

Collaborative Learning Activity

An Example

Wayang Kulit

COLLABORATIVE GROUP ACTIVITY

(Workshop)

ACTIVITY	Provide an informative written display of your choice about the Wayang Kulit of Indonesia.
GROUP ROLES	Reader/Explainer; Noise monitor; Time Keeper; Gopher.
GROUP SKILLS	<p>Focus on the following group skills while you work on your project.</p> <ul style="list-style-type: none">• Encourage everyone to participate.• Take turns to speak.• Make sure everyone is happy with any decisions made.• You may criticize an idea but not the 'person'.• Use 'put ups'.
TASKS	<ul style="list-style-type: none">• Decide your roles making sure everyone is happy with the final decision.• Share the task and decide which section of the question sheet each member will do.• Decide how you will present the information.• Share and explain the information you have researched to the rest of your group.
RESOURCES	<p>Information sheets Question sheet guide Choose any other resources relevant to this activity.</p>
ORAL REPORT	Choose information you found particularly interesting and decide how you will share your information with the whole class group during report time. Prepare cue cards if needed.
REFLECTION	<p>Discussion - What happened in your group today?</p> <ul style="list-style-type: none">• Did everyone have a fair chance to participate in the discussion? Did anyone get left out?• What do you think you need to do differently next time your group works together?
REFLECTION REPORT	<ul style="list-style-type: none">• Agree on skill(s) to practise in your group next time you are together.• Report your decisions to the whole class group.
ASSESSMENT	<p>Group and individual assessment. Group assessment by the group. Individual assessment by the student with the teacher.</p>

Learning and Teaching the Cooperative Skills to Support Group Work

Some roles that students might play could include:

Initiator —	gets things going.
Clarifier —	checks that everyone understands the tasks.
Contributor —	makes active contributions to the task.
Listener —	models active listening techniques.
Summariser —	sums up ideas and contributions.
Encourager —	encourages all team members to participate.
Evaluator —	reviews if the team has completed the task.
Tension reliever —	identifies humour in situations, suggests compromises.
Checker —	checks for accuracy.
Reader —	reads problems to the group.
Explainer —	paraphrases contributions and explains tasks.
Praiser —	gives positive feedback to group members.
Mover/Organiser —	organises furniture to enable all group members to participate.
Time-keeper —	makes sure the group completes the task on time.
Challenger —	asks group to justify decisions/actions.
Observer —	checks participation and roles — gives feedback to group.
Noise-monitor —	keeps group noise level within acceptable limits.
Gopher —	collects all materials needed by the group.
Reporter —	reports group findings.

Wayang Kulit or Wayang Purwa

The following questions are to guide you in the preparation and presentation of your display.

You may use the information sheets provided and any other resources you consider relevant.

Whole group activity

Using the blank map of Indonesia, take turns to mark in the major islands and island groups of Indonesia.

Shared activity

1. Explain the meaning of the words 'Wayang Kulit' and briefly tell the story of how the first Wayang Kulit came to be.
2. Explain how colour, the shape of the body, eyes, nose, mouth and the use of the voice indicate what kind of person the puppet is representing.
3. What is a Gunungan, how is it used and what is required to put on a Wayang Kulit show (including the role of the 'Dalang')?
4. Explain briefly how a Wayang Kulit is made.