

ENDEAVOUR VOYAGE

*The Untold Stories of Cook
and the First Australians*
nma.gov.au/endeavour-voyage

Endeavour Voyage: Waalumbaal Birri – Endeavour River

This inquiry-based activity for students should be used in conjunction with *Endeavour Voyage: Waalumbaal Birri – Endeavour River* material.

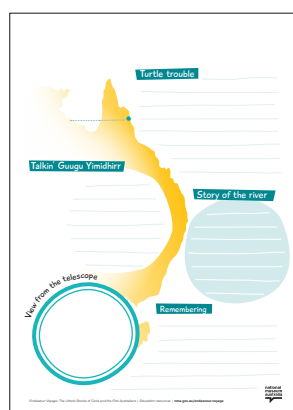
In this activity, students explore a place known as Waalumbaal Birri by its First Peoples – a place where the *Endeavour* crew spent 48 days repairing the ship after it struck the Great Barrier Reef. They will learn that there are two sides to this story: one from the ship and one from the shore.

Students will have the opportunity to watch 'The story of the river' and play an Aboriginal language game, 'Talkin' Guugu Yimidhirr'. Students will learn the story of rule breaking, reaching out and reconciliation, and how turtles were at the heart of a dispute between the *Endeavour* crew and the local people. A worksheet with questions designed to engage multiple layers of cognitive skills will help them reflect on their learning.

Bringing it together: Suggested activities

Using the information students gather from the digital exhibition you could:

- use an on-line learning tool to create an interactive quiz for your students
- as a class explore the paintings that tell the story of the *Endeavour*'s stay at Waalumbaal Birri – Endeavour River and have students paint their own interpretations of the story
- after watching 'The story of the river', ask students to draw a story map of how Waalumbaal Birri – Endeavour River was created
- explore the 'Knowing plants' area of the website and have students design a digital presentation or poster about one or more of the plants collected at Waalumbaal Birri by botanists Joseph Banks and Daniel Solander.



Student worksheet

