

MOD.

# BROKEN

## A TEACHER'S GUIDE



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# A guide to this guide

Welcome.

MOD. is Australia's leading future-focused museum, designing exhibitions and experiences for a 15-25 year old target audience.

We aim to engage our young audience in science, research, technology and art. Our exhibition themes look at STEM broadly, the way that it can impact our lives, our societies, and our futures.

We want to support teachers in their visits to MOD., enabling you to bring your classes in for visits that are filled with interesting conversations about important ideas that are relevant to them.

This teachers' guide has been made for you. It has exhibit text, additional contextual information, and suggested classroom activities. Anywhere you find text that looks [like this](#), it links out to external resources.

We hope you find it helpful.

# **BROKEN exhibition themes**

It can sometimes feel like the world is so BROKEN that nothing will ever change. Housing, education, universal services, politics, collaboration. The list goes on. But it's not all doom and gloom.

The world has changed before and it will change again.

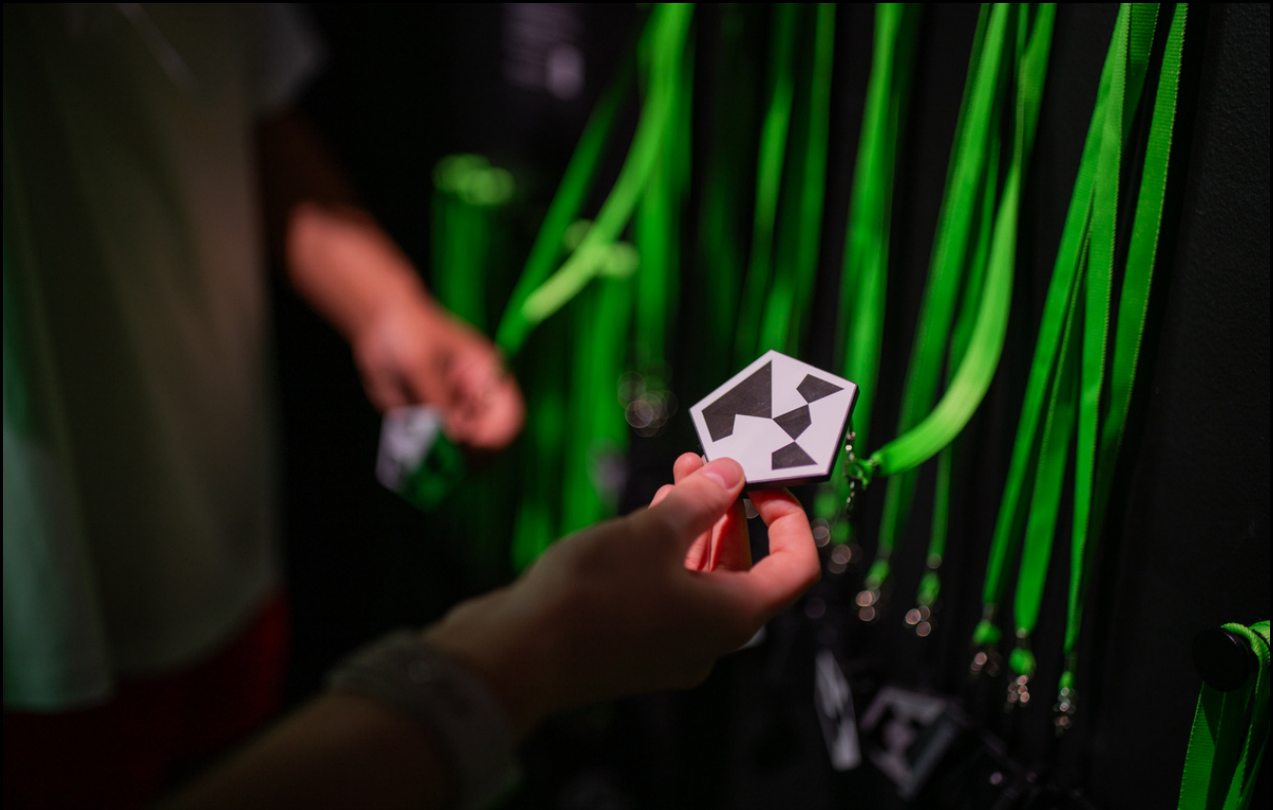
Our exhibition BROKEN is an exploration of how the world could be different if we imagined new ways of being. If our old systems are broken, what should we build in their place?

See how trees might have a voice in politics, explore how learning could mean more, and hear from Time Commissioners about what's important now and 60,000 years into the future. What does putting nature first look like? Could teenagers have more say in their futures? Is it possible to have somewhere to live when no one owns a house?

Join us as we explore alternate worlds and imagine different ways of shaping a better future.

# If our old systems are broken, what should we build in their place?

**Gallery: Lecture Gallery**



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How do you feel about the future?

In this gallery visitors are introduced to the exhibition and the mechanics of how to move through the space with our 'BROKEN Tokens'.

People are worried about broken systems in terms of democracy, climate, media, housing, education – almost every part of their lives. In this exhibition, we don't want to focus on this feeling of brokenness. We want to step forward into what new possible operating models for humans could be.

With a focus on hope, visitors will explore distinct possible futures and reflect on the way that our world could better support human flourishing. Wait for the entrance timer to indicate you can enter the gallery, take a 'BROKEN Token' and respond to the first question using your token.

Sample discussion and activity:

- Talk about how you feel for the future: Defeated, Cynical, Optimistic, Excited?
- What parts of the future are overwhelming or feel BROKEN?
- Can you imagine new systems of doing things? If systems feel BROKEN, what might we build in their place?

# What if we put nature first?

**Gallery: Kurru Kari Seasons Screens and Universal**  
**Main theme: Nature**



The spaces we live in are designed to put our needs first, but what if we were not the priority? Would we see a flow of benefits from a new system placing nature first?



Kurru Kari, Turning Circle, is a series of interactive seasonal stories which are displayed on touchscreens in line with the Kurna Seasons. These stories are told by Story Teller and Artist Karl 'Winda' Telfer from the Mullawirra Meyunna, who will take you on a journey in preparation for the each Kurna season. Depending on which season you visit during, the screen will display different seasonal observations.

In the Universal Gallery you will see a projection layer running around the top of the room displaying animation from the game Terra Nil which is playable on the touch screens below. This game is a strategy game which focuses on placing infrastructure to enable ecosystem reconstruction. Visitors are tasked with turning a barren wasteland into an ecological paradise.

Science on a Sphere sits in the middle of the room, with a kiosk station which visitors can control the display from. Various data sets are accessible to the visitor, curated into a series of subthemes: 'Nature', 'Humans', 'Animals', 'Climate'.

Sample discussion and activity:

- What observations do you make that let you know the season is changing?
- How might we put Country first?
- What can you do to improve biodiversity in your own community?
- Find a Citizen Science project running near you  
<https://biocollect.ala.org.au/acsa/>



# What if we all stuck together?

**Gallery: Street Gallery**

**Main theme: Collaboration**



With so many big problems in the world to solve, it is no wonder getting started on a solution can seem daunting. People want to see results, now. But the truth is, we might not ever see the results of our own efforts. Does that mean we shouldn't work together - everyone doing their bit - to solve problems?

This exhibit is an experiment in collaboration. Take a sticker and lay it where you choose. Can you work together, even if you might not see what this gallery space will look like at the end?

In this gallery visitors obtain one sticker from the dispenser. In taking a sticker and laying it where you choose in the gallery space you are participating in an experiment in collaboration. Can you work together, even if you might not see what this exhibit space will look like at the end?

Each sticker is shaped like a 'hat', an aperiodic tile which can fit together with other aperiodic tiles to create an infinite pattern that never repeats.

Sample discussion and activity:

- Students collaborate to build an escape room where participants need to solve problems. They can swap with another team to complete each others escape rooms.
- The Marshmallow Challenge
- Take part in the Commissioners Digital Challenge on design thinking

# What if we spent it your way?

**Gallery: Foyer**

**Main theme: Universal Services**



Some parts of our society have lots of public funding, like the healthcare system. Some parts are privately funded, like transport. And for some parts we depend heavily on volunteers, like caring for our young and old.

In this interactive visualisation, you have the power to change the balance of public, private and volunteer contributions to the universal services we use everyday.

What does our spending tell us about the things we value as a society?

From the Foyer floor, a ceiling light sculpture hangs over the cafe tables. From below it looks like a series of hanging tubes covered in mesh, lit from within. The tube colours are segmented and change over time.

From upstairs on the balustrade, the tubes are more clearly viewed and show lighting cut into three sections on each tube. Each section of light refers to the kind of contribution: public funding, private funding, and volunteering. Visitors are able to alter this distribution of funding for universal services into what would be their ideal version.

Sample discussion and activity:

- Play the Community Resources Game
- Discuss what kinds of services depend on volunteer support, why these services and not others.
- How might we support what we value?



# What if no one owned a home?

**Gallery: Gould Gallery**

**Main theme: Housing**



What if no one owned a home? But we all had somewhere to live.

At Housing for Humans, you're here to make your choice. Enter a reality where private property ownership has been abolished in favour of a new system that allocates high-quality and sustainable housing based on your personal needs and desires.

Welcome home.

Visitors enter a reality where private property ownership has been abolished. The setting is a display room for the Housing for Humans Service, with bright and engaging information presented to people about options for housing.

An animation provides an introduction to the Housing for Humans model. The Catalogue of Living Possibilities detailed on the central structure to the space, shows the options the visitor might want to consider in being allocated a home from Housing for Humans. The catalogue details elements like cohousing, density, accessibility, sustainability, lifestyle, transport, outdoors, and communal spaces and access to services. An interactive is available for visitors to choose elements of a home they would like, with a housing model provided to them based on these selections. A table with Blockitecture sets is an opportunity for visitors to combine and balance pieces to build towers, cities, and dwellings.

Sample discussion and activity:

- Students discuss case studies about different models of housing
- Plan a home with communal spaces, what could you share? what trade-offs could you make for a more sustainable house?
- What kind of things do you think are important in a place where you live?

# What if the future had a voice?

**Gallery: Futures Gallery**

**Main theme: Democracy**



Do you ever wonder what future people will think of us? Will they approve or disapprove of our decisions?

Our five Time Commissioners are covering ground from the present day up to 60,000 years into the future. What does medicine look like in 20 years? How about work in 100 years?

If we knew in advance how our actions would affect those to come after us, how would we act?



In this exhibit visitors can hear from The Time Commissioners. The Commissioners will speak briefly on health, society, work, education, culture, climate, justice, Country and environment.

1. Commissioner for Urgency (present day)
2. Commissioner for Senate (6 years)
3. Commissioner for Children (20 years)
4. Commissioner for Generations (100 years)
5. Commissioner for Deep Time (60,000 years)

Sample discussion and activity:

- Hold a political forum where students play the role of 'future citizens' advocating for concerns and priorities that need to be addressed now
- Students write a letter to themselves in the future about what they hope health, society, work, education, culture, climate, justice, Country and environment will look like. Have them reflect what might need to happen for this to eventuate.
- Consider how politics can address long-term issues with short term election cycles?

# What if we all had a say?

**Gallery: Futures Gallery**  
**Main theme: Democracy**



Humans make up a fraction of life on Earth yet our decisions impact everything.

What would have to change to radically improve the way we make decisions? Could we give personhood to non-human animals? What about giving trees a vote?

In this gallery, we look at how we might listen to the perspectives of trees on our democratic decision making. While plants may not have voices, changes in tree canopy coverage can indicate a tree's level of wellbeing.

Come in and meet The Assembly of Trees, 23 representatives of plants across greater Adelaide. Browse through bills and consider how they might be responding to changes we make. Do they approve?

Sample discussion and activity:

- Explore the resources offered by MOAD about democracy
- Think of a non-human entity and consider how their voice might be heard in political decision making

# What if learning meant more?

**Gallery: The Pod Gallery**

**Main theme: Education**



Some people wear it on their sleeve, some bury it deep inside. However you carry it, it is there. That thing. That thing you care deeply about. It feeds your soul, and you nurture it in turn.

How can you start to create a better future with what you care about at the centre? Are you learning how to identify and solve problems to enact change, or is your education missing a heart beat?

As visitors enter, they find a bench to their right with paper and pens. Once they draw what they value, they scan their drawing at the scanning station next to the bench.

Visitors will see their image float into a landscape that is projected ceiling to floor on the three other walls.

Sample discussion and activity:

- Ask students to think about what they value, and want to protect. What do you feel is within your capability to protect to make the world a better place?
- What skills do you have that you could use to make the world better for what you value?



# What if the future is already being built?

**Gallery: Arcade Gallery**

**Main theme: Hope**



The future isn't all bad. People are already creating change and here's proof.

From housing and universal services, to democracy and collaboration, to nature and learning, system change is happening right now.

Change happens when we imagine new ways of being, set goals to see this change through, and have agency to act on what's important. There are many pathways to the future. Which one will you choose?

Inside the gallery, visitors can view real world examples of people creating change and the elements needed for Hope (Goals, Agency, Pathways).

### Curtain 1 - Goals

- Housing - Damien Madigan, UniSA Creative
- Universal Services - Noah Schultz-Byard, The Australia Institute

### Curtain 2 - Pathways

- Nature - Anne Poelina, University of Notre Dame
- Learning - Danny and Cindy, Learning on Country

### Curtain 3 - Agency

- Democracy - Make It 16, Tabitha Stephenson-Jones
- Collaboration - Kerrie Doherty, Australian Space Agency

Past the three hanging scrims are three token stations lined up in front of a large curved screen. Upon placing their token on the station, a data visualisation of the visitor's journey animates on the curved screen and the station screen displays the summary of their choices.

Sample discussion and activity:

- Create a Hope Map
- Use Hope Theory as a frame for work, see example here
- Have students find examples of current projects making change eg. Make It 16



# Engaging with MOD.: For classes

We have several options for visiting school groups that offer different levels of engagement.



## Self-Guided Visit

Schools are welcome to visit and show themselves around. Gallery staff are always on hand for support.

## Guided Tour

Visit with a dedicated tour guide showing you through the galleries. These are limited to 30 participants and cost \$220 for one hour.

## Science on the Streets

Explore the science behind our city with a self-guided walking tour of the significant sites of North Terrace.

# Engaging with MOD.: For classes

## [Navigating the Future presentation](#)

A presentation by MOD. Director and Futurist, Dr Kristin Alford, which unpacks critical skills and competencies that are required for young people to take advantage of opportunities posed by shifting work futures.

This is recommended for year 10-12 students and costs \$440. The presentation can take place at your school or at MOD. and runs for one hour.

More school visit information can be found [here](#).

# Engaging with MOD.: For educators



## [Educator Newsletter](#)

We have a quarterly email newsletter for educators, providing information about activity for classes and professional development. If you'd like to receive it, please email us at [mod@mod.org.au](mailto:mod@mod.org.au)

## [Introducing: BROKEN](#)

A 1.5 hour introduction to the current exhibition, held either online or in the galleries at MOD. Check our [What's On](#) page for upcoming sessions.

This introduction includes a guided tour and provides you the opportunity to talk with MOD. staff and other teachers about classroom activities related to the exhibition.

## Accessibility and inclusion at MOD.

We want all MOD. visitors to have a welcoming and inclusive experience. This is one of our [key design principles](#), and something we consider in the design of each of our exhibitions.

There are a range of [resources available online](#) to help with planning your visit. This includes a sensory map and social story of each of our exhibitions.

MOD. is a member of the Autism Friendly Charter, as awarded by Autism SA.

Our galleries are equipped with access to a Hearing Loop or an IR Receiver. The latter we can provide if needed. All of our video footage is captioned.

We have accessible and all-gender toilets on both levels, as well as access via both stairs and lifts.

If you have any other questions or feedback, please contact us at [mod@mod.org.au](mailto:mod@mod.org.au)

