

ENDEAVOUR VOYAGE

*The Untold Stories of Cook
and the First Australians*

nma.gov.au/endeavour-voyage

Endeavour Voyage: Bedanug, Thunadha, Bedhan Lag and Tuidin – Possession Island

This inquiry-based activity for students should be used in conjunction with *Endeavour Voyage: Bedanug, Thunadha, Bedhan Lag, Tuidin – Possession Island* material.

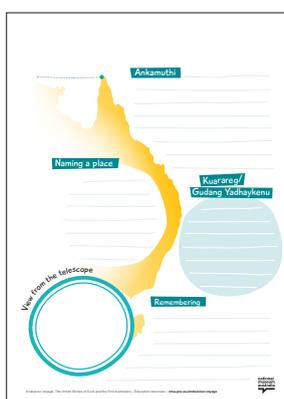
In this activity, students explore an island known by many names – a place where Cook claimed possession of the east coast of Australia for Britain. They will learn that there are two sides to this story: one from the ship and one from the shore.

Students will have the opportunity to watch 'Ankamuthi on Possession Island' and 'Kuarareg/Gudang Yadhaykenu on Possession Island'. Students will learn about the social and cultural significance of the island for Indigenous peoples and the stories behind Cook claiming possession of the east coast of Australia. 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 maps of the Torres Strait, locate Possession Island and discuss why students think Cook chose this island as the spot to claim possession
- look at Cook's monument on Possession Island. Discuss whether this is a fair representation of the *Endeavour* story or if there is a better way to remember this story. Ask students to design a new monument that represents both sides of the *Endeavour* story.
- explore 'Connected islands' and 'Smoke and mirrors'. Discuss the use of pearl shells and bu shells as forms of communication and listen to the sound of the bu shell.
- ask students to design a poster, pamphlet or tourist brochure for one place that includes Indigenous perspectives



Student worksheet



- as a class create a pictorial timeline of the *Endeavour's* journey up the east coast of Australia depicting both the view from the shore and the view from the ship
- ask students to design a game (such as a board game, card game or Q&A game) using the knowledge they have learnt about the *Endeavour's* voyage.