



Theme 12

Creating a Match Day Programme

Teacher Notes

Aims

- to use information from the project and from contemporary and historical sources to select and produce appropriate content for a match day programme
- to design and make a match day programme

Related Skills

ICT skills, particularly Microsoft Word, publishing programmes and internet research
prioritising and editing information
factual, explanatory, descriptive and creative writing
speaking and listening in group and class discussion
design and layout of information and images
reading

Time

6 x 60 mins lessons

Resources

- Pupil Resource Sheet and information sources listed on it
- variety of programmes from different events e.g. from sport, theatre
- computer: Microsoft Word and internet access; publishing programs
- Huddersfield Giants RLFC fixtures for current/forthcoming season
- copies of editions of the *Huddersfield Examiner* containing match reports
- resource materials and pupils' work from earlier in this project.

Differentiation Strategies

All children:

Ensure a mix of abilities in each group, including reading, writing, artistic, organisational and information technology.

Activity 2: ensure that, where possible, children are allocated tasks appropriate to their ability.

Overview

Activity Number	Class Organisation/Activity	Main Idea	Resource
1.1	Class introduction: individual written notes	Listing ideas about features to include in a Huddersfield Giants match day programme	
1.2		Compiling group lists of 'essential' and 'optional' features	
1.3	Class discussion, groups reporting back		
1.4	Group discussion and written notes	Studying types of features in programmes; Adding to lists of 'essential' and 'optional' features; Observing and listing aspects of presentation	Programmes from e.g. theatre, concerts and sports events
1.5	Class discussion, groups reporting back	Adding to class lists of 'essential' and 'optional' features; Creating class list of aspects of presentation; Narrowing the above lists to content and presentation for a Huddersfield Giants match day programme	
2.1	Class introduction	Planning and producing content for Huddersfield Giants RLFC match day programme	various from: previous themes; list on Pupil Resource Sheet; computers, including Microsoft Word and internet
2.2	Groups of 3/4		
2.3	'Editorial Board' from selected children	Editing and producing the class programme	

Activities

1.1 Class introduction: individual written notes

- Ask children, working as individuals, to list ideas about features that they would include in a Huddersfield Giants match day programme.

1.2 Group discussion and written notes

- Organise children into groups of 3 or 4 to share their ideas and spark new ones.
- Encourage children to separate features into 'essential' and 'optional'.

1.3 Class discussion, groups reporting back

- From children's suggestions, compile class lists of essential and optional features.
- Develop the discussion into aspects of presentation.

1.4 Group discussion and written notes

- Distribute programmes from different events, e.g. theatre, concert, sport.
- Tell children to:
 - add to their lists of 'essential' and 'optional' features
 - make a brief list about aspects of presentation (e.g. font styles and size; position of headlines; use of sub-headings and 'box-outs'; mix of text and ages).

1.5 Class discussion, groups reporting back

- Add to the class lists of class lists of:
essential and optional features.
- Develop the discussion into aspects of presentation.
- Consider and highlight the features that could be included in a match day programme for Huddersfield Giants.

Examples of Essential Features

- a list of the players in each team
- an up-to-date league table
- the home club's fixtures for the rest of the season
- an introduction, welcoming visiting players and spectators and commenting on, perhaps, the recent form of the teams or the corresponding match last season
- a title page including club badge
- a list of club officials
- club address and telephone number
- the names of class and school as the writers and producers of the programme
- photographs/illustrations

Examples of Optional Features

- profiles of some or all players, managers
- the history of the club – listed or in narrative
- a history of The John Smith's Stadium and/or of Fartown
- Huddersfield Giants badges and emblems/ Huddersfield coat of arms
- the club today – teams it runs; opportunities for women and girls at the club
- the work of the club in the community
- advertisement of some aspect of the club
- quiz; wordsearch; crossword
- a piece about the school project
- trivia page.

2.1 Groups of 3/4 discussion

- Tell children they are to produce a match programme for Huddersfield Giants' home match against [name of opponents] on [date] (select a fixture a suitable distance ahead). Therefore, they have a deadline to meet and face the pressure of a publishing company.
- Tell children who their audience will be; e.g. the programme could be distributed round school or possibly sold in conjunction with a charity fund raising event or to buy something specific for the school.
- Tell children that although groups are producing their own programme, only the best features will make it into the class programme, which might eventually be 8, 12 or 16 sides of A5.
- These features will be determined by an Editorial Board comprising children who have contributed well to their groups.
- Organise the class into groups of 3 or 4, ensuring a balance of reading, writing, artistic and information technology skills in each group.
- Instruct groups to:
 - compile their definitive list of 'essential' and 'optional' features
 - allocate tasks, concentrating first on 'essential' features
 - share written, artistic and computer tasks fairly.

2.2 Groups

- Groups preparing features for the programme, drafting and re-drafting before producing final versions using Microsoft Word/publishing programs.
- As features are completed, children can:
 - assist others in completion of features
 - work on a new feature of their choice
 - consider how to approach the work of the class's 'Editorial Board'.

2.3 Editorial Board

- Appoint an 'Editorial Board' to:
 - check the quality of content and presentation
 - chair a discussion about the final content and order
 - storyboard the final layout
 - decide on the number of programmes to produce
 - decide on the price.
- The board could also assist by organising children in:
- printing the pages
 - copying
 - folding
 - compiling
 - stapling.
- Arrange publicity around the school and points of sale.
- Agree with the class on a method of selecting the best features to go forward to Huddersfield Giants RLFC for inclusion in a match day programme if such an arrangement can be made with the club.

N.B. With a slight shift in emphasis the information and some of the ideas in this activity would also lend themselves to creating:

- **an activity book for children based on Huddersfield Giants RLFC – wordsearches, crosswords, quizzes, 'spot the difference' line drawings, puzzles etc.**
- **a public information leaflet or display about Huddersfield Giants RLFC.**