

How to use

# THE GOOD VILLAGE



## THANK YOU FOR VISITING THE GOOD VILLAGE!

YOUR FREE, ONE-STOP-SHOP FOR STUDENT-CENTRED LEARNING AROUND HEALTH, FITNESS, NUTRITION, RELATIONSHIPS AND SUSTAINABILITY, ALL WRAPPED UP IN A DESIGN CHALLENGE!

At the Good Village, your students will meet our Australian Institute of Sport (AIS) ambassadors, Cameron Girdlestone, Rower and Edwina Bone, Hockeyroo who need their help to design a brand new, planet-friendly athlete village!

This design project might take you a week, a month, a term or even a whole school year, but don't worry, we've got your Health and Physical Education curriculum fully covered! Your students can work their way through the four activity areas of The Good Village map, exploring and developing the skills they will need to complete the challenge. Each area of the map contains a range of fun and educational, inquiry-based activities and is differentiated at two levels, making it easy for them to select the activity that suits them, or for you to assign them.



## Here's what's in the village:

### AIS Sports Oval

#### What's there?

Get active with our athletes on the AIS sports oval. Complete the individual and teamwork challenges and play games to understand the link between movement and health and explore rules and inclusion in sports.



#### Australian Curriculum Links

##### Health and Physical Education

- Know and practise ways to stay healthy and active
- Understand preventative health
- Explore community health resources
- Practise movement skills and sequences

- Investigate how physical activities promote community connection
- Explore and practise teamwork and leadership skills
- Explore ethical practice in sports

### Canteen

#### What's there?

Visit the canteen to learn more about nutrition; how athletes fuel their bodies for peak performance, why hydration is so important and complete some cooking challenges linked to the Australian guide to healthy eating to explore the science of food.



#### Australian Curriculum Links

##### Health and Physical Education

- Plan and promote ways to be healthy
- Investigate media messaging around health
- Investigate and understand preventative health

##### Maths

- Explore 2D and 3D shapes
- Calculate and compare fractions and decimals
- Investigate and calculate measurements

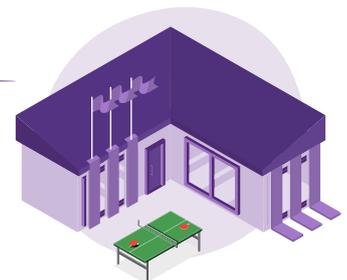
##### Health and Physical Education

- Investigate how real world problems are solved using science

### Games Room

#### What's there?

Chill out in the games room to learn about teamwork and leadership, two key skills for our athlete ambassadors. You'll also learn about resilience and safety, both online and in the physical environment!



#### Australian Curriculum Links

##### Health and Physical Education

- Exploring identities of self and others
- Identifying community resources and ways to seek help
- Explore practices that promote health, safety and wellbeing
- Managing relationships
- Investigate online safety
- Investigate inclusion and diversity

##### Digital Technologies

- Investigate how real world problems are solved using science
- Communicate ideas online safely

##### Personal and Social Capability

- Self awareness
- Self management
- Social awareness
- Social management

## Here's what's in the village:

### Community Garden

#### What's there?

The community garden is the place to connect with our world and develop our understanding of sustainability. These challenges prompt exploration into art and design as well as technologies and science!

#### Australian Curriculum Links

##### Visual Arts

- Explore different artists' perspectives
- Develop techniques
- Plan artwork displays

##### HASS (Geography)

- Explore the influences of people on the land
- Investigate land management practices

##### Science

- Investigate the use of Earth's resources
- Investigate how Earth's surface has changed over time

##### Sustainability

- O.I 2, 3, 5, 6, 7, 9



The activities have been designed for classroom or remote learning and the majority of them are student-led, demonstrating The Good Village's admiration for inquiry-based, student-centred learning! Fit these activities into your scope and sequence and explore them together or assign them as flipped learning experiences, allowing students to explore them independently and learn at home.

Once your class has visited each area of The Good Village and built up their skills and understanding in nutrition, fitness, relationships and culture and sustainability, you can start your athlete village design! It's up to you whether this is a class project or an individual assignment. Use this as a summative assessment task to finish off your term or school year, or simply an extension task!

### Welcome to The Good Village.

The Good Village is brought to you by the Nestlé for Healthier Kids School Program, in partnership with the Australian Institute of Sport (AIS).

