



2016

2017

On-Line and Print Resources for Secondary Schools



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 and are specially produced for History, Humanities and Civics and Citizenship education.

Ryebuck is a winner of many national peer-judged educational awards and we pride ourselves in producing resources that reflect and support classroom realities.

There are 4 main categories of Ryebuck resources:

- 1 **www.AustralianHistoryMysteries.info** subscription website for secondary schools with 19 film, print and interactive units directly relevant to the Australian Curriculum: History.
- 2 **www.ryebuck.com.au/estudies/** with interactive PDFs which create a web and print friendly format that includes video.
- 3 Multimedia and print resources, available for purchase (see page 4).
- 4 Many online interactive resources, available free of charge.

For more information about all resources:

Website www.ryebuck.com.au
Telephone 03 9500 2399
Fax 03 9500 2388
Email ryebuck@ryebuck.com.au

 ORDER ONLINE AT www.ryebuck.com.au

Australian History Mysteries for Secondary Schools

www.AustralianHistoryMysteries.info



Australian History Mysteries is a subscription-based website containing inquiry learning case studies that are directly relevant to many aspects of *Australian Curriculum: History* Years 7, 9 and 10. Its current 18 case studies include a wealth of video, print and interactive content, and its inquiry learning approach encourages historical skills development, including equipping students with the capacity to develop historical thinking and imagination.

eStudies Magazine curriculum units that are relevant to the respective history mysteries

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

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

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

Inquiry learning units of work (pdf) for each case study containing print / photocopyable evidence and classroom activities

'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.

Whole School Yearly Secondary Subscription
\$264 including GST per year.

18 CASE STUDIES

Title	Year Level
What is history?	7
What are the Mysteries of Lake Mungo?	7
Who 'discovered Australia'?	9
Myths and mysteries of the crossing of the Blue Mountains	9
What was the life of a female convict really like?	9
The Eureka Rebellion – could you have stopped it from happening?	9
What happened in a frontier conflict near Broome in 1864?	9
Was Ned Kelly a hero or a villain?	9
Can you be a good nation-maker?	9
World War 1 — Did WWI divide or unite local communities?	9
Coniston Massacre — What happened at Coniston in 1928?	10
What happened to 'Smithy'?	10
Great Depression — Testing images of the Great Depression	10
What are the mysteries of Maralinga?	10
Snowy Hydroelectric Scheme — A melting pot of different nations?	10
How have Indigenous people's citizenship rights changed over time?	10
Vietnam — Can you be a Vietnam War 'myth buster'?	10
What happened to Juanita Nielsen?	10



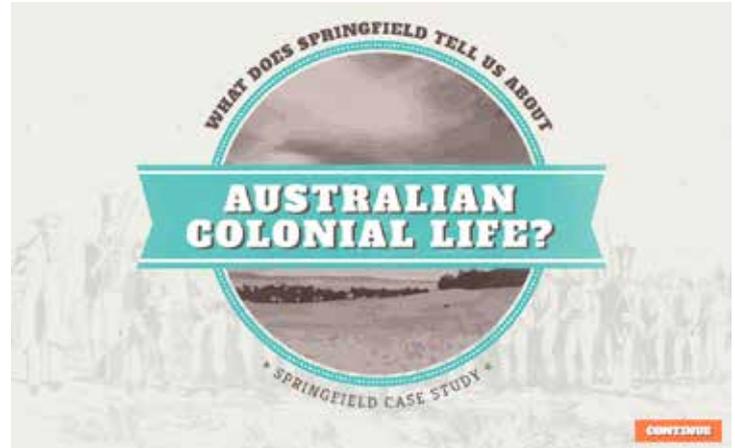
ORDER ONLINE AT www.ryebuck.com.au

What does Springfield tell us about Australian colonial life?

Designed for iPad and similar tablets

Your history course asks you to explore what life was like in Australia in colonial times – from 1788 to 1901. You need to look at events, individuals and groups who helped shape Australia into what it is today.

Here's a way of starting that investigation, by looking at one property that was started in 1827 and still exists today. It is called Springfield. It is located near Goulburn in New South Wales.



You can do this in three ways:

- 1 Take a video tour of the property and the National Museum of Australia to see some of the exhibits from Springfield to see what they tell us about colonial life in Australia.
- 2 Try the decision maker – see if you would have been able to run a property like Springfield and help develop Australia.
- 3 See if you can work out what the 10 Springfield 'mystery objects' are.

Available as part of your *Australian History Mysteries* Whole-School Subscription or on DVD-ROM for \$88.00 including GST.

Welcome to

eStudies

www.ryebuck.com.au/estudies/

We have decided to publish this educational resource, now in its 19th year, in e-magazine format to make it more accessible to your students in the digital age. We are proud to have produced more than **250 classroom units** to date, which can be accessed at www.ryebuck.com.au/shop/studies-catalogue/

The new format enables your students to access video, interactive modules and research links on their own tablets and computers and thus make the learning experience richer and more interactive.

eStudies units available online:

eStudies 1/2013	Glorious Days: Australia 1913 – Life in Australia 100 years ago. Were these really 'glorious years'? Will this society go to war? Explore Australia in 1913 and how the nation's military experience helped shape its identity.
eStudies 1/2014	How does the NMA's 'Old Masters' bark paintings exhibition help us to understand the Yirrkala petition? How did Australians respond to war in 1914? Why did they respond in these ways?
eStudies 2/2014	Australia is at war with Germany. Can you make 10 decisions about what Australia should do? Exploring the impact of a significant event – Gold and the Eureka Stockade. How and why did Australia become a nation?

ORDER ONLINE AT www.ryebuck.com.au

Multimedia Resources available for purchase

Australian History Mysteries Kit – Nineteenth Century



DVD-ROM of films; book of copyable evidence/inquiry worksheets and Teacher's Guide for five case studies: Who 'discovered' Australia?; Life of a female convict; The Eureka Rebellion; Frontier conflict at Broome 1864; Was Ned Kelly a hero or villain?
LOWER-MIDDLE SECONDARY. \$132

Australian History Mysteries 3 – Twentieth Century Resource Kit



DVD-ROM of films; book of copyable 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

Australian History Mysteries Nineteenth Century Educational Games



A collection of five interactive games created to complement Australian History Mysteries – Nineteenth Century Resource Kit.
LOWER-MIDDLE SECONDARY. \$55



What does Springfield tell us about Australian Colonial Life?



This DVD-ROM encourages students to explore what life was like in Australia in colonial times – from 1788 to 1901 by looking at events, individuals and groups who helped shape Australia into what it is today. The video tour, decision-maker and mystery objects game encourage students to try to manage a colonial property and help Australia become a nation!
LOWER – MIDDLE SECONDARY. \$88



Australian History Mysteries 2 – Twentieth Century Resource Kit



DVD-ROM of films; book of copyable evidence/inquiry worksheets and Teacher's Guide for five case studies: What happened to 'Smithy'?; the bombing of Darwin 1942; the mysteries of Maralinga; Indigenous people's citizenship struggles; What happened to Juanita Nielsen?
MIDDLE-UPPER SECONDARY. \$132

History Mysteries – Ancient and Mediaeval Resource Kit

DVD-ROM of films; book of copyable 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



Australian History Mysteries Twentieth Century Educational Games



A collection of five interactive games created to complement Australian History Mysteries 2 – Twentieth Century (above).
LOWER-MIDDLE SECONDARY. \$55

What are the Mysteries of Lake Mungo?



The kit contains a 25-minute video that takes students to the site of Mungo Lady and Mungo Man who lived in ancient times. There are separate Teacher Guides and Student Worksheets for primary and secondary levels and an iPad-friendly interactive module that challenges students to manage this World Heritage site for the future.
LOWER-MIDDLE SECONDARY. \$88



Australians in the Vietnam War – Home Front and Combat Resource Kit

CD-ROM of interactives; book of copyable evidence/inquiry worksheets and Teacher's Guide for four case studies: Search a village; A soldier's story; Vietnam experience interviews; Home front.
MIDDLE-UPPER SECONDARY. \$88



Battle for Australia — 1942 Resource Kit

DVD of film; CD-ROM of three interactives; book of copyable 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

In search of ... Resource Kit

DVD-ROM of five interactives and associated inquiry/evidence books on aspects of the Australian experience of World War 1 and after: Can you survive the infantryman's war? (Infantryman) Can you navigate the AE2 to Constantinople? (Sailor) Can you help the battlefield casualties? (Nurse) Can you survive the Charge at Beersheba? (Light Horseman) Can you solve the mystery of Smithy's last flight? (Airman).
LOWER SECONDARY. \$115



Modelled Reading Kit

This Reading Support kit can be integrated with literacy programs. Tutor handbook; Steps to modelled reading wall chart; Coordinator's handbook; Sample letters, tutor contracts, questionnaires, reading assessments, evaluation.
LOWER – MIDDLE SECONDARY. \$165



Exploring Australian Plants Resource Kit

DVD and book of copyable worksheets for exploring four environmental themes: Eucalypts and koalas; Boabs and Indigenous use; the 'dinosaur tree' Wollemi pine re-discovered; Indigenous plant use.
LOWER SECONDARY. \$88



Ghost Town



CD-ROM interactive and copyable inquiry/evidence worksheets for introducing historical inquiry and exploring some key aspects of using historical evidence in a light-hearted way.
LOWER SECONDARY. \$55



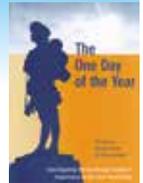
The Spirit of Anzac

DVD-ROM interactive and copyable inquiry/evidence worksheets for introducing historical inquiry, introducing Anzac Day, and exploring some key aspects of using historical evidence in a light-hearted way.
LOWER-MIDDLE SECONDARY. \$66



The One Day of the Year Resource Kit

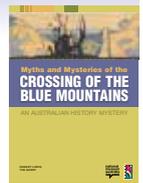
DVD-ROM film *Somewhere in France*; 31 inquiry/evidence worksheets on the Australian soldiers' experience of the First World War.
LOWER-MIDDLE SECONDARY. \$88



Myths and Mysteries of the Crossing of the Blue Mountains

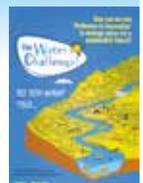


The kit contains a 20-minute 'virtual visit' film, Teacher Guides and Student Worksheets and an iPad-friendly interactive decision-maker to challenge students to see if they would have been good explorers in 1813.
LOWER-MIDDLE SECONDARY. \$88



The Water Challenge Resource Kit

Water sustainability through innovation: DVD film element; CD-ROM decision-maker activity; book of Teacher's Guide and copyable inquiry/evidence worksheets.
MIDDLE-UPPER SECONDARY. \$88



Don't be a Bully Bystander Resource Kit

DVD-ROM film scenario; book of copyable worksheets and resource pages for classroom strategies dealing with bullying.
LOWER – UPPER SECONDARY. \$99

