



Program Overview

Gibberagong EEC provides the ideal setting to introduce your Stage 2 and 3 students to an overnight experience and explore the local environment to develop their own short film. Located in the Ku-ring-gai Chase National Park at Bobbin Head, students will work in small groups to explore an environmental issue and use an iPad to create a short film about their issue.

The program will cover key syllabus and content areas and will include the following:

- ✓ pre-visit research information
- ✓ night activities
- ✓ accommodation in bunks
- ✓ all meals (option to self cater)

Time	Activity
Day 1 Morning	Kalkari Visitors Centre and Birrawanna bush walk
Day 1 Afternoon	Bush walk (continued) Aboriginal presentation
Day 1 Evening	Night Spotlight Activity
Day 2 Morning	Filming/editing workshop Filming in Bobbin Head
Day 2 Afternoon	Editing and Premiere

Learning Activities

Visit to Kalkari Visitors Centre and Bush Walk to Bobbin Head

Students will have an opportunity to learn about national parks, nature reserves, flora and fauna at the Kalkari Visitors Centre. The students will then be led along the Birrawanna Track for an informative bush walk to Bobbin Head. Lunch will be located in a natural bush setting.

Aboriginal Presentation

The students will participate in a workshop to learn about and explore the practices of the Guringai peoples. Topics include traditional foods, medicine and games.

Night Spotlight Activity

The students will be led on a night walk to discover some of the nocturnal animals of the bush

Filming

After a short information session on filmmaking, the students will use features of the Bobbin Head area and other props to film.

Editing and Film Premiere

After editing their movie, the students will have an opportunity to showcase their film. All movies will also be downloaded for copies to be distributed.

Key Syllabus Outcomes and Content

HSIE

ENS2.5

- Describes places in the local area and other parts of Australia and explains their significance.

ENS 2.6

- Describes people's interactions with environments and identifies responsible ways of interacting with environments.

Science and Technology (New Curriculum)

ST2-5WT

- using creative thinking techniques, including brainstorming, mind-mapping, sketching and modelling

ST3-5WT

- selecting and using creative thinking techniques, including mind-mapping, brainstorming, sketching and modelling.