

Groups	Komodo 	Harimau 	Long 	Tanuki 	Daschund 
Languages	Indonesian 1	Indonesian 2	Chinese	Japanese	German and French
9:30-9:40	Opening remarks				
9:45-10:15 Session 1	Angklung workshop Blue Room Indonesian Consulate	The Trepang Connection Lime Room Maria	A taste of language Red Room Bee	Language Labyrinth Outside (Near Assembly area) Zoe	Language tag game Yellow Room Chee with Olga/Carmel
10:20-10:50 Session 2	The Trepang Connection Lime Room Maria	Angklung workshop Blue Room Indonesian Consulate	Language Labyrinth Outside (Near Assembly area) Zoe with Lei	Japanese tag game Yellow Room Chee with Virginia	A taste of language Red Room Bee
10:50-11:10	Recess				
11:15-11:45 Session 3	Indonesian tag game Yellow Room Chee	Language Labyrinth Outside (Near Assembly area) Zoe	Visual mnemonics to remembering Kanji Blue Room Virginia	A taste of language Red Room Bee	Bringing Language to Life Lime Room Olga
11:50-12:20 Session 4	A taste of language Red Room Bee	King's wardrobe Yellow Room Chee	Animal Hunt Undercroft (Near staffroom) Salima with Lei	Visual mnemonics to remembering Kanji Blue Room Virginia	Language Labyrinth Outside (Near Assembly area) Zoe with Alexi
12:25-12:55 Session 5	Language Labyrinth Outside (Near Assembly area) Zoe	A taste of language Red Room Bee	King's wardrobe Yellow Room Chee	Animal Hunt Undercroft (Near staffroom) Salima with Virginia	PowerPoint Game Lime Room Alexis
1:00-1:30	Lunch				
1:30-1:45	Farewell				

Timetable

9:30-9:40 Arrival at DLC
 9:30-9:40 Opening remarks
 9:45-10:15 Session 1
 10:20-10:50 Session 2
 10:50-11:10 Recess
 11:15-11:45 Session 3
 11:50-12:20 Session 4
 12:25-12:55 Session 5
 1:00-1:30 Lunch
 1:30-1:45 Farewell



Teachers in Action 2025

WEDNESDAY 30 JULY 2025 9:30-1:45PM
 DARWIN LANGUAGES CENTRE

Students will be allocated to either the:

Komodo 	Harimau 	Long 	Tanuki 	Daschund 
Indonesian 1	Indonesian 2	Chinese	Japanese	German and French
10 students (Maria)	10 students (Maria)	7 students (Lei)	8 students (Alexis)	5 students (French/ Carmel)
5 students (Bee)	5 students (Bee)	8 students (Luke)	8 students (Virginia)	12 students (German/Olga)

Description of each activity and presenter

A Bowl of Rice, A Taste of Language – Bee Huang Khoo

This hands-on multicultural cooking workshop invites students to explore Chinese, German, Japanese, Indonesian, and French through the universal language of food. In rotating 30-minute sessions, students will learn to prepare a culturally distinctive version of fried rice, using key vocabulary and simple instructions in each target language. This engaging workshop combines language learning, cultural appreciation, and practical cooking skills in a fun and interactive setting.

Visual Mnemonics for Remembering Kanji – Virginia Price

This interactive lesson introduces beginner Japanese and Chinese learners to kanji through the use of radicals and visual mnemonics. Students explore how kanji characters are built from meaningful components and how these can be transformed into memorable pictures and stories. Using characters like 買 (buy), 木 (tree), and 休 (rest), learners break down each kanji, discover its parts, and create their own illustrated memory aids. The session encourages creativity, active learning, and peer sharing through hands-on drawing and storytelling. This approach supports visual learners and builds confidence in recognizing and remembering characters, making kanji accessible, fun, and engaging.

The King's wardrobe – Chee Hock Tan

This classroom activity supported students in practising Chinese vocabulary for numbers, colours, and clothing through an interactive “King’s Challenge” game. Students were encouraged to use full sentences and key verbs in context. The engaging format encouraged speaking, listening, and quick recall, supporting both language accuracy and fluency.

The Trepang Connection: Indonesian Sailors and Indigenous Australian Stories (History through a song & storytelling- short drama/roleplay) – Maria Uran

Students will explore the historical connection between Indonesian sailors and Indigenous Australians through storytelling and song. Using a prepared script, students will work in groups to practice and perform role-plays. They'll also learn an Indonesian song celebrating brave sailors, helping them understand cultural exchange, history, and language in an interactive way.

Angklung workshop - Indonesian Consulate

In this interactive Angklung workshop, staff from the Consulate of the Republic of Indonesia will introduce students to the traditional bamboo musical instrument, the Angklung. Students will have the opportunity to learn and play simple melodies as a group, experiencing the unique harmony created through collaboration. A beautiful display of batik, Indonesia's iconic textile art, will also be showcased, adding a rich visual element to the cultural experience.

Animal Hunt – Salima Spring

Students search the Darwin Language Centre grounds and gardens for hidden cards in Language. They must collect all the words or characters and rearrange them to make words/sentences. Teamwork is the key. Students must also be stealthy, as to not alert other teams to where the cards are hidden! This is an activity that is physically active and encourages problem solving.

Language Labyrinth – Zoe Saliba

Students will learn or revise simple directions in Language. Then they are divided into teams and must direct their teammates through an obstacle course to collect items. Directions must be clear because the student moving through the obstacle course will be blindfolded and each team is timed! This activity helps students focus on the macro skills of speaking and listening, but also encourages teamwork as students must strategize.

Language Tag Game: Colours and Animals – Chee Hock Tan

In this interactive game, students stand anywhere in the room and answer questions in Chinese about colours and animals. If a student answers correctly, they may take one step in any direction and are allowed to “tag” a nearby standing student by touching them lightly on the shoulder. If a student is tagged or answers incorrectly, they must sit down. Seated students can rejoin the game if they later answer a question correctly, but they may not tag others or move. The game begins with simple vocabulary (e.g., naming colours or animals), progresses to describing coloured animals and ends with sentence-level responses. The aim is to practise language while moving, thinking, and having fun.

Bringing Language to Life: Teaching Vocabulary and Present Tense through the Theme of Hobbies – Olga Aryan

TBA

PowerPoint games – Alexis Miller

Alexis from Good Shepherd Lutheran College will work with PowerPoint games. PowerPoints are a tool that most teachers have access to. With a little bit of set-up, you can reuse games to teach simple grammatical concepts or vocabulary. This session will show a PowerPoint game called ‘Plague’ aimed at teaching students simple German verb conjugation for first and second pronouns.

Today's event brought to you by:

