



The Learning Place: Game on for learning



Your Place – Your Pace



Focus on: 2006 Melbourne Commonwealth Games March 15 - 26

Medal winning events on the Learning Place

With excitement building around the upcoming Commonwealth Games in Melbourne, The Learning Place is bringing the stars to you.

The Commonwealth Games Online Event will take place from March 6 – 24, 2006. Athletes, team managers and volunteers will participate in chats, blogs and forums during the event.

Be prepared to find out about the gruelling training, nutritional diets, personal preparation and tournaments that take place in the lead-up to the games.

We have a diverse line-up of guests covering a range of sports including lawn bowls, swimming, squash, cycling, basketball plus much more.

So get behind our Australian Commonwealth Games team and cheer them on to victory in March.

For more information on chat times, guest profiles and how you and your students can participate, visit The Learning Place: www.education.qld.gov.au/learningplace/html/calendar.html



Operational manager for the Boomers Nic Mercer, with Houston Rockets and Chinese centre Yao Ming, will join students online to discuss his work with Australia's national basketball team.

Contact

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EduSites

Melbourne 2006: XVIII Commonwealth Games



This official site for the Melbourne 2006 Commonwealth Games contains links to a wide range of educational activities and information on the Games program, venues, the athletes and the events. A photo gallery and a map chart the progress of the Games baton in the Queen's Baton Relay. Karak the mascot links to environmental sites on endangered species and education resources.

Commeducation Lowanna College: Commonwealth Games projects



This excellent site features projects, activities and WebQuests for upper primary and lower secondary students about the Commonwealth Games. The projects are clearly organised and include student-authoring of multimedia presentations, spreadsheet activities, treasure hunts and writing activities using Blooms Taxonomy. Other useful websites include:

- Australian Sports Commission
- Sport and Recreation Queensland
- Sporting Wheelies and Disabled Sport and Recreation Association of Queensland
- Queensland Academy of Sport
- *United by the moment: Melbourne Commonwealth Games 2006*

Search for quality, evaluated websites in EduSites: <http://learningplace.eq.edu.au/cx/resources>

TIPS

The Curriculum Exchange includes Teaching Ideas and Practices (TIPS) that support studies of the Commonwealth Games.



While sports fever is running high in the wake of the Commonwealth Games, enrol your students in this Blackboard course – but first, read today's feature article: "Students at risk gain self-esteem online" and this TIP: *Ollie up: Sport sport sport*

- Start a project like the quiz show, *Famous Australians* that Greg Cooper runs in Blackboard on the Learning Place at the beginning of

every year. Read his TIP to find out more.

Find TIPS at: www.education.qld.gov.au/tal/tips/

Learning objects and digital resources

Online curriculum content from The Learning Federation (TLF) includes learning objects (self-contained and interactive web-based activities) and digital resources (images, sounds and video).



Sports shoes: shoe4u
This series of TLF learning objects helps students explore the science behind selecting and designing shoes for different sporting needs.



Allied soldiers' athletics carnival, c1918
This video from the National Film and Sound Archive shows Inter-dominion games between soldiers waiting to be sent home after WWI. It provides an intriguing contrast to the modern Games.

Browse TLF resources in the new Curriculum Exchange Resource Centre: <http://learningplace.eq.edu.au/cx/resources/>
(Browse by collection – learning objects or TLF digital resources.)

Students at risk gain self-esteem online

There is a recognition that the future is bleak for students who haven't engaged in education or some form of substantial work training.

But Zoe Wilkins, coordinating teacher of the Ollie Up program, believes students at risk can become engaged in learning, build their self-esteem and achieve. The secret is in making their learning relevant and fun.

Ollie Up is an innovative approach to helping at risk middle schooling students use ICTs.

The program, which is delivered through the Learning Place, involves students working in small online groups to complete ICTs projects designed to cater to their interests and needs. Informality and self-worth and self-esteem building are important elements of the program.

"An example of the projects students become involved in is a unit called Sport, Sport, Sport," Ms Wilkins said. "Schools often place boys with behaviour problems in the Ollie Up program, and they're frequently mad about sport. In this unit they're completing a real-life task designing a sporting area, which also helps solve a com-

munity problem. At the end, they unveil their creation online and invite a sporting celebrity and their class to the online celebration."

Ms Wilkins said sports stars such as Brooke Hansen, Wendy Schaeffer, Justin Leppitsch and Andrew Gee had volunteered to chat online.

"These kids become heroes to their classmates when they see they've got athletes of this calibre online chatting with them," Ms Wilkins said.

The students' ICT skills frequently increased dramatically during the Ollie Up program.

"A person who couldn't minimise a screen is soon dataconferencing, emailing, chatting and posting threads to discussions," Ms Wilkins said.

"A vital part of the program includes students peer tutoring others in their class, school or community in the skills they've acquired. This also builds their self-esteem."

The Learning Place provides the virtual learning environment for the Ollie Up program, with students linking up via voice, data and sometimes videoconferenc-



Cool Cat, Ollie Up's travel buddy, visited Rosie at Clermont State School to find out what she had been doing in Ollie Up. Rosie wrote, produced the music and created a video clip for a State of Origin footie rap.

ing. Other tools include chats, forums, blogs and collaborative online learning tools.

Ms Wilkins said the students' teachers also frequently gained experience in using the technology.

"Life and learning should be fun," Ms Wilkins said. "Some of my students have very sad

life experiences and I feel great job satisfaction when I can put a smile on a face and help a student feel good about themselves."

Teachers can access many of the resources created for the Ollie Up program, such as the unit Sport, Sport, Sport, through the Learning

Place. New student enrolments for Ollie Up are being taken now.

For further information contact Zoe Wilkins at the Learning Place on (07) 34216628, email zwilk1@eq.edu.au

Or visit the Learning Place website <http://www.education.qld.gov.au/learningplace>

Upcoming Events

Commonwealth Games Online events March 6–24

Register your class on the Learning Place now!
www.education.qld.gov.au/learningplace/index.html

Somerset Celebration of Literature Festival March 7–11

Join in the book raps:
<http://www.somerset.qld.edu.au/cofl/>

"The Heart is a Muscle Too" – International Duchenne Awareness Week February 12–18

Run a Valentines Day event in your school to support research into Duchenne and Becker muscular dystrophy.
Email drobi34@eq.edu.au

The Learning Place is Education Queensland's e-learning environment www.education.qld.gov.au/learningplace