Language of Belonging Resource Overview

Language of Belonging is an education resource based on the ground breaking Indigenous short animation *Wadu Matyidi* and the five accompanying behind the scenes mini-documentaries.

Designed specifically for Primary-aged students, this diverse learning program gives students the opportunity to explore the Adnyamathanha language, culture, stories and traditions, and develop their own portfolio and cultural understanding.

Website – www.languageofbelonging.com.au

The *Language of Belonging* website includes videos, Student Activity Sheets, Background Information and teaching materials housed in a password protected site aimed directly at students. It features the following bonus materials:

- *Speaking Deadly* game – an interactive language game using the video *Wadu Matyidi*.
- Information about the *Wadu Matyidi* series including the Press Kit and Stills Gallery.
- Additional Teacher Support Links.

All activity sheets online have been provided for students as downloadable and editable PDF files, to print or save to their own desktops.

Videos
The following Videos are included in the *Language of Belonging* DVD-ROM and website:

- *Wadu Matyidi* animation (8 mins)
  Wadu Matyidi tells, in language, the story of three adventurous kids who set out for a day of exploration, playing games and spooking one another with tales of ancient creatures, until they see unusual tracks that get their hearts and imaginations racing. Then, unexpectedly they make a discovery that changes their lives forever. Could it be the Yamuti?
- Behind the scenes mini-documentaries (5 x 6 mins):
  1. *Who We Are – Inhaadi Utyu Ngarlpurla*
  2. *Walking Our Country - Yarta Mandaawi Widniarlpurla*
  3. *Telling Stories – Yarta Wandarlpurla*
  4. *The Scary Beast – Antyi, Yamuti Yurdlu Ya!*
  5. *How to Bake an Animaion – Animation Nguthaarlpurl*

Teaching and Learning
All teaching and learning materials contained in *Language of Belonging* are aligned with the Australian Curriculum areas of English, The Arts and Languages, with a Cross-Curriculum Priority of Aboriginal and Torres Strait Islander histories and cultures, and have been developed using the *8 Ways Aboriginal Framework*. See the 'Curriculum Links' below for more details.

There are five inquiry based units of work, each using the included videos as the main introductory stimulus:

My Mob	Inquiry 1: How do we communicate?
	Inquiry 2: Why is language important to culture?
	Inquiry 3: What is cultural identity?
My Country	Inquiry 1: How do we interact with our local environment?
	Inquiry 2: Why is it important for the Adnyamathanha people to connect with Country?
	Inquiry 3: How do Adnyamathanha Dreaming stories relate to Country?
My Story	Inquiry 1: Why do we tell stories?
	Inquiry 2: What is the cultural significance of stories?
	Inquiry 3: What does Adnyamathanha Rock Art tell us about the past?
My Heritage	Inquiry 1: What is heritage?
	Inquiry 2: What is the purpose of story in maintaining heritage?
	Inquiry 3: How do the four Ancient Elements of Fire, Earth, Water and Air impact on our heritage?
My Project	Inquiry: What is my natural and cultural heritage?
	Through the creation of a portfolio, students explore, discover and present the story of their natural and cultural heritage.

Each unit of work has been designed to be used either collectively or independently within the classroom.

Speaking Deadly - The Game

Speaking Deadly is an interactive game featuring the *Wadu Matyidi* animation, in which students can learn, explore and test their knowledge of the Adnyamathanha language and culture.

The aim of the game is to correctly identify the Adnyamathanha word for each of the items highlighted in the *Wadu Matyidi* animation. There are four units, each with eight questions. In order to be awarded a game stamp and certificate for each unit, players need to answer all questions correctly on their first attempt. The four different sections of the *Speaking Deadly* game are:

1. My Mob
In this section, the player will be asked to identify Adnyamathanha words that represent family, culture and community.

2. My Country
In this section, the player will be tested on their knowledge of the names of selected flora and fauna found in and around the Flinders Ranges.

3. My Story
In this section, the player will explore words relating to traditional storytelling. The player will be tested on their knowledge of well-known Adnyamathanha story characters and associated items within the *Wadu Matyidi* animation.

4. My Heritage
In this section, the player will be asked to identify words that represent some of the important elements of the Adnyamathanha people's heritage.

The Adnyamathanha words featured in the *Speaking Deadly* game are:

| Adnyamathanha Word	Meaning
Adnyamathanha	Adnyamathanha language and people. A group of Aborigines native to South Australia's Flinders Ranges whose name means 'rock' or 'hill people'.
Akurra	Old serpent from stories of the Dreaming who made all of the waterholes.
andu	yellow-footed rock wallaby
arlaarlpi	hand, finger, five
ardla	fire
adnya	rock, stone
awi	water, rain
awi urtu	waterhole, pool of water
irta	bird (general)
malka	drawing, writing
mambarna	boy
marngarra	girl
mantaawi	foot
mia	sleep
mina(aka)	eye
muda	Dreaming, history, rule, custom, hawk
ngalkundha	eat
ngamaka	tree hollow
ngawarla	word, speech, language
udnyu	Non-Aboriginal person
ulhu	gum leaves
urlpi	cloud
urdlu	red kangaroo
utya	cloud threatening rain
vundyu	hair
vurndu	smoke
wandatha	tell stories
wabma	snake
warla	belly, stomach
wartu	wombat
widhi	laughter
widlya	hut or wurley
wipa	ant
wityarti	witchetty grub
yakarti	child
Yamuti	large 'scary beast' mammal from stories of the Dreaming
yarta	land
yarta wandatha	tell a story (connecting that person through story with the land)
yura	Adnyamathanha or Aboriginal person
yura muda	Adnyamathanha Dreaming, providing law, knowledge and guidelines for everyday living.
yura ngawarla	Adnyamathanha language

Curriculum Links

ACARA
All teaching and learning materials contained in *Language of Belonging* are aligned with the Australian Curriculum areas of English, The Arts and Languages, with a Cross-Curriculum Priority of Aboriginal and Torres Strait Islander histories and cultures, and have been developed using the *8 Ways Aboriginal Framework*.

For more detailed information about the Australian Curriculum, please visit the Australian Curriculum, Assessment and Reporting Authority (ACARA):
http://www.acara.edu.au/curriculum/curriculum.html

8 Ways Aboriginal Framework
This Aboriginal pedagogy framework is expressed as eight interconnected pedagogies involving narrative-driven learning, visualised learning processes, hands-on/reflective techniques, use of symbols/metaphors, land-based learning, indirect/synergistic logic, modelled/scaffolded genre mastery, and connectedness to community.
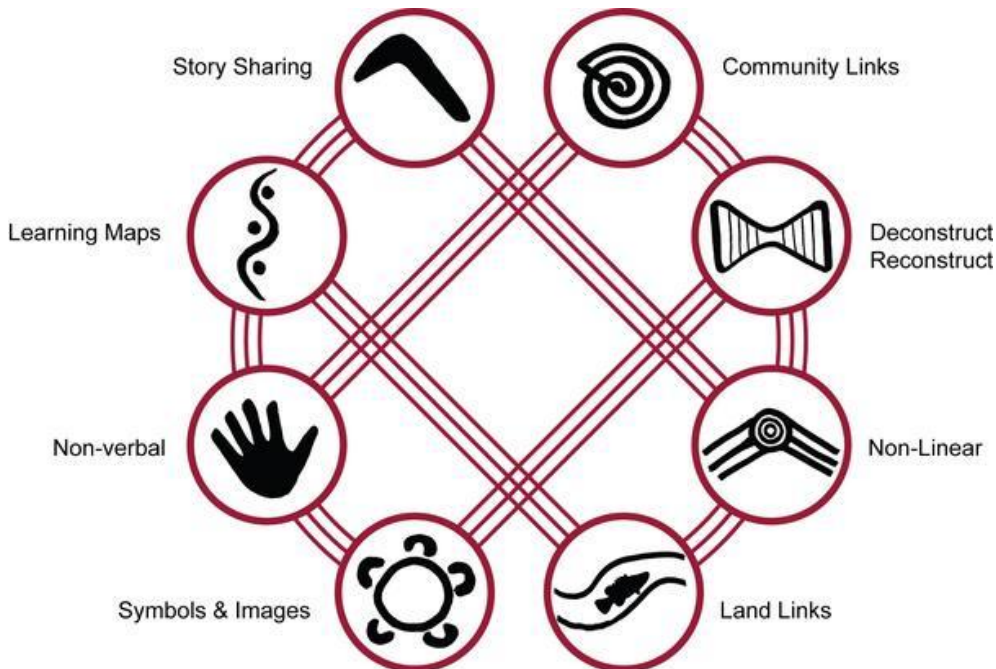
How we learn:
1. Story Sharing: We connect through the stories we share.
2. Learning Maps: We picture our pathways of knowledge.
3. Non-verbal: We see, think, act, make and share without words.
4. Symbols and Images: We keep and share knowledge with art and objects.
5. Land Links: We work with lessons from land and nature.
6. Non-Linear: We put different ideas together and create new knowledge.
7. Deconstruct/Reconstruct: We work from wholes to parts, watching and then doing.
8. Community Links: We bring new knowledge home to help our mob.

The *8 Ways Aboriginal Framework* was developed through a research project involving New South Wales Department of Education and Training (DET), James Cook University's School of Indigenous Studies and the Western New South Wales Regional Aboriginal Education Team between 2007 and 2009. Approval for this project was granted from the Aboriginal Education Consultative Group (AECG) and NSW State Education Research Approval's Process (SERAP). For more detailed information about the *8 Ways Aboriginal Framework* please visit: http://8ways.wikispaces.com/