

THE HISTORY AND HERITAGE



THE BIRTH OF CLUB RUGBY



OF LIVERPOOL ST HELENS FC

Educational Resource Pack

Introduction

Liverpool St Helens Football Club is the world's oldest open rugby club. The club dates back to 1857, when their first game was organised by the founders Richard Sykes and Frank Mather.

This educational resource pack provides suggestions for a range of activities relating to the history and heritage of the club. It also includes specially selected resources from the club's archive to support the activities and outlines links to relevant National Curriculum targets.

More information about the club, and its history, can be found on the website:

www.lshheritage.co.uk

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www.sthelens.ac.uk

Contents



Activities

- 3 Design a Club Badge
- 4 Extension activity: Design a Kit or Team Motto
- 4 Extension activity: Commemorative Poster Design
- 6 Invent a Sport
- 8 Anatomy of a Rugby Ball
- 10 Profile of a Champion Trading Cards
- 12 Timeline
- 14 1857 News Report

Resources

- 16 Resource List





Design a Club Badge

Cross curricular links: Art, Design, English & History

Background

In 1986, Liverpool FC and St Helens RUFC merged to become Liverpool St Helens Football Club. The newly merged club needed a new crest, and this was created by combining elements from both club's existing crests and incorporating the new club motto.

Activity

Using the creation of LSH's club crest as inspiration, students will create their own crest or badge designs for a club of their choosing. This could be for a whole school sports team, a class team, or a fictional team that the students create themselves. The crest can be designed for any club or team, for example: the school athletics team, chess club or dance group.

To reflect the merger of the two rugby clubs, students could work in pairs or small groups to develop the designs in collaboration with their peers. Draw and annotate the final design and present it to the class - discuss any design compromises made by the group and why the different elements of the design were chosen.

Suggested Materials

Plain paper
Coloured pencils
Fineliner pens
Coloured paper for making collages

Talking Points

- ⑦ Decide on the club that you are designing for.
- ⑦ Think about the shape of the design and how to incorporate the team name or motto.
- ⑦ What do you want the badge to say about the team, what are the principles of the club or what attributes are important to the team?
- ⑦ How can you represent this using symbolism?
- ⑦ For more in depth designs, students can look at heraldry and the symbolism of colour, shape and different creatures.

LSH Project Resources

Liverpool St Helens Football Club Family Tree
Designs for the LSH club crest
Printable crest shapes and heraldry outlines



Extension Activities

Design a Kit or Team Motto

Activity

The designs for a club crest could be expanded into a design for a whole kit or creating a Motto for your chosen team.

Talking Points

- ⚽ Design of the kit should be appropriate to the sport being played - how can the kit design enhance the players comfort or ability?
- ⚽ Think about the team colours.
- ⚽ Choose a “sponsor” that is relevant to the team, for example, a charity that the school supports.
- ⚽ Home and away kits can be designed.
- ⚽ Look at existing team mottos and discuss what they say about the club.
- ⚽ What do you want the Motto to say about the team?
- ⚽ Should it be in English, Latin or another language?

LSH Project Resources

Kit design through the ages
Team Photos from Archive

Commemorative Poster Design

Activity

Produce a design for a poster or match programme cover commemorating 160 years of Liverpool St Helens Rugby Club.

Talking Points

- ⚽ Look at old posters and match programmes from LSH archive and highlight key information
- ⚽ What Information should you include on your poster?
- ⚽ Think about functionality - can it be clearly read from across the room? Bold lettering and striking colours should be encouraged.

LSH Project Resources

Scanned posters and programmes from archive



National Curriculum Targets:

Art

- Improve mastery of art and design techniques and control of materials.
- Develop ideas with creativity and experimentation.
- Use sketches to review ideas.

English - Spoken Language

- Listen and respond appropriately to adults and their peers.
- Ask relevant questions to extend understanding and knowledge.
- Articulate and justify answers, arguments and opinions.
- Give well-structured descriptions, explanations and narratives for different purposes.
- Maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments .
- Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas
- Participate in discussions.
- Consider and evaluate different viewpoints, attending to and building on the contributions of others.

English - Spelling & Composition

- Use dictionaries to check the spelling and meaning of words.
- Proofread for spelling and punctuation errors.

English - Handwriting and Presentation

- Increase the legibility, consistency and quality of handwriting.

English - Comprehension

- Retrieve and record information from non-fiction.
- Provide reasoned justifications for their views.

Design Technology - Design

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
- Generate, develop and communicate ideas through discussions and annotated sketches.

Design Technology - Evaluate

- Evaluate ideas and products against design criteria and consider the views of others to improve work.

History

- Depth study on local history.
- Knowledge and understanding of historical narratives, change and connections.
- Understand methods of enquiry and range of historical sources.



Invent a Sport

Cross curricular links: English, Physical Education & Art

Background

The game of Rugby was created at Rugby School, where pupils produced the first written set of rules in 1845. The formation of Liverpool Football Club was marked by a game which took place in 1857. Before this game began, the rules had to be agreed by those taking part.

Activity

Students will create a set of rules for a new sport or adaptation of an existing sport. Working in groups, students should discuss what the new sport should be and agree upon the rules. The rules should be written down clearly and the new sport introduced to the rest of the class before the sport is played. An added challenge could be introduced by prescribing or restricting the equipment available for the creation of the new sport.

Suggested Materials

Paper and Pencils

A variety of sporting equipment

Talking Points

- ⑦ Is it a totally new sport or a variation on an existing sport?
- ⑦ Collaborate with partners/team members to develop a series of rules that everyone agrees on.
- ⑦ Write down rules clearly so they can be understood by other groups.
- ⑦ Draw and annotate diagrams to further explain the game.

LSH Project Resources

Scan of Sykes letters

LSH Heritage Book



National Curriculum Targets:

Physical Education

- Use running, jumping, throwing and catching in isolation and in combination.
- Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.
- Develop flexibility, strength, technique, control and balance.

Art

- Develop ideas with creativity and experimentation.
- Use sketches to review ideas.

English - Spoken Language

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Anatomy of a Rugby Ball

Cross curricular links: Maths & Art

Background

In 1857, the first match for Liverpool FC took place and Richard Sykes, one of the organisers, was responsible for supplying the ball. At the time, rugby balls were not readily available and often had to be specially made. Sykes had personally overseen the manufacture of the two balls used in the 1857 match, selecting the leather and determining the exact shape. When reminiscing about the game 53 years later, Sykes claimed that he would still recognise the ball used in this game by sight!

Activity

Students will create a 3D Rugby Ball Puzzle using a variety of three dimensional shapes. Using the 3D shape nets resource or by creating their own nets, students will make a series of pieces which can be combined to form a Rugby Ball shape.

Begin by making a plan or cross section of the rugby ball - dissect the three dimensional form and divide into simpler shapes. Decide which shapes are required to create the rugby ball form and make them with card using the nets resource.

Use velcro tape on the internal faces to join pieces together and create the overall shape of the rugby ball.

Suggested Materials

Card
Pencils, rulers protractors and glue
Double sided velcro tape

Talking Points

-  Analyse, annotate and deconstruct three dimensional shapes.
-  Identify lines of symmetry within construction.
-  Draw cross section of construction, identifying simpler 3D shapes used in the puzzle.
-  Try making a Prolate Heptacontadihedron using the net provided.

LSH Project Resources

Letter from Sykes
Club Crest
Photo including rugby ball
3D shape nets



National Curriculum Targets:

Maths - Properties of Shapes

- **Year 3** draw 2D shapes and make 3-D shapes using modelling materials. recognise 3D shapes in different orientations and describe them.
- **Year 4** complete a simple symmetric figure with respect to a specific line of symmetry.
- **Year 5** Identify 3D shapes from 2D representations.
- **Year 6** recognise, describe and build simple 3D shapes, including making nets.

Art

- Improve mastery of art and design techniques and control of materials.
- Develop ideas with creativity and experimentation.
- Use sketches to review ideas.



Profile of a Champion Trading Cards

Cross curricular links: English, History, Art & Design

Background

Liverpool St Helens Football Club is nothing without its members. Over the years, there have been many characters that have played significant roles in the history of both the club and the country.

Activity

Students will create a unique trading card for their chosen player. Referring to the resources from the LSH archive, students will need to play detective to find information about their “champion”. Students will need to locate, collate and present information from archival resources to create their cards.

Enter the details onto the card template provided. Cards could be laminated to provide a professional finishing touch!

Suggested Materials

Card
Writing and drawing materials
Laminator

Talking Points

- ⚽ Decide what information to include on the trading card.
- ⚽ What were the key events in that player’s life, their role with the club and their achievements on or off the pitch?
- ⚽ Drawing or tracing printed archive photos, include an image of the player on the trading card.

LSH Project Resources

“Who’s who” profiles
LSH Heritage Book
Team photos
Trading card template



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Timeline

Cross curricular links: English, History, Art & Design

Background

Liverpool St Helens Football Club is 160 years old. Its members have witnessed the British Empire under Queen Victoria, the sinking of the Titanic, two World Wars, the Moon Landings, 3D printing and the death of Han Solo!

Activity

Create a timeline of Liverpool St Helens Football Club from its formation in 1857 to the present day. Include key events from the club's history, significant players and events from world history on the timeline.

Working individually:

Use information from LSH resources to create a detailed but concise infographic that presents historical information in a clear and understandable way. Illustrate and annotate the timeline to present it in a unique and creative way.

Whole class timeline:

Each student creates an illustrated postcard with a key event from the history of the club. Using pegs, the postcards are then arranged chronologically on a string running across the classroom.

Suggested Materials

Paper and drawing materials
String, blank postcards and pegs

Talking Points

- ⚽ Plan the timeline carefully so events can be arranged chronologically.
- ⚽ Include events from local history such as the founding of the school.
- ⚽ Think about how personal histories fit within the timeline - students can interview family members and include key family events, memories or stories.

LSH Project Resources

Liverpool St Helens Football Club Family Tree

LSH Timeline



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1857 News Report

Cross curricular links: English & History

Background

What is known about the game which marked the founding of Liverpool FC in 1857, has been learnt from letters written by some of the players involved. There are a few details which we know, the rest is left to the imagination...

Activity

Write and deliver a “live” news report about Liverpool St Helens’ first game in 1857. Refer to the archive material and include facts that are known about the event. Working in groups, think about what it would have been like to be at the game. Write a script for the news report and decide which sound effects are needed.

Record the news reports and upload to twitter with hashtag: #LSH1857

Suggested Materials

Recording equipment: iPad, smartphone, computer, dictaphone, digital camera, other AV equipment available to the school.

Talking Points

- ⑦ Is it TV or Radio news? - make cardboard TV screens to sit behind then record news report onto video - create props such as microphone using a feather duster.
- ⑦ Locate and discuss the known facts about the game.
- ⑦ Imagine what else might have happened.
- ⑦ Assign different roles to individuals, e.g. News Anchor, Roving Reporter, Players, Spectators or Angry Grounds Keeper!
- ⑦ Use LSH resource sound effects or create your own to bring the report to life.

LSH Project Resources

Sound effects bank

Sykes letters

LSH Heritage Book

Map of cricket ground showing location of game



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Resource List

1. Design a Club Badge

- Liverpool St Helens Football Club Family Tree
- Designs for the LSH club crest
- Printable crest shapes and heraldry outlines

1a. Design a Kit or Team Motto

- Kit design through the ages
- Team Photos from Archive

1b. Commemorative Poster Design

- Scanned posters and programmes from archive

2. Invention of a Sport

- Scan of Sykes letters
- LSH Heritage Book

3. Anatomy of a Rugby Ball

- Club Crest
- Photo including rugby ball
- Letter from Sykes
- 3D shape nets

4. Profile of a Champion Trading Cards

- “Who’s who” profiles
- LSH Heritage Book
- Team photos
- Trading card template

5. Timeline

- Liverpool St Helens Football Club Family Tree
- LSH Timeline

6. 1857 News Report

- Sound effects: www.lshheritage.co.uk/
- Sykes letters
- LSH Heritage Book
- Map of cricket ground showing location of game