

ABILITIES

- Graphic Design
- Illustration
- Animation and motion design
- Video production and editing

EXPERIENCE

GRAPHIC DESIGNER

Teach Starter July 2018 – Present

ASSISTANT LANGUAGE TEACHER

Japan Exchange and Teaching Programme July 2012 – July 2017

ASSOCIATE DESIGNER - JAPAN HARVEST MAGAZINE (VOLUNTARY)

Designing magazine layouts May 2017 – August 2019

KOBE PR AMBASSADOR (VOLUNTARY)

Promoting Kobe City on social media April 2016 – March 2017

LIFESTYLE AND LEISURE PROGRAM OFFICER

Montrose Therapy and Respite Services January 2012 – June 2012

ANIMATOR (ADOBE FLASH) – SEASON I AND 2 OF "PIXEL PINKIE"

Blue Rocket Productions September 2008 – March 2009 November 2007 – May 2008

SOFTWARE

- Adobe Illustrator, Photoshop, InDesign, Premiere Pro, After Effects, Animate, Lightroom and Acrobat
- Microsoft Word and PowerPoint
- WordPress

ATTRIBUTES

- Christian
- Creative, imaginative and enthusiastic
- Reliable, self-motivated and easy to work with
- Eager to learn and improve

EDUCATION

DIPLOMA OF GRAPHIC DESIGN

Open Colleges 2016 – 2017

BACHELOR OF SOCIAL SCIENCE

The University of Queensland 2009 – 2011

DIPLOMA OF SCREEN: ANIMATION

Southbank Institute 2005 – 2006

CAREER REFEREES

TINA LUKAS

Design Manager – Teach Starter (December 2018 – November 2020) tinyconcept@live.com.au 0456 776 696

PAUL WILLEY

Resource Manager – Teach Starter (November 2020 – Present)
paul@teachstarter.com
0406 356 966

PASTORAL REFEREES

WEZ COFFEY

Sojourn Bible Church (October 2017 – September 2020) wez@sojourn.org.au 0422 912 101

GREG GARDINER

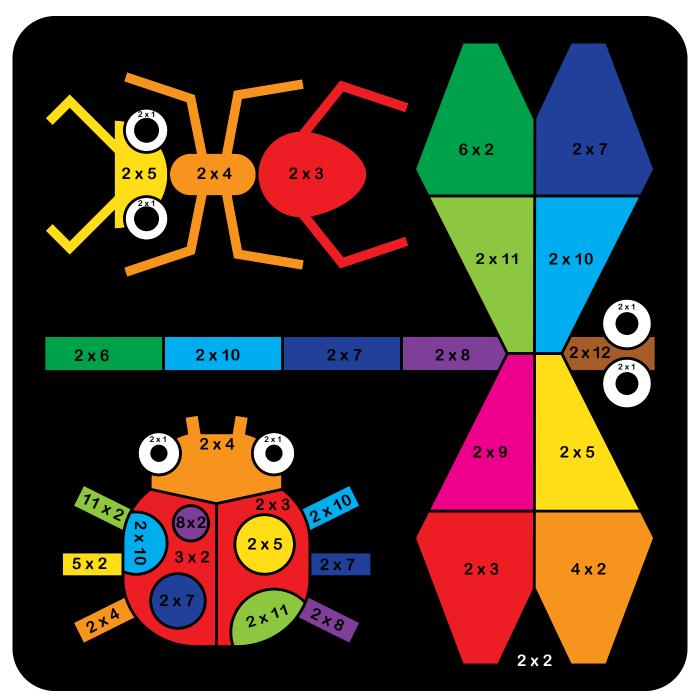
Disciples Church Springfield Lakes (September 2020 - Present) greg.gardiner@disciples.org.au 0434 677 772



2 x Colour Fun!



Answer Sheet





(10) yellow

18 pink

4 black

12 dark green

[20] light blue

6 red

dark blue

22 light green

8 orange

16 purple

14

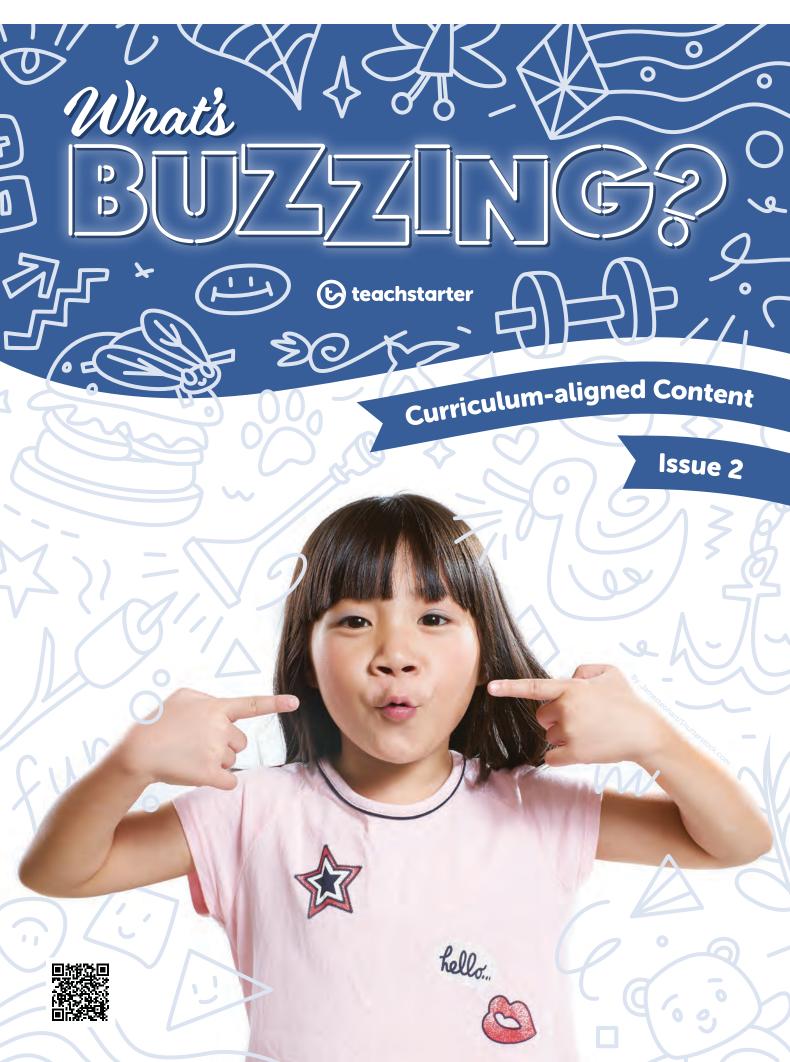
24 brown

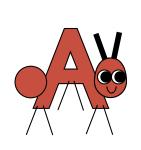












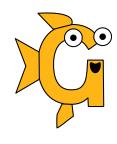


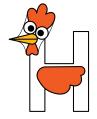


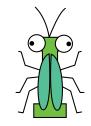






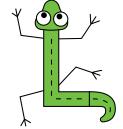










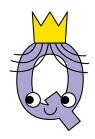


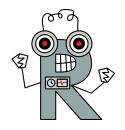














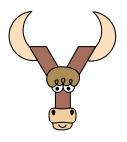










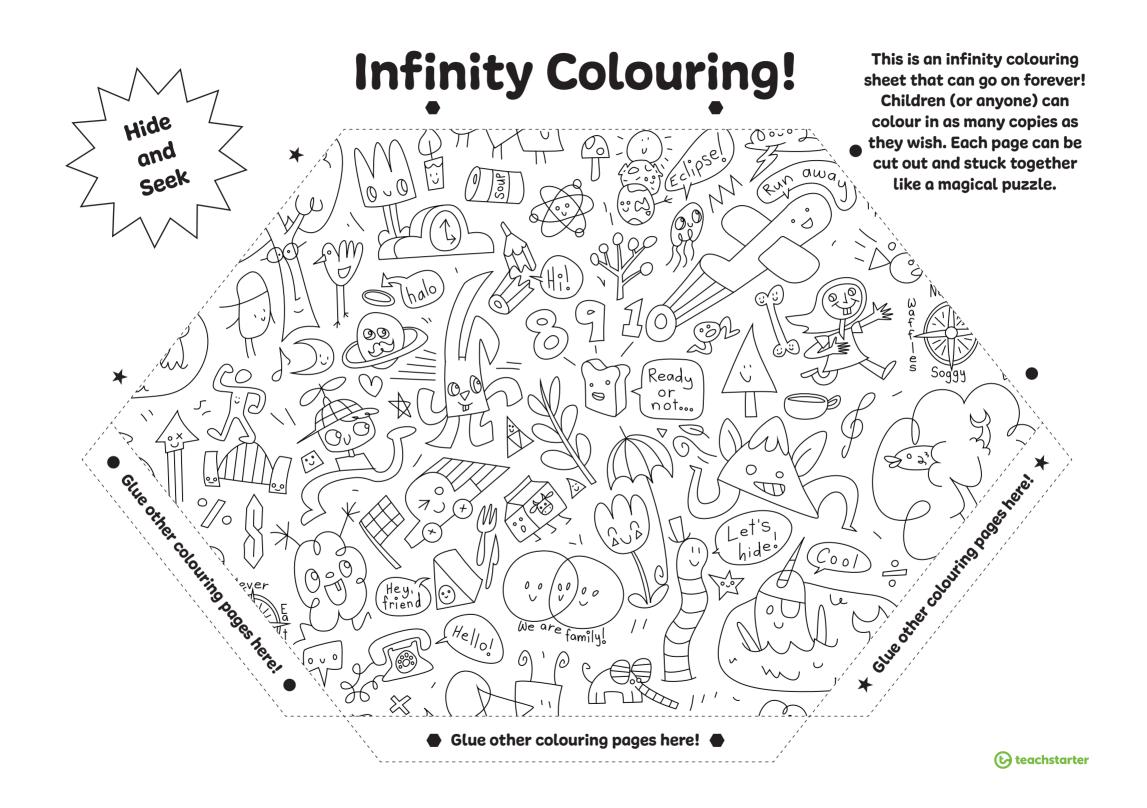












MENTAL HEALTH AND WELLBEING

"Lately, a good friend has started saying nasty things to me on social media and via text messages on my phone. I really want to be friends with him, but his messages make me feel so awful. I feel like I can't tell anyone because I do not want to seem uncool."

WHAT ARE MY CHOICES/CHALLENGES?
WHAT CAN YOU CONTROL?
WHAT CAN'T YOU CONTROL?



MENTAL HEALTH AND WELLBEING

"At school, I feel like everyone targets me with nasty comments. I am so scared to come to school, but I am afraid to tell my parents or the teacher, because I do not want to be teased. I feel very trapped."

WHAT ARE MY CHOICES/CHALLENGES?
WHAT CAN YOU CONTROL?
WHAT CAN'T YOU CONTROL?



SAFETY

"I am walking home alone and I have the feeling a vehicle is following me. I feel like I need help but I don't know anyone on this street. I am starting to feel unsafe and scared. Where can I go for help?"

WHAT ARE MY CHOICES/CHALLENGES?
WHAT CAN YOU CONTROL?
WHAT CAN'T YOU CONTROL?



SAFETY

"My friends and I are at the park and my friend's brother, who just got his learner's license, has asked me to come for a ride in his new car. My friend says that his brother is an experienced driver and has driven him plenty of places, so it is fine. I feel unsure."

WHAT ARE MY CHOICES/CHALLENGES?
WHAT CAN YOU CONTROL?
WHAT CAN'T YOU CONTROL?

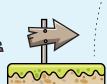




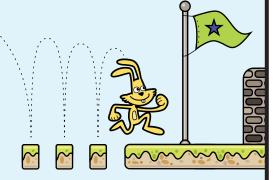
JUMP STRATEGY ADDITION GAME











INSTRUCTIONS

AIM

The aim of the game is to use the jump strategy to solve the addition problems correctly.

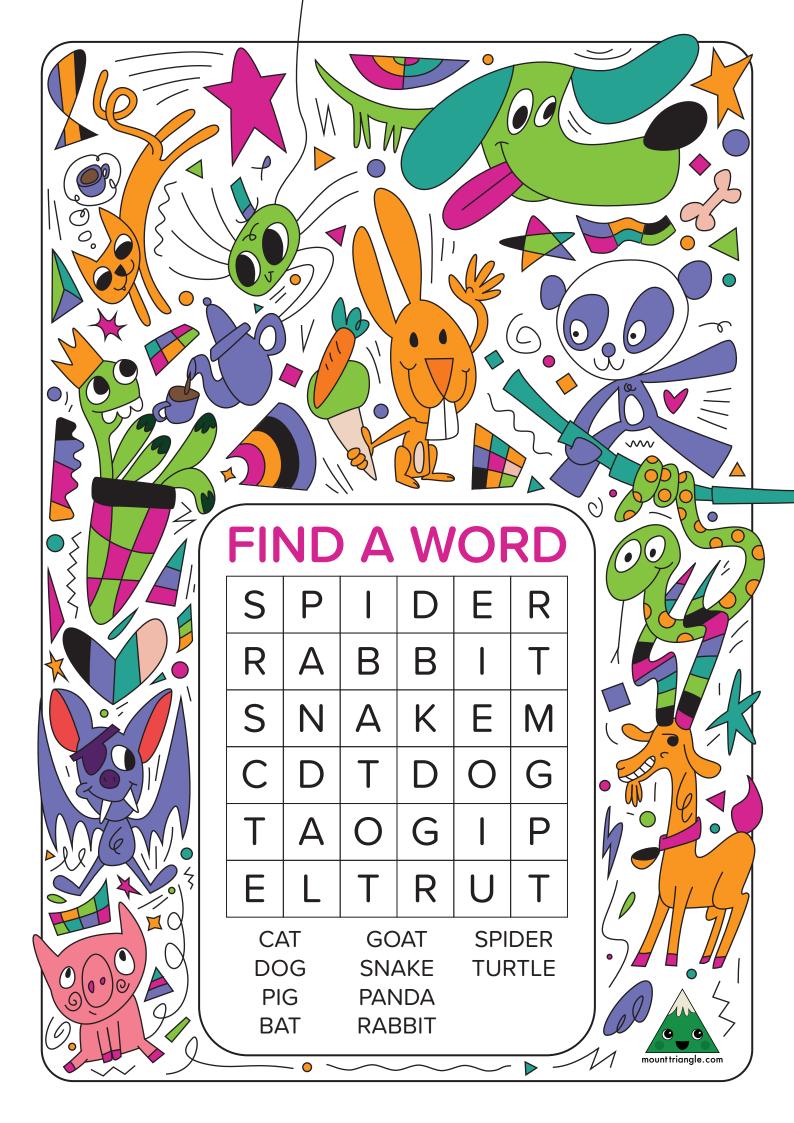
PLAYERS

1 x cardholder 3 x players

- **EQUIPMENT**
- 1 x set of question and answer cards
- 1 x number line template for each player

HOW TO PLAY

- 1. Decide who will be the cardholder. The cardholder shuffles the question and answer cards and places them face down.
- 2. The youngest player takes the first turn. Play then proceeds in a clockwise direction.
- 3. The cardholder picks a card from the top of the pile and reads it aloud to Player 1. Player 1 must use the jump strategy to calculate the answer to the question. Working must be shown on the number line template. (Note: There are multiple approaches to using the jump strategy for computation.)
- 4. Player 1 checks his/her answer with the cardholder. If the answer is correct, the next player takes their turn. If the answer is incorrect, the group must work together, using scrap paper or a mini whiteboard, to work out the correct answer. Player 1 may then correct his/her working on the number line template.
- 5. Play continues with the cardholder reading a question aloud to the next player. Play is finished when all players have completed all four number lines on their template.





10 EXPECTATIONS FOR VIRTUAL LEARNING

TEACH STARTER

YOUTUBE.COM/WATCH?V= 3XOCEJEMTGI



PIXEL PINKIE

BLUE ROCKET PRODUCTIONS

(Character animation only)

YOUTUBE.COM/WATCH?V= FDWJIMCVHGY&FEATURE= YOUTU.BE



WHO STOLE THE COOKIE MINI-MYSTERY

TEACH STARTER

YOUTUBE.COM/WATCH?V= VO2HRS0_RUG



BREAKFAST DANCER

PERSONAL PROJECT

YOUTUBE.COM/WATCH?V= Z43UMHUEHU8&FEATURE= YOUTU.BE