



Asynchronous Indigenous Education

Asynchronous resources ignite curiosity and build a sense of connectedness for students by providing exposure to field trips and sport champions beyond their own communities. Connecting students to the stories of Indigenous Hall of Famers helps to inspire hope for the future, leading to higher student engagement and a greater understanding of subject matter within curricula.



Recorded Scavenger Hunts

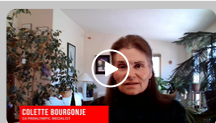
"Innovation Exploration" virtual scavenger hunts are fun and educational recorded activities that provide students with new insights into innovations and adaptations that have transformed sports, making them a great option for teachers seeking a dynamic and flexible in-class or at-home activity.

Tom Longboat - Grades 3-6 (also available in French); 6-8

Chief Wilton Littlechild - Grades 3-6

Sharon Anne & Shirley Anne Firth (Arctic Winter Games) - Grades 6-8

[Learn More!](#)



Conversation Starters

Tackling a variety of societal issues, these videos act as entry points to discuss racism awareness, Indigenous Ways of Knowing & Being, nationalism and Canadian identity, sense of belonging, newcomer experiences, and many other ties to provincial curricula!

#MYCANADIANMOMENT
Colette Bourgonje

WE WILL DO BETTER
Waneek Horn-Miller

SPORTSNET
CLASS OF 2020-21
Ross Powless

CBC BEYOND THE WIN
Colette Bourgonje &
Waneek Horn-Miller

[Learn More!](#)



Interactive Artefact Catalogue

Students are provided with the opportunity to explore 360° views of Indigenous memorabilia, simulating a hands-on, interactive learning experience.

Artefacts include: the Tom Longboat Award, Gaylord Powless' lacrosse stick, ball, and Oshawa Green Gaels jersey.

[Learn More!](#)

Indigenous Sport Heroes
Education Experience

Presented by BLACK DIAMOND GROUP

Indigenous Sport Heroes Education Experience

The first of its kind educational experience, this initiative shares the stories of the 14 Indigenous Hall of Famers inducted into Canada's Sports Hall of Fame, bringing awareness to their truths and experiences. Aiming to initiate conversation about equity and inclusion, through the lens of sport, this resource was developed to help foster a more informed, united, and inclusive country.

Educational Elements: [12 sets of K-12 lesson plans](#), [curricular connections](#), [digital education interactivities](#)

[Learn More!](#)




BEYOND THE WIN

EDUCATION PROGRAMS

Curriculum-aligned, unique and interactive programming at no cost to you!

Artefact Talks - Taking the Higher Ground



 Live Virtual Programming

In this live virtual program, students will learn about the racial barriers Hall of Famers Tom Longboat and Gaylord Powless overcame both in their life and sporting careers. Students will explore and reflect on how each Hall of Famer relied on role models and used elements of traditional Indigenous teachings to not only persevere, but also show integrity and sportsmanship in the face of adversity.

Grades: 4-6

Subjects: Social Studies, Indigenous Education, Health & Life Skills, Physical Education, English Language Arts

Post Visit Activities:

[Adapt a Game](#)

[Scavenger Hunt](#)

[Learn More!](#)

Beyond the Win - Web-Based Resource Hub



Artefact Talks

Virtual education programs delivered in real-time, with Q&A engagement and 360 software showcasing one-of-a-kind artefacts.



Hall of Famers on Tour

A motivational program allowing students across Canada the opportunity to connect with Hall of Famers.



Conversation Starters

These recorded videos tackle a variety of societal issues and act as entry points to further discussion.



Digital Exhibits & Resources

These digital exhibits and resources offer curated videos, text and even simulated tactile experiences.



Recorded Scavenger Hunts

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www.beyondthewin.ca