

ENDEAVOUR VOYAGE

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

Endeavour Voyage: Yarrabah – Cape Grafton and Endeavour Reef

This inquiry-based activity for students should be used in conjunction with *Endeavour Voyage: Yarrabah – Cape Grafton and Endeavour Reef* material.

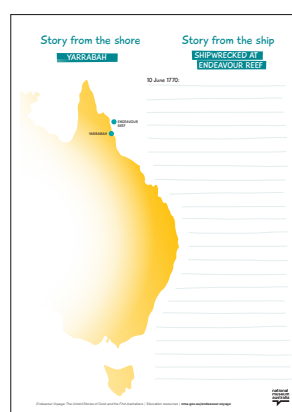
In this activity students explore the Indigenous community of Yarrabah and investigate the incident where the *Endeavour* hit the reef and stuck fast. They will learn that there are two sides to this story: one from the ship and one from the shore.

Students will have the opportunity to read Yarrabah artists' interpretations of the *Endeavour* voyage and what this may have meant to their ancestors. They will learn about the *Endeavour* hitting the reef and investigate how Cook and his crew avoided disaster. 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
- show students the images of the white devil spirit sculptures made by the Yarrabah artists, discuss how they were made and have students create their own sculptures using similar materials
- explore 'The early voyage' on the main page of the online exhibition and ask students to research what life on board ship would have been like for the *Endeavour* crew
- explore the stories painted by Indigenous artists at Wujal Wujal and ask students to paint their own interpretation of the Endeavour Reef story.



Student worksheet

