

SPORTS HEROES IN MY COMMUNITY

CLASSROOM ACTIVITY: MEET YOUR SPORTS AMBASSADOR

GRADE 6 CURRICULAR LINKS

Social studies, Language arts

OBJECTIVES

Students will...

- Familiarize themselves with athletes and builders that came from their hometown and who had an impact at the provincial, national and/or international level.
- Gain an understanding of what is involved in a sports career.
- Reflect on the significance of sports, athletes and builders in general.

RESOURCES

- www.nbsportshalloffame.com/search-honoured-members
- www.nbsportshalloffame.com/sports-ambassadors

THE MAIN GOAL:

Student will research and learn about historical events, teams and athletes that helped shape sports in their community. Students will be introduced to the Virtual Locker Room, and New Brunswick Sports Hall of Fame's website, 2 research tools that will be used to gain knowledge and interest in the Sports Ambassador scheduled to visit their school.

CLASSROOM ACTIVITY (ABOUT 60 MINUTES)

MATERIALS NEEDED

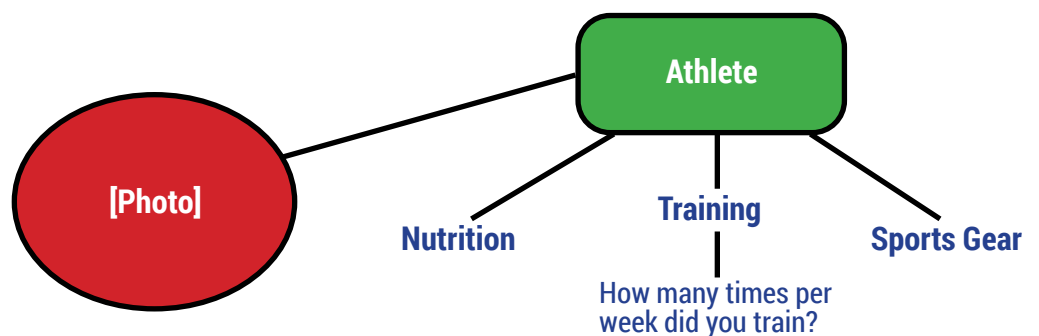
- Newsprint roll, or any type of paper can be used to create the canvas for the mind-map.
- Paper; ideally bigger than 8.5x11.
- Pencil, eraser and different colour markers.
- Printed profile of the Sports ambassador. Can also be projected on the classroom screen.

PREPARATION

Start by researching different mind maps online to give you an idea of the tool that will be used by the students to generate relevant questions to ask to the visiting Sports Ambassador. Next, create the canvas that will be used for the mind-map. Print and glue the picture of the Sports Ambassador in the center of the paper and use a marker to circle it.

CLASSROOM ACTIVITY

After accessing the information on their Sports Ambassador on NBSHF's website, start a mind map with the whole classroom. Starting with the picture of the Sports Ambassador as the center of the mid-map, connect it to the main information you have about the individual that is about to visit the school (athlete or builder? What sport? Where is that individual from? Where did they compete?). Then, you can connect these to different elements that are known to the students. Eventually, questions will be generated by the students. Here is an example with just one element:



The mind-map you are doing with the classroom can be used as a draft, students can then let their creativity flow using different colors with different elements, different sizes for the elements that are the most compelling to them, draw around it etc. Look at examples online!

CONCLUSION AND REFLECTION

After the mind-map has been completed, ask students to share their questions with each other. You may want to select a few questions that the whole classroom voted as the most relevant to ask to the visiting Sports Ambassador.

