

Margurit Ebe

Year 9 - Included Skills

TVET tasks at year 9 level focus primarily on Nauruan Cultural skills and knowledge, Life skills and Work Readiness within the *YR 9 TVET Lifeskills and Culture Project*

The [World Health Organization](#) defines *life skills* as "abilities for adaptive and positive behaviour that enable individuals to deal effectively with the demands and challenges of everyday life."^[1] In primary and secondary education, *life skills* may refer to a skill set that accommodates more specific needs of modern industrialized life; examples include [money management](#), [food preparation](#), [hygiene](#), basic [literacy](#) and [numeracy](#), and [organizational skills](#). Life skills are sometimes, but not always, distinguished from [occupational skills](#).

Life skills are a set of human [skills](#) acquired via [teaching](#) or direct experience that are used to handle problems and questions commonly encountered in daily [human](#) life. Wikipedia

Thus Life skills encompasses many study areas and elements of the Nauru Curriculum Footpath, so only additional skills, not already mentioned in other study areas have been extracted separately here. The task holistically addresses the combinations of Life Skills required to participate in and preserve Nauruan Life and prepare Nauru for the future. It is more important for Nauruan children to combine skills and knowledge than show each skill separately.

Life skills	Traditional skills/knowledge	Values
Developing confidence in own ability	Uses of traditional crafts	Commitment to completing set tasks
Learning from others and from careful observation	Crafting techniques	Hard work ethic, industriousness, perseverance, especially striving for high quality craftsmanship
Using recycled and raw materials	Weaving and carving techniques	Recognising and exhibiting craftsmanship and master craftsmen behaviours and attitudes
Using tools and crafting methods	Making traditional tools	Being adaptable –changing crafts to be sustainable and use modern ideas for traditional purposes
Demonstrating combinations of skills – to design a craft product, make it and display	Using traditional tools and processes	
	Identification of native materials for crafts	

<p>the quality of craftsmanship to others</p> <p>Compare how labour is valued (costed and charged) for high volume manufactured items verses a complex piece of craftsmanship</p> <p>Pricing salable items to account for costs, labour, supply and what the market will be willing to pay</p> <p>Using creativity and design to develop unique products or efficiently manufacture good designs</p>	<p>Tie dying, mosaics, jewelry, plastic beading and other more recent but traditional crafts with manufactured materials</p>	<p>Nauruans should use natural resources and actively cultivate renewing supplies</p> <p>Current use and future thinking is about sustainability – what needs to change.</p> <p>Market economy ethic – valuing skills and costs against capacity of market to pay.</p> <p>Thinking business, working for profit, value for money, and other values for a market economy</p>
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Literacy		
<p>Writing</p> <p>Recording when listening</p> <p>Making careful notes of detailed observations</p> <p>Documenting craft stages</p> <p>Design ideas</p> <p>Organising notes into sections for use as reference material by self and others</p>	<p>Reading</p> <p>Sequential instructions</p> <p>Patterns</p> <p>Information sheets and books to elicit instructions and ideas</p> <p>Internet information</p> <p>Researching generally</p> <p>Listening</p> <p>Oral explanations and demonstrations</p> <p>Talking to elders and community experts</p> <p>Watching and observing while talking “with” people</p>	<p>Speaking</p> <p>Asking questions and discussion,</p> <p>Explanation and demonstration of methods and patterns</p> <p>Demonstrating and showing techniques</p> <p>Visual</p> <p>Sketches of designs and techniques</p> <p>Make charts which connect information pieces</p> <p>Taking and using photographs wisely</p>

Numeracy	ICT Opportunities	Thinking tools
Costing information organised in tables Supply and demand, profit Pricing bundles of products Discounts, percentage	Taking photographs throughout the task for multiple reasons Logo designs Pamphlet design and construction Editing computer products Online learning journal using a blog or similar tool Spreadsheets	Y charts – sounds like, feels like, looks like Organising ideas – 6 Thinking hats Designing - Concept maps Brainstorming marketing ideas – round robins, hot potato Audience and purpose activity Extent barometer – to what extent do values impact on design, effort, quality of products