

# UNLOCK

## MELBOURNE

**BREAK THE CODE!**



# Student book



*Part 1*

**PLAN THE  
ROUTE**

*Part 2*

**COLLECT THE  
CLUES**

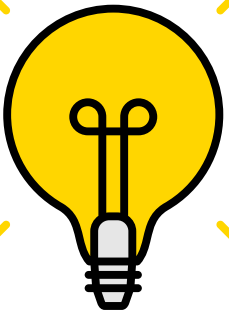
*Part 3*

**BREAK THE  
CODE!**



**MELBOURNE  
UNLOCKED**

# Part 1 PLAN THE ROUTE



This task requires you to go on a Scavenger Hunt around the Melbourne CBD. Using a series of clues, you will visit ten of Melbourne's iconic landmarks. Once you arrive at each landmark you will need to use the clue you have been given to find, discover and record information which you will later use to solve a series of code breaker activities to UNLOCK MELBOURNE!

You will work in groups of 3 or 4 to solve each clue. You will need to work collaboratively as a team to communicate, brainstorm, research and problem solve.

Before you begin your hunt, it is important to plan and organise your route. Your teacher will allocate your group a starting landmark (drawn from a hat). Each group will have a different starting point. On the day this **MUST** be your first stop. After visiting your designated starting point, you can go in any direction you want to visit each landmark and collect the information.

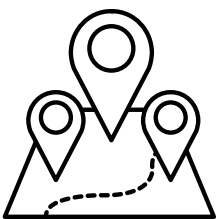
The iconic Melbourne landmarks are:

- St Paul's Cathedral
- Melbourne Cricket Ground
- Regent Theatre
- The Tan
- Boat House Row
- Immigration Museum
- Melbourne Town Hall
- Old Treasury Building
- Block Arcade
- Arts Precinct

To visit each landmark you can choose to walk or use the **FREE City Circle Trams only**.

With your group you are going to spend today's lesson planning and organising how to tackle the hunt and the route that you will take.

To do this effectively you will need:



## GOOGLE MAP ACCESS

To estimate distances and estimated walking times



## INTERNET ACCESS

To research landmarks



## CITY CIRCLE TRAM ROUTE



# HOW WILL YOU TACKLE...

## MELBOURNE UNLOCKED

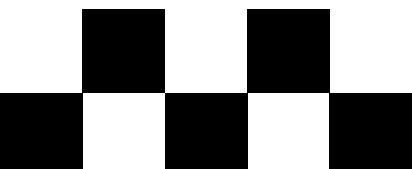


*Create your route*

**START**

Your class will meet under the clocks at Finders Street Station. Here your teacher will give your group a list of clues. You **MUST** start at the landmark provided to you by your teacher. List the order which your team plans to visit Melbourne's Iconic Landmarks.

- |          |                      |           |                      |
|----------|----------------------|-----------|----------------------|
| <b>1</b> | <input type="text"/> | <b>6</b>  | <input type="text"/> |
| <b>2</b> | <input type="text"/> | <b>7</b>  | <input type="text"/> |
| <b>3</b> | <input type="text"/> | <b>8</b>  | <input type="text"/> |
| <b>4</b> | <input type="text"/> | <b>9</b>  | <input type="text"/> |
| <b>5</b> | <input type="text"/> | <b>10</b> | <input type="text"/> |



Once you have found all your clues meet at the Pathfinder Statue opposite the NGV.  
Copyright eduClick 2023

# KNOW THE RULES

- You may **ONLY** travel by foot or on the **FREE** City Circle Tram.
- Your group **MUST** work independently to collect the clues. You cannot share information or work together with other groups.
- You **MUST** visit the landmarks in the order you decided on during your planning and organising session at school.
- You **CAN** use your mobile phone to research, find the landmarks and Google information.
- **You MUST take a group selfie** at each of the 10 iconic landmarks you visit. This icon will appear next to each clue to remind you.
- You **WILL NOT** need to enter the premises of any of the landmarks or any nearby buildings to find a clue. (With the exception of the Block Arcade)
- You will **NOT** need any money.
- **BE SAFE.** Do not jaywalk. Cross the road only where there are traffic lights or pedestrian crossings.
- **BE MINDFUL** of the public. Be courteous and respectful.

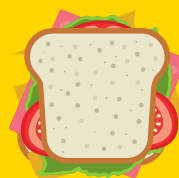


## WHAT WILL I NEED ON THE DAY?

To collect all the clues for Melbourne Unlocked you will need:



A fully charged mobile phone with Wi-Fi. You will need access to **Google to research** your clues and **Google maps** to assist you with directions.



Drinks and snacks to keep you hydrated and energised!



Comfortable shoes!



You will also need a phone to take your 10 group selfies.



A copy of the EduClick clue sheets and a pen. A clipboard could also be a handy addition

## Part 2 COLLECT THE CLUES

Visit each of the landmarks in the order you group has decided on. Remember that you MUST start at the landmark provided to you by your teacher.

To prove that you have done so, your group will have to take a selfie at each landmark that will be time stamped. At the conclusion of the hunt you should have ten selfies, one at each landmark



Melbourne  
Town Hall

Find the words "Vires Acquirit Eundo".  
Four pictograms are featured:

The Fleece, a B \_ \_ \_ , a W \_ \_ \_ \_ and a  
S \_ \_ \_ \_ .



Block Arcade

Stand in the dead centre, find the  
weight of 1880.

You are encouraged to do something  
on a \_ \_ \_ \_ \_ / \_ \_ \_ \_ \_ . (2 Words)



Old Treasury  
Building

Where did they plan to keep the gold?

The \_ \_ \_ \_ \_ \_ \_ \_ / \_ \_ \_ \_ \_ . (2 Words)





## The Tan

Hit the Tan and find the pillars of Wisdom. How many are there? \_\_ and who is top of the men's pack?



\_\_\_\_\_



## Arts Precinct

Head to the Arts Precinct and find the Forward Surge, Family Man I and II and Les Belles Helenes. What two materials have been used? (List them in alphabetical order)



**BRONZE** / \_\_\_\_\_

**\*\*\*NOTE: One answer has been provided as the Arts Centre is undergoing a renovation and the Family Man I and II and Les Belles Helenes are not accessible. You will still need to find the Forward Surge to complete the clue.**



## St Paul's Cathedral

Head to St Paul's and find the Navigator, who or what is he?



\_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_  
(3 Words)



## Immigration Museum

The French said it best.



\_\_\_\_\_ / \_\_\_\_ / \_\_\_\_ / \_\_\_\_\_. (4 Words)



## Regent Theatre

Face the Regent Theatre, then exit stage left, what number Collins St would it be?

\_\_\_ \_ \_



## Boat House Row

Find the oldest Boat House on Boat House Row along the Yarra. Write down their Motto from left to right.

\_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_  
(3 Words)



## MCG 1

Find the site of the opening ceremony of the 1956 Melbourne Olympic Games. Find the Spin King. He revived the art of leg spin through combining prodigious \_ \_ \_ and \_ \_ \_ with unerring \_\_\_\_\_.



## MCG 2

Nestled between Gate 3 and light tower 1. Which Australian athlete is under Betty Cuthbert for hurdling her way to Olympic Gold.

\_. / \_\_\_\_\_



# Part 3 BREAK THE CODE!

Time to break the code and UNLOCK MELBOURNE!

To break the code you will need to use some of the letters to the clues you found when visiting Melbourne's iconic landmarks. You may also use a cryptogram to unlock letters from numbers.

For example: You may have been asked to find the street with the best art - H \_ \_ \_ \_ L \_ \_ \_ .  
Answer - HOSIER LANE. To break the code you may be asked to take the 1st and 7th letters, which would be O and N. Do not include letters provided to you when working out what letters to take.

To keep track of your letters put them in the boxes provided.

**1**

At the Melbourne Town Hall you found three pictures.

**Take the 5th and 6th letters.**

**2**

When visiting the Arts Precinct you found the Forward Surge, Family Man I and II and Les Belles Helenes.

**Take the 3rd, 4th and 6th letters.**

**3**

At St Paul's Cathedral you found the Navigator.

**Take the 14th and 20th letters.**

**4**

Re-visit the Navigator and this time...

**Take the 1st, 2nd and 7th letters.**

**5**

The French said it best at the Immigration Museum.

**TRANSLATE** what was said and...

**Take the 3rd and 2nd letters in that order.**

**6**

On boathouse row you found the Melbourne University Motto.

**Take the 3rd and 2nd letters in that order.**



**7** You found the Aussie 80M Hurdles champion at the 'G'  
**Take the 9th, 6th, 4th, 4th and 9th letters in that order.**

Five empty rounded rectangular boxes for letter entry.

**8** You found where they planned to keep the gold at the Old Treasury Building.  
**Take the 4th and 8th letters.**

Two empty rounded rectangular boxes for letter entry.

**9** When you exited stage left at the Regent Theatre you discovered a number.  
**Take the 1st and 2nd number. Find the corresponding letters in the cryptogram below.**

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>F</b>	<b>G</b>	<b>H</b>	<b>I</b>	<b>J</b>	<b>K</b>	<b>L</b>	<b>M</b>
15	7	21	20	16	5	9	24	3	22	23	19	12
<b>N</b>	<b>O</b>	<b>P</b>	<b>Q</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>U</b>	<b>V</b>	<b>W</b>	<b>X</b>	<b>Y</b>	<b>Z</b>
14	1	4	18	10	2	17	25	11	12	6	7	8

Two empty rounded rectangular boxes for letter entry.

**10** Repeat the letters you found in #8 and an extra has been given for good measure.

Three rounded rectangular boxes for letter entry. The third box contains the letter **H**.

**11** Did you weigh yourself at the Block Arcade?  
**Take the 10th and 2nd letters in that order.**

Two empty rounded rectangular boxes for letter entry.



You discovered the words "Vires Acquirit Eundo" on the Melbourne Code of Arms at the Melbourne Town Hall.

**Translate it into English and take the FIRST WORD**



At the Pillars of Wisdom you found the man who has run the fastest lap of the Tan.

**Take the 1st and 3rd letters of his first name.**


The Spin King, iconic Melbourne! His leg-spin was something the world has never seen or may never see again.

**Take the 4th and 5th letters.**



How many Pillars of Wisdom did you find?

**Find the corresponding letters in the cryptogram below and fill in the gaps below.**

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>F</b>	<b>G</b>	<b>H</b>	<b>I</b>	<b>J</b>	<b>K</b>	<b>L</b>	<b>M</b>
15	7	21	20	16	5	9	24	3	22	23	19	12

<b>N</b>	<b>O</b>	<b>P</b>	<b>Q</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>U</b>	<b>V</b>	<b>W</b>	<b>X</b>	<b>Y</b>	<b>Z</b>
14	1	4	18	10	2	17	25	26	12	6	7	8

 **S**



How many kms is the Tan? Write it in the space provided below

□ . □ □ □ kms

Use the distance numbers in order and the cryptogram below to unlock the last four letters.

A	B	C	D	E	F	G	H	I	J	K	L	M
4	11	2	15	23	26	6	7	16	10	24	17	3

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	5	22	12	18	25	19	8	13	9	20	21	14

□ □ □ □



You're almost done! Use all the letters you have collected in order and write them into the spaces provided below to UNLOCK MELBOURNE!

□ □ □ □ □ □ □ □

□ □ □ □ □ □ □ □

□ □ □ □ □ □ ,

□ □ □ □ □ □ □ □ □ □ □ □

□ □ □ □ □ □ □ □ □ □

□ □ □ □

# Create

## A SELFIE COLLAGE



10:32 am



10:48 am



10:59 am



11:19 am



Create a collage of the selfies that you took at each of Melbourne's iconic landmarks during Melbourne Unlocked. Ensure that your collage shows the route you took and at what time you visited each landmark.



# SELF-REFLECTION



1. How would you rate your group's performance of the task?
2. Was the planning and organising you did before embarking on your clue hunt useful? Why or why not?
3. Knowing what you know now about the task, what research could your group have conducted prior to the clue hunt to be more productive?
4. If you had to do it again is there anything that you would change?
5. What soft skills did you develop through this activity?
6. How could the development of these soft skills make you more employable in the future?
7. Highlight three facts about Melbourne that you learnt through this activity?
8. In your own words what was the final quote that you unlocked about.

