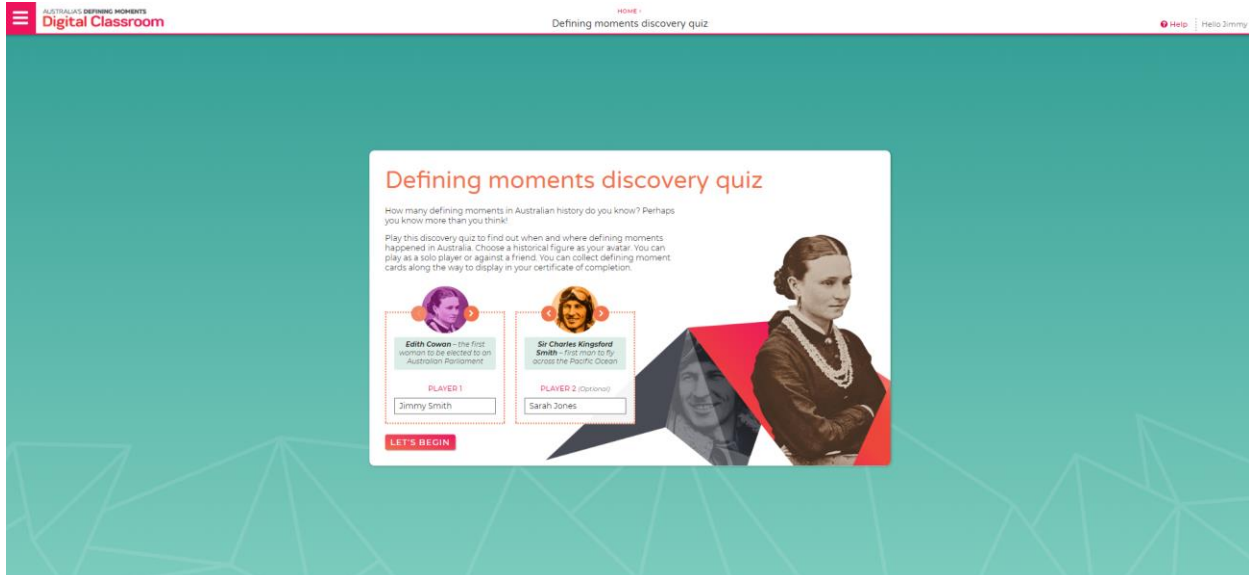


Defining Moments discovery quiz teachers' notes



Key Australian Curriculum connections: This interactive is suitable for both primary and secondary students from Years 5-6 and 9-10. It is relevant to a range of *Australian Curriculum: History* knowledge and understanding areas as well as historical skills development.

Introduction

This is a fun learning classroom or home activity and a great way to introduce students to the concept of defining moments. By playing the game, students discover that there are many defining moments that occurred all over Australia at different times in our history.

The discovery quiz could be used at the beginning of your study to help you find out what your students already know (and don't know) about some important aspects of Australian history. At the end of the study the students could play the quiz again to see if their knowledge base has increased.

Activity suggestions

1. Divide the class into pairs or two large groups to play the game. They begin by choosing an historical figure to be their 'Avatar'. As they move around the board they score points by landing on defining moments questions and answering them correctly. In two player mode the winning player or team is the one that gets to the end first.
2. When the game is over ask the students to count their cards. Although the 'winning' group is the one to make it to the end first, you may wish to change the rules and make the winning group the one that has collected the most cards (and therefore answered the most questions correctly).
3. Ask your students to choose their favourite card and explain (through speech, role-play, charade etc.) why they think it is an important defining moment.

AUSTRALIA'S **DEFINING MOMENTS** Digital Classroom



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