Achievement Objective/s:

• Understand that events have causes and effects.

Key Competencies:

• Thinking
• Understanding symbols and text
• Managing self

Learning Outcomes:

By the end of this module students will:

• understand how important the history of hosting the Olympic Games is for Tokyo.
• know about the legacy created by New Zealand’s athletes at the Tokyo 1964 Olympics.

Activity/lesson

Lasting Legacy

Note: This Three Level Reading Guide is quite demanding and may be best suited for Year 9 - 10 students.

As an introduction to the Three Level Reading Guide students should complete the vocabulary match-up activity first.

Students read the article and answer the questions on the Three Level Reading Guide. The purpose of the reading task is firstly to build on students’ knowledge of vocabulary. Then to use the Three Level Guide to progress through a series of questions to show their understanding of the legacies of the Tokyo 1964 Olympics.

This is an online activity.

Resources:

Tokyo 1964
Three Level Reading Guide - worksheet
Further reading

Activity/lesson

Peter Snell – hero in Tokyo 1964

Suggested timing 30 minutes approx.

1. Download and read the Peter Snell Olympic story, either in full or in abridged form.
LEGACY 1964

Peter Snell – hero in Tokyo 1964 continued

2. As students read get them to record examples of the Olympic values of Respect, Excellence, and Friendship shown by Peter or other people. Compare findings.

3. Peter ran from home to school and back, and later he biked or ran to work to save time and money and to build up his stamina. Survey students about how they travel between home and school. Work out the most common mode of travel. Does anyone run to school – why or why not? Discuss what types of exercise students do to maintain their own health.

4. Peter says that breaking the world 4 x 1 mile record was one of the great moments in his career. This was obviously a team effort. Discuss the pros and cons of team sport and individual sport. Discuss why it is important to be able to work in a team.

Activity/lesson

Tokyo 1964 Olympics

Prezi / Kahoot
Show the Prezi - this has a few facts about the Tokyo 1964 Olympic Games. This has links to a couple of short video clips.

Then students play the Kahoot quiz - with questions relating to the Prezi.

Remembering Excellence inquiry task - NZ athletes of the Tokyo 1964 Olympics
Note: This is also an activity in the Values module

This could be given as a homework assignment. It would also work well as a group Project-Based Learning task. This is an opportunity to allow students to choose who they research, what questions they would ask, and how the learning will be presented. It helps students to work collaboratively (if given as a group project) and develops their critical thinking skills. Students can think creatively about how they wish to showcase their understanding.

Reading comprehension - 54 years since Tokyo 1964

Students read through this article written by Michael Warren on the NZOC website. This has a lot of further detail about New Zealand’s successes at the Tokyo 1964 Olympic Games. It also features further video clips and photos of New Zealand athletes.
LEGACY 1964

Tokyo 1964 Olympics continued

Quizlet live game

Once students have read the information in the article, 54 years since Tokyo 1964, students can play Quizlet live. This is a fun team quiz game that students play using a device.

If you are new to Quizlet live find out more about how to play Quizlet live by watching the guided tour on the Quizlet live guided tour link.

The Quizlet live quiz game link will take you to the Quizlet live code for your students to type in once they have downloaded the Quizlet app. They will need this to play the game.

If you are unsure, the link to further instructions has screenshots showing you these steps.

Activity/lesson

Tokyo 1964 - Shinkansen train

Watch the video on the creation of the Shinkansen train which started running two weeks before the Tokyo 1964 Olympics. Students can research other information about this.

Read the Shinkansen Facts resource. Then complete the Wizer.me online ‘fill in the gaps’ activity

Suggested timing
30 minutes approx.

Resources:

- Quizlet live guided tour
- Quizlet live quiz game
- Further instructions for Quizlet live

Resources:

- How Shinkansen trains changed travel
- Shinkansen facts
- Wizer.me activity

Suggested ways to assess students’ learning outcomes:

Formative Assessment:
Quizlet live game, Kahoot and online worksheets, Wizer.me

Summative Assessment:
Remembering Excellence inquiry task

Disclaimer: This resource was produced on behalf of the Asia New Zealand Foundation and the New Zealand Olympic Committee for teachers to grow New Zealand students’ knowledge of Asia. The content of this resource does not necessarily reflect the views of the Foundation. Some resources reflect individuals’ views and those prevalent during significant historical periods.