LEARNING THROUGH FOOTBALL
OFF THE PITCH AND INTO THE CLASSROOM

SCOTTISH FA

UEFA EURO 2020 — GLASGOW HOST CITY

TECHNOLOGIES

Design or construct model stadia – consider the 12 unique stadia hosting UEFA EURO 2020.

- Craft, Design, Engineering and Graphics – TCH -09a, -12a
- Angle, symmetry and transformation MTH -17a, -17b, -17c, -17d

Learning about QR codes; how/where are they used? (use UEFA EURO 2020 e-tickets as stimulus).

- Use and create QR codes in own learning Digital Literacy TCH -01a, -02a
- Technological Developments in Society and Business TCH -05a, -06a, -07a

Access, retrieve and use information to support, enrich or extend learning. (done through many of the IDL activities).

- Searching, processing and managing information responsibly – TCH -02a

Using text, images and sounds to present; e.g. match commentary, podcasts etc.

- Using digital products and services in a variety of contexts to achieve a purposeful outcome – TCH -01a

Ensuring conservation of materials and resources, considering the impact of actions on the environment.

- Impact, contribution and relationship of technologies on business, the economy, politics and the environment – TCH -06a
- Energy sources and sustainability SCN -04a, -04b

Cooking footballers' food – try preparing a pre match meal.

- Food and Textile – TCH -04c
- Food and health – HWB -28a

- 🔴 LITERACY
- 🔵 MATHS & NUMERACY
- 🟢 SCIENCE
- 🟠 EXPRESSIVE ARTS
- 🟢 HEALTH AND WELLBEING
- 🔵 TECHNOLOGIES
- 🟣 SOCIAL STUDIES