



Image: Krysta Guille

Discover our Handling Kits

Bring the Museum into your classroom. Our mix of real and museum quality reproductions encourage hands on exploration of different themes.

First World War

Investigate the difficulties of trench warfare and the use of emerging technologies.

Medieval Life and the Black Death

Explore life in a medieval city through this amazing collection of reproduction items.

Ocean Life

Explore the ocean with magnifying glasses, field guides and ocean specimens in resin.

Prehistoric Life

Explore a mix of replicas and genuine fossils to ignite curiosity in young minds.

Roman

Inspired by archaeological finds this handling kit focuses on aspects of Roman warfare.

Simple Machines

Learn how simple machines provide a mechanical advantage and affect force and direction.

Skulls

A beautiful array of replica and real skulls enable hands on exploration of physical adaptations.

Then and Now

Discover the differences between current childhood and experiences from 100-years-ago.

Viking

Jewellery and domestic items accompany the iconic sword and helmet to provoke thought.

Each handling kit is \$20 per week.

Excursion information

Choose a program to suit your needs.

FACILITATED

Led by our Learning and Engagement Officers and Menang Noongar presenters.

COST

Standard facilitated programs
\$6 per student (GST inclusive)

TIME

K-3 programs
1-hour (approx.)
4-10 programs
1.5 hours (approx.)

SELF-GUIDED EXPERIENCES

Visit our galleries, Discovery Centre, or go on board the replica *Brig Amity*.

COST

Galleries and Discovery Centre
\$1 per student
Brig Amity
\$1 per student
Teachers and accompanying parents
Free

OUTREACH PROGRAMS

Programs marked with an (*) are available to schools as part of our outreach service.

MAKE A BOOKING | ESSENTIAL

(08) 9841 4844

greatsouthern@museum.wa.gov.au

Refer to our website for Excursion Management Plans including Certificate of Currency.

SCHOOL PROGRAMS



Image: Krysta Guille



OPEN DAILY
10AM - 4PM

Early opening by prior arrangement.

Residency Road, Kinjarling / Albany, WA 6330

(08) 9841 4844

greatsouthern@museum.wa.gov.au

@MuseumOfTheGreatSouthern

museum.wa.gov.au/greatsouthern





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CRABAPPLE'S CLASSROOM

Years 1–2 | *Historical knowledge and understanding: How changing technology affected people's lives (at home and in the ways they worked, travelled, communicated, and played in the past)*

Explore the past and experience what school was like for your great-grandparents.

CREATE A CLASSROOM MUSEUM

Years 4–10 | *Visual Arts, Design and Technologies, Science as a human endeavour*

Working with an experienced Museum specialist you will learn the principles of exhibition design from concept through to evaluation. Get hands on with Museum objects as you lay out a display case. Understand the purpose of classification in museums, the roles 2D and 3D designers play and how technology is used in a museum setting.

DJILDJIT HARVEST (NOONGAR FISH TRAPS STORY)

Years 3–6 | *Science as a human endeavour; Cross curriculum priorities: Aboriginal and Torres Strait Islander histories and cultures*

Discover the ancient technologies of the Oyster Harbour fish traps and the Djildjit (fish) harvest of long ago.



ANIMAL ADAPTATIONS

Years 2–6 | *Science understanding: Living things can be grouped on the basis of observable features and living things have life cycles*

Living things have structural features and adaptations that help them to survive in their environment

Explore animal diets and behaviours through teeth and skull examination with a mix of real and replica skulls. Learn about how animal poop helps scientist study living animals. Extract DNA molecules from strawberries. Discuss the challenges of bringing dinosaurs back to life.

CARING FOR BOODJA (LAND)*

Years 3–6 | *Science as a human endeavour; Cross curriculum priorities: Aboriginal and Torres Strait Islander histories and cultures*

Explore a mix of Aboriginal culture, science, and technology through local Menang bush tucker, tool making, Koornt (shelter) building, the six seasons and sustainability.

BEACH WALK DISCOVERIES

Years K–2 | *Science understanding: Living things have a variety of external features*

Biological sciences: Living things grow, change, and have offspring similar to themselves

Science inquiry skills: Participate in guided investigations to explore and answer questions

Join us at the beach to experience the unique biodiversity of our oceans and coastlines.



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SPACE HEROES

Years 2–6 | *Science inquiry skills: Compare results with predictions, suggesting possible reasons for findings*

Students will discover which technologies have been used in space exploration before getting hands on designing, building, and testing with different materials. Learn to protect an astronaut from the extreme cold of deep space and apply principles of Science, Maths and Engineering with the flight test table.



Image: Nic Duncan

SYDNEY TO SOUND

Years 4–6 | *Historical knowledge and understanding: The nature of contact between Aboriginal and Torres Strait Islander Peoples and others; The nature of convict or colonial presence*

Live the life of a convict sent to King George Sound to start the first European settlement in WA and learn how they met the Menang Peoples for the first time. Students will read from primary sources and learn to apply critical thinking.

* Outreach available