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BIRMINGHAM 2022 QUEEN'S BATON RELAY

SCHOOLS RESOURCES
FOR KS2



QUEEN'S BATON RELAY RESOURCE PACK

INTRODUCTION TO THE PACK

The Queen's Baton Relay begins in October 2021 and is an important tradition in the lead up to the Commonwealth Games. This KS2 resource pack is designed to bring the celebrations into your school, through exciting learning activities covering the curriculum.

AIMS OF THE PACK

The pack aims to provide learning opportunities to be explored within the classroom and can extend to home learning. Overall, it will develop the children's understanding of what the Queen's Baton Relay is, and focus on its important message of solidarity, hope and community. Pupils will be encouraged to explore the Queen's Baton Relay and Commonwealth Games through themed cross curricular activities.

As well as developing a connection and understanding of the Queen's Baton Relay and corresponding Commonwealth Games, the activities will develop transferable skills in communication, confidence building, presentation, research and much more.

HOW TO USE IT

The Queen's Baton Relay in 2021 / 2022 will last 294 days, finishing in Birmingham on the 28th July 2022 for the Commonwealth Games Opening Ceremony. The activities in this pack can be used throughout this time to engage pupils in this historic occasion. Each activity can stand alone so you can use the resources as and when you wish over the 42 weeks to help track the Baton and its progress. The activities can be completed within individual classes, or you could also use the opportunity to explore competition and community by working with and or competing against other classes or schools as you learn.

The activities in these resources range in length and can therefore be selected to fit into learning schedules to suit your timetables. There are printable resources making it quick and easy to plan and enhance topic learning.

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INTRODUCTION TO BIRMINGHAM 2022

Welcome to Birmingham 2022! It is time to begin introducing your pupils to this fantastic event. Read the following Birmingham 2022 fact sheet as a class. As you read together, develop discussion around the questions and answers provided here to pique their interest in the topic.

Expand your knowledge by watching videos of previous opening ceremonies, commonwealth sports in action and photographs online of previous Commonwealth Games. Discuss their thoughts on what they have seen.

Together take a look at the Birmingham 2022 Commonwealth Games official website to discover more about the importance of this event and how you can get involved.

You can explore this information sheet as a comprehension activity, challenging the pupils to answer the questions which follow it. Alternatively the questions could be used as a quiz to test their knowledge later on in their exploration of Birmingham 2022 and the Commonwealth Games.



RESOURCES NEEDED:

Printed or electronic factsheets
Printed comprehension questions
Writing implement



ESTIMATED ACTIVITY TIME:

10 Minutes - Researching online as a class
10-15 Minutes - Reading comprehension



CURRICULUM LINKS:

English - Reading comprehension

BIRMINGHAM 2022 COMMONWEALTH GAMES



WHAT IS HAPPENING IN BIRMINGHAM IN 2022?

2022 marks a very exciting year for the West Midlands and in particular the City of Birmingham. It will be hosting the Commonwealth Games! This is an incredible sporting event which will be on a global stage showcasing what the City has to offer.

WHAT IS THE COMMONWEALTH?

The Commonwealth is a family of 72 different nations and territories. Most of the nations were once part of the British Empire. The Commonwealth includes some of the richest and poorest, largest and smallest nations in the world. In fact, around one third of the world's population lives in the Commonwealth.

The United Kingdom is a key member of the Commonwealth and Queen Elizabeth II is the Head of the Commonwealth. Every two years the leaders of all Commonwealth nations meet to decide on ways to work together. They do lots of work to help the environment, promote peace and give a voice to smaller states.

BIRMINGHAM HOME TO THE GAMES!

In 2022, Birmingham will host the Commonwealth Games in sports venues across the region. The sporting event will last 11 days and over 4,500 athletes will compete.

WHICH SPORTS ARE PLAYED?

During the games athletes will compete in 19 different sports including para-sports for athletes with a disability. Some of the sports include swimming, badminton, gymnastics, weightlifting, cricket and lawn bowls.

1. HOW MANY NATIONS ARE IN THE COMMONWEALTH?

2. COMPLETE THIS SENTENCE.

The Commonwealth includes some of the richest and poorest, largest

3. HOW OFTEN DO THE COMMONWEALTH GAMES TAKE PLACE? TICK ONE.

EVERY YEAR EVERY 2 YEAR EVERY 4 YEAR EVERY 10 YEAR

4. WHEN DID THE COMMONWEALTH GAMES NOT TAKE PLACE? WHY WERE THEY CANCELLED?

5. NAME 3 SPORTING EVENTS WHICH ATHLETES COMPETE IN AT THE COMMONWEALTH GAMES.

BIRMINGHAM 2022 VENUES

When the Commonwealth Games are hosted by Birmingham in 2022, various venues across the region and in London will be used for different sporting events. One key location will be the Alexander Stadium, which is where the Opening and Closing ceremonies will take place. This activity will introduce the venue to your pupils, before testing their geographical skills in a 4 figure grid reference activity.

Begin by demonstrating to your class how to take a 4 figure grid reference. To do so, they select the grid square they are looking for, then read the reference numbers from the bottom left corner of the square. You should read the horizontal axis first and vertical second. For example, the 4 figure grid reference for the square indicated below would be 0266.

Once your class are confident in grid references, challenge their knowledge in answering the questions on the following worksheet, focused around the Birmingham 2022 Opening Ceremony Venue.



RESOURCES NEEDED:

Grid reference worksheet
Writing implement



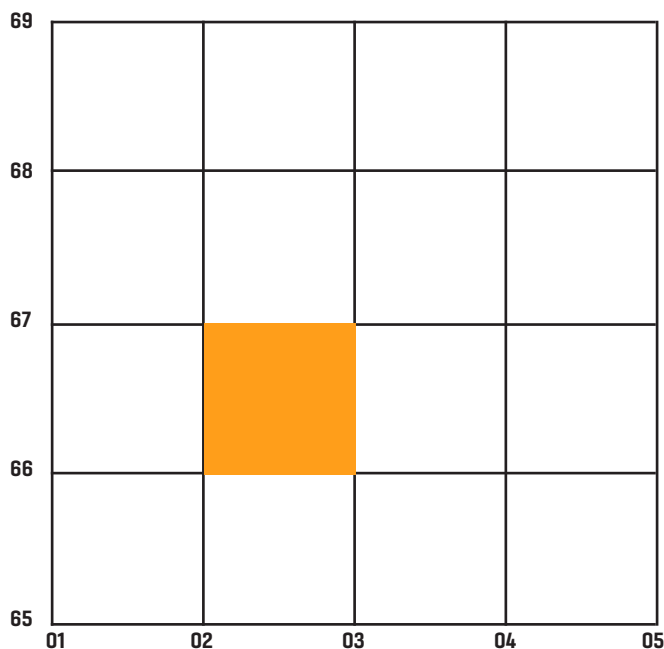
ESTIMATED ACTIVITY TIME:

10 Minutes - Understanding grid references
10 Minutes - Working on the activity sheet



CURRICULUM LINKS:

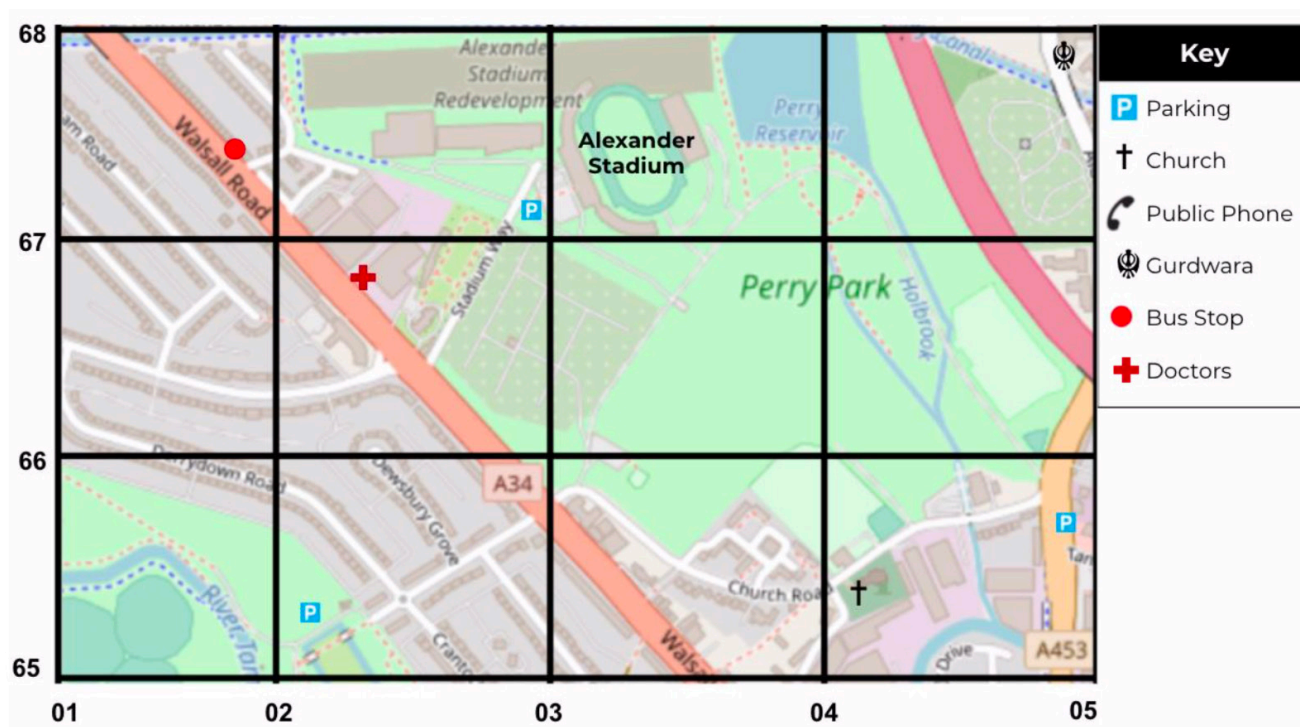
Geography - Map reading. Identify human and physical characteristics
Use four-figure grid references, symbols and key



BIRMINGHAM 2022 VENUES

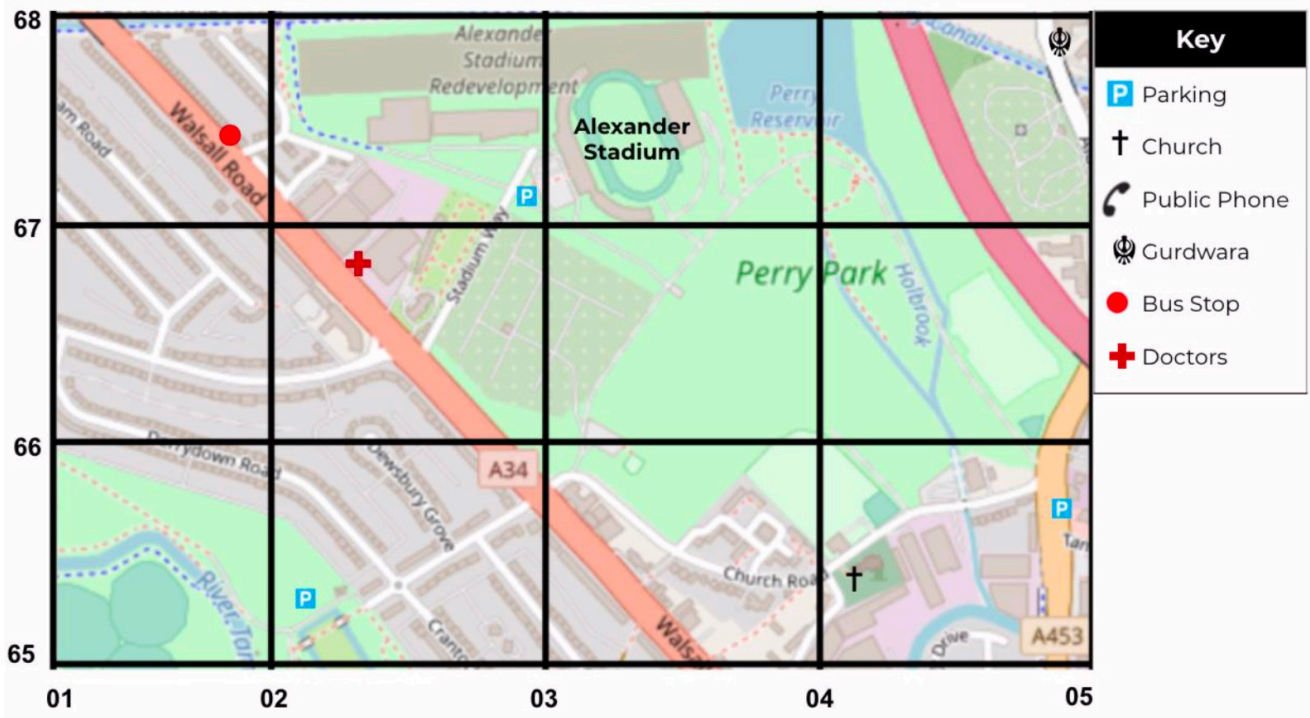
When Birmingham hosts the Commonwealth Games in 2022, sports will take place at various venues across the West Midlands. The Alexander Stadium is one of the key venues in the games as the Opening and Closing Ceremonies will take place there, as well as the athletics events.

Alexander Stadium will hold 30,000 people and is located in Perry Park just outside of the city centre. You can see this on the Grid Map below. Grid references show you where something is on a map and each square has its own number. The first number tells you how far along the map something is, the second number tells you how far up the map something is.



Let's see if you can find 0366. To do this go along the bottom with your finger until you get to 03. Then go up the side with your other finger until you get to 66. Finally move one finger across and one finger up until they meet. Did you find it?

Now you have got the hang of grid references, turn over to the next page to see if you can answer the grid reference questions.



WHAT IS THE 4 FIGURE GRID REFERENCE FOR ALEXANDER STADIUM?

HOW MANY CAR PARKS ARE ON THE MAP?

WHAT IS THE GRID REFERENCE FOR THE NEAREST CAR PARK TO THE STADIUM?

WHAT CAN WE FIND IN GRID REFERENCE 0266?

WHERE IS THE BUS STOP?

BREAKING NEWS! THE GAMES ARE COMING!

Now that your class knows that Birmingham is going to be home to the Commonwealth Games and shown off on a global stage, it is time for them to get creative with their knowledge.

Split the class into small groups and explain that they are going to make their own news report. They are going to create their own action and dialogue, rehearse their scene and then perform it for the rest of the class.

To support groups in their scene creation, encourage them to structure their scenes with a beginning, middle and end. It could be something like this:

Beginning:

"Welcome to Birmingham, home of the 2022 Commonwealth Games"

Middle:

They must include some facts they have learnt about the Games. You could give them some questions to inspire their creation such as "Where are the games taking place?", "What sports are being competed in?", "How often are the games?" etc.

End:

A strong closing statement such as "Come to Birmingham to see for yourself!".

Challenge groups to speak with loud clear voices, and use actions and facial expressions to bring their report to life. They should ensure everyone has a role in their scene and can be inventive to do so, perhaps they could have reporters in the studio, out on location, or even interview locals.

Once they have had plenty of practice, bring the groups back together to perform for each other. You may even wish to film the performances to share your work later.



RESOURCES NEEDED:

Recording device - if you wish to film it



ESTIMATED ACTIVITY TIME:

20 Minutes - To rehearse and perform the scenes



CURRICULUM LINKS:

Performing Arts - Using performance to build confidence and speech skills

FREEZE GO MOTTO!

This next activity is a fun concentration game with the aim of introducing the Commonwealth Games Federations motto; Humanity, Equality, Destiny.

For this activity you will need plenty of space to move around in. Begin the game very simply: when you say GO the class will begin walking around the space. When you say FREEZE they must be as still as possible. Have a few practices of this. To ensure they are fully focused, add some challenges by saying similar words like Sneeze to trick them or by repeating the normal instructions numerous times in a row to see if they flinch or make a mistake.

Once you are confident that they have mastered these instructions, gather the class back around for a quick discussion. Explain that you are going to add more instructions. These instructions are actually the Commonwealth Games motto.

HUMANITY EQUALITY DESTINY

Repeat this affirmation a few times as a class. Take each word at a time and come up with your own definitions. Below is how the Commonwealth Games apply their values, use this to prompt definitions if needed.

HUMANITY

We embrace all Commonwealth athletes, citizens, communities and nations.

EQUALITY

We promote fairness, non-discrimination and inclusion in all that we do.

DESTINY

Through impactful, high-performance sport, we help Commonwealth athletes, citizens and communities realise their aspirations and ambitions

Begin with Humanity, define it and then create an action to represent it. For example: a handshake. Add this new action into the game with the instruction HUMANITY along with FREEZE and GO. Then repeat the same process with the other two words, defining them then adding an action of your choice in.

Finish with a discussion about the Motto. What do they think of it? Do they like it and are they values they would like to follow themselves?



RESOURCES NEEDED:

A large open space



ESTIMATED ACTIVITY TIME:

10 Minutes



CURRICULUM LINKS:

English - Defining Key Terms

VALUES OF THE GAMES

The last activity introduced the Motto followed by the Commonwealth Games. Can anyone remember what it was?

HUMANITY EQUALITY DESTINY

Activity 1:

In pairs, discuss what a value is. Share these ideas back as a class. Values are principles or standards of behaviour. They are what people believe to be important in life. Can you come up with any values that you all share?

Activity 2:

Once you have established some joint values, you can come up with your own class motto. Present this in any way you like: spoken word, as a poster or drawing, or with a logo to match.

Activity 3:

Take time to explore the meaning of Equality. What do they think equality is? Do they think that we have complete equality in the UK? Would equality be a good thing? What would it be like if we were all completely the same?

Explore the idea that we are all completely different and should celebrate these differences!



RESOURCES NEEDED:

A safe discussion environment

Optional: Stationery for presenting the motto



ESTIMATED ACTIVITY TIME:

5 Minutes - Activity 1

5-15 Minutes - Activity 2. Depending on your choice of presentation style

10 Minutes - Activity 3



CURRICULUM LINKS:

PHSE - Exploring Values and Equality

LEAVING A LEGACY

Knowing the importance of the values which help to drive the Commonwealth Games, another aim of Birmingham 2022 will be to leave a positive legacy. Discuss the meaning of this with your class.

Birmingham 2022's Legacy

The Commonwealth Games in Birmingham will reach out across the city, the West Midlands, the UK and the Commonwealth. Over 1 million tickets will be issued and there will be up to 1.5 Billion global television spectators. The Queen's Baton Relay, helps to leave a legacy by allowing communities to share stories and traditions.

The legacy and impact passed on will also include delivering the largest fully integrated para-sport programme for any Commonwealth Games and, for the first time in global multi-sport event history, more medals will be awarded to women than men.

Leave your own Legacy

As a class, decide what kind of legacy you would like to leave for the people in your local area. It may be that you do something for your community such as an event to help leave your legacy. Legacies are often passed down through photos, writing down stories and recording traditions.

A Time Capsule

Create and leave your own class time capsule. Think about meaningful messages or objects to include and try to have a large variety. Everyone should have an input in the time capsule to be part of the legacy.



RESOURCES NEEDED:

A box for your time capsule

Objects, photographs and messages to fill your time capsule



ESTIMATED ACTIVITY TIME:

30 Minutes

THE QUEEN'S BATON RELAY

The Queen's Baton Relay will explore the excitement in the lead up to the Commonwealth Games. The Baton Relay itself has been a tradition since 1958 when the Games were held in Cardiff, Wales. It sees a specially designed Baton complete with a message from Her Majesty The Queen, travel around the countries of the Commonwealth. Read on and complete the activities in this section to find out more and link this important event with your curriculum.



THE QUEEN'S BATON

WONDER WALL

This activity introduces this exciting event and establishes any existing knowledge your pupils may have. To begin, have the words “**Queen’s Baton Relay**” written on your whiteboard or a large sheet of paper, visible to the whole class. This will become a Wonder Wall.

Ask them to read the words and break them down together. Take suggestions for what you think the words individually might mean. Can they provide definitions?

Next put it all together. What do they think the Queen’s Baton Relay actually is? What could it have to do with the Commonwealth Games, that they explored in the last activity?

Were they close? Reveal that the Queen’s Baton Relay is an epic journey across the Commonwealth. A specially designed Baton is taken around 72 different nations and territories in the lead up to the Games.

To create a Wonder Wall for the Queen’s Baton Relay. Give each class member a sticky note and ask them to write a question or something they want to find out or learn about the topic. They can ask anything they want. Questions could be things such as “Which countries does the Baton go to?” or “What does the Baton look like?”.

In the style of a relay, allow every child to stick their question onto the Wonder Wall (perhaps around the title you used earlier) before hi-fiving the next person to send them on their journey. When all the questions are on the wall you may wish to read a selection out.

Take a picture of the questions to store them for later. At the end of your topic learning, you can come back to the questions to ensure they have gained all the new knowledge they were curious about. This activity aims to set out a basis for their research and learning.



RESOURCES NEEDED:

Sticky notes

Writing implement



ESTIMATED ACTIVITY TIME:

10 Minutes - Defining the Queen’s Baton Relay in discussion

5 Minutes - Wonder wall questions

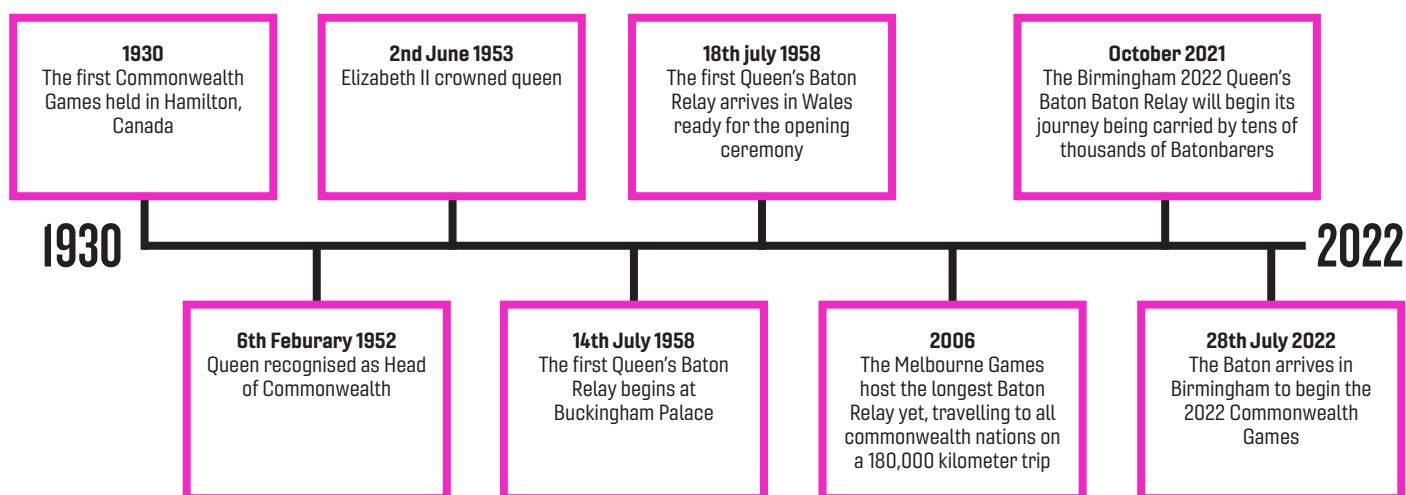
QUEEN'S BATON RELAY: PAST AND PRESENT

It is time to dive deeper into the history of the Queen's Baton Relay. This section of resources will provide a look back in time at how the tradition has developed.

Begin by having the pupils read the following fact sheet *Baton: A Blast in the Past* which is full of facts and pictures of previous Queen's Baton Relays. Their next challenge will then be to create their own timeline showing the progression of the Queen's Baton Relay. Before they do so, have a discussion about the meaning of Chronological Order: The order in which events occur from first to last.

They will then have to use key information from the text to correctly order their own timeline. To support pupils, you may wish to allow them to work through this in groups. They can use the timeline resource to present this information or choose their own way to do so with photographs, drawings, or even with drama freeze frames.

To differentiate you may wish to suggest only choosing a few key moments from the history of the Queen's Baton Relay if they are struggling. To challenge pupils, ask them to place their timeline into more historical events that they know of or can research. Your timeline could look something like this:



RESOURCES NEEDED:

Blast from the past fact sheet
Timeline resource
Writing implements



CURRICULUM LINKS:

History - Exploring the development of events in chronological order
Maths - Organising and ordering numbers



ESTIMATED ACTIVITY TIME:

5-10 Minutes - Reading the historical information
10 Minutes - Creating your timeline

BATON: A BLAST IN THE PAST

The Queen's Baton Relay is an exciting tradition where a specially designed Baton, complete with a message from Her Majesty The Queen, travels around the countries of the Commonwealth. In 2021 the Baton will begin its journey around the Commonwealth for 294 days before ending in Birmingham on the 28th July 2022.

What is the history behind this unique commonwealth tradition?

Elizabeth II was crowned Queen on the 2nd June 1953 and has been recognised as the Head of the Commonwealth since 6th February 1952 when her father passed away.

The first Commonwealth Games took place in 1930 in Hamilton, Canada, but it did not feature a Baton Relay. This was only introduced 28 years later when Cardiff in Wales hosted the Commonwealth Games.

For the first ever Queen's Baton Relay they created a Baton with decoration in the middle. The decoration was of a dragon in red surrounded by two leeks and a crown. Inside the Baton an important message from Her Majesty The Queen herself was contained. This very special first journey began at Buckingham Palace on 14th July 1958. After travelling for 4 days through some of England and all of Wales, the Baton arrived in Cardiff on the 18th July 1958 ready for the opening ceremony.



Since the first Queen's Baton Relay, it has happened in the lead up to every Commonwealth Games since getting bigger and better each year. The 2006 Melbourne Baton Relay was the first to visit all of the commonwealth nations. The epic journey took a year and a day and 180,000 kilometers.

For the Birmingham 2022 Games the Baton will set off in October 2021 and will travel to every corner of the Commonwealth, visiting all 72 nations and territories, including travelling through Wales, Scotland, Northern Ireland and England. In England alone, there will be around 2,000 Batonbearers, and there will be tens of thousands of Batonbearers in total. The Baton is an incredible symbol of bringing people from every corner of the Commonwealth together. The Baton will end its journey to the games on the 28th July 2022 when it arrives at Alexander Stadium for the opening ceremony.

BATON: A BLAST IN THE PAST

TIMELINE OF THE HISTORY OF THE QUEEN'S BATON RELAY.

1930

2022

PASS THE PULSE

This activity aims to explore what it is to be part of the connection of the Commonwealth. Get the entire class into one big circle, it is up to you whether this is sitting or standing. Instruct the class to hold hands and close their eyes. You are going to be passing a pulse around the circle by giving a gentle squeeze of the hand of the person on one side of you. As each person feels the pulse come to them they pass it on to the person on the other side with another gentle squeeze. This continues all the way around the circle until it comes back to you.

Try this a few times, you may choose to send it in a different direction. Encourage everyone to apply focus to this activity, so if there is a giggle or sound consider starting over until they are exercising control. After you have passed the pulse numerous times, begin a group discussion into the activity.

Discussion points should explore how it felt as the energy passed around the circle. It makes us feel like part of something, we all had to work as a team. Passing on positive energy is empowering and is part of the Commonwealth Games motto "Destiny", to help people to work towards their ambitions. Discuss what good things they could pass onto others in day to day life just like they demonstrated in the pulse.

Now repeat the activity but this time ask a few people to move out of the circle leaving a gap. What happened this time? Could the pulse pass all the way around the circle? How did it feel for the people who couldn't pass it on? Frustrating? What about for those it didn't reach or for the people asked to sit out? Did they prefer the activity the first time when there were no gaps or the second time? This part of the activity demonstrates the need for teamwork and what it feels like to be a part of a community working towards something. This is comparable to the efforts of the sporting teams and athletes throughout the Commonwealth and of course to the many Batonbearers on the Relay route around the nations and territories.

To solidify the messages of this activity, you may wish to share news stories or a video of a sports person helping another to win. There are various examples of this in long distance running races.



ESTIMATED ACTIVITY TIME:

10 Minutes



CURRICULUM LINKS:

PHSE - Exploration of values, teamwork, community, inclusion.

BATON RELAY ACROSTIC

This English writing activity is designed to explore the knowledge the class has built around the Queen's Baton Relay. They are going to be writing an acrostic poem. An acrostic poem is one where the first letter of each line spells out a word and that word is the subject of the poem. For their acrostic poem the class will be challenged to use the words Baton Relay, although you can differentiate to a shorter word for anyone who may struggle or provide suggestions for starting words.

Each line should be relevant and try to include facts they have explored already. They do not need to worry about rhyming their poem.



RESOURCES NEEDED:

Acrostic poem template
Writing implements



ESTIMATED ACTIVITY TIME:

10-15 minutes



CURRICULUM LINKS:

English - writing a poem. Exploring a specific poetry structure.

BATON RELAY ACROSTIC POEM

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BATON RELAY TELEVISION ADVERT

As we have learnt the Queen's Baton Relay is an exciting event, bringing people from all the different continents together. This performing arts activity will challenge your class creatively and explore the use of persuasive devices.

Split the class into small groups. Explain that their challenge will be to create a TV Advert encouraging people to come out and see the spectacle of the Queen's Baton Relay for themselves. They should include key information such as when and where to see the Baton, why they would want to see it and finally any facts they can remember from their learning so far.

Before they begin, discuss any persuasive techniques you would like to be included, choosing those appropriate to their age group and classroom learning. These could include: rhetorical questions, repetition, alliteration, emotional language and so on. Using these devices in practice will help the children to understand their uses and make it easier to include them in their writing.

Give the groups time to rehearse their TV Adverts, going around to assist them where required. Once they are confident with their scenes bring everyone together to share back their short performances with their peers. You may also wish to record these to share your work later.



RESOURCES NEEDED:

Recording device if you wish to use it



ESTIMATED ACTIVITY TIME:

30 Minutes - including share back time



CURRICULUM LINKS:

Performing Arts - Performing and public speaking with confidence. Working in groups to develop creative work
English - Using persuasive devices

A ROYAL DECREE

One special feature of the Queen's Baton Relay is that a message from Her Majesty The Queen is placed into the Baton before it travels around the Commonwealth. Have a group discussion about what you think this message may say.

Overall, the message is supposed to be a calling together of athletes from all nations and territories of the Commonwealth and words of encouragement for their participation in the games. Remember the Commonwealth Games are not just about competing but also a celebration of sport and human performance, where athletes encourage each other's progress.

Challenge your pupils to write a letter from the perspective of Her Majesty The Queen. What words of encouragement would she use? Think about the use of formal language. You may even like to present your finished message with a royal flourish, such as in the form of a scroll.

Having written and shared their own messages, you could research and share with them the actual message written by the Queen. When Glasgow hosted the games in 2014 she stated:

"To you, the Commonwealth athletes, I send my good wishes for success in your endeavours. Your accomplishments over the coming days will encourage us all to strengthen the bonds that unite us. You remind us that young people, those under 25 years of age, make up half of our Commonwealth citizens; and it is to you that we entrust our values and our future. I offer my sincere thanks to the many organisations and volunteers who have worked diligently to bring these Games to fruition, and indeed to the spectators here in the stadium and to the millions watching on television. Together, you all play a part in strengthening our friendships in this modern and vibrant association of nations."

Take the time to unpick this message and compare and contrast it with your own written creations. Remind pupils that the current Baton message from the Queen will be read for everyone to hear at the opening ceremony of the games on 28th July 2022.



RESOURCES NEEDED:

Paper
Writing implements



ESTIMATED ACTIVITY TIME:

15 minutes



CURRICULUM LINKS:

English - Formal letter writing

RESEARCH LEAFLET

The final activity of this section aims to accumulate the knowledge gained from the Queen's Baton Relay resources, as well as challenge the pupils' use of computing programs and research skills.

Either in small groups or on their own, they will design and produce a leaflet with as much information about the Queen's Baton Relay as possible. Use Microsoft Word (or a programme of your choice) to create the leaflet. Pupils should complete their own research, make a choice on fonts, colours and even select their own appropriate images to display their own style preferences in their leaflet.

Once completed, print them and swap with another group to share their finished work. You may even wish to incorporate some constructive peer feedback.



RESOURCES NEEDED:

Computer or laptop

A program of your choice such as Microsoft Word

Paper to print the finished project



ESTIMATED ACTIVITY TIME:

45 Minutes - This could be split into numerous sessions if you wish



CURRICULUM LINKS:

Computing - Using computing programs. Typing skills. Online research

English - Information retrieval and exploring factual leaflets

LAUNCHING THE BATON

Launching the Baton, takes the knowledge we have gained on what the Queen's Baton Relay is and focuses on the Baton itself. Your class will investigate what it takes to create such a unique and important item that is both functional and symbolic.

In the upcoming activities, there will be an emphasis on design and creativity, therefore pupils should be encouraged to be as inventive as possible. The aim is to bring excitement and pride to the UK's children over such an important cultural event, therefore there are no right or wrong answers. Instead focus on building a connection with the Commonwealth Games and Queen's Baton Relay through fun and engaging activities.



BREAKING NEWS! THE BATON BEGINS!

Having performed a News Report in an earlier activity in Section 1, the class will be familiar working in a news style, however this time, they will be exploring it in a written format.

Working independently, the class will be writing their own Newspaper Report, focusing on the launch event for the Baton setting off on its epic 294 day journey around 72 nations and territories. They should set their work out as though it is a newsheet making sure they include a catchy headline, subtitle, quotes from sources, paragraph and column structure, the date of the report and perhaps even matching drawings or images with a caption.

To provide support in this activity you may wish to have a discussion and planning time as a whole class, developing ideas on what could be included in each paragraph. In addition to this, looking at some recent news articles may help with presentation and structure. The following resource is a simple newspaper layout which you may wish to use, or you could use your own workbooks if you prefer.



RESOURCES NEEDED:

Newspaper layout printed / paper / class workbooks

Writing implement



ESTIMATED ACTIVITY TIME:

30 Minutes



CURRICULUM LINKS:

English - Newspaper Report Writing. Structuring a news report and writing using appropriate tone and relevant language

HEADLINE

SUBTITLE

DATE

MAIN BODY

IMAGE

CAPTION

MAIN BODY CONTINUED

DESIGNING THE COMMONWEALTH BATON

For each Queen's Baton Relay a new unique Baton is designed. We have already mentioned the design of the first ever Baton created for the Games in Cardiff, with its red dragon. Much like the Welsh Baton, host countries design their Batons with references to their culture and history and often try to use local sustainable materials.

The Glasgow 2014 Games used their handle to make reference to the country's ship building history, using ancient techniques to craft it. They were also inspired by Scottish designer Rennie Mackintosh and the cranes of Glasgow which symbolize the city's engineering heritage.

Take the time to research as a class and look at some of the different designs through the history of the Games. Analyse their designs and consider their inspirations. Do the children have a favourite design? Do they notice any similarities or differences in the designs?

Once they have an idea of the variety of designs, their job is to create their own design for a Commonwealth Baton. The brief is as follows:

You are challenged with the mission of creating a Baton for the Queen's Baton Relay. Your design must:

- Have links to your local area or culture
- Be easy to carry while it travels around the world
- Be able to hold a special message from the Queen

You should draw your design and clearly label it with measurements, materials used and to draw attention to any special features.



RESOURCES NEEDED:

Plain paper for your design
Pencil, ruler and colouring pens / pencils



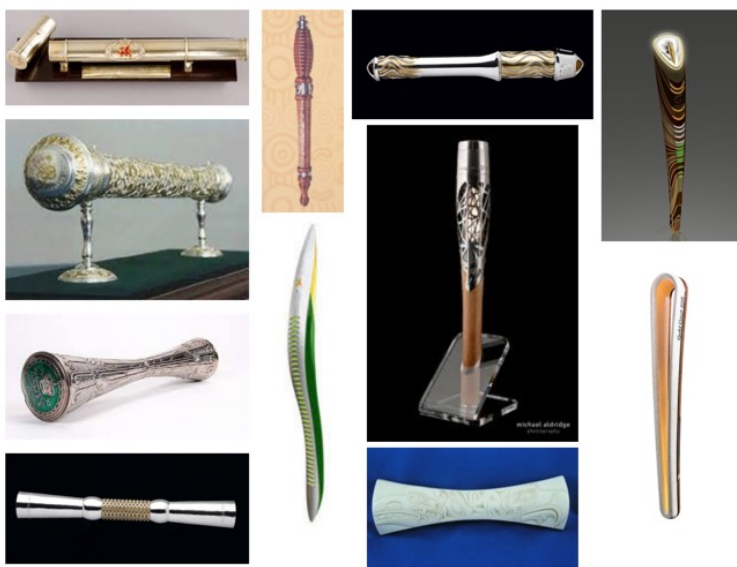
ESTIMATED ACTIVITY TIME:

15-20 Minutes



CURRICULUM LINKS:

Design and Technology - Design innovative, functional products. Sketch and annotate designs
Evaluate existing designs and creations



MAKE A BATON

In 2018 when the Australian Gold Coast hosted the Commonwealth Games, they placed a strong emphasis on sustainability.

Activity 1 - Discuss as a class what sustainability is. Sustainability is making careful choices to ensure that we avoid the depletion of natural resources in order to maintain an ecological balance. Come up with a list of things you can do in your lives to be sustainable and help the environment.

When creating the 2018 sustainable Baton, they used Macadamia Wood. Throughout local history, as groups travelled, macadamia nuts were planted along the journey to mark the way and provided sustenance for future generations. This is an example of sustainability and preparing for those to come. Other parts of the Baton were made of reclaimed plastic. It was collected from the Oceans, waterways and beaches around the Gold Coast, in a project to reduce pollution. It was then sorted, cleaned and melted to create the reclaimed plastic material in the final design.

Activity 2 - Taking inspiration from the Gold Coast's eco conscious Baton, you are going to make your own Baton. (It does not have to be the same as any previous designs you have created). To create your Baton, you must collect and use recycled materials from home and school. If you are feeling very ambitious you may wish to do this as a community clean up like they did in the Gold Coast. Once you have made your recycled Batons you may wish to have a relay around your school grounds, walking as a group to show off your designs.



RESOURCES NEEDED:

Unused / recycled materials that you have collected from home or school



ESTIMATED ACTIVITY TIME:

10 Minutes - Activity 1

20-30 Minutes - Activity 2, not including collecting your materials



CURRICULUM LINKS:

Design and Technology - Make a product from a range of materials. Consider functional and aesthetic properties. Apply knowledge to strengthen and reinforce complex structures

MAKE YOUR OWN MUSIC VIDEO

This activity explores music, as well as movement / performance creation. Your challenge is to listen to different pieces of music (of your choice), which you feel represent the Queen's Baton Relay. The music could be instrumental or have lyrics. Tracks could focus on themes of journeying, power, strength, community, inspiration, hard work, and so on. They could be completely different musical genres. Whatever you choose, try and think about the connection they have to the Games and the Queen's Baton Relay. As you listen to each song, pupils will be asked to appraise what they are hearing. Answer the following questions to help develop a full analysis:

- **What instruments can you hear?** (Piano, Guitar, Singers, Violin, Trumpet etc.)
- **What is the genre of music?** (Pop, Rock, Classical, Ballad, Blues etc.)
- **Can you identify the tempo?** (Fast, Slow, Changing speed throughout?)
- **What are the dynamics like?** (Loud, Quiet, Crescendo, Diminuendo, Constantly changing?)
- **What mood do you think the music portrays?** (Happy, Sad, Determined etc.)
- **Do you like the song? Why?** (Any opinion is acceptable as long as they can justify it.)

Once you have listened to and appraised numerous songs, have a ballot or anonymous hand raising vote to decide which song you will use for the next part of the activity. Remember the Commonwealth is run by a democracy and values the views of all of its members so you should do the same.

Now that you have chosen a song which you feel represents the messages and values promoted by the Commonwealth Games and Queens Baton Relay, you are going to create a music video for it. The video should be inspiring and exciting as if it were the official video of the event.

You may choose to film sections in small groups and put it all together or work as a whole class creating actions, movement and even singing if you wish. Your video should feature a Baton and could detail it moving through your school mimicking a music video. Once you have a concept for your film which matches the music track you have chosen, rehearse, film and edit your work to create a brilliant finished product.

If you have some children who are particularly shy or really do not want to perform, they could take on other production roles. Projects like this need a whole team, they could be producers, directors, technical assistants, camera operators, and any other role valuable to the overall creation as long as everyone is participating. During the activity, you can use the Batons you have made as props. If you choose to have only one Baton shared with the class like a true relay, perhaps this could add an element of competition. Following the Make A Baton activity, choose only the best creation to be used. This will make it just like the real Queen's Baton Relay, where only one final design travels around the Commonwealth.



RESOURCES NEEDED:

Access to speakers for listening to your chosen tracks
A selection of themed tracks
A video recording device



ESTIMATED ACTIVITY TIME:

20 Minutes - Listen, appraise and choose an appropriate track as a class. 30-40 Minutes - Create, rehearse, film and edit your music video. This could be spread over a number of shorter sessions



CURRICULUM LINKS:

Music - Listening to and appraising a variety of music. Make use of musical terminology
Performing Arts - Create and perform physical movement to music. Computing - Creating and Editing a music video

THE OFFICIAL BIRMINGHAM 2022 BATON

Having looked through a history of the Batons created for the Queen's Relays since 1958, it is time to see the brand new design for the Birmingham 2022 Games. The Baton features an intricate and unique design, embodying the spirit of Birmingham, the West Midlands and the modern Commonwealth. Share the following resource about the Baton and its design. Analyse the Baton by answering the questions on the questionsheet.

The fantastic design showcases Birmingham, the West Midlands and British design at its finest. Discuss the class's thoughts on the Baton and encourage pupils to connect with this historic event. Perhaps they may plan to see the Baton as it travels near your local area.



RESOURCES NEEDED:

Electronic or printed Baton resource



ESTIMATED ACTIVITY TIME:

10 Minutes



CURRICULUM LINKS:

Design and Technology - Analysing existing products

BIRMINGHAM 2022 BATON

This is the amazing design of the Baton for the Birmingham 2022 Queen's Baton Relay. The Baton is made of copper, aluminium and brass metals, these colours have been chosen to represent the 1st, 2nd, and 3rd place medals. Choosing copper, aluminium and brass was more affordable and sustainable than Gold, Silver and Bronze. There is also some platinum used in the design to link with Queen Elizabeth II's Platinum Jubilee taking place in 2022. The metal elements of the Baton were cast in Birmingham's Jewellery Quarter, to show off the local skills and history. The Jewellery Quarter dates back over 200 years and an estimated 40% of all British jewellery is made here.

Amazingly, the colours of these metals will change over time, as they are exposed to air and water. The copper will change from a reddish brown colour to a green colour. This means the Baton will evolve in appearance as it is passed from Batonbearer to Batonbearer. Another exciting feature is that the Baton is fitted with an LED lighting display and a heart rate sensor that displays the heartbeats of Batonbearers. The lighting also changes when two people grip the Baton during handover.

A very special feature of the Birmingham 2022 Baton is that it is packed with exciting technology. There is a 360 Degree Camera, so that photos can be taken along the journey. This Baton will give a view of the Commonwealth Nations that has never been seen before.

It wouldn't be complete without the Queen's special message, in the 2022 Baton, it will be hidden in a chamber at the top of the Baton under the Birmingham 2022 logo.

ANALYSING THE BATON



WHAT DO YOU THINK OF THE BATON AND WHY? WHAT IS YOUR FAVOURITE PART?

DESCRIBE THE MATERIALS USED?

HOW DO YOU THINK IT LINKS TO THE LOCAL AREA OF BIRMINGHAM?

ACTING OUT

The Queen's Baton Relay is a spectacular feat of planning, it travels hundreds of thousands of kilometers in 294 days and through the hands of tens of thousands of Batonbearers. During the journey, countries have an opportunity to share their culture and communities. In the past, the Baton has visited natural and manmade landmarks, schools, community celebrations, and travelled by train, plane, boat, on foot, by tram, on horseback, by bike, any way you could imagine.

Your class is going to act out key moments in the Queen's Baton Relay by creating small group scenes. In order to ensure everyone participates even if they are shy, actors could portray both people and objects that help to bring the scenes to life.

Split your class into small groups, then build up your scenes bit by bit. Begin reading out the list of key moments below in order, after each one, allow the pupils time to create and rehearse before adding the next key moment. Each moment doesn't have to be long, provided that they show the action clearly. The sections of the scene will be:

- The Queen writes a special message.
- The special message is placed into the Baton.
- Everyone sees the Baton for the first time, outside Buckingham Palace.
- The Baton begins its journey (Challenge them with portraying numerous forms of transport depending on how much time you have - bicycle, train, horseback, running, plane, boat. Or even trying to create different countries' landmarks, with the help of pictures for inspirations - Sydney Opera House, the Taj Mahal etc.)
- The Baton finally arrives, the Games begin!

You can choose more specific moments if you wish. The class should be encouraged to use characterisation (they can change roles for each section), facial expression and include dialogue as well as action. Perform the scenes back to their peers or even film them to share at a later date if you wish.



RESOURCES NEEDED:

Large open space



ESTIMATED ACTIVITY TIME:

20 -30 minutes



CURRICULUM LINKS:

Performing Arts - Creating scenes in groups using facial expression, character, dialogue and body language.

SLOW MOTION SCENES

This activity can be a development of the last activity to bring more focus and detail to the Baton during the Queen's Baton Relay journey to the games. It could be added into the scenes your class developed or it can be a standalone activity and completely separate scene.

Activity 1 - Line the entire class up and explain that you are going to have a race, but this is not any ordinary race, this is a slow motion race. The rules are that they cannot go backwards, and they must be constantly moving, you can eliminate anyone from the game who doesn't do this. The winner of the race will not only be the last one to cross the finish line, but the person who also does the most realistic slow motion moving. If you are enjoying this game and wish to play a few more rounds, you can change from slow motion running to another mode of transport such as slow motion horse riding or flying or even driving.

Activity 2 - Now that they are in a slow motion mindset, split the class into smaller groups for their next activity. Ask them to create a slow motion scene of the Baton on its journey. They should pick a location for it to be travelling through (somewhere local to you would be perfect) and create the movement as a group. Their scene could include Batonbearers, spectators, news crews, a mascot etc. and should make use of slow precise actions and large clear facial expressions. After they have rehearsed their movement, the final challenge is to have one member of the group add commentary to their scene, like that of a sporting event. They may wish to perform this commentary live or record it so that everyone can act out their slow motion movement along to it. Perform your finished scenes back to the other groups.



RESOURCES NEEDED:

Large open space



ESTIMATED ACTIVITY TIME:

5-10 Minutes - Activity 1

15 Minutes - Activity 2



CURRICULUM LINKS:

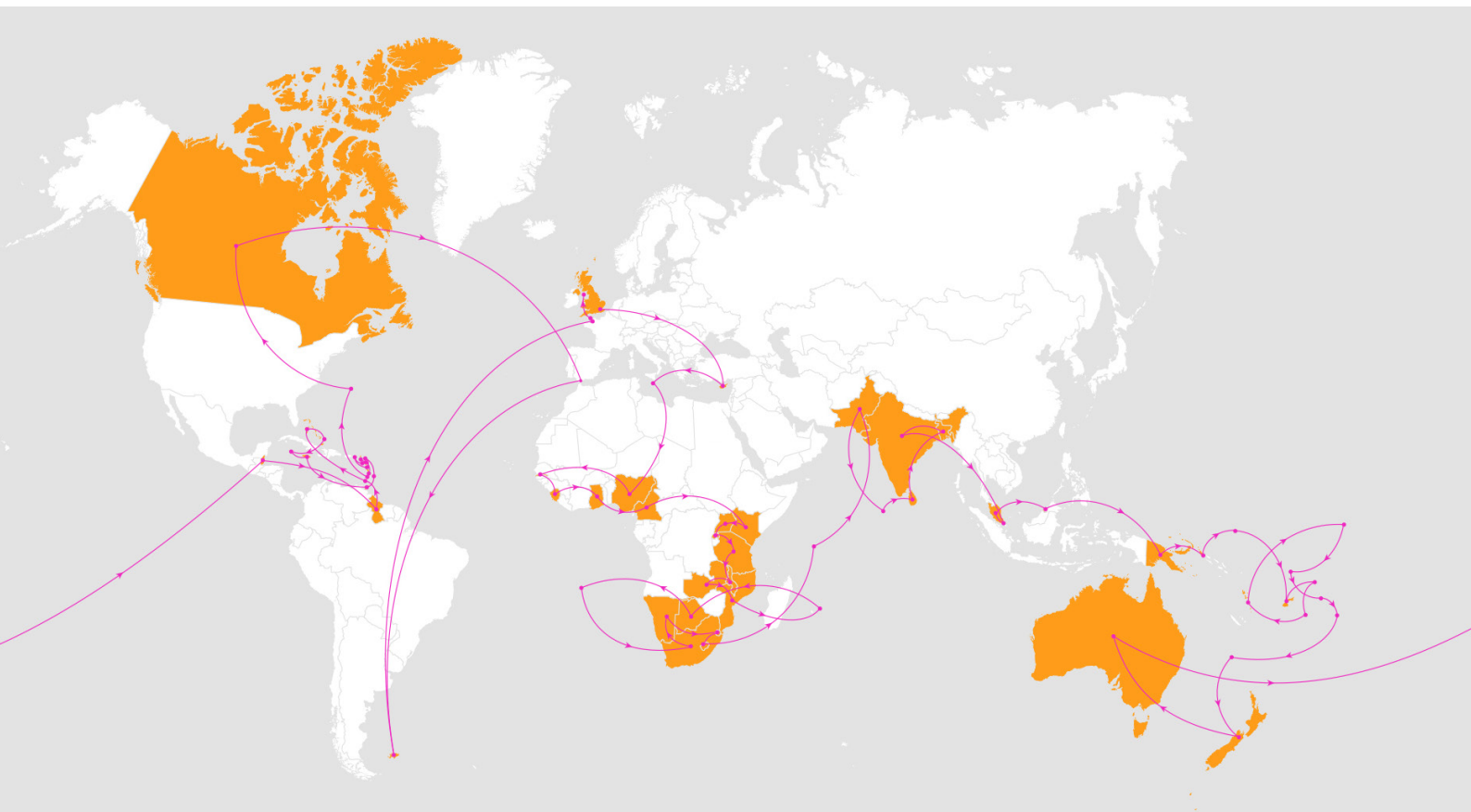
Physical Education - Creating sequences of movement and making use of control and balance through slow motion

Performing Arts - Creating and performing scenes with confidence















JOURNEY TO THE GAMES

Journey to the Games, focuses on the route the Queen's Baton Relay will be taking around the nations and territories of the Commonwealth. Not only will you discover the route of the Baton on its way to Birmingham 2022, but you will be able to follow its progress in real time over the 294 days. In addition to this, the resources in this section allow your class to engage with the journey using inventive ways as part of their classroom learning.














Let's begin by taking a look at the route the Baton will take between October 2021 and January 2022. The following pages outline the journey around the Commonwealth and how long the Baton will spend in each location.




OCTOBER 2021

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
				1	2	3
4 Travel	5 Travel	6 Travel	7 Buckingham Palace	8 Travel	9 Cyprus 	10 Cyprus 
11 Travel	12 Malta 	13 Malta 	14 Travel	15 Travel	16 Nigeria 	17 Nigeria 
18 Travel	19 Travel	20 The Gambia 	21 The Gambia 	22 Travel	23 Sierra Leone 	24 Sierra Leone 
25 Travel	26 Ghana 	27 Ghana 	28 Travel	29 Cameroon 	30 Cameroon 	31 Travel

NOVEMBER 2021

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
1 Travel	2 Kenya 	3 Kenya 	4 Rwanda 	5 Uganda 	6 Uganda 	7 Travel
8 Travel	9 Travel	10 Rwanda 	11 Rwanda 	12 Travel	13 United Republic of Tanzania 	14 United Republic of Tanzania 
15 Travel	16 Travel	17 Malawi 	18 Malawi 	19 Travel	20 Zambia 	21 Zambia 
22 Travel	23 Mozambique 	24 Mozambique 	25 Travel	26 Travel	27 Mauritius 	28 Mauritius 
29 Travel	30 Botswana 					

DECEMBER 2021

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
		1 Botswana 	2 Travel	3 Travel	4 Travel	5 St Helena 
6 St Helena 	7 Travel	8 South Africa 	9 South Africa 	10 South Africa 	11 South Africa 	12 Travel
13 Travel	14 Namibia 	15 Namibia 	16 Travel	17 Eswatini 	18 Eswatini 	19 Travel
20 Lesotho 	21 Lesotho 	22 Travel	23 Seychelles 	24 Seychelles 	25 Travel	26 Travel
27 Pakistan 	28 Pakistan 	29 Pakistan 	30 Travel	31 Travel		

JANUARY 2022

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
					1 The Maldives	2 The Maldives
3 Travel	4 Sri Lanka	5 Sri Lanka	6 Travel	7 Bangladesh	8 Bangladesh	9 Bangladesh
10 Travel	11 Travel	12 India	13 India	14 India	15 India	16 Travel
17 Singapore	18 Singapore	19 Singapore	20 Travel	21 Travel	22 Malaysia	23 Malaysia
24 Malaysia	25 Travel	26 Brunei Darussalam	27 Brunei Darussalam	28 Travel	29 Travel	30 Papua New Guinea
31 Papua New Guinea						

JOIN THE JOURNEY

As the route for the Baton takes 294 days, the aim will be to engage your class throughout this journey. Rather than a one off activity, Join the Journey aims to build engagement throughout the entirety of the Queen's Baton Relay. Below are some suggested activities for how to do so.

Activity 1 - Create an Interactive Working Wall for the Queen's Baton Relay. You could have a display board dedicated to this, or simply use a small area of your whiteboard, or stick an individual whiteboard up onto an area of your classroom. Whichever way you choose to display this in your classroom ensure you have a section which is titled "distance travelled". Each day, as a check in with the Baton, you can have a mental maths challenge adding up the distance it has travelled so far. This can be a very quick starter to your maths lessons and a way of keeping engaged with this spectacular journey.

Activity 2 - Track the Map. Either as part of an aforementioned display board, or on its own, print or use a very large map of the world. This is a simple activity, where each time the Baton moves to a new country, someone from the class will find it on the map and mark it out. You may choose to use a pen, or pins and string to connect and create the whole journey. The activity is a great visual tool and helps the children to understand the journey in real time.

Activity 3 - Fast Facts. As a check in activity, when you have a few minutes spare, look at the Official Baton Route to see where the Baton is on that specific day. Challenge the class to find 3 fast facts out about the place or country it is currently in. You could also look together at pictures and facts in the main class interactive whiteboard.



RESOURCES NEEDED:

Whiteboard / paper to make an editable working wall tracking the Batons progress..

A large map of the world.

Pen and ruler or pins and string to add to the map



ESTIMATED ACTIVITY TIME:

5 minutes or less. These activities are intended to be very short but done frequently as a check in with the topic. They could simply be starter activities to begin the day or begin other lessons



CURRICULUM LINKS:

Mathematics - Quick mental maths challenges

Geography - locational knowledge of countries/continents and map reading

Computing - online research and fact finding

CALCULATIONS OF THE COUNTRIES

Hand out the following resource sheet to your class. It focuses on problem solving and maths calculations using the distances between different locations the Baton has travelled on some of its journeys.

Encourage your pupils to work independently on their problem solving, as always you can differentiate learning where required. Consider peer marking answers to develop learning further by using the opportunity to see how to rectify any mistakes which are made.

Further expand pupils' learning by challenging them to write their own mathematical question for another pupil.



RESOURCES NEEDED:

Calculations worksheet
Writing implement



ESTIMATED ACTIVITY TIME:

10 Minutes



CURRICULUM LINKS:

Mathematics - Problem Solving Calculations

JOURNEY	DISTANCE IN MILES
India to Malaysia	1915 miles
Australia to Malaysia	2950 miles
United Kingdom to Nigeria	3014 miles
United Kingdom to Canada	3610 miles
Canada to Guyana	4287 miles
United Kingdom to Guyana	4630 miles
United Kingdom to India	4675 miles
India to Nigeria	4730 miles
South Africa to India	5120 miles
Guyana to South Africa	5900 miles
South Africa to Australia	6455 miles

IF THE BATON TRAVELLED FROM GUYANA TO SOUTH AFRICA AND BACK AGAIN HOW FAR HAS IT TRAVELLED?

WHAT IS THE DISTANCE OF THE JOURNEY FROM THE UNITED KINGDOM TO INDIA AND THEN TO MALAYSIA?

THE DISTANCE FROM MALAYSIA TO AUSTRALIA IS 2950 MILES, FIND A DISTANCE THAT IS DOUBLE THIS.

WHERE WOULD THE BATON BE TRAVELLING AND HOW FAR IS IT?

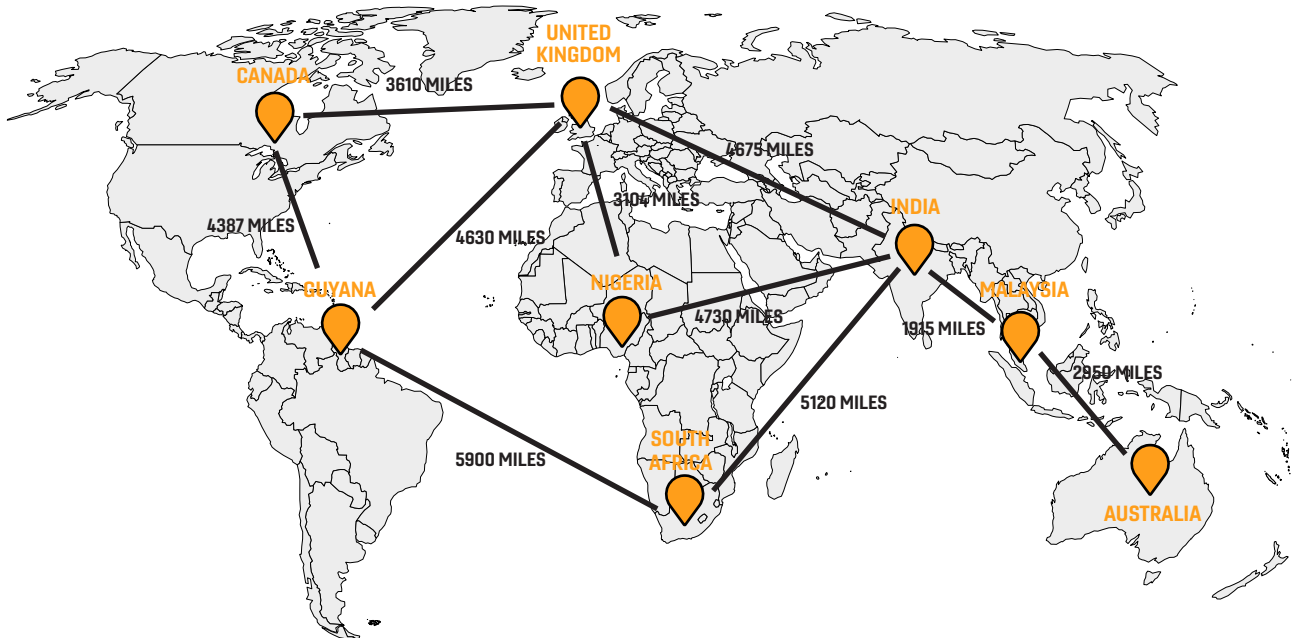
WHICH JOURNEY HAS THE SHORTEST DISTANCE?

HOW FAR IS THE JOURNEY FROM CANADA TO NIGERIA VIA THE UNITED KINGDOM?

ORDER THE JOURNEYS FROM SHORTEST TO LONGEST, WE HAVE FILLED SOME OF THE TABLE IN FOR YOU.

JOURNEY	DISTANCE IN MILES
India to Malaysia	1915 miles
Canada to Guyana	4287 miles
South Africa to India	5120 miles
Guyana to South Africa	5900 miles

CHOOSE YOUR OWN JOURNEY AND SHOW YOUR CALCULATIONS TO FIND THE TOTAL DISTANCE BELOW.



PAVING THE WAY

This activity focuses on teamwork and problem solving. Split the class into teams of around 5 or 6 - try to make this a bit of a challenge, grouping them with people they may not normally work with. The teams will start at the Birmingham Signpost, using the stepping stones they must make their way past the checkpoint on the Baton's journey all the way to the final destination.

The teams will have one more stepping stone, than the number of teammates they have. They must work together to figure out how to complete their journey. The rules are that if any part of your body goes off the path and touches the floor, you have to go back to the start. Play the game in different levels upping the challenge each time.

Level 1: Get to the "Checkpoint"

In this level pupils will learn how to work as a team, discovering for themselves that they must pass their resources to travel on their journey. Once the first team has made it to the checkpoint move on to level 2.

Level 2: Journey to the Destination

In this level pupils will attempt to make it all the way to the final destination. If they make it to the "Checkpoint", they can "Save their game". If they fall in after saving their game, they can start over at the checkpoint rather than going all the way back to the start.

Level 3: Lost Resources

In this final level, take one stepping stone away from them. This means they only have one each to stand on which will make it impossible to move. Encourage your class to think out of the box and use EVERYTHING available to them. The trick is that they can use their "Home Country" as a resource too.

Bonus Round: Travelling Baton

The game and rules remain the same but this time, they must carry a Baton safely with them too.



RESOURCES NEEDED:

Printed and laminated resources - including enough stepping stones for one per player
A large open space



ESTIMATED ACTIVITY TIME:

30 Minutes



CURRICULUM LINKS:

Physical Education - Teamwork, Problem Solving, Physical Movement.

STARTING LINE RESOURCE



STEPPING STONE RESOURCE



CHECKPOINT RESOURCE



FINISH LINE RESOURCE



TIME TRIALS

Time plays a hugely important role within the Games and Queen's Baton Relay. Timings are perfectly calculated to ensure the events run smoothly. As it travels the world, the Baton is subject to changing time zones. During the games athletes compete to beat their timed personal records and in team sports like netball it is essential that each time period is recorded accurately.

This next activity sheet tests your pupils mathematics skills with a focus on time within the calculations. It is an independent activity but to differentiate and support pupils you could put them into peer support pairs. To add a challenge differentiation, you could set a time limit or time the fastest person to correctly complete all questions, thus adding a further link to time and stretching pupils who need it.



RESOURCES NEEDED:

Time trials resource
Writing implement
Timer / stopwatch (optional)



ESTIMATED ACTIVITY TIME:

10 Minutes



CURRICULUM LINKS:

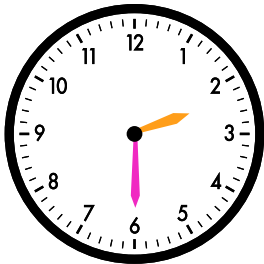
Mathematics - Working with time. Problem solving calculations

TIME TRIALS

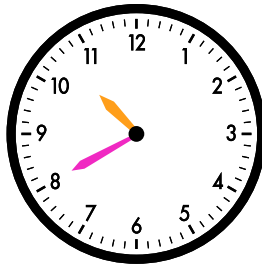
THE BEACH VOLLEYBALL MATCH STARTS AT 10.25 AND LASTS FOR 45 MINUTES. AT WHAT TIME DOES THE MATCH FINISH?

A RUGBY 7'S MATCH LASTS 14 MINUTES. IF 5 MATCHES ARE PLAYED DURING THE DAY, HOW LONG HAS BEEN SPENT PLAYING RUGBY?

IF A RUNNER TAKES 1.5 HOURS TO RUN 6 LAPS OF A RACE, AND THEY TAKE THE SAME AMOUNT OF TIME FOR EACH LAP. HOW LONG DID IT TAKE TO RUN EACH LAP?



Gymnastics



Diving

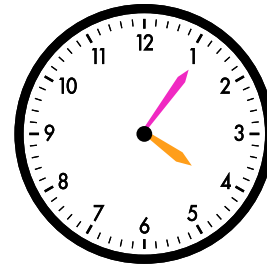


Table Tennis

WHAT TIME DOES THE DIVING BEGIN?

WHAT TIME DOES THE GYMNASTICS BEGIN?

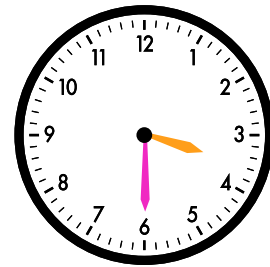
IF IT LASTS 45 MINUTES WHAT TIME DOES THE GYMNASTICS END?

THE TABLE TENNIS IS RUNNING LATE. IF IT IS A QUARTER OF AN HOUR LATE, WHAT TIME DOES IT START?

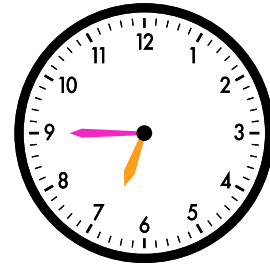
TIME TRIALS

MATCH THE CLOCKS WITH THE EVENT STARTING TIMES. DRAW A LINE TO THE CORRECT CLOCK.

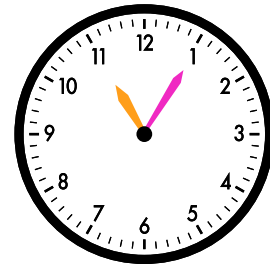
The Marathon begins
at five past eleven



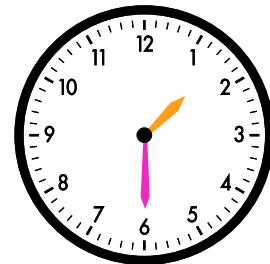
The Powerlifting begins
at half past one.



The Judo begins at quarter
to seven.



The Lawn Bowls begins at
half past three



BATON BACKGROUNDS

During its journey, the Birmingham 2022 Baton will visit locations in 72 different nations and territories around the Commonwealth. In this Art and Design activity, you will need to draw a background to show different settings around the world. You may wish to begin with your local area, drawing a background which features landmarks you are proud of. After this choose a country or nation from elsewhere in the Commonwealth. Complete some research to discover what kind of things we might see in this setting: what kind of climate does it have? Is it known for any particular plants or animals that you could draw? Are there any famous landmarks in the area?

Using your research, draw a new background for the Baton. Once you have completed your backgrounds you can cut out an image of the official Baton and place it in its new and different settings.

A presentation suggestion for your finished work is to display all the different country designs along a long corridor. You can then have your own exhibition, moving along and admiring the Baton as it travels on its journey. If you are feeling particularly technical you could make the varying backgrounds into a flipbook to really make it look like the Baton is on it's journey to the games! Older children may be challenged to edit together a video which makes it look as though the Baton is moving through the Queen's Baton Relay.



RESOURCES NEEDED:

Paper and coloured pens / pencils / paints for your design



ESTIMATED ACTIVITY TIME:

45 Minutes - for numerous designs and the research into them



CURRICULUM LINKS:

Art and Design - Designing and creating a piece of work, considering the use of colour and material

SOUNDS OF THE SPECTACLE

It is time to set the scene for the Queen's Baton Relay within your own environment. Look at pictures and videos of previous Baton Relays, or if you are lucky enough to have the Baton Relay pass close to you, go and see it for yourself.

As a class, create a list of the sounds that you would hear at the Queen's Baton Relay. Suggestions could be: Cheers and clapping of the crowd, footsteps moving through the streets, and so on. You can also use the sounds in specific settings, such as if you are near a river or close to the sounds of cars etc.

Now that you have some suggestions of noises you might hear, tell the class you are going to make a soundscape. A soundscape is a piece of music, made by combining a variety of different sounds together to create a sound environment.

To start, decide on the noises and ways you will make the sounds you have listed. You can do this vocally, or with body percussion. Once you are happy with this, you can begin your composition. Decide whether you would like to have sounds added in a particular order and you can have different small groups in the class performing each different sound.

Rehearse your soundscape, building the noises and then bringing it back to silence, as though the Baton has approached, passed through and then left your classroom. As the teacher, you can act as the conductor, when you point at groups they begin or end their sound, you can also use actions to change the volume. As you move your hand higher, the louder they should perform, as you lower your hand it will get quiet again.

Perform or voice record your finished soundscape. You may even wish to use the recording along with other performances you create as a backing track.



RESOURCES NEEDED:

Voice recording device (optional)



ESTIMATED ACTIVITY TIME:

15 Minutes



CURRICULUM LINKS:

Music - Listening to and creating sounds. Developing composition
Performing a musical creation

JOURNEY TO THE GAMES BOARD GAME

This creation challenge can be done in either small groups or as an individual task. Whichever you decide, the aim will be to create a board game based on the theme of Journey to the Games, with the Queen's Baton Relay being the ultimate journey! It can be whatever you like as long as it is colourful and fun. Design your game pieces to move around as well as the board itself.

You could use games which are already in existence as inspiration for your board game. Perhaps you could adapt snakes and ladders to be themed on the games, swapping the ladders for athletic hurdles for example. Another game you could adapt could be monopoly, changing the squares to be locations on the Baton's journey or choose your own favourite game to adapt.

Along with your finished board game you will need to write an instruction manual for how to play. Once completed take time to share and actually play your games within class.



RESOURCES NEEDED:

Card / paper and stationery for creating your board game

Paper for your instruction manual



ESTIMATED ACTIVITY TIME:

1 hour - Including designing and making the board game, as well as writing the instruction manual

Optional time - play the games to test them out



CURRICULUM LINKS:

Design and Technology - Design and make a product. Consider its functional and aesthetic properties

Test and analyse the product you have created

English - Write an instruction manual using the conventions for this style

MY FUTURE JOURNEY

The Commonwealth nations and territories has a combined population of more than 2 billion, of which more than 60% are under 30 years of age. One of the main aims of the Commonwealth Games Federation is improving the chances of the Commonwealth's young people. Birmingham 2022's Games will champion young people and inspire them to accomplish their goals. This activity aims to focus on the future, help to set goals and empower pupils to work towards their future / their destiny.

Discuss as a class, the future. What are they looking forward to in the future? Think about this in the short term (this week), medium term (in the next year) and long term (within their life).

Next ask the class to fill in the following My Future worksheet, to help them think about this in more detail. After finishing their worksheet, bring everyone back together for further discussion. Choose one future ambition of one pupil and work as a class to set goals or steps that would help them achieve that goal. Explain to the class that often, big ambitious goals sometimes seem unattainable so by setting shorter smaller steps to achieve the end goal it can make it much more manageable. Having given an example as a class of shorter targets, challenge the class to each do their own for one of their goals.

Whatever their goals are, they should be looked at positively and encouraged to be ambitious in meeting them. In their journey through life there will be many different paths and choices, some of it is not easy. No matter what, encourage your class to remember that the most important thing is to be happy.

Extension Task: Write a letter to your future self. It can include what your life is like now (Who are your friends? Where do you live? Who do you live with? What are some of your favourite things etc...) as well as considering the hopes you have for your future self. Enclose the letter and set a date in the future to open it.



RESOURCES NEEDED:

My future worksheet

Writing implement (Extension - paper and envelope)



ESTIMATED ACTIVITY TIME:

20 Minutes - Discussion and worksheet

10 Minutes - Extension activity



CURRICULUM LINKS:

PHSE - Considering our place in the wider world and setting goals and aspirations

English - Letter writing

WHAT JOB WOULD YOU LIKE TO DO? WHY?

WHERE WOULD YOU LIKE TO LIVE? WHY?

**WHAT OBSTACLES OR CHALLENGES DO YOU SEE
BETWEEN YOU AND YOUR FUTURE?**

**ARE THERE ANY SPECIAL PLACES YOU
WOULD LIKE TO VISIT?**

**WHO WOULD YOU LIKE TO BE WITH YOU
IN YOUR FUTURE?**

**WHAT QUALITIES (KINDNESS, ORGANISATION,
BRAVERY) WOULD YOU LIKE OTHERS TO SEE IN YOU?**

MY FUTURE

BATON RELAY

Host your own Baton relay event. Begin by fully warming up as a class. Set a course in your school hall or field either as a loop or backwards and forwards along a track. Split the class into even teams and explain the rules. A relay consists of shorter sprinting sections, before passing the Baton on to your next team mate, who will then sprint and pass it on again. This pattern continues to the finish line. The key to the Baton relay is in the transition zone, as the Baton is passed on it should be done as smoothly as possible, therefore teamwork is key. Try to perfect your skills by racing numerous times and pitting different teams against each other.

Have your relay race and afterwards discuss the event. How did they find it? What was difficult and what was easy? Now consider the Queen's Baton Relay, this incredible event spanning 294 days and 72 nations! Having raced for themselves, what challenges do they think the organisers might face? Remember during the Queen's Baton Relay the Batonbearers do not have to run. It can travel by a variety of methods, however the event still takes resilience, planning and lots of teamwork!



RESOURCES NEEDED:

A Baton

Large open space



ESTIMATED ACTIVITY TIME:

30 Minutes



CURRICULUM LINKS:

Physical Education - Partake in physical activities including running and coordination. Play competitive games, communicating, collaborating and acting with sportsmanship and integrity. Compare performances and demonstrate improvement towards personal goals

Queen's Baton Relay proudly partnered with



Official Partner of International
& Domestic Sectors



UNIVERSITY OF
BIRMINGHAM

Official Partner of
International Sector

This brings us to the end of our KS2 Queen's Baton Relay resource pack. We hope you have enjoyed joining in and preparing for The XXII Commonwealth Games.

LET THE GAMES BEGIN!

Birmingham 2022

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