

# Tallebudgera Outdoor & Environmental Education Centre

## Year 6 Program

### The Hero's Journey:- Awakening the Heroes Within

The Hero's Journey is a story structure found in all the great myths and legends, timeless fairy tales and modern action films. It is a story of individual transformation, exploring identity and the realisation of one's potential.



The Hero's Journey program begins when the students meet a stranger, a visitor from the new world who will invite them on the Hero's Journey, a 5 day adventure for Year 6 students that will take them out of their comfort zone as they seek to find the "Prize". On their adventure they will work with their allies, explore the new world, solve problems, journey through the natural environments, face "dragons" to overcome fears as they work in groups to crack the secret code to open the treasure chest.

As a result of this learning journey the students are transformed by their experiences contributing to their personal and social development, gaining a deeper understanding of their personal capabilities and skills and develop the confidence to be the Hero in their life's journey.

## Program Aim

The Hero's Journey provides opportunities for students to explore their own identities and develop an understanding of factors that influence and shape who they are. They learn how to recognise, understand, validate and respond appropriately to their own and others' emotions, strengths and values. Students are provided with explicit opportunities to learn, practise, gain feedback about and refine their personal and social skills.

Students' critical and creative thinking skills are developed through learning experiences that encourage them to pose questions and seek solutions to issues by exploring and designing appropriate strategies to promote and advocate personal, social and community wellbeing. Students also use critical thinking to examine their own beliefs and challenge societal factors that negatively influence their own and others' identity, health and wellbeing.

There are opportunities throughout the program for making strong connections between cultures and identities and to engage with and appreciate the lived experiences of Aboriginal and Torres Strait Islander Peoples. Students learn about the richness of Aboriginal and Torres Strait Islander modes of communication and ways of living and being and develop appreciation and understanding of uniquely Australian connections between People and Country/Place.



## Program Structure - Tallebudgera Learning Journey

### Stage One: The Call to Adventure

This stage requires a pre-visit to the school by staff from Tallebudgera Outdoor and Environmental Education Centre (Heralds of the Journey) to meet the students and invite them on a learning journey. Tallebudgera staff will introduce the Hero's Journey, explore different types of heroes, explain what is required to prepare for the journey and identify the personal challenges that they may face on their journey – their personal dragons to tame or slay (individual student goals for the camp). The pre-visit will culminate with an invitation to come on an adventure. Students will be provided with a "Journal" to record details of their "Journey" which will be used throughout the camp experience to reflect on their learning. The journal will enable students to tell the story of their personal learning journey and to share what they have learned from their journey.

### Stage Two: The Quest

#### Day 1: Orientation to the Special Place and Meeting the Mentor

After 'crossing the threshold' and arriving at the Tallebudgera O&EEC Beach School the students meet the Herald again and are introduced to their Mentors (Beach School Staff). They explore the special world of Tallebudgera and *Jellurgul* (Burleigh Headland). During this stage, students familiarise themselves with the routines of camp life and establish allies (new friends and staff of the Tallebudgera Beach School).

#### Days 2 to 4: Facing the Challenges

Students undertake three themed days full of challenges and exploration focusing on the characteristics of the four archetype heroes and reflecting on their own skills and preferences.

- Champion Day- Discovering the Champion of Tallebudgera Creek.
- Mastermind ½ Day- Problem solving to release the stolen treasure chest
- Guardian ½ Day- Team Challenges working together to achieve more
- Warrior Day- Facing challenges and pushing through barriers.

### Stage Three: The Transformation

Day 5 is a day of discovery and celebration where the students bring together all that they have learned to solve a final problem which enables their team of heroes to open a "treasure chest" and find the prize. The "prize" is knowledge that everyone has the capacity to be the Hero in their personal story and gifts that represent each of the Hero types. The students reflect on the camp activities, align themselves with a hero type and identify what they have learned about themselves and others. The final day culminates with a celebration on the surf beach, review of the week through a photo story and the final goodbye to their mentors and allies.

### Stage Four: The Return

The return is the final stage where students travel back to their home and school to share their story. The Journal is the record of all that has occurred leading up to and as a result of their experiences at Tallebudgera. Staff from the Tallebudgera Beach School (the Herald) will make contact with the students 5-6 weeks after the completion of the Hero's Journey to determine how the students have applied learning at school and at home: have they awakened the Hero within?





## Hero's Journey Timetable

Day	Session	Activity
<b>*N/B Tues-Thurs activities may take place in any order</b>		
<b>Monday</b>	<b><i>Crossing the Threshold and Exploring the New World</i></b>	
	10.00 - 12.00	Arrival meeting the <b>Mentors and Allies</b> , camp induction and settle into accommodation rooms. Preparing themselves for the week and understanding their purpose.
	12.00 - 4.00	<b>Packed Lunch</b> Explore the new world of Tallebudgera Creek, Jellurgal (Burleigh Heads National Park) find out about the Indigenous history of the local area, acknowledging the Yugambah nation and discovering why this area is a special place.
	7.00 – 8.30	<b>Night program- Just Dance &amp; Games Rotation (facilitated by visiting teachers &amp; TBS mentor)</b>
<b>Tuesday</b>	<b>*Champion Day:</b> - Students take on the role of investigating who was the Champion for Tallebudgera Creek. The intent is to find out about the Champion of Tallebudgera Creek, who he was, what he did and why he did it. Students process this information to see if this type of hero resonates with them. They are asked to identify what characteristics Champions display, and in what ways they are a champion hero.	
	8.30 - 12.00	Kayak along or walk beside Tallebudgera Creek to Fleays Wildlife Park.
	Lunch	<b>Fleays Wildlife Park</b>
	1.00 - 4.00	Return Talle Beach School via Kayak or walking (reverse of morning session)
	7.00 - 8.30	<b>Night Program - Don't Forget the Lyrics</b> (facilitated by visiting teachers)
<b>Wednesday</b>	<b>*Warrior Day:</b> - The intent of the Warrior Day is for students to test their strength, endurance and courage by engaging in a number of physical activities where there is a requirement to push through barriers. These activities include body boarding, indoor climbing and wake riding.	
	8.30 - 12.00	Body boarding & Wake riding
	Lunch	<b>Packed Lunch</b>
	1.00 - 4.00	Bus transfer to On-Belay Indoor Climbing Centre
	7.00 – 8.30	<b>Night Program- Guests presenters share their passion reflective of Champion (Ocean connect) &amp; Mastermind (magician) Hero Types.</b> (Visiting teachers supervise)
<b>Thursday</b>	<b>*Guardian Half Day:</b> - The intent of the guardian day is to draw attention to those people who assist others and are great team members. The focus of the activities is on teamwork and that 'together everyone achieves more'. <b>*Mastermind Half Day:</b> - The intent of this part of the program is to encourage students to think differently, and to celebrate those who have these skills and talents. Students work together or independently to solve a range of riddles and puzzles which will enable them to crack the code to release their stolen treasure chest.	
	8.30 - 12.00	Guardian Session
	Lunch	<b>Packed Lunch</b>
	1.00 - 4.00	Mastermind Session
	7.00 – 8.30	<b>Movie Night</b> (Visiting teachers supervise)
<b>Friday</b>	<b><i>Celebration Transformation and Return</i></b>	
	8.30 – 11am	Opening the treasure chest, final day activities, connections and reflections.
	Lunch 11.15	<b>Dining Room Meal</b>
	12.00	Saying goodbye and return trip home to the known world.

Creating positive change in the lives of young people across Queensland

The Hero's Journey:- Awakening the Heroes Within

