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

- **The race starts and finishes at the Visitor Centre.**
- **All teams start at the same time and a finish time is designated by which teams must return.**
- **Ideally at least one hour is required for completion. Allow 15 minutes more for scoring and debrief.**
- **Before the start, teams are given an orientation to the site around the model in the Visitor Centre.**
- **Two minutes before the start time, teams are given all the sheets and a map of Port Arthur.**
- **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.**
- **A start time is recorded on the team's sheet.**
- **The Interpretation Gallery is compulsory as the first check point to be visited.**
- **The *Race through Time* finishes when the agreed time has elapsed.**
- **Checkpoints 1, 3 and 5 are each worth 10 points**
- **Checkpoints 2, 4 and 6 are each worth 20 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 (10 points)***
  - ***4. The Penitentiary (20 points) ##***
  - ***5. The Military Area (10 points)***
  - ***6. The Separate Prison (20 points) ##***

TIPS FOR ORGANISERS

Before the visit: *Prepare the set of cards for each team beforehand.*
Print off a set of question sheets and a Port Arthur Historic Site map per team.

On the day of visit: *Send your umpires to each place marked ## 10 mins BEFORE the start.*
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 start & finish time on sheet 1.
Double check that they know they will be penalised for a late finish.

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Race through Time - SET UP

SET UP: List of Convict characters
Do not give to participants!

Organisers need to make up sets of cards for each of the groups as per below.

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**

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Sheet 1 Interpretation Gallery Name of Team_____

***The Lottery of Life* Interpretation Gallery**

Every visitor receives a playing card depicting one Port Arthur Convict.

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 the convicts on your team's cards 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…..

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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.

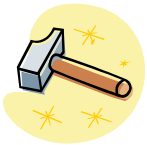
Find the date plaque on the church above the entrance near the bell tower.

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

2. What happened at the church in that year?

Look closely at the marks in the sandstone blocks in the walls. The boys (some as young as 9 years of age) from Point Puer, the boys' prison across the bay, cut and shaped the stone.

3. Circle two tools that the boys might have used to cut and shape stone for the church



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. fell down over time
c. the timber shingles(tiles) were recycled for use on another building
d. burnt in a fire
e. 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

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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. 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?

2. From the choices below, cross out things that convicts might NOT have been treated for by a doctor at this hospital.

broken limbs	*homesickness*	*diseases*	*snake bite*	*colds and flu*	*headaches*
cuts and bruises	*feeling lonely*	*respiratory problems*		*sunburn*	*hunger*

3. What was the maximum number of patients who could be looked after at the one time?
A **20** ***B*** **40** ***C*** **70** ***D*** **90**

4. 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?

_____

5. 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*

/ 10 points

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Sheet 4 Penitentiary Name of Team_____

Penitentiary

This is one of the most recognisable buildings at Port Arthur.

Built as a granary and flour mill, it was later converted to house a large number of convicts.

Read the interpretive panels and look around the building to complete these activities….

1. **The Penitentiary used to have two sections with four floors and the kitchen/bakery had two floors. How many windows would there have been altogether on the side that now faces the Visitor Centre?**

   TOTAL =

2. **One of the commandants used the nickname 'lions' to describe the men on the bottom two levels of the Penitentiary.**

   <<<<< How many 'lions' were there altogether on the two bottom levels of the penitentiary?

3. **The Penitentiary was originally built as a mill to grind flour.**

   Draw a quick diagram to show how the grinding wheel was powered.

4. Surprisingly most of the convicts could read or were able to attend lessons while they were at Port Arthur. How many books were found in a place like this?

A **none** ***B*** **80** ***C*** **260** ***D*** **13,253**

5. **Find the place in the Penitentiary that used to have stained and etched glass windows. What was this room used for?**

C __ __ __ __ __ __ __ **C** __ __ __ __ __

/ 20 points

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Sheet 5 Guard Tower Military 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 ** unjumble the letters marked * to make a word to describe the style of building the military area looked like during the convict era…

**					

/ 10 points

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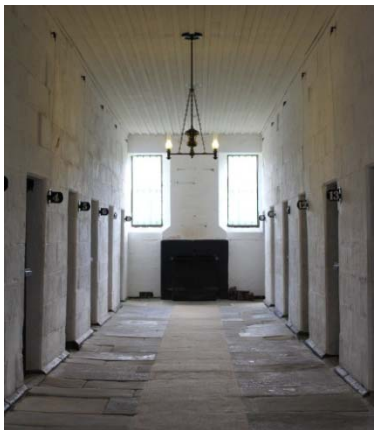
Sheet 6 Separate Prison Name of Team_____



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 <u>that</u> prison's name?

P__ __ __ __ __ __ __ __ __ __

2 What were two things that convicts <u>had</u> 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?

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

4. What is the name of this place?

5. What was it like in the 'punishment cell' in this building?

/ 20 points

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