

Change

Museums in Motion



Levels 5 & 6

Your students will learn about the concept of change through the lens of Australian history. They will learn about the causes and the reasons why people migrated to Australia from Europe and Asia. Students will learn about the events and people that have shaped our country as they work towards opening the Museum In Motion.

Rationale

We can better understand who we are by learning about the events and people who shaped our country.

Essential questions

- What were the events or discoveries that shaped early Australia?
- Who shaped early Australia?
- How can we use the internet to research?
- How can we plan, design and construct a diorama?
- How can we perform as a historical character?

Glossary

advent, eureka, immigration, political, analysis, expansion, impact, prose, colonial, experiences, inhabitants, present, colony, exploration, inquiry, rebellion, contributions, factors, internal, relevant, conflict, frontier, locate, research, economic, gold rush, legacy, sequence, economy, historical, migrant, settlement, entrepreneurs, history, past, significant, establishment, identify, pioneers, sources

Rich assessment task

Students will work in pairs to research an event that shaped early Australia. They will plan, design and construct a diorama to depict this event. Each student will learn about the life and impact of an influential person. They will present their dioramas and perform as the person at the Opening Night of the Museum In Motion.

Future action

Your students will consider changes in their life in the context of history. They will be motivated by the people who shaped early Australia and apply the lessons that they learnt from studying their lives. Students will use what they have learnt about the diverse origins of immigrants to Australia as they participate in conversations about our history. They will develop respect for cultures different from their own. Students will develop an ability to present information and perform in front of groups.