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## Your favourite sport

In your group talk about your favourite sport. Think about these questions:

- ◇ Why is it your favourite sport?
- ◇ Who plays the sport?
- ◇ Where is it played - where in Australia? Where overseas?
- ◇ What's good about this sport that makes it better than other sports?
- ◇ Is it a very popular sport or not?
- ◇ What makes it easy or difficult to play?

Complete the following sentences ready for you to read out to the rest of the class.

..... is  
our favourite sport because .....

.....  
.....

..... is a  
great game to play because it .....

.....  
.....



## Handout 3

## Your favourite footy team

You are to undertake a survey about people's favourite football teams or who they barrack for.

You need to:

1. Decide what football competition you want to find out about - the AFL, your State or Territory or local competition.
2. Decide what question you are going to ask.
3. Type up a questionnaire sheet that you can record people's answers on (a sample you can use is on the next page).
4. Ask at least 10 different people to tell you their answer.
5. Put all your answers together into a table.
6. Plot your data onto a graph - you could use **Excel** or **Word**. Ask your teacher or tutor for help or advice here if you want.
7. Write up a report about your data and what the results were. Think about answering questions like:
  - ◇ Which team was the most popular?
  - ◇ Why do you think that was the most popular team?

You can produce your report in whatever way you like: e.g. as a poster, as a PowerPoint, or as a talk supported by your graph.



## Handout 5

## Australian Rules football – a brief summary

Australian rules football, Australian football, Aussie rules, or simply "football" or "footy" is an Australian team sport played between two teams of 18 players with a ball in the shape of an oval spherical shape (see picture below). It is played outdoors on a large oval shaped grass field, with four goal posts at each end.

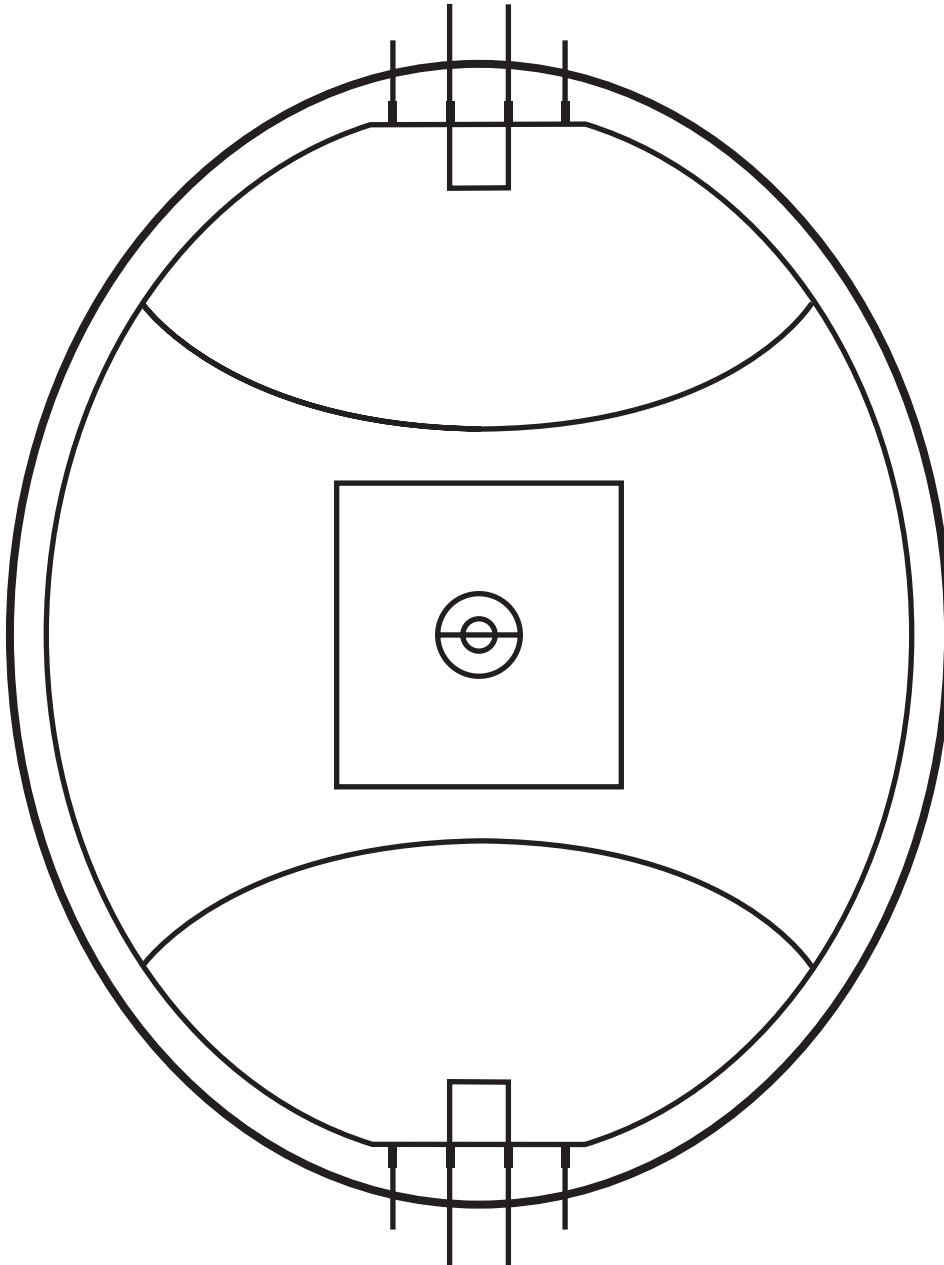
The main aim of the game is to score goals (worth six points) by kicking the ball between the middle two posts of the opposing goal. The winner is the team who has the higher total score at the end of the game that is played over four quarters. If the score is tied then a draw is declared.

Players may use any part of their body to move the ball. The key methods are kicking, handballing and running with the ball. There are restrictions on how the ball can be handled, for example players running with the ball must regularly bounce or touch it on the ground, throwing the ball is not allowed and players must not get caught holding the ball. Possession of the ball is in dispute at all times except when a **free kick** is paid. A distinctive feature of the game is the mark, where players anywhere on the field who catch a ball from a kick. Australian rules is a contact sport in which players can tackle using their hands or use their whole body to obstruct opponents. Dangerous physical contact or interference when marking are discouraged with free kicks, distance penalties or suspension, depending on the seriousness of the offence. Frequent physical contests, aerial marking, fast movement of both players and the ball and high scoring are the game's main reasons for being known as a good spectator sport.



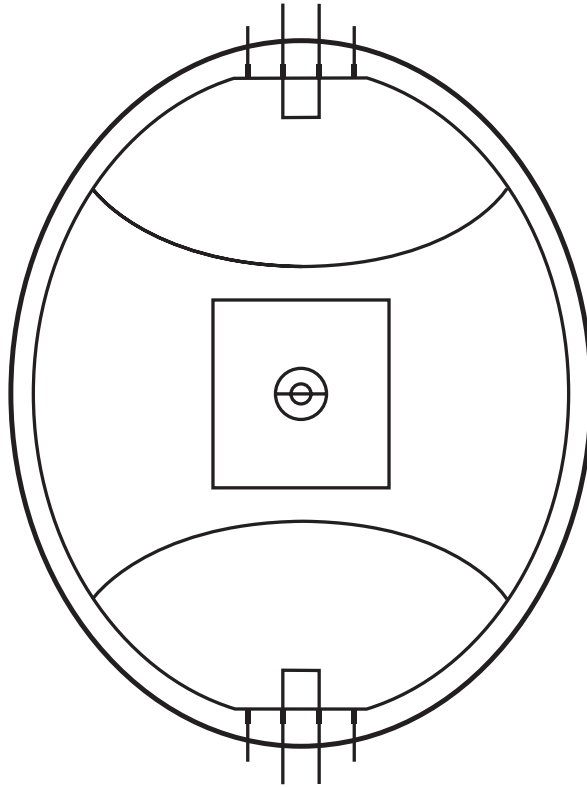
Handout 6

# Australian Rules football playing fields



The playing fields in the AFL for playing Australian rules football are oval (or elliptical) in shape and vary in size from 135-185 m long to 110-155 m wide. The centre square is 50 x 50 m. The curved fifty metre line is 50 m away from the goal line. The goal posts are 6.4 metres apart.

1. Name of local oval being measured: .....



	<b>Estimate</b>	<b>Measured distance</b>
Length:	..... m.	..... m.
Width:	..... m.	..... m.
Distance between goal posts:	..... m.	..... m.

Mark your measurements on the diagram above.

2. Research the size of one of the AFL football grounds and compare its size with the one you have measured above.

Name of AFL oval: .....

Length: ..... m.      Width: ..... m.

Are your measurements for your local oval similar to the measurements for the AFL ground? By about how much do they differ?

.....

.....

.....

## Handout 7

## Scoring Australian Rules football

In Australian Rules football, you get:

- ◇ **6 points** for each **goal** you kick
- ◇ **1 point** for each **behind** you kick.

The team with the highest number of total **points** wins the game.

Here are some scores for a football game between two teams, Essendon and Brisbane:

Team	Goals	Behinds	Points
Essendon	11	10	76
Brisbane	12	4	76

Because each goal is worth 6 points and each behind is worth just 1 point, to work out the total number of points you need to multiply each goal by 6, and then add on the number of behinds.

So for Essendon you have 11 goals, worth 11 times 6 points, which is 66 points. Then you need to add that to the number of behinds (10). So altogether Essendon's score of 11 goals and 10 behinds is worth 66 plus 10 points, which gives 76 points. This is written in maths as:

$$\text{Essendon's Score} = 11 \times 6 + 10 = 66 + 10 = 76 \text{ points}$$

With Brisbane it will be 12 times 6 points for the 12 goals plus 4 for the number of behinds. So the number of points will equal 12 times 6 which is 72, plus 4 more which gives us a total of 76 points.

$$\text{Brisbane's Score} = 12 \times 6 + 4 = 72 + 4 = 76 \text{ points}$$

In this case, the game would be a tie or draw because the two teams had the same total number of points.

## Handout 8

## Scoring Australian Rules football Worksheet

Work out the scores for the following games.

### 1. West Cost against Sydney

Team	Goals	Behinds	Points
West Cost	10	12	
Sydney	11	14	

Which team won? .....

How many points did they win by? .....

### 2. Melbourne against Geelong

Team	Goals	Behinds	Points
Melbourne	9	15	
Geelong	15	10	

Which team won? .....

How many points did they win by? .....

### 3. Collingwood against Adelaide

Team	Goals	Behinds	Points
Collingwood	11	10	
Adelaide	12	4	

Which team won? .....

How many points did they win by? .....

## Handout 9

## Calculation of Australian Rules football Ladder

### Match points

---

Each team receives 4 match points for a win and 2 match points for a draw (tie) and 0 points for a loss.

**POINTS FOR** = total points scored by the team as the total of its scores for the season.

**POINTS AGAINST** = total points scored against the team as the total of its opponents' scores for the season.

**SCORING PERCENTAGE (%)** expresses the teams points scored by the team as a percentage (%) compared to the points scored against it. This scoring percentage is calculated as follows: (Points For divided by Points Against) x 100

This is written in maths as:

$$\text{Percentage} = \frac{\text{Points for (points scored by the team)}}{\text{Points against (points scored against the team)}} \times \frac{100}{1}$$

### Working out ladder positions

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The position is worked out in the following order:

1. Total number of match points ( i.e. Wins & Draws)
2. Scoring Percentage (%).

See example on the next page to see how it works.

## Handout 10

## What team's where? Co-operative logic 1

### What team's where?

---

Work out the ladder positions and the points for the top 8 teams in the Australian Football League competition after 9 rounds.

Teams score 4 points for a win; 2 points for a draw and 0 points for a loss.

✂

Adelaide	Brisbane	Bulldogs	Collingwood
Geelong	Hawthorn	North Melbourne	Sydney
20	20	22	22
24	30	32	36
Geelong is three places ahead of Sydney		There is 6 points difference between the Bulldogs and Hawthorn	
The Bulldogs are above Adelaide on the ladder		Hawthorn has won all of its games so far	
Brisbane is in 8 <sup>th</sup> position		Collingwood's points is a multiple of 10	
Sydney and North Melbourne have the same number of points		The top four teams are the Bulldogs, Geelong, Adelaide and Hawthorn but not necessarily in that order	

Handout 11

## What team's where? Co-operative logic 2

### What team's where?

Work out the ladder positions and the points for the 8 teams in the Northern Territory Football League Australian rules football competition after 10 rounds. Teams score 4 points for a win; 2 points for a draw and 0 points for a loss.

✂

St Marys	Waratah	Tiwi Bombers	Southern Districts
Nightcliff	Palmerston Magpies	Darwin	Wanderers
4	8	12	16
20	32	32	36
The bottom 4 teams are Palmerston Magpies, Darwin, Wanderers and Nightcliff, but not necessarily in that order		St Marys has only lost one game	
Tiwi Bombers and Waratah have won the same number of games but Waratah is just ahead on percentage		Nightcliff is just one place out of the top four with 16 points	
The Wanderers are three places behind Nightcliff		The Palmerston Magpies have won three games	
No team has had any draws		Jared Ilett is the captain of St Marys	

## Handout 12

## Sample of an Australian Rules football Ladder

### Example: Northern Territory Football League ladder after 10 games

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Position	Team	P	W	L	D	%	Pts
1	ST MARYS	10	9	1	0	218.35	36
2	WARATAH	10	8	2	0	191.99	32
3	TIWI BOMBERS	10	8	2	0	188.94	32
4	SOUTHERN DISTRICTS	10	5	5	0	145.30	20
5	NIGHTCLIFF	10	4	6	0	89.42	16
6	PALMERSTON MAGPIES	10	3	7	0	48.93	12
7	DARWIN	10	2	8	0	47.49	8
8	WANDERERS	10	1	9	0	41.85	4

## Handout 13

## Mitchell Football League (MFL) ladder

The ladder in the table below gives the results of the 12 teams in the Australian rules Mitchell Football League competition after 12 games. A team gets 4 points for a win, 2 points for a draw and 0 points for a loss.

	Team	P	W	L	D	%	Pts
1	Tigers	12	11	1	0	133.36	44
2	Lions	12	10	2	0	135.54	40
3	Dogs	12	9	1	2	135.73	40
4	Cats	12	8	3	1	125.26	34
5	Hawks	12	8	4	0	129.95	32
6	Eagles	12	7	5	0	103.05	28
7	Swans	12	6	5	1	105.23	26
8	Wolves	12	4	8	0	85.50	16
9	Hounds	12	3	9	0	76.16	12
10	Wallabies	12	2	10	0	74.44	8
11	Kangaroos	12	1	11	0	61.85	4
12	Wombats	12	1	11	0	61.45	4

Key: P = Played, W = Won, L = Lost, D = Drawn, % = percentage of score kicked for the team compared to points kicked against the team. Pts = Points (4 points for a win, 2 points for a draw and 0 points for a loss.)

Handout 14

# Mitchell Football League (MFL) ladder: Questions:

1. Which team finished five places behind the Tigers?

.....

2. Which team had the lowest percentage?

.....

3. How many more points did the top team get than the bottom team?

4..... Show why the Tigers have a total of 44 points?

.....

.....

5. Which teams have won 50% or more of the games played so far?

.....

.....

.....

6. Which team or teams have won exactly  $\frac{1}{4}$  of the games played so far?

.....

.....

.....

7. What would be the order of the teams if they were ranked on their percentage, not on the number of points? Complete the table below - put the teams in order and write in their percentage.

Order based on percentage	TEAM	%
1	.....	.....
2	.....	.....
3	.....	.....
4	.....	.....
5	.....	.....
6	.....	.....
7	.....	.....
8	.....	.....
9	.....	.....
10	.....	.....
11	.....	.....
12	.....	.....

8. What was the difference in percentage between the top and the bottom teams?

a) Approximate answer: .....

b) Work out an exact answer below:

.....

.....

.....

9. Is your exact answer pretty close to your approximate answer or do you need to check your calculations or your estimates?

.....

.....

## Handout 15

## Facts and figures

Research and find statistics for one team in your favourite team sport (see below for suitable sports to research) in at least two different games in the same competition and compare the two sets of results and statistics.

Remember to make sure you do each of these four tasks as you do your project and research:

- ◇ Make sure you know what the research project is about - what are you looking at and comparing?
- ◇ Plan the project - see the sets of suggested questions below
- ◇ Carry out the project
- ◇ And before you finish and present your report, make sure you review the project.

Here are some questions to help you undertake the research:

- ◇ What sport are you going to research?
- ◇ What team and which two games are you going to compare?
- ◇ What aspects of the game, team and player performance will you look at? For example, scores and performance of the team; individual player performances such as scores, time played, number of possessions, etc.
- ◇ Find the information required - see below for some possible sources for the information
- ◇ Represent the results and data in tables and graphically. This should include tables and graphs (pie charts, bar graphs) of the aspects of the game, team and player performance identified above
- ◇ Write up a report about your data and what the results were. Think about answering questions like:
  - ◇ In which game did the team perform better?
  - ◇ In what areas did the team or players perform better?

You can produce your report in whatever way you like:

- ◇ as a report
- ◇ as a poster
- ◇ as a PowerPoint or digital story
- ◇ as a talk supported by your tables or graphs.

## Types of sports

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Suitable sports to research include most team games such as football, netball, basketball, rugby, soccer, softball, baseball, cricket, hockey, etc.

## Sources of information

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- ◇ For information about AFL games go to: AFL website at: <http://www.afl.com.au/>
- ◇ The key state or national newspapers have comprehensive sports sections.

Most major sports have comprehensive websites with up-to-date information, scores, ladders, player profiles and match statistics. Below are some examples.

- ◇ The International Olympic Federation: <http://www.olympic.org>
- ◇ The Commonwealth Games Federations at: <http://www.thecgf.com>
- ◇ National Basketball League: <http://www.nbl.com.au/>
- ◇ Netball Australia: <http://www.netball.asn.au/>
- ◇ Cricket Australia: <http://www.cricket.com.au/>
- ◇ Hockey Australia: <http://www.hockey.org.au/>
- ◇ National Rugby League: <http://www.nrl.com.au/>
- ◇ Australian Rugby Union: <http://www.rugby.com.au/>
- ◇ Football Federation Australia (soccer): <http://www.footballaustralia.com.au/>
- ◇ Softball Australia: <http://www.softball.org.au/>
- ◇ Australian Baseball Federation: <http://www.baseball.com.au/>

## Handout 16

## Writing – Handout

Below are a number of short quotes that form part of larger stories about AFL football. These can be used as a reading activity. They can also be used as models for student writings about football. The daily newspapers, particularly Friday - Monday are another rich source of stimulus material for writing.

- ◇ The high fliers of the game who through the years have left us all gob-smacked with their aerial acrobatics
- ◇ Nothing stirs the crowd more than seeing a player launch himself above the pack to mark the ball.
- ◇ John Coleman thrilled crowds in the 1950s with his extraordinary aerial feats that are still spoken of in hushed tones today.
- ◇ Alex Jesaulenko used Collingwood ruckman Graeme Jenkin as a stepladder to pull in his famous 1970 grand final screamer
- ◇ Great players were hoisting themselves into the air, flinging themselves above packs with abandon and hauling down screamers HS
- ◇ Many great players, including Gary Ablett snr. risked vertigo to give crowds the thrill of a lifetime
- ◇ The players warm up and then line up for the anthem. The noise builds. Siren. Thud. The game starts like a Grand final. Physical scrimmages, nervous handballs go nowhere. Tackles.
- ◇ They win clean possession and spread the footy. Quickly. Precise handballs. Accurate kicking. They make space.
- ◇ He sprints along the southern wing holding the footy inside the boundary line. He squares it to the forward pocket. The crumb spills to the rover. As he's about to launch one home from fifty he sees Johnno on his own in the pocket. He passes with the outside of his foot. Johnno marks and pops it through.
- ◇ The backline is rock solid

The above material is adapted from **The Footy Almanac** and **150 Years of Footy**. Please see resources for details.

## Handout 17

## Synonyms – words of similar meaning

In the table below are two terms **mark** and **kick** that are commonly used in Australian Rules football. Under each term are a number of words that can be substituted depending on the context. For example, both rainmaker and wormburner are types of kicks but the words refer to particular kinds of kicks and so could not be used in the same context. Using different words in your writing can make it more interesting.

Mark	Kick
chest mark	drop kick - droppie
overhead mark	torp
contested mark	screw
pack mark	punt
high mark	stab
spectacular mark - specky	banana
one handed mark	check side
diving mark	floater
with the flight of the ball	bomb
standing one's ground	up and under
half volley	hospital pass
juggled mark	mongel punt
fingertip mark	grubber
slips catch	rainmaker
	wormburner
	chip
	airy
	roost

## Handout 18

## Report on a game – Part 1

### Cloke fires in return

COLLINGWOOD'S Travis Cloke was just hoping to pick up a few kicks in his return from a two-week break against the Sydney Swans at ANZ Stadium on Saturday night.

But the 196cm centre half-forward showed no signs of rustiness, kicking three goals, gathering 19 possessions and grabbing eight marks to be one of the Magpies' better players in their 29-point win.

Collingwood moved into fifth spot with an 8-6 record after 14 rounds, but still trails fourth-placed Sydney by six points.

"If we keep going the way we did today, I think definitely we can look top four," Cloke said.

"I missed a week through suspension and the bye, so two weeks (out).

"I was just looking forward to getting out there and having a run around, pick up a few kicks. That was the main idea of today."

The 2007 Copeland Trophy winner said the Magpies matched up well against the Swans, with Collingwood winning the past five clashes between the two sides.

"For some reason we do play really well against Sydney," Cloke said.

"It's just another game today that we really look forward to against Sydney. I think they do, too."

Cloke praised Harry O'Brien and Shane Wakelin, 34 next month, who held Michael O'Loughlin and Barry Hall to one goal each.

"I don't think Harry O'Brien gets enough credit for what he does," Cloke said of his fellow 21-year-old.

"It was his 50th game and a lot of people wouldn't even think he would play that many games. He's an amazing defender and he's probably the tightest defender going around in the AFL at the moment.

"And Shane Wakelin . . . week in, week out he does it no matter what and doesn't argue. I reckon he's got another one or two years in him."

<http://www.news.com.au/heraldsun/sport/afl/story/0,26576,23978336-19742,00.html>  
Accessed 7<sup>th</sup> July 2008

Handout 19

## Report on a game – Part 2

Answer the questions below based on the article: "Cloke fires in return"

1. After this game, what position is Collingwood on the ladder? .....

2. How tall is Travis Cloke? .....

3. Apart from Travis Cloke, who were some other good players for Collingwood in this game?

◇ .....

◇ .....

4. What do the following words mean in the article? Add in any other words you don't understand and find out what they mean (e.g. ask a class mate, use the internet, ask the teacher).

◇ Possessions: .....

◇ Bye: .....

◇ Suspension: .....

◇ .....

◇ .....

◇ .....

◇ .....

5. What are the main messages in the article?

.....

.....

.....

.....

6. What is one thing that you like about how the article is written?

.....

.....

.....

7. Is there something you didn't understand in the article? Write down the parts of the article that you didn't understand.

.....

.....

.....

.....

.....

Handout 20

## Reading another article

You need to find a report or article from either a newspaper or the internet about a football game (or another sport you like). Read it carefully. You need to prepare a summary of what the main points of the article are in readiness for giving a short presentation to the group about your article.

The following questions may help you prepare.

1. What are the main messages in the article?

.....

.....

.....

.....

2. Who was the author writing the article for? Why do you think he or she wrote it?

.....

.....

.....

.....

3. What is one thing that you like about how the article is written?

.....

.....

.....

.....

4. Is there something you didn't understand in the article? Write down the parts of the article that you didn't understand.

.....

.....

.....

.....

5. Do you think the writer did a good job on writing the article? Why or why not?

.....

.....

.....

.....

## Handout 21

## Reporting on a game

Watch an Australian Rules football game on the TV or DVD and write a brief report (e.g. newspaper style report). You can hand write the report if you want, but it would be good if you could use a computer to write and print out your report.

Use the following as guides for writing (depending on your level of study).

### CGEA 1 Introductory Level

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- ◇ Use capital letters and full stops
- ◇ Write at least one paragraph
- ◇ Check your spelling (spell check, dictionary, teacher help, class mates)
- ◇ Think about who you are writing for - make your report interesting as well as giving the reader some information
- ◇ Plan your writing so that the reader can follow it from the beginning, through the middle and to the end.

### CGEA 1 Level

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- ◇ Use some of the "jargon" words that are used when talking about football e.g. tackle, man in white, tagging, possessions, tight defence
- ◇ Think about using some direct words (quotes) from a player or coach
- ◇ Write at least three paragraphs and organise your writing with a beginning, a middle and an end
- ◇ Use a spell check or a dictionary for checking your spelling
- ◇ Think about the reader (the audience). Are you wanting to inform them about football, get them interested, or maybe persuade them to follow football or support a particular team
- ◇ Proof read your report and make changes and corrections.

Handout 22

## **Extension:**

# **How to do your Football tipping using a Computer**

The steps below are for doing your footy tips for Round 1 in 2008. You will need to change the round and the year depending on when you are doing your footy tips.

### **A) To start a new document**

---

1. Click on Start, Microsoft Word .
2. File, Page Set-up, Landscape, OK.
3. Click on File, SaveAs, My Documents, USB Drive E.
4. Click on your 2008 Folder
5. Type in the File Name **Round 1** and click on Save.

### **B) To write the heading**

---

6. Click on Insert, Picture, WordArt, and click on the one you like, OK.
7. Type in **YOUR NAME Footy Tipping Round 1 2008**, OK. Eg Pauline's Footy Tipping Round 1 2008

### **C) To get the week's fixture**

---

8. Connect to the internet (Start, Internet.)
9. In the address box type in <http://afl.com.au/> press Enter.
10. Click on **Fixtures**
11. Click on Toyota AFL Premiership Season.
12. Click on Round 1.

13. Click on Excel
14. Click on Round 1.
15. Select and drag Round 1 dates and teams. Go to Edit and Copy
16. Go back to your Word document, and Right click, paste.
17. Immediately SAVE YOUR WORK by clicking on the picture of the floppy disk.

#### **D) To do your footy tips using the PAINTBRUSH to highlight your tips**

18. Highlight the first team you think will win.
19. Click on Format, Font, Underline Style.
20. Choose and underline style you like.
21. Go to Font Colour, and choose red, OK.
22. Get the paintbrush out of the cupboard.
23. Put your cursor in the middle of the red writing.
24. Double-click on the paint brush.
25. Click once on each team you think will **win**.
26. To turn the paintbrush off, click once on the paintbrush.
27. Save your file by clicking on the picture of the floppy disk.
28. Print 1 copy, (File, Print, Colour Printer, 1 copy, OK.)
29. Hand in your footy tips to the teacher to SIGN your copy.

## Handout 23

## Journal reflection

Write a reflective entry in your journal. Here are some questions you could think about writing about:

- ◇ Did you enjoy the Unit on sport and Australian rules football? Why? Why not?
- ◇ What did you find most useful about the Unit?
- ◇ What was least useful to you?
- ◇ Do you have any future plans regarding sport?