



WA MARITIME MUSEUM

TEACHABLE MOMENTS

Teacher Instructions

'Teachable Moments' are very short, small-group or partnered activities designed to engage students with Museum displays. This self-guided gallery trail is intended for use in the *WA Maritime Museum*, Fremantle.

The challenges and discussion tasks are linked to *General Capabilities* in the Western Australian Curriculum.

1. Review the *Teachable Moments* activities (page 2). Select which ones you would like your students to do.
2. **Before your visit** to the museum, print off the desired number of worksheets and bring these with you on the day. Please provide your own clipboards and pencils if you choose to use them.
3. Divide your class into small groups, each with a parent helper. Ensure parent helpers are briefed on the activity.
4. Give a copy of the activity sheet to the adult helper and encourage them to assist their group in the completion of the task.

WA MARITIME MUSEUM TEACHABLE MOMENTS

Explore the museum and complete the activities below.

Done	Activities
	<p>Take turns thinking up either an objective statement (fact) or subjective statement (opinion) about different objects on display.</p> <p><i>(Literacy)</i></p>
	<p>Choose any three boats and find a way to estimate the size of them without using a ruler (eg your foot, one 'pace' the length of your arm etc). Then order them from smallest to largest. Back at school, use a ruler to measure your 'estimate' (for example, measure the length of your foot) and convert the measurements you took in the Museum to centimetres or metres. Compare your results to those of your classmates.</p> <p><i>Numeracy</i></p>
	<p>Before your visit, look at the Museum's Welcome Wall database: www.museum.wa.gov.au/welcomewalls/. Click on "Search Names" and type in a surname of someone in your group. At the museum: Can you find their 'panel' on the Welcome Walls at the front of the Museum?</p> <p>Alternatively, find a name of the Welcome Walls and use the database back at school to find more information about that person's story.</p> <p><i>ICT capability</i></p>
	<p>Choose an object on display. Imagine the person that owned it and tell your group what this person might have been like, how they used the object and what it meant to them. Why do you think this object was chosen to be displayed in the Museum?</p> <p><i>Critical and creative thinking</i></p>
	<p>In your group, get each person to complete one 'mission': talking to someone who works in the Museum. For example, ask them where the toilets are, ask a question about a display, ask them about their job and what they like about working in the Museum or thank them for helping with their visit. Choose a moment where the staff member is not busy and remember your manners!</p> <p><i>Personal and social capability</i></p>
	<p>Find examples where animals are affected by maritime activities – eg sheep transported on ships, fish caught with hooks or nets, whaling or pearling etc. Discuss why people need these animals and whether we are being 'fair', 'right', or 'wrong' in the way we use or relate with these animals.</p> <p><i>Ethical understanding</i></p>
	<p>People from different cultures have made Australia what it is today by sharing ideas and skills. As you explore the Museum, look for examples of an idea or object from another culture that makes Australia more interesting or helps people to do their jobs. Remember to find examples from Aboriginal culture too!</p> <p><i>Intercultural Understanding</i></p>