

HOME OF THE BLIZZARD

**TEACHERS' GUIDE - HOME OF THE BLIZZARD:
AN ANTARCTIC ADVENTURE**

National Film and Sound Archive of Australia

Disclaimer: Home of the Blizzard: An Antarctic Adventure is a fictionalised game based on real events. It is not intended to be completely historically accurate.
Photo: Frank Hurley, c. 1912 Image source: NFSA title: 6465 NFSA EDUCATION | EDUCATION@NFSA.GOV.AU | NFSA.GOV.AU/LEARNING

INTRODUCTION

Home of the Blizzard: An Antarctic Adventure was produced by the National Film and Sound Archive of Australia (NFSA) from an original idea by Australian National University (ANU) student Sophia Booi. Sophia based her idea on the *Choose Your Own Adventure* book series that was popular in the 1980s.

‘Choose Your Own Adventure’ books allow the reader to determine the progress of the story by making choices from options at the end of each page.

Image source: goodreads.com



Sophia’s idea arose from a project the NFSA undertook with students at the ANU Centre for Digital Humanities Research in 2020. Led by ANU Senior Lecturer Dr Terhi Nurmikko-Fuller, approximately 45 students were tasked with developing digital interactive prototypes that interpreted archival content from the NFSA collection.

The three modes of digital media interaction:

Didactic – users are passive consumers with read-only functionality provided

Reactive – users can select from a range of pre-determined options

Co-creative – users are more actively engaged through read-write functionality. They can add to existing media or create new media.

The NFSA provided students with a choice of documentaries, advertisements, photographs and other media. Their challenge was to create a digital interactive that was both engaging and educational.

Over the course of a semester, students worked individually or in small groups to create their prototype. NFSA staff met with them as the projects progressed to provide feedback and encouragement.

A **prototype** is a working model that provides a proof of concept.

From the many great ideas that the students presented, the NFSA selected Sophia’s *Choose Your Own Adventure* concept for further development.

HISTORICAL ACCURACY

Home of the Blizzard: An Antarctic Adventure is based on the actual events of Sir Douglas Mawson's Australasian Antarctic Expedition, 1911 to 1914. We have researched the dates, locations and names of those in the expedition and added facts about the expedition throughout the game as pop-ups. Please note that the game takes creative liberty with some of the events that occurred – and includes a few surprises that are completely fictional.

The question of historical accuracy is one that students can debate and has been included in the Learning Activities section of this guide.

Our intention is to engage students in thinking about the history and geography of Antarctic exploration, Australia's relationship with Antarctica and the hostile environment in which the expedition team found themselves. Our hope is that this game may prompt further studies and discussion for its players.

This Teachers' Guide offers suggestions for classroom activities. The game could be used as an adjunct to a larger project investigating history, science and the environment. We hope the game acts as a scaffold to enquiry-based learning.

TECHNICAL INFORMATION

Home of the Blizzard: An Antarctic Adventure is built using an open-source, online platform called Twine (twinery.org). Twine is a tool for creating interactive, non-linear stories.

The footage seen throughout the game is from *Home of the Blizzard* (Frank Hurley, 1913), preserved in the NFSA collection (NFSA: 6465). The short clips from *Home of the Blizzard* are hosted on the NFSA's Vimeo channel and embedded into the game. Images are in the public domain unless specified and attributed.

While the game does not feature sound (*Home of the Blizzard* is a silent film), there are two pieces of music included, 'Abide With Me' and 'Mother's Lullaby' (NFSA: 682975).



Opening title to *Home of the Blizzard*, 1913.

NFSA title: 6465

BIOGRAPHIES



Douglas Mawson, 1914.
Image source: State Library of South Australia.

Sir Douglas Mawson

(1882–1958)

Douglas Mawson first journeyed to Antarctica as a geologist on Ernest Shackleton's Nimrod expedition (1907 to 1909). It was on this expedition that Mawson and others battled hunger, hidden crevasses, frostbite and exhaustion to complete their Antarctic crossing in 122 days. This was the longest journey across the continent with sledges hauled by human power, unaided by animals.

While most explorers during the *Heroic Age of Antarctic Exploration* were focused on being the first to reach the geographic South Pole, Mawson's interests were in advancing scientific knowledge.

The Heroic Age of Antarctic Exploration is a period that began at the end of the 19th century and ended after the First World War

Mawson led 31 expeditioners on the Australasian Antarctic Expedition (1911 to 1914), establishing the first radio communications in Antarctica, charting large segments of coastline, investigating Macquarie Island and the Southern Ocean, exploring thousands of kilometres of the continent and advancing scientific knowledge in geology, cartography, meteorology, geomagnetism, biology and marine science. The expedition was able to describe marine and land species that had never been encountered by humans before.

Despite these achievements Mawson is often remembered more for his lone, courageous survival following the deaths of his two sledging companions. Belgrave Ninnis fell into a crevasse and Xavier Mertz died from physical exhaustion, starvation and possible toxicity from eating the livers of the sled dogs. There have also been accusations that Mawson engaged in cannibalism to survive.



Mawson's portrait on the Australian \$100 note.
Image source: Banknotes Australia

Mawson received public acclaim and a knighthood on his return. The expedition led to over 20 scientific reports. His own written account of the Australasian Antarctic Expedition was published in 1915 and his portrait was commemorated on Australian postage stamps and the \$100 bill.

Mawson returned to Antarctica on the 1929 to 1931 British, Australian and New Zealand Antarctic Research Expedition (BANZARE).



Frank Hurley, c. 1911
Image source: Australian Antarctic Division

Frank Hurley

(1885–1962)

Frank Hurley bought his first camera at the age of 17 and taught himself photography. From a young age he enjoyed putting himself in danger to capture images, including standing in front of oncoming trains. Hurley claims he cornered Mawson while he was boarding a train and persuaded the expedition leader to employ him as official photographer.

Hurley's famous still images and moving footage captured the day-to-day hardships and heroism of life in the Antarctic during the 1911 to 1914 expedition. On his return, he edited and released the documentary *Home of the Blizzard*, incorporating his footage, which Mawson used during lectures to recoup the expedition costs and attract funds for future expeditions.

Hurley was also the official photographer on Shackleton's 1914 to 1917 Trans-Antarctic Expedition. He later edited this footage into the documentary film *South* (1919). He then returned to Antarctica with Mawson as part of the BANZARE in 1929. His film *Siege of the South* (1931) documents that expedition.

In 1917, Hurley joined the Australian Imperial Force as an honorary captain, and filmed battlefield scenes. Although he produced many memorable images, he also faced criticism for staging action for the camera, creating composite images and employing other means of photographic manipulation.



This famous First World War photograph is an example of Hurley's technique of building a composite image. He used 12 negatives to construct this photograph.

Image source: State Library of NSW.

Charles Bean, Australia's official war historian, labelled Hurley's composite war images as 'fake'.

Hurley filmed the building of the Sydney Harbour Bridge and war in the Middle East during the Second World War. He also made documentaries and wrote and directed several dramatic feature films. His 1941 documentary short, *Sagebrush and Silver*, was nominated for an Academy Award.

QUICK FACTS

Land mass

Total area: 14 million square km. Winter ice increases area to 20–21 million square km.

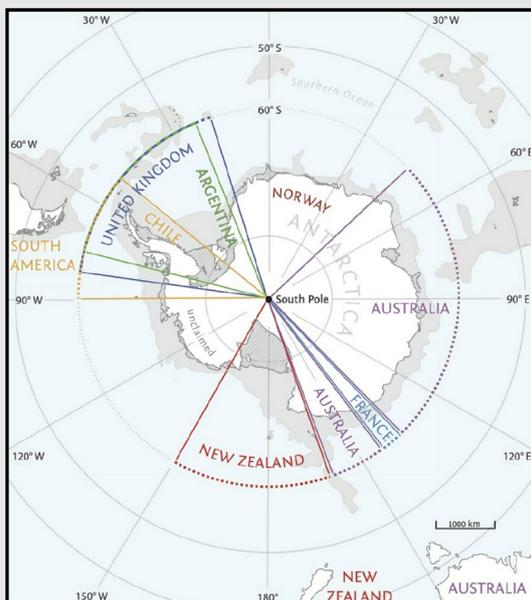
Ice and snow cover about 98% of Antarctica.

Average thickness of ice and snow: about 2,200 metres deep.

Antarctica's icecap makes up about 70% of the world's fresh water.

If the icecaps melted, oceans levels would rise and flood coastal cities around the world.

Antarctica has an active volcano called Mount Erebus.



Territorial claims in Antarctica

Image source: Researchgate

Where is the South Pole?

The geographic South Pole is stable and fixed. The Magnetic South Pole moves around; sometimes it is inland, sometimes out at sea.

Temperatures

Winter (May to August) inland temperatures: -40 to -70 degrees Celsius.

There are weeks or months of complete darkness in winter (depending how far south you are).

Summer (December to February) temperatures: -15 to -35 degrees Celsius.

There are periods of continuous daylight in summer.

Lowest temperature: -89.2°C at Vostok station (the lowest temperature ever recorded anywhere on Earth).

Land animals

It is too cold for anything large to live permanently on Antarctica. Birds and marine animals visit but do not spend their whole life there.

Krill: a crustacean that looks like a very small prawn.

Squid: a diverse group of invertebrates including the Colossal Squid, which can grow to almost 500 kg and 6 m long.

Whales: a variety of species migrate to Antarctica for the summer including Blue whales, the largest animal ever to have lived (over 30 m long). A mature Blue Whale eats about 4 million krill every day.

Seals: Six different species of seal live in Antarctic waters, spending much of their time under the sea ice and breeding on the coast.

Penguins: There are 18 species of penguins, 5 of which live in Antarctica. Another 4 live on sub-Antarctic islands.

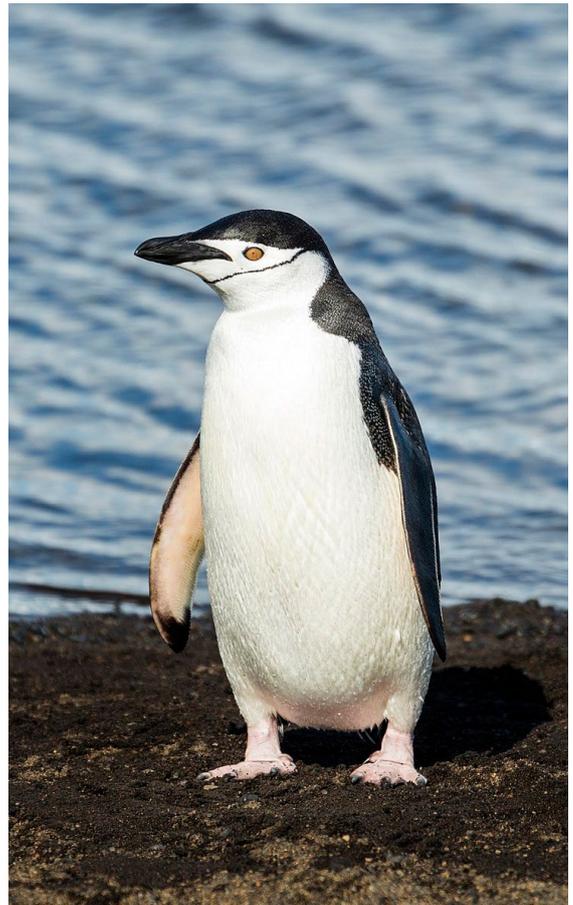
Birds: there are more than 40 types of birds which spend summer on the Antarctic coastline and offshore islands. These include albatrosses, petrels, skuas, gulls and terns.



Krill. Photo: Øystein Paulsen
Creative Commons Attribution-Share Alike 3.0 Unported



Weddell Seal pup. Photo: Samuel Blanc
Creative Commons Attribution-Share Alike 3.0 Unported



Chinstrap Penguin. Photo: Andrew Shiva
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HEROIC AGE OF ANTARCTIC EXPLORATION TIMELINE

Explorers have visited the Antarctic region since the late 18th century but what is often called the *Heroic Age of Antarctic Exploration* is an era that began at the end of the 19th century and ended after the First World War.

Antarctica was a hostile and largely uncharted continent. Sailing there in wooden hulled ships made the journey more dangerous, but still attracted adventurers and those seeking fame.

‘Men wanted for hazardous journey. Low wages, bitter cold, long hours of complete darkness. Safe return doubtful. Honour and recognition in event of success.’ – Shackleton’s advertisement in a London newspaper for the 1914 to 1917 Imperial Trans-Antarctic Expedition.

It is during this period that the most familiar names of Antarctic exploration are found.

1897–1899: Belgian Antarctic Expedition

Led by Adrien de Gerlache this was the first expedition to spend the winter south of the Antarctic Circle after their ship was icebound in the Bellingshausen Sea.

1898–1900: British Antarctic Expedition (Southern Cross Expedition)

Led by Carsten Borchgrevink it was the first expedition to spend winter on the Antarctic mainland and the first to use dogs and sledges.

1901–1904: National Antarctic Expedition (Discovery Expedition)

Led by Robert Falcon Scott this expedition discovered, mapped, and named several geographical features. Ernest Shackleton was a member of the team.



Otto Nordenskjöld (1869 – 1928)
Image source: Wikimedia Commons

1901–1903: First German Antarctic Expedition (Gauss Expedition)

Led by Erich von Drygalski this expedition was the first to explore eastern Antarctica.

1901–1903: Swedish Antarctic Expedition

Led by Otto Nordenskjöld this expedition was marooned after the sinking of its ship and was later rescued by an Argentinian naval vessel.

1902–1904: Scottish National Antarctic Expedition

Led by William Speirs Bruce this expedition established a permanent base in the South Orkney Islands.

1903–1905: Third French Antarctic Expedition

Led by Jean-Baptiste Charcot this expedition was originally intended to provide relief for the stranded Swedish Antarctic Expedition. Note: the First French Expedition of 1772 was led by Yves-Joseph de Kerguelen-Trémarec and the naturalist Jean Guillaume Bruguière. They sailed to the Antarctic region in search of the fabled Terra Australis. Kerguelen-Trémarec took possession of various Antarctic territories for France. Note: the Second French Expedition of 1837-1840 was led by Captain Jules Dumont d'Urville and sailed along a coastal area of Antarctica which Dumont later named the Adélie Coast.

1907–1909: British Antarctic Expedition (Nimrod Expedition)

The first of three expeditions led by Ernest Shackleton. His Northern Party reached the location of the *magnetic* South Pole.

1908–1910: Fourth French Antarctic Expedition

Led by Jean-Baptiste Charcot this expedition continued the work of the earlier French expedition with a general exploration of the Bellingshausen Sea, and the discovery of islands and other features.

1910–1912: Japanese Antarctic Expedition

Led by Nobu Shirase this expedition was the first non-European Antarctic expedition



Roald Amundsen (1872 – 1928)
Image source: Wikimedia Commons

1910–1912: Amundsen's South Pole Expedition

Led by Roald Amundsen this expedition became the first to successfully reach the *geographic* South Pole on 14 December 1911.

1910–1913: British Antarctic Expedition (Terra Nova Expedition)

Robert Falcon Scott's last expedition. Scott and four others reached the geographic South Pole (after Amundsen) but tragically all 5 died on the return journey from starvation and hypothermia.

1911–1913: Second German Antarctic Expedition

Led by Wilhelm Filchner this expedition discovered a number of geographical locations.

1911–1914: Australasian Antarctic Expedition

Led by Douglas Mawson (*see detailed timeline below*).

1914–1917: Imperial Trans-Antarctic Expedition

Ernest Shackleton's second expedition failed in its attempt at a transcontinental crossing between the Weddell and Ross seas via the South Pole. Their ship, *Endurance*, was crushed in pack ice.

1914–1917: Ross Sea Party (support for the Imperial Trans-Antarctic Expedition)

Led by Aeneas Mackintosh their aim was to lay supplies for Shackleton's transcontinental crossing. They succeeded but Mackintosh and 2 others died.

1921–1922: Shackleton-Rowett Expedition

Ernest Shackleton's final expedition. Shackleton died on 5 January 1922 of a heart attack during the expedition.



Ernest Shackleton (1874 – 1922)
Image Source: Wikimedia Commons

1911–1914: Sir Douglas Mawson’s Australasian Antarctic Expedition Timeline

- 2 December 1911:** The *Aurora* receives a tumultuous dockside send-off and leaves Hobart. The passage to Macquarie Island is rough with waves repeatedly overwhelming the ship, half-drowning the dogs and soaking the men.
- 13 December 1911:** The *Aurora* arrives at Macquarie Island. Ainsworth’s party establishes a base.
- 8 January 1912:** The *Aurora* sails into a gulf that Mawson names ‘Commonwealth Bay’. After further exploration they discover a sheltered inlet which they call ‘Boat Harbour’. A reconnaissance party finds a rocky spot which they name ‘Cape Denison’. Mawson decides to establish the main base there. They have unknowingly settled in one of the windiest sites in Antarctica.
- 19 January 1912:** The *Aurora* sails away to find a suitable location for Wild’s western base.
- 15 February 1912:** The *Aurora* unloads the Western Party’s equipment on the Shackleton Ice Shelf. The men build a hut 585 m inland from the edge of the ice shelf, but they are still 27 km from the nearest land.
- Mid-February 1912:** The Macquarie Island wireless base makes contact with Sydney.
- 1 March 1912:** Mawson, Madigan and Page manage a sledging journey of 8 km before depositing a sledge and stores and returning to the hut.
For the next 5 months life is largely concentrated in the hut and centred on various scientific activities. The expedition attempts to erect the wireless masts and establish contact with Macquarie Island, without success.
- 9 August 1912:** Ninnis and Mertz venture out to carry stores up to the 5-mile depot established in March. They name this spot ‘Aladdin’s Cave’.
- 25 September 1912:** The Macquarie Island wireless base receives signals from Cape Denison for the first time, but Cape Denison is unable to receive messages from Macquarie.



Photo: Frank Hurley, c. 1912

Image source: NFSA title: 6465

- 27 October 1912:** Mawson announces his plans for the sledging season ahead.
- A Southern Party led by Bage will head south, towards the Magnetic Pole, making magnetic observations along the way.
 - An Eastern Coastal Party under Madigan will explore and map the coastline to the east of Cape Denison.
 - A Western Party under Bickerton will take the motorised sledge to explore the plateau to the west.
 - A Far Eastern Party consisting of Mertz, Ninnis and Mawson will take the dogs and attempt to reach Oates Land - some 560 kilometres distant in the vicinity of Cape Adare.
- All parties will be required to return to base by 15 January 1913, when the *Aurora* is expected to retrieve them.
- 8 November 1912:** Madigan's Eastern Coastal Party leaves and follows the coast.
- 10 November 1912:**
- Mawson's Far Eastern Party departs.
 - Bage's Southern Party leaves.
- 3 December 1912:** Wild's Western Party departs the western base.
- 14 December 1912:** Shortly after noon Mawson pauses to calculate latitude. He sees that Mertz has stopped and is looking behind him. There is no sign of Ninnis. Mawson and Mertz retrace their steps and find a crevasse about 3.4 m across. Tracks on the far side make it clear that Ninnis, with his sledge and dogs, has fallen into a crevasse over 46 m deep. They spend several hours calling but are forced to accept that Ninnis has died.
- Ninnis's sledge had been carrying most of their provisions and equipment, and all of the dog food, leaving them with about 11 or 12 days' rations. To reach base, they would have to augment their supplies by shooting and eating the surviving dogs.



Belgrave Ninnis (1887 – 1912)

Photo: Frank Hurley
Image Source: National Library of Australia

- 29 December 1912:** Mawson and Mertz are less than 250 km from Cape Denison. Mawson has suffered bouts of snow blindness. They have killed and eaten the last of the dogs.
- 1 January 1913:** Both men have been unwell but Mertz's health quickly deteriorates.
- 3 January 1913:** They have made very slow progress but the weather and Mertz's frostbite forces them to stop.
- 8 January 1913:** Mertz dies 160 km from the base. Mawson buries Mertz and marks his grave.



Memorial cross erected at Cape Denison for Xavier Mertz and Belgrave Ninnis

Photo: Frank Hurley
Image source: State Library of NSW

- 11 January 1913:**
- Bage's Southern Party arrives back at the base.
 - Mawson cuts a sledge in half to lighten the load and continues his journey. Extremely weakened, he cannot travel far.
- 16 January 1913:** After completing a full coastal survey, Madigan's Eastern Coastal Party returns to the base.
- 17 January 1913:** Mawson falls into a crevasse and hangs by a rope from the sledge. It takes him more than 4 hours to climb out.
- 29 January 1913:** Mawson discovers a food depot and a message telling him he is 37 km from Aladdin's Cave.
- 1 February 1913:** Mawson reaches Aladdin's Cave where he finds more supplies.

- 8 February 1913:** Mawson descends a slope and sees smoke on the horizon from a departing ship. He arrives at the base where a team of 5 and a new radio operator remained as a rescue party for the missing men.
- Mawson radios the *Aurora* and requests Captain Davis return to collect them. But a severe gale prevents the ship from anchoring or launching a boat.
 - Captain Davis is concerned the *Aurora* won't reach Wild's western base before being blocked by winter ice.
 - The *Aurora* departs, leaving the Cape Denison group to spend another year at the base.
- 20 February 1913:** The group establish regular wireless contact between Cape Denison and Macquarie Island.
- June 1913:** Wireless operator Jeffryes begins to show symptoms of paranoia and is relieved of his duties.
- 20 August 1913:** With their provisions and fuel almost finished, supply vessels finally arrive at Macquarie Island.
- 29 November 1913:** The *Aurora* arrives at Macquarie Island and collects the team who are replaced by members of the Commonwealth Meteorological Bureau.
- 12 December 1913:** Mawson, Madigan and Hodgeman return from a final sledging party primarily aimed at retrieving equipment that had been dumped or cached during the journeys of the previous year.
- 13 December 1913:** The *Aurora* arrives at Cape Denison.
- 24 December 1913:** The Cape Denison group depart on the *Aurora*.
- 1 January–February 1914:** The *Aurora* conducts a coastal and seabed survey to the west, as far as the 2 Shackleton Ice Shelf.
- 26 February 1914:** The *Aurora* arrives in Adelaide to an enthusiastic welcome.

SCIENTIFIC WORK OF THE AUSTRALASIAN ANTARCTIC EXPEDITION

The scientific work of the expedition covered a wide range of research fields including geology, biology, meteorology, terrestrial magnetism and oceanography.

Adélie Land Meteorite: Francis Bickerton made history when he discovered the first meteorite in Antarctica.

The expedition gathered enormous amounts of data that filled over 20 reports. These reports were published over a period of 30 years, providing an extensive description of Antarctica's extreme weather and its animal and plant life. The reports described biological species on land and sea that had never before been encountered by humans. Frank Hurley's photographs and film provided a comprehensive pictorial record. The expedition was also the first to establish and maintain wireless contact between Antarctica and Australia.

Mawson's Australasian Antarctic Expedition was often considered the greatest and most complete expedition that had ever sailed to Antarctica.

The Australasian Antarctic Expedition was the first important step towards Australia's later territorial claims on the Antarctic continent. Today, 7 countries have made territorial claims in Antarctica, including Argentina, Australia, Chile, France, New Zealand, Norway and the United Kingdom.

SLED DOGS

Antarctic expeditions often used dogs to haul supplies or as transport for crossing the continent. Dogs could haul more weight than humans and were faster and more adaptable to the harsh conditions than other animals.

The term 'husky' includes a wide range of dog breeds originating from the northern hemisphere. Because of their thick double-layered coats, these dogs are especially suited to cold and windy conditions.



Xavier Mertz and his team of huskies.
Image source: South Australian Museum



Expedition dogs pulling a sledge at Kosciuszko National Park
Photo: S.J Jones Image Source: State Library of Victoria

Mawson purchased 50 Greenland dogs (huskies) in July 1911 for the expedition. By the time they departed Hobart in December only 36 dogs had survived. Belgrave Ninnis and Xavier Mertz were appointed dog-handlers despite having no previous experience. Unfortunately, the journey from Hobart was dangerous with rough seas and waves sweeping the deck of the *Aurora*. When they disembarked at their destination on 8 January 1912, only 28 adult dogs had survived.

At Cape Denison some of the stronger dogs quite happily slept outside, even in severe conditions. But when conditions deteriorated further the dogs were taken onto the verandah attached to the hut. Even then, they were still often found frozen to the ground.

Pups were born regularly during the expedition, but few survived more than a few days. They were either eaten by their mothers, killed by the other dogs or died in the harsh conditions.

To honour the dogs the Australian Antarctic Division Place Names Committee named almost 26 islands, rocks and reefs after them. Some of the names of Mawson's dogs were:

Amundsen
Fusilier

Basilisk
Gadget

Blizzard
Grandmother

Caruso
Pavlova

During their time in Antarctica, the expedition's dog-sledging parties covered over 4,000 km of unexplored territory (while the *Aurora* navigated almost 3,000 km of unmapped coastline).

By the time the *Aurora* reached Adelaide on 26 February 1914 at the expedition's conclusion, only 11 or 12 dogs remained (reports of the time disagree on the final number). They were quarantined at Adelaide Zoo where they attracted large crowds. Mawson announced that any members of the expedition could adopt a dog after their quarantine was completed. All but 6 of the dogs were adopted. Some of the remaining dogs ended up at Mount Kosciuszko National Park where they pulled sledges for tourists.

LEARNING ACTIVITIES

Home of the Blizzard: An Antarctic Adventure is a multimodal form of storytelling; utilising text, image and archival moving image. It touches on themes and topics from the Australian Curriculum for primary and lower secondary students.

Home of the Blizzard: An Antarctic Adventure Australian Curriculum Alignment

YEAR 5	SUBJECT	CODE	DESCRIPTOR
	English	ACELY1699	Clarify understanding of content as it unfolds in formal and informal situations, connecting ideas to students' own experiences and present and justify a point of view.
	Humanities & Social Sciences	ACHASS1094	Develop appropriate questions to guide an inquiry about people, events, developments, places, systems and challenges.
	Humanities & Social Sciences	ACHASS1099	Examine different viewpoints on actions, events, issues and phenomena in the past and present.
	Humanities & Social Sciences	ACHASSK113	The environmental and human influences on the location and characteristics of a place and the management of spaces within them.
	Science	ACSSU043	Living things have structural features and adaptations that help them to survive in their environment.
	Digital Technologies	ACTDIP022	Plan, create and communicate ideas and information, including collaboratively online, applying agreed ethical, social and technical protocols.
	Media Arts	ACAMAM062	Explore representations, characterisations and points of view of people in their community, including themselves, using settings, ideas, story principles and genre conventions in images, sounds and text.

YEAR 6	SUBJECT	CODE	DESCRIPTOR
	Humanities and Social Sciences	ACHASSI122	Develop appropriate questions to guide an inquiry about people, events, developments, places, systems and challenges.
	Humanities & Social Sciences	ACHASSI123	Locate and collect relevant information and data from primary sources and secondary sources.
	Humanities & Social Sciences	ACHASSI127	Examine different viewpoints on actions, events, issues and phenomena in the past and present.
	Science	ACSSU094	The growth and survival of living things are affected by physical conditions of their environment.
	Science	ACSHE100	Scientific knowledge is used to solve problems and inform personal and community decisions.
	Media Arts	ACAMAM062	Explore representations, characterisations and points of view of people in their community, including themselves, using settings, ideas, story principles and genre conventions in images, sounds and text.

YEAR 7	SUBJECT	CODE	DESCRIPTOR
	English	ACELT1619	Identify and explore ideas and viewpoints about events, issues and characters represented in texts drawn from different historical, social and cultural contexts.
	Digital Technologies	ACTDIP022	Plan, create and communicate ideas and information, including collaboratively online, applying agreed ethical, social and technical protocols.
	Humanities and Social Sciences	ACHASS1157	Analyse primary sources and secondary sources to identify values and perspectives on people, actions, events, issues and phenomena, past and present.
	Science	ACSHE119	Scientific knowledge has changed peoples' understanding of the world and is refined as new evidence becomes available.
	History	ACHHS205	Sequence historical events, developments and periods.

YEAR 7	SUBJECT	CODE	DESCRIPTOR
	Digital Technologies	ACTDIP032	Plan and manage projects that create and communicate ideas and information collaboratively online, taking safety and social contexts into account.
	Media Arts	ACAMAM069	Plan, structure and design media artworks that engage audiences.

YEAR 8	SUBJECT	CODE	DESCRIPTOR
	Science	ACSHE134	Scientific knowledge has changed peoples' understanding of the world and is refined as new evidence becomes available.
	History	ACHHS148	Sequence historical events, developments and periods.
	Geography	ACHGK048	Different types of landscapes and their distinctive landform features
	Geography	ACHGK052	Ways of protecting significant landscapes.
	Digital Technologies	ACTDIP032	Plan and manage projects that create and communicate ideas and information collaboratively online, taking safety and social contexts into account.
	Media Arts	ACAMAM069	Plan, structure and design media artworks that engage audiences.

The website Cool Antarctica has a number of useful quizzes for students

WWW.COOLANTARCTICA.COM

The following are suggested questions and activities that teachers and students can explore.

Discussion

- *Home of the Blizzard: An Antarctic Adventure* is based on real events and is not meant to be completely historically accurate. Many movies about real people or events also change the facts. When is it important to stick to the facts and when it is acceptable to embellish the truth?
- Is the game format a good way to tell history? How does it compare to other forms of telling historical events, such as film, television, novels etc?
- Mawson's Hut is one of the major heritage sites in Antarctica. Is it important to preserve something that very few people will ever be able to visit?

Mawson's Huts are the collection of buildings located at Cape Denison, Commonwealth Bay, in the far eastern sector of the Australian Antarctic Territory

- At the start of the game Mawson asks about your 'moral qualities'. What personal values or qualities do you think the men on the expedition needed? What qualities are necessary to undertake such a dangerous journey? Have these changed over time?
- This game uses a 'Choose Your Own Adventure' style that was originally used in books and which were very popular in the 1980s and 1990s. Other than film or television, what could be another way to tell the story of the Australasian Antarctic Expedition?

Research

- Antarctica is an incredibly hostile and dangerous environment. Why did it attract so many explorers?
- Mawson was more interested in science than adventure. What areas of science did the expedition investigate and what did they find?
- People have been visiting Antarctica since the late 18th Century. Research and write about an Antarctic expedition *other than* Mawson's Australasian Antarctic Expedition 1911 – 1914.
- Antarctica is a harsh environment. Research what are some of the effects it can have on a person's mental and physical health. What did they do to overcome these challenges?

- Create a poster or Powerpoint presentation of the animals in Antarctica. Include descriptions of their habits, food, how they raise their young etc.
- When you played *Home of the Blizzard: An Antarctic Adventure* you might have been attacked by a monster called a Ningen. What is a Ningen? Research other mythological monsters that people have claimed to have seen and encountered elsewhere in the world.

Cryptozoology is a pseudoscience that seeks to prove the existence of animals from folklore, such as Bigfoot, the Loch Ness Monster, Yeti etc

- Research how climate change is affecting Antarctica.
- During this time people killed seals and penguins for their oil. What was the oil used for? What has replaced it in modern times?
- The dogs used in the expedition were huskies. What were they used for? What special qualities did they have to make them the right choice for the expedition?
- Mawson and Mertz were forced to kill and eat the Huskies to survive. It's believed that this may have contributed to Mertz dying. How?
- What is a crevasse and why is it dangerous?
- What is the difference between the magnetic and geographic South Poles?
- What are some of the similarities and differences between the Arctic and Antarctica?

Activities

- Imagine you are a member of the *Australasian Antarctic Expedition*. Write a few pages of a journal describing what you see, hear and feel. You could include drawings and diagrams; and even make the paper you write on look like an old document from 1911.
- Communication was made using wireless Morse Code. Write a simple sentence using Morse Code and see if you can communicate it to the class.
- Draw a map to scale of the journey taken by Mawson's ship, the *Aurora*.
- Choose one of the silent clips from *Home of the Blizzard: An Antarctic Adventure* and create sound effects or music to interpret the moving footage.

In filmmaking, **foley** are sound effects that are added to films, videos, and other media in post-production to enhance audio quality. It can include footsteps, rain, rustling clothes etc

- Activity: In small groups, create a quiz about Antarctica and Mawson's expedition. Test your classmates.
- Mawson was once featured on the Australian \$100 note. Design your own note to celebrate someone you admire.
- When you played *Home of the Blizzard: An Antarctic Adventure* you might have been attacked by a monster called a Ningen. Create your own mythological monster. Describe its unique qualities; where it lives, what it eats, what are its adaptations to survive in its environment etc. Include a drawing.
- Mawson's expedition mapped large amounts of previously unknown coastline and territory. Research the landforms Mawson encountered and create your own imaginary map using these.

Some features found on Antarctica include glaciers, ice shelves, icebergs, ice caves, ice mountains, crevasses, an active volcano, hidden lakes, meteorites etc

- Write an imaginary story as if you're preparing to go on an epic journey. What challenges, fears or threats might you encounter?
- Imagine you are a reporter and you are interviewing Mawson after he returned from his expedition. Write or record with a classmate the questions you would ask and the answers he may have given.

USEFUL LINKS

Australian Antarctic Division: Leading Australia's Antarctic Program

WWW.ANTARCTICA.GOV.AU

Home of the Blizzard – The Australasian Antarctic Expedition

[HTTPS://MAWSONSHUTS.ANTARCTICA.GOV.AU/](https://MAWSONSHUTS.ANTARCTICA.GOV.AU/)

Mawson's Huts Foundation

[HTTPS://WWW.MAWSONS-HUTS.ORG.AU/](https://WWW.MAWSONS-HUTS.ORG.AU/)

Cool Antarctica

WWW.COOLANTARCTICA.COM

Australian Antarctic Expedition 2013–2014

[HTTPS://WWW.NFSA.GOV.AU/COLLECTION/CURATED/INTRODUCTION-AUSTRALIAN-ANTARCTIC-EXPEDITION-2013-2014](https://WWW.NFSA.GOV.AU/COLLECTION/CURATED/INTRODUCTION-AUSTRALIAN-ANTARCTIC-EXPEDITION-2013-2014)

Australian Screen Online

The Official Film of the Mawson Antarctic Expedition (c. 1916)

[HTTPS://ASO.GOV.AU/TITLES/DOCUMENTARIES/HOME-BLIZZARD/](https://ASO.GOV.AU/TITLES/DOCUMENTARIES/HOME-BLIZZARD/)

Home of the Blizzard (1998)

[HTTPS://ASO.GOV.AU/TITLES/DOCUMENTARIES/HOME-BLIZZARD-1998/](https://ASO.GOV.AU/TITLES/DOCUMENTARIES/HOME-BLIZZARD-1998/)

Siege of the South (1931)

[HTTPS://ASO.GOV.AU/TITLES/DOCUMENTARIES/SIEGE-OF-THE-SOUTH/](https://ASO.GOV.AU/TITLES/DOCUMENTARIES/SIEGE-OF-THE-SOUTH/)

Endurance (1933)

[HTTPS://ASO.GOV.AU/TITLES/DOCUMENTARIES/ENDURANCE/](https://ASO.GOV.AU/TITLES/DOCUMENTARIES/ENDURANCE/)

Frank Hurley: The Man Who Made History (2004)

[HTTPS://ASO.GOV.AU/TITLES/DOCUMENTARIES/FRANK-HURLEY/](https://ASO.GOV.AU/TITLES/DOCUMENTARIES/FRANK-HURLEY/)

Mawson: Life and Death in Antarctica (2007)

[HTTPS://ASO.GOV.AU/TITLES/DOCUMENTARIES/MAWSON-LIFE-AND-DEATH/](https://ASO.GOV.AU/TITLES/DOCUMENTARIES/MAWSON-LIFE-AND-DEATH/)

Australia Today – Antarctic Pioneers (1963)

[HTTPS://ASO.GOV.AU/TITLES/DOCUMENTARIES/ANTARCTIC-PIONEERS/](https://ASO.GOV.AU/TITLES/DOCUMENTARIES/ANTARCTIC-PIONEERS/)

The Last Husky (1993)

[HTTPS://ASO.GOV.AU/TITLES/DOCUMENTARIES/LAST-HUSKY/](https://ASO.GOV.AU/TITLES/DOCUMENTARIES/LAST-HUSKY/)

Happy Feet (2006)

[HTTPS://ASO.GOV.AU/TITLES/FEATURES/HAPPY-FEET/](https://ASO.GOV.AU/TITLES/FEATURES/HAPPY-FEET/)