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.