SHEPPARTON HERITAGE CENTRE

Heritage Educational Program

Unlocking the Past: A Historical Inquiry Challenge (Grade 3 – Grade 4)

Introduction

Shepparton Heritage Centre's Heritage Education Programs bring local history to life through hands-on engagement with significant documents, artefacts and memorabilia from across Greater Shepparton region. Participants gain insight into the community's heritage and development, building a strong sense of identity and pride while drawing lessons that inform the future.

Unlocking the Past: A Historical Inquiry Challenge (Grade 3 – Grade 4)

Students explore local history through engaging, hands-on learning experiences that introduce historical inquiry. Through guided activities, a slide show presentation, museum-based exploration, and an outdoor heritage walk, learners investigate historical photographs, objects, and significant local sites. Interactive tasks such as timelines, scavenger hunts, and problem-solving activities support an understanding of change over time while developing teamwork, communication, and critical thinking skills in a safe and supportive environment.

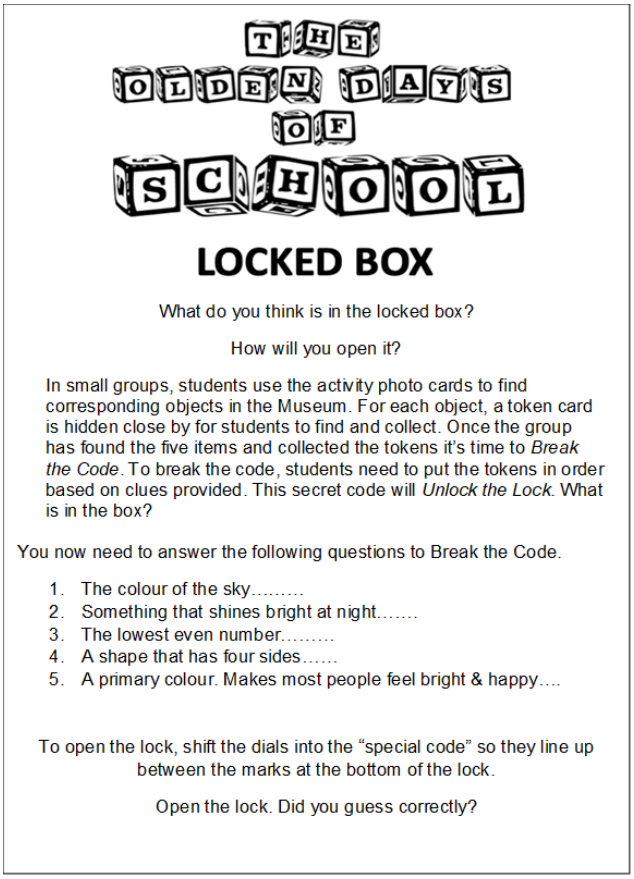
Program:

Introduction (5 mins) Welcome. Overview of activities, expectations, safety procedures and considerations for museum items. Split students into appropriate size groups. Students will rotate as a group between the following activities. Teachers, Support Staff and SHC Volunteer to accompany students.

Activity 1: Photo Slideshow (15-20 mins)
Present students with a short photo slideshow featuring significant historical landmarks and buildings in Shepparton, along with early school photographs and images of children's games and play from past generations.

Activity 2: Scavenger Hunt Lock Box Activity (15-20 mins)

In small groups, students use activity photo cards to locate corresponding objects throughout the Museum. Hidden near each object is a token card for students to find and collect. Once all five objects and tokens have been located, students work together to "Break the Code" by arranging the tokens in the correct order using the clues provided. Successfully solving the code will unlock the mystery box — but what could be inside?



THE GOLDEN DAYS OF SCHOOL

LOCKED BOX

What do you think is in the locked box?

How will you open it?

In small groups, students use the activity photo cards to find corresponding objects in the Museum. For each object, a token card is hidden close by for students to find and collect. Once the group has found the five items and collected the tokens it's time to *Break the Code*. To break the code, students need to put the tokens in order based on clues provided. This secret code will *Unlock the Lock*. What is in the box?

You now need to answer the following questions to Break the Code.

1. The colour of the sky.....
2. Something that shines bright at night.....
3. The lowest even number.....
4. A shape that has four sides.....
5. A primary colour. Makes most people feel bright & happy....

To open the lock, shift the dials into the "special code" so they line up between the marks at the bottom of the lock.

Open the lock. Did you guess correctly?

<u>Activity 3:</u> Shepparton Beginnings Historical Walk. (15mins)

The students will enjoy a leisurely walk along the shared path of the Historical Precinct. Students will visit different significant monuments, Shepparton beginnings, changes that have occurred over the years and items of interest. All supported with visual photos.

Historical Inquiry-Outcomes

This program will inspired students to explore and appreciate the history of Shepparton and the ways everyday life has changed over time. By connecting the past with the present, students develop curiosity, understanding, and respect for the people, places, and stories that shape our community today and into the future.

"Preserving the Past to Preserve the Future"