



In your Classroom

Our In your Classroom programs are free for all City of Armadale schools. Programs can be adjusted for most year groups, but have been curriculum linked with the recommended years provided. We have the following programs on offer:

Changes in Technology

(Years 1 to 3)

After a guided discussion about some common artefacts from the early years to set the scene of life in the early years of settlement in Australia, you will need to put your thinking caps on to figure out what the mystery objects are, how they were used, and what we use today instead!

Life in a New Land

(Years 4 to 6)

Shifting your life to Australia for whatever reason, from any country, and in whichever decade comes with a lot of change and requires a strong pioneering spirit. Follow the stories of adventure and hardship from some of Armadale's early local pioneers as they migrated to the south western corner of this sunburnt country.

Local Government

(Years 3 to 5)

For about 125 years the Armadale/Kelmscott area has had a local government, planning, deciding and implementing the roads, rules and ideas of its community. This session will grapple with some real issues that local government faced as the area grew to what it is today, using some landmark events and objects to illustrate the impacts on community.

Nidja Noongar Boodjar *Here is Aboriginal Country (Cross Curricular PP to Year 6)*

Let this guided 'slow looking' artefact handling session build curiosity and understanding of the Noongar culture.

Ask about our six season focused activity for PP and year 1.

Old Time Games

(Kindergarten to year 2)

Find out which children's chores and games have changed, and which have stayed the same over the last 100 years! While work may have been hard, games were creative and fun – so let's play some 'olden days' games!

World at War

Armadale (Years 2 to 3)

The stories of our local soldiers and nurses, together with a range of objects from our 'memory box', will help you discover the significance and origins of some of our ANZAC and Remembrance Day traditions, symbols and emblems.



Important Information

In your Classroom programs typically run for 60 minutes but can be adjusted to fit your time table. These programs can be booked for multiple classes in a day.

For more compliance information please visit our website **library.armadale.wa.gov.au/educators** to view the History House Museum Incursion/Excursion Plan.

Enquiries about *In your Classroom* programs can be emailed to **museum@armadale.wa.gov.au** or call the Museum Education Officer on **9394 5419**.

Bookings can be made by completing the booking form on our website **<http://bit.ly/HistoryHouse>**.