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# Cook's Voyages

Teacher Notes

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# Cook's Voyages

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## Step into Cook's world and captain a voyage of exploration into the Pacific.

A resource for HASS/History classrooms years 3–6. Designed to guide students exploring:

- First Contacts
- First Nations perspective on European colonisation
- Aboriginal and Torres Strait Islander Histories and Cultures.

The game is designed for individual or small group play and should take approximately 40 minutes.

*Cook's Voyages* explores the many achievements and actions undertaken by Cook and his crews across three incredible voyages exploring the Pacific. Importantly, this game adds a perspective 'from the shore', from Larila, a proud Pakana woman from Tasmania's north-east.

In each game players choose their own missions, select their crew and choose the equipment that will allow them to succeed. The game challenges them to keep their ship afloat, their crew alive and the Admiralty happy. It also guides them in exploring a First

Nations perspective on Cook's visit to Australia and gives them the chance to learn some languages from five nations along Australia's eastern coast.

The game has been designed to meet and enliven the curriculum across a series of content areas and develop a range of skills and enquiry techniques. The experience builds understanding of the historical context in which Cook's voyages took place, their scientific achievements and the ongoing impact from some of his decisions on modern Australia, and particularly on Australia's First People.

# Gameplay

The game is a culmination of the various missions Cook undertook in his three voyages to Australia. The objective of the game is to undertake as many missions as possible to build your reputation as an explorer and scientist. But your reputation is not just based on achieving the mission's objectives, it's about how you interact with, and the respect you show to the Indigenous peoples you meet along the way.

## INTRODUCTION



Welcome and introduction to the game by Larila (in English and Palawa Kani) a young Indigenous woman.

### FOR TEACHERS

Showing respect to First Nations' people is key to success and throughout the game Larila provides an Indigenous perspective on gamers' choices.

## CHOOSE YOUR MISSION



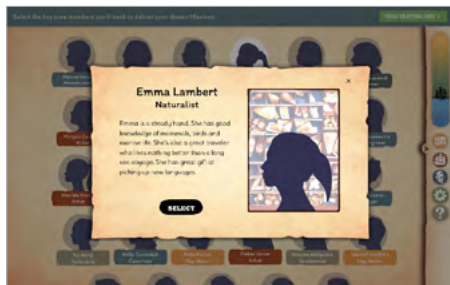
Choose a selection from eight possible missions. But you can't choose them all in one voyage as it will take more than three years.

### FOR TEACHERS

Depending on your choices you'll probably get to do 3-4. Keep an eye on the timeline at the bottom of the screen – the Admiralty won't approve a mission longer than three years.

# Gameplay

## CHOOSE YOUR CREW

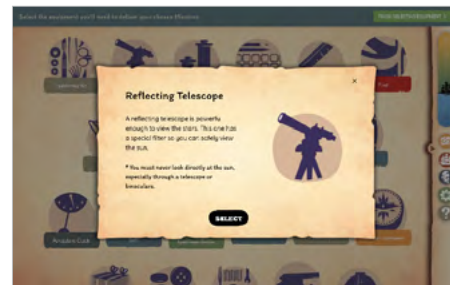


Depending on the missions you chose, you need to pick a crew that will help you achieve your objectives. But space is limited so choose wisely.

### FOR TEACHERS

Not all crew are appropriate for each mission. The Admiralty won't look kindly on a crew ill-suited to the tasks and will ask you to reconsider your choices. **Hint:** things will likely go better if you have a Marine Commander and Ship's Master onboard. See the Missions section on page 6 to see who you need for each mission.

## CHOOSE YOUR EQUIPMENT

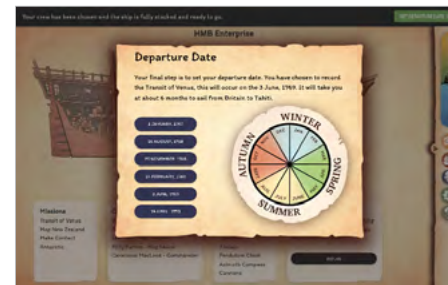


Depending on the missions you chose, you'll need equipment fit for the task. But you can't take everything.

### FOR TEACHERS

Make sure you consider your choices. The admiralty will not let you out of the harbour without the right equipment to undertake the missions you've selected. See the Missions section on page 6 to see what you need for each mission.

## SET YOUR DEPARTURE DATE

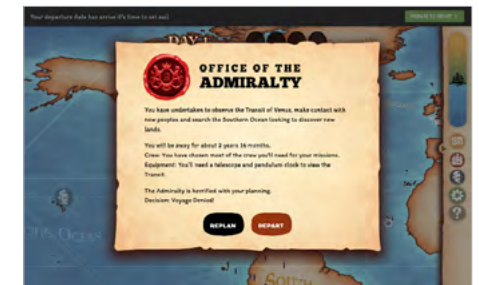


Depending on the missions you chose, you'll need to leave on time and with favourable conditions, so choose wisely.

### FOR TEACHERS

The admiralty won't let you sail if your timing of departure won't let you reach your destinations in time to succeed. **Hint:** this is really important if one of your missions includes observing the transit of Venus.

## FIND OUT WHAT THE ADMIRALTY THINKS



Depending on how your pre-voyage planning goes, you may be granted rights to leave or be denied and sent back to re-plan your voyage.

### FOR TEACHERS

But don't worry, you can always return to re-plan if you've not been given permission first time around! Planning your mission is often the hardest part of the mission.

# Gameplay

## NAVIGATE OUT OF PORT



Be careful it's not easy with only sails. You need to consider the tide, wind and navigational hazards to reach open water.

### FOR TEACHERS

It'll be a lot easier if you leave with an offshore wind and a high tide.  
**Hint:** the boat handles better at slower speed.

## PLOT YOUR COURSE FOR THE PACIFIC



You want to get there as quickly as possible but what about the weather at that time of year, and should you call into a port to replenish supplies and get fresh water?

### FOR TEACHERS

Getting there quickly is good but the health of your crew is critical too. Call into port and stock up on fresh food and water.

## TROUBLE ALONG THE WAY



During your voyage to undertake your missions you'll have plenty of problems to deal with like rat plagues and catching fish for fresh food.

### FOR TEACHERS

Don't ignore the rats as they may come back to bite! And getting fresh food is always going to help.

## SHOW RESPECT!



It's important to meet and interact with the Indigenous people but you need to show respect.

### FOR TEACHERS

We've come a long way since the 18th Century. Listening and understanding is often the quickest way to success!

# Missions

## Observe the transit of Venus in Tahiti



This is a pretty special event. It happens when the planet Venus can be seen as a small black dot crossing in front of the sun. It only happens twice every 121 years so you have to be very lucky to see it. It was part of Cook's mission because it could provide information about how far the Earth is from the Sun. Tahiti is the best place to view the Transit. It will happen on 3rd June 1769. You'll need to allow some time to set up when you get there.

**ESTIMATED TIME** 30 days

### RECOMMENDED CREW & EQUIPMENT

Astronomer  
Reflecting telescope  
Quadrant  
Pendulum clock  
Cannons

## Map the coast of New Zealand



Making maps was hard in the 1700s. They didn't have satellites or drones to help them. They had to use compasses with ropes and chains to measure distance. And they used a thing called a theodolite to measure angles. No wonder it took them so long. You can be the first to map the entire coastline of New Zealand.

**ESTIMATED TIME** 180 days

### RECOMMENDED CREW & EQUIPMENT

Map maker  
Plane table  
Alidade  
Azimuth Compass  
Cannons

## Explore and map Australia's East Coast



Over his three expeditions, Cook navigated along the entire east coast from Tasmania to Cape York. His scientists made maps, collected plants and animals, illustrated the landscape and the objects in it... and very occasionally made contact with the people who lived there. His ship was damaged on the Great Barrier Reef and he was forced to stay for seven weeks to repair it. You can map this coast and spend time finding out about the people that live there.

**ESTIMATED TIME** 240 days

### RECOMMENDED CREW & EQUIPMENT

Map maker  
Plane table  
Alidade  
Azimuth Compass  
Cannons

## Discover strange new plants



Cook's expeditions included many scientists. Astronomers, surveyors, cartographers (map-makers), botanists, naturalists, taxidermists and illustrators. The botanist Joseph Banks collected over 1300 species of plants during his time with Cook. He introduced the Europeans to Eucalypts, Acacias and Banksias (named after himself). He also collected shells from the Pacific islands and Australia. Now you can discover some new plants in the places where Cook landed.

**ESTIMATED TIME** 30 days

### RECOMMENDED CREW & EQUIPMENT

Botanist  
Artist's kit  
Specimen books  
Plant press  
Cannons

# Missions

## Discover strange new animals



On his voyages to the South Pacific, Cook saw many birds, fish and mammals that were unknown in the Northern Hemisphere. His naturalists and artists were kept busy drawing and observing these strange animals, some of which carried their young in a pouch. You can discover some of the animals that were around at the places where Cook landed.

**ESTIMATED TIME** 60 days

### RECOMMENDED CREW & EQUIPMENT

Naturalist  
Formaldehyde  
Insect nets  
Artist's kit

## Make contact with Aboriginal people



In New Zealand, Cook had help from Tupaia in communicating with the First Peoples of New Zealand, but he found he could not communicate effectively with Aboriginal people in Australia. There was conflict at Kamay (Botany Bay), and he did meet some Guugu Yimithirr people when he stopped to repair his ship on their land in Northern Queensland. You will do better in the game if you can spend time with the local people, develop mutual respect and ask permission before taking their resources.

**ESTIMATED TIME** 90 days

### RECOMMENDED CREW & EQUIPMENT

Crew with languages

## Explore the Antarctic Circle



Some British scientists thought there had to be a huge land at the bottom of the world that balanced out Asia and Europe in the north. Cook sailed south and was the first European to cross the Antarctic Circle. He found a few windswept islands and lots of icebergs. The conditions were very wild and cold – he took special jackets for his crew to keep them warm.

**ESTIMATED TIME** 150 days

### RECOMMENDED CREW & EQUIPMENT

Arctic Explorer  
Magellan jacket

## Claim lands for the British Government



Cook's mission was to observe the Transit of Venus and to collect scientific knowledge. But there was also a secret mission to find new lands for the British Government – even though they already had one of the largest empires in history. When Cook sailed up the East Coast of Australia he sailed past hundreds of Indigenous Nations yet he claimed their lands for the British Government. You'll need to do things differently if you want to do well.

**ESTIMATED TIME** 30 days

### RECOMMENDED CREW & EQUIPMENT

Ask Larila if this is a good idea.

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## Explore our Game Centre

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The National Maritime Museum's Game Centre has two other high quality online learning games suitable for the classroom.

Go to [sea.museum/game-centre](http://sea.museum/game-centre) to find out more.



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### Wreck Seeker

Players use their historical skills and the tools of modern archaeologists to uncover some of the most prized wrecks from Australian History.

**SUBJECT** HASS / Years: 5, 6  
HISTORY / Years: 7, 8, 9, 10

**VISIT** [sea.museum/wreckseeker](http://sea.museum/wreckseeker)



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### The Voyage

Focused on convict transportation, players make decisions, solve problems and deal with conflicts on a perilous journey across the globe.

**SUBJECT** HASS / Years: 2, 3, 4, 5

**VISIT** [sea.museum/voyage-game](http://sea.museum/voyage-game)



A high-angle photograph of two children, a boy and a girl, sitting on a grey couch. The boy, in the foreground, is wearing a blue t-shirt and looking intently at a tablet held by the girl. The girl, behind him, is also looking at the tablet. The tablet screen displays a colorful, abstract image with green and brown tones. The background is softly blurred, showing more of the couch and the children's clothing.

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# Game Centre

Fun, immersive and educational  
award-winning games

[sea.museum/game-centre](https://sea.museum/game-centre)