



SASKATCHEWAN  
SPORTS  
HALL OF FAME

# Patterns in sport

Have you ever wondered about what patterns you find in sport? There are patterns everywhere you look. What represents you? What represents your team? In this lesson we will focus on **Patterns in sport**.

Teachers: Please use this as a starting point. Modify and add in any way that best suits your classroom.

## Grade focus:

K-3

## Objective:

Students will investigate and take note of all the different patterns in sport - from how their team logos are created to jerseys, medals and even trophies. Students will design and create their own representations of self.

## Educational Outcomes:

CPK.4	CP1.7	CP2.7	CP3.7
CRK.1	CP1.8	CR2.1	CR3.1
CHK.1	CR1.1	CR2.2	CH3.1
CHK.2	CR1.2	CH2.1	CH3.2
CCK.3	CH1.2	CH2.2	CC3.3
ARK.2	CC1.3	USC2.6	
INK.1			
INK.2			

## Lesson:

- Before starting the lesson, go over the vocabulary listed below together. Some words may not be recognizable to the students.
- After a tour of the Saskatchewan Sports Hall of Fame or looking at artifacts on our website, the students will discuss what patterns they see. Artifacts such as sports jerseys, medals and trophies are the best examples.
- Is there a way to figure out what sport these artifacts represent? What patterns might represent community?
- Do they see any artifacts that might represent the Indigenous community? How do you know?
- Does your school have a mascot or sport team name? (Ex. Central School Tigers) Do you see anything around your school that has your mascot on it?
- What represents you? Is there a pattern, symbol, animal or colour that would be your favourite?
- Design a logo that might represent you. Put that logo on a team jersey. (template attached)
- If you were to design a medal or trophy to represent you, what would they look like? (template attached)

- Do not put your name on your design. Can your classmates figure out who it belongs to by just looking at it?
- Once the class has tried to guess each other's work, each child can do a quick presentation on why they chose their design.

### **Vocabulary:**

Artifact: a usually simple object (as a tool or ornament) showing human work and representing a culture or a stage in the development of a culture

Jersey: a close-fitting, knitted sweater or shirt.

Medal: a flat piece of metal, often a disk but sometimes a cross, star, or other form, usually bearing an inscription or design, issued to commemorate a person, action, or event, or given as a reward for bravery, merit, or the like

Trophy: something given in recognition of a victory or as an award for achievement

Mascot: a person, animal, or object supposed to bring good luck

Logo: an identifying symbol or motto

Design: to make a pattern or sketch of







