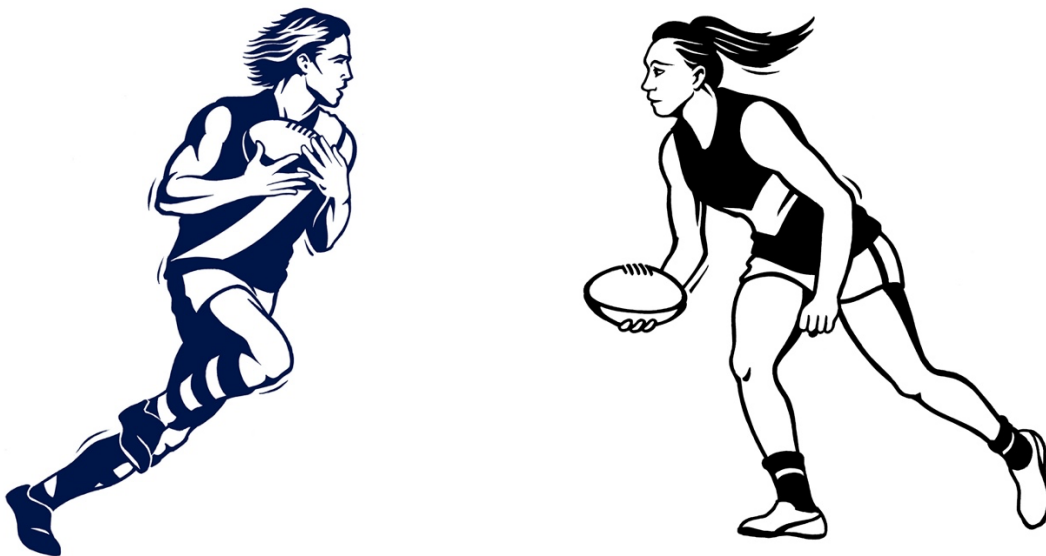


**you<sup>do</sup><sub>the</sub>**  
**MA+HS**

# Football Games and Worksheets



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## Around the Grounds

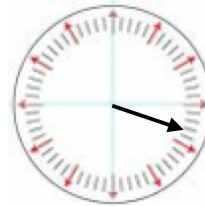
In Australian Football teams score 6 points for every goal and one point for a behind. The game is played over four quarters and each quarter is twenty minutes long with extra time, which is known as "time on".

Look at the scoreboards below and summarise the information as per the example.

Teams	Goals	Behinds	Total Score
North	7	11	53
South	4	6	30

Margin : 23 points

Time : 19 min. (3<sup>rd</sup> Quarter)

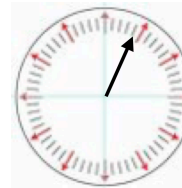


1.

Teams	Goals	Behinds	Total Score
Adelaide	12	14	
St Kilda	9	6	

Margin : \_\_\_\_\_

Time : \_\_\_\_\_ (4<sup>th</sup> Quarter)

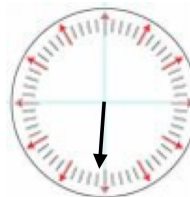


2.

Teams	Goals	Behinds	Total Score
Richmond	6	9	
Brisbane	8	6	

Margin : \_\_\_\_\_

Time : \_\_\_\_\_ (2<sup>nd</sup> Quarter)

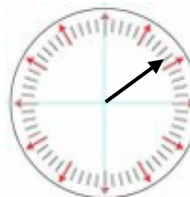


3.

Teams	Goals	Behinds	Total Score
Sydney	5	16	
Bulldogs	10	4	

Margin : \_\_\_\_\_

Time : \_\_\_\_\_ (3<sup>rd</sup> Quarter)

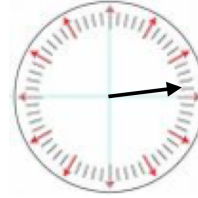


4.

Teams	Goals	Behinds	Total Score
Carlton	10	12	
Collingwood	14	13	

Margin : \_\_\_\_\_

Time : \_\_\_\_\_ (4<sup>th</sup> Quarter)

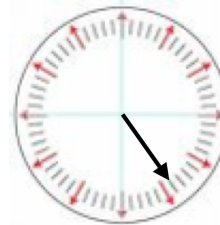


5.

Teams	Goals	Behinds	Total Score
West Coast	14	10	
Melbourne	5	8	

Margin : \_\_\_\_\_

Time : \_\_\_\_\_ (3<sup>rd</sup> Quarter)

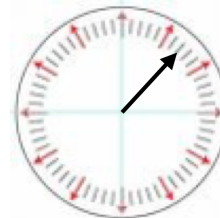


6.

Teams	Goals	Behinds	Total Score
North Melbourne	1	1	
Essendon	2	1	

Margin : \_\_\_\_\_

Time : \_\_\_\_\_ (1<sup>st</sup> Quarter)



7.

Teams	Goals	Behinds	Total Score
Geelong	15	6	
Port Adelaide	10	9	

Margin : \_\_\_\_\_

Time : \_\_\_\_\_ (3<sup>rd</sup> Quarter)

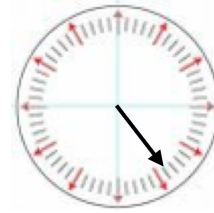


8.

Teams	Goals	Behinds	Total Score
Hawthorn	19	17	
Fremantle	13	11	

Margin : \_\_\_\_\_

Time : \_\_\_\_\_ (4<sup>th</sup> Quarter)

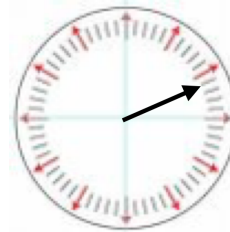


9.

Teams	Goals	Behinds	Total Score
Gold Coast	9	4	
GWS	6	1	

Margin : \_\_\_\_\_

Time : \_\_\_\_\_ (2<sup>th</sup> Quarter)



## More than a score

In Australian Football teams score 6 points for every goal and one point for a behind. Do you notice anything unusual about North's score, shown below?

Teams	Goals	Behinds	Total Score
North	2	12	24
South			

Did you notice that  $2 \times 12 = 24$ ?

How often does that happen in football. Can you think of other scores where the number of goals multiplied by the number of behinds equals the total score?

Hint : Try starting at low scores and see if you can work out a pattern.  
OR Use a spreadsheet to calculate scores quickly.

For the solutions, scan the QR code shown below.



## Keeping Score

In Australian Football teams score 6 points for every goal and one point for a behind. But it wasn't always this way. When the game first started (in the 1850s) a goal was a single point. Behinds were recorded, but were of no value.

International Rules Football is played between Australia and Ireland. In these games, goals are worth 6 points, overs are worth 3 points and a behind is worth one point.

1. In International Rules Football, how do you score:
  - (a) a goal,
  - (b) an over,
  - (c) a behind?
  
2. Consider the following sports and explain what the scoring system is in each game. You do not need to explain how to achieve these scores.
  - (a) Soccer
  - (b) Rugby League
  - (c) Rugby Union
  - (d) American Football (Gridiron)
  - (e) Gaelic Football
  
3. The scoring system can impact on how a game is played. What do you think would happen...
  - (a) in Australian Football, if a goal was only worth 2 points and a behind was worth 1 point?
  - (b) in Cricket, if a "6" became worth 10 runs?

To see how the scoring in Australian Football occurs, scan the QR code below.



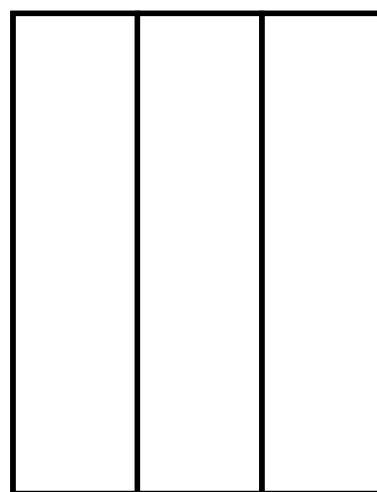
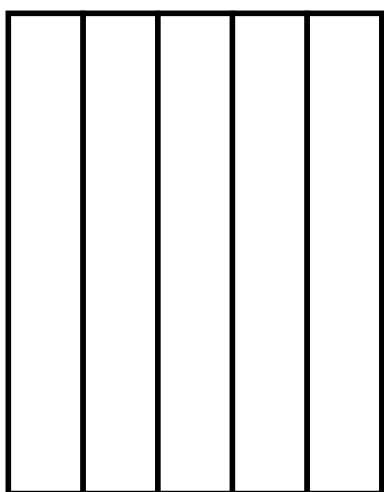
## Jumper Designs

Football jumpers today have a mixture of designs - from very basic shapes to those with artistic designs showing club symbols . Prior to the expansion of the VFL to AFL, football jumpers had very basic designs. Shown below are some of those designs. Colour these in with your favourite teams, or make up your own pattern on the jumper.

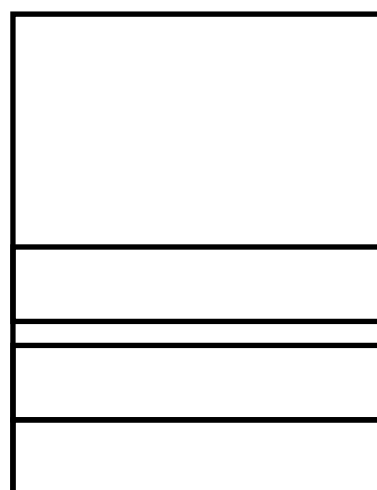
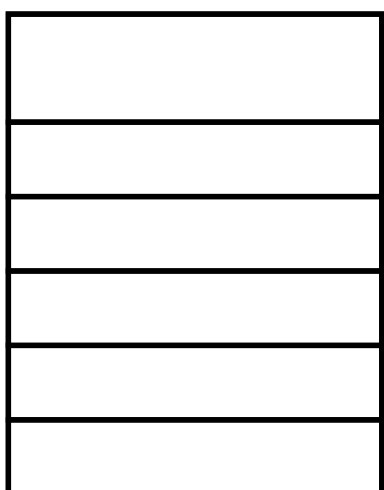
### BASIC DESIGNS

These are some of the basic designs of jumpers - there are many variations, but these are what most jumpers were based upon.

1. Vertical stripes. These jumpers may include about 7 vertical stripes of alternating colours. Variations include wider stripes (St Kilda) or very narrow strips (Port Adelaide Magpies in the SANFL).

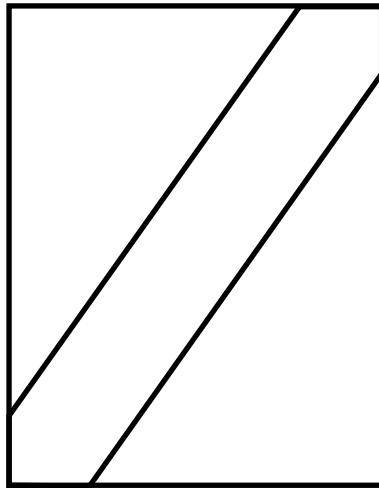


2. Horizontal stripes. These jumpers may include about 7 to 9 horizontal stripes of alternating colours. Variations include fewer stripes, often in the lower or middle part of the jumper only. (Western Bulldogs)

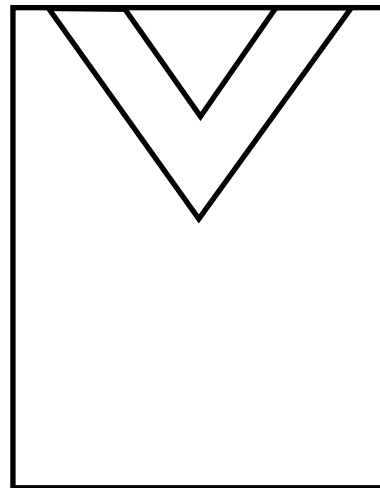
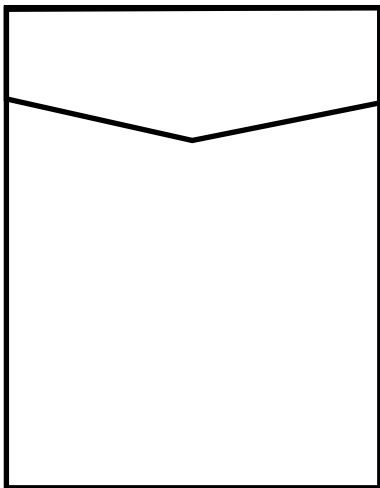




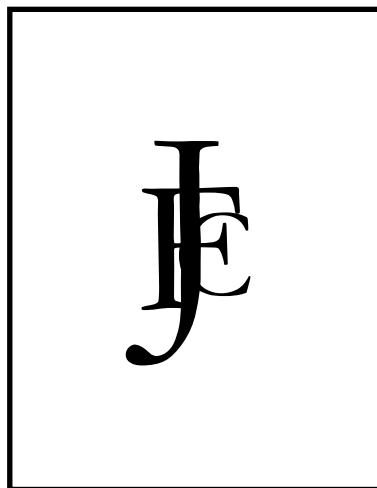
3. Sashes. These jumpers include a sash running from the lower left corner of the jumper to the top right.



4. V-Neck or Yoke. These jumpers are predominantly one colour, with v-neck, or yoke, in a different colour at the top of the jumper. Variations on this jumper include a “V” coming off the shoulders.

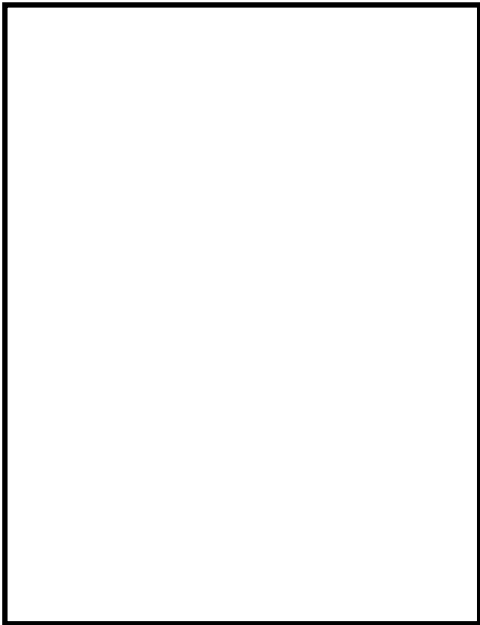


5. Monogram. These jumpers are predominantly one colour, with a club monogram (or club initials) at the centre of the jumper.

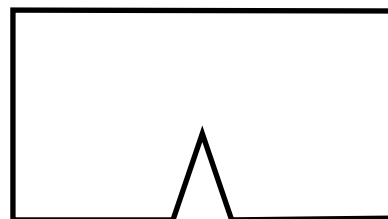
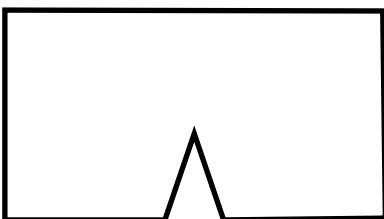
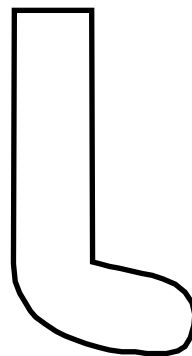
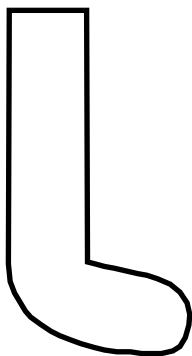


## MIXED DESIGNS

By using some of the ideas of the basic jumper designs, or some of your own, create two new jumper designs.



Now add the shorts and socks that go with your jumper designs.



## MODERN DESIGNS

As the VFL competition expanded to form the AFL, the game became more professional. Increased television exposure and more marketing, has meant that teams often have several jumpers - such as their main jumper, a clash jumper (when they play against teams with a similar jumper), a pre-season jumper and a jumper for special events, such as Indigenous and Heritage Rounds.

When the West Coast Eagles came into the expanded VFL in 1987, their jumper included a clever arrangement of shapes, which looked like an Eagle. A similar design is used by the Eagles in the S.A.N.F.L. Research this design and copy into the space below.

Try using some shapes, which together look like an animal, or some object.

## Football - Dice Game

Here is a game that's easy to play and just requires 2 players, a dice and a sheet of paper.



**Rules:**

1. Players decide who will have first possession by rolling a dice. The highest roll wins. If they both have the same number, the roll occurs again.
2. The player in possession rolls the dice. The following will occur.

Dice Number	Outcome
1	Cross off one minute off the time sheet. Keep possession.
2	Cross off two minutes off the time sheet. Keep possession.
3	Keep possession.
4	Your opponent takes possession.
5	You score a behind. Your opponent then takes possession.
6	You score a goal. Then repeat Rule Number 1.

3. When the time sheet hits 30 minutes that quarter is over. Players can choose to play 1, 2 or 4 quarters.
4. One goal is worth six points and a behind is worth one point.

Time Sheet									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

SCOREBOARD			
PLAYER		PLAYER	
Goals	Behinds	Goals	Behinds
Total		Total	



## FOOTBALL DICE GAME

Time Sheet									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

SCOREBOARD			
PLAYER		PLAYER	
Goals	Behinds	Goals	Behinds
Total		Total	



Time Sheet									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

SCOREBOARD			
PLAYER		PLAYER	
Goals	Behinds	Goals	Behinds
Total		Total	



## FOOTBALL DICE GAME

Time Sheet									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

SCOREBOARD			
PLAYER		PLAYER	
Goals	Behinds	Goals	Behinds
Total		Total	



Time Sheet									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

SCOREBOARD			
PLAYER		PLAYER	
Goals	Behinds	Goals	Behinds
Total		Total	



# SOLUTIONS

## Around the Grounds

Teams	Goals	Behinds	Total Score
Adelaide	12	14	86
St Kilda	9	6	60

1. Margin : A by 26 points at 4 min. mark of 4th Quarter

Teams	Goals	Behinds	Total Score
Richmond	6	9	45
Brisbane	8	6	54

2. Margin : B by 9 points at 31 min. mark of 2nd Quarter

Teams	Goals	Behinds	Total Score
Sydney	5	16	46
Bulldogs	10	4	64

3. Margin : B by 18 points at 9 min. mark of 3rd Quarter

Teams	Goals	Behinds	Total Score
Carlton	10	12	72
Collingwood	14	13	97

4. Margin : Coll. by 25 points at 14 min. mark of 4th Quarter

Teams	Goals	Behinds	Total Score
West Coast	14	10	94
Melbourne	5	8	38

5. Margin : WC by 56 points at 24 min. mark of 3rd Quarter

Teams	Goals	Behinds	Total Score
North Melbourne	1	1	7
Essendon	2	1	13

6. Margin : E by 6 points at 7 min. mark of 1st Quarter

Teams	Goals	Behinds	Total Score
Geelong	15	6	96
Port Adelaide	10	9	69

7. Margin : G by 27 points at 21 min. mark of 3rd Quarter

Teams	Goals	Behinds	Total Score
Hawthorn	19	17	131
Fremantle	13	11	89

8. Margin : H by 42 points at 24 min. mark of 4th Quarter

Teams	Goals	Behinds	Total Score
Gold Coast	9	4	58
GWS	6	1	37

9. Margin : GC by 21 points at 11 min. mark of 2nd Quarter

## More than a score

Scan the QR code below.



## Keeping Score

- The ball is kicked or knocked into the net, below the crossbar.
  - The ball goes over the crossbar, between the goalposts.
  - The ball goes between the goal and behind posts.
- Investigate these sports to determine the scoring systems.
- Teams would probably score more behinds, as 2 are worth one goal.
  - Players would try to hit the ball over the boundary more often as they would receive a greater reward.