

The life of an elite sportsperson is more than just 'training and playing'. Each elite athlete spends time each day developing skills outside of the sport they play in order to improve their overall health and wellbeing, and we believe that students should be no different.

This program focuses developing life skills that will assist each student in their day to day life as well as encourage life-long healthy habits. We have adopted strategies and resources used by Elite Sportspeople covering the following topics:

- Data Collection and Analysis: Game analysis, Measuring Activity/Fitness
- Dealing with Pressure: The Pressures of Life; school, sport, home-life.
- Preparation and Recovery: how 'elite' strategies of preparation and recovery can apply to students.
- Skill Development: Fundamental and Transferrable movement skills through play.
- Decision Making: Importance of effective decision making to improve performance and wellbeing.







Visit to AFL Max- Participate in a variety of practical activities facilitated by qualified Educators at AFL Max. (120 mins)



Post-Visit to AFL Max- Lesson plan and resources provided by AFL Max. (Approx. 45 mins)



Curriculum Links: This program can contribute to the following aspects of the Year 5 and 6 Health and Physical Education achievement standard.

- Students demonstrate fair play and skills to work collaboratively.
- They perform specialised movement skills and sequences and propose and combine movement concepts and strategies to achieve movement outcomes and solve movement challenges.
- They apply the elements of movement when composing and performing movement sequences.

Content Descriptors Addressed:

- Practise specialised movement skills and apply them in a variety of movement sequences and situations (ACPMP061)
- Propose and apply movement concepts and strategies with and without equipment (ACPMP063)
- Participate in physical activities designed to enhance fitness, and discuss the impact regular participation can have on health and wellbeing (ACPMP064)
- Apply critical and creative thinking processes in order to generate and assess solutions to movement challenges (ACPMP068)

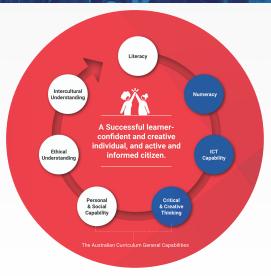
More Information

About the Venue: AFL Max is Australia's first immersive football Entertainment, Development and Education facility. Check out AFL Max here. **Authentic Education: Each AFL Max Education** program is designed and implemented by qualified educators.

We've done the planning for you!

As a part of this program, you will receive Preliminary Lesson Plans and Student Resources to prepare students for their visit to AFL Max. During your class visit to AFL Max, activities are practical in nature, and designed to culminate the learning of specific focus topics related to each program.

Your Post-visit to AFL Max will consolidate your students learning of the key focus topics taught. You will receive well-rounded lesson plans and student resources for your students to complete back in the classroom.



Australian Curriculum Diagram: We have designed our programs to prepare and consolidate the learning of each student in order to make their visit exciting and meaningful.

Price: \$22 per student (inc GST). Minimum of 20 students per booking. Price includes AFL Max Grip Socks as required. *50% deposit is required to secure your booking.

How to book: To make a booking or enquiry please contact us at bookings@aflmax.com.au

And provide the following information:

- Name of your school and address
- Contact Name and contact number
- Your desired booking date
- The preferred time of your booking e.g. before recess, before lunch, or after lunch.
- Year Level and number of students attending.

Alternatively, please call (08) 8312 6585 9am-6pm Monday to Friday

Additional Information:

- Food and Beverage facilities available, especially great coffee!
- Secure car parking available
- Bus pickup and drop-off zone located on site
- Lift Access available
- Fully Airconditioned/Heated Venue

Our Other Programs >





Leadership and Social Development

*Book all 3 and recieve a discount





