ABOUT THE PROGRAM

*Gold-Dust Island* is a simulation that provides students with an opportunity to develop skills in cooperative behaviour, problem solving and effective communication. Directly related to the major curriculum concerns of social science courses, it can be used with secondary or upper primary students in a small group.

*Gold-Dust Island* can also be used effectively in any curriculum area where an emphasis is being placed on human interaction: social studies, language, citizenship, leadership, and development of problem-solving skills in any situation where members of a group need to work together to achieve a goal. *Gold-Dust Island* has been trialled in a number of Australian primary and secondary schools and found to promote such skills admirably.

In *Gold-Dust Island* “survival” is entirely in the hands of those playing. The computer is impartial — it merely keeps a log of activities. Therefore, *Gold-Dust Island* can be played many times, even by the same group of students. As with other role-playing simulations, strategy planning is important. Comprehensive documentation is supplied to allow full exploration of the possibilities of enhancing the quality of life once “marooned” on *Gold-Dust Island*.

ABOUT THE AUTHOR

Rosanne Gare used computers in a number of primary schools before being seconded to the Curriculum Branch of the Queensland Department of Education in 1981 to work on the Computer Education Curriculum Project.

Dismayed by the over-abundance of simple drill and practice programs (in the mathematics area in particular), she has attempted to demonstrate the computer’s potential to promote meaningful problem-solving activities for students.

In addition, the need to overcome the belief that the computer’s major application was in mathematics and science led her to develop this social science simulation.