



Years 9 – 10
Theme: Sustainability

Lesson five: Olympic Youth Games Focus ‘What do youth want?’

5B4 students will investigate and experience ways in which people’s physical competence and participation are influenced by social and cultural factors

LO students will select and facilitate a sports activity which appropriately represents youth culture

LO students will identify examples of mascot characteristics (Olympic Ideals) evident during game play

LO students will discuss the need to consider global youth culture when identifying appropriate sports for the Youth Olympic Games

Teacher note

The Youth Olympic Games are a multi-sport, cultural and educational event for young people and driven by young people. The basis of the Youth Olympic Games will offer young people another forum to learn about the Olympic Ideals/values and provide a platform to tackle societal issues of high importance for young people and society in general. The purpose of the Youth Olympic Programme is to:

- *Prepare a generation of young elite athletes to have an ethical approach to sport, with strong values (the desire to excel, friendship, respect for others and principles (universality, sustainability, no discrimination)*
- *Educate young people on the importance of sport for their health, for learning life principles and their social integration;*
- *Inform young people about the dangers linked to sport, such as doping, training to excess and inactivity; and*
- *Propose to the youth of the world, present in the host city and brought together through modern communication tools, to share in an intense moment of solidarity and humanism, highlighting in particular the strong Olympic symbols (torch relay, flag, anthem).*
(IOC, 2007)

Teacher note

Remind students of the characteristics of each Mascot outlined in the previous lesson.

Activity 1

What youth want

Work in original groups to make a list of all of the games and sports that you think the youth of today would want to see in the Youth Olympic Games of the future

Teacher note

Remind students about the characteristics of what constitutes sport

Characteristics of sport:

- Rule governed and practiced with traditions and customs
- Each sport pursues its own intrinsic goals
- Social interaction
- Rivalry, contest and competition
- Physical exertion
- practised with moral and ethical sense

(Arnold, 1997)

Showcase China:

Activity 2: Rationale and Game play

Each group will select an activity from their list to run for the rest of the class. If the activity selected is difficult to replicate in any way i.e. requires specialised equipment, space, etc. they must creatively modify the sport so as to provide a sense of their chosen context. E.g.: Ice skating can be conducted indoors wearing socks so as to provided a sense of the skating context (Cowan, 2006).

Prior to commencing game play, students are to provide a rationale for the selection of their chosen game. The rationale should include:

- justification for their selection
- how inclusion of this activity would ensure sustained interest in the Olympic Games for youth of today

Each of the five groups must facilitate the running of their game/sport for the whole class. Both students and teacher can look for examples of Mascot characteristics during game play.

Key questions

What are some of the differences between the games we've suggested as New Zealand Youth, compared to games chosen by youth in other parts of the world?

Teacher note

Criticism of the games are that they are Euro-centric and therefore advantaging to the nations who favour these kinds of sports/games. Given that the IOC is receiving submissions regarding selection of events for the Youth Games, it is important that events at these games are representative of Global Youth Culture. In related class discussions, ensure connections/comparisons are made to the learning related to the Olympic Ideals/Olympism.