

Turtle trouble

Talkin' Guugu Yimidhirr

Story of the river

View from the telescope



Remembering

Waalumbaal Birri – Endeavour River

This place tells a story of rule-breaking and blood being spilt, of reaching out and reconciliation.

Use these questions to help you explore the place known by its First Peoples as Waalumbaal Birri. Explore 'Turtle trouble', watch 'The story of the river' and play 'Talkin' Guugu Yimidhirr', an Aboriginal language game. Write your thoughts or wonderings about this place in the shapes around your map.

Naming a place

- 1 At the top of your page design a title using both the Indigenous name and the English name. Include the dates the *Endeavour* was there. Label it on your map.

Turtle trouble

- 1 Look at the four paintings. What story do they tell?
- 2 What are the four parts of this story?
- 3 In your own words tell the main events of this story.

Story of the river

- 1 How do you think the sun and the water look after life?
- 2 Who was Mungurru?
- 3 What happened to Mungurru? What did he do?
- 4 What happened as he slithered down the hill?
- 5 Why do you think this story is important?

Talkin' Guugu Yimidhirr

- 1 Did you know 'kangaroo' is a Guugu Yimidhirr word?
- 2 Play the game and write Guugu Yimidhirr words around your map. Include the English word too.
- 3 Choose your favourite Guugu Yimidhirr word and in the shape on your map, write facts about that word.

Remembering

- 1 What part of the Waalumbaal Birri – Endeavour River story is important to you?
- 2 How can we remember this story in the future?

View from the telescope

- 1 As the *Endeavour* left Waalumbaal Birri – Endeavour River, the crew saw smoke and fires on the shore. Draw a picture of what you think it looked like from the ship.