



the **ARCHIBULL** PRIZE

# THE ARCHIBULL PRIZE

## HIERARCHY OF INTENDED OUTCOMES



**SYSTEMIC  
CHANGE**  
BIG PICTURE

### 9. A SUSTAINABLE AUSTRALIA

Farmers and the community feel connected and empowered to create a better world by 2030.

### 8. APPRECIATION OF AGRICULTURE'S CONTRIBUTION TO AUSTRALIA

Young people champion the role farmers and the agriculture sector play in contributing to the economy and well-being of all Australians by providing safe, affordable, healthy food and quality fibre every day.

#### 7A. CREATIVE & COLLABORATIVE

Young people have a collaborative mindset and the confidence, knowledge and skills to be critical and creative thinkers.

#### 7B. CONSCIOUS CONSUMERS

Young people understand the challenges of farming in a carbon constrained world, are conscious consumers and can solve tomorrow's problems today.

#### 7C. CAREERS IN AGRICULTURE

Young people are excited by and choose career opportunities in the agriculture sector.

### 6. CELEBRATION AND RECOGNITION – AWARDS AND EXHIBITION DAY

School teams who are finalists in each category participate in the Awards and Exhibition day. They meet teams from competing schools, share their learning journey with one another and are recognised for their efforts. Students and their teachers reconnect with their Young Farming Champions and are introduced to sponsor representatives and dignitaries.

### 5. IMPLEMENTATION – JUDGING TOUR

Students present their works to The Archibull Prize judging panel. The students from schools shortlisted as finalists talk about their experiences enabling the judge to gain first-hand appreciation of student engagement and learning achievements through their projects.

### 4. IMPLEMENTATION – CREATIVE MULTIMEDIA REALISATION

Students teams develop their Community Action Plan Project Report, record their learning journey and create their customised Archibull artwork.

Students also have opportunities to create an animation/infographic and develop an individualised portfolio of their 21st century learning skills.

### 3. IMPLEMENTATION – RESEARCH

**3A.** Student teams research, reflect on their Global Goal, the challenges for farmers and the community to meet UNSDG 2030 targets for agriculture for their Global Goal and the opportunities for farmers & community to work together. Students work in teams to develop their Global Goal Community Action Plan Project.

**3B.** Young Farming Champions go into schools. They share their journey; encourage 2-way conversations; inspire students to aspire to careers in agriculture.

**3C.** Community experts go into schools and intergenerational knowledge transfer occurs.

### 2B. ACTIVATION

Schools identify community-based partners. They receive their fibreglass cow, resource links, paint kits. Visits from Young Farming Champions are planned based on identified area of investigation. Teachers offered tailored professional learning to support their journey.

### 2A PREPARATION

Teachers across year groups and KLAs identify subject content knowledge and outcomes that will be applied to the project. Teachers plan how they will achieve the compulsory tasks for project-based learning. Students form teams and work with teachers to plan tasks.

### 1. AWARENESS

Schools find out about the agricultural project-based learning program The Archibull Prize. Students and teachers identify the UN Sustainable Development Goal (UNSDG) they would like to take action on. They complete an expression of interest form identifying curriculum and school strategic plan linkages.

**OBSERVABLE  
CHANGES**

IN PEOPLE OR SYSTEMS  
AS A RESULT OF  
ACTIVITIES

**ACTIVITIES**

WHAT HAPPENS IN THE PROGRAM

