

# AUSSIE CLUE CRACKER

Aussie Clue Cracker Activity – Create your own digital story

## Create your own digital story

Outline	Inquiry approach
<ul style="list-style-type: none"> <li>Students create their own digital story that utilises at least 3 icons and symbols, and may draw on the Australian Citizenship Affirmation</li> <li>Students will gain an understanding of: <ul style="list-style-type: none"> <li><i>Days and weeks celebrated or commemorated in Australia (including Australia Day, Harmony Week, ANZAC Day, NAIDOC week) and the importance of symbols and emblems (Australian Curriculum, History, Year 3, ACHHK063)</i></li> </ul> </li> <li>This can be an individual or small, mixed ability group activity.</li> </ul>	<p><b>ASK: Tune In</b></p> <ul style="list-style-type: none"> <li>Introduce and discuss the inquiry question: <i>What would I include in an Australian digital story?</i></li> <li>Engage your students by discussing what is meant by a 'digital story' and how symbols and icons can be used to create atmosphere and feeling.</li> <li>Discuss the task at hand – your students need to work individually or in small groups to create their own digital story that portrays what it means to them to be a young Australian in the 21st Century. Each digital story will need to include 3 icons or symbols (like some film festivals do). Decide, as a class, what these 3 icons/symbols must be.</li> <li>Encourage your students to brainstorm the different things they would include in their own digital story, to capture what they think it means to be a young Australian and the symbols or icons they would use.</li> <li>Ensure that you have access to appropriate software to create the digital stories, such as PhotoStory or iMovie.</li> </ul> <p><b>INVESTIGATE: Find Out</b></p> <ul style="list-style-type: none"> <li>Your students will need to develop an understanding of how to use the software, including the processes of storyboarding and finding the digital assets (their own images, images from the Aussie Clue Cracker or elsewhere) to create their digital story.</li> <li>They may refine their approach once they have a clear idea of what they have available to them.</li> </ul> <p><b>CREATE: Sort Out</b></p> <ul style="list-style-type: none"> <li>Once your students have gathered all the resources they need (including the 3 symbols decided upon as compulsory for all stories), it will be time to plan their digital story.</li> <li>You can refer to Worksheets 1 and 2 to help your students understand how to collect and organise their digital story.</li> </ul>

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## **DISCUSS and Make Connections**

- Your students will begin to shape their new thoughts and ideas and will develop their digital story learning artefact either in a group or individually (depending on their ICT skills, there may be some teacher input in the development stage).
- Encourage your students to share their plans and their ideas and to compare notes, discuss conclusions, and share their experiences.
- When their digital story has been completed, think about planning a film festival event for your class and ask each student to present their digital story to a small group or the whole class. You might even consider students reviewing each other's work and sharing these reviews with the whole class.

## **EXTEND: Going further**

- Further explore concepts, interests and ideas and raise new questions and challenge any assumptions made

## **REFLECT:**

- Take time with your students to encourage them to look back at the question - *What would I include in an Australian digital story?* – and encourage them to share what they know now
- Ask them to reflect on how they used the Aussie Clue Cracker, what they found, the conclusions they made, the observations they took
- Ask your students if an answer to the question was found and discuss any new questions that arose as part of the inquiry

## **Resources for teachers**

- Australia Day (National Australia Day Council)  
[www.australiaday.org.au](http://www.australiaday.org.au)
- The electorate offices of Senators and Federal Members of Parliament have available (at no cost) *Australian flags* and *Australian symbols* booklets and recordings of the Australian National Anthem (CD and DVD). Flags are also available on request to eligible groups such as schools.

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- Information on the Australian Coat of Arms may be downloaded from [www.itsanhonour.gov.au/coat-arms/index.cfm](http://www.itsanhonour.gov.au/coat-arms/index.cfm)



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## Worksheet 1 – Planning My Digital Story

### ***Tips to get you thinking.....***

A story is a narrative, tale, report or an account. A digital story is very personal. This story will be about YOU and your feeling about what it means to be a young Australian – it will reflect your ideas, thoughts, views, experiences, observations, opinions, conversations, questions and reflections.

Your voice, as the storyteller, is important to the story.

Stories are most powerful when they come from a personal perspective.

And remember to include your 3 Australian icons/symbols.

### ***Finding your story***

Start small.

This is a one-minute story. Keep it simple. This is a moment in time.

Think about:

- Who is the audience? Your classmates?
- Who will you work with? On your own or in a group?
- The purpose of the story: to share your feelings about what it means to be a young Australian.
- What might the story be about?
- How will you include the 3 symbols?
- You could start with the images you'd like to use – work out the photos or digital images...rearrange them, sort them...sometimes the story emerges from the different sequences you develop.
- Draft your script. Read it out loud. Redraft it. Get rid of wordiness.
- If it feels right, leave it.



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### Worksheet 2 - Storyboard

Task: You need to break your story down using visual images for different sections of your story.

Collect your images together. If you don't have digital versions, the hard copy images will eventually need to be scanned. Aim to collect 8 -15 images. Use PowerPoint to create your draft storyboard.

**You must include the 3 symbols decided upon by the class.**

Video/images	Text/Audio