



MOOMBAKI CULTURAL LEARNINGS

AUSTRALIAN RESEARCH COUNCIL

**BUNURU 2024
NEWSLETTER**

Ngan kaditj-djinang koora-koora, yey, kidji mila boola norerl, ngalak nyin yey moorditj kadjan wadjuk boodja djinang-iny. We pay respect to all of the past, present and future Elders. We acknowledge their power, passion and good spirit that allows us to be on Wadjuk Boodja.

The above Acknowledgement was prepared by Prof Cheryl Kickett-Tucker and Elder Aunty Roma (2016). Any reproduction or use is to be referenced accordingly please.

This project aims to:

- Ensure Aboriginal children engage successfully in school;
- Recognize, value, and strengthen the cultures, languages, and identities of Aboriginal students in school
- Strengthen the self-esteem and well-being of Aboriginal students.

PROJECT UPDATE BUNURU 2024



Left: Cultural Tour with Justin Martin at Boya Kaarla (Point Peron)

HIGHLIGHTS

- Moombaki Program successfully delivered to three primary schools within the City of Swan area. The program includes Aboriginal cultural games using a mobile app and virtual reality
- Presentations at the PULiMA Indigenous Languages & Technology Conference, Darwin in August that involved student, community participants and the Curtin digital team
- Boodja Mia On-Country camp held at Boya Kaarla (Point Peron)
- Cultural Integrity tool developed for school leadership teams to self-assess level of Aboriginal cultural security in their schools

MOOMBAKI PROGRAM

In Terms 2 and 3 last year, the 14-week Moombaki Cultural Learnings program was delivered to three primary schools in the City of Swan.



Left: A student testing the Moombaki VR Quest Game

Summary:

- Delivering to 4 classrooms in Years 4-6 across the 3 schools
- Taught to 116 students, which included 38 Aboriginal students
- Included a total of 56 class hours of lessons
- Both standard and digital (mobile app, VR) is based on the following Aboriginal themes:

- **Boodja: Place**
- **Moort: People**
- **Moorditj: Wellbeing**
- **Ngangk, Kep, Karl (Sun, Water, Fire): Living**
- **Wangkiny: Language**
- **Mardaa: Arts**
- **Kadadjiny: Technology & Innovation**

- The final activity was the Ngala Boodja: On Country Camp with 42 Aboriginal student participants. The camp included:
 - Cultural tours of Mandjoogoordap (Mandurah), Boya Kaarla (Point Peron) and Kaarta Gar-up (Kings Park)
 - Yarning circles and surveys (project end-point testing)
 - Moombaki Yabini Awards
- The program was co-delivered with project partner, Koya Aboriginal Corporation's Koordoormitj Institute Primary School Academy officers. This added significant cultural value to the delivery of the program.

“They teach kids about Noongar language and Noongar stuff in a general, in a fun way that they’ll be able to understand. And they let them try foods, like crocodile and kangaroo and emu...and yeah, I think it’s really good for the kids”
[Aboriginal student, Year 6]

“I really like it because I like all the cultural learning.”
[Aboriginal student, Year 5]

“I like how they give us support when we’re doing VR.”
[Aboriginal student, Year 6]

MULTIMODAL EXPERIENCE



Above: Screenshot of Moombaki VR Quest Game

The Moombaki mobile app and VR game was created from concepts shared by the Aboriginal community, student and teacher participants. These themes were then built into an immersive digital learning experience by the student digital team from the School of Design and the Built Environment (Faculty of Humanities, Curtin University), led by senior lecturer, Jonathan Pillai. The co-creation of content, aesthetics, music, storylines and game characters demonstrates a positive, respectful and effective model of collaboration.



Above: The Moombaki team present at the PULiIMA Conference, Darwin.

The Moombaki team co-presented with Aboriginal community and children participants and the members of the digital team at the PULiIMA Indigenous Languages & Technology Conference, August 2023 in Darwin. Three presentations were made about the co-creation and co-design process, prioritising Aboriginal languages, operating on three interfaces (in-class, mobile app, VR) and lessons learned from end users and the game co-designers.

It was a first time experience for the three children participants, who all spoke with confidence and pride as they represented their schools, families and culture. The highlight was the children performing the Moombaki Song in front of over 1000 delegates and winning second place in the conference's Australia's Got Language Talent Contest. Moorditj koolangka!

STAKEHOLDERS



Above: Cultural Tour with Elder Patrick Egan at Kaarta Gar-up (Kings Park)

Initial meeting held mid-2023 with SCASA (School Curriculum and Standards Authority) and the Dept. of Education WA to discuss aligning the program with curriculum standards and potential for wider use beyond the research project.

Ongoing liaison with and support from the Aboriginal Education & Training Learning Directorate and North Metropolitan Education Region (Dept. of Ed WA) who continue to guide the project's engagement with schools.

Professor Cheryl Kickett-Tucker (CI and Project Lead) and the Moombaki Cultural Learnings Project was awarded the **2023 Award for Excellence and Impact in Education**. The award is peer nominated and endorsed by the Board of the Australian Council of Deans of Education.

TIMELINE AND NEXT STEPS

Key priorities for 2024 include:

- Follow-up with school leadership teams to discuss outcomes of the Ngalang Moombaki kadjinyiny warniny Cultural Integrity audit for each school
- Present preliminary findings to Community and Elders Council members
- Publications and dissemination of project findings

FEEL FREE TO CONTACT THE MOOMBAKI CULTURAL LEARNINGS TEAM:

<mailto:CulturalLearnings@curtin.edu.au>

[Moombaki project website](#)



Department of
Education



THE UNIVERSITY OF
WESTERN
AUSTRALIA



CONTACT US

Email: Culturallearnings@curtin.edu.au

Phone: +61 8 9266 5744