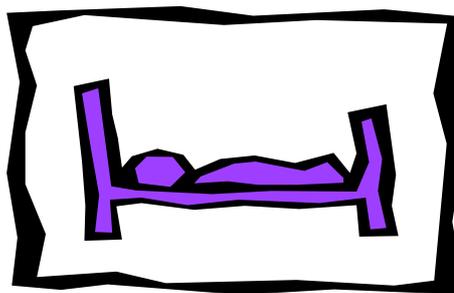


Life Onboard

Task 1

- Design and build your own cabin.
- Decide on what kind of cabin to design. Is it from an 1840's sailing ship, or a 1950's steam passenger liner?
- Draw your design. Make sure you think about how the passengers would eat, rest, play, learn and work in your cabin.
- Use a shoebox and junk materials to make a diorama of your cabin design.



Life Onboard

Task 2

Design a cabin of the future

- Imagine what the ships of the future might be like.
- What improvements could you make to life onboard for the passengers?
- Draw a diagram of what you think a cabin could be like in the future.
- Label your diagram to show the new inventions and ideas you have thought of.



Life Onboard

Task 3

Design a cabin of the future

- Imagine what the ships of the future might be like.
- What improvements could you make to life onboard for the passengers?
- Draw a diagram of what you think a cabin could be like in the future.
- Label your diagram to show the new inventions and ideas you have thought of.



Life Onboard

Task 4

Write an onboard diary

- Pretend you are a passenger travelling in one of the cabins you saw at the Maritime Museum.
- Write a diary entry for one of the days you lived onboard.
- Make sure you write about how you ate, rested, played, worked and learned on that day.
- Include some sentences about how you felt during the day.
- Make sure your diary entry has a date on it so we know which era you were travelling in.

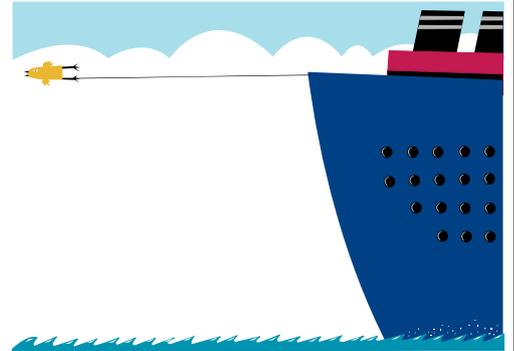


Life Onboard

Task 5

Send a postcard to your friend

- Pretend you are a passenger travelling onboard.
- Write a postcard to send to a friend who is back in your home country.
- Tell your friend about how you ate, rested, played, worked and learned onboard.
- Would you encourage your friend to make the trip and join you?
- What advice would you give your friend about making life onboard easier for them?
- Publish your postcard on cardboard.



Life Onboard

Task 6

Collect Fresh Drinking Water.

- You are travelling onboard a ship and it is raining. You really want to collect some of the rainwater to drink because the freshwater supply onboard is very stale. You go up on the top deck and look for sails and canvas awnings where water might have been collected.
- What is the best type of material for collecting water?
- You need 5 buckets and 5 different types of material (Hessian, cotton, vinyl, plastic, aluminium foil, silk etc).
- Cover each bucket with a different type of material.
- Pour some water onto each piece of material.
- Which materials hold the most water?



Life Onboard

Task 7

Vinegar and Water

- Ships could only carry limited amounts of drinking water and this water needed to last the whole trip. Water would start to taste stale and sour after a few weeks at sea. Passengers would often mix vinegar with their water to improve the taste.
- Pour yourself a glass of water and taste it.
- Now add some vinegar to the water and taste it again.
- Do you think the vinegar improved the taste of the water?
- Write some sentences to explain why you think the passengers thought that vinegar improved their water.



Life Onboard

Task 8

Living Onboard

- Early migrants to South Australia lived onboard for more than 100 days.
- Can you think of any other people who have had to live on a boat for long periods of time?
- Draw and label the examples you can think of?



Life Onboard

Task 9

Advertising Poster

- Pretend you are the captain of a ship bound for South Australia.
- Design a poster to encourage passengers to travel on your ship.
- Why would passengers choose to travel on your ship? What special features can you offer?



Life Onboard

Task 10

What would you pack?

- Pretend you are leaving your homeland and travelling to South Australia by ship to start a new life.
- You are only allowed to bring 5 things with you. Everything else you need to leave behind.
- What would your 5 things be?

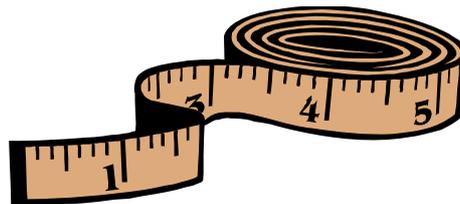


Life Onboard

Task 11

Sleep Tight!

- Each adult passenger onboard a migrant ship in the 1840s was allocated a sleeping space. The sleeping space measured 18 inches wide and 66 inches long.
- Find out how many centimetres are equivalent to 18 and 66 inches.
- Mark out a rectangle on the floor that is 18 inches wide and 66 inches long.
- How many people can you fit in your sleeping space?
- Find out how big your bed at home is. Is it bigger than your onboard sleeping space/ How much bigger?



Life Onboard

Task 12

What are we doing today?

- Pretend you are the captain on a passenger ship bound for South Australia.
- Decide what kind of ship you are in charge of.
- Make a timetable for the passengers so they know what they are doing today.
- Make sure you include the times that passengers need to do things.
- Your timetable should show how and when passengers eat, rest, play, learn and work onboard.



Life Onboard

Task 13

What's Cooking?

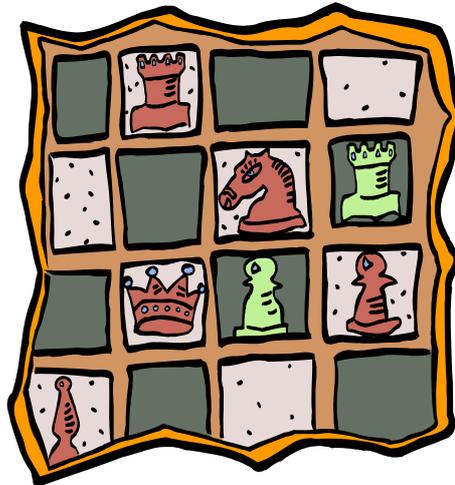
- Collect a copy of the weekly food rations that were given to a child aged 7-14 years old in the 1840s onboard a migrant ship.
- Create a recipe using at least 4 of the ingredients on the rations list.
- Publish your recipe and give it an appetizing name.
- Your recipe needs to start with a list of ingredients needed.
- You will also need to write down each step for preparing and cooking your recipe.



Life Onboard

Let's Play!

- Imagine that you are travelling onboard a ship on your way to South Australia.
- What kinds of games and activities would you do to keep yourself amused?
- Invent a new game that children could play onboard together.
- Make your game and test it out on some friends.



Life Onboard

Task 15

Is that your neatest writing?

- Imagine that you are travelling on board during a rough storm.
- You are writing a letter home to your parents and you really want to do your neatest writing.
- Collect a piece of paper, a book to lean on and a tin.
- Place the tin under the book and place your piece of paper on top.
- How neatly can you write while your ship is rolling you from side to side?

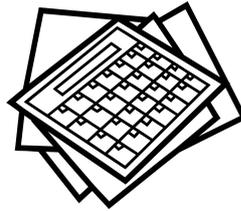


Life Onboard

Task 16

How Long?

- Passengers onboard migrant ships would sometimes organise a lottery to see who could correctly guess how many days the voyage would take.
- In the 1840s the voyage by sea from England to South Australia could take anywhere between 80 and 120 days.
- Choose a number between 80 and 120 but don't tell anyone.
- Ask your classmates to guess how long your voyage will take and record their estimations on the lottery chart.
- Who was able to guess how long your voyage would take?

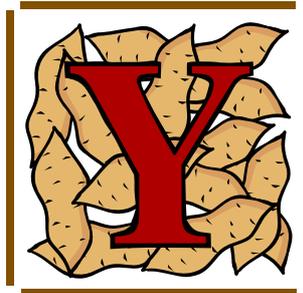


Life Onboard

Task 17

Why?

- Make a Y chart to show what it would:-
- Sound Like
- Feel Like and
- Look Like living onboard a ship.
- Make a Y chart for an 1840's sailing boat and a 1950s steam passenger liner.
- What is the same and different about your Y charts?



Life Onboard

Task 18

Thinkers Keys

Use the Thinkers Keys sheet to think about what it was like to live onboard a passenger ship bound for South Australia in different times in history.



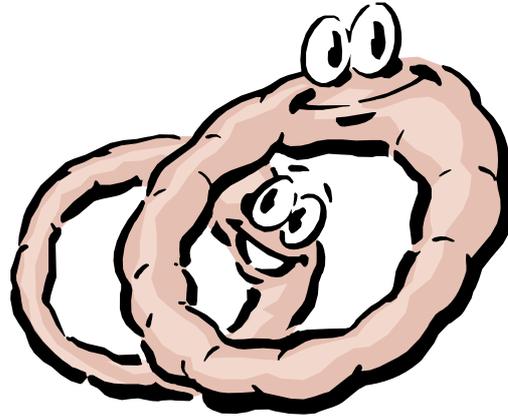
Life Onboard

Task 19

How does it compare?

Use a Venn diagram recording sheet to compare life onboard a ship in the 1840s and in the 1950s.

What was different? What was the same?



Life Onboard

Task 20

Danger!

- Life onboard could be very dangerous.
- Fire, disease, severe weather and vermin were some of the main hazards of living on a ship.
- Can you think of any others?
- Design a sign to warn people of the dangers of living onboard.



Life Onboard

Task 21

What a Character!

- Many different kinds of people travelled to South Australia by ship.
- Make up a character that migrated to South Australia by ship.
- Write a character profile so that we can get to know your character.
- Make sure you tell us why your character is migrating and what they want to do when they get to South Australia.
- Tell us as much information as you can about your character.



Looks like

Feels like

Sounds like

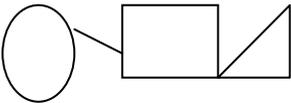
Ship's Lottery

How long do you think our journey will take?

80	81	82	83	84	85	86	87
88	89	90	91	92	93	94	95
96	97	98	99	100	101	102	103
104	105	106	107	108	109	110	111
112	113	114	115	116	117	118	119

This lottery sheet is to be used with life Onboard Task Card 16.

Life Onboard Thinkers Keys

<p>The Reverse List 10 things you would never find onboard a ship.</p>	<p>The What if What if: Ships were never invented</p>	<p>The Disadvantages List the disadvantages of sails. What improvements could you make to sails?</p>	<p>The Combination List the attributes of a compass and a roller coaster. Now combine the two.</p>	<p>The BAR Start with a ship's compass. Now make it bigger, add something and replace something</p>
<p>The Alphabet List something that starts with every letter of the alphabet that you would find onboard a ship.</p>	<p>The Variations How many different ways can you get light into a ship's cabin?</p>	<p>The Picture How could this picture link to life onboard?</p> 	<p>The Prediction What will ships be like in 100 years time?</p>	<p>The Different Uses Find ten different uses for salt water.</p>

<p>The Ridiculous Try to justify this statement: Ships should be banned from the ocean.</p>	<p>The Commonality Find 5 things in common between a compass and an alarm clock.</p>	<p>The Question If the answer is cabin. Find 5 questions.</p>	<p>The Brainstorming Brainstorm solutions for: How to stop people getting seasickness onboard ships.</p>	<p>The Inventions Design a machine for delivering fresh food to a ship when it is out at sea.</p>
<p>The Brick Wall Consider alternatives to: An Anchor</p>	<p>The Construction Construct a water collector using a piece of string, 2 straws, a plastic bag and a rock.</p>	<p>The Forced Relationships Survive onboard by using: A hammer A teddy bear An alarm clock</p>	<p>The Alternative Work out 3 ways to move a large ship through the water without using sails, motors or steam engines.</p>	<p>The Interpretations Give 3 possible explanations for: <i>All Ships now have wheels and wings.</i></p>

	Task	1 star K	2 star KK	3 star KKK	4 star KKKK	5 star KKKKK
1	Design and build your own cabin.	Cabin shows no details about how people ate, rested, played, worked and learned onboard.	Cabin shows some details about how people ate, rested, played, worked and learned onboard.	Cabin shows clear details about how people ate, rested, played, worked and learned onboard.	Cabin shows clear details and labels about how people ate, rested, played, worked and learned onboard.	Cabin shows clear details and labels about how people ate, rested, played, worked and learned onboard. The cabin shows evidence of the era it is from.
2	Design a cabin of the future.	Design shows no new ideas.	Design shows 1 new idea.	Design shows at least 3 new ideas	Design shows at least 3 new ideas and clear labels.	Design shows at least 3 new ideas and labels which show how the ideas improve the cabin.
3	Make an onboard menu	Menu includes limited food choices.	Menu includes some food choices.	Menu includes some food choices and allowances for personal food preferences.	Menu includes a range of food choices, special allowances and is well presented.	Menu includes a range of food choices, special allowances and is well presented. The menu shows consideration for the types of food suitable to serve onboard a ship.

4	Write and onboard diary	Diary entry shows no details about life onboard	Diary entry shows some details about life onboard	Diary entry includes details about how the passenger ate, rested, played, worked and learned onboard.	Diary entry includes details about how the passenger ate, rested, played, worked and learned onboard. The diary entry describes how the passenger was feeling.	Diary entry includes details about how the passenger ate, rested, played, worked and learned onboard. The diary entry describes how the passenger was feeling and also tells which era the passenger was travelling in.
5	Send a postcard to a friend.	Postcard shows no details about life onboard	Postcard shows some details about life onboard	Postcard includes details about how the passenger ate, rested, played, worked and learned onboard.	Postcard includes details about how the passenger ate, rested, played, worked and learned onboard. The postcard is also well presented.	Postcard includes details about how the passenger ate, rested, played, worked and learned onboard. The postcard is well presented and includes advice about making the journey for the reader.

6	Fresh Drinking Water	The experiment is not completed	The experiment is completed.	The experiment is completed and a comparison is made about which material holds the most water.	The experiment is completed and the recording shows which material holds the most water.	The experiment is completed and the recording shows which material holds the most water. The recording also includes some ideas about why different materials hold different amounts of water.
7	Vinegar and Water	The experiment is not completed	The experiment is completed.	The experiment is completed and a verbal description is given about the change vinegar makes to water.	The experiment is completed and the recording shows how the vinegar changed the taste of the water.	The experiment is completed and the recording shows how the vinegar changed the taste of the water and some ideas about why passengers would use vinegar to improve their water.

8	Living Onboard	The list shows no other situations where people lived onboard for long periods of time.	The list shows some other situations where people lived onboard for long periods of time.	The list shows at least 5 situations where people lived onboard for long periods of time.	The list shows at least 5 situations where people lived onboard for long periods of time. The list describes the situations.	The list shows at least 5 situations where people lived onboard for long periods of time. The list describes the situations and shows some research about living onboard.
9	Advertising Poster	The poster shows no reasons for a passenger to choose the ship.	The poster shows 1 reason for a passenger to choose the ship	The poster shows at least 3 reasons for a passenger to choose the ship	The poster shows at least 3 reasons for a passenger to choose the ship and is well presented.	The poster shows at least 3 reasons for a passenger to choose the ship and describes special features of the ship. It is well presented.
10	What would you pack?	The list is not completed	The list contains 5 things the passenger would pack	The list contains 5 useful or meaningful things the passenger would pack.	The list contains 5 useful or meaningful things the passenger would pack. Some reasons for the choices are given.	The list contains 5 useful or meaningful things the passenger would pack. Reasons for each choice are given.

11	Sleep tight!	The task is not completed.	The sleeping area has been marked out on the floor.	The sleeping area has been marked out on the floor and been tested to see how many people could fit into it.	The sleeping area has been marked out on the floor and been tested to see how many people could fit into it .A comparison has been made to a bed at home.	The sleeping area has been marked out on the floor and been tested to see how many people could fit into it. A comparison has been made to a bed at home. The measurements have been converted into centimetres.
12	What are we doing today?	The timetable is not completed.	The timetable includes some of the events that would happen in a day onboard a ship.	The timetable includes events that would happen on a day onboard that show how passengers would eat, rest, play, work and learn onboard.	The timetable includes events that would happen on a day onboard that show how passengers would eat, rest, play, work and learn onboard. The events are in a logical	The timetable includes events that would happen on a day onboard that show how passengers would eat, rest, play, work and learn onboard. The events are in a logical sequence and show times of the

					sequence.	day.
13	What's Cooking?	The recipe is not completed or does not use food from the rations list.	The recipe uses food from the rations list.	The recipe uses and lists food from the rations list.	The recipe uses and lists food from the rations list and some steps for making the recipe.	The recipe uses and lists food from the rations list and all steps for making the recipe.
14	Is that your neatest writing?	The task is not completed.	Some writing has been completed on a rolling book.	Some writing has been completed on a rolling book and an effort has been made for the writing to be as neat as possible.	Some writing has been completed on a rolling book and an effort has been made for the writing to be as neat as possible. A comparison is made between this and normal writing activities.	Some writing has been completed on a rolling book and an effort has been made for the writing to be as neat as possible. A comparison is made between this and normal writing activities and some ideas are offered for making writing onboard an easier task.

15	Let's Play	The game is not completed.	A game has been designed.	A game has been designed and constructed.	A game has been designed and successfully constructed. It has been played successfully.	A game has been designed and successfully constructed. It has been played successfully and assessed for its suitability to be played onboard a ship.
16	How Long?	The task is not completed.	The lottery game has been played with other classmates.	The lottery game has been played with other classmates and the person with the closest guess has been decided.	The lottery game has been played with other classmates and the person with the closest guess has been decided. The recording of the lottery is accurate and clearly shows the estimates.	The lottery game has been played with other classmates and the person with the closest guess has been decided. The recording of the lottery is accurate and clearly shows the estimates. Some research has been completed about the length of journeys migrant ships took.

17	Why?	The Y chart is not completed.	The Y chart is completed.	The Y chart shows some ideas about what life onboard would sound, feel and look like.	The Y chart shows some ideas about what life onboard would sound, feel and look like. At least 3 ideas are included in each section.	The Y chart shows some ideas about what life onboard would sound, feel and look like. At least 3 ideas have been included in each section and the Y chart has been shared with other classmates.
18	Thinkers Keys	The thinker's keys have not been used.	At least 5 of the thinker's keys have been used.	At least 10 of the thinker's keys have been used.	All of the thinker's keys have been used.	All of the thinker's keys have been used and show evidence of deeper thinking.
19	How does it compare?	The Venn diagram is not completed.	The Venn diagram has been completed.	The Venn diagram shows ideas about life onboard in the 1840s and 1950s.	The Venn diagram shows ideas about life onboard in the 1840s and 1950s. It makes comparisons between the 2 eras.	The Venn diagram shows ideas about life onboard in the 1840s and 1950s. It makes comparisons between the 2 eras and identifies similarities.

20	Danger!	The signs are not completed.	A sign has been made warning of 1 danger onboard a ship.	The sign shows at least 3 dangers onboard a ship.	The sign shows at least 3 dangers onboard a ship. One of the ideas must be an original one.	The sign shows at least 3 dangers onboard a ship. One of the ideas must be an original one and the poster must show ways of lessening or avoiding the dangers.
21	What a character!	The character profile is not completed or is not about a character living onboard.	A character profile tells basic details about the character.	The character profile gives a detailed description of the character that includes physical and personality characteristics.	The character profile gives a detailed description of the character that includes physical and personality characteristics. It includes an illustration of	The character profile gives a detailed description of the character that includes physical and personality characteristics. It includes an illustration and gives information about why the character

					the character.	is migrating.
22	Living together	The role-play does not include all group members.	All group members are included in the role-play.	The role-play shows some of the ways people ate, rested, played, worked and learned onboard.	The role-play shows the ways people ate, rested, played, worked and learned onboard.	The role-play shows the ways people ate, rested, played, worked and learned onboard and how people lived and worked together.
23	Sing Along	The rap or song is not completed or is not about life onboard.	The rap or song is completed and has at least one detail about life onboard included in it.	The rap or song shows ideas about how people lived onboard.	The rap or song shows ideas about how people lived onboard and is performed confidently.	The rap or song shows ideas about how people lived onboard and is performed confidently. The rap or song has some special features such as a repetitive chorus or rhyming verses.
24	Where do you stand?	No opinion is given.	An opinion about the statement is given.	An opinion about the statement is given and this opinion is justified.	An opinion about the statement is given and this opinion is justified. At least 3 examples	An opinion about the statement is given and this opinion is justified. At least 3 examples can be

					can be given to justify the opinion.	given to justify the opinion and reasons are given for a change in opinion during the unit of work.
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Life Onboard Reflection Sheet

Eat	Rest	Play	Work	Learn

