

# You're Cheating

## Grade Level(s)

K-3, 4-7

## Subject Area(s)

Language Arts, Social Studies

## Links to Vancouver 2010 Education Program Component(s)

Sports and Healthy Living, Olympism

## Activity Description

- 1-Make a semantic map in which to write the names of characters of famous stories.
- 2- Next, list sports included in the Olympic Winter Games and write them in the table.
- 3- Start a discussion about the different ways of cheating at a sport. Why do athletes cheat? How do they feel about it? How do other athletes react to athletes that cheat?
- 4- When students have finished preparing, the teacher presents the following writing activity:

- Choose one or several characters from famous stories and integrate them in an Olympic Sport. During the official competition a scandal breaks out because someone has cheated (triggering event)! Is it the character of the story or another competitor who wanted to hurt him/her? How did he/she cheat? It's up to the students to tell us what really happened.
- Get students to talk about the competition in which the cheating took place as well as the lead up to that competition and the training involved.

## Learning Outcomes

Students will be able to associate actions and decisions with their consequences and list and describe a wide range of feelings. They will also be able to express themselves by organizing information into simple but clear sentences and demonstrate originality in their work and information communicated by presenting unique perspectives.

## Resources Needed

- Some stories could be made available on a table before class as a starting point (in order to create semantic maps of story characters)
- Pencils, paper

## Duration of Activity

Three periods of 45 minutes

## Cognitive and Affective Domains

Cognitive – Application

Affective - Responding



## Assessment Strategy

- Ability to follow writing assignment
- Text structure, fluidity of ideas
- Grammar and spelling

