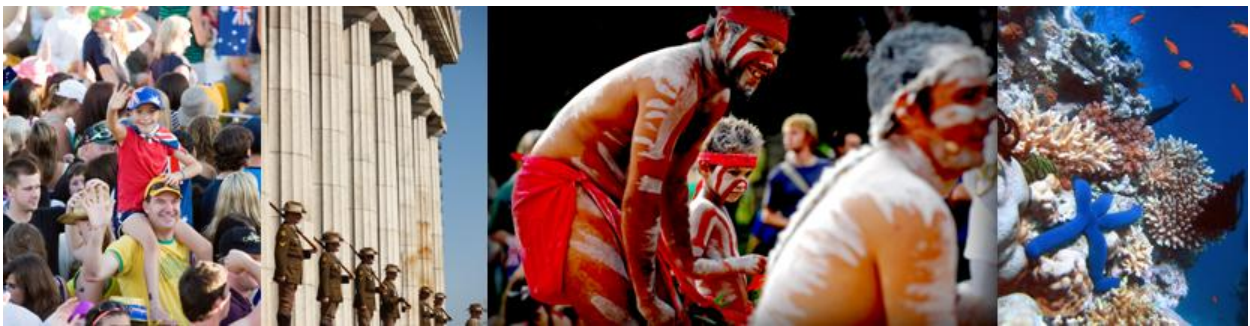


AUSSIE CLUE CRACKER

Exploring Australia's National Days, Weeks, symbols and emblems



Teacher Manual





Introduction

From the unofficial Uluru and Surf Life Saver to the official National Flag and Australia Day, Australia has a rich array of national symbols and emblems. For a nation that often eschews the formal trappings of nationhood, we have a surprisingly impressive collection of symbols and emblems.

You can learn a great deal about a nation from studying its symbols. In exploring Australia's symbols presented here in *Aussie Clue Cracker*, we hope that students across Australia will grow their understanding of how our current symbols have been shaped by our history, and how our symbols will evolve over time. While the list of symbols and emblems presented here is not exhaustive, immersing your students in this resource will help them to develop their awareness, and value the place of these symbols in our lives as Australians.

The National Australia Day Council is pleased to present this learning resource which addresses the Community and Remembrance section of the History Curriculum for Year 3 within the Australian Curriculum:

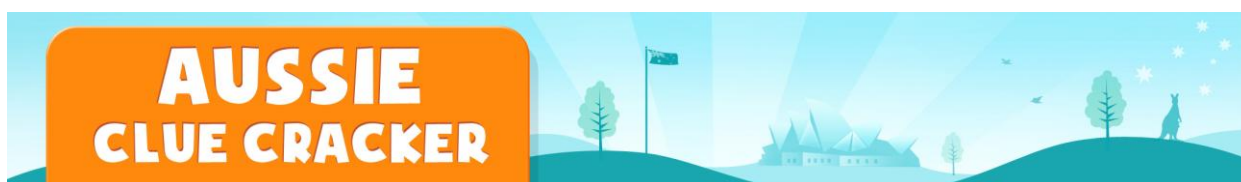
Days and weeks celebrated or commemorated in Australia (including Australia Day, Harmony Week, ANZAC Day, NAIDOC Week) and the importance of symbols and emblems (ACHHK063)

As well as leading the celebration of Australia Day, the National Australia Day Council engages in discussion about Australia's civic culture – the rites, rituals, holidays, flags and anthems etc – which symbolise our nation.

We are delighted to publish this resource so that young Australians can learn more about their history, and in so doing shape our future.

Warren Pearson AM
Chief Executive Officer
National Australia Day Council





About the Aussie Clue Cracker and associated resources

The *Aussie Clue Cracker* is an intuitive, fun, immersive and interactive digital learning object that provides you and your students with an authentic learning experience and caters for different learning styles.

The *Aussie Clue Cracker* is a clue cracking game, enabling your students to solve a mystery and learn about Australia's national days and weeks and symbols and emblems.



The game involves the presentation on screen of 12 'tiles' (randomly selected from a total of 24 'tiles') representing different Australian icons, symbols, emblems, events and commemorative days and weeks.

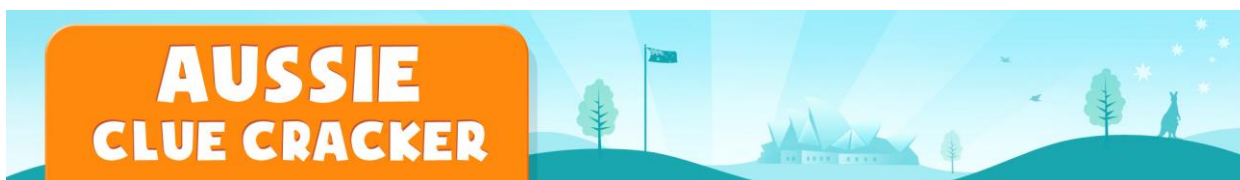
Through a series of clues, scaffolded by information to help with decisions, your students will discover the correct solution, using a process of elimination and investigation, while learning about Australian symbols and special days along the way.

To support your use of the *Aussie Clue Cracker* with your students, this *Aussie Clue Cracker Teacher Manual* gives you some ideas about how to use it in your classroom.

There are also ten enquiry-based teaching and learning activity ideas which have been

developed to help you in teaching about Australian icons, symbols, emblems and events and a Glossary of words and phrases to support the language learning of your Year 3 students.

The teaching and learning activity ideas are found on the NADC website at <http://australiaday.org.au/education-and-games/educational-activities.aspx> and can be downloaded, customised and printed for use in your classroom.



How to play Aussie Clue Cracker

Beginning the game

When the learning object is launched, your students will elect to "Play" the game.

Throughout *Aussie Clue Cracker*, your students can also listen to the text instructions to help them develop their understanding, simply by clicking on the audio icon.



They can also pause the audio at any time.



Selecting or eliminating tiles

The task is to try and find the correct mystery icon, event or symbol from a pool of twelve options through a process of elimination.

The game is played like the well known 'Guess Who?' game.

Students are able to click ✕ to eliminate a tile or ✓ to guess the answer.



The key to clue cracking

Students are provided with a set of clues. These are presented in a particular order so that the first clues are very general, and apply to a number of tiles (such as "I am unique to Australia"), and become more specific as the game progresses to eventually apply to the one 'solution' tile.

The process is one of elimination and selection based on the clues provided.

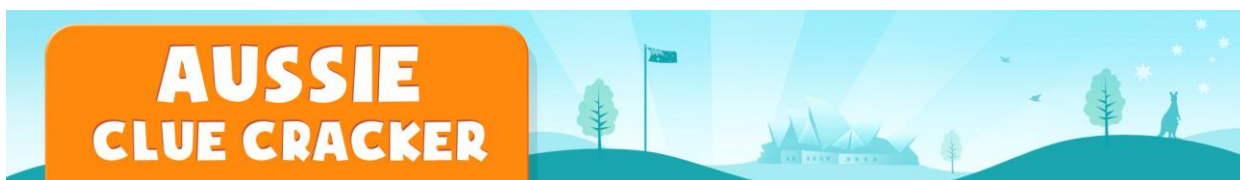


Investigating and finding out

To help make decisions about their choices, students are encouraged to read the information behind each tile.

Each picture has valuable information hidden beneath it, and accompanying audio.





The Australia Day tile also has a short video of Australia Day.

Your students can also listen to the Australian National Anthem being sung in the Australian National Anthem tile, the Last Post in the ANZAC Day tile and a didgeridoo playing in the Didgeridoo tile.



Taking a guess

Your students might guess a particular tile that they think matches the clue and click the ✓.

They could be correct in their guess, however, because there is ultimately only ONE correct answer, the tile they guessed might NOT be the actual mystery icon that needs to be solved.

If this happens, a message will appear that tells them "It's a match but not the mystery icon" and they will be encouraged to "Keep cracking!"



If your students make a ✓ selection that isn't correct, they will receive a red X.

If your students correctly eliminate a tile that is not the mystery icon, the tile will disappear and more points will be added to their score.

Scoring

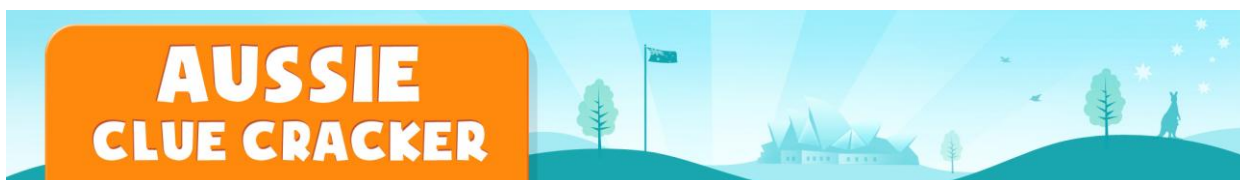
Your students' progress is scored.

They are awarded extra points for finding and reading information. Points are also awarded for correct eliminations and for reading new clues.

Each time they play the game, they can compare the scores. (These scores are not stored in the game itself, so if your students are interested in comparing or improving on their scores, encourage them to write down their score each time they play.)

The more investigations and correct eliminations they make, the higher their possible score.

Your students can 'guess' at any time, but if they would like to build up their score, then they are encouraged to find out as much as they can and then undertake the process of elimination at they go.



Getting it right!

If your students correctly select the mystery icon, emblem, symbol or event, they will be called "Little Aussie Champions" and be awarded a final score.



Getting it wrong!

If your students incorrectly eliminate the right mystery icon, emblem, symbol or event, they will receive feedback and be encouraged to play again.



Playing again

At the end of each game (whether they correctly or incorrectly selected) your students are encouraged to play the game again.

If they decide to play again, another assortment of 12 tiles will appear. There are 24 tiles from which each game is drawn, so some of these tiles might be the same as in the previous game, while some will be different.

The final mystery icon, emblem, symbol or event will be different each time. If your students do not want to play again, they simply need to Close and Exit the game by following the prompts at the end.



The icons, emblems, symbols and events depicted in Aussie Clue Cracker

National days and weeks



Australia Day



ANZAC Day



Harmony Day



NAIDOC Week



Melbourne Cup Day

National symbols and emblems



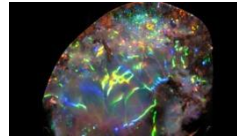
Advance Australia Fair



The Commonwealth Coat of Arms



The Golden Wattle



The Opal

National Flags



The National Flag of Australia



The Aboriginal Flag



The Torres Strait Islander Flag

National Icons - Natural



Uluru



The Great Barrier Reef

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National Icons – Man Made



Parliament House



The MCG



The Sydney Opera House

National Icons - People



The Digger



The Surf Life Saver

National Icons – Indigenous Icons



The Boomerang



The Rainbow Serpent



The Didgeridoo

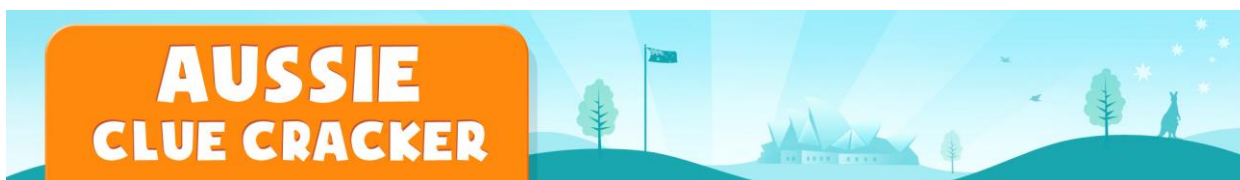
National Icons - Animals



The Kangaroo



*The Thylacine –
Tasmanian Tiger*



How to use the *Aussie Clue Cracker* in your classroom

The *Aussie Clue Cracker* digital learning object and teaching and learning activity ideas provide you and your students with a contemporary civics and rich language building resource.

Dealing with challenging concepts and language:

The concept of a 'symbol' or that an object 'symbolises' something is difficult for students in Year 3 to grasp.

Language like 'democracy', 'commemorate', 'heritage' and 'diversity' can be very challenging.

Before your students start to play the *Aussie Clue Cracker*, spend some time frontloading as a whole class, playing with the language of this resource, exploring and activating your students' prior knowledge and scaffolding this new knowledge as a preparation for deep textual work.

By exposing them to the language of the resource beforehand, you will be able to effectively engage your students in thinking about what's going to come next.

You can use this as a form of assessment, motivation, preparation, and support.

The Glossary on the following pages includes some of the challenging language within the resource that you might like to play with or explore further in groups or individually. This way, your students will have the scaffolds in place to be able to more successfully decipher the clues presented to them in the *Aussie Clue Cracker*.

An introductory activity suggestion:

An approach to introducing your students to the concepts of 'symbols', 'icons' and 'emblems' might be to ask them to talk about the symbols that surround them in their own world:

- what they see on billboards or in advertisements
- what they find on their toys, cars or sports gear
- the school emblem or motto
- the flags they see around them
- their favourite team's symbol.

Discuss how and why these all come to have meaning to them.

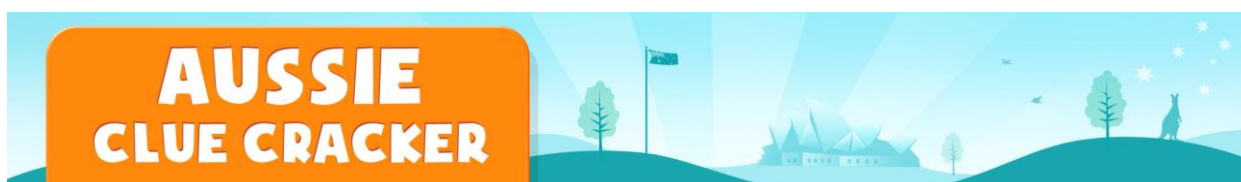
This is an opportunity to encourage your students to talk about what they already know about symbols, icons and events through their own personal experience which can effectively help them to 'tune in' to the task at hand.

Description of the teaching and learning activities


To help you use the *Aussie Clue Cracker* in your classroom, and to extend the learning beyond interaction with the computer, the National Australia Day Council provides you with ten enquiry-based teaching and learning activities that you can customise and use with your students.

These are available in Word and PDF formats from the NADC website.

These activities are presented to you in the following order, as a suggested way of approaching the development of understanding of symbols and icons and events.





Of course, you will use your own professional judgement in your curriculum planning, but we suggest that you might find value in completing the 'Tuning In' section of *Activity 1: Create your own symbol/emblem of what it means to be Australian* before accessing Aussie Clue Cracker online so you and your students can get the most out of the resource.



Aussie Clue Cracker Activity – Create your own symbol of what it means to you to be Australian

Create your own symbol/emblem of what it means to you to be Australian

Outline	Inquiry approach
<ul style="list-style-type: none"> Review the range of icons, symbols, emblems, celebrations and events included in the Aussie Clue Cracker Students will gain an understanding of: <ul style="list-style-type: none"> 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) This is an individual activity. 	<p>ASK: Tune In</p> <ul style="list-style-type: none"> Introduce and discuss the inquiry question: <i>What does it mean to you to be Australian and how could you represent this by developing your own Australian symbol or emblem?</i> Identify that the purpose of the learning is to build your students' understanding and appreciation of their place in Australia, as well as to understand the importance of symbols. Engage your students in their learning and build their understanding by spending some time discussing what defines icons, emblems and symbols and their function in society: <ul style="list-style-type: none"> what they represent, what is symbolised and how it is depicted; how they might represent an object or symbolise a quality, a feeling, a place, a country or state, or a group of persons, or how they might depict a picture or meaning (some emblems are inscribed with a motto supplemental to the visual image to form a single unit of meaning); how and for what purpose they are used; what they come to mean to people and why. Discuss the different forms of the term 'symbol', how something can symbolise/represent or stand for something else. These are difficult concepts for children of this age to grasp and this is a useful step in preparing them to play the Aussie Clue Cracker game. Brainstorm with your students the range of emblems and symbols they might already know about, such as the dove representing peace, the lion symbolising courage, the emblem of their school, badges or flags they know about, their local sporting club emblem, etc. Refine the list by brainstorming with your students the various Australian symbols/emblems they know about.

The ten teaching and learning activities are:

- Activity 1: *Explore what Australia Day means and how this has changed over time – what might Australia Day look like in the future?*
- Activity 2: *Indigenous symbols in Australia – why these are important to all Australians*
- Activity 3: *The National Coat of Arms and State/Territory Coats of Arms – their place and importance as Australian symbols*
- Activity 4: *Make your own AUSTRALIAN CITIZENSHIP AFFIRMATION, customise and publish it*
- Activity 5: *Create your own symbol/emblem of what it means to you to be Australian*
- Activity 6: *Create your own Australian postcard – an image of my Australian view from my window*
- Activity 7: *The place of song and poetry as icons of what it means to be Australian*
- Activity 8: *Create your own digital story*
- Activity 9: *A futuristic Australian symbol*
- Activity 10: *Plan your own Australia Day (or NAIDOC Week, Affirmation Ceremony or other) celebration or commemoration*

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Glossary

The language of symbols and civics can be difficult to grasp for students in Year 3.

As outlined earlier, *Aussie Clue Cracker* is also a potentially valuable language resource for your students.

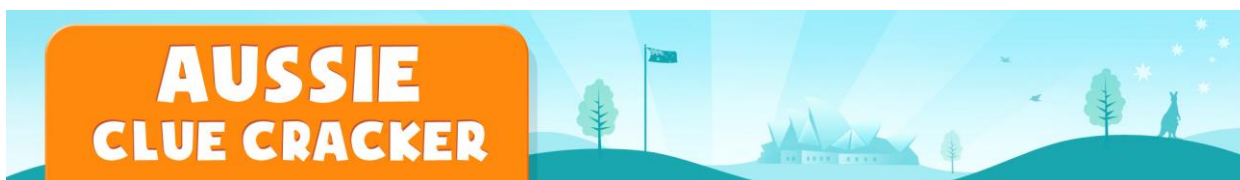
While not exhaustive, the Glossary below contains definitions for some of the difficult or more complex terms used in the digital learning object.

Anangu people	Pitjantjatjara is the language and name for the Aboriginal people of the Central Australian desert who refer to themselves as Anangu (people). Pitjantjatjara country is in the north-west of South Australia, in the southern parts of the Northern Territory and extends west into Western Australia.
bravery	When someone is brave or courageous and shows no fear (like a 'digger').
carnivorous	A carnivore is a meat eating animal like a Tasmanian Tiger.
celebration	A special social event, such as Australia Day, when you celebrate something, or the act of celebrating something special.
ceremonies	A formal occasion that might involve certain acts, rituals or behaviours that are sometimes traditional like an Australian Citizenship Ceremony.
citizen	A person who is a member of a particular country, like Australia, and who has rights because of being born here or because of they have taken out and become Australian citizens.
Coat of Arms	A special shield or pattern which is the sign that represents a country, or state, or family, like the Australian Coat of Arms.
commemorate	To officially remember and give respect to an event or person or group of people. This usually involves a public ceremony (like the Dawn Service on ANZAC Day).
creation being	Aboriginal Dreamtime Creation Beings like the Rainbow Serpent are involved with the creation of people, the landscape, and aspects of the environment.
cultural event	A special event that relates to a specific cultural group or involve music, art, theatre, literature such as Harmony Day.
culture	The way of life of a particular group such as Torres Strait Islanders, including general customs, beliefs, celebrations and rituals.
democracy	When people have a say in the government of their country by being able to vote for their government representatives. Australia is a democracy. In Australia, once you turn 18 years of age, you must enrol to vote and participate in electing your representatives to parliament.
diversity	Many different people or things. Australia's diversity is celebrated on Harmony Day and Australia Day.
Dreamtime	The Dreaming for Australian Indigenous people is the Creation period when the Ancestral Beings like the Rainbow Serpent created life and moved across the land creating landforms such as rivers and mountains.
emblem	Something that is used to represent a particular person, group or idea such as the Aboriginal Flag.
extinct	When something does not exist anymore like the Thylacine.
floral	Meaning a plant such as Australia's Golden Wattle.
foot soldier	An infantry soldier, like the 'Digger' is one who walks and fights in hand to hand, armed combat.
gemstone	A precious stone like an opal.

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heroes	Someone admired by others for doing something very brave or having achieved something great, such as a surf life saver or a digger.
honour	To celebrate and show great respect for something is to honour them. The culture of Aboriginal and Torres Strait Islander people is honoured during NAIDOC Week.
icon	A picture or symbol representing something, such as the flying kangaroo on planes.
Indigenous Australians	Australia's Aboriginal and Torres Strait Islander people are also referred to as Indigenous Australians or first Australians.
larrikin	A person with funny or outlandish behaviour, a joker, like the 'Digger'.
mammal	A warm-blooded animal with fur which suckles its young on milk from the mother, like a kangaroo.
marsupial mammal	A type of mammal which is not completely developed when it is born and is carried around in a pouch on the mother's body where it is fed and protected until it is completely developed and leaves the pouch. Both the Thylacine and kangaroo are marsupial mammals.
mateship	Describes the friendship between people, especially in difficult times. The surf life saver and digger show the importance of mateship.
mineral	A substance that is formed in the ground, like an opal.
monolith	A huge mass of stone or rock like Uluru.
natural environment	All living and non-living things occurring naturally on Earth. The natural environment contrasts with the built environment.
official	When something is announced publicly, with authority such as the official naming of Australia's national anthem as the first and third verses of <i>Advance Australia Fair</i> .
peace keeping	When the defence forces are sent to a country to help keep the peace and avoid conflict or fighting.
political event	An event related to the politics of the day. It could be the Opening of Parliament, an election or when Prime Minister Rudd said 'Sorry'.
resourcefulness	Good at making decisions and solving problems. The diggers at Gallipoli were well known for their resourcefulness.
rituals	Involving a set of behaviours or actions and/or words that are performed regularly as part of a ceremony for a special purpose. Australia's Indigenous peoples have wonderful corroboree rituals which are dramatic ceremonies in mime, song and dance held for many different reasons.
solution / solve	Finding the solution is the act of solving a mystery or problem or reaching an answer. When you are solving something, you are looking for an answer. For instance, in <i>Aussie Clue Cracker</i> , students need to solve the problem of finding the mystery icon amongst a selection of 12 possible choices. Each time they play, a new icon will be the 'solution' and the source of the mystery. By reading clues, investigating information and eliminating options, students reach the final solution: solving the mystery of which Australian icon, symbol or event they had to find.
sporting event	An event related to a sport, such as the AFL Grand Final at the MCG.
symbol	Something that represents an idea or a quality. It could be a sign, a shape or an object which stands for/represents something else. For example, the Australian Flag represents the country of Australia as well as our history and geographical place in the world.
unique	When something is the only one of its type and cannot be found anywhere else. The returning boomerang is unique to Australia.
World Heritage List	World heritage sites are important to and belong to everyone, no matter where they are located. They have "universal value that transcends the value they hold for a particular nation". Australia has 18 World Heritage listed sites. These received World Heritage listing because they represent "the best examples of the world's cultural and natural heritage".



(<http://www.environment.gov.au/heritage/about/world/index.html>)

Resource Credits

The National Australia Day Council would like to acknowledge and thank the following people and organisations for their contribution to the development of the 'Aussie Clue Cracker' educational resource.

dk2 pty ltd

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Bucky Toller, Digital Producer

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16. Thylacine (Tasmanian Tiger)	Image: Tasmanian Tiger	N/A	Image © Copyright National Library of Australia http://naa12.naa.gov.au/scripts/PhotoSearchItemDetail.asp?M=0&B=11454322&SE=1
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