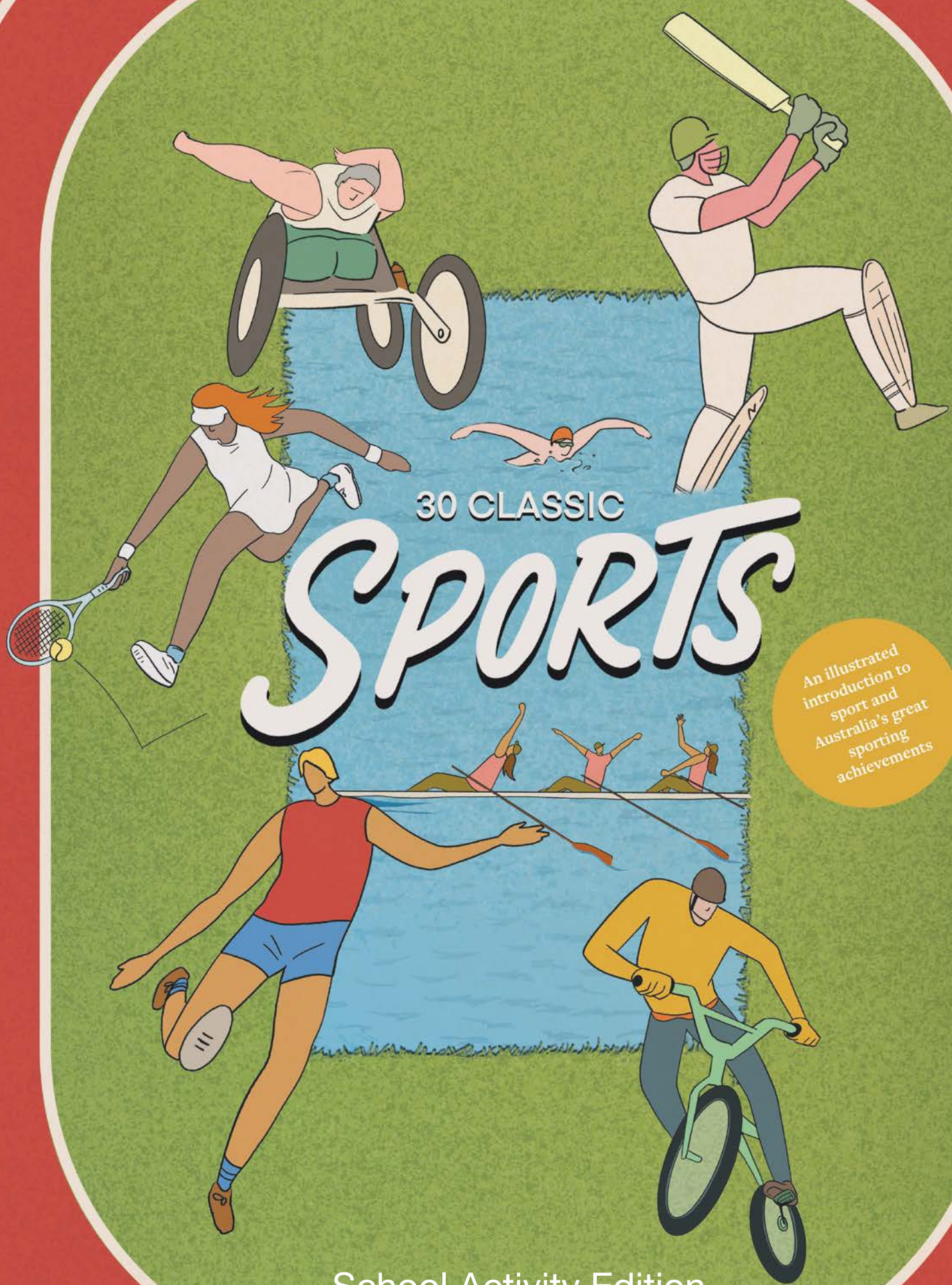




30 CLASSIC

SPORTS

An illustrated
introduction to
sport and
Australia's great
sporting
achievements

School Activity Edition

30 CLASSIC
SPORTS

School Activity Edition

TEACHERS NOTES

About this book

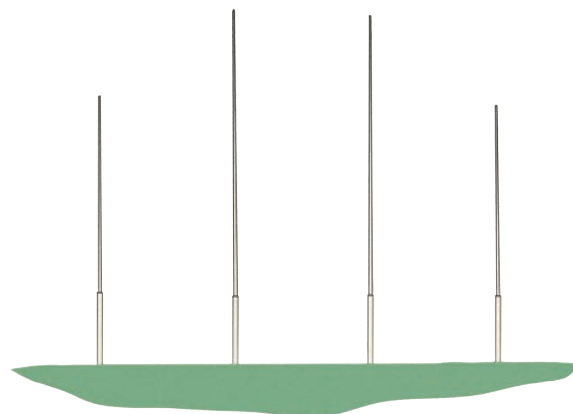
30 Classic Sports is an illustrated introduction to and exploration of thirty of the world's most popular sports and Australia's rich sporting culture.

Combining accessible nonfiction writing with contemporary illustration, the book explores how sport shapes communities, builds resilience, encourages teamwork, and inspires people of all ages to challenge themselves and connect with others.

While the book introduces the rules, history and significance of each sport, it also invites students to think creatively about movement, storytelling, design and the visual language of sport.

About the Author and Illustrator

Alex Hallahan is a Melbourne-based author, illustrator and designer. His work explores storytelling through words and images, with a particular interest in creating books that inspire curiosity, creativity and imagination.



Using This Resource

The activities in this pack have been designed for **years 3-6** with the intention to encourage students to look beyond the scoreboard.

Students are invited to

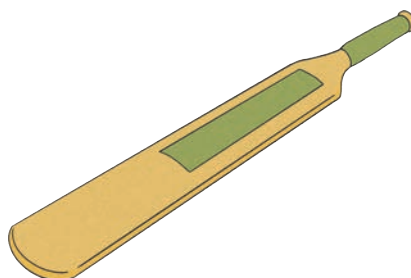
- Explore how illustrations communicate movement and emotion
- Develop creative thinking and problem-solving skills
- Strengthen literacy through storytelling and descriptive writing
- Build visual arts skills through observation and design
- Reflect on the role sport plays in Australian culture and community

Activities can be completed individually, in pairs, or as whole-class projects.

Curriculum areas: English, Visual Arts, Health & Physical Education

Themes

- Teamwork
- Resilience
- Creativity
- Community
- Australian Identity
- Visual Communication
- Health and Wellbeing



1. Design Sport #31

The book contains 30 sports.

Challenge students to invent the 31st Classic Sport.

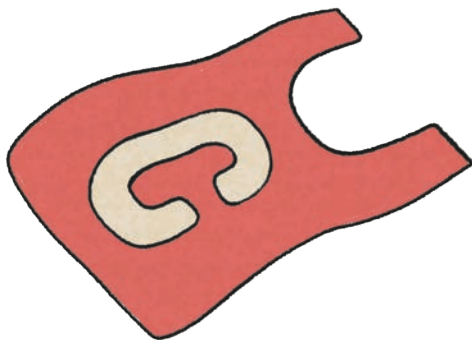
Must include:

- Name
- Rules
- Equipment
- Playing area
- One illustration in the style of the book
- Explain why people want to play your sport

Examples:

- Cloudball
- Moon Cricket
- Scooter Polo

(worksheet on next page)



Worksheet for Design Sport #31

DRAW YOUR SPORT

SPORT NAME	
RULES	
EQUIPMENT	
HOW DO YOU SCORE	
WHY WOULD PEOPLE LOVE PLAYING IT	

2. The Missing Moment

Show a sport spread.

Ask:

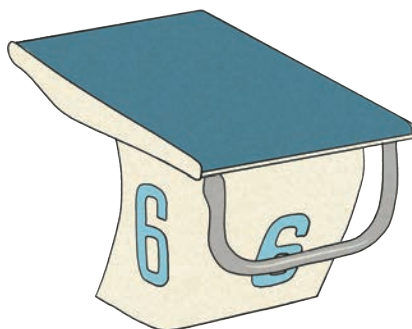
What happened 5 seconds before this picture?

And:

What happens 5 seconds after?

Students write:

- Before
- During
- After



3. Build an Athlete From Shapes

First, look at the efficiency of style used to create the shapes of the athletes and sporting scenes in the book.

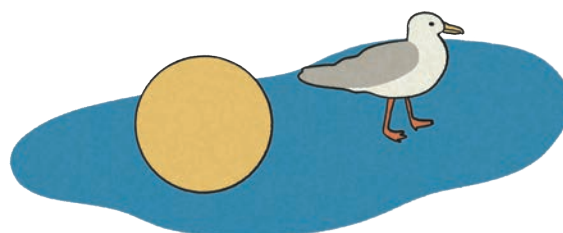
Challenge:

Illustrate a sporting pose using only 10 shapes.

No details.

No faces.

Try and capture the movement.



4. Crowd Stories

The back cover has a huge illustrated crowd.

Ask:

Choose one person in the crowd.

Write:

- Their name
- Who they're barracking for
- Why today's game matters to them



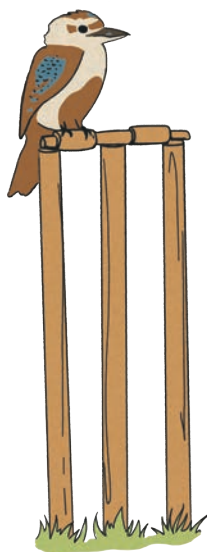
5. Design Your Sporting Poster

Imagine your sport is going to the Olympics.

Create:

- Event name
- Mascot
- Poster
- Colour palette

Inspired by the book's visual style.



6. Backyard Olympics

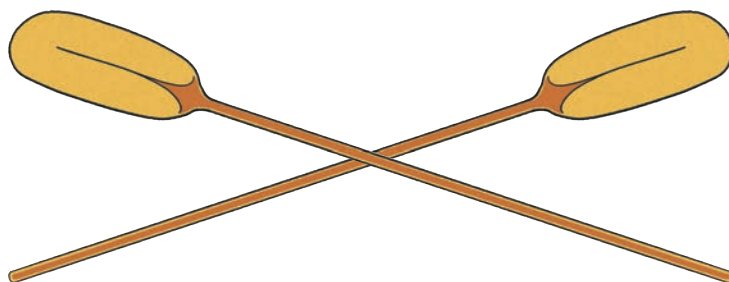
Students invent a sport using:

- One household object
- One unusual rule
- One scoring system

Then illustrate it.

Examples:

- Sock Toss
- Bin Goal
- Bucket Bowling
- Chair Relay



"Good Game!"

Share your work
with us!

www.inkcappublishing.com.au

contact@inkcappublishing.com.au

@inkcap.p