



Years 9 – 10
Theme: Sustainability

Lesson four: Team Focus 'Our team'

5D1 Students will investigate societal influences on the well-being of student communities
LO Students will implement a game representing moral and ethical values within the structure and culture of their chosen game

Teacher notes

This lesson is intended to draw on the knowledge that students have built up around:

- *Olympic Ideals (Olympism)*
- *New Zealand Culture*

Activity 1

The New Zealand Way

Play a range of games representing the values your New Zealand team would like to adhere to as a participating team in the Youth Olympic Games.

Using the original five teams from the previous lessons, groups decide on a game that could be implemented with their class to explore these values further. This game would be a game that we would choose to take to China as a snapshot of elements unique to New Zealand culture and sporting identity. A traditional game played here in New Zealand.

Each group takes responsibility for:

- implementing that game
- deciding on the rules based on their knowledge of the Olympic Ideals (Olympism)
- reflecting the New Zealand way during the game

Activity 2

Reflecting New Zealand

Teacher note

Students remain in their original groups and decide on the following to be shared with their class.

Think about the New Zealand culture and identity and as a group answer the following questions:

What do we know about New Zealand?

What are the great things that the New Zealand the youth team would choose to highlight?

During the Beijing Youth Olympic Games how would you be identified as a team unique to New Zealand?

Design a team mascot that will represent these team characteristics (like the Fuwa)

Conclude class by listening to explanations of each group's Mascot