



# ... THE SOCIAL STUDIES WAY

## PUSH PLAY

### TEACHER NOTES

Physical Activity is one of the key learning areas of the Health & Physical Education curriculum and your students need at least 30 minutes of physical activity every day. In this edition of the Push Play series, we focus on the Social Studies curriculum for multi level motivational activities.

#### Social Studies Curriculum

- Culture and Heritage
- Place and Environment
- Time, Continuity and Change
- Multi Level Activities

## KEY IDEAS

- Different generations of children played different games than we do today.
- People from different cultures and countries enjoy many different games.
- Learning new games helps us develop new skills and improve existing skills.
- We all need at least 30 minutes of physical activity per day.

## ACTIVITY ONE: DIFFERENT ERAS

### THINKING ABOUT GAMES

- Talk about the differences between games and sports. Do the students think there is a difference between the two? eg
  - do games have rules?
  - are they as organised as sports?
  - does a game need special equipment or clothing?
  - are you just competing against yourself or are there teams?
- In groups, have students brainstorm and try to classify all the playground activities into sports and games. What reasons can they give for these classifications?
- Challenge students to list the physical skills and mental skills that are needed for each game, eg
  - hitting a ball      - dodging      - jumping      - running
  - quick thinking      - fast reactions
- Have groups/individuals construct a games only table which lists the skills that games develop.

Game	Skills Developed
4 Square	fast reactions, accuracy ...

## GAMES FROM THE PAST

- Do the students know of any games that their parents or grand parents played when they were young?
- Suggest that it would be very interesting to find this out as there might be some really 'fun' games that have been forgotten and that they might like to play.
- Have students conduct home interviews to find out ...
  - the name of the games
  - where it was played
  - the equipment that was necessary
  - the rules of the games
  - what they liked about playing the games
- Back at school, each student has the task of describing the game to the rest of the class. Encourage students to teach the game to the rest of the class.

## AN 'OLD STYLE' GAMES DAY

- Involve students in planning an old style games day at school. Parents, grandparents and older friends are invited along to teach games they played to the students.
- Run an Old Style rotating tabloid games day where students, parents and grandparents celebrate the games of the past.



## PUSH PLAY BRIGHT IDEA

### THE WALKING SCHOOL BUS

All over New Zealand walking school buses are being started up. A walking school bus walks along an agreed route with at least one adult 'driver'. The bus picks up students at designated 'walk stops' and does the reverse in the afternoon.



The bus can go as often as parents want to 'drive' and it's free

For more information contact your regional sports trust or call **0800 ACTIVE (0800 228 483)**



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## ACTIVITY TWO : OTHER CULTURES

### DIFFERENT CULTURES - DIFFERENT GAMES

- Find out what the students' current knowledge about the different cultures represented in the classroom and at the school, **eg**
  - *country of origin, foods, sports, hobbies, languages, festivals, music*
- Develop the idea that all of the differences between these different cultures combine to make up the people of our country - Aotearoa New Zealand today.
- Can they explain why it is that the more we learn about and appreciate other cultures, the better we are able to understand ourselves?
- Tell students that one way of appreciating and understanding other cultures is to learn about, play and enjoy the games of other countries.

### LET'S LEARN A NEW GAME!

- Tell students that they are going to learn a new game - one that is played by children growing up in Tonga. It is called Lanita which is pronounced Lon-eeTAH. Using atlases, have students locate the Tongan Islands.
- What information about Tonga can they gain from their atlases ?

### KNOW THE RULES

- The game is played with any soft ball such as a tennis ball.
- Set up the field with two bases opposite each other in a straight line - as in cricket.  
(Anywhere between 4-6 metres is good)



- Divide the class into two equal teams.
- The first person tosses up the ball and hits it with his/her hand.
- If the ball is caught on the full, the hitter is out.
- If the ball reaches the ground, the hitter runs back and forward between the bases as many times as possible. 1 run is counted each time his/her foot touches a base.
- The fielding team tries to throw the ball and hit or tag the runner. If hit, the runner is out.
- If the fielding team misses the runner, they will have to chase the ball which means the runner can score even more runs!
- The runner uses his/her athletic ability to dodge the ball.
- When a runner is hit or tagged, the fielding team take their turn.
- It is important to have a scorer for each team as the game should be played as quickly as possible.

### FOLLOWING UP

- After the game has finished, ask the children to list the skills they could improve to make the game more enjoyable, **eg**
  - *running, dodging, throwing, catching.*
- Have students think of innovative ways of improving these skills.
- How is Lanita similar and yet different to other games they know?

### USING THE SCHOOL & COMMUNITY

- The school and the local community are a wonderful resource for teaching students new and exciting games. Try the following ideas:
  - *encourage students who have recently arrived to teach the class games that they played in their country of origin*
  - *arrange a weekly rostered visit from parents and grandparents from different cultural backgrounds to teach the class their games*
- Run a 'Celebrating Different Cultures' day where students and families combine to celebrate differences. During the day ...
  - *sing songs and learn dances*
  - *share and enjoy different foods*
  - *play and enjoy different games together*
- Make this a regular school event.