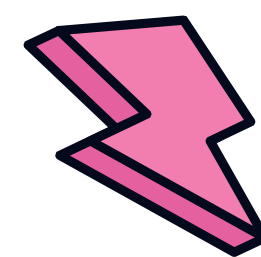


Supercodach in The Classroom

Supercoach in the classroom



What is supercoach?

Regardless of the sport you follow, it is highly probable that the word Supercoach is synonymous with your chosen code! From premier league to NFL, to Australian Rules football and Rugby, Supercoach has gripped fans and added another dimension to sport. There has even been a hit comedy series based around fantasy football (The League).

The concept of Supercoach requires you to take the role of coach of a virtual team. You select the players who make up your team (who can be from any club), while working within a salary cap as would a sporting franchise. Players values go up and down, based on their on-field performances and set scoring criteria. Throughout the season you also get the opportunity to trade out injured/underperforming players, all the while competing against an opponent each week and hopefully finishing the season on top of the ladder with the highest points and win/loss ratio. Sounds addictive, right? Millions globally would agree!

How can this concept be used as an educational tool?

With the ever-increasing popularity of Supercoach/fantasy football, we thought what better way to engage a classroom than by using this as a learning tool? Supercoach provides the following educational benefits:

Numeracy – Arithmetic, managing salary caps/monetary concepts, percentages, use of excel spreadsheets and graphs just to name a few.

Literacy – Writing match reports, weekly writing analysis of team/individual performance.

Life skills – Teamwork, time and money management, development of sporting career knowledge.

Physical benefits: Improved fitness and coordination, improved fundamental motor skills.

How to apply Supercoach in the classroom

To get value from this unit we suggest that you assign at least one session per week for a minimum of 5 weeks. Each student will complete a challenge to determine their starting value, based on their current skill base in an activity (see suggested challenge below.)

You can set your own salary cap but we like to use a \$1,500,000 salary cap and players are valued between \$100,000 and \$500,000. Students need to select a team of 5 players. You will need to give these values to the class in the first lesson so they are able to select their starting line ups.

We have created an example game that you can use the in the classroom below, but you can always adapt this to suit your subject area.

Supercoach in the classroom



Super Coach table hockey player challenge (player pricing)

Students complete the following five tests inside the classroom, to ascertain what their super coach value will be for the table hockey challenge. Each student will need a 20 cent Australian coin, to complete the super coach grading rubric. Students will get 10 attempts at each skill with a maximum value of \$100,000 for each.

- 1. Target flick** – Have ten attempts to double finger flick the coin at a target at the other end of a table or desk. Make this target small and the same target for all students completing the grading. Each flick they get on target is worth \$10,000 towards their overall value.
- 2. Spin the coin and catch** – This skill requires players to spin the coin and catch it between both of their thumbs. Students get ten attempts to do this, each time they complete a catch between their thumbs they are awarded \$10,000.
- 3. Right hand flick** – Students start the coin on the edge of the table and have three pushes of the coin with their right hand to try and get half of the coin resting on the opposite side of the table. Each time they successfully this they are awarded \$10,000. Students have ten turns to try and win as many points as possible for their player value.
- 4. Left hand flick** – Students start the coin on the edge of the table and have three pushes of the coin with their left hand to try and get half of the coin resting on the opposite side of the table. Each time they successfully complete this they are awarded \$10,000. Students have ten turns to try and win as many points as possible for their player value.
- 5. Flick up and catch** – This skill requires players having half the coin resting over the edge of the table. They then need to flick the coin up and catch it in the same hand. Again, they have ten attempts at this, with \$10,000 going to their value for each catch they complete.

Students can attempt a higher money value for any of the five challenges above when they have free time. The only catch is that they can lose value if their score decreases. If a student attempts one of the challenges above and does not achieve the same score as before, they reduce their value and are stuck with the new score they achieve. This is great, as student's prices will go up and down. This also means that they will want to practise their table hockey skills as much as possible to get better and eventually achieve the highest possible super coach value of \$500,000 for having top marks in all five categories.

Supercoach in the classroom



How to play - Competition and round robin focus

Give each student the salary cap/player values and allow them 10-15 minutes to select their starting line-up of 5 players. They may select any 5 players, as long as the total value of their team falls under \$1,500,000 total.

Once teams are selected, it is time to start competition. Table Soccer arenas will be set-up around the classroom and each player is assigned a match against another player (see table Soccer rules below). These matches form the weekly competition and the basis of the ladder. We suggest a 10-minute game against an opposition and playing 2-3 rounds each week.

Players that start at \$500,000 are obviously only going to drop in value, however they may also score highly and win games.

As well as calculating new values for each of the players in their respective teams, students will also be playing against an opponent each week. The winner is the team with the highest overall total score, which is determined by the total score of each of the teams' 5 players. This competition should be set-up as per any round robin with a fixture and then ladders can be set-up with results.

For example, player 1 (Ron) might have a match against player 2 and win 10-8 within the 10 minutes. They therefore not only register a win on the individual ladder, but they also get 10 points for any Supercoach team that they have been selected in.

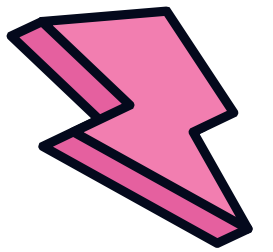
Individual Ladder

Player	W	L	Goals for	Goals against	%
Ron	1	0	10	8	120
Dale	0	1	8	10	80

Team play/ladder

Each player will have selected 5 players for their team. In the example above, if they had Ron in their team they would get 10 points and if Dale was in their team they would get 8 points. They tally their total points from their 5 players to get their Supercoach team score.

Supercoach in the classroom



Ron's Rangers		defeated	Dale's Daggers	
Dale	8		Ron	10
Campbell	12		Don	8
Bree	4		Julie	6
Barb	10		Steve	8
Ron	10		Sally	3
Total	44		Total	35

Player	W	L	For	Against	%	Team value (+/-)
Ron's Rangers	1	0	44	35	125.71	
Dale's Daggers	0	1	35	44	79.55	

Weekly activities/learning outcomes

At the conclusion of the session each week, the following activities should be completed:

- Calculation of individual player values.
- Win/loss individual result ladder.
- Team value and overall score with ladders.
- Match write-ups to be included. Discussion of player value changes and match results.
- Ladder and fixture displayed in the classroom to create excitement.

Player Pricing

Target flick – Have ten attempts to double finger flick the coin at a target at the other end of a table or desk. Make this target small and the same target for all students completing the grading. Each flick they get on target is worth \$10,000 towards their overall value.

\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	Total Value \$
\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	

Spin the coin and catch – This skill requires players to spin the coin and catch it between both of their thumbs. Students get ten attempts to do this, each time they complete a catch between their thumbs they are awarded \$10,000.

\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	Total Value \$
\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	

Right hand flick – Students start the coin on the edge of the table and have three pushes of the coin with their right hand to try and get half of the coin resting on the opposite side of the table. Each time they successfully this they are awarded \$10,000. Students have ten turns to try and win as many points as possible for their player value.

\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	Total Value \$
\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	

Left hand flick – Students start the coin on the edge of the table and have three pushes of the coin with their left hand to try and get half of the coin resting on the opposite side of the table. Each time they successfully complete this they are awarded \$10,000. Students have ten turns to try and win as many points as possible for their player value.

\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	Total Value \$
\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	

Flick up and catch – This skill requires players having half the coin resting over the edge of the table. They then need to flick the coin up and catch it in the same hand. Again, they have ten attempts at this, with \$10,000 going to their value for each catch they complete.

\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	Total Value \$
\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	