









Multiple Intelligence Learning Grid - Aboriginal Australia

Aboriginal Australia

Name: _____

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| <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Musical/Rhythmic/Creative</p> | <ul style="list-style-type: none"> ○ Use clapping sticks to represent the mood of an Aboriginal Dreaming story. ○ Make an Aboriginal musical instrument. Describe its sound and the mood it would help to create. ○ Compare traditional and contemporary Australian Aboriginal music. ○ Compose a piece of Aboriginal music. ○  | <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Verbal Linguistic</p> | <ul style="list-style-type: none"> ○ Listen to an oral telling of a Dreaming story. ○ Retell a Dreaming story. ○ Make a list of Aboriginal place names and their meanings. ○ Research famous Indigenous Australians. Prepare a speech to present to the class. ○ Write a Dreaming story. ○ Create a book for younger children of a Dreaming story. ○  |
| <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Bodily Kinesthetic</p> | <ul style="list-style-type: none"> ○ Read or listen to a Dreaming Story and dramatise it. ○ Mime a sequence of events from a Dreaming story. ○ Roleplay a meeting of the Aboriginal people and the Europeans. ○ Create an Aboriginal dance to tell a story. ○ Research Aboriginal games, experiment with one of them and teach it to your family  | <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Naturalist</p> | <ul style="list-style-type: none"> ○ Experiment with natural items to make a useful paint. Evaluate the effectiveness of each of the items used. ○ Research 'Bush Tucker' Organise information into a poster showing and explaining the different types. ○ Grow vegetables that can be eaten. ○ Design and build a traditional Aboriginal shelter using natural materials.  |
| <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Visual Spatial</p> | <ul style="list-style-type: none"> ○ Construct masks for characters of Dreaming stories. ○ Create Aboriginal style artworks using symbols and traditional techniques. ○ Create X-ray art of a chosen Australian Animal. ○ Make models of traditional Aboriginal weapons, hunting tools and musical instruments. ○ Create a wall mural using earth colours to depict Dreaming stories read throughout the term. ○ Create a mural of the foods eaten by the Australian Aborigines.  | <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Logical Mathematical</p> | <ul style="list-style-type: none"> ○ Locate important Aboriginal sites on a map of Australia. ○ Discuss and map the possible pathways of how the Aboriginal people are thought to have arrived in Australia. ○ Locate boundaries for local Aboriginal tribes. ○ Construct a jigsaw puzzle from an Aboriginal drawing of an animal. ○ Design a board game that informs people about traditional Australian Aborigines.  |
| <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Intrapersonal</p> | <ul style="list-style-type: none"> ○ Draw your feelings about an Aboriginal Dreaming story. ○ Evaluate a piece of Aboriginal art, music, dance or story and explain the feelings associated with it. ○ Create a cube displaying favourite aspects of Aboriginal life.  | <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Interpersonal</p> | <ul style="list-style-type: none"> ○ Discuss the importance of Dreaming stories to the Aboriginal people. ○ Research symbols used by the Aboriginal people to communicate. Create symbols to tell a story to others. ○ Prepare questions to ask a visiting Aboriginal speaker.  |