

## ACTIVITY 11

### Pitches to Posts

#### Suggested Learning Intentions

Pupils learn to:

- calculate dimensions of real-life objects;
- recognise 2D shapes in real-life objects;
- recognise and explain the features of the layout of a sports field; and
- speculate on the result of a change in the dimensions of a sports field.

#### Suggested Learning and Teaching Activities

##### Activity 1

Lines on sports field pitches differ, depending on the sport. **Pupil Resource V Pitches to Post** is a diagram of a football, rugby and GAA pitches.

Ask your pupils how many of these shapes they can see:

- a) squares      b) circles      c) rectangles      d) semicircles      e) quadrants

Divide the class into three groups. Ask each group to research the meaning of the different lines and shapes on either a soccer, rugby or GAA pitch.

##### Activity 2

Ask your pupils to investigate the dimensions of different types of pitches. Ask them:

Do all soccer, rugby or GAA pitches have to be the same size?

How do soccer, rugby and GAA pitches differ in size? Calculate the perimeter or area of the different pitches.

Must these games be played on grass surfaces?

What height are the goalposts on each of these pitches? How wide apart are the posts?

What would happen if:

- the width or height of the goalposts in soccer was increased?
- the width or height of the goalposts in soccer was decreased?
- the length and width of a rugby pitch was increased?
- the goalposts in GAA were moved closer to the corners of the pitch?

You can use other pitches or surfaces in this activity, for example tennis courts, hockey pitches or even snooker tables.



## Resource V: Pitches to Posts

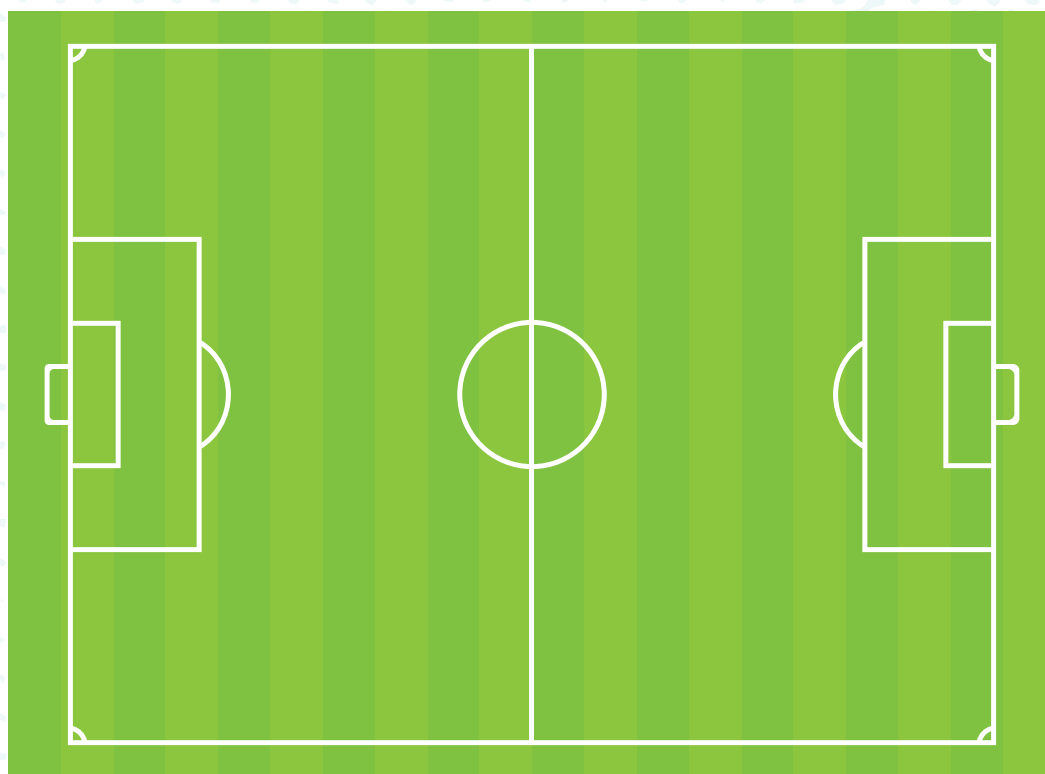
Here are some images of sports pitches.

How would you describe these? Think about the different lines and shapes.

What is the purpose of the different lines, shapes and areas on each of the pitches.

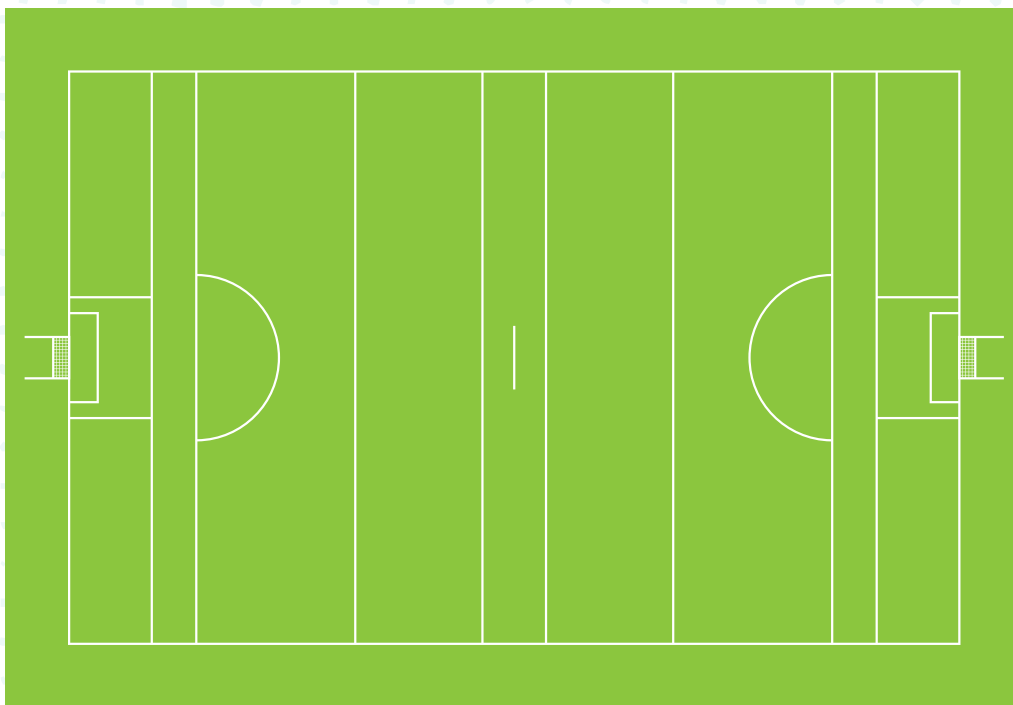
Do all of these pitches have to be a certain size or area? Why?

**A Soccer Pitch**





### A GAA Pitch



### A Rugby Pitch

