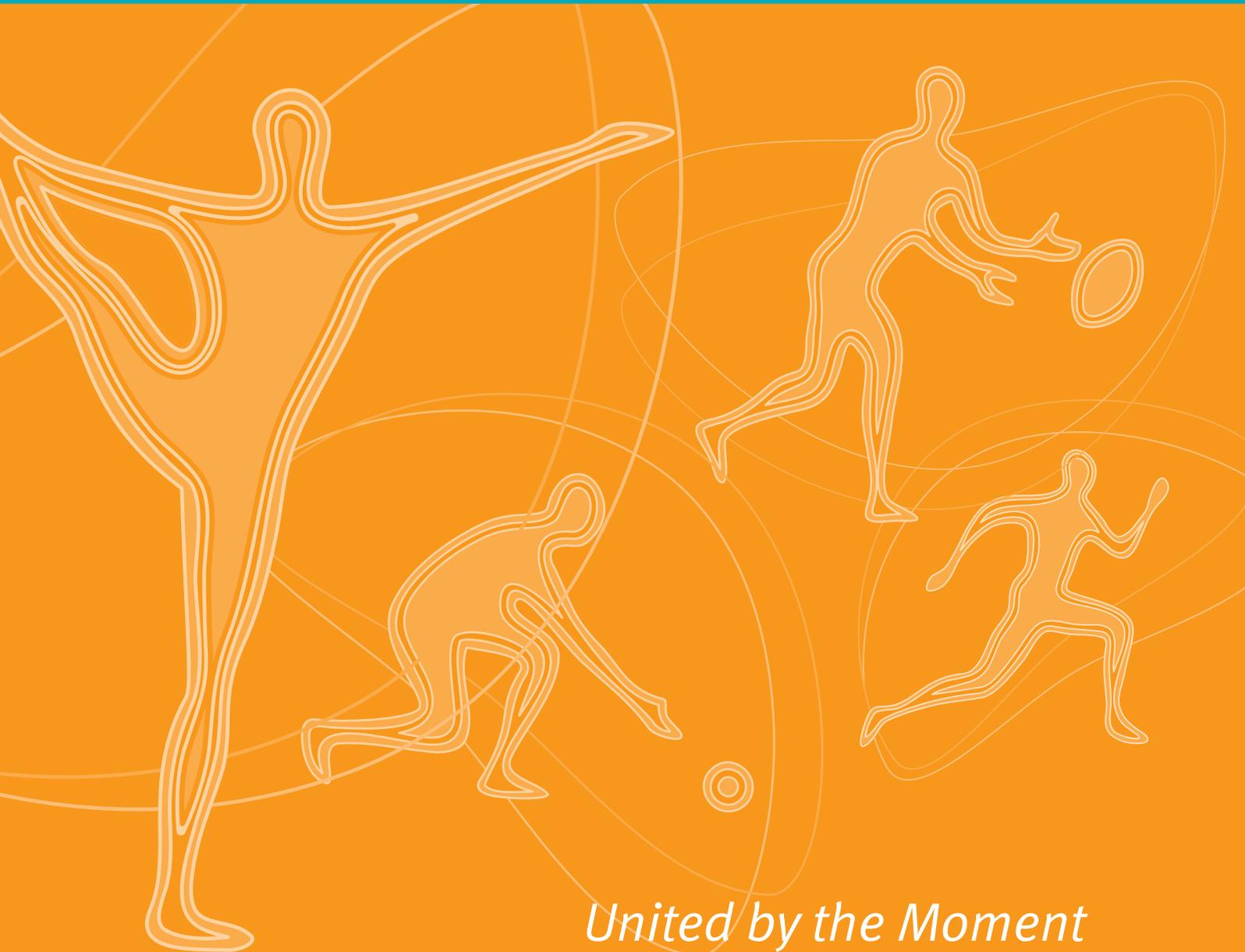




CommPASS

PRINCIPAL'S EVENT KIT



United by the Moment

Dear Principal,

The Melbourne 2006 Commonwealth Games are an exciting once-in-a-lifetime event for Victoria and Australia.

To mark this event, the Victorian Government has developed an extensive range of educational resources and programs for every teacher and student in Victoria.

Your school has already received:

- Getting Schools Involved – A Guide to the Melbourne 2006 Commonwealth Games Education Program (A4 folder kit)
- Starting Blocks – An introduction to the Melbourne 2006 Commonwealth Games CD-ROM
- Let the Games Begin! – Middle Years Resources CD-ROM
- United through the Games – Integrated Units CD-ROM

More recently, your school should have received the CommPASS resources comprising the CommPASS kit(s) and CommPASS passports for every student in Prep to Year 6 enrolled in your school for Term 1, 2006.

A resource specially developed for primary schools, CommPASS has been designed to engage all P-6 students in learning about other Commonwealth nations and encourage their participation in, and adoption of, environmentally sustainable practices and physical activity and healthy lifestyles. Every primary school student in Victoria is receiving their own copy of the CommPASS Student Passport as well as every student in a Special School.

The CommPASS provides a great opportunity for your school community to mark this historic moment and to hold a special event to celebrate Melbourne's hosting of the Commonwealth Games in 2006.

To complement your school's CommPASS kits, we have developed a *Principal's CommPASS Event Kit – United by the Moment*. This kit has been designed to help you in coordinating your school's Commonwealth Games-related celebrations in early Term 1, 2006 and to assist you in generating enthusiasm for and a greater understanding of this historical moment for Victorians.

The Principal's CommPASS Event Kit includes suggestions, event ideas and helpful resources to assist you and your school in your Commonwealth Games celebrations, including:

- Some event ideas
- A sample invitation
- Suggested guest list
- A draft speech
- A draft Press Release for your local paper

You can also download copies from the Melbourne 2006 Commonwealth Games Education website at: www.melbourne2006.com.au/education.

We hope you find the ideas and resources in this kit useful and that they encourage you to make this occasion memorable for the members of your school community.

JUSTIN MADDEN MLC
Minister for Commonwealth Games

LYNNE KOSKY MP
Minister for Education and Training

Event Ideas

Launching the CommPASS and distributing the individual Student Passports in your school is an excellent opportunity to generate and foster enthusiasm for the Melbourne 2006 Commonwealth Games.

CommPASS highlights this as an historical, once-in-a-lifetime event and will help to bring the Games to your school, making it memorable to your students in an authentic and very personal way. Here are some ideas to help you plan your Melbourne 2006 Commonwealth Games *CommPASS: United by the Moment* event.



1. Opening Ceremony/ Opening Assembly

A whole school assembly early in the year will be an excellent opportunity to focus on the Commonwealth Games with your students. In this kit, we have provided you with a draft speech to draw upon and a list of ideas which may be helpful for the team who are planning the event:

- If you have a CG Reps team in your school, or a motivated and capable group of senior students, you may ask them to work with interested staff in planning the Opening Ceremony/Assembly event. They could begin this year for next year. Several of these students could perform the roles of Masters of Ceremony (MCs) for the event itself. These students could also distribute the Student Passports to each class during the ceremony or be awarded one of the CommPASS certificates for their hard work in the lead up to the ceremony. You will find more information on the CG Reps Program on the Melbourne 2006 Education website at www.melbourne2006.com.au/education ;
- Nominate a student to read the Message from the Premier of Victoria which is on the first page of their Student Passport;
- Ask the school choir or band to perform the Australian Anthem and encourage every student to sing;
- Teach a class (or whole school) the Australian Anthem in AUSLAN (Australian Sign Language) and to perform the Auslan version of *Advance Australia Fair* at a school assembly or concert. (You will find information on this in the *Identity* integrated unit on the *United through the Games* CD-ROM.) During the anthem, you might present the Commonwealth Games Flag to your school and follow with a small group of students displaying the Commonwealth Games flag in a prominent place in the school;
- Download images from the Photo Gallery on the Queens Baton Relay web page at www.melbourne2006.com.au/?s=qbr and use these as a projected background;
- Find out the country of your Adopted Second Team and ask your students to attend school that day in the colours of this country's flag or reflecting the national dress of this Commonwealth nation. (You will find details of the Commonwealth nation your community is supporting at www.dvc.vic.gov.au/ocgc/getting_involved/adopt.htm);
- Encourage students in every class to draw the Australian flag and to bring it to the assembly with them;
- As part of your art program, your students could design their own Karak mask or hat and wear it to the assembly or they could design and build their own baton and bring it along with them;
- You could emulate an Opening Ceremony with each class entering the school hall, gym or playground as members of a national team. Each class could adopt their own Commonwealth country and attend the assembly wearing the colours of that country, carrying a painted country flag, wearing the traditional clothes of that country, possibly playing instruments that resemble those from their chosen country, displaying maps and research on the country, lead by two students carrying the name of the country held high on a banner. A student MC could announce their entry into the 'stadium' over a loudspeaker or microphone.
- Your students could plan a Commonwealth Games parade which could be the precursor to your assembly;
- Record the proceedings via video or digital photography and make them available through your school intranet for use later on in classrooms.
- Invite parents and members of the local community to attend your assembly. Refer to the Who to invite section of this kit for more information.

2. Mini Commonwealth Games

Following the key theme of *Participation in physical activity and sport*, your school may choose to celebrate CommPASS and the Melbourne 2006 Commonwealth Games through organising a mini Commonwealth Games event. You may start with an Opening Ceremony (similar to that described on the previous page) and also include a selection from the 16 sports which will be showcased at the Games. You could download certificates from the Melbourne 2006 Education website to award to students whose effort and participation have been outstanding. (www.melbourne2006.com.au/education)

3. Welcome BBQ for Parents and the Community

The Melbourne 2006 Commonwealth Games is a significant event for everyone in Victoria and the wider Australian community. Invite parents and members of the community to a welcome barbeque and use this as an opportunity to distribute the Student Passports and celebrate the exciting Commonwealth Games work being done in your school. You could incorporate some of the ideas on the previous page.

4. Games Display

Create a colourful display in a high profile area of your school – such as the entrance foyer in the Administration area - based on a Commonwealth Games theme. You could include:

- Colourful examples of student artwork, images, writing;
- Sporting memorabilia collected by school families and members of the community;
- Country information (flag, maps, research assignments, images) if you have chosen to *Adopt a Second Country*;
- Historical perspectives on the Commonwealth and sporting events;
- Examples of technological advancements in sport.

The display could be regularly updated as your school undertakes more Commonwealth Games-related activities.

5. Use the Classroom Resources

The Melbourne 2006 Commonwealth Games is a major event. Major events don't just happen. They require a great deal of decision-making and

planning. The Classroom Resources developed by the Victorian Government, provide your school with some excellent ideas and background information on the Commonwealth Games and hosting a major event. It might be useful to gather together a team of motivated teachers (and students) who could explore the materials available with the aim of finding resources they could use in their classrooms and in planning a whole school Commonwealth Games-focused activity. You could start with:

- *Starting Blocks—An Introduction to the Melbourne 2006 Commonwealth Games* CD-ROM contains 180 activities from Prep-Year 12. You will find ideas on developing plays which highlight major events, poems students can write and then read aloud to the whole school or post on displays around the school, artworks – such as sports sculptures – that students can design and display, the story of an athlete and how their involvement in sport began, organising a Health and Fitness Day, visualising and displaying athletic records, and personal stories of athletes.
- *Let the Games Begin! Middle Years Resources* CD-ROM which has been designed to engage middle years students in the complex decision-making and organisation that major events involve. Refer to the Hosting a Major Event unit.
- *United through the Games—Integrated Units* CD-ROM contains five units for Prep-Year 10 covering Celebrations, the Environment, Identity, Change and Participation. You could draw on any of these themes and make each the focus of your school newsletters, assemblies and student work. The Celebrations unit, while focussed on Prep-Year 2, could be a useful lead in as it links to a key aim of the Commonwealth Games which is to unify people through a common focus.

6. Buddy Program

If your school has a Buddy or Mentor Program, you could utilise the relationships between your senior and junior students to focus on learning more about the Commonwealth Games and participating in Games-related sporting activities, or even in the design and making of masks, hats and flags.

7. Cluster Event

You may choose to plan and organise an event which involves other schools and is on a grander scale. Draw on the ideas presented here and work closely with an organising team to see it to fruition.

Who to invite

The Melbourne 2006 Commonwealth Games is an exciting event for the entire Victorian community.

You may choose to make further links in your community by inviting some of the following people who may come from a range of cultural backgrounds to your school's celebration.

- Your local State Member of Parliament
- Your local Council Mayor or Councillors
- School Council President and other School Councillors
- Parents and friends
- Grandparents and special friends
- Volunteers who work in your school
- Prominent members of the local community such as sporting heroes or well known personalities
- Business partners
- Members of your local regional education office.

This list is not exhaustive but will provide you with some assistance in your planning.

Invitation

The Melbourne 2006 Commonwealth Games is a huge community event which will bring people from across Victoria, Australia and the wider Commonwealth together.

To celebrate this sense of community and occasion, invite members of your own school and local community to your *CommPASS – United by the Moment* event.

You can involve your students in designing and developing these invitations.

Here is a sample invitation:



You can download this page as a Word document that you can customise for your school by accessing the CommPASS web page at www.melbourne2006.com.au/education

The key is to recognise and promote this as an important moment in time, that will impact on and influence the students in your school so that they will be able to look back at the Melbourne 2006 Commonwealth Games in years to come with happy, vivid and positive memories.

Draft Speech

The Melbourne 2006 Commonwealth Games is an exciting event for Victoria and for the students and teachers in our school.

Welcome to our school assembly (event) which marks our school's first official Commonwealth Games event for 2006.

As you know, in March this year, 4500 athletes from 71 nations and territories will unite in Melbourne for one of the biggest events Victoria has ever staged - the 18th Commonwealth Games.

While an event like the Commonwealth Games comes around every four years it is a rare opportunity for a city to host them. The last time Melbourne hosted such an event on the scale of the Commonwealth Games was the Olympic Games in 1956! So, the next time we see an event on this scale may be many more years away.

A number of you may be lucky enough to be attending the many sports events taking place during the Games, witnessing the Queen's Baton as it passes by or even watching the Games on television.

All of these will be experiences that you will remember for many years.

Today we will be distributing a CommPASS Melbourne 2006 Commonwealth Games Student Passport to every student in our school. The CommPASS Student Passport will provide every student with an opportunity to learn, link and participate in a variety of exciting Commonwealth Games-related activities.

You can use the Passport as your memento of your experiences with the Games.

Today's whole school celebration and distribution of the CommPASS Melbourne 2006 Commonwealth Games Student Passports marks an important opportunity for our school to become involved in (*or continue*) school-based Games activities and actively join the community in celebrating this once-in-a-lifetime event.

Media release

From <insert Principal's name, school name>

Date TBC

<insert school name> community celebrates the Melbourne 2006 Commonwealth Games.

The Melbourne 2006 Commonwealth Games will be a once-in-a-lifetime event for Victoria and Australia.

To mark this event, the Victorian Government is encouraging schools to make the most of this exciting opportunity. An extensive range of educational resources and programs for every teacher and student in Victoria has been developed and distributed to support schools.

CommPASS is a resource specially developed for primary schools to encourage students to learn about other Commonwealth nations, participate in physical activity, and adopt environmentally sustainable practices.

Every Victorian primary school student will receive their own CommPASS Student Passport to keep as a memento of the Commonwealth Games. The CommPASS also provides creative and innovative learning activities that are inspired by the Games.

<insert school name> will hold their own special Commonwealth Games event on <insert event name/details>. Every student from Prep to Grade 6 will be presented with their own copy of the CommPASS Student Passport as part of the celebration.

<insert names of visitors who will be attending the event> will be attending the event at <insert school name> to participate in the celebration.

<you may want to insert a quote or two from teachers, students, parents, or high profile visitors>

"We want to encourage all students in our school to celebrate the significance of the Melbourne 2006 Commonwealth Games by presenting them with their very own CommPASS Student Passport to keep as a reminder of the biggest sporting and cultural event in Victoria's history," <insert Principal's name> said.

The CommPASS project is an initiative of the Victorian Government's Commonwealth Games Education Program.

For more information on the Commonwealth Games Education Program, visit www.melbourne2006.com.au/education



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Department of Education and Training
Victorian Curriculum and Assessment Authority
Office of Commonwealth Games Coordination

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