KOALA SMART ©
A Project Of The Tacking Point Lions Club

LEARNING *Framework*

How can we save the koala?

Memorable/ Common experience

Core learning

Real-world application

1. Tuning In & Building Empathy

AIM: to provide a common, memorable experience that is in line with the context, resources and needs of the cohort. This activity should set the tone, outline the rationale and be a reference point for the group.

A video based experience, at the Port Macquarie Koala Hospital building empathy, relevance and a hook story around 'saving the species'.

An excursion experience to the Port Macquarie Koala Hospital, local zoo or local koala reserve.

2. Knowing & Understanding

AIM: the core lessons that provide essential knowledge and perspectives about koalas and threats to the species. This section provides the knowledge students will need as a jumping-off point for their own inquiry into 'Saving the Koala'. Six core lessons are aligned to relevant curriculum (standards, subjects and capabilities) and are differentiated for primary and secondary learners in their questions and outcomes.

1	2	3	4	5	6
COMMUNITY AND SOCIAL	ECO- BIO- SYSTEMS	FOREST SPIRIT	OUR PLANET, OUR SELVES	DESIRABLE FUTURES	CHAMPIONS FOR CHANGE

3. Connecting & Caring

AIM: to introduce learners to a range of experts, perspectives and interested people related to the issue who set up their wish for how the issue might be solved. These interviews and profiles show the diverse people and careers involved in saving the koala.
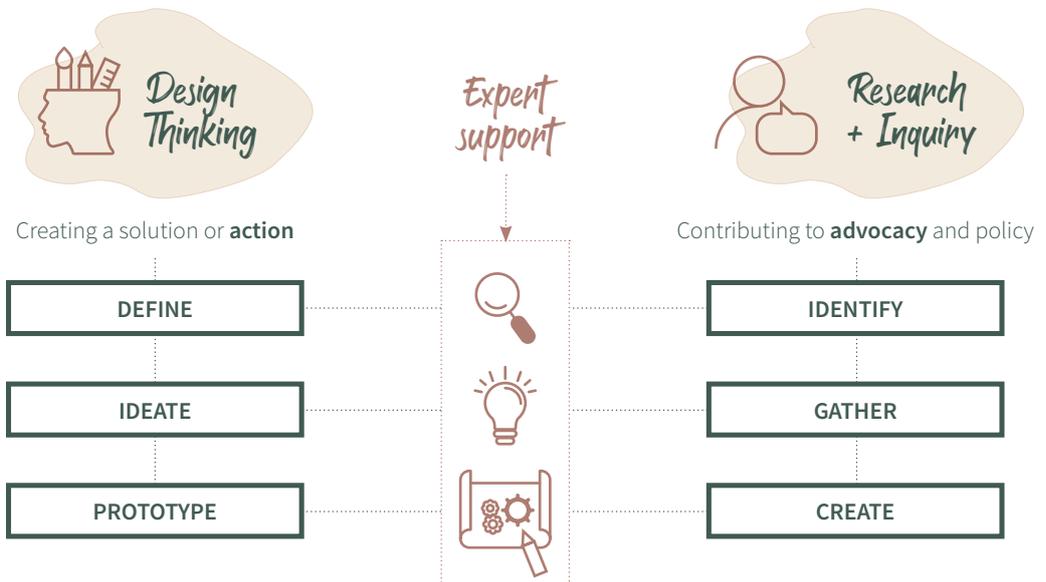
4. Defining a focus and pathway

AIM: to facilitate a decision with learners on how they will apply their knowledge to design a solution or action, deepen their curiosity in specific areas of interest or continue to research & advocate for koalas.

Design Thinking   OR   *Research + Inquiry*

5. Beginning to apply knowledge

AIM: to enable students and teams to follow a disciplined process to reach a high impact outcome & create a purposeful output of learning.

Design Thinking   *Expert support*   *Research + Inquiry*

Creating a solution or **action**   Contributing to **advocacy** and policy

DEFINE		IDENTIFY
IDEATE		GATHER
PROTOTYPE		CREATE

6. Testing & Sharing

AIM: to bring all students together to submit/share/celebrate/recognise their journey of creation and discovery in becoming Koala Smart.

COMPETITION / EVENT

7. Reflecting & Dreaming Big!

AIM: to dream through a hypothetical exercise around making their idea 10x bigger / more ambitious / higher impact / involvement allows students to moonshot for their final connection in the program, inspiring them beyond Koala Smart.

HOW CAN WE...

Designed by THE EVENTFUL LEARNING CO.

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