Weekly Curriculum
Lesson Plans and
Physical Activities for
Primary School

https://learning.gaa.ie/primary-school

@GAAlearning
gamesdevelopment@gaa.ie

Supported By

@gaelicplayers
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Learning Activity 1

Junior Infants to 2nd Class

History - Strand Unit: Continuity and change in the local environment.

Aim: Compare photographs of Croke Park in the past with present day photograph

1. Look at these photographs

2. Go through the following questions (or similar).

   What things in the photograph are different from today and what is the same?

   Guess the years that you think these pictures were taken in? - Which is the oldest photograph?

   What changes have been made to:
   (i) the stadium? (ii) the clothing and playing equipment?

   Cut out the photographs and place them on a timeline
3. Try to find old photographs of your club or county and discuss them.

4. Ring an older relative to ask about a game they played or saw in the past. Ask them about their favourite visit to Croke Park.

Wordsearch

Did You Know?

Croke Park stadium is one of the largest in Europe, with a capacity for 82,300 people. Dr. Croke, Archbishop of Cashel, was appointed one of the first patrons of the GAA, when it was founded in 1884. This is who the Croke Park is named after.
3rd to 6th Class Pupils

History - Strand Unit: Games and Pastimes in the Past.

**Aim:** Examine the origins of Gaelic Games in the locality and the formation of the GAA.

1. Examine these following worksheets.  
   [Click on images to open](#)

2. (a) Discuss similarities and differences between the photographs.
   (b) Estimate the years that you think these pictures were taken in? The children could cut out the photographs and place them on a timeline.
   (c) Which is the oldest photograph? 
   (d) What changes have been made to: (i) the stadium, (ii) the clothing and playing equipment?

   **Worksheet 4B: Croke Park... Then and Now**

   **Worksheet 4D**
3. Examine these following worksheets.

4. watch one of these video clips
Answers

Worksheet 4D photographs are: 1. Picture of Dublin and Cork teams, 1935. 2. All-Ireland camogie final, Dublin v Galway, 1970. 3. Cúchulainn team photograph 1904. The first set of camogie rules were drawn up in 1903 and the official launch of camogie took place with the first public match between Keating’s and Cúchulainn’s in 1904. 4. 1930 All-Ireland camogie final.

Worksheet 4E photographs are: 1. Archbishop of Cashel throwing in the ball in the 1956 All-Ireland hurling final, Cork v Wexford, Croke Park. 2. All-Ireland junior football semi-final 1925, Sligo v Louth in Croke Park. 3. All-Ireland SHC Final 2019 Kilkenny v Tipperary, Croke Park. 4. All-Ireland senior football championship final 2006, Kerry v Mayo, Croke Park.
History

Competition of the Week

Complete a project about the History of the GAA

Use twinkl.ie to help you.

Ask your parent/guardian to email photos of your completed project to gamesdevelopment@gaa.ie by Friday April 24th including:

- Your first name
- The name of your school and county
- The name of your local GAA club, if you have one.

Win complimentary Family Passes to the Croke Park Stadium Tour

Winners will be announced the following week on @GAALearning.

By sending the email, parents / guardians are consent for the photos and details to be shared on official GAA online channels.
Learning Activity 2
Junior Infants to 2nd Class

Geography – Strand: Human Environments (People at Play)

Aim:

1. Appreciate the roles of people who help at play.
2. Describe location and features of play spaces.
3. Discuss and record simply journeys to and from play spaces.

1. Use this worksheet (a simplified map of the general Croke Park area) to introduce the importance of mapping.

2. Discuss who would need this map of Croke Park and why.
3. Through role play, the children could use the maps to give directions to Croke Park.

4. Discuss local landmarks and ask the pupils to give directions to the various locations, e.g., school, local GAA pitch, church, etc.

5. Draw simple maps to these locations.

3rd to 6th class pupils

Geography - Strand:
Human environments (county, regional and national centres)

Aim:
The children should be enabled to familiarise themselves with the 32 counties of Ireland.

1. All Ireland Draw

Cut out the 32 county names and place them in a container. Then, through drama, hold a mock draw for a knockout championship. Give roles to different members of your house to participate in the draw (GAA president, RTE presenter, sponsor representative). Then pretend you are a famous player from a team and give your reaction to the draw!
3. Children decide which container (province) each county will go into. They could also decide a neutral venue for the games, specifying ones which would be approximately halfway for the competing counties. For example, if Down are playing Wexford, where would be a fair venue?

4. Complete the county profile for your county and one other county using this worksheet.

5. Draw a picture of these two counties competing and write the venue on your drawing.
Match Activity

Using a pen match each player to their county.

Counties Spelling Bee.

Get a family member to challenge you on your Province Spelling Bee! Spell the name of your province and all the counties in it. How many can you get right?
Learning Activity 2

All Classes

Geography - Strand: To explore feelings, knowledge and ideas leading to understanding.

Aims:
1. To enable the children to develop, in role, the ability to co-operate and to communicate with others in helping to shape the drama.

2. To enact spontaneously for others in the group a scene from the drama, or share with the rest of the class a scene that has already been made in simultaneous small-group work.

1. Show your child this worksheet and explain that they will need to research the player in order to find out some of the information. After this activity the children should have an idea of the player's character and image.
2. Discuss a typical match day for this GAA player; the morning, the journey, the match, the result and the aftermath. Discuss the feelings that he/she may experience, the people he/she would be with, the reactions to certain things at different times of that day.

3. The children should discuss all aspects of that moment in the day for that character and other characters involved. The children take on the role of the characters and create three still images, one leading into another, that portray that part of the player’s day.

4. Discuss the different moments of the day that the class are focusing on. Ask the children to put them in the order in which they might occur. The ‘morning’ group begins. Explain to the children that they are to create their first still image, hold it and then after the you clap, they create their second and third image as smoothly as possible.

5. As an extension allow the children watch All-Ireland Final Day when the cameras go behind the scenes on the day of the hurling finals to offer a unique perspective on the biggest day in the sporting year.

6. Ask your child to do one of the following:

• Write an essay entitled “A day in the life of.....”

• Write a diary entry of a player on All-Ireland final day.
Fun Maths Puzzles

1. The numbers on the jerseys of direct opponents in a hurling match add up to 17.
   (a) What numbered player marks no. 3? ______________
   (b) What numbered player marks no. 6? ______________
   (c) What numbered player marks no. 11? ______________

2. The first hurling All-Ireland was held in 1887. One was held every year since then, except in 1888.
   How many All-Ireland finals have there been to date? __________

3. If a sliotar travels 65 metres in 3 seconds what speed is it travelling at?
   ______________
Click on images to open

For more Skill Challenges, see learning.gaa.ie