learn

Ignite your students’ curiosity and take learning beyond the classroom. We have a range of programs for all developmental levels, created by our dedicated team of Education Officers.

explore

The Museum website is a valuable tool for teachers and students. It is a portal to collections, research and special interest areas.

discover

For updated exhibitions and program information museum.wa.gov.au/albany

Excursion Information

1 Choose a Program to suit your needs?

Facilitated
Led by our Education Officers and Menang Noongar presenters.

Program costs
Standard facilitated programs
$2 to $6 per student (GST inclusive).

Times
K-3 programs 1 hour (approx.)
4-7 programs 1.5 to 2 hours (approx.)

Self-guided experiences
Visit our galleries, Discovery Centre or go on board the replica Brig Amity.

Visit costs
Galleries and Discovery Centre $1 per student.
Brig Amity $1 per student.
Teachers and accompanying parents free.

2 Outreach programs

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

3 Make a booking - essential

(08) 9841 4844
greatsouthern@museum.wa.gov.au
Refer to our website for Excursion Management Plans, including Certificate of Currency.
museum.wa.gov.au/explore/education
10am - 4pm daily
Early opening by prior arrangement.
Incredible Insects
Years 2-5
Science understanding: Living things can be grouped on the basis of observable features and living things have life cycles.
Science as a human endeavour: People use science in their daily lives, including when caring for their environment and living things.
Be a scientist and examine specimens from the museum collection through our microscope. What are the different features that make an animal an insect? Discover the different life cycles of these animals, their adaptations and metamorphosis.

Space Explorers
Years 3-5
Science as a human endeavour: Scientific knowledge is used to solve problems and inform personal and community decisions.
Science understanding: A change of state between solid and liquid can be caused by adding or removing heat. Earth’s surface changes over time as a result of natural processes and human activity.
What technologies have been used in space exploration? Discover the difference between tektites and meteorites. Help create a comet here on earth and observe the way solids, liquids and gases change through heating and cooling.

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.

Caring for Boodja (Land)* Outreach available
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.

Sydney to Sound
Years 4-6
Historical knowledge and understanding
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.

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.

“Museum objects help students connect history, culture, science and art”
Western Australian Museum