



**Indigenous**

# Equity Toolboxes




**Indigenous Ecotourism**  
318

Designed for Indigenous people or communities to develop an Indigenous ecotourism plan and to acquire the skills required to work in the tourism industry.



**Horticulture**  
422

Horticulture provides realistic workplace scenarios and problems for Indigenous students in Horticulture, particularly trainees in rural areas.



**Learning about Native Title**  
423

For Indigenous learners and employees of local government, native title representative bodies, or non-government agencies involved in native title matters.



**Deadly Jam Music Festival**  
516

Deadly Jam covers competencies from the Music Training Package. Learners interact with characters representing potential careers in the music industry.

**Vision Impaired**



**Building Skills**  
517

Building Skills is aimed at apprentices and pre-apprentices in the building and construction industry. In particular, those involved in concreting, levelling and installing doors.



**Cultural Resource Management**  
518

The Toolbox uses simulated Indigenous cultural heritage sites and tasks to allow Indigenous learners to expand on the hands-on learning in this area.



**Interactive Ochre**  
907


An entertaining and engaging resource with an Aboriginal perspective on cultural awareness training that can be used across all educational and industry sectors.



**Information Technology TruVision**  
419


TruVision is designed to enable blind and vision impaired learners to develop skills and expertise in elementary and advanced information processing strategies.

**Youth**



**The World of Work**  
420

The World of Work is intended mainly for young people who are seeking work or making the transition from school to work. Learners may have limited literacy and social skills.



**Where's the Party At?**  
519


In Where's the Party At? learners go to a virtual 'house party'. It is aimed at youth (15-19) and provides materials that explore personal development issues.

**Literacy and Numeracy**



**Basic Skills in Cybercentre**  
423

The Cybercentre provides basic skills to learners with literacy and numeracy needs through the use of simulated activities within a shopping mall, the 'Cybercentre'.



**Workplace Trainer**  
425

Workplace Trainer is for trainers or assessors working with adult learners with literacy and numeracy needs participating in training programs at AQF level II.