

Unit Name: Inclusive Learning Through Drama

Stage: Early Stage 1

Lesson name: How the Kangaroo got her Pouch

Duration: 45-60 minutes

Blue Sky Community Services would like to thank Mick Saunders, an Elder from the Birpai Nation, for contributing his time, advice and input to this lesson. We are grateful for his expertise in sharing his knowledge and wisdom, and thank him for his guidance in making this project a reality.

Lesson Overview

The students will discuss and explore the use of movement, action and music in telling a First Nations Dreamtime Story. Students will take on the role of the animals in the story by using their senses.

Lesson Outcomes

A student will learn to:

- make drama by interacting with the teacher and others and by using their imagination to create roles and dramatic situations
- communicate imagined situations through drama forms such as improvisation, movement, mime and storytelling
- begin to respond to their own drama in terms of roles and space.

A student will learn about:

- engaging in the basic elements of drama such as tension, contrast (loud/soft, fast/slow) and symbol.
- sharing their drama with others.
- depicting everyday situations in dramatic contexts.

**Syllabus
Outcomes**

Teaching, Learning and Assessment

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| <p>DRAMA</p> <p>Making DRAES1.1 Uses imagination and the elements of drama in imaginative play and dramatic situations.</p> <p>Performing DRAES1.3 Dramatises personal experiences using movement, space and objects.</p> <p>Appreciating DRAES1.4 Responds to dramatic experiences.</p> <p>ENGLISH</p> <p>ENe-1A Communicates with peers and known adults in informal and guided activities demonstrating emerging skills of group interaction.</p> <p>ENe-11D Responds to and composes simple texts about familiar aspects of the world and their own experiences.</p> <p>ENe-12E Demonstrates awareness of how to reflect on aspects of their own and others' learning.</p> | <p>TEACHING</p> <p>Teacher displays Acknowledgement of Country visual and reads it out to the students.</p> <ul style="list-style-type: none"> - <i>Have you heard an Acknowledgement to Country before? Where? When?</i> - <i>Why do you think these words are said at those times or places?</i> - ES1 Why we Acknowledge <p>Warm-up: Pass it on</p> <ol style="list-style-type: none"> 1. Students stand in a line facing the same direction (facing the back of another student's head). 2. A student at one end (Student 1) is given a visual from Pass It On visuals to make up an action for. 3. Student 1 taps the shoulder of the student in front of them (Student 2). Student 2 turns to face Student 1. 4. Student 1 shows Student 2 the gesture/action without making sounds. 5. Each student repeats Steps 3 and 4 until the last student in the line turns around and sees the action. 6. The last student shows the whole class what they think the action was. 7. The first student shows the last student what the action began as, and the students can see if any change in the action happened by passing it on. 8. The final student to see the action in Step 6 becomes the new Student 1. 9. The game continues with a new stimulus visual from the teacher, and students repeat steps 2 - 9 (10 minutes). <p>LEARNING</p> <p>Class Activity: How the Kangaroo got her Pouch</p> <ol style="list-style-type: none"> 1. Students are seated on the floor or at their desk. 2. The teacher tells the students the name of the Dreamtime story - How the Kangaroo got her Pouch. - 3. Students listen to the How the Kangaroo got her Pouch video. Please turn off visuals. <ul style="list-style-type: none"> - <i>You know the name of this Dreamtime story is 'How the Kangaroo got her Pouch'.</i> - <i>Were you able to understand the story even though there were no pictures? Yes/No question response visuals. Why?/Why not?</i> - <i>How? Which of The Five Senses did you use?</i> - <i>Do you know who the first people to tell Dreamtime stories like this one were?</i> - <i>Why do you think they told stories like this one?</i> 4. Students view How the Kangaroo got her Pouch a second time with visuals only. Please mute the sound. |
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- *You have already listened to the story.*
 - *Are the pictures in the video how you imagined they would be? [Yes/No question response visuals](#).*
 - *How are they the same or different to what you imagined?*
5. Responses to the next questions can be recorded on the whiteboard or large chart paper.
- *What animals or characters/roles were in the story?*
 - *Was there a way you could work out which person was playing each animal or character? (The teacher might be required to direct responses to actions, paint and costumes).*
- Teacher Note: Responses for Step 6 and 7 can be recorded on the whiteboard or chart paper.
6. Teacher shows small sections of [How the Kangaroo got her Pouch](#). Students focus on the actions they could see, or hear, and how they are used to represent the animals or characters in the story.
- A. Wombat - 0:22 - 0:40 (blind and sitting by the billabong)
 - B. Wombat - 2:40 - 2:55 (holding the kangaroo's tail, moving through the bush)
 - C. Dingo - 0:40 - 0:50
 - D. Emu - 1:00 - 1:08
 - E. Kangaroo - 2:00 - 2:25
 - F. Hunters - 3:20 - 3:50
- *What actions did you see (or imagine) for each animal or character do or use?*
 - *There was an animal that wasn't named. Let's see if we can work out what animal it might be.*
7. Teacher plays section 1.10 - 1.25 [How the Kangaroo got her Pouch](#).
- *What animal do you think this animal is? Why?*
 - *Why do you think animals are important in Dreamtime stories?*
 - *Was the wombat really a wombat?*
 - *Who was he really? (Byamee)*
 - *What do you think the name "Creator" means?*
8. *This Dreamtime story was told by the Wiradjiri people. They are from south-east Australia* [Aboriginal and Torres Strait Map of Australia](#).
- *Do you know the name of the First nations people from this area?*
 - *Let's see if we can find their name on the [Aboriginal and Torres Strait Map of Australia](#).*
- Teacher Note: The next section of the lesson can be taken outside or to a school hall if available to allow students a larger area for movement.
9. An animal from [Individual animal visuals for How the Kangaroo got her Pouch](#) is indicated/selected by the teacher and shown to the students.
10. Students move according to the animal selected in the area indicated for 20-30 seconds.

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| | <p>11. Teacher repeats step 8 until students have shown their movements for all the animals from the story.</p> <p>ASSESSMENT</p> <p>No formal assessment is provided for this lesson.</p> |
| <p>Adaptations, Considerations and/or Adjustments</p> <p>Note: Think about how this lesson may affect students in your class and make any of these adaptations that you feel necessary.</p> | <p>Physical: For all activities students are able to participate wherever they are comfortable.</p> <p>Vision: In the warm-up activity, the game can be changed to verbal indication of the gesture. Students can imagine and then verbalise actions and characters from the video. Tactile aids (soft toys) can be used to assist with character identification in the video. Raised drawings of the animals can be pre-prepared by using a hot glue gun used on lines in a drawing.</p> <p>Hearing: Students can use Pass It On visuals for the warm-up activity. Students can use Animal visuals for How the Kangaroo got her Pouch to identify characters when the story is being discussed.</p> <p>Sensory: Tactile aids can be used to assist with character identification in the video. Use of a 'pointing stick' in warm-up for students that may not like to be touched by other students.</p> <p>Non-verbal: Students can use Pass It On visuals for the warm up activity. Students can use Animal visuals for How the Kangaroo got her Pouch to identify characters when the story is being discussed.</p> <p>EAL/D: Students can use Pass It On visuals for the warm up activity. Students may use headphones and a device with Google Translate app when viewing the video with the rest of the class. Tactile aids can be used to assist students with character identification in the video.</p> <p>Other: Students who are uncomfortable with movement activity can show actions and movements alone in front of the teacher. Alternatively students can show movements with other aids, e.g. make a playdough model of characters, use small toys.</p> |

Resources

- [Acknowledgement of Country](#) - Blue Sky Community Services
- [ES1 Why we Acknowledge](#) - Blue Sky Community Services
- [Aboriginal and Torres Strait Map of Australia](#) - National Unity Government
- [Pass It On visuals](#) - Blue Sky Community Services
- [How the Kangaroo got her Pouch](#) - innerlifeharmony (You Tube)
- [Animal visuals for How the Kangaroo got her pouch](#) - Blue Sky Community Services
- [Individual animal visuals for How the Kangaroo got her Pouch](#) - Blue Sky Community Services
- [Yes/No question response visuals](#) - Blue Sky Community Services

- [The Five Senses](#) - Blue Sky Community Services

Resources for Adjustments (if applicable)

- [Animal visuals for How the Kangaroo got her Pouch](#) - Blue Sky Community Services
- Tactile aids, e.g. soft animals; playdough
- Raised drawings/outlines of animals in the Dreamtime story

| Lesson Evaluation/Reflection | Yes |
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| The lesson adequately addresses syllabus outcomes. | <input type="checkbox"/> |
| The lesson reflects the needs, interests and abilities of all students. | <input type="checkbox"/> |
| The lesson provides an opportunity for students to demonstrate what they know and can do. | <input type="checkbox"/> |
| The lesson includes a variety of teaching and learning activities, and resources to address the learning needs of all students. | <input type="checkbox"/> |
| Additional comments and suggestions for improvement: | |