

SunSmart shady play area

Teacher's notes



Student Activity idea created by Louise Ross, Newcomb Park PS, Victoria

This teaching and learning activity:

- is suitable to summarise a unit on sun protection
- could be used as an evaluation tool for a sun protection topic or unit

Children will need to have an understanding of:

- why sun protection is important
- when we need to use sun protection
- the 5 sun protection measures (clothing, sunscreen, hats, shade, sunglasses) we should use
- shade: natural, built and portable

Depending on the level of the students and their understanding of this topic, also consider:

- Direct and indirect UV radiation – UV comes directly from the sun and can also reflect from surfaces such as sand, concrete, water, snow
- Sun protection times and UV levels (see sunsmart.com.au)

Learning activity

1. Ask children to design a SunSmart play area and SunSmart playground equipment for it. The designs can be realistic or totally creative and futuristic.
2. Ask them to create the actual design/map of the area and include labels with a brief explanation of the various features and why they have been included.
3. In groups, ask the children to present their design to others explaining what they have included, why it is a feature and how it fits in with being SunSmart.

4. Encourage other children to ask questions about the area and provide feedback on how SunSmart they think it is.

Extension Ideas:

- Ask children to construct a design / map to scale or 3D model of their play area
- Ask children to create the design on a computer
- Students can develop appropriate SunSmart signs that promote sun protection for their play areas
- As a class develop a list of criteria that every SunSmart play area should have.
- Students report back on play areas around the school, their local area and favourite holiday spots to see how well they fulfil the criteria. How could these areas be improved to become fully SunSmart?
- Create a list of SunSmart friendly play / leisure areas in the local community.

