What does *THE STORYTELLER* Board Game aim to do?

- Present information from a non-political perspective, having been customised with local communities
- Provide cultural knowledge and build understanding
- Provide a safe and healthy reconciliation process for all Australians
- Provide an active learning pathway for 'closing the gap'
- Build and nurture strong relationships between all peoples within community and society
- Plant seeds to engage all peoples in building a better nation and healthier future.

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- Schools, with compatibility across the curriculum. Incorporates Literacy/Numeracy
- Health service staff, to build inclusive services
- Justice department, to support responses to Koori clients
- Reconciliation groups, to support learning and partnership
- Community, to strengthen relationships and connection
- Government departments, to meet Aboriginal community needs

Who Is Using THE STORYTELLER?

- Government/Catholic/Private Schools
- Wannick Strategy DEECD/VAEA1
- Legal Services
- Magistrates Court Victoria
- Health Services
- Department of Health
- Department of Human Services
- Regional Medical Organisations
- Medical Students
- Universities
- TAFE Indigenous Units
- Career Associations
- Department of Defence
- Australian Bureau of Statistics
- Local Government
- Reconciliation Groups
- Families
- Retail Companies
- And more ...



THE STORYTELLER Board Game

THE STORYTELLER where to next?

The Storyteller is both a powerful concept and a set of interrelated cultural resources with The Storyteller game as a centrepiece.

Its use and further development will lead to a stronger, prouder national identity.

It will lead to all participants knowing the full value of being Australian.

It will lead to reconciliation.

It will provide a direct pathway to cultural competency.

THE STORYTELLER Partners/Supporters

A small but active group of people and organisations have supported the evolution of The Storyteller and funded its national launch in late 2010.

These community partners include 'Towards a Just Society Fund', Arts & Culture Department and the National Wool Museum - City of Greater Geelong, Smart Geelong Region LLEN, Wathaurong Aboriginal Co-operative, The Gordon Indigenous Education Unit, Kwik Kopy Printing - Geelong, Read's Cartridges & Office Supplies, Rainbow Riders and Target Australia.

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A key purpose of the organic idea has been to support Aboriginal adolescent young people who have been in contact with the criminal justice system, and are disengaged from education, training and employment.

Glenn Shea: "My life's journey through my own research and reconnection to family and country has allowed me to engage with Uncles who have passed on knowledge to me. I want the same opportunity for our young people.

TOPICS include:

Reconciliation, heritage, kinship, Aboriginal people, creation, medicine, NAIDOC, culture, country, sacred sites, elders, assimilation, colonialism, archaeology, racism, social, art, justice, foods, music, plants & herbs, society.

PROGRAMS include:

Presentation / Presentation Workshop / Workshops

1/2 Day - 1 Day - 2 Days - 3 Days - 5 Days - 10 Days

Email: indigenousstoryteller@gmail.com

THE STORYTELLER

This game includes three hundred topics that are generic and non-political about Aboriginal people, society and culture.

As an educational resource, participants have access to knowledge through playing the game which opens the door to Australia's first people.



THE STORYTELLER

Answers questions of Identity, Place and Belonging for Aboriginal and Non-Aboriginal people *See:* www.indigenousstoryteller.com