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Wreck Seeker
Teacher Notes

Wreck Seeker

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Become a modern maritime archaeologist hunting for some of Australia's most prized shipwrecks.

A resource for HASS classrooms years 5–6 and History 7–10.

Designed to guide students exploring:
– Historical enquiry
– Scientific enquiry and analysis
– Primary source evaluation.

Wreck Seeker is an online game where the player takes on the role of a modern maritime archaeologist researching information about an undiscovered wreck, diving on it and creating an exhibition.

The game is designed for individual or small group play and should take approximately 40 minutes for each of the six wrecks. There is the option to setup a login so progress can be saved for return visits.

Players must sort fact from fiction in deciding where to focus their search. Speak to traditional owners, historians, local fishermen, eyewitnesses and technical experts, as you investigate primary and secondary sources to decide which accounts provide the most reliable information.

Once you've pinpointed where to search, overlay your research onto the map before diving in 3D on six beautifully recreated underwater environments to see if you've cracked the mystery.

Designed for middle-school students (10–15 years old), this game is the perfect tool for undertaking meaningful classroom conversations about historical enquiry, chronology, and source analysis.

Please note: Players of *Wreck Seeker* have the option of creating a login in order to save their progress in the game. To do this, players will need to enter a name, a valid email and a password. This will not be available to third parties or accessed by the museum. You do not need to create a login to play *Wreck Seeker,* but without a login you cannot save your progress.

Read our privacy policy for more information.

Gameplay

The game contains six wrecks to be discovered, explored, conserved and exhibited. Each of the wreck's backgrounds and stories are based on actual historic wrecks found around Australia. But for reasons of gameplay and the ability for players to make their own choices, we have created 'parallel' wrecks. See the Wrecks section on page 6 for background on each wreck.

INTRODUCTION

We begin at a lighthouse where the premise of the game is explained to players.

WHICH WRECK?

Inside the lighthouse there are six artefacts that access each of the six wrecks.

FOR TEACHERS

Players can traverse horizontally between the artefacts using mouse or keyboard.

CHOOSE YOUR WRECK

Each artefact reveals an animated preview of each wreck. But there's not much information to go on.

FOR TEACHERS

See page 6 for backgrounds on the wrecks and which artefacts access each wreck.

Gameplay

YOUR TRUSTY ASSISTANT

Lesson one in maritime archaeology, it's all about research and sorting fact from fiction. But luckily you have an assistant, AIDA.

FOR TEACHERS

AIDA works as an on screen help/assistant and will direct players depending on the screen they are on.

FOLLOW THE TRAIL

Starting out, you might not have a lot of evidence to go on but follow the trail and you'll find that each piece of information helps you to refine your search.

FOR TEACHERS

If players jump straight to the Plan Dive stage without doing the research it will not be a successful expedition.
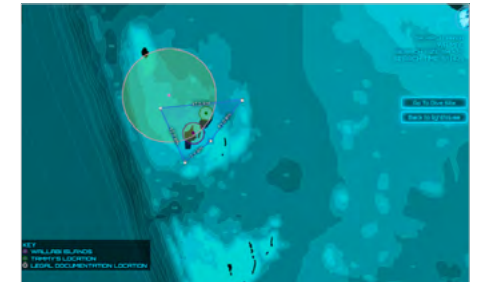
RESEARCH, RESEARCH, RESEARCH

The key to success is to listen to the experts, read and scan the documents, study the locations and examine the evidence. It all helps refine the search.

FOR TEACHERS

Follow all prompts. When you see a button outlined in green it means that it's probably worth doing.

NARROW DOWN THE SEARCH

Head to Plan Dive and you'll be asked to refine your search area. If you've done your research and collected enough evidence it will help you narrow the search area.

FOR TEACHERS

Keep an eye on the size of the search area and the time it will take to scan the ocean floor.
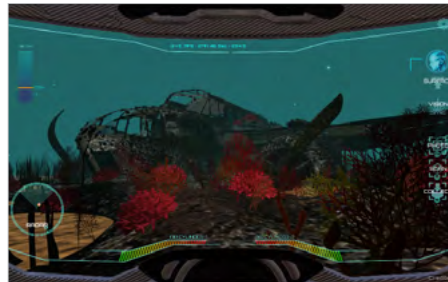
Gameplay

SCAN THE AREA

Onboard your ship the *Archonaut*, you can scan the ocean floor to see if anything interesting turns up.

FOR TEACHERS

If you fail to find anything you might need to change your search area or even go back and do more research. Remember, research is the key.
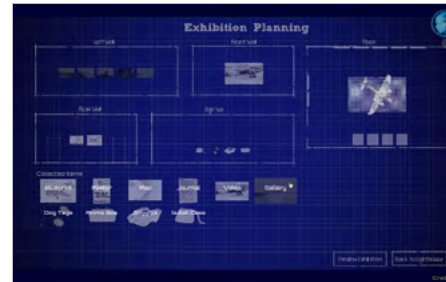
GO DIVING!

You've found the wreck, now let's explore it and collect artefacts, scans or photos for your exhibition. Use the radar and lazer vision if it's dark. But make sure you have enough air.

FOR TEACHERS

You only have a finite time diving the wreck. But don't worry, you can dive again if you run out of air.

PLAN YOUR EXHIBITION

Depending on what you collected from the dive, you can plan your exhibition like a pro. Design the layout of the room, choose what goes where and write curatorial statements.

FOR TEACHERS

Now you've reached the end but if you feel like you need more content for the exhibition, get back in the boat and dive again.

SHOW YOUR FRIENDS

Take your friends on a virtual tour of your exhibition.

FOR TEACHERS

You've put a lot of work into launching this exhibition. It may be a good time to setup a login so your work is available when you next log in.

The Wrecks

The *Verdoemd*

Based loosely on the *Batavia* a Dutch ship from the 17th century that wrecked off the north west coast of Western Australia.

ARTEFACT IN LIGHTHOUSE

Musket

HMS *Pandemonium*

Based loosely on the HMS *Pandora* an 18th century British naval ship that wrecked on the Great Barrier Reef after being sent to the Pacific to capture mutineers.

ARTEFACT IN LIGHTHOUSE

Bottle

Beaufort Bomber

Based loosely on a WW2 Beaufort Bomber that crashed off Northern Australia enroute to Lae after engine trouble.

ARTEFACT IN LIGHTHOUSE

Journal

The *Enterprise*

Based on the HMB *Endeavour* which was scuttled by the British near Rhode Island during the American War of Independence in an attempt to block French ships coming to the aid of the Americans.

ARTEFACT IN LIGHTHOUSE

Sealed orders

The Wrecks

M28-Sub

Based on one of the Japanese *Ko-hyoteki* class midget subs that attacked Sydney Harbour during WW2.

ARTEFACT IN LIGHTHOUSE

Statue

SS *Bermagui*

Based on the *Bega* a coastal trader steamer that sank in the early 1900s enroute from Eden to Sydney with a cargo of animals and produce for the Royal Easter Show.

ARTEFACT IN LIGHTHOUSE

Lantern

Explore our Game Centre

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 to find out more.

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

Cook's Voyages

Players undertake scientific and navigational challenges while meeting with Australia's First People in world-changing encounters.

SUBJECT   HASS / Years: 3, 4, 5

VISIT   sea.museum/cooks-voyages

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Game Centre

Fun, immersive and educational
award-winning games

sea.museum/game-centre