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SEA
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AUSTRALIAN NATIONAL
MARITIME MUSEUM



The Voyage
Teacher Notes

The Voyage

The year is 1830. You're the Surgeon Superintendent aboard a convict vessel transporting its human cargo from Britain to the far reaches of the known world – Van Diemen's Land. You're charged with delivering several hundred convicts to the colony in the shortest time with minimum loss of life. This is the way to make money and further your reputation and position. Are you up to the task?

The Voyage is an award-winning game putting players in control of a convict voyage upon the high seas. Players make decisions, solve problems and deal with conflicts on a perilous journey across the globe.

Designed for the classroom this game brings the curriculum to life through gamified learning scenarios that allow students to learn about the reasons for and challenges of convict transportation to Australia.

With over 1 million plays since 2016 this game continues to provide a valuable learning experience for students across the country.

SUBJECT HASS

YEARS 2, 3, 4, 5

AWARDS **Winner** MAGNA (Museums and Galleries National Award) for Interpretation, Learning and Audience Engagement

Winner ATOM Award (Australian Teachers of Media) for Best Educational Game

Gameplay

The game takes players back to the 1800s where they take on the role of Surgeon Superintendent (Ship's Surgeon) on a convict transportation ship and are charged with delivering their precious cargo (convicts) to the shores of Van Diemen's Land (Tasmania) healthy in body and mind. As with all great sea voyages, preparation is key, but along the way there's all sorts of challenges.

INTRODUCTION CUT-SCENE



A short animated clip that introduces the challenge and premise of the game.

FOR TEACHERS

The clip takes a 'horrible histories' style approach but sets up the games intent succinctly.

CHOOSE YOUR SHIP



Choose your ship from a fleet of eight vessels. Whilst fast is always good, sea worthiness and the ability to withstand a long voyage and rough weather is also important.

FOR TEACHERS

There's pros and cons for all of them but all can make the journey.

CHOOSE YOUR MASTER



Whilst you are in charge of the ship you still need a Master to manage the sailing bit. Some are good sailors and others ... not so. But how they treat the crew is important too.

FOR TEACHERS

Ability to safely navigate the voyage is clear but their treatment of the crew counts too. It's a long trip so harmony on board is important.

Gameplay

STOCK UP



Your crew and convicts can't sail on an empty stomach so you'll need provisions, medical supplies and water. But you have a budget and remember the average voyage was 147 days.

FOR TEACHERS

It's important to take medical supplies, water and fresh provisions along.

LOAD THE HOLD



You've got a lot of stores that need to be stowed correctly. But you can't put a cow in the crew's quarters!

FOR TEACHERS

Once you start loading you need to be quick but putting stores in the wrong place will mean you lose time or spoil the stores.

THERE'S ROOM FOR A FEW MORE CONVICTS



Choose the last of your convicts. As Ship's Surgeon, it's your call on who comes and who stays on the prison hulks.

FOR TEACHERS

Once you've chosen your extra convicts you need to pick a convict overseer and assistant.

RATS!



Convicts aren't your only passengers. Rats in their hundreds are coming aboard and need to be stopped before they spread disease or spoil the food.

FOR TEACHERS

It's actually important to keep the number of rats onboard at bay otherwise it'll come back to bite.

Gameplay

LEAVING PORT



Time to head out the channel and out to open sea. Think about the tide and wind and look out for other ships, it's a busy waterway.

FOR TEACHERS

High tide and a following wind make life a lot easier.

PLOT YOUR COURSE FOR VAN DIEMEN'S LAND



Down the west coast of Africa and round the Horn, then make the most of the Roaring Forties to push you along.

FOR TEACHERS

As you navigate to Van Diemen's Land, you'll be notified of issues that need addressing: storms, low stocks, health of a convict, more rats, pirates. Ignore them at your peril.

MINI-GAMES AND CHALLENGES ALONG THE WAY



Catching fish for fresh food.



Keep convicts happy and healthy.



Treat sickness.



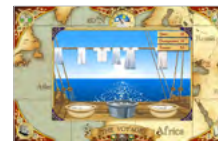
Deal with mutiny.



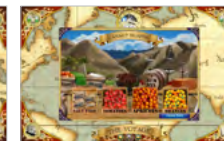
Pirate attacks.



Weather storms.



Keep everyone clean.



Buy fresh produce along the way.

CONGRATULATIONS!



You made it and nobody (or not many) died.

FOR TEACHERS

Players can replay the game and experience different scenarios. It helps if they choose a different ship, Master and convicts.

Video resources



Indigenous perspective: European impact

As the population of Tasmania grew this had major repercussions for Indigenous people of the area, as well as the environment. People were pushed off their land resulting in loss of cultural practices and traditions.

(1 of 2)



Indigenous perspective: Fear and anger

As the population of Tasmania grew this had major repercussions for Indigenous people of the area, as well as the environment. People were pushed off their land resulting in loss of cultural practices and traditions.

(2 of 2)



Women and children

Historians discuss conditions for women and children convicts on the convict transport ships and the different treatment upon arrival.



Convict descendants

Approximately 5 million Australians alive today have a direct relation to a convict transported to Australia in the 19th century.

Video resources



The Historian

Some of Australia's leading convict historians dispel some of the myths about convict life and voyages.



The Creators

The game developers talk about some of the challenges involved in making the game fun but also historically correct.

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.



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



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

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

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