

GETTING SCHOOLS INVOLVED

A guide to the Melbourne 2006
Commonwealth Games Education Program



Message from the Minister for Commonwealth Games

In 2006, around 4,500 athletes from 71 nations will unite in Melbourne for the XVIII Commonwealth Games.

The Games will undoubtedly be an exciting time for Victoria. It will also be a time of opportunity and growth for our State leaving a legacy of better infrastructure, more job opportunities, stronger communities and increased participation in sport and cultural activities.

Hosting the Games will provide a unique learning experience for our schools, capturing the imagination of our students and exposing them to a new world – the modern Commonwealth – made up of a vast array of different nations, customs, languages and beliefs.

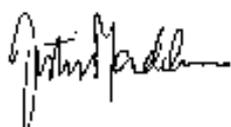
To help schools make the most of the learning opportunities presented by the Games, the Victorian Government has developed the Melbourne 2006 Commonwealth Games Education Program.

The Program will help empower schools and teachers to make the Games an engaging learning experience both in and outside the classroom.

Classroom resources and activities have been designed to target different age groups and cover all key learning areas, ensuring that the Program is relevant to school students of all ages.

Getting Schools Involved is the first part of the Melbourne 2006 Commonwealth Games Education Program and gives an overview of what to expect.

The Games is all about participation, and how your school participates is up to you. I invite you to start thinking about ways to help make the Games a once in a lifetime learning experience for your students.



JUSTIN MADDEN MLC
Minister for Commonwealth Games



Message from the Minister for Education and Training

The Melbourne 2006 Commonwealth Games provides a unique and exciting opportunity for students, teachers and school communities to be part of a major international event happening on our doorstep.

The Education Program encourages students at all levels and in all our schools to learn about the Commonwealth of Nations and Australia's role in it, as well as learning about cultural, historical and political issues in the 71 nations that make up the Commonwealth.

It is an opportunity for teachers and students to link with schools elsewhere in Australia, in other nations, to share ideas, aspirations and to engage school communities throughout the world in the Melbourne 2006 Commonwealth Games.

Importantly, the Education Program will encourage Victorian school communities to get involved in local activities and to participate in a range of Games activities from the Opening Ceremony through to sports and cultural events.

Engaging students with activities that are relevant to them, and that they can be a part of, is a key element to improving learning outcomes. The materials and resources available in the lead up to the Games will provide a platform for new learnings that connect students with the world beyond the classroom and provide opportunities for authentic learning experiences.

I strongly encourage teachers, students and all members of our school communities in Victoria to embrace the Melbourne 2006 Commonwealth Games Education Program and to join in an event that involves all of us.



LYNNE KOSKY MP
Minister for Education and Training



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About the Education Program



Involvement in the Program is voluntary and schools are able to choose all or some of the resources and activities, depending on students' teaching and learning needs.

The Education Program is designed to help Victorian schools use the 2006 Commonwealth Games as a platform for innovative and exciting teaching and learning opportunities.

Program aims:

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

Linking – connecting teachers, students and school communities in Australia with each other and with schools in the Commonwealth

Participating – taking part in Games activities like the Opening Ceremony, as well as taking part in sports and local Games-related community activities.

To support these aims, the Victorian Government has developed classroom resources and associated program activities

that will be available to every Victorian school across the government, independent and Catholic sectors.

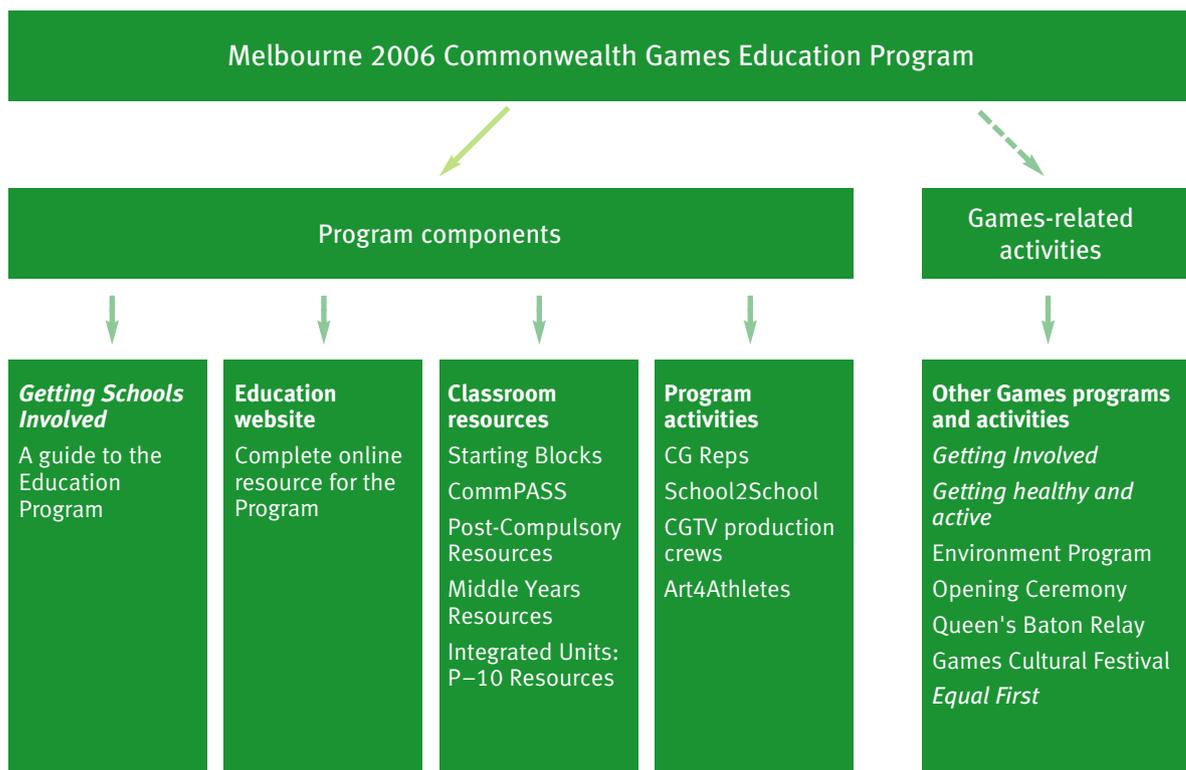
Involvement in the Program is voluntary and schools are able to choose all or some of the resources and activities, depending on students' teaching and learning needs.

Resources and activities will progressively be sent to schools in the lead up to **March 2006**.

What to expect from the Program

The Program is made up of four key components – this guide, the education website, classroom resources and program activities (see diagram below and descriptions overleaf).

Structure of the Education Program



Getting Schools Involved

This guide is explained in detail in Section 2.

Education website

A dedicated website (www.melbourne2006.com.au/education) that provides regular updates on the Program as well as downloadable classroom resources and activities.

Classroom resources

Classroom resources targeting different student age groups covering all Key Learning Areas (KLAs).

Resources will be distributed to schools in a mix of hard copy and electronic formats, as well as being available from www.melbourne2006.com.au/education

The resources include:

- Starting Blocks – an introduction to the Melbourne 2006 Commonwealth Games
- Post-Compulsory Resources – curriculum material that identifies links between VCE, VET in schools, VCAL and the Melbourne 2006 Commonwealth Games
- Middle Years Resources – learning units for years 5–10
- Integrated Units: P–10 Resources – resources targeting multiple KLAs
- CommPASS – primary school resource to assist teaching and learning about the Commonwealth.



Program activities

As well as providing innovative learning resources, the Education Program also offers students many opportunities to get involved in activities beyond the classroom.

Program activities can include:

- CG Reps – students form project teams to drive Games-related activities within their schools
- School2School program – encouraging Victoria's teachers, students and school communities to forge and maintain friendships with other schools in the Commonwealth
- CGTV – a series of student-generated TV productions showing the 2006 Games through the eyes of school students
- Art4Athletes – connecting students with the Games by presenting athletes with artwork created by Victorian school students.

Games-related activities

Aside from the Education Program, teachers and students are also encouraged to get involved in other Games-related community based activities. Involvement in community activities will help bring the Games closer to Victoria's students, fostering greater links between schools and their communities, promoting healthy and active lifestyles and encouraging environmentally sustainable behaviour.

Activities include:

- *Getting Involved* – encouraging all communities across Victoria to celebrate the Games in their own way
- Get healthy and active – using the Games as an impetus for students to adopt a healthy and active lifestyle
- 2006 Commonwealth Games Environment Program – getting students involved in making the Games a low-waste, carbon neutral, waterwise event by encouraging environmentally sustainable behaviour

- Opening Ceremony – opportunities for students to be involved in the official Opening Ceremony as well as encouraging them to be a part of local community celebrations
- Queen's Baton Relay – travelling across the Commonwealth and expected to pass through every Victorian municipality, the Queen's Baton Relay is a chance for students to join with their community in welcoming this icon. The Queen's Baton Relay is supported by the Australian Government
- Games Cultural Festival – funded by the Victorian and Australian Governments, the Cultural Festival will celebrate the diversity of the Commonwealth with free and low cost events as well as through community events across Victoria
- *Equal First* – the Victorian Government's strategy for making the Melbourne 2006 Commonwealth Games a true celebration of diversity, underpinned by the themes of inclusion, the spirit of fair play and respect for difference.



About Getting Schools Involved



Each section of Getting Schools Involved contains information on the format, style and specific student year level at which the resource or activity is targeted.

Getting Schools Involved is your guide to the Melbourne 2006 Commonwealth Games Education Program.

It details the specific classroom resources and activities offered by the Education Program, providing information about the initiatives and suggestions on how these can be incorporated into current and future curriculum activity.

Each section contains a brief introduction along with information on the format, style and specific student year level at which the resource or activity is targeted. The sections also detail the resources or activities that require schools to register their interest.

Information is also included on community based Games activities – particularly the Queen's Baton Relay and the Games Cultural Festival.

Getting Schools Involved has been sent to all schools in Victoria.

Additional resources ranging from publications to interactive web-based activities for students will be available to teachers and students in the lead up to the Games.

At the end of this guide, you will find a section marked *More information*. Use this section to add your own information about your schools activities, including storing downloaded resources from the Program website.

For updates on the Education Program or to find out more visit

www.melbourne2006.com.au/education

Curriculum key dates

Term 1, 2005		Term 2, 2005	
Getting Schools Involved sent to all Victorian schools	Starting Blocks sent to all Victorian schools	Middle Years Resources sent to all schools	Integrated Units: P – 10 Resources sent to all schools
	Post-Compulsory Resources for VCE, VET in Schools and VCAL sent to schools		CommPASS sent to schools

Fact sheets



Karak

Education website



...the site will become a complete online resource for teachers, students and parents

The Education Program website (www.melbourne2006.com.au/education) has been developed as part of the official Games website.

New information will be added to the site as materials are distributed to schools. Eventually, the site will become a complete online resource for teachers, students and parents to access information on the Education Program as well as more general information on the Games.

What will this resource contain?

Phase one

Available from **October 2004**.

Phase one features include:

- information about opportunities for teachers, students and school communities to get involved in Games-related activities
- online registration forms for specific Program activities.

Phase two

Phase two will run from the end of **January 2005** until Games time with additional site features including:

- downloadable curriculum materials available from **Term 1, 2005**
- regular profiling of schools and their Games activities and events
- interactive student space
- information on Art4Athletes.



Classroom resources



Starting Blocks

an introduction to the Melbourne 2006 Commonwealth Games

Starting Blocks is the first of five resources offered by the Education Program.

What will this resource contain?

Starting Blocks will contain:

- information and teaching and learning activities associated with the 16 Commonwealth Games sports including sports for Elite Athletes with a Disability (EAD)
- suggestions on how to play these sports with your students
- a description of the specific events
- the rules, scoring and field of play dimensions
- equipment used and technological advances made
- athlete profiles
- links with State and National sporting associations.

Who is it aimed at?

Teachers and students from P-12. Teaching and learning activities are provided in year groups P-2, 3-6, 7-10 and 11-12.

What format will it take?

A CD ROM including simple multimedia and downloadable documents in MS Word and PDF formats. The CD ROM can be used on a stand-alone computer or installed on the school's intranet server to allow multiple users. An online version will also be available from www.melbourne2006.com.au/education from **Term 1, 2005.**

When will schools receive this resource?

From **Term 1, 2005.**



Post-Compulsory Resources

Post-Compulsory Resources for VCE, VET in Schools and VCAL assist teachers in identifying the links with the Melbourne 2006 Commonwealth Games.

What will it contain?

Post-Compulsory Resources will provide:

- suggestions for teaching and learning activities that link the Commonwealth Games to VCE, VET in Schools and VCAL
- suggestions of how students can participate in other aspects of the Education Program or other Games-related activities, including:
 - *Getting Involved* – a guide to making the most of the 2006 Commonwealth Games
 - adopt a second team – an initiative of *Getting Involved* that gives communities the chance to learn about another Commonwealth nation
 - Commonwealth Games Environment Program
 - Commonwealth Games Cultural Festival
 - Games Sports Participation Program, including community sporting events.

Who is it aimed at?

Teachers of secondary school students, especially years 11 and 12.

What format will it take?

A CD ROM containing simple multimedia and down-loadable documents in MS Word and PDF formats. An online version will also be available from www.melbourne2006.com.au/education in **Term 1, 2005**.

When will schools receive these resources?

From **Term 1, 2005**.



Middle Years Resources

Two learning units targeting the middle years (5–10) will be developed along the themes '**Hosting a Major Event**' and '**Sport and Ethics**'. Each unit will provide opportunities for challenging assessment as well as encouraging students to connect with the world beyond the classroom.

What will it contain?

Included with the two learning units is a **Games Carnival Manual** outlining how students and schools can host their own major events.

The '**Hosting a Major Event**' unit will:

- have an event management focus covering the planning and implementation of a major event
- link to Melbourne's hosting of the 2006 Commonwealth Games
- encourage the development of skills in decision making and conflict resolution
- cover core elements such as:
 - environmental management
 - catering for diversity
 - event marketing and sponsorship
 - built environment and infrastructure.



The '**Games Carnival Manual**' will assist students in applying their learning from '**Hosting a Major Event**' to the organisation of a carnival or sports day in their school or community. The manual will contain fact sheets, black line masters and checklists, and address the key considerations faced by a major event organising committee.

The '**Sport and Ethics**' unit will:

- cover a range of issues, including:
 - cultural sensitivity
 - accessibility to sport
 - politics and the impact on sport
 - sponsorship, marketing and advertising
 - amateur and professional sport.
- provide students with a model for thinking about ethical issues
- promote discussion about real-life situations
- address issues of personal responsibility, decision making and setting personal goals
- encourage students to consider the many influences of ethics on sports, including the shifts in ethical positions and issues over time.

Who is it aimed at?

Teachers of year levels 5 – 12.

What format will it take?

A CD ROM including simple multimedia and downloadable documents in MS Word and PDF formats. An online version will also be available from www.melbourne2006.com.au/education in April 2005.

When will schools receive these resources?

From April 2005.

Integrated Units: P–10 Resources

Five integrated learning sequences will focus on key Games themes, the Commonwealth of Nations and the countries of which it is made up. One integrated unit will be developed for each of the following year groups: P–2, 3–4, 5–6, 7–8 and 9–10.

What will it contain?

The units will be based on the core values of the Commonwealth Games – humanity, equality and destiny – and will serve to educate students about:

- Indigenous issues and themes
- the Commonwealth of Nations, its member countries and their cultures
- the importance of being physically active.

The units will also address curriculum content from at least four Key Learning Areas (KLAs).



How will the units be structured?

P–10 Resources will be presented as an integrated plan that equals approximately 10 to 15 hours of class activity. This plan will provide a range of teaching and learning activities providing opportunities for:

- in-depth study
- problem solving and/or action research
- some project based work
- involvement in self assessment
- individuals to follow up on areas that interest them
- a range of different presentations/audiences.

Who is it aimed at?

Teachers of P–10 years.

What format will it take?

A CD ROM including simple multimedia and down-loadable documents in MS Word and PDF formats. An online version will be available from www.melbourne2006.com.au/education in June 2005.

When will schools receive this resource?

From **June 2005**.

CommPASS

a virtual trip around the Commonwealth

CommPASS is a resource for primary schools that engages students in learning about other Commonwealth nations. It will also encourage practical understanding of some of the important themes underpinning the Melbourne 2006 Commonwealth Games.

Essentially, CommPASS will contain innovative teaching and learning activities that focus on three main themes:

- fostering greater knowledge and awareness of both the local community and the broader Commonwealth community
- promoting healthy lifestyles and increased sports participation
- encouraging environmentally sustainable behaviour.

How does CommPASS work?

Primary school students will be provided with a CommPASS – or passport – that can be used to ‘visit’ a number of Commonwealth countries. In order to enter each country, students must complete a range of activities that relate to the three themes outlined above. Students will be rewarded by receiving a stamp of the Melbourne 2006 Commonwealth Games mascot, Karak, at each milestone. Variations of the Program will be available for different age groups.

CommPASS is a resource for primary schools that engages students in learning about other Commonwealth countries.

Who is it aimed at?

Teachers and students of years P–6.

What format will it take?

CommPASS will be presented as a boxed kit containing:

- one map of the world
- student passports
- one passport stamp
- certificates of achievement (four each of gold, silver and bronze)
- teacher resource booklet.

Schools will also be able to download copies of the student passport, certificates of achievement and teacher resource booklet from

www.melbourne2006.com.au/education

When will schools receive this resource?

From **June 2005**.



Program activities



CG Reps

cultivating leaders in your school

Schools will be given further opportunities to get involved in Games activities by nominating Commonwealth Games contacts – or CG Reps. Essentially, CG Reps will assist with the management of their school's involvement in Games activities and act as official contacts for the Education Program.

CG Reps will receive regular updates about education opportunities associated with the Games and will be given access to a secure section of the Program website. This section will include an online forum to share ideas.

Who can become a CG Rep?

Schools will be able to determine how CG Reps are chosen, however the number should be limited to six representatives per school.

At least one teacher should be a CG Rep with students chosen from years 5–12.

Linking this project with existing programs

Schools can link their CG Reps with existing activities and programs encouraging project management, leadership and connections with the community. A few examples include:

- VET in Schools/ VCAL courses
- students undertaking the Duke of Edinburgh Award Scheme
- students involved in Advance (Victorian Government schools only)
- school and house captains and leaders
- student councils.

Registering your school's participation

Schools can register their interest **from November 2004 – April 2005**. Registrations can be made online by a teacher or principal at www.melbourne2006.com.au/education

CG Reps information kits will be sent to registered schools in **early 2005**.



Related activities and materials

CG Reps can link to all activities listed in this guide and more – your CG Reps will only be limited by their imaginations!

Opportunities include:

- **Getting Involved** – a guide to making the most of 2006 Commonwealth Games in your community
- **School2School projects** – CG Reps can develop ideas to promote friendships between their school and a school in another Commonwealth country
- **Opening and Closing Ceremonies and Cultural Festival**
- **Post-Compulsory Resources** – will highlight ideas and connections to other activities.



School2School

linking schools across the Commonwealth

The School2School program provides an opportunity to connect with other schools in the Commonwealth and for students to learn about what it's really like to live in another country.

Linking Schools

In **March 2005**, all Victorian schools will have the opportunity to register their interest in the School2School program via the education website. Schools will be invited to nominate the Commonwealth nation with which they would like to link.

Global Classroom Projects

A Global Classroom Project is an online project enabling students and teachers from around the world to communicate and collaborate on a common task via the Internet. Each project is curriculum driven, allowing students and teachers the opportunity to communicate and exchange ideas, opinions and experiences with other schools.

The Victorian Department of Education and Training is providing all Government schools with the opportunity to apply for a grant to support teachers in developing a Commonwealth Games-themed Global Classroom Project.

Once the Commonwealth Games Global Classroom Project has been established schools from all over Victoria, Australia and other Commonwealth countries will be able to participate in the project by visiting **www.melbourne2006.com.au/education**

Schools will be invited to register their interest to participate in the Commonwealth Games Global Classroom project ideas via the education website and Global Classroom website (**www.sofweb.vic.edu.au/gc**) in **early 2005**.

The School2School program provides an opportunity to connect with other schools in the Commonwealth.

Related activities and materials

- **Integrated Units: P–10 Resources**
- **CommPASS**
- **Getting Involved** – opportunity to link with your local Council's adopt a second team program.

CGTV

capturing the Games through students' eyes

Teams of students, CGTV Crews, from across the State will be trained to produce feature segments for broadcast on the Schools' Television network (Schools' TV). A total of nine crews will be trained.

There will also be extensive opportunities for students who are not part of these teams to be involved in a variety of ways. For instance, assisting with research for the production and providing help with stories.

How will this project work?

All Victorian schools – primary and secondary – are invited to register their interest via www.melbourne2006.com.au/education

Schools need to consider that the project will be delivered from the end of 2004 to early 2006, requiring long-term commitment.

Schools that have registered their interest will be sent a package of information about the Program requesting them to submit an application and nominate students to participate in the project. These applications will be assessed by a selection panel and successful schools will be notified of their selection.

Teams of students will then be selected to undergo training in late 2004 and continuing into early 2005. Based on this training and projects undertaken by the students, CGTV Crews will be selected. Each member of the CGTV Crew will specialise in one aspect of production. The selected CGTV Crews will produce the content for CGTV in late 2005 to be broadcast in **Term 1, 2006**.

CGTV Crews will research, script, organise, shoot and edit the stories under the guidance of teachers, Schools' TV staff and industry professionals. The segments will be presented in a Commonwealth Games program hosted by students on Schools' TV.

The content may include a mixture of studio and outside broadcast material and feature segments ranging from:

- Commonwealth country profiles and information
- local school and community activities celebrating the Games
- past and present athlete profiles
- venue profiles
- behind the scenes and event management information.



Related activities and materials

- **CG Reps** – CG Reps could assist CGTV Crews in sourcing content and highlighting what their schools are doing.
- **Getting Involved** – opportunities to profile your community's involvement in the Games.

Art4Athletes

connecting students with athletes

Art4Athletes is a way of connecting athletes from around the world with Victoria's school students.

All schools will be invited to select the best artwork from students that reflects the spirit of the Commonwealth Games. The artwork will be in the form of a poster with a short message from the student who created it. Athletes will be provided with artwork during the Games.

Who can apply and how?

The competition, launched in **April 2005**, will be open to all Victorian school students from prep to year 12. Schools will be required to register their participation in the competition at www.melbourne2006.com.au/education in early **April 2005**. A package of information outlining the requirements for the artwork, including scale, theme and format will then be sent to registered schools.



Related activities and materials

- Games Cultural Festival
- Integrated Units: P-10 Resources
- Post-Compulsory Resources

Games-related activities



Getting healthy and active

Involvement in community activities will help bring the Games closer to Victoria's students.

The Games will show off Victoria's love of sports and passion for getting involved.

The excitement they generate will serve as a catalyst for many of Victoria's students to get involved in physical activity.

While many schools already have programs in place that focus on healthy lifestyles, the Games is an opportunity to promote or build on these programs, encouraging innovative ways of engaging in physical activity.

Students will also be given the opportunity to participate in physical activity and sports through a number of statewide initiatives. These include:

- School Pathways Program for high-performing students
- Indigenous sports programs
- 'Warming up for the Games'
- sports demonstration days.

Information on all these activities will be available from www.melbourne2006.com.au/education in early 2005

Opportunities for your school

Future Athletes Program

The Commonwealth Games **Future Athletes Program** will introduce talented secondary school competitors to a sports performance pathway, linking them to existing athlete development pathways. Students competing in zone and regional level events will be eligible for selection to attend special sports camps that encourage and inspire young athletes to develop their talents. At these camps the young athletes have the opportunity to meet elite athletes, coaches, and sports scientists. The camps will take place in metropolitan and regional Victoria at various times throughout 2005. Further information will be posted at www.melbourne2006.com.au/education in early 2005.

Indigenous sports programs

Sport Leadership Program for Indigenous Youth

This Program offers up to 40 Indigenous young people the chance to gain skills and accreditation in sports administration. Program participants will be taught the appropriate skills to coordinate sporting events, particularly within their community. Further information will be posted at www.melbourne2006.com.au/education in early 2005.

Sports Events in Koori Communities

A number of sporting events targeting Koori communities will be held from **July 2005**. Up to 11 events will be held across regional and metropolitan Victoria including one statewide event. Each event will involve sports of the Commonwealth Games with role models on hand to assist in the running of sports activities and delivering positive messages promoting sports participation. Further information will be posted at www.melbourne2006.com.au/education in early 2005.



Community events

Warming up for the Games

As part of the countdown to the Games, the Victorian Government is encouraging every municipality to channel its enthusiasm into a special day of physical activity that involves the whole community. Municipalities have been asked to organise events that will bring all members of the community together for this day of physical activity. This event will take place in late 2005. If your school would like to be involved, please contact your local Council.

Sports demonstration activities

Municipalities will be encouraged to host sports demonstration days for emerging youth sports, seniors and masters sports, traditional Indigenous sports and sports for people with a disability. These events may coincide with other community events or celebrations.

Your local sporting clubs

The Games will be an impetus for many to participate in sports activities – particularly Commonwealth Games disciplines. In the lead up to 2006, sporting clubs may approach your school to promote their particular sport, or to provide assistance in running sports programs or events. A sports participation information hotline and website will run during the Games to help aspiring sports enthusiasts to easily identify clubs that have the capacity to service new members.

Commonwealth Games Traineeships

Ready Event Go! is a Victorian Government initiative offering 400 new traineeships in major event-related fields in preparation for the Commonwealth Games. Further information can be found at

www.dvc.vic.gov.au/commonwealth_games

Related activities and materials

Activities which relate to this Program include:

- **CG Reps**
- **Getting Involved** – through initiatives such as a single day of statewide activity (Warming up for the Games) in late 2005.

Materials being provided to teachers that support getting healthy and active include:

- **CommPASS** – the Games passport program
- You can also learn how to design and host your own Games through the **Middle Years Resources' Games Carnival Kit**
- **Integrated Units: P-10 Resources** – through participation in physical activities.

2006 Commonwealth Games Environment Program

The Victorian Government aims to make hosting the 2006 Commonwealth Games as good for our natural environment as it is for the rest of Victoria. The Environment Program maps out the three initiatives through which the Games will work towards achieving this:

- **waterwise** – by recycling stormwater and wastewater, using water efficient appliances, fixtures and fittings at major Games venues and promoting responsible water use
- **carbon neutral** – eliminating greenhouse gas emissions generated from hosting the Games, by reducing energy consumption, increasing public transport use and offsetting the shortfall by planting native trees as carbon sponges
- **low waste** – discouraging littering through a Games-focussed anti-littering campaign, and reducing waste that goes to landfill through more recycling and better use of resources.

Through these initiatives, the Games will showcase how we can reduce our impact on the environment – leaving a heightened awareness of why sustainability matters. We would like schools to think about how they can make their students more aware about environmental sustainability and how they can reduce their impact on the environment – at home, at school and in their communities.



Opportunities for your school

How can my school get involved in Commonwealth Games environmental initiatives?

Plant trees for the Games – tree planting days will be held across Victoria. If you want to hold your own planting days, contact your local landcare group.

Make Victoria Litter-free for the Games – your school can register in **early 2005** to receive information to help raise awareness among students about litter – so keep checking the education website for details. This is a good opportunity to address litter, waste and recycling issues through activities such as rubbish-free lunches and clean-up days, or joining the Waste Wise Schools Program.

How can I make my school more sustainable?

Your school can be involved by:

- identifying ways to save electricity
- looking at staff and student transport options to and from school
- encouraging biodiversity and water saving by planting gardens with local indigenous species
- introducing recycling systems and using less paper
- raising money for water recycling and water saving systems.

Waste Wise Schools Commonwealth Games Award

Every year the EcoRecycle Waste Wise and Sustainable Schools Awards reward Victorian schools and their students, staff and parents that have achieved outstanding results in sustainability.

In 2005, EcoRecycle will have an additional category – the Waste Wise Commonwealth Games Award. This award is targeting schools that have developed a Waste Wise strategy to use the Commonwealth Games as a milestone to implement actions that reduce waste. This may be a result of implementing new strategies in their school or working with the community on projects aimed at reducing waste. Schools can enter the competition **from mid 2005**.

Related activities and materials

- **Middle Years Resources** – learn more about how we are making the Games environmentally friendly.
- **CommPASS** – encourage primary students to become more aware about environmental sustainability.

For further information and resources on environmental sustainability visit:

- www.epa.vic.gov.au/students
- www.ecorecycle.vic.gov.au
- www.travelsmart.vic.gov.au
- www.ourwater.vic.gov.au
- www.litter.vic.gov.au
- www.greeningaustralia.org.au
- www.landcareaustr.com.au
- www.planetark.com
- www.dvc.vic.gov.au/commonwealth_games or contact your local Council.



Getting involved in your community

From regional centres to suburban neighbourhoods and rural towns, the Victorian Government is supporting individual communities to make the most of the Games. Each council in Victoria will have access to funding for their community to get involved in the Games through celebrations, sports demonstrations, exhibitions and community infrastructure projects.

Local Councils have been asked to coordinate Games-related activities in their municipality, working in partnership with community groups to develop ideas, plan and complete projects. Through these partnerships, it's hoped the Games will inspire a range of events across the State.

Launched in **September 2004**, *Getting Involved* grant submissions closed on 16 December 2004.

The program is also a chance for schools to engage with their local Councils forming partnerships on many Games-related activities and events. Schools should contact their local Councils to find out how their communities will be celebrating the Games.



What's included in the program?

Warming up for the Games

A single day of statewide activities – further information is provided in the *Getting healthy and active* section of this guide.

Community celebrations

Local Councils can access funding to host celebrations and events in their communities. The celebrations should involve a diverse range of groups in the community. Key events for planned celebrations may include the Queen's Baton Relay or local activities around the Opening and Closing Ceremonies.

Adopt a second team

Local Councils across Victoria have been encouraged to 'adopt a second team' for the Commonwealth Games. The idea is to foster support for a Commonwealth team and country across a municipality. The initiative aims to encourage schools and community groups within these areas to organise activities that explore links with the adopted country. Turn overleaf to find out which team your community is supporting.

Country and team information will be posted on the Education Program website, plus details of key activities being undertaken by local Councils and 'supporters clubs.' Activities to support a second team could include:

- involvement in team welcoming and farewell events
- group visits and 'watch ins' to support the adopted team's performance
- film nights, cultural or photographic exhibitions themed around that country
- supporting an international aid or assistance project in a small or developing Commonwealth nation.

Adopt a second team matches across Victoria

Municipality

Nation

Alpine Shire Council	Bahamas ‡
Ararat Rural City Council	Scotland ‡
Ballarat City Council	India ‡
Banyule City Council	Lesotho
Bass Coast Shire Council	Tanzania
Baw Baw Shire Council	Gibraltar
Bayside City Council	Wales ‡
Benalla Rural City Council	Fiji
Boroondara City Council	Tonga ‡
Borough of Queenscliffe	Northern Ireland ‡
Brimbank City Council	Nigeria ‡
Buloke Shire Council	Kenya ‡
Campaspe Shire Council	Canada ‡
Cardinia Shire Council	Malaysia ‡
Casey City Council	England ‡
Central Goldfields Shire Council	Scotland ‡
Colac-Otway Shire Council	England ‡
Corangamite Shire Council	Jamaica ‡
Darebin City Council	Singapore ‡
East Gippsland Shire Council	Solomon Islands
Frankston City Council	Samoa ‡
Gannawarra Shire Council	Cyprus
Glen Eira City Council	Bahamas ‡
Glenelg Shire Council	Malawi
Golden Plains Shire Council	Wales ‡
Greater Bendigo City Council	Scotland ‡
Greater Dandenong City Council	Mozambique
Greater Geelong City Council	Wales ‡
Greater Shepparton City Council	The Gambia
Hepburn Shire Council	Jersey
Hindmarsh Shire Council	Singapore ‡
Hobsons Bay City Council	Barbados, St Lucia, St Vincent and Grenadines*‡
Horsham Rural City Council	Cook Islands
Hume City Council	Zambia
Indigo Shire Council	Swaziland
Kingston City Council	Sri Lanka ‡
Knox City Council	New Zealand ‡
Latrobe City Council	Malta
Loddon Shire Council	Brunei
Macedon Ranges Shire Council	South Africa ‡
Manningham City Council	Trinidad and Tobago, Grenada*‡
Mansfield Shire Council	Kiribati, Nuie, Tuvalu*
Maribyrnong City Council	Bangladesh
Maroondah City Council	Sri Lanka ‡
Melbourne City Council	India ‡



Municipality

Nation

Melton Shire Council	Maldives
Mildura Rural City Council	Tonga ‡
Mitchell Shire Council	Isle of Man
Moira Shire Council	Uganda
Monash City Council	Pakistan
Moonee Valley City Council	Seychelles
Moorabool Shire Council	Guyana
Moreland	Kenya ‡
Mornington Peninsula Shire Council	Bermuda, St Helena, Falkland Islands*
Mount Alexander Shire Council	Mauritius
Moyne Shire Council	Northern Ireland ‡
Murrindindi Shire Council	Antigua and Barbuda, Turks and Caicos, British Virgin Islands*
Nillumbik Shire Council	Canada ‡
Northern Grampians Shire Council	Namibia
Port Phillip City Council	Papua New Guinea
Pyrenees Shire Council	Guernsey
South Gippsland Shire Council	Anguilla, Dominica, Montserrat, St Kitts and Nevis*
Southern Grampians Shire Council	Botswana
Stonnington City Council	Norfolk Island
Strathbogie Shire Council	Cameroon ‡
Surf Coast Shire Council	Vanuatu
Swan Hill Rural City Council	Samoa ‡
Towong Shire Council	Nigeria ‡
Wangaratta Rural City Council	Nauru
Warmambool City Council	Belize
Wellington Shire Council	Ghana
West Wimmera Shire Council	Barbados, St Lucia, St Vincent and Grenadines *‡
Whitehorse City Council	Sierra Leone
Whittlesea City Council	Cameroon ‡
Wodonga City Council	Jamaica ‡
Wyndham City Council	South Africa ‡
Yarra City Council	Malaysia ‡
Yarra Ranges Shire Council	New Zealand ‡
Yarriambiack Shire Council	Trinidad and Tobago, Grenada* ‡



* Some smaller nations have been grouped together on a geographic basis.

‡ Some nations have been adopted by more than one Council because of the scope of possible activities, and to strengthen links between municipalities.

Sports demonstration activities

Communities will be encouraged to host sports demonstration days. More information on these activities is provided in the *Getting healthy and active* section of this guide.

Local sporting history and heroes

Communities are also being encouraged to celebrate the people, events and sports that have shaped local identity. Maybe your school produced a famous athlete? Or maybe you could plot the history of the local footy team? Work with your historical societies to create an exhibition.

Community and heritage infrastructure projects

The Victorian Government is helping communities put their best foot forward during the Games by providing funding to upgrade infrastructure in public spaces, particularly those which will be the focus of Games-related celebrations. These activities could include the creation of public artwork, upgrading accessibility to venues and improving streetscapes.

Find out more

Schools are encouraged to contact their local council and find out how they can be part of these opportunities. Information on *Getting Involved* can be found at www.dvc.vic.gov.au/commonwealth_games or by contacting your local Council.



Opening Ceremony

The Opening Ceremony of the Melbourne 2006 Commonwealth Games will be a truly spectacular event, with a worldwide audience of around one billion. The Ceremony will not just be confined within the walls of the Melbourne Cricket Ground – it will involve an extraordinary cross section of the community, brought together in new and radical ways to create one of the largest community events in Victoria's history.

How can schools be involved?

Take part in the Ceremony

The Ceremonies Team for the Games has a vision of school students playing an important part in the Opening Ceremony of the 2006 Commonwealth Games.

Involvement will require extensive planning and support from teachers and parents.

Further information on how schools can apply to be part of this will be made available in **Term 2, 2005**.

Celebrating in your community

Schools and communities will be invited to take part in Opening Ceremony events by being part of a statewide celebration, welcoming the athletes from across the Commonwealth. Students will be encouraged to create artwork in their classroom, and put it on display at community events – possibly as site decorations or as part of a community performance.

Further information on these schools projects will be provided in **Term 2, 2005**.

Stage your own Opening Ceremony

Schools may wish to organise their own Opening Ceremony event as part of their Games celebrations. Further information on hosting and designing an event will be provided in the Middle Years Resources and online in **April 2005**.



Welcoming the Queen's Baton Relay

The Queen's Baton Relay symbolises the unity and spirit of the Commonwealth Games. The Melbourne 2006 Queen's Baton will travel across the Commonwealth, through every State and Territory of Australia and is expected to pass through every municipality in Victoria on its way to the Opening Ceremony at the MCG. The Relay will give school students the chance to witness this historic journey in the lead up to the Games.

How can schools get involved?

Lining the route

The Baton's progress will be followed closely by millions of people across the world, giving towns en route the chance to be showcased to a worldwide audience. Schools will play a major part in these celebrations with students encouraged to line the Baton's route as it travels through. There are also many opportunities for flow-on activities such as making costumes, banners and streamers and creating chants to support Relay runners or their favourite Commonwealth Games team.



Stopover at schools

The Queen's Baton Relay may stop around lunchtime each day. It is proposed that, where suitable, local schools host these lunchtime visits. Students will have an opportunity to view the Baton, hear about the Games and talk to some Games staff, volunteers and runners. Victorian schools hosting lunchtime visits will be identified in **Term 4, 2005**.

Community celebrations

Through *Getting Involved*, funding is available to help local communities in Victoria make the most of the Relay by hosting welcoming celebrations or related events. Some communities will have the opportunity to host a 'community celebration' to celebrate the continuing passage of the Relay across Australia. Schools should contact their local Council to find out how they can be part of these celebrations.

Volunteering

As with many aspects of the Games, volunteers in each municipality will be an important part of celebrations for the Relay. Volunteering offers school students an opportunity to be part of an exciting and historic event. To find out more about volunteer opportunities for the Queen's Baton Relay community events, schools should contact their local Council.

Find out more

For more information on the Queen's Baton Relay visit www.melbourne2006.com.au

Commonwealth Games Cultural Festival

The Commonwealth Games Cultural Festival will involve events and activities across metropolitan and regional Victoria. The Festival will celebrate the diversity of the Commonwealth through a series of free and low cost events, including music, dance, circus and exhibitions.

With over 50 percent of the Commonwealth made up of young people, the Cultural Festival will endeavour to reflect this demographic. Accordingly, schools will be encouraged to take an active role in Festival events and activities.

The Cultural Festival will also showcase Victoria's own diversity – one of the most multicultural places in the Commonwealth. This is a good opportunity for schools to focus on cultural diversity within their student population and the value this adds to their achievements and day-to-day activities.

How can schools get involved?

Performance and exhibitions

Pre-Games and Games-time performance and exhibitions will take place, covering various elements including circus, film, theatre, dance, concerts, visual arts and themed exhibitions. Schools may be invited to organise student involvement in these activities, or to highlight opportunities for their students to get involved. Further information about these opportunities will be provided to schools in **Term 2, 2005**.

Community based activities

Victorians will be encouraged to take an active role in the Cultural Festival, with leading artists working with community groups, including schools, to put together musical performances and public art programs.

Banner project

This project will provide a canvass for all Victorians to share what multiculturalism means in their communities. Artists will work with groups across the State to design banners that tell a story through images. These banners will be joined together and incorporated into the Games Cultural Festival. The banners will also be part of celebrations for the United Nations Day for the Elimination of Racial Discrimination (Harmony Day), which falls during the Games on **21 March 2006**. Further information will be provided in early 2005.

Other artist-led projects

Artists will work with local arts organisation and communities on a wide range of activities from dance, public art to local exhibitions. Further information on these opportunities will be available in mid 2005.



Related activities and materials

– *Getting Involved*

Equal First

...Equal First is also encouraging those who are often under represented to be part of all our major events.

Equal First is the Victorian Government's strategy to make the Melbourne 2006 Commonwealth Games a truly inclusive event.

The strategy aims to make it easier for people to find out about, get to and take part in Games activities.

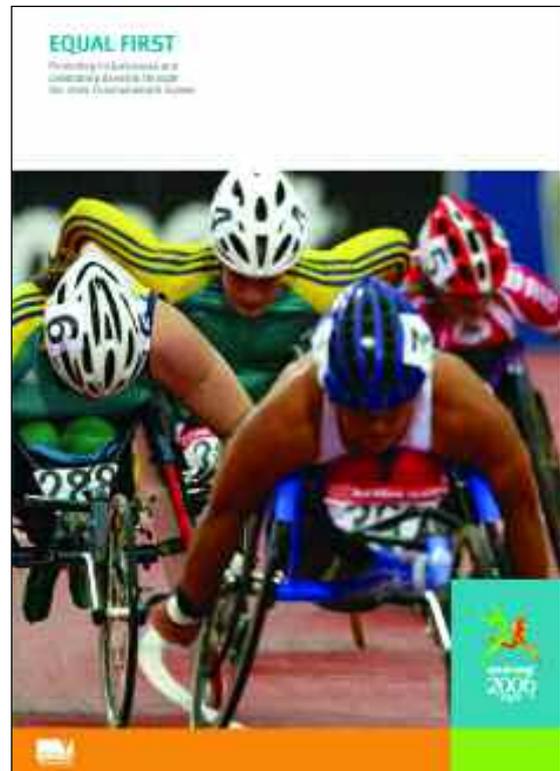
Equal First is also about encouraging those who are often under represented to be part of all our major events.

Some of the key initiatives of *Equal First* are:

- making sure critical Games information is available in various formats, particularly for the vision and hearing impaired
- establishing an internet and telephone helpline that assists people with specific access needs to plan for attending Games events
- creating a free training course to enable more young people and Indigenous groups to become Games volunteers, and giving them transferable skills in the process
- helping communication between cultures by identifying volunteers able to speak other languages
- ensuring Games venues are accessible to all members of the community.

Equal First is a good example to school students, particularly those in middle years, of how to host an accessible major event.

For more information on *Equal First*, visit www.dvc.vic.gov.au/commonwealth_games



Related activities and materials

- Middle Years Resources

Program key dates



2004

Term 4

October

- Launch of the Melbourne 2006 Commonwealth Games Education Program including the Education Program website (www.melbourne2006.com.au/education)
- Registration of interest opens for CG Reps.
- Registration of interest opens for CGTV productions.

December

- **Getting Involved** – local Council grants submissions close **16 December**.

First term school holidays have been moved slightly for 2006.

Term one will finish on 10 March 2006, five days before the Opening Ceremony.

Students will return on 27 March, the day after the Closing Ceremony.

2005

Term 1

- **Getting Schools Involved** sent to all schools in Victoria.
- **Starting Blocks** – CD ROM sent to all schools in Victoria.
- **Post-Compulsory Resources** CD ROM sent to all secondary schools in Victoria.
- **School2School** registration of interest.
- **Future Athletes Program** – further information posted on the Education Program website.
- **Sports Leadership Program for Indigenous Youth** – further information posted on the Education Program website.
- One year to go to the Games celebrations **15 March**.

Term 2

- Make Victoria litter-free for the Games – registration of interest to receive information kits.
- **Middle Years Resources** CD ROM sent to all schools in Victoria.
- Registrations close for CG Reps.
- **Art4Athletes** launched and registration of interest called.
- Further information on classroom artworks for the **Opening Ceremony** available on the Education Program website.
- Further information on how to get involved in the Games **Cultural Festival** will available on the Education Program website.
- **Waste Wise Commonwealth Games Award** competition entries open.
- **Integrated Units: P-10 Resources** sent to schools in Victoria.
- **CommPASS** sent to schools in Victoria.

2005

Term 3

- Sporting events focusing on Koori communities held across the State.

Term 4

- Victorian schools hosting afternoon visits for the **Queen's Baton Relay** identified.
- **Warming up for the Games** – a single day of statewide activity.
- **School2School** linkages program registration of interest opportunities.
- **Art4Athletes** closes.

2006

Term 1

- **CGTV** broadcast on Schools TV.
- Team-welcoming ceremonies for athletes.
- Community celebrations in association with the Games held across Victoria.
- **Art4Athletes** artwork presented to athletes.
- **Opening Ceremony** and **Games Cultural Festival**.
- **15–26 March the XVIII Commonwealth Games**.



More information



For information on any aspect of the Games, please contact:

Phone

(03) 9655 2006

TTY

(03) 9603 8806

Web

www.melbourne2006.com.au/education
for more information on the Education Program.

www.melbourne2006.com.au
for more information on the 11 days of competition, the Queen's Baton Relay and official volunteer program.

www.dvc.vic.gov.au/commonwealth_games
for more information on other programs helping to make the most of the Games.

Post

Office of Commonwealth Games Coordination
Department for Victorian Communities
GPO Box 2392V
Melbourne VIC 3001

Information in alternative formats available upon request and through
www.dvc.vic.gov.au/commonwealth_games

For recorded information in English, please call 0209 0197.

للإستماع إلى معلومات إضافية، يرجى الإتصال على الرقم 0209 0190

Για πληροφορίες σχετικά με τα προγράμματα της Ελληνιάδας, παρακαλούμε τηλεφωνήστε στο 0209 0191.

यदि आप विषय संबंध में विस्तृत जानकारी प्राप्त करना चाहते हैं तो 0209 0190 पर फोन करें।

Per avere informazioni registrate in italiano, si può chiamare il 0209 0190.

石家莊州查詢電話請洽查詢科 - 請電0209 0194 -

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MELBOURNE 2006
COMMONWEALTH GAMES
EDUCATION PROGRAM

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