

THIS EDITION

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Odd Spot Did You Know?

The first Commonwealth Games (then known as the British Empire Games) were held in Hamilton, Ontario, Canada, in 1930. Eleven nations with a total of 400 athletes participated in the first Games which have been held every four years since – except for 1942 and 1946 due to World War II.

Active 4 the Games

Welcome to our second issue of the CG Reps GameZINE. We are calling on you to get Active 4 the Games.

The M2006 Commonwealth Games is a once-in-a-lifetime event.

Now is the time to get excited, be inspired and become a fully-fledged member of the M2006 education family.

Great things are already happening in Victorian schools. Now it's your turn.

For starters, why not begin to organise - or at least lend your hand - to activities which promote healthy lifestyles in your school community?

In this issue you'll find out what's happening at Wycheproof P-12 College, St Mary's Ascot Vale, Torquay Primary School, Ararat Community College and at Eumemmering College. You'll also find out about Karak's athletic ability and gain a rare insight into what it's like to be a sporting champion in the lead up to a major event.

We hope you enjoy this edition of GameZINE and consider contributing to future issues.

CGTV @ Wycheproof

By Deborah Crockett

Wycheproof P-12 College is a small rural school in the Mallee region in Victoria. We have about 170 students, with quite a few living on farms. Over recent months, a small band of students have been making a DVD for the Schools' Television Network during the Commonwealth Games. Our first task is to produce two 90 second segments. One deals with Diving and the Games, and the other is about Kenya.

Wycheproof students have developed a variety of skills, including using the school's digital video camera and downloading clips to a computer. These clips have been edited into a segment that makes sense - and looks appealing. This has been burnt onto a DVD using some quite complex software.

Our school is part of the Shire of Buloke and has been allocated Kenya as our 'sister' nation and our adopted second team. When interviewing Shire Mayor Mr Reid Mather for the DVD we learnt athletes from Kenya would visit Buloke Shire for a 'Fun Run' in November this year. He hoped people in Buloke Shire could become involved. As a school, we plan to take part.

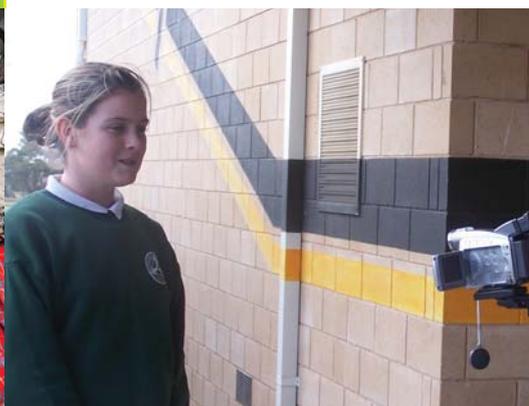
Wycheproof P-12 College has also expressed interest in the Art4Athletes program, where students create artworks for display in the Athletes Village during the Games. Our new art teacher, Ms. Deidre Zabel, comes from Connecticut in the US and is looking forward to learning more about the Games. She also wants her students to produce interesting and attractive art for the athletes.

Although we will be a long way from the main action in Melbourne, all members of the Wycheproof P-12 College school community are looking forward to supporting our Aussie athletes (and 'our' Kenyan athletes as well) at the Commonwealth Games.

Deborah Crockett is a teacher at Wycheproof P-12 College.

Far left: The Kikuyu People from Mt Kenya, 120kms from Nairobi, celebrate the arrival of the Baton. Kenya. Copyright Melbourne 2006 Commonwealth Games Corporation. Photo: prpix.com.au

Left: Courtney being filmed for the beginning of the D.V.D about Kenya. Wycheproof P-12 College.



The Games Arrive at St Mary's

By the Grade 5/6 students of Senior SM

Our Senior Class at St. Mary's Primary School, Ascot Vale, registered for the CG Reps Program on August 8.

This was not an easy decision. We spent a great deal of time thinking about and discussing the advantages and responsibilities of being part of the program. We reflected on our own talents and how each individual could contribute. We realised that, like the Commonwealth Games athletes, we also have talents suited to particular areas. After listing the various roles of CG Reps, each of us wrote a letter of application for the role that best suited us. ... and finally we started our CG Reps experience.

This included a great deal of planning, teamwork and goal setting. After brainstorming the advantages, we considered the learning possibilities.

The following ideas are a summary of our thoughts:

Why do it?

- ✓ It is a big global event that will help us to learn more about our world and understand it.
- ✓ Next term the whole school is studying Cultural Diversity and we could study this through learning more about the way of life, customs and culture of nations in the Commonwealth.
- ✓ We could achieve this through research and by possibly matching up with a Commonwealth community through the School2School program. (The wheels are currently in motion for a link-up with a Canadian school! ... fingers crossed!)
- ✓ We will develop leadership skills by organising activities for the school and communicating with the principal, parents and the community.
- ✓ We will make new friends in the community and other Commonwealth countries.

What can we do?

On a global level:

- ✓ Interact with other students.

At a local level:

- ✓ Teams will take responsibility for encouraging other classes in the school to

become involved through the Art4Athletes program and other activities.

- ✓ We will meet with the Principal and PE Coordinator to discuss the possibility of including some of the Commonwealth Games sports in our School Athletics Carnival in December this year.
- ✓ We will periodically write bulletins in the St. Mary's Newsletter and at school assemblies to tell parents what we are doing.
- ✓ We are planning to make contact with the local council to see how we can participate in community events.
- ✓ We look forward to learning about the history of the Commonwealth Games and the sports played.

How will we learn?

- ✓ We will be playing an active role in our own learning through programs offered by CG Reps.
- ✓ We will be taking on leadership roles within the school and the community.

We are very excited about the great possibilities of the next seven months. We will have lots of fun while we develop and learn with many people from the variety of countries and cultures in the Commonwealth.

We look forward to this journey and we'll keep you posted along the way!

We are all united!

Developed and written by the Students of Senior SM, with the guidance of teachers Sam and Catherine, St. Mary's Primary School, Ascot Vale, Victoria.



1.



2.



3.

Above:

1. The St Mary's CG Rep photographers Matthew (CG Rep Team Manager) and William after their digital training.
2. The Senior Class at St Mary's embrace the team spirit of the Commonwealth Games.
3. United we stand. The Senior class with their teacher, Sam. St Mary's School, Ascot Vale, Victoria.



Above: The Commonwealth Games CG Reps Team begins at St Mary's Primary School, Ascot Vale.

CGTV Crewing On.....

The Commonwealth Games are fast approaching.

CGTV crews are already producing student-driven television content about the Commonwealth Games. This content will be broadcast as CGTV by the Schools' Television Network and produced in a special DVD package. There will even be segments that can be viewed from the Education Program website!

Teams of primary and secondary students from across the state form the CGTV Crews trained to produce feature segments for broadcast.

Coordinator of CGTV, DE&T's Michael Green is extremely keen about what CGTV has to offer, "CGTV provides a fantastic opportunity for students to be part of a global scale event," he says. "It also allows them to create media work in conjunction with, and alongside the media industry."

Recently, the students from Williamstown Primary School and Footscray West Primary School were commissioned to produce a 30 minute program aimed at providing insights into the way a TV studio operates. Working with Kristy Brown, CGTV Project Officer, the students spent several days planning the production, before taking over the Schools TV studio to shoot the program. The result was an action packed program called "Quiet on Set!" which will be launched in September. Stay tuned.....

If your school is doing anything Games-related that you think would make a good segment on CGTV, let us know via cgtv@edumail.vic.gov.au and we'll see if we can get a CGTV crew there to record the story. The CGTV@ Wycheproof article describes one school's experience at creating television content.

CG Reps Spot

Getting Active at Eumemmering College

Eumemmering College, Hallam Campus, in partnership with the City of Casey, plans to organise a Fun Run Festival at the site of the State Mountain Bike Centre in Lysterfield. Carrying on the success of the "Warming up for the Games" Community bike ride and physical activity day, it will be held closer to the Commonwealth Games in March 2006. The festival will include community activities such as children's face painting, jumping castles, drawing competitions and carnival games. There will be food stalls and show bags to cater for the family. The event will target primary and secondary school students, and the wider community. Organised by the senior VCAL (Victorian Certificate of Applied Learning) students, with support from the City of Casey, it is anticipated they will learn valuable leadership, co-operation and event planning skills.

Join the Commonwealth at Play Global Classroom Project through Ararat Community College

Next year the baton will pass through

Ararat and to get involved, the school is coordinating a new Global Classroom Project called the "Commonwealth at Play". All Victorian schools are invited to take part. The project is suitable for students from Years 4 -10, the project offers a range of activities, including:

- Digital photography;
- Interviewing local community heroes;
- Responding to sporting issues by email;
- Kahootz 3D World building;
- Design, construction and exchange of batons by students with international partners;
- Reporting on local celebrations during the games.

Register your interest with jot@araratcc.vic.edu.au or go to Ararat Community College's website at www.araratcc.vic.edu.au/users/web/commonwealth/index.htm

There is something for everyone. For more information on the two Global Classroom Projects for the Commonwealth Games, go to the *What YOU Can Do In Your School* section of this GameZINE.

Art4Athletes Update

Over 450 schools from across Australia have registered to provide more than 6,000 artworks so that each athlete and team official coming to Melbourne for the Games can receive a welcome message and gift.

Here is some important information to remember:

- The key themes are:
 - *Welcome to Australia!*
 - *Welcome to my home!*
 - *Welcome to the Melbourne 2006 Commonwealth Games!*
- Students of all ages are encouraged to reflect on what is important to them about their home and what makes their community unique and different or to reflect on the Games and what it might mean to an athlete who will be coming to Melbourne to compete.
- The artworks will be given to athletes and officials from across the Commonwealth of Nations. The recipient of the artwork could represent any country and could participate in any sport, so the artwork should not support any one specific

nation or sport.

- All artwork needs to be submitted in A3 *landscape format* and be laminated for protection.
- It is estimated that each school will need to prepare and submit up to 20 artworks. CG Reps can start planning now how their school might conduct a school wide competition to select the best artworks.
- Athletes and officials will be encouraged to send a message of thanks back to each student(s) who has submitted a piece of artwork.
- Permission slips need to be signed by parents and students for the authority to reproduce, alter or broadcast Art4Athlete Artwork and these will be provided to you to complete.

Key dates for your diary

- September 2005 - An information kit detailing guidelines for schools will be mailed to every contact officer.
- 30 November - Artworks must be submitted to the Office of the Commonwealth Games Coordination.

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.

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.....

By the end of Term 3

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

Term 4

United through the Games – Integrated Units:

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

CommPASS – A Commonwealth Games Passport Program for primary students (for implementation in Term 1, 2006).

Linking School2School

Link with other schools in the Commonwealth and learn about what it's like to live in another country. That's what School2School is all about.

Hosting the Games presents exciting opportunities for schools across the Commonwealth to forge links with each other. The **School2School** Program aims to put schools in Victoria in contact with schools in other Commonwealth nations and for relationships to become ongoing. The aim of the program is to learn more about each other and develop a deeper appreciation and understanding of the countries and cultures that make up the Commonwealth of Nations. Students may wish to share letters or emails, photographs, artwork, stories and 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. Students could even undertake a collaborative project together to share ideas about how to solve a problem or tackle an issue that's important to them.

Schools from Victoria and other Commonwealth nations can register NOW on the School2School registration pages of the education program website www.melbourne2006.com.au/education.

Once Victorian schools are registered, they will receive information and contact details about their matched school and an information pack to assist them in getting started.

Schools will be matched during **Term 4, 2005** and **Term 1, 2006**

Where possible, schools in Victoria will be linked with schools from their local councils 'adopt a second team' country. Find which Commonwealth nation your community is supporting at the Getting Involved section of www.dvc.vic.gov.au/ocgc or refer to GameZINE 1 which gave you a list of every Local Council area and the second team they are adopting.

For any queries about the School2School Program email School2School@edumail.vic.gov.au

Getting involved in future CG Reps GameZINES

We want YOU!

Through GameZINE, we want to get you involved in the Education Program for the Melbourne 2006 Commonwealth Games - to showcase and celebrate your great work.

To help us do this, we need YOUR contributions to our next 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.

For our next GameZINE, think of the *Environment and YOU*: What is your school doing to be waste-wise or to save water? What are you doing to preserve the environment? Let us know by sending us a snapshot or submitting an article.

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. A story provides much more detail. Including what

you have done, how you got there and what you are planning for the future.

For more information on what YOU need to do, go to the Commonwealth Games Education website at 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 CG Reps section of the Commonwealth Games Education website. These will give you important information about getting permission to submit your article as well as how many words, the 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!

Calendar of Events

18 November 2005

All Art4Athletes artwork to be submitted

20 November 2005

Statewide *Warming Up for the Games Day*

1. School2School Registrations – NOW!

2. Art4Athletes Information Kit - September

An information kit detailing guidelines for schools will be mailed to every contact officer whose school has registered for Art4Athletes.

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. Art4Athletes Work Submission – November 18

All Art4Athletes artwork to be submitted.

5. 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.

GameZINE 3- The Environment and YOU	Submit by Oct 10	Publication: Mid Term 4, 2005
GameZINE 4- Countdown to the Games	Submit by Dec 2	Publication: Early Term 1, 2006
GameZINE - Post-Games Celebration	Submit by Mar 30	Publication: Term 2, 2006

Tim's tips on training in winter:



- When you wake up, get straight out of bed.
- Vary your training if the weather doesn't suit. Swap a gym session with a running session if it's too wet outside.
- Remember the hard sessions in winter will set you up for a great season in the summer.

Don's tips on healthy eating:



- Eat from all the five food groups. You need energy for training and the food you eat is your fuel.
- Any food in moderation is fine. It's important to reward yourself but remember not to have too much!
- Breakfast is the most important meal of the day. If I miss breakfast, then my training in the afternoon suffers.

Tim and Don's Games Diary

Giddy everyone!

It's been an action-packed few weeks. We've had the launch of the Commonwealth Games road events, the Games Cultural Festival, *Festival Melbourne 2006* and the call for 5,000 volunteers for the Opening and Closing ceremonies.

The excitement is certainly building! And why wouldn't it?

Just think what it's going to be like in March 2006...Crowds roaring at the MCG, the streets of Melbourne lined with cheering fans for the road races and, at the Melbourne Sports and Aquatic Centre, Australia's finest swimmers will be battling it out for a slice of Games history.

The whole of Victoria is getting ready, and so are we!

We've both been training hard: up every day at about 6am, training until 8:30am, then heading to work and training in the afternoons from about 4:30pm until 6:30pm.

Then we do it all again the next day, and the day after that...

Now this may all seem like a lot of work, but we've both been doing this for a long time and one thing we've learned is that being an athlete isn't just about winning medals. It's about commitment and the willingness to go that extra mile.

Right now, athletes from across the Commonwealth are also training hard for the Games – from the highlands of Scotland to the islands of the Caribbean. All of them are united by their commitment to do their best at the Games.

So now you know what we and thousands of other athletes are doing for the Games, now it's your turn to tell us what you're up to by sending in your snapshot or article to GameZINE. You will find information on how to do this throughout this GameZINE.

Stay tuned to the next edition where you can win a very special prize....



Karak's Korner

Giddy!

Remember in the last GameZINE I told you I am full of energy and could play sport every day?

Well, I just love being active. In fact, I can't sit still. Of course, you already know I am Second Hollow's Wing Flap Champion.

Each summer, I train for the Annual 400m Wing Flap Race and the Cockatoo Flyathlon. In winter I play flockey and wingball.

Training for the Flyathlon means I have to plan carefully to do the right activities to best prepare for the event.

I also make sure I eat the right foods for strength and endurance, so I can beat all the other cockatoos!

I have to be careful to eat the right combination of nutritious Brown Stringybark and Buloke seeds, and to get sufficient sleep in my hollowed-out eucalyptus.

You know, it's getting harder and harder for me to find these seeds and places to sleep because the trees keep getting chopped down.

If it's not stopped soon, I won't be able to eat or sleep properly and won't be able to win the race!

The Flyathlon is a gruelling race. It includes a combination of:

1. a fly-off. This is where the competitors sit on one long branch and at the sound of Mr Red Tail - the race starter who is the oldest South-eastern Red-tailed Black Cockatoo around - screeching "Karaaaaaaakkkkk!", we fly off to the next stand of Stringybarks on the other side of the mountain!
2. a scramble. When we land from the flyoff, we have to run on our two clawed feet with our wings sticking out yelling "Karak out of my way!" until we reach Red Gum Creek. The first bird that reaches the creek is given the Noisy Nest Flyathlon Gold Medal.

I have won the Flyathlon twice before and this year I am hoping my role as Official Mascot for the Melbourne 2006 Commonwealth Games might give me that extra *edge* to win again.

So, it's good to be active. What sorts of things do you do to be healthy and active?

Another thing I'm really excited about is what I am going to be doing to *Warm Up for the Games*. On November 20, every local council in Victoria will have a special event planned to get everybody excited about the Commonwealth Games. Be sure to check with your council to see what they've got planned.

See you next time.....and have fun getting active, healthy and involved.



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.

What YOU can do in your school

1. Have another CG Reps meeting and plan a snapshot to send into us!
2. Plan a Major Event at your school with a focus on healthy and active lifestyles (for more information, check out the *Getting Healthy, Getting Active Day* activity which follows).
3. Develop a waste-wise idea for your school. Perhaps you have thought about using ice cream containers in your drink fountains to catch the waste water and then pour it onto the garden? Write an article and send it in for possible inclusion in our next GameZINE.
4. Plan your Art4Athletes submissions or how you will judge the best artworks to be sent to the Office of Commonwealth Games Coordination.
5. Visit the Commonwealth Games website at <http://www.melbourne2006.com.au/> and find out the latest news.
6. Contact Greening Australia and find out about where and when a 'schools planting day' might be occurring in your area. Go to the Greening Australia website to find information on <http://www.greeningaustralia.org.au/GA/VIC>
7. Check out the latest location of the Queens Baton Relay at <http://www.melbourne2006.com.au/>. Look at the images and develop a Powerpoint Presentation on *Where Has the Baton Been?*
8. If you haven't done it yet, spend a little time creating a special Bulletin Board for *Karak's Korner* or *Tim and Don's Games Diary* and post updates as each GameZINE arrives. If you already have a Bulletin Board, take a digital photo and send it into GameZINE so we can show other schools how you're promoting the Games in your school.
9. Visit the Global Classroom and find the two Commonwealth Games Projects at <http://www.sofweb.vic.edu.au/gc>. You might even want to join:
 - **The Commonwealth At Play – Years 4-10**
Ararat will host the Commonwealth Games baton on March 7 2006. The City Council has been working with schools in the Central Area to develop activities to celebrate the Games. The schools would like to take the celebrations outside our city and offer activities to other schools across Victoria, Australia and the Commonwealth. Ararat Community College's Year 7-9 curriculum in Term 1 will, in fact, be integrated to centre on the theme of the Games and audited using the Victorian Essential Learning Standards. 'The Commonwealth at Play' will take participating schools on a global celebration! Make contact and join the fun.

- **Karak in Action – Years 5-8**

Karak in Action is an innovative web quest-based project for children throughout the Commonwealth. It uses Karak, the mascot for the 2006 Melbourne Commonwealth Games, as a central motif. The interactive webquest motivates children to investigate a local endangered species and to develop an action plan to ensure its survival. The website will be active in October.

10. Register for **School2School – A School Friendship Program NOW!**

How would you like to learn about what it is like to go to school in Canada, or what language is spoken in Ghana, or what a classroom looks like in Fiji? You can find out all of this and more by registering your school to be part of the School2School Friendship Program.

To register, go to <http://www.melbourne2006.com.au/education> and follow the prompts to School2School.

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:



Above: As Jenna and Ashima practise netball in the school ground, Lauren and Justin observe, Grade 5/6 Glen Iris Primary School.

What YOU can do in your school (continued)

A Sporting Diamond Poem

Primary – Years 3-6

A simple poetry style is used to write about a chosen sport. Your students will need to understand the parts of speech: nouns, verbs, adjectives and have some knowledge of Commonwealth Games sports. These sports can easily be found on the *Starting Blocks* CD-ROM. As this is a whole class activity, you can begin by reading some examples of diamond poems to your class. Work with your class to identify the features of the poem. You might find it useful to make a chart to describe the procedure for writing a diamond poem or develop a concept map which covers the key elements.

Individual activity

Once the whole class has grasped the activity, it is time for your students to work individually to complete and illustrate their own poems, referring to word banks and dictionaries, if necessary.

Whole class activity

Once the poems have been written, return to the class and encourage your students to share their writing. The poems can be displayed and read to the class and display. Or you could make a class book or joint class multimedia presentation using KidPix or Powerpoint.

Teaching notes

A diamond Haiku poem consists of 5 lines. For this activity they are:

1. the name of the sport
2. 2 nouns
3. a short phrase
4. 2 adjectives
5. the name of the sport repeated

Lists of adjectives, nouns and verbs may be provided or your students may use picture dictionaries. To develop their understanding of adjectives, nouns and verbs, grammar exercises may have to be made explicit. For example, use a table to classify each type-words such as badminton, nets, fast exciting etc. This exercise can involve the whole class before the poem writing activity. Following the initial poetry writing activity, your students may explore and write other

forms of shape poems. They may publish poems on school or class webpages, or make a community display.

Assessment

You can observe each student's knowledge of parts of speech in target language.

What does a Diamond Poem look like?

Name of sport
Two nouns
Short phrase about sport
Two adjectives
Name of sport

Here is an example (you will find more examples on the *Starting Blocks* CD-ROM):

Badminton
Nets, racquets
Shuttlecock flying through the air
Fast, exciting
Badminton

Getting Healthy, Getting Active Day

Upper Primary / Secondary

Students are to work within their class to plan a School Community Health and Activity Day using the Commonwealth Games Sports as a springboard. The plan and design of the activities should be simple in context and scope, to fit in with the school time and resources.

Before undertaking this activity, students should already have experience with navigating the *Starting Blocks* CD-ROM.

Use class discussion to explore the role of physical activity in maintaining school and community health.

Work with your students to develop a plan to engage members of the school community in an activity program for a day. The program is based on the Commonwealth Games sports (or a modified form) and is designed to encourage students to try the activity.

Your students can set up a working committee to plan the day. Groups are

allocated tasks to complete and are assessed on the planning and implementation of the tasks.

Examples of the types of activities students may wish to promote and organise as Commonwealth Games Sports are:

- Badminton
- Basketball
- Hockey
- Netball
- Table Tennis

These activities could be round robin activities, presented as introductions to the sport.

Encourage your students to actively promote and communicate the value of being active and getting involved in your whole school activity day. They can:

- Create a promotional poster to advertise their *Give it a go* day;
- Place notices on the 2006 Commonwealth Games noticeboard;
- Prepare flyers to distribute to the student population;
- Include advertisements in Parent and School Newsletters;
- Develop a banner advertisement on the school's intranet or website;
- Contact your local suburban newspaper and let them know what you're planning to do.

Your students will need to know all the key elements involved in planning a whole school, whole day activity and may need to research this. They can draw on:

- web resources;
- the Commonwealth Games Educational Program CD-ROMs;
- experience and advice from your teaching staff.

Teaching notes

Focus your discussion on physical, social and emotional factors that contribute to young people's well-being and how active participation is vital for a healthy life.

Encourage your students to develop a vision for the school community health and activity day. Inspire them to investigate the sports and collect, and engage, resources for the day. The students will require support with program planning and organisation. Spend at least one lesson discussing the planning

What YOU can do in your school (continued)

process and setting up committees to organise components of the event.

The extent of the activity promotion can vary depending on the scope available. Students may wish to run the activities as events with scores and prizes, or just for fun.

Assessment

Groups of four-six students can develop a component of the plan for the health and activity day, and submit the plan for evaluation. In evaluating, look for evidence of short and long-term goals, roles of team members, action objectives and how well it connects to the overall plan and vision for the day. An Evaluation Form can be distributed to participating students and teachers to help with reviewing the success of the day. Your students can submit an evaluation of the day written in the context of a newspaper report, or a web blog or a powerpoint presentation, or even a film.

Advertisement

GameZINE 3 will focus on **The Environment and YOU**.

We need to know what's happening in your school to protect our environment and what other activities you're doing as you warm up for the Games. Tell us about the 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 **October 10**.

Send your article to robin@dk2.com.au

Make sure you have permission to submit your article. You can download the *Permission Form* and *Article Notes* at 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

M2006 Commonwealth Games Teacher PD – Bringing it all together

A state wide professional development program is being offered for all teachers in October and November 2005. Attendance is free to all Government, Catholic and Independent school teachers.

The 3-hour PD sessions aim to bring together all the Melbourne 2006 Commonwealth Games Education Program resources and activities. These have been developed by the State Government of Victoria to assist teachers and schools to plan exciting programs for their students in the lead up to the Melbourne 2006 Commonwealth Games. The PD is suitable for teachers of all year levels (P-12) and subject areas. Schools are encouraged to send either individuals or small teams of teachers.

The PD session will include:

- Outline of the Education program
- Demonstration of classroom resources highlighting teaching and learning activities
- Examples of integrated and thematic units
- Highlighting links to the Victorian Essential Learning Standards

- A resource package for participants
The Melbourne 2006 Commonwealth Games Education Program resources consists of the following.
- The Classroom Resources, which address a range of themes including:
 - ◆ Commonwealth of Nations
 - ◆ Environmentally sustainable behaviours
 - ◆ Participation in physical activity and sport
 - ◆ Indigenous culture
 - ◆ Community links and activities
 - ◆ Melbourne as a host city (including hosting a major event)
 - ◆ Ethics in Sport
- Starting Blocks – An Introduction to the Melbourne 2006 Commonwealth Games
- Post-Compulsory Resources for VCE/VET in Schools/VCAL
- Let the Games Begin! Middle Years Resources
- United Through the Games - Integrated Units
- CommPASS

Other Melbourne 2006 Commonwealth Games Education Programs available include:

- School2School Friendship Program
- Global Classroom
- Art4Athletes
- CGTV
- CG Reps / GameZINE

For further information about the Education Program go to www.melbourne2006.com.au/education

If you would like to register to attend one of the Melbourne 2006 Commonwealth Games Education Program PD sessions, complete the table below and mail or fax it to the addresses provided. Numbers are limited, so to ensure your successful registration please return the form **as soon as possible and no later than 4 weeks prior to your selected session date**.

M2006 Commonwealth Games Teacher PD – *Bringing it all together (continued)*

Complete a separate form for each individual teacher attending the session. Completed booking forms can be faxed to 03 9370 0658 or mailed to Commonwealth Games Teacher PD, PO Box 358, Moonee Ponds, Victoria 3039

You will be sent a confirmation email/fax, which will provide you with the venue address and other information about your PD session.

How do you prefer to receive your confirmation? (please tick): By email By fax.

Your name:

Your email address:

School name:

School address:

School region:

School phone number:

School fax number:

Tick your choice	Date	Training times	Location	Venue
<input type="checkbox"/>	Tues 18 Oct	9:30 – 12.30	Moonee Valley	Moonee Valley Functions and Events
<input type="checkbox"/>	Tues 18 Oct	1.00 – 4.00	Moonee Valley	Moonee Valley Functions and Events
<input type="checkbox"/>	Wed 19 Oct	9:30 – 12.30	Moonee Valley	Moonee Valley Functions and Events
<input type="checkbox"/>	Wed 19 Oct	1.00 – 4.00	Moonee Valley	Moonee Valley Functions and Events
<input type="checkbox"/>	Tues 25 Oct	1.00 – 4.00	Bendigo	All Seasons Quality Resort
<input type="checkbox"/>	Fri 28 Oct	9:30 – 12.30	Fairfield	Jika International Hotel
<input type="checkbox"/>	Fri 28 Oct	1.30 – 4.30	Fairfield	Jika International Hotel
<input type="checkbox"/>	Wed 2 Nov	9:30 – 12.30	Mildura	Grand Hotel
<input type="checkbox"/>	Tues 8 Nov	9:30 – 12.30	Moorabin	Hemisphere Conference Centre
<input type="checkbox"/>	Tues 8 Nov	1.00 – 4.00	Moorabin	Hemisphere Conference Centre
<input type="checkbox"/>	Wed 9 Nov	9:30 – 12.30	Ballarat	The Red Lion
<input type="checkbox"/>	Thurs 10 Nov	9:30 – 12.30	Horsham	Grains Innovation Park Conference Centre
<input type="checkbox"/>	Wed 16 Nov	9:30 – 12.30	Ringwood East	Karralyka Centre
<input type="checkbox"/>	Wed 16 Nov	1.00 – 4.00	Ringwood East	Karralyka Centre
<input type="checkbox"/>	Thurs 17 Nov	9:30 – 12.30	Moe	Princeton Convention Centre
<input type="checkbox"/>	Fri 18 Nov	9:30 – 12.30	Lakes Entrance	Quality Inn Bellevue
<input type="checkbox"/>	Mon 21 Nov	9:30 – 12.30	Geelong	BSW Regional Office
<input type="checkbox"/>	Tues 22 Nov	9:30 – 12.30	Warrnambool	Café Regal, Warrnambool Function Centre
<input type="checkbox"/>	Wed 23 Nov	1.00 – 4.00	Benalla	Rafferty's Conference Centre
<input type="checkbox"/>	Thur 24 Nov	9:30 – 12.30	Wangaratta	Murdoch House