



PRE-VISIT

Program Overview

PART ONE: Rusty the Beaver Story #1 Rusty's Word Game	PART FOUR: Scramble Madness
PART TWO: Rusty the Beaver Story #2 Rusty's Math Game	PART FIVE: Stats Part 1 & 2
PART THREE: Parts of the Game	PART SIX: Puzzle-O-Hockey

Rusty the Beaver Story #1

Classroom Activity

Deep in the forest, tucked away from the big city, is a very special place. There is a mist beneath the trees this morning. Through the trees, beams of sunlight show a long pond that lies still with scarcely a ripple. This is the home of Rusty the Beaver.

On the north end of the pond, one can see a dome-like pile of branches. This is a beaver dam. Rusty's family has lived here for generations. His great grandfather began a hockey stick factory that still exists to this day. Great Grampa Rusty started "The Castor Hockey Stick Company" in 1867. It was the same year the Canadian colonies joined together to form a country called "Canada".

Rusty spends a lot of time with Gramma Rusty when his dad is at work at the factory or away from the pond. Rusty's dad was always working and improving the company. He was responsible for suggesting the famous "Beaver Tail Blade," now a feature on all Castor Hockey Sticks and used by most hockey players. These hockey sticks are still made with Rock Elm, Canadian Birch and Black Ash trees; the same material that Great Grampa Rusty used when he started the company.

In the winter, the temperature becomes very cold and the pond freezes over to become ice. On one cold January day, Rusty, was working on his wood chipping homework in the dam study room. There he noticed all of these trophies and ribbons around the room. He quickly went to Gramma and asked about the trophies.

She replied, "These are the trophies I received when I played hockey for the Sherbrooke Ladyjacks."

"Gramma, what is hockey?" exclaimed a confused little beaver.



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Gramma was astonished to hear her own grandson and heir to the Castor Hockey Stick Company did not know about the game of hockey. She stopped what she was doing and said, “I will have to solve this problem.”

She reached for the top shelf of her closet and pulled out a large thick scrapbook filled with pictures and stories about the game. She explained the rules of the game and showed Rusty some of her most memorable matches. Rusty eagerly listened to the stories and wanted Gramma to continue.

Gramma was pleased with Rusty’s interest and said, “That’s enough for now. We will talk more about it some other time.”

Rusty’s Word Game

Activity for Story #1

Be sure to read “Rusty the Beaver” Story #1 and then follow the instructions below carefully.

Language Arts Activity: Every word we hear, read and speak has a purpose. Words do certain things for us to help communicate ideas and express our imaginations.

Some Type of Words that are used:

1. Noun - A person, place or thing (hockey player, rink, stick or puck)
2. Proper noun - A specific name of person, place or thing, capitalized (Alexander Ovechkin, Washington, Stanley Cup)
3. Verb - A word or group of words that describe an action (skating, shooting, passing and checking)
4. Adverb - A word that “modifies” or describes how the action was done (quickly, slowly, angrily and patiently)
5. Adjective - A word that describes something (a noun)
 - The determined Sidney Crosby scored the winning goal.
 - The tall Stanley Cup was placed in a big tube and sent down the river.



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From the story, find:

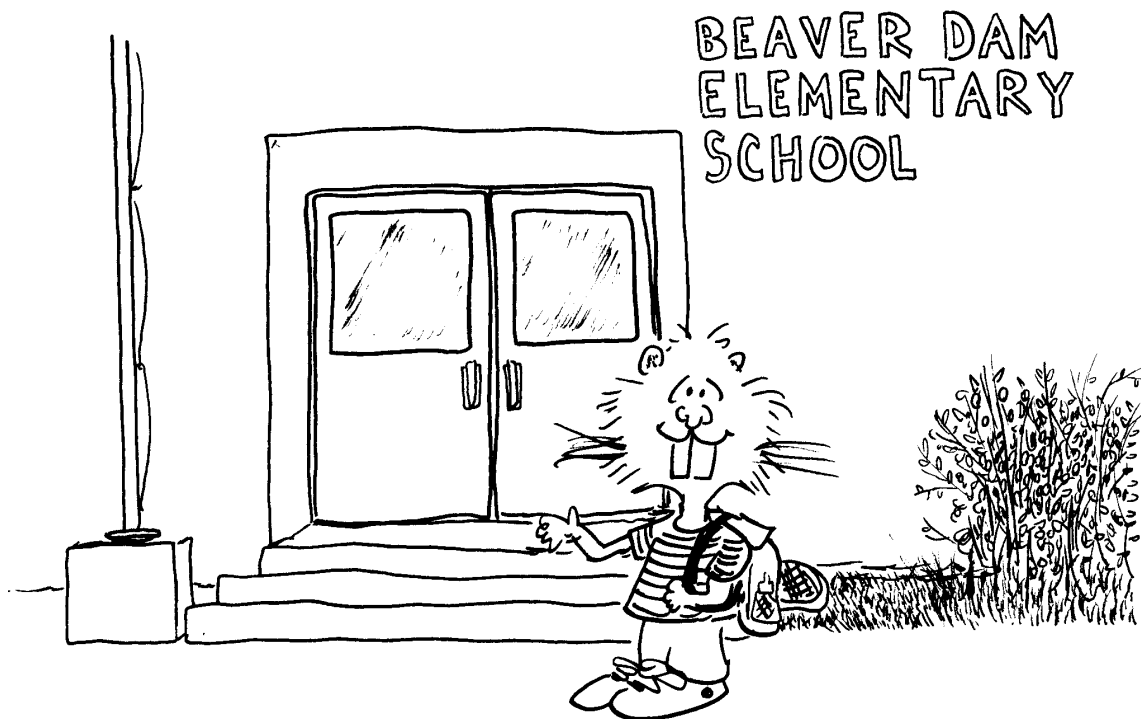
Nouns beginning with the following letters: t, h, d, s

Proper-nouns beginning with C, G, S, R

Verbs beginning with s, w, r, e

Adverbs beginning with s, q, e

Adjectives beginning with b, d, c, t





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Rusty the Beaver Story #2

Classroom Activity

One day some years later, as Rusty and Gramma were having one of their chats, Rusty asked, "What was hockey like when you first played?"

"Well," replied Gramma, "the game was like it is today".

Then Rusty pointed to an article saying, "According to early reports in copies of the Beaver Tales Daily News, the pioneers of the game began playing hockey as a recreational game. What are they talking about Gramma?"

"Well," started Gramma, "the early version of hockey started out as something to do for fun like the games you play with your friends at recess time at school. Then, teams from small lakes and ponds began challenging each other to see who the best was. In 1886, an organization was formed called the Amateur Hockey Association of Canada. Rules were developed and the number of players was set at seven; three forwards, a rover, a point, a cover point as well as a goalie."

"Gramma, I know what forwards and goalies are, but what are points, cover points and rovers?"

"The point and the cover point worked with the goalie to help stop the other team from scoring, like a defenceman. The rover is a position I used to play, but it was taken away when the game began to be played in smaller indoor arenas," Gramma explained.

"That's funny, Gramma. You see, my friends gave me the nickname 'Rover' because I tend to be all over the ice chasing after the puck," Rusty added.

"The game of hockey has changed a great deal since that time and it is now played all over the world. Each spring in North America, the top teams compete for a trophy donated by Lord Stanley of Preston, the Governor General of Canada in 1893," continued Gramma.

"Is that the Stanley Cup? I saw an article in your scrapbook about a team called the Chicago Black Hawks who won the Stanley Cup with a young player by the name of Bobby Hull," the beaver contributed.

"Ah yes, I remember. I think the year was 1961," Gramma said with a twinkle in her eye. "He was my favourite player. Did you know he was the first player to score more than fifty goals in a season in the National



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Hockey League? Boy, I could talk about him all day long, but now I have to make dinner. We will talk another time," Gramma said as she scurried to the kitchen.

Rusty continued to read through the scrapbook and learned more about this game called hockey.

Rusty's Math Game

Activity for Story #2

Solve the math exercises to determine the letters and answer the question:

What did Rusty learn from his discussion with his Grandmother?

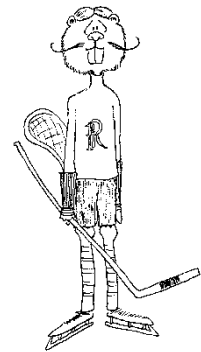
2X5-2 3X5 21÷7 7X2-3 25÷5 100÷4 14-5 4X5-1 1X1

6X3+1 4X4 4X3+3 3X3X2 10X2 8÷2+2 30÷2 6X3

12÷4+2 2X11 10÷2 4x3+6 4x5+5 4x4-1 3x5-1 10-6+1

2X11-2 5+5+5 4X5+3 11÷11 5+7+8 27÷9 24÷4+2

12÷4-2 24÷2+2 2X1X2 7X2+2 24÷4+6 10÷2-4 7X4-3



A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26



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Parts of the Game

Classroom Activity

* This activity can be completed in pairs.

What am I?

1. We are twins, and are always on the ice.
If one of us falls over, the game has to stop.
If you look at us from the roof, we look like a letter in the alphabet.
We are both painted red.

Answer: _____

2. I am the smallest item on the ice.
I am also the fastest item on the ice.
If I hit you, I will leave a bruise.

Answer: _____

3. Everything stops when I speak.
Only special people on the ice have me.
Every time a goal is scored you hear me.
Sometimes I freeze and sound funny.

Answer: _____

4. I am the first on the ice and the last off the ice.
Although I am not very popular, I am a guest every intermission.
Every game I am called upon to clean things up.
Make sure nobody gets on the ice until I am put away.

Answer: _____

5. There are 12 of us on the ice to begin the game.
Without me you can't score.
If you kick me, you get a penalty.
Make sure I don't break.

Answer: _____



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Scramble Madness

Classroom Activity

Saturday Night Hockey Hall of Fame

Unscramble these letters to find hockey words

rypale _____

orwafdr _____

eolagi _____

krin _____

eeeerrf _____

tpleyna _____

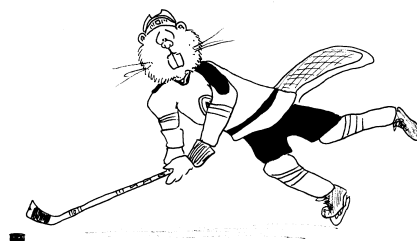
askm _____

kupc _____

ooikre _____

ccaho _____

kistc _____





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Stats: Part #1

Classroom Activity

Did you know that mathematics can be used to describe hockey players? Goals, assists and points are facts that tell readers about hockey players. These facts are called **statistics** or **stats**.

Statistics are collected for each player for each game they play. Statistics are also combined to give points for a whole season of play. We can compare players by using statistics.

First we need to know the formula:

$$\text{GOALS} + \text{ASSISTS} = \text{POINTS}$$

Wayne Gretzky has some really impressive statistics.

Season	Goals	Assists	Points
1990-91	41	122	163
1991-92	31	90	121
1992-93	16	49	65
1993-94	38	92	130

Complete the stats for the following three years in Wayne Gretzky's hockey career:

Season	Goals	Assists	Points
1994-95	11	37	
1995-96	23	79	
1996-97	25		97
1997-98		67	90

Did you use a different formula to complete the 96-97 and 97-98 rows?
Circle one: yes no

If yes, what are your new formulas?



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Stats: Part #1

Classroom Activity

Look at the stats from the following players. Can you fill in the missing information?

Kate Castor

Season	Goals	Assists	Points
2007-08	20	41	
2008-09	26	52	
2009-10		70	102
2010-11	27		91
Totals			

Terry Tail

Season	Goals	Assists	Points
2007-08	36	33	
2008-09	41	40	
2009-10		35	99
2010-11	53		84
Totals			

Wood Chip

Season	Goals	Assists	Points
2007-08	16	20	
2008-09	20	23	
2009-10		20	38
2010-11	14		27
Totals			

Brad "Bucky" Pond

Season	Goals	Assists	Points
2007-08	23	36	
2008-09	33	43	
2009-10		67	114
2010-11	32		85
Totals			





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Puzzle-O-Hockey

Classroom Activity

There are 11 hockey words hidden in this puzzle.
See how many you can find. Write your answer.

W	J	C	O	R	Z	J	S
H	F	O	R	W	A	R	D
I	P	A	C	I	M	E	B
S	Q	C	H	A	B	F	A
T	V	H	S	A	O	E	S
L	I	K	K	F	N	R	S
E	R	T	A	W	I	E	I
X	E	S	T	O	K	E	S
N	L	H	E	L	M	E	T

Make up a puzzle like this using other hockey words.
You could use names of players or anything to do
with hockey.

Challenge your classmates to see if they can solve
your puzzle.

Hints:

A (6) - worth one point
when a goal is scored

C (5) - team instructor

F (7) - a position played
in the game of hockey

H (6) - headgear players
wear

M (4) - used to protect
the goaltender's face

N (3) - rhymes with pet

R (7) - ensures that all
rules and regulations are
followed

S (5) - how players move
on the ice

W (7) - referee uses this
to stop play

Z (7) - cleans the ice
between periods