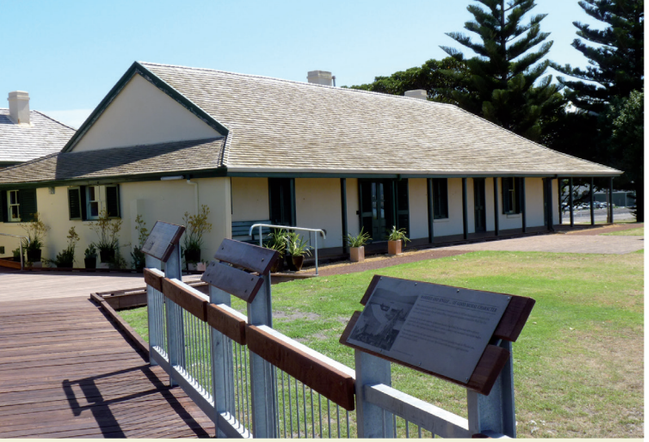
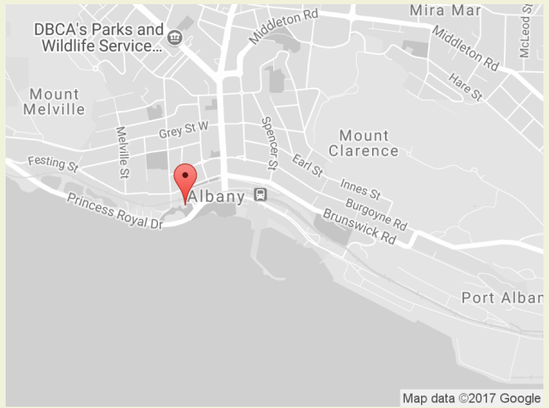


Museum of the Great Southern



Residency Road, Albany WA 9841 4844

@MuseumoftheGreatSouthern

museum.wa.gov.au/greatsouthern

GOVERNMENT OF WESTERN AUSTRALIA

MUSEUM OF THE GREAT SOUTHERN

learn

Ignite your students' curiosity and take learning beyond the classroom. We have a range of programs for all developmental levels, created by our dedicated team of Education Officers.

explore

The Museum website is a valuable tool for teachers and students. It is a portal to collections, research and special interest areas.

discover

For updated exhibitions and program information **museum.wa.gov.au/albany**

Excursion Information

1 Choose a Program to suit your needs?

Facilitated

Led by our Education Officers and Menang Noongar presenters.

Program costs

Standard facilitated programs

$2 to $6 per student (GST inclusive).

Times

K-3 programs 1 hour (approx.)
4-7 programs 1.5 to 2 hours (approx.)

Self-guided experiences

Visit our galleries, Discovery Centre or go on board the replica Brig Amity.

Visit costs

Galleries and Discovery Centre $1 per student.
Brig Amity $1 per student.
Teachers and accompanying parents free.

2 Outreach programs

Programs marked with an (*) are available to schools as part of our Outreach service.

3 Make a booking - essential

(08) 9841 4844

greatsouthern@museum.wa.gov.au

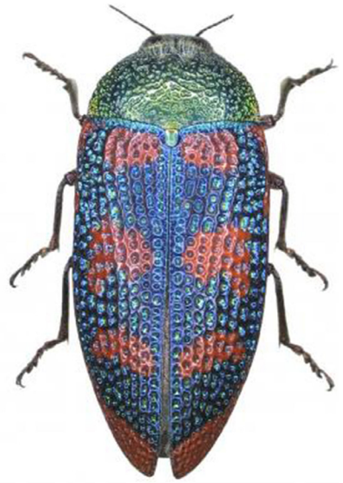
Refer to our website for Excursion Management Plans, including Certificate of Currency.

museum.wa.gov.au/explore/education

10am - 4pm daily
Early opening by prior arrangement.

Cover Image
Roe's Jewel Beetle: *Stigmodera roei*

Museum of the Great Southern School Programs 2020



every **object** tells a **story**

Museum of the Great Southern

Explore our rich maritime history, marine habitats and the traditional life of the Menang People.

Beach Walk Discoveries* Outreach available

Years K-2

Science understanding: Biological sciences; Science inquiry skills: questioning and predicting

Join us at the beach to experience the unique biodiversity of our oceans and coastlines. Discover native beach foods and learn how to find fresh water.

Crabapple's Classroom

Year 2

Historical knowledge and understanding

Explore the past and experience what school was like for your great-grandparents.

Crabapple's Classroom

Incredible Insects

Years 2-5

Science understanding: Living things can be grouped on the basis of observable features and living things have life cycles

Science as a human endeavour: People use science in their daily lives, including when caring for their environment and living things

Be a scientist and examine specimens from the museum collection through our microscope. What are the different features that make an animal an insect? Discover the different life cycles of these animals, their adaptations and metamorphosis.

Green Burrowing Bee
Ctenocolletes smaragdinus

STEM Challenge

Years 2-6

Science as a human endeavour: Science involves making predictions and describing patterns and relationships

Science Inquiry skills: Compare results with predictions, suggesting possible reasons for findings

Design and Technologies: Generate, develop and record design ideas through describing, drawing and modelling

Get hands-on designing, building, and testing with different materials. Explore principles of Science, Maths and Engineering through launching, propelling and hovering your prototype designs.

Space Explorers

Years 3-5

Science as a human endeavour: Scientific knowledge is used to solve problems and inform personal and community decisions

Science understanding: A change of state between solid and liquid can be caused by adding or removing heat; Earth's surface changes over time as a result of natural processes and human activity

What technologies have been used in space exploration? Discover the difference between tektites and meteorites. Help create a comet here on earth and observe the way solids, liquids and gases change through heating and cooling.

Djildjit Harvest (Noongar Fish Traps Story)

Years 3-6

Science as a human endeavour; Cross curriculum priorities: Aboriginal and Torres Strait Islander histories and cultures

Discover the ancient technologies of the Oyster Harbour Fish traps and the Djildjit (fish) harvest of long ago.

Djildjit Harvest (Noongar Fish Traps Story)

Caring for *Boodja* (Land)* Outreach available

Years 3-6

Science as a human endeavour; Cross curriculum priorities: Aboriginal and Torres Strait Islander histories and cultures

Explore a mix of Aboriginal culture, science and technology through local Menang bush tucker, tool making, Koornt (shelter) building, the six seasons and sustainability.

Sydney to Sound

Years 4-6

Historical knowledge and understanding

Live the life of a convict sent to King George Sound to start the first European settlement in WA and learn how they met the Menang Peoples for the first time.

Create a Classroom Museum

Years 4-10

Visual Arts, Design and Technologies, Science as a human endeavour

Working with an experienced museum specialist you will learn the principles of exhibition design from concept through to evaluation. Get hands-on with museum objects as you lay out a display case. Understand the purpose of classification in museums, the roles 2D and 3D designers play and how technology is used in a museum setting.

> *"Museum objects help students connect history, culture, science and art"*
>
> Western Australian Museum