

### Koara game

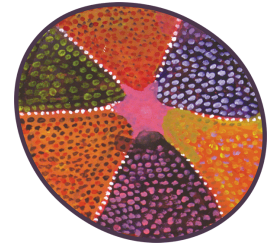
Use a spinning propeller-toy game from the Iwanyi (Sunday Island) People as a hands-on context for students to run repeated chance experiments and collect probability data

AAMT & ATSIMA

### Probability in practice

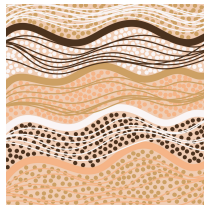
Explore First Nations ancestral knowledge systems and probability, conducting probability experiments through First Nations games

AUSTRALIANS TOGETHER



### Algebra: fishing by the seasons

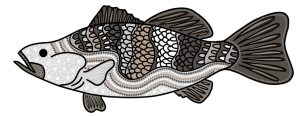
Work with algebraic formulas identifying patterns between real-life variables, exploring First Nations knowledge of moon phases and tides in fishing practices



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### First Nations Australian fish nets and traps

Explore First Nations fish nets and traps, then design a net using a 3D digital tool



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### Launching a spear thrower in VR

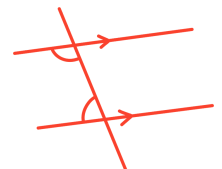
Investigate the mathematics and physics (levers, mechanical advantage) of First Nations spear-throwers, then design a virtual launch



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### Angles and parallel lines

Explore angles between parallel lines in a navigational context, measuring with traditional hand/finger techniques and algebraically



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