

Teacher's Notes

This fun and exciting activity gets students to navigate, problem solve and complete team activities, tasks and challenges in and around Melbourne's CBD. Starting at the highest public vantage point in the southern hemisphere, this activity encourages communication, planning strategies, team-work and collaboration.

Planning your day (Helpful Hints):

- Read through Eureka Skydeck's Great Melbourne Race Instructions together with your students in the days leading up to your excursion date.
- This race is designed to begin at Eureka Skydeck so students have time to plan their day and visualise the distance between destinations.
 - Morning sessions can be booked by calling our Education Coordinator on (03) 9693 8810 or emailing schools@eurekaskydeck.com.au
- This race can be completed independently in small groups or with a supervising teacher accompanying each group.
- Students should be in teams of 4 or 5 and these groups should be organised before the day.
- Students can either spend all day in the city, get their lunch separately during the race or supervising teachers can organise a place for students to meet for a specific time before continuing the race.
- Teams are to start at the Skydeck then it is up to them to work out the best strategy for the race and how best to approach the list of clues. Clues should not be completed in order but be considered according to their location, ease of access and points assigned to each. Teams are not expected to visit all locations – teams should work out a strategy aimed at maximising points.
- Whilst at the Skydeck supervising teachers should discuss the rules of the day (behaviour), emergency contact numbers, final meeting point and time to meet by.
- Appropriate contact details should be given to students in case of an emergency.
- Worksheets can be collected at the end of the day and an answer sheet has been provided to establish a winner. Points may need to be calculated the following day as some points need to be allocated according to photos and videos taken that day.

Optional Ideas:

- Students have the chance to go on the Edge Experience during their Skydeck Visit. Bonus points can be awarded if their whole group is brave enough to do it.
- Include a Guided Tour in your visit to Eureka Skydeck where students participate in a Mini Melbourne Race held up on the Skydeck replacing the first activity page. Points collected during the tour can be added to students' scores at the end of the day.
- Social media can be incorporated into the Great Melbourne Race by having each team set up a twitter account to tweet answers using #hashtags that the class has come up with. Supervising teachers can then follow the #hashtag and mark questions throughout the day and not at the end.

Race Instructions (Students)

These points should be discussed with all students prior to your excursion day.

Health & Safety During the Race

- Whilst we want everyone to have fun, please remember the safety of students is the main priority at all times. As such, all community laws and school rules should be adhered to (e.g. road safety rules, fare evasion on public transport).
- Please keep in mind that you are representing the school when you are out in the community during the Race, so please act accordingly at all times.
- When travelling around the city you must always be in groups. No individual is to be left alone or is to move about alone.
- Whilst this is called a 'race', it is not meant to be a test of your speed or fitness; instead, it is designed to test your ability to solve clues, devise strategy and work as a team, Slow and steady can definitely win this race!
- Please make sure you consider your teammates, and keep a pace that suites your entire team.
- Keep the weather in mind and make allowances for drink and rest stops.
- Comfortable shoes are a must. Please make sure you wear shoes that you are comfortable walking distances in.
- Should a team member feel unwell or injure themselves during the race, they should immediately contact your supervising teacher.
- Your group must provide supervising teachers with all group members' mobile phone numbers when off campus and are only to be used for incoming calls.

Before the Race

- **Each group must have a digital camera/smart phone with the ability to take photos and short videos to complete the video and photo clue challenges.**
- **While most stops in the CBD are free all group members must also have a Myki Card to travel around the city.**
- The aim of the challenge is not to finish the fastest, but to use your time most effectively and earn the highest number of points possible.
- The clues in your race pack are designed to lead you to different destinations around Melbourne's CBD. Once you have solved the clue, you then need to visit the place identified in that clue, and do one of three things: Have your team photo/video taken at that location, collect 'treasure' from the destination or find out specific information from the destination.
- Teams should think carefully about their strategy for the race, and how best to approach the list of clues. Clues should be considered according to their locations, ease of access and points assigned to each. Teams are not expected to attempt to visit all locations – teams should work out a strategy aimed at maximising points.

During the Race

- Teams must stick together at all times – teams identified as having split up during the race will be ineligible to win the overall prize. There will be staff at vantage points around the city to check that you have your full team with you.
- Teams are not allowed to combine with other groups – teams who are found to have combined forces will be ineligible to win the overall prize.
- Any photo and video challenges **MUST** include every member of your group. If these do not include all group members (unless stated in the clue), points will not be awarded for that challenge.
- Mobile phones or internet devices **MUST NOT** be used to search for answers or to call venues or attractions to ask for information which may assist them in answering questions. Teams identified as having used the internet to gain answers will be ineligible to win the overall prize.
- The Challenge is designed to be done by foot and/or tram.

Finishing the Race

- Teams will be told of the finish point by the Supervising Teacher. Teams must not turn up at the finishing point more than 20 minutes prior to the time specified as you will not be allowed access to the 'finishing line' prior to this time.
- The first 5 teams to arrive at the final point will receive bonus points based on their arrival time; all team members must be present to be awarded these points.
- Teams must have returned to the finishing point by the time specified by the Supervising Teacher. Teams arriving after the specified time will lose 25 points for every minute they are late.
- Any teams who are deemed to have interfered with the collection of clues to the detriment of other teams will have 500 points deducted from their totals.
- On arrival, team captains must check in with a Supervising Teacher to have their points calculated.
- The Race Officials decision will be final.

Most importantly **Have Fun** and enjoy your time exploring
Marvellous Melbourne!

Answer Sheet

Q	Answer	Points
1	Albert Park Lake and Reserve Westgate Bridge Shrine of Remembrance Flemington Racecourse Royal Botanical Gardens St Paul's Cathedral	Labelled with facts completed 300
2	Sandridge Bridge – Team Photo with Sculpture – Bonus: 1. Gayip – The Aboriginal Period 2. Settler – The Convict Period 1788- 1868 3. Melbourne Beauty – The Gold Rush 1850-1890 4. Walker + His Tucker Bag – Assisted Migration 1830-1930 5. Shelter – Displaced Persons 1947-1953 6. Urban Wheel – European Migration 1947-1983 7. Running Couple – Refugees 1956-2005 8. Butterfly Girl – Asian & Middle East Migration 1975-2005 9. Technoman – Students & Professionals 1975-2005	250 + 100 Bonus
3	Royal Arcade – Team Video with Gog and Magog display	250
4	MCG – Team photo with either Ron Barassi, Donald Bradman or Betty Cuthbert – Bonus: 1. Sir Donald Bradman (Gate 5) 2. Betty Cuthbert (Gate 3) 3. Hayden Bunton (Gate 6) 4. Leigh Matthews (Gate 4) 5. Ron Barassi (Gate 4) 6. Shirley Strickland (Gate 3) 7. Dick Reynolds (Gate 6) 8. Keith Miller (Gate 5) 9. Bill Ponsford (Gate 1) 10. Dennis Lillee (Gate 1)	100 + 100 Bonus
5	Flinders Street Station – Team photo in front of the clocks	200
6	Immigration Museum/Old Customs House – Collection of brochure	200
7	Old Melbourne Gaol – Teacher may call the Gaol to check times on the date of your excursion (03) 9656 9889	200
8	Royal Botanical Gardens – Video of team mates doing cartwheel on the grass – Bonus: governors house in the background	200 + 50 Bonus
9	National Gallery of Victoria – Team photo from behind the water wall at the entrance.	100
10	The Shrine of Remembrance – ‘Greater Love Hath No Man’ – Bonus: ‘...his royal highness the Duke of Gloucester 11 th November 1934.’	100 +50 Bonus
11	Queen Victoria Market – Shed A & B	100
12	Cooks Cottage – Constructed in 1755 – Bonus: team photo with ‘The Fairies Tree’	75 + 50 Bonus
13	St Pauls Cathedral – Team video with the bells ringing	75
14	Parliament House – 41 steps	75
15	Australian Centre for the Moving Image	75
16	Birrarung Marr – Bonus: Team photo with the Angel	75 + 50 Bonus
17	SeaLife Aquarium – Collection of brochure	75
18	State Library – Judge Redmond Barry – Bonus: MDCCCLXXX 1880	50 +50 Bonus
19	Southern Cross Station – Regional Train Platforms:1-8 & 15-16	50
20	China Town – Team photo under archway	50
21	Photo with one team member and a piece of public art	10 points per artwork
22	Eureka Tower – 13 Gold Bees	25 points
23	3 brochures on upcoming events in Melbourne A perfume sample from one of the big department stores A map of a famous tourist attraction	25 points each
24	Video of at least one team member singing in Federation Square with a crowd	50

Outcomes

This fun and exciting activity gets students to navigate, problem solve and complete team challenges around Melbourne's CBD. Starting at the highest public vantage point in the southern hemisphere this activity encourages communication, planning strategies, teamwork and collaboration.

This learning experience is aligned to the Victorian Curriculum F-10 and addresses **levels 7,8,9 and 10.**

Strong Emphasis
 Some Emphasis
 Not Applicable

Learning Area	Discipline	Strand	7	8	9	10
English	Speaking and Listening	Language				
		Literacy				
Geography	Geographical Concepts and Skills	Place, Space and Interconnection				
		Data and Information				
History	Historical Knowledge	The Making of the Modern World				
Civics and Citizenship		Citizenship, Diversity and Identity				
Intercultural Capabilities		Cultural Diversity				
Health and Physical Educ	Movement and Physical Activity	Moving the Body				
		Learning through Movement				
Personal and Social Capabilities	Self-Awareness and Management	Development of Resilience				
	Social Awareness and Management	Relationships and Diversity				
		Collaboration				
Creative and Critical Thinking		Questions and Possibilities				
		Reasoning				
		Meta-Cognition				