

Poole Harbour Boat Race in your Classroom

The Poole Harbour Boat Race board game can be played by small groups of children (tables) in the classroom. Multiple copies can be printed out from the Poole Harbour Commissioners' website: www.phc.co.uk

The Poole Harbour Boat Race board game is both **fun** and **educational** - the children will learn while they play! The issues concerning the many different uses of Poole Harbour, featured in the game, will stimulate classroom discussion - most children from the Poole area will have views on Poole Harbour!

The Poole Harbour Boat Race and the National Curriculum

The Poole Harbour Boat Race board game can be used to meet National Curriculum targets. It is most suitable for Key Stage 2 but can also be used as a 'fun' way of introducing relevant topics at Key Stage 3.

Key Stage 2

Geography

Knowledge and understanding of environmental change and sustainable development

Primary Schemes of Work: Unit 23: Investigating Coasts (Years 5/6)

As they play *The Poole Harbour Boat Race* board game, children will want to discuss the following questions:

- What is Poole Harbour like?
- How and why do we need to manage Poole Harbour sustainably?
- Can people improve or damage the environment of Poole Harbour?
- Do decisions about Poole Harbour affect the future quality of people's lives?

Learning Outcomes

Children will learn that:

- People, including themselves, hold different views about the issues in Poole Harbour
- In Poole Harbour, people, place and the environment are interdependent

They should be encouraged to:

- Ask geographical questions
- Use appropriate geographical vocabulary

Knowledge and understanding of places

Primary Schemes of Work: Unit 13: A Contrasting UK Locality (Year 5)

During this unit, children learn to understand the similarities and differences between their own area and a contrasting locality in the UK. As Poole Harbour and the Port of Poole are so important to the local environment and economy of Poole, it is crucial that children have an understanding of their importance.

As they play *The Poole Harbour Boat Race* board game, children will want to discuss the following questions:

- What is Poole Harbour like?
- Why is Poole Harbour like this?
- What are the main similarities and differences between Poole and a contrasting UK locality?

Learning Outcomes

Children will:

- Learn that people affect the environment
- Learn that the features of localities influence the nature and location of human activities
- Develop an awareness of economic activities
- Understand similarities and differences between places

They should be encouraged to:

- Ask geographical questions
- Use appropriate geographical vocabulary

Personal, Social and Health Education and Citizenship

Learning Outcomes

Children will:


- Learn about responsible and safe use of Poole Harbour (in the Poole area, safety on the water is as relevant as road safety)
- Understand the needs of the different users of the harbour
- Learn to consider other players - taking turns

Numeracy

Playing board games is a brilliant way of developing confidence in numeracy. It practices counting on, counting back and involves problem solving and decision-making.

The Poole Harbour Boat Race board game could be used with small groups of children requiring special help with numeracy.

Literacy

If children are encouraged to talk about all the uses of the harbour that they encounter as they proceed around the board - the  facts will help stimulate discussion - playing the game will help develop speaking and listening skills.

Key Stage 3

Geography

The Poole Harbour Boat Race board game can help to deliver objectives of the following Units:

Schemes of Work: Unit 8: Coastal Environments (Year 8)

The Poole Harbour Boat Race board game can be used to introduce the following sections of this unit:

- How are coastal areas used by people? What conflicts of interest occur over the use of coastal areas and how can they be resolved?
- How can coastal areas be managed? What are the effects of environmental planning and management on coastal landscapes and the people who use them?

Learning Outcomes

The Poole Harbour Boat Race board game can help pupils to:

- Describe and explain how physical and human processes affect Poole Harbour
- Understand the viewpoints of different groups using the Harbour
- Make decisions about the likely environmental impact of a leisure development in the Harbour area
- Explore the idea of sustainable development and its implications within the Harbour

Knowledge and understanding of environmental change and sustainable development

Learning Outcomes

The Poole Harbour Boat Race board game can help pupils to:

- Explore the idea of sustainable development and recognise its implications for the people, place and the environment of Poole Harbour and for their own lives.

Knowledge and understanding of places

Learning Outcomes

The Poole Harbour Boat Race board game can help pupils to:

- Explore the physical and human features that give rise to the distinctive character of Poole Harbour
- Explore how places are interdependent through trade and international tourism through the Port of Poole

Citizenship

Schemes of Work: Unit 08: Leisure and Sport in the Local Community (year 7-9)

Section 5: Why does leisure and sport need regulation?

In the Poole area, water-based recreation is as important to the local community and the economy as other forms of sport. It is, therefore, highly relevant to this unit.

Learning Outcomes:

The Poole Harbour Boat Race board game will help pupils learn:

- That sporting and leisure activities need to be carefully regulated by law, and that health and safety issues need to be addressed

Schemes of Work: Unit 21: People and the Environment (Year 7 - 9)

Section 1: How do local environmental issues affect our community? What are our rights and responsibilities?

Learning Outcomes:

The Poole Harbour Boat Race board game will help pupils learn:

- About a topical local environmental issue
- To contribute to exploratory class discussion
- To use their imagination to consider other people's experiences
- To consider the importance of resolving conflict fairly

Remember... *The Poole Harbour Boat Race* board game can be printed out from the Poole Harbour Commissioners' Website. Why not suggest that the children play the game at home?