WALKING WITH AN ANZAC

UNDERTAKE FUNCTIONAL MODELLING AND TRIALLING IN A SOCIAL ENVIRONMENT.

USING TODAY'S SCIENCE TO UNDERSTAND WHY NZ SOLDIERS AT GALLIPOLI WERE SO SICK.

ESSENTIAL QUESTION

IF AN ARMY MARCHES ON ITS STOMACH WHY DID WE FEED OURS HARD TACK?

WHAT ARE WE LEARNING?

- Understanding of purpose/audience through deliberate choice of content and language;
- Investigating how prototyping can be used to justify ongoing refinement of outcomes;
- Utilising the lack of dietary requirements in rations provided to soldiers at Gallipoli as a brief for development of a technological product.

TRY THIS WITH

- Years 7-11;
- Students who are challenged by working with prototypes;
- Students who love finding solutions to problems.

FIND

Identify
Generalise
Rephrase
Explain
Discuss
Classify

Understand that schools were very committed to raising funds during the war.

Research local school involvement using Papers Past and key search terms.

Compile a list of items donated and funds raised during the 1914-19 period.

Convert local contributions into 2016 dollars using the Reserve Bank Calculator.

Understand why knitted items were important and use a pattern to knit an item.

Investigate the role of vitamins in a daily nutritional requirement.

Introduce the food ration for a New Zealand soldier in 1915 (jam, beef and hard tack).

Use local cenotaph names to identify a soldier to use as the focus of your inquiry.

Investigate their story using Cenotaph.

APPLY

Correlate
Connect
Solve
Isolate
Question
Prioritise

Create imaginary (or perhaps real) meal plans using the ration ingredients.

Hypothesise about the student designed diet's nutritional makeup - are they sufficient?

Use the What I Ate Fact Sheet to identify problems with the rations.

Understand why soldiers were so desperate for anything that provided a change in diet.

Discuss monotony in diet and whether students believe it should be considered.

Investigate the scientific process that occurs when food perishes.

Give students the government ration budget in 2016 dollars and ask them to:

Design an affordable ration pack that meets nutritional requirements.

PRODUCE

Discover
Validate
Infer
Interpret
Modify
Theorise

Design a food item that can be sent to your soldier.

The item must be easily transportable, long lasting, tasty and nutritious.

Create your item and leave it out to test how long it lasts.

If you are brave enough taste test it.

Create a parcel for your chosen soldier.

Include a knitted item and other keepsakes that they might want.

Use evidence from your soldier's history to send him postcards, photographs.

Write him a letter and use Papers Past to find some relevant news from his home town.

Date your letter appropriately (in line with his records).

Wrap your parcel and address it so that it survives the journey.

SUCCESS CRITERIA

Students can check they have completed the task successfully by

- Re-designing a ration pack that would have kept your soldier healthy;
- Prototyping a food item that is transportable, long lasting, tasty and nutritious;
- Creating a parcel for a named soldier that contains authentic historic references.

PRINCIPLES	VALUES	KEY COMPETENCIES	LEARNING AREAS	WORD BANK	RESOURCES REQUIRED
Learning to learn Community engagement	Innovation, inquiry and curiosity Excellence Integrity	Thinking Participating and contributing Relating to others	Science Technology English	Logistics Rations Hard tack Bully Beef	Dietary Requirements Narrative Voice Decomposition Prototyping