

## EDUCATION PROGRAM

### About the Education Program

The Education Program is designed to help schools use the 2006 Commonwealth Games as a platform for teaching and learning.

Through a series of Games-inspired curriculum materials and activities, the Program will open up a new world to school students – a world of many different nations, languages, religions and cultures.

Built on three principles, the Program encourages:

**Learning** – about the Commonwealth of Nations and Australia's role in it

**Linking** – with other school communities within Australia and across the Commonwealth

**Participating** – in Games activities like the Opening Ceremony and Queen's Baton Relay as well as local Games-related community events.

### Additional information

The Education Program features activities for all year levels and spans a variety of subject areas. Specifically, it includes:

- Games-inspired curriculum resources ranging from how to host a major event to the ethical issues in modern sports competition
- classroom activities that encourage the forging of friendships with other schools in the Commonwealth or producing artwork for a Games athlete
- ideas for school and community-based activities to help bring the Games within arm's reach of students – like welcoming the Queen's Baton Relay or staging their own Opening Ceremony.

### Lasting benefits

The Education Program will help students develop a deeper appreciation of other cultures, a better understanding of the Commonwealth and stronger ties with their community.

Outside the classroom Games-related activities will encourage students to take part in sports and physical activity, helping to establish healthy lifelong habits.

For more information visit [www.melbourne2006.com.au/education](http://www.melbourne2006.com.au/education)

