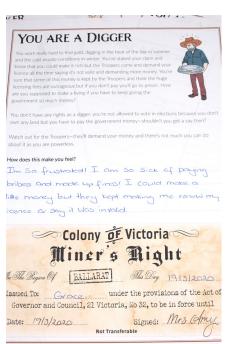
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BRING THE GOLD RUSH TO
LIFE WITH THIS FUN,
INTERACTIVE AND HIGHLY
ENGAGING ROLE PLAY
GAME FOR YEAR 5 HASS
AUSTRALIAN HISTORY
STUDENTS











WHY ROLE-PLAY?



The power of role-play should not be underestimated - even in the upper primary grades.

The Australian Curriculum requires that Year 5 students develop a historical understanding of colonial Australian life, the events that shaped the development of colonies and the reasons for those events. They are also required to investigate how these events impacted Australia's political and economic landscape and contributed to the Australia we know today. It can be difficult for students to understand why the gold diggers were so frustrated with their lack of rights and representation on the gold fields. This game has been designed to bring the frustrations of people living on the goldfields to life! They will take on a character and try to earn money and save it all while battling bushrangers, corrupt troopers and the everyday challenges of living on the goldfields. Look out though! Things might get pretty heated!

Here's a quick overview of the game.



Each student will take on a character They will each receive a player profile card and Miner's Right (or Licence)

- Gold Digger
- Banker
- Trooper
- Cook
- Bushranger
- Blacksmith
- Chinese Miner
- Doctor

Most students will be Diggers.



Students will be given cash at the start of the game and be able to earn more.

Every transaction they make should be recorded on the Personal Balance Sheet to track how much they're earning and saving along the way. This is a great opportunity to integrate it with your maths program.

As your students begin to realise they're struggling to get ahead things can get tense!



Game cards are drawn randomly from a deck or hat and read it out.

Each card has a task for one or more characters. Perhaps they'll buy new tools from the Blacksmith, find gold, be robbed by a Bushranger or maybe the Troopers will try and bribe them so they don't go to gaol.

There are 60 game cards in total.



At the end of the game your students are given an opportunity to reflect and discuss their experience and how it has changed their understanding of how life on the goldfields and the frustrations of those living there led to the Eureka Stockade. We've included detailed instructions to get you started.

Everything you need is in this resource.



TROOPER

e your horse into the

nith and get him to p pes on it. You also as

n your sword and kr

you are there you fi

petter check his ling

ten it! This



YOU FIND GOLD!

TAKE IT TO THE

BANK AND GET

PAID £18 FOR IT.

₩.

you near the troopers yelling above You've Lou're digging in your mine ady paid them twice this month so you W underground all



mily.

e your

ier your

inter

been



You don't have any rights as a digger, you're not allowed to vote in elections because you don own any land but you have to pay the government money—shouldn't you get a say then?

How does this make you feel?

I'm so frustrated I am so sick of paying bribes and made up fires! I could make a

little money but they kept making me renew my licence or say it was invalid.

> Colony of Victoria Miner's Right

BALLARAT In The Region Of

YOU ARE A DIGGER

This Day 191312020

VAREAB

Issued To: under the provisions of the Act of Governor and Council, 21 Victoria, No 32, to be in force until

Signed: Mrs Amy Date: 19/3/2020









