



Teacher Notes

The *La storia di Melbourne E-trail* is a program that explores the Melbourne Story exhibition at Melbourne Museum with the use of an iPod/MP3 player audio guide in the Italian language. It provides students with the opportunity to take control of where and when they download and use the E-trail technology. Research from Knowledge Bank has found that students are more likely to be interested in this type of technology, as it is a format used in popular culture.

The learning outcomes for students doing this program include:

- Inquiring into the history of Melbourne and the contributions made by Italian immigrants through its history,
- Using critical thinking to analyse and evaluate information encountered in the exhibition,
- Reflecting what they know about Melbourne and developing awareness that there is more to know,
- The program links with Intercultural Knowledge and Language Awareness through the addition materials in the pre/post activities.

La storia di Melbourne E-trail will also be supported by *Italian Carlton*, a Co.As.It. – Museum Victoria partnership program for students of Italian. This is based around a walking tour of the Lygon Street precinct and an online workshop at Co.As.It Resource Centre, 189 Faraday Street, Carlton.

Curriculum Links

La storia di Melbourne E-trail links to the following outcomes of the Victorian Essential Learning Standards:

Physical, personal and social learning

—Personal learning;

Discipline-based Learning

—LOTE (Italian) Communicating in Italian

—Humanities (History) Historical knowledge and understanding & Historical reasoning and interpretation;

Inter-disciplinary Learning

—ICT for communicating and visualizing thinking

—Thinking, Reasoning, processing and inquiry;

This program also links to the VCE Italian Study Design, in the prescribed theme of Historical perspectives.



School based activities

Excursions can be a powerful learning experience for students, but this needs careful facilitation by teachers. Preparation of students— informing them about the intended outcomes of a visit to the *Melbourne Story* exhibition and involving them in the planning process— will greatly enhance the experience.

This could include students downloading the E-trail at their particular level onto their own MP3 player in preparation for the excursion or a class set of preloaded MP3 players can be booked (see below).

Excursion activities

La storia di Melbourne E-trail is a unique way for students to explore the *Melbourne Story* exhibition.

A staff led program called *Tanto pe' campà'—esplorando il mondo del lavoro* is also available to complement the E-trail. This program is based on the *Melbourne Story* exhibition and the theme of work through history, and will be presented by the Co.As.It Education Officer.

Students attending the staff led program will receive a printed booklet, which teachers can preview online as part of this education kit. The booklet includes language activities for use during the visit to the *Melbourne Story* exhibition. Students are encouraged to download the audio tour for themselves or teachers could place it on the school intranet. Students could bring their own iPod/MP3 player but a class set of preloaded MP3 players is available through the museum as part of the staff led program.

Bookings can be made via the Booking Office (1300 130 152). The cost of the staff led program *Tanto pe' campà'—esplorando il mondo del lavoro* and hire of equipment is \$4.40 or \$3.30 without hire of MP3 players. (Please note schools will be invoiced for lost/damaged MP3 players).

Pre-visit excursion

Tuning in activity

Teachers can encourage students to visit the website Italian Carlton at www.coasit.com.au or via the Melbourne Museum website: <http://museumvictoria.com.au/education/education-kits/italian-carlton/>

In the Italian Carlton education kit there are Tuning In activities that will get students thinking about the themes of Italian migration to Victoria and the contribution made by Italians to the precinct of Carlton.



Post-visit excursion

Make your own digital story

The following are guidelines that students can follow when developing a digital story, or if they want to further explore the themes/people in the exhibition *Melbourne Story* exhibition.

Guidelines:

1. Point of the story
2. Dramatic question
3. Emotional content
4. Script development - 300 words for a three minute digital story
5. Storyboards and Images - matching image to text
6. Using voiceovers - Audacity <http://audacity.sourceforge.net/>
7. Choosing a soundtrack to accompany story
8. Pulling it all together using Movie Maker <http://www.moviemaker-new.com/au/>

A starting point for digital story telling is to observe other digital stories. One location where students can do this is at ACMI (Australian Centre for the Moving Image) <http://www.acmi.net.au/> located at Federation Square, Melbourne.

Other digital stories can be viewed online at www.storycentre.org

Students should also view the curator talks about objects from *Melbourne Story* exhibition located online at:

<http://museumvictoria.com.au/melbournemuseum/whatson/current-exhibitions/melbournestory/favourite-objects/>

as a guide for developing digital stories about the themes/people in the exhibition.