

Race through Time

AIM OF THE RACE

The aim of the *Race through Time* is to move around the Port Arthur Historic Site in a team visiting as many of the six checkpoints as possible. A finishing time is given; each team must decide on which checkpoints it will visit to gather information in order to gain maximum points within the time frame. Ten bonus points will be given to the team that works out the 'link' that ties the convict characters in their group together. The winner will be the team with the maximum points in the minimum time.

RULES

- All teams start at the same time and a finish time is decided on
- Ideally at least one hour is required for completion. Allow 15 minutes more for scoring and debrief
- Each group should plan the direction that they will take around the checkpoints
- Teams **MUST** stay together when moving around the site but **CAN SPLIT UP** to look around each checkpoint.
- The *Race through Time* finishes when the agreed time has elapsed
- Teams must answer each question correctly on Sheet 1 to be awarded points
- Each question on sheets 2-6 is worth 5 points
- Sheets will be checked at the finish and points will be awarded
- Teams lose 1 point for every minute they arrive late at the finish line
- **10 bonus points** are given to each team that works out the 'link' between the convict characters that their team has been given
- The winner will be the team with the maximum points in the minimum time

BOUNDARIES

- All checkpoints in the *Race through Time* are in the main part of the site and can be accessed from paths and roads.
- The buildings/areas covered in this activity at the Port Arthur Historic Site are:
 1. *The Interpretation Gallery (10 points)*
 2. *The Church (20 points)*
 3. *The Hospital (20 points)*
 4. *The Guard Tower (10 points)*
 5. *The Separate Prison (20 points)*
 6. *The Commandant's House (20 points)*

TIPS FOR ORGANISERS

Before the visit:

- *Print off a set of question sheets, a copy of the List of Convict Characters and a Port Arthur Historic Site map per team*

On the day of visit:

- *Give each team a clipboard and pen/pencil*
- *Make sure that at least one person per group has a watch.*
- *Explain the rules and tell them to write the finish time on sheet 1*
- *Double check that they know they will be penalised for a late finish*

List of Convict Characters

Use this list to find out the names of your team's convict characters for Checkpoint 1 – The Interpretation Gallery.

CARD	SUIT
Team 1	
7	hearts
7	spades
4	diamonds
7	clubs
Team 2	
2	hearts
3	hearts
3	clubs
3	spades
Team 3	
King	spades
King	hearts
King	clubs
King	diamonds
Team 4	
Jack	spades
10	diamonds
10	clubs
5	clubs
Team 5	
Ace	clubs
6	clubs
9	spades
8	spades
6	diamonds
Team 6	
Queen	clubs
Queen	hearts
5	hearts

Sheet 1- Interpretation Gallery

Name of Team _____



The Lottery of Life Interpretation Gallery

As you move through the gallery, your task is to discover clues about the identity and life story of your convict character.

Look around the Interpretation Gallery to complete these activities....

List the name of each of your team's convicts and state the crime for which he was sentenced to transportation. It doesn't matter which convict character in your group is given which number. Remember to think about the 'link' between the men on your cards so that you can gain 10 BONUS points (see below)

Convict 1 **Name:** _____

Crime: _____

Convict 2 **Name:** _____

Crime: _____

Convict 3 **Name:** _____

Crime: _____

Convict 4 **Name:** _____

Crime: _____

Convict 5 **Name:** _____

Crime: _____

/ 10 points

BONUS question.... for 10 points

What is the 'link' between the convict characters in your team? Think about where they came from or what they did while at Port Arthur.....

Sheet 2- The Church

Name of Team _____



The Church

Attendance at church was compulsory for everyone. It was thought that the word of God would help to reform the convicts. Up to 1100 people worshipped here on Sundays. Convicts were under armed guard even in the church.

Find the date plaque on the church above the entrance near the bell tower.

1. Draw the date plaque in the box>>>>

2. What happened at the church in that year?

4. Circle two reasons from the list below to explain why this church no longer has a roof or a steeple.

- A. It/they blew away in a big storm
- B. It fell down over time
- C. The timber shingles (tiles) were recycled for use on another building
- D. It burnt in a fire
- E. It never had a roof

Find the bells in the display case at bottom of the bell tower.



5. Draw the symbol that can be seen on the bells that tells us that they were made at Port Arthur.

/ 20 points

Sheet 3 Hospital

Name of Team _____



Hospital

Look up the hill above the Penitentiary to find the place where sick people went for help from a doctor.

Find the interpretive panels on the lawn in front and inside to answer these questions.

1. What was the maximum number of patients who could be looked after at the one time?

- A. 20 B. 40 C. 70 D. 90

2. Look above an entrance to the hospital to see this object >>>>

What IS it?

- A. A place to hang a sign
- B. A basketball hoop
- C. A frame to hold a lantern
- D. A hook to tie a rope to lift heavy objects



3. Only soldiers and their family members and convicts were treated at the hospital.

Where were officers, civil servants and their families treated by the penal settlement's doctors?

4. Port Arthur's surgeon managed the hospital with the assistance of convict orderlies. Do you think that anaesthetic was used during surgery back then?

- A. Definitely NO B. Maybe C. Definitely YES

/ 20 points

Sheet 4 Guard Tower

Name of Team _____



Military area

The soldiers who worked here were in charge of security at Port Arthur.

Walk around the area and inside the building in this photo and read the interpretive panels to complete the crossword.

1 across

One of the things that used to be stored inside the tower (9)

2 across

What the soldiers did from the tower (5, 8)

3 across

A name for a group of soldiers (8)

4 across

A type of weapon used by soldiers to guard convicts (5)

1 G			P				*					
2 W	*				C**							*
3 R							*					
4 R			*									

The Guard Tower sits on the high ground with good views of the settlement. Starting with the letter marked ** un-jumble the letters marked * to make a word to describe the style of building the military area looked like during the convict era...

**					
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/ 10 points

Sheet 5 Separate Prison

Name of Team _____



Separate Prison

This photograph is taken inside the building where convicts were often kept for long periods of time in separate cells and often in complete silence.

1. Port Arthur's Separate Prison was modelled on one in England. What was that prison's name?

P _____

2. What were two things that convicts had to do when they were brought out of their cells?

3. Convicts were required to work in their cells. What were two types of work they did?



<<<< 4. This was the one place in the Separate Prison where convicts were allowed to use their voices.

What is the name of this place?

/ 20 points

Sheet 6 Commandant's House

Name of Team _____



The Commandant's House

This house was reserved for the Commandant of Port Arthur and his family. The Commandant was in charge of running the prison

After the closure of the convict settlement, this house became a hotel.

1. Can you discover the name of the hotel?

Visit the Drawing Room.

2. In here you will find clues which tell you what this room was used for. Can you name four activities which would have taken place here?

Visit the Land Lady's Bedroom.

3. There is an unusual step leading up into this room. Can you name one theory for how the step got this way?

Find this strange object >>>>

4. Can you guess what it is used for?



/ 20 points