

Learning activity:

The AFL Thinker's Keys



Student name



Use the task card below to think creatively about how to solve these challenges.



Think 'outside the box' to come up with some interesting ideas and solutions.



Use the space below to plan your ideas.



The Different Uses Key

Put your imagination to work and list some widely different uses for a chosen object from the AFL.

For example:

- Find 10 different uses for a football trophy.
- What else might you be able to do with a flag.
- What might a whistle be used for?

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The Alphabet Key



Compile a list of words from A-Z for anything to do with Australian football. Great for building up subject specific vocabulary. Students identify words that begin with each letter.

If you get stuck, try thinking about teams or player names.

For example:

- A - All-Stars
- B - Ball
- C - Centre bounce

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The WHAT IF Key



Ask a question starting with "What if..."

Some examples:

- What if you won the Brownlow Medal for the Best and Fairest?
- What if AFL had to be played in Antarctica?
- What if AFL players were allowed to wear rollerblades?
- What if you didn't have a football but you wanted to play?

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The PREDICTION Key

Ask for a series of predictions in regard to a particular situation, product or set of circumstances. Think of possible outcomes for these circumstances.

Some examples:

- Predict what an AFL match might look like in 100 years.
- Predict where an AFL match could be played in the future.

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The B.A.R. Key



The following acronym can be used to reinvent objects. With each modification write a statement to justify your changes. Draw an accompanying design. Label the new features.

Bigger | Add | Replace

Some examples: BAR a football player

- Bigger – Bigger hands to be able to mark more efficiently.
- Add – More eyes, so the player can watch the defenders more closely.
- Replace – Replace the football boots with springs so they can jump.
- Other objects to modify: a football stadium, the fans, umpires whistle.

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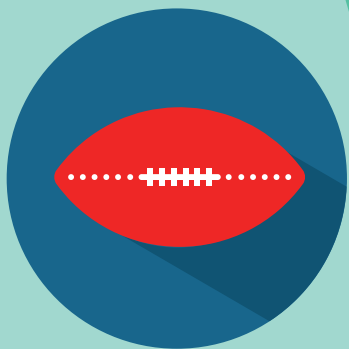
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The VARIATIONS Key

Start each question with "How many ways can you..."

An example:

How many ways can you bounce a football?

(Give the students the opportunity to experiment with and consider how they might record their response).