

Education Program Vision:

To motivate and inspire students and in doing so forge a lifelong connection with Adelaide Oval.

Scope:

Adelaide Oval is an awe-inspiring location for young people, positioning the Oval as a powerful educational prospect to foster diverse learning and enjoyment pathways for students across all ages.

Primary & Middle School target learning areas:

- Humanities and Social Sciences
- Science, Technology, Engineering, the Arts and Maths (STEAM).
- Health & Physical Education (HPE).

Secondary & Tertiary target learning areas:

- Careers
- Tourism and Hospitality, Business & Events
- Design, Media & Technology
- Sport and Recreation
- Research

Learning Modes

An educational visit to Adelaide Oval forms the basis for an engaging and immersive learning experience. Offerings are designed to stimulate students using interactive modes of learning that are framed on student-centred emphasis.

Education Tours allow students to interact with and appreciate the diverse facilities relative to their specific outcomes. Tour pathways and guide commentary are tailored towards the visiting group and their purpose for visiting. Inquiry and explorative learning can feature as part of this experience as students complete learning tasks carefully constructed by their teacher, in conjunction with the Education Officer. Students can also share their own perspectives, engage in sessions of activity, navigate and problem solve as they move around the venue.

Workshops allow students to extend their knowledge by undertaking structured learning activities relevant to their curriculum areas of focus within in our Media Centre; an inspiring space that provides panoramic views of the Oval. Humanities, Careers and Sport workshops are current examples with a vision to include simulated sessions within featured departments such as Grounds, Media and Hospitality.

Staff presentations and guest speaker sessions can be organised on request with a wide range of Stadium Management, SACA and SANFL staff and further

precinct organisation and affiliate connections. Students have the rare opportunity to hear the high-level perspectives of people within diverse roles across these organisations and take away information to further their learning.

Museum visits allow students to access and engage with the vast range of displays spanning a range of historical and sporting applications. The Bradman Collection, Visitor Centre, SACA Avenue of Honour, South Australian Sports Hall of Fame, AFL and cricket displays are all popular areas of engagement for students as well as the sculptures that are dotted throughout the venue and external precinct. These elements enable students to explore and be task orientated as they connect with the information and displays featured.

Media technology including Virtual Reality and interaction with the media facilities form the basis for an engaging experience. Students can undertake interactive pursuits but can also learn about the development of such technology and the role of media within sport and associated themes.

Active pursuits include options such as undertaking experiences within the football changerooms whilst learning about the facilities and how they are used by elite sporting teams.

Discovery Program

This secondary avenue of the education framework acts to promote immersive opportunities for young people targeted towards entertainment.

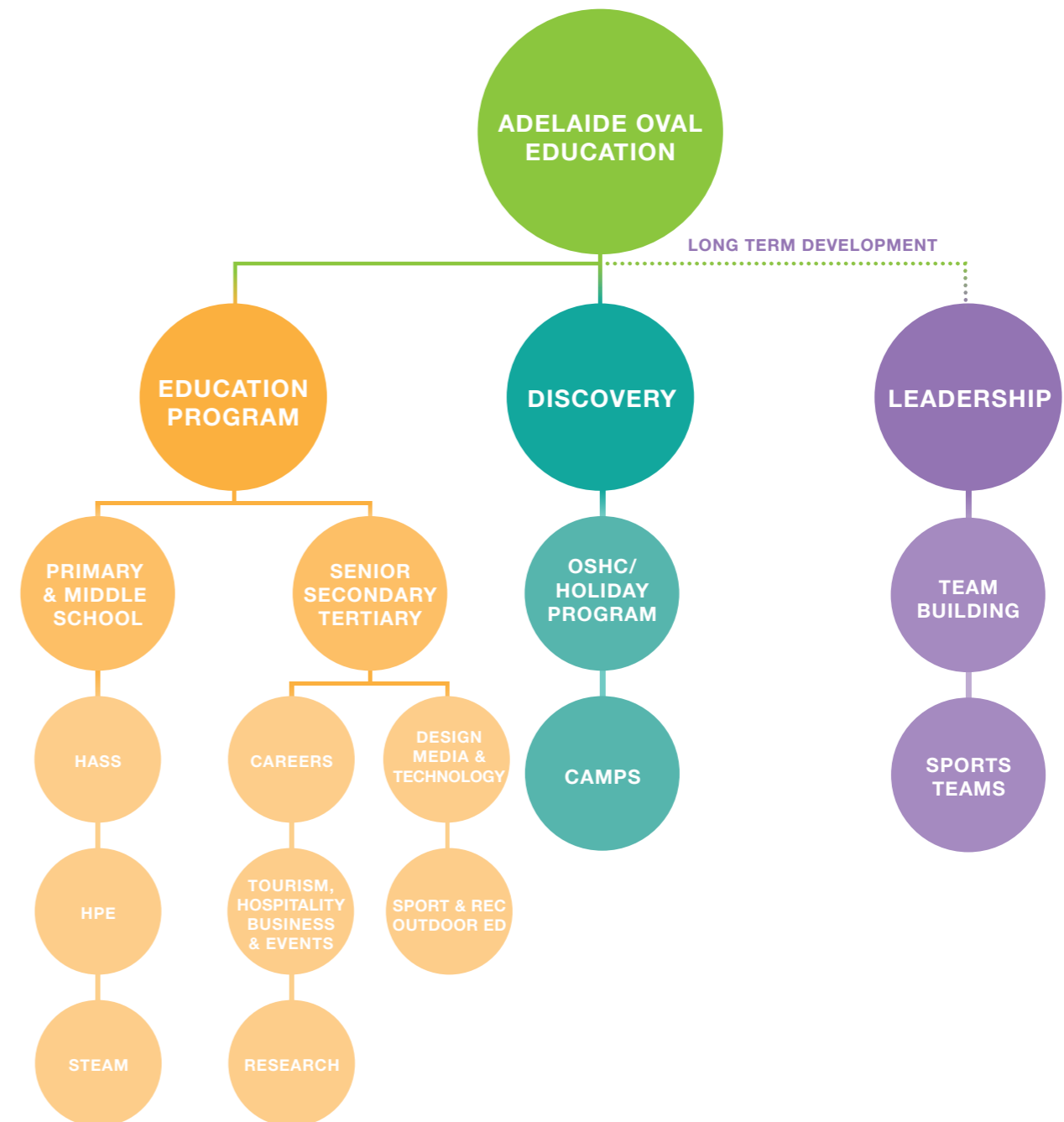
Out of School Hours Care and Vacation Care groups are at the heart of this program with the development of a 'Holiday Program' with an evolving range of activities.

Adelaide Oval is a popular destination for camp and sports team activities and hence entertaining and collaborative activities are a core component. Virtual Reality Cricket has proven a successful activity to date and Commonwealth Bank RoofClimb is another avenue that is beginning to emerge with these groups.

Leadership Program

The Leadership Program will cater for group building and youth empowerment opportunities. Visits that promote social and professional development and growth will be emphasised.

FRAMEWORK STRUCTURE



Opportunity from Education

By opening Adelaide Oval's doors to students, we provide genuine and diverse opportunities for experiential learning, immersion and enjoyment. Contributing to and promoting experiential learning experiences and engagement opportunities outside of the traditional classroom setting is positive development for education. A visit to Adelaide Oval allows students to purposefully interact with the unique mix of history and elite facilities and then return to the school environment feeling inspired and knowledgeable having had the opportunity to make significant curriculum connections and applications within the community.

An opportunity to empower students & educators

Visiting Adelaide Oval in an educational context will be a milestone excursion for all students. They will gain a deeper appreciation of the iconic venue which will inform them in their journey towards adulthood. Whether it be from a historical, industrial, vocational, sporting, recreational or entertainment perspective, a visit to Adelaide Oval will provide a memorable experience that will lead to more informed and confident pursuits moving forward.

Adelaide Oval is committed to supporting educators. Providing safe and meaningful excursions, resourcing teachers to enrich their educational programming and providing professional development opportunities are all of priority. Through embracing local universities, we provide development opportunities for tertiary students in assisting to facilitate our programs which will lead to positive outcomes for all parties.

An opportunity to innovate

Innovation forms a vital foundation within the strategic direction of Adelaide Oval Education. To allow students to engage in productive and immersive experiences, modern technology and innovative design will play a pivotal role. The introduction of physical and virtual learning hubs will be a prime application for this.

Adelaide Oval's **Online Learning Platform** will connect students and teachers with Adelaide Oval, virtually, from their classrooms. This will enable students and teachers to prepare and consolidate their

educational experiences through access to a range of relevant content. Current innovation features within education visits include Virtual Reality, the soundscape experience within stadium tours, interactive exhibits in the Bradman Collection and the 3D stadium and turf models within museum displays. Adelaide Oval will build on these concepts and additional enhancements to further enrich inspirational experiences for young people who visit. The introduction of further ICT and interactives in the form of a **Learning Hub** will inspire engaging learning for student visitors. Developing options for this include a functional workshop space, AV technology learning aids, media simulation pods and interactive sport and history displays.

Portable technology and app development will further enhance our learning activities within education tours and workshop sessions. In such a way, Adelaide Oval is committed to modernised learning methods that will also assist in building digital literacy in young people.

An opportunity to support diversity

Adelaide Oval is a place for all and we are committed to developing initiatives that are culturally, socioeconomically and gender sensitive. Recognition of female achievement and Indigenous Australians are already a high priority within our educational tours and remain instinctively within our agenda for education initiatives moving forward. Adelaide Oval is committed to developing opportunities and to make a visit to Adelaide Oval more accessible. Adelaide Oval welcomes visits from special schools and disability centres.

A visit to Adelaide Oval offers a unique and stimulating learning experience for primary, secondary and tertiary students.

To find out more about our educational sessions and Holiday Activities Program please contact our Education Officer Sam Bolch on (08) 8205 4779 or sam.bolch@adelaideoval.com.au

adelaideoval.com.au/education

