

SPORT, PLAY, AND GAMES LITE BITE ACTIVITY

Fair Play

Resources you will need / preparation: Equipment for a game such as football or rounders.

Time it will take: 30 – 90 minutes depending on the game and the discussion that follows.

Group size and age: Any age, any group size

Purpose: To experience rules that are unfair, and to show how hard it is to succeed without a level playing field.

How it works:

- Organise a team game such as rounders or football.
- Make the game unfair by having one team with more players, a bigger bat or ball, or a bigger goal. The other team has less players, a smaller bat or ball, and a smaller goal.
- Play the game for 30 minutes or until the young people have had enough.
- Ask the following questions to generate a discussion:
 - How did they feel playing on a side with all the advantages / disadvantages?
 - How important is it for everyone to play by the same rules?
 - Have they ever been treated unfairly, or been given an unfair advantage?
- Some people talk about trade between wealthy countries and poorer countries in the same way. They say that poorer countries are poor because trade relationships are unfair and the rules are purposely unfair so that richer countries get richer. For example this is what Emilio Álvarez Icaza, Chairman of the Commission for Human Rights of Mexico City said about trade between Mexico and the USA:
 - 'It is like a football game where the USA team is 20 feet tall and the Mexican team is playing with bare feet'*

Adaptations:

The young people may start general discussions about fairness which can be pursued.

What next:

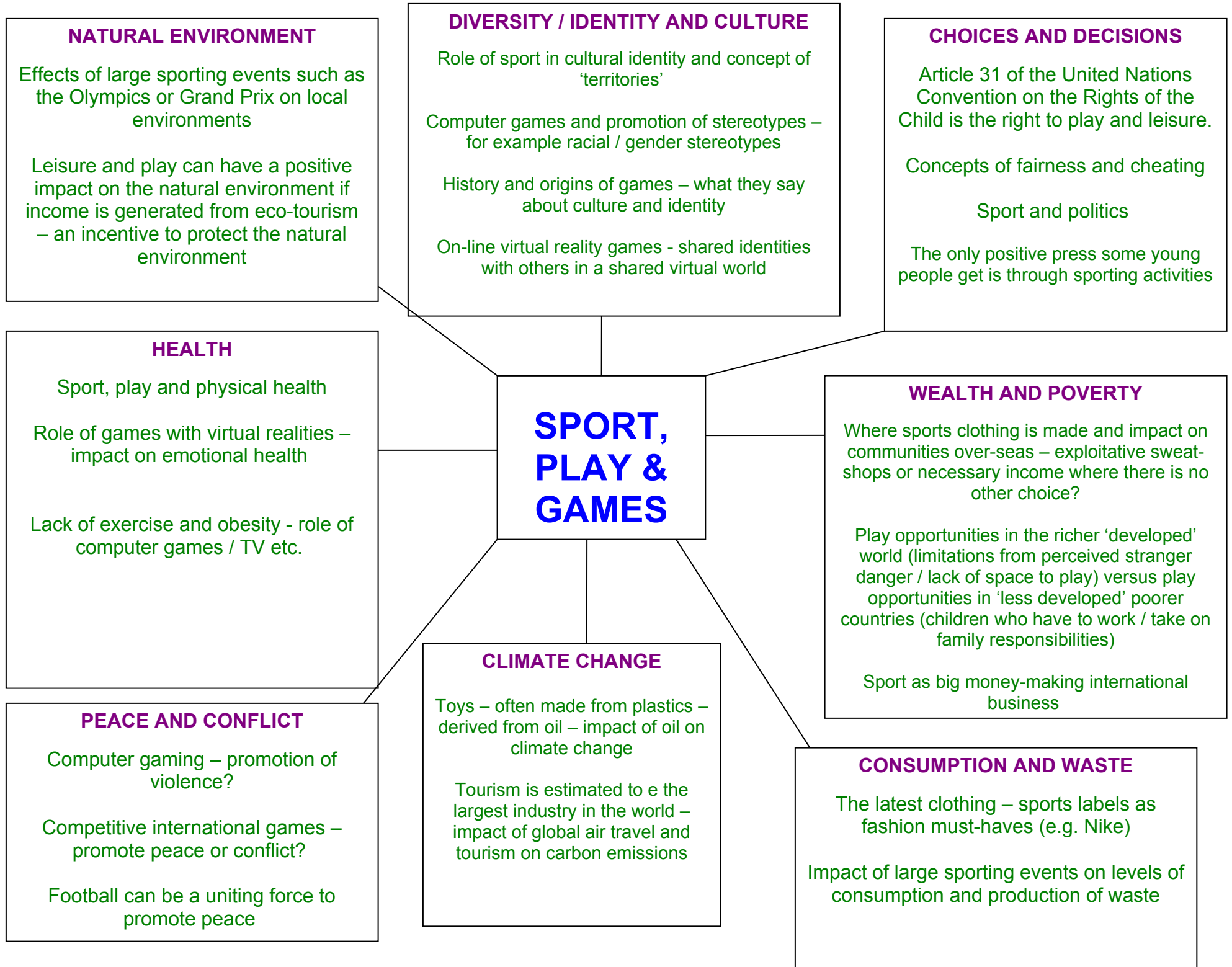
The group could discuss the idea of competition, 'winners' and 'losers'. Does it always have to be like this (not just in sport and play but in relationships between countries)? The group could then play a cooperative game where there aren't 'losers' – what does this feel like compared to the unfair football?

Talk about where sports players are from / favourite teams and locate these on a world map.

The group could also discuss play and recreation as a right and not a privilege – why is it recognised as a right alongside a right to shelter and food?

Useful Information: United Nations Convention on the Rights of the Child - Article 31 'Play and Recreation'.

It is estimated that tourism is the biggest industry in the world. How much have the group thought about leisure / free time spent on holiday and the impact on the local community? Visit Tourism Concern website www.tourismconcern.org.uk



NATURAL ENVIRONMENT

Effects of large sporting events such as the Olympics or Grand Prix on local environments

Leisure and play can have a positive impact on the natural environment if income is generated from eco-tourism – an incentive to protect the natural environment

DIVERSITY / IDENTITY AND CULTURE

Role of sport in cultural identity and concept of 'territories'

Computer games and promotion of stereotypes – for example racial / gender stereotypes

History and origins of games – what they say about culture and identity

On-line virtual reality games - shared identities with others in a shared virtual world

CHOICES AND DECISIONS

Article 31 of the United Nations Convention on the Rights of the Child is the right to play and leisure.

Concepts of fairness and cheating

Sport and politics

The only positive press some young people get is through sporting activities

HEALTH

Sport, play and physical health

Role of games with virtual realities – impact on emotional health

Lack of exercise and obesity - role of computer games / TV etc.

SPORT, PLAY & GAMES

WEALTH AND POVERTY

Where sports clothing is made and impact on communities over-seas – exploitative sweatshops or necessary income where there is no other choice?

Play opportunities in the richer 'developed' world (limitations from perceived stranger danger / lack of space to play) versus play opportunities in 'less developed' poorer countries (children who have to work / take on family responsibilities)

Sport as big money-making international business

PEACE AND CONFLICT

Computer gaming – promotion of violence?

Competitive international games – promote peace or conflict?

Football can be a uniting force to promote peace

CLIMATE CHANGE

Toys – often made from plastics – derived from oil – impact of oil on climate change

Tourism is estimated to be the largest industry in the world – impact of global air travel and tourism on carbon emissions

CONSUMPTION AND WASTE

The latest clothing – sports labels as fashion must-haves (e.g. Nike)

Impact of large sporting events on levels of consumption and production of waste