



HOCKEY HALL OF FAME EDUCATION PROGRAM



PRE-VISIT ACTIVITIES

Activity 1: Word Brainstorm

Give your class five minutes to write down as many hockey associated words that they can think of. When the timer sounds, ask them exchange with a friend who will count the total and write the number of terms on paper. Have all papers returned to the teacher.

Repeat this activity AFTER visiting the Hockey Hall of Fame (and completing post-activities). Instead of collecting, hand out the papers from 'Part A' so the students can see how their knowledge has grown since their visit to the Hall!

Activity 2: Signs and Signals

Explain to students that referees are tasked with enforcing the rules during hockey games. They use non-verbal gestures when communicating penalties. Ask the students if they already know any of the referee signs. Learn some of the referee signs together (you can use YouTube for reference).

Ask the students if they can think of any other situations where non-verbal gestures are used to communicate meaning. This is a great opportunity to extend the learning into sign or body language and how we communicate with the people around us!

Decide on some non-verbal signs as a class (these can be referee-based, sign language examples, your own signals, or a mix of all three). In an open space, have the students walk around to music. When the music stops, the leader (you) will perform one of the decided upon signals. The students will then have to perform the action that goes along with the signal until the music starts again. For example: Students walk around. When music stops, leader draws a circle with their hand in the air. This is the signal to turn on the spot. Take turns being the leader or 'referee.' In older grades, the teacher may decide to play with elimination rounds like typical freeze dance.



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Activity 3: Hockey Heads up

Students can be divided into small groups.

Cut out the term cards below and place them into a pile. One person will be the 'guesser' and stand in front of the other members of the group. Setting a timer to one minute, the guesser will select a face down card from the pile without looking and hold it against their forehead for the rest of the group to see. The group will then have to give the guesser clues without saying the exact word(s).

For example: Word = **National Anthem**

Clue Examples: Something that happens before a hockey game starts

Something that is musical

It has to do with the countries playing

When the word is correctly guessed by the guesser, he or she will select the next card and repeat the process until the timer runs out. If students are really stuck, they can say pass. Count the number of correct words and change guessers.

Note: the words on the following page are to help you get started. Feel free to add your own using words the students came up with from activity 1.



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BENCH	GOALIE
HELMET	CELLY
ZAMBONI	PUCK
ARENA	PLAYOFFS
COACH	NATIONAL ANTHEM
SKATES	REFEREE
HOCKEY BAG	ALL-STAR GAME
STICK	PRACTICE
STANLEY CUP	NET
GOAL	ASSIST
NHL	FACEOFF