

# TEACHER INFORMATION - OUR FOOTBALL TOURNAMENT PLAN

## PRIOR TO THE TOURNAMENT - ASSESS SAFETY

Prior to the start of the tournament you should take students to the space where they will be playing football.

You should explain that when many people are active in a defined area accidents and injuries can occur. It is important to minimise the risks by making sure the playing area and its surroundings are safe.

The teacher should ask the class to consider the space that they will be playing on. They should brainstorm the following questions:

- What potential hazards are there?
- What can you do to make this space safer?

Once you and your students have addressed these questions and are comfortable the playing area is safe they can prepare to welcome visitors.

## FORMAT OF TOURNAMENT

To commence the tournament you (or senior students) should welcome junior students, teachers, officials and parents.

You should provide a brief summary of what the students have undertaken to prepare for the tournament, focusing in particular on the playbook that each group has developed.

A brief format of the day including the schedule of games, recess and (or) lunch breaks and the time and venue for the playbook presentations should be provided. You should also thank attending guests and those who volunteered to assist on the day.

## THE COMPETING TEAMS

As part of the tournament welcome, Presenters from each group should introduce their teams to the audience. Each player should be announced by name and applauded for their involvement.

You (or senior students) should also announce the tournament rules and the action taken by students to make the playing area safe.

## THE MEDIA CREWS

If senior students have been engaged as media crews they should spend their time taking photos and capturing film footage of the event. Prior to their first game each team should also be photographed.

## FIXTURES

The format and volume of fixtures is at your discretion and is largely dependent on the time set aside to play the tournament and the space available to play games.

Games can be played simultaneously (on more than one playing space) or one match at a time.

A number of rounds can be played by teams (round robin

tournament) or the tournament can be played on a sudden death knock out basis (team is knocked out when they lose a match).

The winning team could be decided by semi finals and grand final or by accumulating the most points after playing a certain number of games.

The duration of games is also at your discretion. It is recommended however that games are played for no longer than five minutes especially if the tournament is being played on a round robin basis.

## PLAYBOOK PRESENTATIONS

In keeping with the football themes of the day, you should invite student groups to present their playbooks to the audience.

Presentations could be made in the classroom, school library or pre-recorded on film and replayed on an interactive whiteboard, computer or television.

You may ask the audience to decide on the best presentation. Certificates could be given to the winners.

An alternative is to have student groups present their playbooks in an assembly or during a class visit on the morning prior to the start of the tournament.

## END OF TOURNAMENT ACKNOWLEDGEMENTS

At the end of the event you (or senior students) publicly thank the junior students, teachers, officials and parents in attendance.

To finalise the unit Lesson 8 asks students to reflect on what they have learnt. They have achieved a lot and it's time to share some of their thoughts with others.

