

# Learning Activity 4

## - Playing our Game (SEPEP) -



**Year Level:** 5 - 6

**Learning Area:** Health and Physical Education  
**Strand:** Movement and Physical Activity

**Learning Area:** Technologies (Digital Technologies)  
**Strand:** Processes and Production Skills

### Learning Focus

Using the Sport Education in Physical Education Program (SEPEP) model students participate in a competition format in one or more of the different football codes (Australian Rules, Rugby League, Soccer).

### Sequence of Content

Year 5 and 6 students:

- Practise specialised movement skills and apply them in a variety of movement sequences and situations (**Health and Physical Education - ACPMP061**)
- Propose and apply movement concepts and strategies with and without equipment (**Health and Physical Education - ACPMP063**)
- Participate positively in groups and teams by encouraging others and negotiating roles and responsibilities (**Health and Physical Education - ACPMP067**)
- Demonstrate ethical behaviour and fair play that aligns with rules when participating in a range of physical activities (**Health and Physical Education - ACPMP069**)
- Plan, create and communicate ideas and information, including collaboratively online, applying agreed ethical, social and technical protocols (**Digital Technologies - ACTDIP022**)

### Learning Intention

We are learning to:

- Use the skills, game-based strategies (attacking and defending) and rules to play a game of Australian Rules (AFL 9's), Rugby League and Soccer.
- Participate in and undertake the different roles and responsibilities involved in Australian Rules (AFL 9's), Rugby League and Soccer.

### Success Criteria

I can:

- Perform the skills and demonstrate defensive and offensive strategies used in Australian Rules (AFL 9's), Rugby League and Soccer.
- Participate in groups and teams by encouraging others and negotiating roles and responsibilities in the organisation of a mini-football competition.

## Activity

Refer to the listed resources and apply the Sport Education in Physical Education Program (SEPEP) learning model for one or more lessons providing the opportunity for students to play a competition format

for one or more of the different football codes (Australian Rules (AFL 9's), Rugby League and Soccer). This may take place as a structured SEPEP model or a round-robin format.

Each resource includes a range of activities, modified games, rules and competition formats that can be used for one lesson or developed across several lessons.

### Australian Rules (AFL 9s)

AFL 9s is the Australian Football League's (AFL) official alternative and modified version of the game of Australian football. It's a fast, free-flowing game that involves nine players on each team playing on a smaller field. AFL 9s is a non-contact game with no tackling or bumping, making it suitable for children of any age or skill level to play.

### AFL Sport Education (SEPEP)

AFL Sport Education presents a 'season of sport', enabling students to develop their skills as players as well as learning off field roles such as umpiring, team and facilities management, coaching, team leadership, sports journalism, publicity officer or serving on the football committee.

### Rugby League (PlayNRLGame – refer to Activity 20)

The PlayNRL game is a modified version of Rugby League. The game is a fantastic way to play the game of Rugby League in a safe and fun environment. Students are divided into teams of approximately four to five players per team and follow a round-robin format to play against other teams. Students will identify and modify rules in order to create a fair and inclusive game.

### Soccer (MiniRoos Kick-Off)

The ALDI MiniRoos Kick-Off program introduces primary school aged children to the fundamental skills of football across a range of fun and engaging game-based activities. The NAB Skills Series (Soccer) and Teacher resources on the Play Football (schools) website provide a range of fun modified games including '4 versus 4 Football' and 'Champions'.

## Resources

### AFL

AFL 9s Teachers Curriculum Resource Guide. [Click here to access.](#)

- Session 6 (page 18)

AFL Sport Education. [Click here to access.](#)

### NRL

PlayNRL In-School Program. [Click here to access.](#)

- Activity 20 (page 51)

### Soccer

NAB Skills Series (Soccer). [Click here to access.](#)

Teacher Resources are also available to view on the Play Football (schools) website by [clicking here.](#)

Football Federation in partnership with its Member Federations, Hyundai A-League and Westfield W-League clubs has developed the *ALDI MiniRoos Kick-Off program* for primary schools.

To learn more including resources and rules for modified games [click here.](#)



# Extension Activity

Students select one of the football codes (Australian Rules, Rugby League or Soccer) and research the history of the game as they plan and organise a Footy Clinic to celebrate Footy Colours Day.

## 1. Research

As a class or in small groups students research the origins and history of their selected football code. Key information may include:

- First recorded game, original rules and foundation teams
- Significant events, moments, coaches and players that have shaped the codes history
- The influence of the sport on Australian society
- How has the game changed and evolved over time to the game it is today?

Students may wish to visit the website of their respective footy code to research the history of the sport.

- Australian Rules (Australian Football League) [www.afl.com.au](http://www.afl.com.au). Search under 'About Us' or click [here](#).
- AFL Explained (video) is a guide to all aspects of the game of Australian football and can be viewed [here](#).
- Rugby League (National Rugby League) [www.nrl.com](http://www.nrl.com). Search under 'About Us' or click [here](#).
- Soccer (A-League) [www.a-league.com.au](http://www.a-league.com.au). Search under 'History' or click [here](#).

## 2. Presentation

Students collaborate with their teacher to select the method in how they will present and share their research. This may be through an oral, visual or multimedia presentation.

- Students apply appropriate media and presentation strategies to suit and enhance their presentation, including the use of graphs, tables, timelines, photographs and pictures, in digital and non-digital modes.
- Students may use digital resources and other online communication tools such as creating a blog, website or use a shared online learning forum used by the school or classroom teacher to share ideas and information.

## 3. Footy Clinic

As part of Footy Colours Day, as a class or in small groups, students organise a footy clinic to be held for younger students.

- Students may use any of the above listed resources to plan a range of activities that focus on the key skills of the sport to be covered.
- Students are encouraged to use the various *Decorations & Useful Resources* in the 'Tips & Ideas' section of [our website](#) to promote the footy clinic and Footy Colours Day.

## Additional Teacher Notes and Resources

Teachers may wish to focus on one football code and apply the SEPEP model to develop a unit of lessons or within one lesson as the format for students to play a competitive game of that sport.

Alternatively, teachers may also wish to use a round-robin format or apply the SEPEP model across several lessons in playing a competition-style format for each of the football codes.

Teachers may use their school's Footy Colours Day as the culminating event or Grand Final day for this competition to further promote Footy Colours Day and to showcase the learning and talents of their students.

Sport Education in Physical Education Program (SEPEP) is a curriculum-based model where students learn to plan, implement and play in a sporting competition. Students and teachers work collaboratively to assign the different roles and responsibilities to effectively plan and organise a structured competition.

Each activity and unit of lessons can be implemented as recommended or teachers can adapt and develop their own SEPEP program, introducing activities that are appropriate to the age, skill level and prior learning of students.

Source: Adapted from the [AFL Sport Education in Physical Education](#) program.



### AFL 9s

AFL 9s is the perfect game to play at school. The modified rules enable teachers to set up safe, fun competitions for both boys and girls. Non-tackle versions limit physical contact, making AFL 9s ideal for children to learn motor and coordination skills while participating in a team sport.

Visit the [AFL 9s website](#) to learn more about the game.

## Footy Colours Day Activities & Games

[Click here](#) to access *Footy Colours Day Activities & Games* resources in the 'Tips & Ideas' section of our website.

As a class, students can organise and compete in a '**Longest Kick Competition**'. This may be adapted to include other skills such as handballing and goal kicking and students can create their own competition to test their skills.