

Good Sportsmanship

"I have missed more than 9000 shots in my career. I have lost almost 300 games. On 26 occasions I have been entrusted to take the game winning shot...and missed. And I have failed over and over again in my life. And that is why...I succeed."

- Michael Jordan

Theme: Sore Losers

Film: *Chariots of Fire*

(PG-13) 1:23

In the Olympic trials in the early years of the twentieth century, Cambridge track star Harold Abrams finally has a chance to compete against his rival, Scottish missionary-turned-Olympic-athlete Eric Liddell. After losing the race, Harold replays the defeat in his mind again and again, refusing to let it go. It will take harsh words from his girlfriend to help him regain some perspective.

Watch Video Clip – Channel 67 – after morning announcements

Teaser Question: Were you ever afraid to try something because you didn't want to fail?

Going Deeper: Is playing a sport always about winning? How do you feel when you try your best and lose?

Making Choices: You have worked very hard to prepare for the most important game of your life... and you lose. What have you learned? Do you still want to play the game? How do you feel towards those who won?

Activity: *Creating a Class Coat of Arms*

Performance Objective:

To build a healthy sense of teamwork by creating a personalized coat of arms.

Materials Needed:

Poster paper, markers, masking tape

Teachers Instructions:

- Before the session, the teacher will draw a coat of arms on a large piece of mural paper, dividing it into six roughly equal parts.
- Cut the coat of arms into six sections, marking the top of each section on the back of the paper.
- Divide the class into six groups and ask each group to complete a task which will contribute to an overall group project when put together.
 - **GROUP ONE'S TASK:** Decide on class colors and create a design using those colors on your piece of the coat of arms. Be prepared to tell the class why you chose those particular colors (for example, blue for loyalty and red for boldness).
 - **GROUP TWO'S TASK:** Decide on a class mascot and draw that mascot on your piece of the coat of arms. Be prepared to tell why you chose that mascot (for example, a lion for confidence and strength).
 - **GROUP THREE'S TASK:** Design a symbol that represents your class on your piece of the coat of arms. Be prepared to tell why you chose that symbol (for example, a star because this is a bright and impressive class).

- GROUP FOUR’S TASK: Decide on a class motto and write this on your section of the coat of arms (for example, “Moving Forward Together”).
- GROUP FIVE’S TASK: Decide on the class’ contribution to the rest of the school and draw a symbol of that contribution (for example, a smiling face to show how your class always brings joy and laughter to the rest of the school).
- GROUP SIX’S TASK: Choose three words that you hope people will remember when they think of your class and write them on your piece of the coat of arms (for example, “Bright, Cheerful, and United”). Offer assistance and encouragement to the groups throughout this exercise.

At the end of their work, ask each group to select a representative to read the group’s task to the class and show the results. The different drawings are placed carefully on another larger piece of paper to show the final resulting coat of arms. The groups can discuss the ways in which teamwork was happening in this exercise, both within each group and between the task groups. Were there times when bad sportsmanship occurred? Why?