



EXPLORING NATURE

- Footprints/Handprints in clay work.
- Explore bush tucker.... seeds, gum nuts, shell fish.
- How bush tucker is collected.
- Explore clay making.
- Create a boat from Lois' Story.
- Name and identify sea creatures.

CREATIVE MOVEMENT:

- Explore Tempo/dynamics through creative movement and story telling.
- Body Percussion: move different body parts.
- Explore musical instruments.
- Explore Cultural perspectives through dance.
- Wendy's Mob CD and DVD.

ABORIGINAL KNOWLEDGE:

- Totem animals.
- Sharing food (protocols).

SONG SUGGESTIONS:

- Heads, Shoulders, Knees and Toes (Guringai on website).
- Hokey Pokey.
- I am a fine musician using local indigenous instruments i.e. tapping sticks, drums, seeds pods in container (shakers).

PLAY:

- Provide props for dramatising Lois' Fishing yarn.
- Dramatise Fishing Yarn.

TAKE IT OUTSIDE:

- Explore shadows.
- Identify local bush tucker.
- Parachute game. Naming parts of body from point to point or moving in different e.g. wiggling, hopping, sliding.

VISUAL ARTS

- Draw around the children's bodies and create life sized forms. Label in Guringai language.
- Self portrait.
- Create fish with handprints.
- Create lanterns out of coloured paper.
- Create fish using craypas and collage.
- Draw around shadows, crayon and water colour wash shadow drawings.

NUMBER

- How many eyes, ears etc.
- Healthy food puzzles.
- 1,2,3,4,5 once I caught a fish alive.

OT (LINK):

- See OT Teaching notes relating to Lois' yarn.

SOUNDS

- Encouraging play with words.
- Identifying words that start with the same sound.
- Increase awareness of how sounds are produced.
- Developing letter/sound knowledge.
- Segmenting words into syllables.

WORDS

- Naming different parts of the body.
- Extending knowledge of action words (verbs).
- Encouraging descriptive language.
- Expanding spoken sentences.
- Encouraging children to write and draw what they are saying.

ABORIGINAL LANGUAGE

LOCAL LANGUAGE (GURINGAI)

- Naming parts of the body in local language (eg: Guringai).
- Sing – heads, shoulders, knees and toes in local language (eg: Guringai).
- Develop knowledge of other body parts in local language (eg: Guringai).
- Use names of body parts in local language where appropriate.

YARNING

- Developing an overall understanding of Lois' fishing yarn (Characters, place and time).
- Sequencing the main events.
- Linking ideas together using connecting words eg: and, then, so.
- Responding to comprehension questions relating to the yarn.
- Using Lois' yarn to reflect on food gathering and fishing in local waters.