

Off-field Curriculum Guide - Foundation

MODULE 1
(Sessions 1, 2, 3)



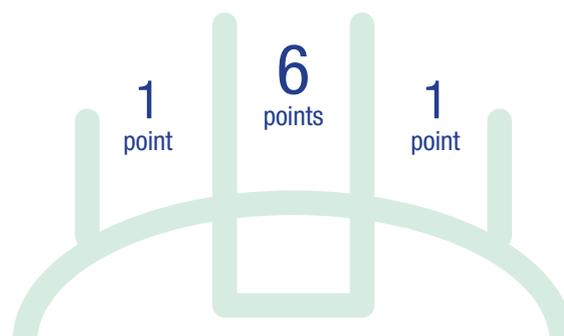
Learning Mathematics with AFL



The AFL maths essentials!

18	The number of teams that compete in the AFL.
22	The number of players in each team. 18 on the field and 4 on the bench at any time.
17	The expected number of home and away games this season. There are normally 22 games.
Oval	The AFL playing field is oval-shaped, marked with shapes in particular dimensions: <ul style="list-style-type: none"> • a centre circle (10m) • a centre square (50m) • a goal square (6.4m x 9m) at either end.
4	There are 4 posts at each end of the field, 2 central tall goal posts, and 2 shorter posts, 1 on each side. The shorter posts are called, <i>Behind Posts</i> .
Dimensions	During the game, players can play on any part of the field which is between 135 – 185 metres long, and 110 – 155 metres wide.
Scoring	Teams score match points for kicking the oval-shaped ball between the 2 tall goal posts (6 points) or between goal posts and the behind posts (1 point).

Competition Points	For each match, teams are awarded: <ul style="list-style-type: none"> • 4 points for a win • 2 points for a draw • 0 points for a loss.
The Top 8	At the end of the season, the top 8 teams go into the final rounds. There are 4 final rounds, culminating in the Grand Final usually played on the last Saturday of September or first Saturday of October.
Quarters	The game is played in quarters. Each quarter is approximately 30 minutes. Breaks after the first and third quarters are 6 minutes. The half-time break is 20 minutes. A complete match takes about 2 ½ hours.



Points Total Chart

Below is a Points Total Chart for six hypothetical (pretend) rounds of AFL. The box colours use the following code:

- A Win = Green.
- A Draw = Blue.
- A Loss = White.

HYPOTHETICAL POINTS TOTAL CHART

Round	1	2	3	4	5	6	Number of Wins	Number of Draws	Number of Losses	Total Competition Points After Round 6
GWS GIANTS	89	54	69	92	48	56	2	1	3	10
Sydney Swans	90	95	82	85	42	56				
Adelaide Crows	50	39	51	60	79	45				
Brisbane Lions	50	64	82	71	30	29				
Carlton	49	63	54	52	44	80				

1. Add each team's numbers of Wins, Draws and Losses.
Remember:

- A Win = Green
- A Draw = Blue
- A Loss = White

2. Add each team's Competition Points after Round 6.

- A Win = Green (4 competition points)
- A Draw = Blue (2 competition points)
- A Loss = White (0 competition points)

Which team is winning? Which team is in last place?

3. Discuss the position on the ladder for each team. Ask questions like:

- Which teams have the best chance of winning the competition? Why or Why not?
- Which teams are unlikely to win the competition?

4. Students have a close look at each team's match scores over the 6 weeks.

- Which teams seem to be improving?
- Which teams seem to be declining?

PARENT/CARER TIP

Students should justify their responses with a team's Total Competition Points (which reflects the number of wins, losses and draws) and the gap between the team totals. They can also justify by the number of match points the team is scoring each game.



Number Activities

Subitising Numbers

Subitising is the ability to instantly recognise the number of items in a small group, usually up to seven, without counting.

HOW TO PLAY:

1. View the AFL Number Cards on the pp.5-6.
2. Point or hold up each card. You can photocopy the page and cut out each card. Alternatively, hold-up the entire page and randomly point to each card.
3. The student answers, as quickly as possible and without counting, how many players are on the card. The cards should be shown in quick succession without discussion.

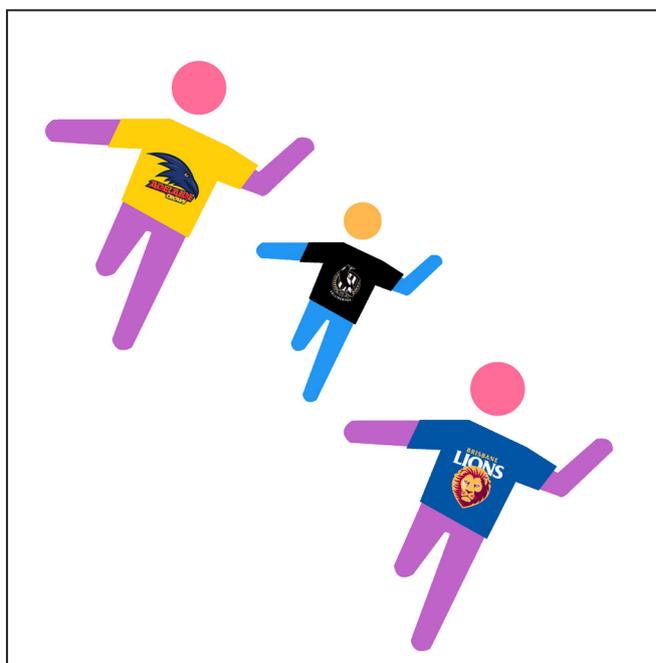
EXTENSION ACTIVITY 1:

Instruct students that you will hold up different cards, and they must write down the number of players.

EXTENSION ACTIVITY 2:

Use a 6-sided or an 8-sided dice. Roll the dice and the student states as quickly as possible the number. If they are really good, try a 10-sided dice!

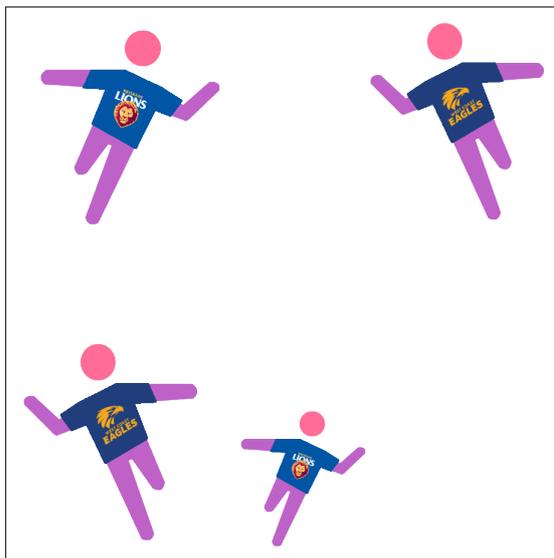
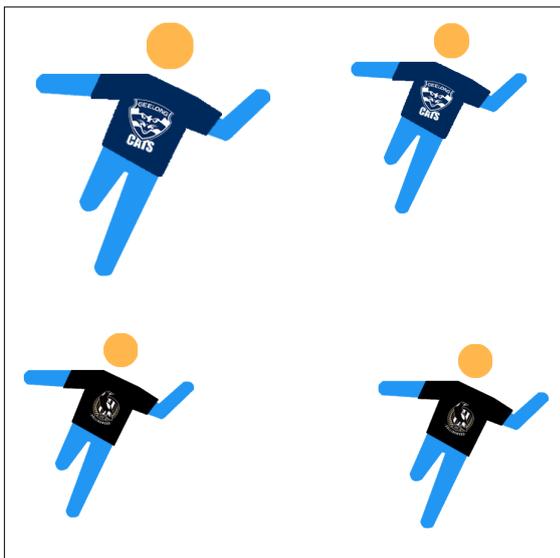
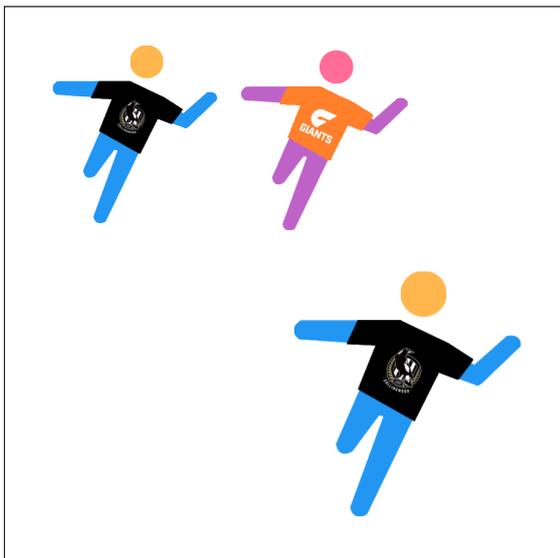
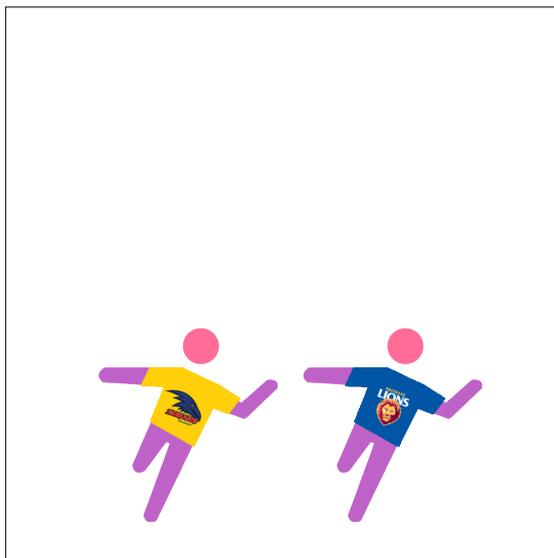
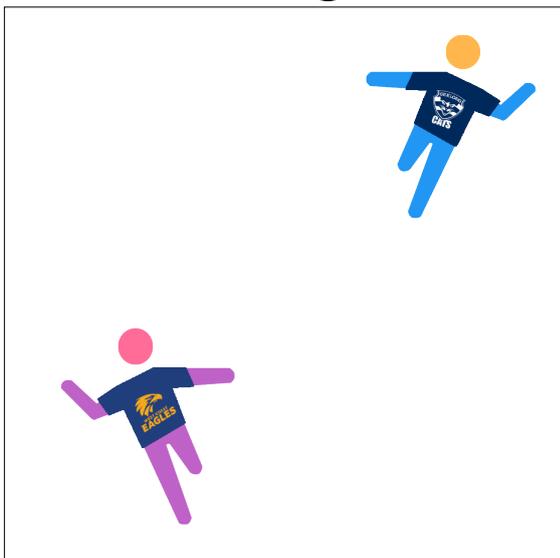
Note: You can use an online virtual dice.

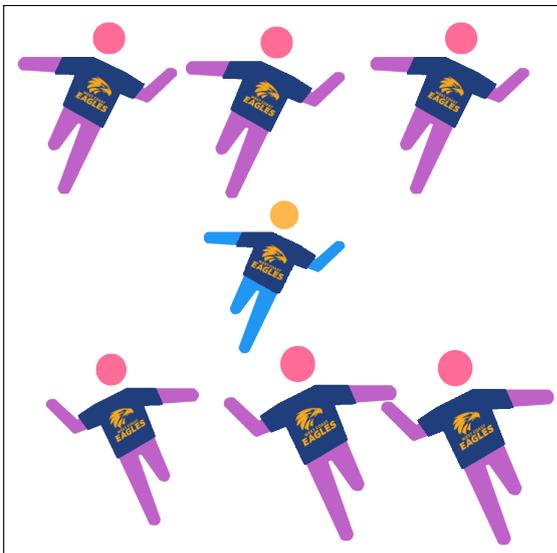
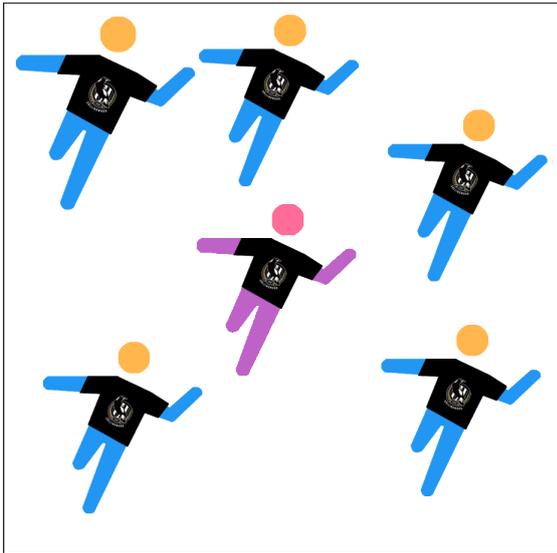
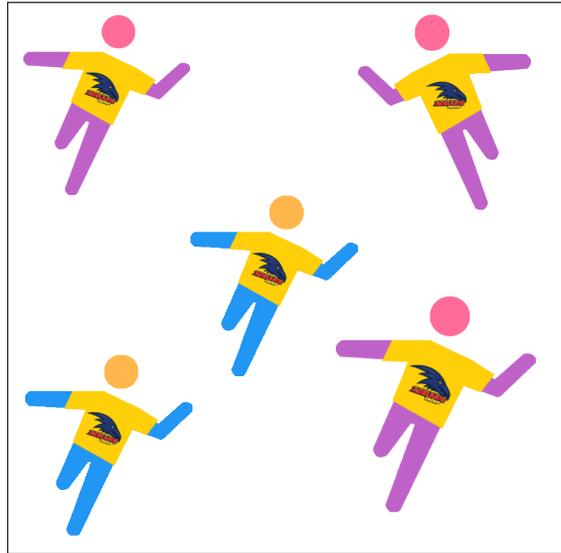
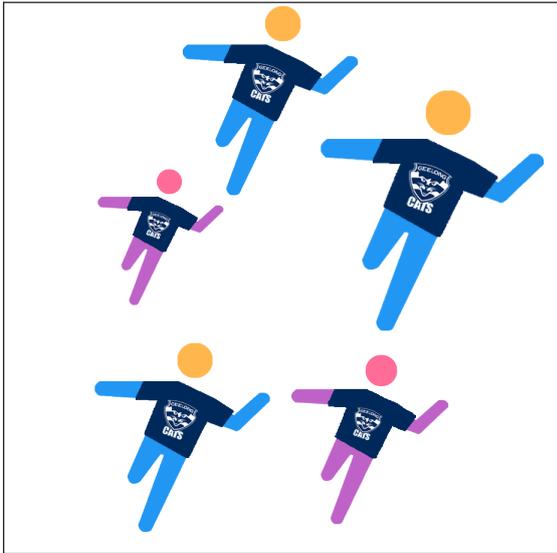


PARENT/CARER TIP

Remember, subitising number is the ability to recognise the number of objects **WITHOUT** counting. It develops the student's ability to build a visual image for numbers which in turn assists with manipulating numbers and calculations.







The Footy Week

Students identify activities that occur regularly on each day; for example:

Day of the Week	Activity 1	Activity 2 - AFL	Activity 3
Monday	School		
Tuesday	School		
Wednesday	School		Swimming - Evening
Thursday	School	AFL - Evening	
Friday	School	AFL - Evening	
Saturday		AFL - Afternoon and Evening	
Sunday		AFL - Afternoon	

Now fill in your own details:

Day of the Week	Activity 1	Activity 2 - AFL	Activity 3
Monday			
Tuesday			
Wednesday			
Thursday			
Friday			
Saturday			
Sunday			

Footy Shapes!

From the AFL field to the right, students identify the following 2D shapes:

- Oval
- Square (or rectangle)
- Straight lines
- Circle
- Curved lines

Include an AFL ball in your objects for sorting 3D shapes

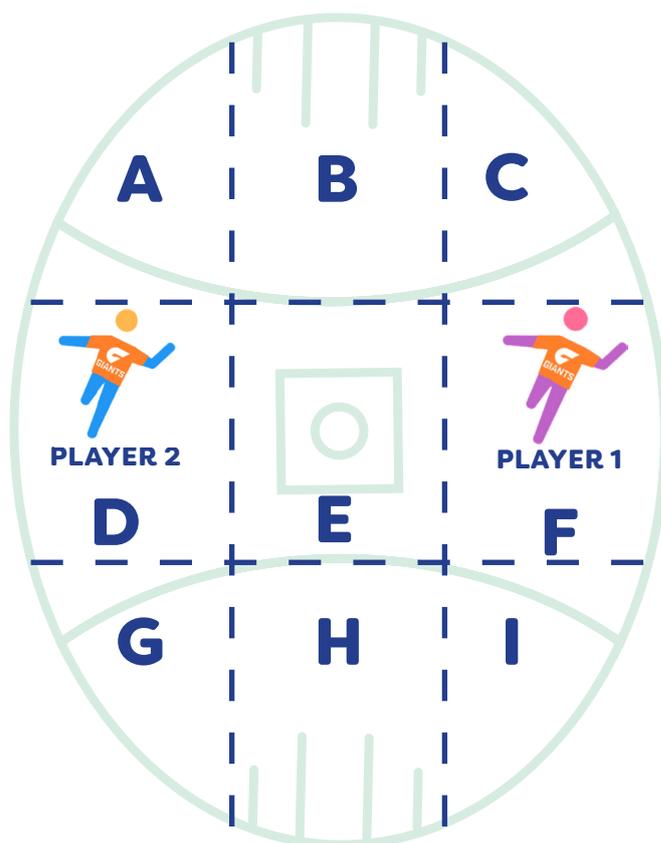
Changing Directions

Play direction games using terms such as:

- left
- right
- forwards
- backwards

1. State which Grid the player is in after the following directions:

- Player 1 moves ONE grid forward
- Player 2 moves ONE grid forward and ONE grid to the right
- Player 1 moves ONE grid backwards and ONE grid to the left
- Player 2 moves ONE grid forward, ONE grid to the right and TWO grids backwards

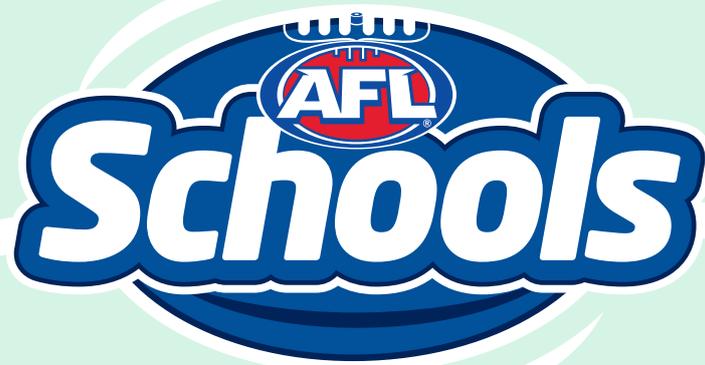


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Curriculum Links

SESSION	ACTIVITY	LEARNING INTENTION	CURRICULUM LINK		
			AUSTRALIAN	NSW	VIC
1	Win, Loss, Draw (Points Total Chart)	Number sequencing. Connect number names, numerals and quantities	ACMNA001 ACMNA002	MAe - 4NA	VCMNA069
2	Subtising Numbers	Combines, separates and compares collections of objects, describes using everyday language, and records using informal methods	ACMNA003	MAe - 6NA	VCMNA071
3	The Footy Week	Connect days of the week to familiar events and actions sequences events, uses everyday language to describe the durations of events	ACMMG008	MAe - 13MG	VCMMG079



Find more resources
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