

Dreamtime Quest

It is a time before white man lived in Australia... A time when the land and the people were one, a difficult time, an exhilarating time when aboriginal people cared for the land in clans, looking after each other. They cared for the land that provided everything and in return the land looked after them.

It is the time, after,
"The Dreamtime..."



Quest

SKILLS FOR LIFE

Real journeys... Real outcomes... Great fun!

Allow your students a '**journey of discovery**' as they travel through the traditional lands of the **Gariwerd People**, experiencing the daily challenges of being part of the band. Taking on key roles within the community, they will go on a journey wandering along song lines for a clan gathering or a corroboree.

Are they ready to take up this great fun & challenging adventure?

This is not a game this is real living the oldest culture. Developing skills, such as, *leadership, teamwork, and problem solving.*

A journey of discovery for all involved. Experiential learning at its best!

Aims: This is a journey of discovery as students undertake a **Quest** through the **Grampians National Park**, experiencing the daily challenges and adventures of Living in an Aboriginal band. This can be tailored to fit the needs, age, experience and desired outcomes of the school and students.

Location: A **2-5 day** journey experiencing the spectacular natural, archaeological and cultural unique attributes of the **Grampians National Park**, where history, mystery and excitement awaits. **The Brambuk Cultural Centre** at halls gap and surrounding **National Park** are utilised to achieve the aims and objectives of this unique outdoor experiential learning program with fantastic activities.



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Objectives & Outcomes:

- Awareness and respect of Aboriginal culture
- An understanding of traditional dreaming, society, totems and dreamtime law
- Overcoming problems as a team as they travel through the bush
- To understand individuals strengths and weaknesses in order to work effectively, and enhance self-esteem
- Successful teamwork and communication
- Understanding the role of a leader
- Develop responsibility, hazard awareness and risk assessment skills.
- Meet challenges in outdoor activities
- Gain an understanding of the relationship between man and the natural environment

Content:

Dreamtime Quest is essentially an exciting **Leadership and Development** program utilising the **Bunjilaka** programs at Melbourne Museum, **Brambuk Cultural Centre** and the spectacular *Grampians National Park*. "Dreamtime Quest" can take place over **2-5 days** and can be adapted to your own schools aims and objectives.

This is truly an amazing experience, where participants will perform dances, songs or art based on their their own journey.

They will learn about Aboriginal society and dreamtime lore and the Cultural and natural relationships between our first people and the land. As part of a team students will plan their exciting journey through various areas of the *Grampians National Park*. They will gather and cook their food and visit key sites important to their band, dealing with problems and working as a team.

In keeping with **Quest Skills for Life's** journeying ethos with *active participation at every stage*, participants will be given responsibility as they take on leadership roles such as elder, hunter and gatherer (food officer), Shaman (first aid), story teller and artisan or law-maker. Fun activities includes *bushwalking, camp craft & campfires & bushcooking, navigation & map reading, didgeridoo workshops, bush tucker, raft building, canoeing, fishing, boomerang and spear throwing, rock climbing and abseiling* are all options on their journey.

Teams will camp for 1 or 2 nights. Additional nights accommodation can be in bunkrooms. All food is freshly made and catered from the Brambuk Bushfoods Cafe. Please contact us for more information.

