

### **How to use your Digital Resources:**

Your digital resource pack includes a powerpoint lesson plan & notes, fact file, fun activities, social media posts, "Design your Own Jersey" template and an appreciation certificate.

The aim of this pack is to help staff and students alike understand the impact the funds you raise have for vulnerable communities all around the world as well as understand a bit more about the people you are connecting with across our global community!

### **3 Steps For Your Jersey Day Lesson Plan**

1. Use the PowerPoint Presentation to teach your students about GOAL with a special look at what inequality means, programs in Uganda and the UN Sustainable Development Goals.
2. Use the activity sheets and fact files available to build a more active lesson or lessons around Jersey Day and all the different people who are part of our global community.
3. Don't forget to Wear, Care, & Share amidst all the teaching and have fun this Jersey Day!

### **PowerPoint Presentation Lesson**

The PowerPoint Lesson comes ready to go with notes. You will need to download the lesson plan and use it in presentation mode to use some of the features

Do not feel pressured to stick to the notes, it is simply there for your convenience as you go through each slide. You are more than welcome to put your own words to it and you are also free to adapt the lesson as you see fit. Should you prefer not to include any story, it is completely up to you and what you feel is best for your classroom. If there is any part of the lesson you would prefer not to touch on you can simply delete the relevant slide and carry on.

#### *The Lesson*

- The powerpoint should provide approx. 50-60 minutes worth of a lesson
- To start it can be helpful to explore with students what a charity is:
  - Explain the different types of charities, e.g. charities for sick children, animals, mental health, etc.) and that GOAL is a specific type of charity set up to help people all around the world who have been affected by natural or man-made disasters
- You can then follow up with the "100 Square Race" in the presentation:
  - The game will involve all students being split into three groups and been giving 20 numbers on the number square. They can use post it notes, blue tack, the whiteboard pen etc to mark of their numbers
  - From here you can begin the lesson highlighting that the game focuses on inequality and that is what GOAL & Jersey strive to put an end to.
- From there the lesson plan goes through SDGS and has a video embedded
- The presentation then looks at Uganda, the difference between Uganda and Ireland and case studies
- At the end of the presentation, you will see a slide about the design your own jersey competition, the template and instructions can be found in the digital resources section on the website

### **Additional Resources**

#### *Country Fact Files*

These can be handed out to classes or used simply by yourself as a tool to learn a little more about the countries and communities you are supporting and connect with the different cultures and people.

### *Activity Sheets*

These can again be handed out as you see fit, to be completed in class as part of the lesson or included in students' homework.