Ryebuck Media is a developer and producer of practical classroom online, multimedia and print resources for Australian schools. All resources are based on an inquiry learning approach. The resources are specially produced for History, Society and Environment, Civics and Citizenship education. Ryebuck is a winner of many national and international peer-judged educational awards and we pride ourselves in producing resources that reflect and support classroom realities.

There are three main categories of Ryebuck resources:

>> the Australian History Mysteries website, with 16 sets of film, print and interactive units in Australian history, available through the payment of a licence (see page 2)

>> multimedia and print resources, available for purchase (see pages 3 & 4)

>> online interactive resources, available free of charge.
This is a subscription-based website containing the rich content provided in the Australian History Mysteries resource kits. It contains each of the videos and case study units of work from the kits, as well as exciting multimedia interactive modules related to a number of these case studies. Subscribing to this site will enable teachers and their students to gain access to this material seamlessly and will also ensure access to new content as it becomes available.

The Australian History Mysteries case studies are designed to stimulate students’ interest in and engagement with aspects of their history and heritage, and to develop the skills needed in pursuing historical studies. They have been designed for use at a middle secondary level but teachers will find the materials and ideas adaptable for both higher and lower levels. Each case study contains a wide range of primary and secondary source evidence, including museum objects, national archival collections and historic sites. They are relevant to the new national history curriculum with its emphasis on inquiry learning and historical skills development.

By subscribing to this website users will be able to access:

- high quality videos (MP4 and Windows Media) for each case study which introduce the mystery, ‘visit the scene’ of the events and set out clearly the nature of the investigation
- inquiry learning units of work (pdf) for each case study containing photocopiable evidence and classroom activities
- interactive modules (flash) for a number of case studies designed to further explore aspects of these case studies in exciting, stimulating ways and offer a different learning experience for visual learners
- STUDIES Magazine curriculum units (pdf) that are relevant to the respective history mysteries
- a ‘What is History?’ introductory game (flash) called Ghost Town which is designed to help students understand and weigh up the relative merits of historical evidence.

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<th>Printable Inquiry Worksheets</th>
<th>Associated Online Interactive</th>
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<td>What is history?</td>
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<td>Ghost Town</td>
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<td>Who ‘discovered’ Australia?</td>
<td>✓</td>
<td>✓</td>
<td>Build a timeline</td>
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<tr>
<td>What was the life of a female convict really like?</td>
<td>✓</td>
<td>✓</td>
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<td>The Eureka Rebellion — could you have stopped it from happening?</td>
<td>✓</td>
<td>✓</td>
<td>The Eureka Rebellion — could you have stopped it from happening?</td>
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<tr>
<td>What happened in a frontier conflict near Broome in 1864?</td>
<td>✓</td>
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<tr>
<td>Was Ned Kelly a hero or a villain?</td>
<td>✓</td>
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<td>Kelly country — the race to Glenrowan</td>
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<td>World War 1 — Did WWI divide or unite local communities?</td>
<td>✓</td>
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<td>It is 1916 — Do you join the RSL?</td>
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<td>✓</td>
<td>✓</td>
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<td>Why did the Government lie about the bombing of Darwin?</td>
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<td>✓</td>
<td>The bombing of Darwin</td>
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<td>What are the mysteries of Maralinga?</td>
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<td>Snowy Hydro-Electric Scheme — A melting pot of different nations?</td>
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<td>Freedom Ride and 1967 Referendum — What do they tell us about Australian attitudes?</td>
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<td>The 1967 Referendum</td>
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<td>What happened to Juanita Nielsen?</td>
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<tr>
<td>Vietnam — Can you be a Vietnam War ‘Myth Buster’?</td>
<td>✓</td>
<td>✓</td>
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<tr>
<td>NEW! Can you solve the mysteries of Lake Mungo?</td>
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<td>✓</td>
<td>Lake Mungo management decision-maker</td>
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Note that additional units and resources are added to the site periodically and are available to subscribers.
THE MYSTERIES OF LAKE MUNGO

The Mysteries of Lake Mungo is the latest fascinating history mystery to be added to the Australian History Mysteries subscription website — www.australianhistorymysteries.info/.

It is a multi-media education resource for lower secondary students. It is designed to fulfill the Australian Curriculum History requirement that students explore the nature of the sources for ancient Australia and what they reveal about Australia’s past in the ancient period, using the discovery of Mungo Lady and then Mungo Man as a case study.

Students ‘visit’ the World Heritage Willandra Lakes site, of which Lake Mungo is part, through a 25-minute film. They see both the environment, and the archaeological evidence that exists about life in that place in ancient times. They realise that the Lake Mungo of today is not the same as Lake Mungo in the past. And they are challenged to solve some of the mysteries of that past!

They now use a variety of photocopiable worksheets to use evidence to work out their own answers to a series of questions or mysteries about what Lake Mungo was like 40,000 years ago, how people lived there in the past, how it became what it is today, and how we know what we do.

There is also a decision-maker interactive designed to get students to tackle some of the management issues facing the park today.

Through the evidence in the resources and the inquiry-based activities students gain knowledge and understanding about the nature of ancient Australia, and develop the skills needed for them to explore aspects of ancient Aboriginal life.

PRICE

> Available as part of the Australian History Mysteries website subscription.
> Available as a stand-alone resource kit that includes:
  > DVD with 25 minute film and decision-maker interactive module, Teacher’s Guide and Student Activities / Resource booklet (approx. 48 pages)
  > $88 including GST

MULTIMEDIA AND PRINT RESOURCES AVAILABLE FOR PURCHASE

In each case for more detailed information on the product go to www.ryebuck.com.au/products.php and click on the title.

Note that * means that this resource is part of the www.australianhistorymysteries.info subscription website (See page 2)

Anzac Adventures
A series of eight CD-ROM interactive games to help younger students understand the significance of Anzac Day.
Lower-Middle Primary $55

Australian History Mysteries — Nineteenth Century*
Lower-Middle Secondary $132

Australian History Mysteries for primary students
A modified version of Australian History Mysteries — Nineteenth Century (above). Upper Primary-Lower Secondary $132

Australian History Mysteries Nineteenth Century Educational Games*
A collection of five interactive games created to complement Australian History Mysteries — Nineteenth Century (above). Upper Primary; Lower-Middle Secondary $55

Australian History Mysteries 2 — Twentieth Century*
Resource kit: DVD-ROM of films; book of copiable evidence/inquiry worksheets and Teacher’s Guide for five case studies: World War 1 and a local community; Coniston Massacre 1928; The Great Depression; Snowy Mountains Scheme; Vietnam War and myths.
Middle-Upper Secondary $143

Australians in the Vietnam War – Home Front and Combat
Middle-Upper Secondary $88

Battle for Australia — 1942
Resource kit: DVD of film; CD-ROM of three interactives; book of copiable evidence/inquiry worksheets and Teacher’s Guide for case studies: Responses to 1942; Coral Sea and Midway; New Guinea battle experience; American presence in Australia; changes to life on the home front (Queensland case study).
Middle-Upper Secondary $132

Don’t be a Bully Bystander
Lower-Upper Secondary $99
MULTIMEDIA AND PRINT RESOURCES AVAILABLE FOR PURCHASE (continued)

**Exploring Australian plants**
Resource kit: DVD and book of copiable worksheets for exploring four environmental themes: Eucalypts and koalas; Boabs and Indigenous use; the ‘dinosaur tree’ Wollomai pine re-discovered; Indigenous plant use. Middle Primary – Lower Secondary $88

**Ghost Town**
CD-ROM interactive and copiable inquiry/evidence worksheets for introducing historical inquiry and exploring some key aspects of using historical evidence in a light-hearted way. Middle Primary – Lower Secondary $55

**History Mysteries – Ancient and mediaeval**
Resource kit: DVD-ROM of films; book of copiable evidence/inquiry worksheets and Teacher’s Guide for six case studies: Stonehenge; Bayeux Tapestry; Joan of Arc; Richard III and the murder of the princes; the mysterious sinking of the Mary Rose; Eyam plague village. Lower-Middle Secondary $132

**In search of …**

**Modelled Reading**
Reading support kit that can be integrated with literacy programs. Tutor handbook; Steps to modelled reading wall chart; Co-ordinator’s handbook; Sample letters, tutor contracts, questionnaires, reading assessments, evaluation. Middle Primary – Lower Secondary $165

**The Spirit of Anzac**
CD-ROM interactive and copiable inquiry/evidence worksheets for introducing historical inquiry, introducing Anzac Day, and exploring some key aspects of using historical evidence in a light-hearted way. Middle Primary – Lower Secondary $56

**The One Day of the Year**
Resource kit: DVD film Somewhere in France; 31 inquiry/evidence worksheets on the Australian soldiers’ experience of the First World War. Upper Primary – Lower Secondary $88

**Studies magazine**
Periodical: Practical classroom units for History, Geography, Civics and Citizenship, Society and Environment. Lower-Upper Secondary. See website

**Vietnam Revisited**

**The Water Challenge**

ONLINE INTERACTIVE RESOURCES AVAILABLE FREE OF CHARGE

For free access to the following go to www.ryebuck.com.au/elearning.php and scroll down the list for these titles.

- Create a Scrapbook for a Prisoner of War
- Where is Citizenship in the Community?
- Explore Australia – Coral Reef Game
- Explore Australia – Penguin Research Game
- Last Voyage of the AE2 – an interactive experience website
- Battlefield Casualties – an interactive experience website
- Infantry Man – an interactive experience website
- Charge at Beersheba – an interactive experience website
- Bells Falls Gorge – an interactive investigation website
- Australia Day 2004 – Cartoon Perspectives Website

www.ryebuck.com.au