

Role Play

The aim of this activity is to immerse students in the meanings of national capital buildings, symbols and sites in a way that is fun and active, and reinforces learning in a different way.

Students watch Part A of the film *What's so Special about Canberra?*. The film introduces some of Canberra's key buildings, symbols and memorials to begin to understand what they tell us about our national capital and what it means to be Australian.

The key idea of the film is Canberra is special because it is our national capital. Students will now be asked to explore this idea by using photographs in small groups.

Part B of the film demonstrates how this activity can be delivered, so it should be played before the photographs are handed around (optional).

1

Show Part A of the film *What's so Special about Canberra?*

**2**

Engage students with general questions about what they have just seen.

**3**

Divide the class into small groups of no more than four students. There are ten photographs to distribute.

**4**

Show Part B of the film *What's so Special about Canberra?* to demonstrate what is required of students (optional).

**5**

Discuss answers to the comprehension questions on the back of the photographs to help students understand what each photograph shows. This should only take a few minutes. The answers to the questions are included but students are encouraged to discover for themselves what the photographs show.

**6**

Write. Students decide what their photograph tells them about our national capital and write this message or meaning in a short sentence. If students have difficulty developing a message of their own they can use the one suggested on the back of the photograph.

**7**

Create. Each group works together to come up with the best way to share their message with the rest of the class. If students are having difficulty devising their own role play, they may require some assistance. Allow 10 to 15 minutes to rehearse the role plays.

**8**

Perform the role play for the class. All students should participate in the role play, which should only be one to two minutes in length.

**9**

Summarise. Each group should end their role play with the message they developed in point 5.

