and develop a new team name.

## What YOU can do in your school (continued)

### Develop an Infomercial

*Secondary – Years 7-10*

Present this scenario to the class.

*A sporting organisation has chosen YOU as Melbourne's biggest 'big time sports media' company to develop a script for a 30 second infomercial to attract more young people to that sport.*

The target audience is 12–16 year olds.

Your students can work in pairs to think about and share (think-pair-share) their ideas as they brainstorm:

1. What sport they will target (it must be a Commonwealth Games sport);
2. The key message for their infomercial;
3. 5 key pieces of information which must be included in the infomercial. They need to consider what information will attract their target audience, as well as the information which will be most helpful in supporting the sport they have chosen.
4. A list of key words they will use in the infomercial which will address the benefits of being involved in the sport (such as health, enjoyment, social and personal development, links with the community etc), the opportunities this sport offers and the experiences which the sport presents teenagers as we move closer to the 2006 Games.
5. How they will present it? Will it be as a role play, a Powerpoint Presentation, an audio for radio, a video?

The students work together to develop their script. Provide them with suitable websites to gather relevant information, for example athlete profiles are available on Athletics Australia website, [www.athletics.org.au/athletes/index.cfm](http://www.athletics.org.au/athletes/index.cfm).

The pairs can present their infomercial to other small groups or to the entire class.

For more activities ideas and curriculum links, go to the **Starting Blocks – An Introduction to the Melbourne 2006 Commonwealth Games** CD-ROM in your school!

### Adopt a Second Team

*Primary/Secondary*

Communities across Victoria have put their hands up to adopt another Commonwealth nation. Every Local Council in Victoria has been matched with one of the other 70 Commonwealth nations (excluding Australia) as a first step to creating ongoing cultural exchanges.

As our feature article in this GameZINE shows, councils want to support nations for lots of different reasons. Some want to build on existing relationships. Some want to reflect local diversity. Some just wanted to find out about another culture.

Communities are already starting to plan how they'll support their second team. Here are some of the possibilities:

- hosting welcoming ceremonies for athletes;
- establishing international pen pal programs between schools;
- organising displays of dance, film or music.

You can work with your students or CG Reps Team to contact your local council and ask who they are adopting as their Second Team. A list of Local Council Contact People follows.

Encourage your students to research the 'Second Team' and find out about their flag, population, leader, type of government, key geographical characteristics, location on the world map and culture.

While the sports this nation is competing in at the Melbourne 2006 Commonwealth Games are not yet available, you can research the achievements of each team over the history of the Games by visiting the M2006 website at [www.melbourne2006.com.au](http://www.melbourne2006.com.au)

Work with the CG Reps Team or your own class to prepare a gift for the second team. The gift is a gesture of goodwill, it could be:

- a banner welcoming them to Australia;
- a mural showing them the culture of your school or local community;
- a quilt;
- a song, a poem, a poster, a photo, a painting, a drawing, to show your support for them;
- a visit to one of the events to support the second team.

You will find more ideas like these in the **Post-compulsory Resources for VCE / VET in Schools / VCAL CD-ROM** if you are in a secondary school.



*Above: Young English students leapfrog with the Baton along the Promenade at Brighton Pier, England. Copyright Melbourne 2006 Commonwealth Games Corporation. Photo: prpix.com.au*

### Advertisement

**GameZINE 2 will focus on being Active 4 The Games.**

We need to know what's happening in your school as you warm up for the Games, what projects you're linking in with or what your school is doing to promote active and healthy lifestyles.

Write your article and tell us what you're doing by August 24.

Send your article to [robin@dk2.com.au](mailto:robin@dk2.com.au)

Make sure you have permission to submit your article. You can download the Permission Form at [www.melbourne2006.com.au/education](http://www.melbourne2006.com.au/education) and follow the prompts to the CG Reps page.

### Other Contacts

If you have general queries about the Commonwealth Games Education Program you can contact John Templeman, Education Program Manager, Office of Commonwealth Games Coordination at [games.schools@dvc.vic.gov.au](mailto:games.schools@dvc.vic.gov.au)

# Local Council Adopt a Second Team Contact Person

If there are any staff changes, you will still be able to make contact with your local council offices and be directed to the appropriate contact.

Council	Country	Contact Name	Phone	Email
Alpine Shire Council	Bahamas	David Koran	(03) 5755 0524	<a href="mailto:davidk@alpineshire.vic.gov.au">davidk@alpineshire.vic.gov.au</a>
Ararat Rural City Council	Scotland	Henry Gunstone	(03) 53550245	<a href="mailto:hgunstone@ararat.vic.gov.au">hgunstone@ararat.vic.gov.au</a>
Ballarat City Council	India	Janice King-Smith	(03) 5320 5738	<a href="mailto:janicekingsmith@ballarat.vic.gov.au">janicekingsmith@ballarat.vic.gov.au</a>
Banyule City Council	Lesotho	Peter Uri	(03) 9457 9927	<a href="mailto:peter.utri@banyule.vic.gov.au">peter.utri@banyule.vic.gov.au</a>
Bass Coast Shire Council	Tanzania	Jenny Churchill	(03) 567 12211	<a href="mailto:j.churchill@basscoast.vic.gov.au">j.churchill@basscoast.vic.gov.au</a>
Baw Baw Shire Council	Gibraltar	Mike Goyne	(03) 5624 2468	<a href="mailto:mike.goyne@bawbawshire.vic.gov.au">mike.goyne@bawbawshire.vic.gov.au</a>
Bayside City Council	Wales	Alan Bull	(03) 9599 4367	<a href="mailto:abull@bayside.vic.gov.au">abull@bayside.vic.gov.au</a>
Benalla Rural City Council	Fiji	Jacqui Briggs	(03) 5760 2641	<a href="mailto:jacqui.briggs@benalla.vic.gov.au">jacqui.briggs@benalla.vic.gov.au</a>
Boroondara City Council	Tonga	Martin Foot	(03) 9278 4773	<a href="mailto:martinfoot@boroondara.vic.gov.au">martinfoot@boroondara.vic.gov.au</a>
Borough of Queenscliffe	Northern Ireland	Trudi Toyne	(03) 5258 3177	<a href="mailto:Trudi.toyne@queenscliffe.vic.gov.au">Trudi.toyne@queenscliffe.vic.gov.au</a>
Brimbank City Council	Nigeria	Carol Julian	(03) 9249 4800	<a href="mailto:CarolJ@brimbank.vic.gov.au">CarolJ@brimbank.vic.gov.au</a>
Buloke Shire Council	Kenya	Grahame Harris	(03) 5497 1300	<a href="mailto:ecodev@buloke.vic.gov.au">ecodev@buloke.vic.gov.au</a>
Campaspe Shire Council	Canada	Keith Oberin	(03) 54812266	<a href="mailto:K.Oberin@campaspe.vic.gov.au">K.Oberin@campaspe.vic.gov.au</a>
Cardinia Shire Council	Malaysia	Sally Surgy	(03) 5945 0410	<a href="mailto:s.surgy@cardinia.vic.gov.au">s.surgy@cardinia.vic.gov.au</a>
Casey City Council	England	Jim Davine	(03) 9705 5326	<a href="mailto:jdavine@casey.vic.gov.au">jdavine@casey.vic.gov.au</a>
Central Goldfields Shire Council	Scotland	Wayne Belcher	(03) 5461 0611	<a href="mailto:wayneb@cgoldshire.vic.gov.au">wayneb@cgoldshire.vic.gov.au</a>
Colac-Otway Shire Council	England	Jodie Fincham	(03) 5232 9516	<a href="mailto:jodie.fincham@colacotway.vic.gov.au">jodie.fincham@colacotway.vic.gov.au</a>
Corangamite Shire Council	Jamaica	Trev Greenberger	(03) 5593 7175	<a href="mailto:trev.greenberger@corangamite.vic.gov.au">trev.greenberger@corangamite.vic.gov.au</a>
Darebin City Council	Singapore	Janice Lane	(03) 9230 4444	<a href="mailto:jlane@darebin.vic.gov.au">jlane@darebin.vic.gov.au</a>
East Gippsland Shire Council	Solomon Islands	Kate Nelson	(03) 515 39500	<a href="mailto:Katen@egipps.vic.gov.au">Katen@egipps.vic.gov.au</a>
Frankston City Council	Samoa	Garry Warren	(03) 9784 1888	<a href="mailto:garry.warren@frankston.vic.gov.au">garry.warren@frankston.vic.gov.au</a>
Gannawarra Shire Council	Cyprus	Philip Synes	(03) 5450 9344	<a href="mailto:philips@gannawarra.vic.gov.au">philips@gannawarra.vic.gov.au</a>
Glen Eira City Council	Bahamas	Greg Goldenberg	(03) 9524 3333	<a href="mailto:ggoldenberg@gleneira.vic.gov.au">ggoldenberg@gleneira.vic.gov.au</a>
Glenelg Shire Council	Malawi	Ian Moody	(03) 5522 2220	<a href="mailto:imoody@glenelg.vic.gov.au">imoody@glenelg.vic.gov.au</a>
Golden Plains Shire Council	Wales	Simon Pitman	(03) 5220 7102	<a href="mailto:spitman@gplains.vic.gov.au">spitman@gplains.vic.gov.au</a>
Greater Bendigo City Council	Scotland	Lynda Newton	(03) 5434 6464	<a href="mailto:l.newton@bendigo.vic.gov.au">l.newton@bendigo.vic.gov.au</a>
Greater Dandenong City Council	Mozambique	Karen Ward-Smith	(03) 9529 4232	<a href="mailto:karen.ward-smith@cgd.vic.gov.au">karen.ward-smith@cgd.vic.gov.au</a>
Greater Geelong City Council	Wales	Sharon Cockrell	(03) 5227 0802	<a href="mailto:scockerell@geelongcity.vic.gov.au">scockerell@geelongcity.vic.gov.au</a>
Greater Shepparton City Council	The Gambia	Mark Francis	(03) 5832 9851	<a href="mailto:mark.francis@shepparton.vic.gov.au">mark.francis@shepparton.vic.gov.au</a>
Hepburn Shire Council	Jersey	Geoff Ryan	(03) 5321 6113	<a href="mailto:gryan@hepburn.vic.gov.au">gryan@hepburn.vic.gov.au</a>
Hindmarsh Shire Council	Singapore	Joe Mclelland	(03) 5391 1811	<a href="mailto:joe@hindmarsh.vic.gov.au">joe@hindmarsh.vic.gov.au</a>
Hobsons Bay City Council	Barbados, St Lucia, St Vincent and Grenadines, Cayman Islands	Stephen Thorpe	(03) 9932 1120	<a href="mailto:sthorpe@hobsonsabay.vic.gov.au">sthorpe@hobsonsabay.vic.gov.au</a>
Horsham Rural City Council	Cook Islands	Angela Murphy	(03) 53829743	<a href="mailto:angela.murphy@hrcc.vic.gov.au">angela.murphy@hrcc.vic.gov.au</a>
Hume City Council	Zambia	Nicole Wilson	(03) 9205 2580	<a href="mailto:nicolew@hume.vic.gov.au">nicolew@hume.vic.gov.au</a>
Indigo Shire Council	Swaziland	Tammy Atkins	(03) 5728 8062	<a href="mailto:tatkins@indigoshire.vic.gov.au">tatkins@indigoshire.vic.gov.au</a>
Kingston City Council	Sri Lanka	Rebecca Martin	1300 653 356	<a href="mailto:rebecca.martin@kingston.vic.gov.au">rebecca.martin@kingston.vic.gov.au</a>
Knox City Council	New Zealand	Bruce Drummond	(03) 9298 8335	<a href="mailto:bruce.drummond@knox.vic.gov.au">bruce.drummond@knox.vic.gov.au</a>
Latrobe City Council	Malta	Nicole Smitt	(03) 5128 5630 / 0427 683 486	<a href="mailto:NicoleSm@latrobe.vic.gov.au">NicoleSm@latrobe.vic.gov.au</a>
Loddon Shire Council	Brunei	Alan Stobaas	(03) 5494 1200	<a href="mailto:astobaas@loddon.vic.gov.au">astobaas@loddon.vic.gov.au</a>

## Local Council Adopt a Second Team Contact Person

Council	Country	Contact Name	Phone	Email
Macedon Ranges Shire Council	South Africa	Tim Smith	(03) 5429 9626	<a href="mailto:tims@macedon-ranges.vic.gov.au">tims@macedon-ranges.vic.gov.au</a>
Manningham City Council	Trinidad and Tobago, Grenada	Julia Vanderlinden	(03) 9840 9269	<a href="mailto:julia.vanderlinden@manningham.vic.gov.au">julia.vanderlinden@manningham.vic.gov.au</a>
Mansfield Shire Council	Kiribati, Niue, Tuvalu	Michael Walker	(03) 5775 8516	<a href="mailto:mwalker@mansfield.vic.gov.au">mwalker@mansfield.vic.gov.au</a>
Maribyrnong City Council	Bangladesh	Dean Frank	(03) 9688 0586	<a href="mailto:Dean.Frank@maribyrnong.vic.gov.au">Dean.Frank@maribyrnong.vic.gov.au</a>
Maroondah City Council	Sri Lanka	Jeanette Ingram	(03) 9298 4380	<a href="mailto:jeanette.ingram@maroondah.vic.gov.au">jeanette.ingram@maroondah.vic.gov.au</a>
Melbourne City Council	India	Rebecca Sherwill	(03) 9658 9528	<a href="mailto:rebshe@melbourne.vic.gov.au">rebshe@melbourne.vic.gov.au</a>
Melton Shire Council	Maldives	Michael Haley	(03) 9747 7153	<a href="mailto:michaelph@melton.vic.gov.au">michaelph@melton.vic.gov.au</a>
Mildura Rural City Council	Tonga	Julie Jewell	(03) 501 88311	<a href="mailto:juliej@mildura.vic.gov.au">juliej@mildura.vic.gov.au</a>
Mitchell Shire Council	Isle of Man	Christine Payne	(03) 5734 6240	<a href="mailto:ChrisP@mitchellshire.vic.gov.au">ChrisP@mitchellshire.vic.gov.au</a>
Moirā Shire Council	Uganda	David Booth	(03) 5871 9222	<a href="mailto:dbooth@moira.vic.gov.au">dbooth@moira.vic.gov.au</a>
Monash City Council	Pakistan	Jenny Ruffly	(03) 9518 3529	<a href="mailto:jennyr@monash.vic.gov.au">jennyr@monash.vic.gov.au</a>
Moonee Valley City Council	Seychelles	Pamela McKimm	(03) 9243 8807	<a href="mailto:pmckimm@mvcc.vic.gov.au">pmckimm@mvcc.vic.gov.au</a>
Moorabool Shire Council	Guyana	Kate Diamond-Keith	(03) 536 67100	<a href="mailto:kdiamond-keith@moorabool.vic.gov.au">kdiamond-keith@moorabool.vic.gov.au</a>
Moreland City Council	Kenya	Jenny Merkus	(03) 9240 2373	<a href="mailto:jmerkus@moreland.vic.gov.au">jmerkus@moreland.vic.gov.au</a>
Mornington Peninsula Shire Council	Bermuda, St Helena, Falkland Islands	Lisa Mills	1300 850 600	<a href="mailto:Milllr@mornpen.vic.gov.au">Milllr@mornpen.vic.gov.au</a>
Mount Alexander Shire Council	Mauritius	Lincoln Fitzgerald	(03) 5471 1787	<a href="mailto:Lfitzgerald@mountalexander.vic.gov.au">Lfitzgerald@mountalexander.vic.gov.au</a>
Moyne Shire Council	Northern Ireland	Dean Robertson	(03) 5568 2600	<a href="mailto:drobertson@moyne.vic.gov.au">drobertson@moyne.vic.gov.au</a>
Murrindindi Shire Council	Antigua and Darbuda, Turks and Caicos, British Virgin Islands	Keith Longridge	(03) 5772 0333	<a href="mailto:klongridge@murrindindi.vic.gov.au">klongridge@murrindindi.vic.gov.au</a>
Nillumbik Shire Council	Canada	Sally Hansen	(03) 9433 3263	<a href="mailto:sally.hansen@nillumbik.vic.gov.au">sally.hansen@nillumbik.vic.gov.au</a>
Northern Grampians Shire Council	Nambia	David Tapscott	(03) 5358 2430 / 5358 8700 / 0428 847 192	<a href="mailto:tapscottd@ngshire.vic.gov.au">tapscottd@ngshire.vic.gov.au</a>
Port Phillip City Council	Papua New Guinea	Vern Krastins	(03) 9209 6437	<a href="mailto:vkrastin@portphillip.vic.gov.au">vkrastin@portphillip.vic.gov.au</a>
Pyrenees Shire Council	Guernsey	Danielle Richardson	(03) 5349 1115	<a href="mailto:danielle.richardson@pyrenees.vic.gov.au">danielle.richardson@pyrenees.vic.gov.au</a>
South Gippsland Shire Council	Anguilla, Domenica, Montserrat, St Kitts and Nevis	Lew Wilson	(03) 5662 9259	<a href="mailto:leww@sgsc.vic.gov.au">leww@sgsc.vic.gov.au</a>
Southern Grampians Shire Council	Botswana	Phil Currie	(03) 5537 0421 / 0408 376 132	<a href="mailto:pcurrie@sthgrampians.vic.gov.au">pcurrie@sthgrampians.vic.gov.au</a>
Stonnington City Council	Norfolk Island	Chris Loftus-Hills	(03) 8290 1231	<a href="mailto:cloftush@stonnington.vic.gov.au">cloftush@stonnington.vic.gov.au</a>
Strathbogie Shire Council	Cameroon	Julie Blyth	(03) 5794 2599 / 0411 756 736	<a href="mailto:nagambielakes@eck.net.au">nagambielakes@eck.net.au</a>
Surf Coast Shire Council	Vanuatu	Ian Waugh	(03) 5261 0658	<a href="mailto:iwaugh@surfcoast.vic.gov.au">iwaugh@surfcoast.vic.gov.au</a>
Swan Hill Rural City Council	Samoa	Steve Matthews	(03)5036 2333	<a href="mailto:smatthews@swanhill.vic.gov.au">smatthews@swanhill.vic.gov.au</a>
Towong Shire Council	Nigeria	Adrian Pipe	(02) 60715100	<a href="mailto:adrianp@towong.vic.gov.au">adrianp@towong.vic.gov.au</a>
Wangaratta Rural City Council	Nauru	Mel Sporry	(03) 572 20866	<a href="mailto:m.sporry@wangaratta.vic.gov.au">m.sporry@wangaratta.vic.gov.au</a>
Warrnambool City Council	Belize	Natalie Allen	(03) 55 59 4816	<a href="mailto:nallen@warrnambool.vic.gov.au">nallen@warrnambool.vic.gov.au</a>
Wellington Shire Council	Ghana	Michael Rowell	1300 366 244	<a href="mailto:michaelr@wellington.vic.gov.au">michaelr@wellington.vic.gov.au</a>
West Wimmera Shire Council	Barbados, St Lucia, St Vincent and Grenadines	Mary-Lu Amos	(03) 5585 9907	<a href="mailto:eo@westwimmera.vic.gov.au">eo@westwimmera.vic.gov.au</a>
Whitehorse City Council	Sierra Leone	Mark Fawcett	(03) 9262 6393	<a href="mailto:Mark.Fawcett@whitehorse.vic.gov.au">Mark.Fawcett@whitehorse.vic.gov.au</a>
Whittlesea City Council	Cameroon	Trent Prince	(03) 9217 2370	<a href="mailto:trent.prince@whittlesea.vic.gov.au">trent.prince@whittlesea.vic.gov.au</a>
Wodonga City Council	Jamaica	Kellie Kadaoui	(02) 60229280	<a href="mailto:kkadaoui@wodonga.vic.gov.au">kkadaoui@wodonga.vic.gov.au</a>
Wyndham City Council	South Africa	Adam Pepi	02 9742 0947	<a href="mailto:Adam.pepi@wyndham.vic.gov.au">Adam.pepi@wyndham.vic.gov.au</a>
Yarra City Council	Malaysia	Damien Patterson	(03) 9205 5594	<a href="mailto:pattersd@yarracity.vic.gov.au">pattersd@yarracity.vic.gov.au</a>
Yarra Ranges Shire Council	New Zealand	Sharon Buck	(03) 9205 5594	<a href="mailto:s.buck@yarraranges.vic.gov.au">s.buck@yarraranges.vic.gov.au</a>
Yarriambiack Shire Council	Trinidad and Tobago, Grenada	Terry Sanders	(03) 5083 3001	<a href="mailto:tsanders@yarriambiack.vic.gov.au">tsanders@yarriambiack.vic.gov.au</a>