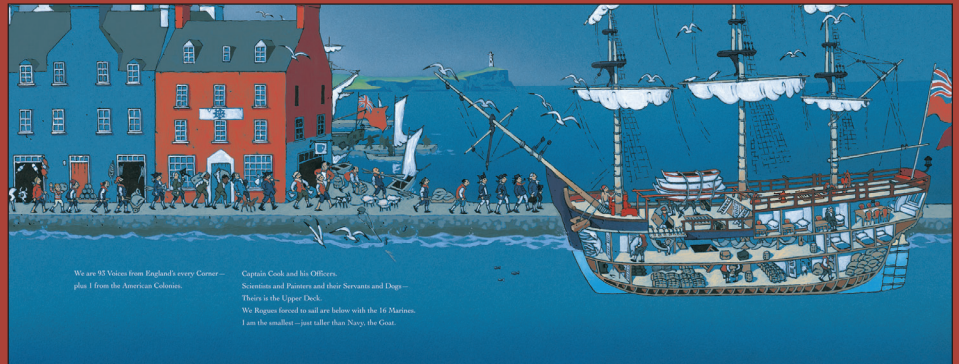
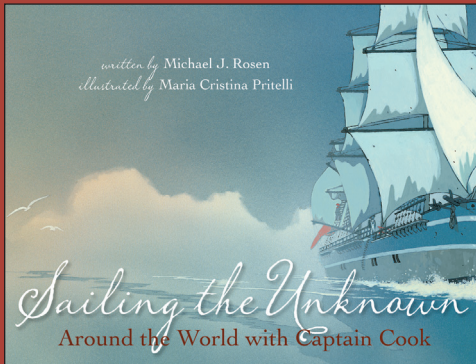


# SAILING THE UNKNOWN: AROUND THE WORLD WITH CAPTAIN COOK

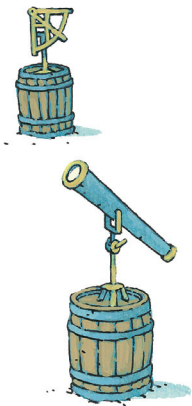
An Endeavour of epic proportions



**So you finished *Sailing the Unknown: Around the World with Captain Cook*, but you don't want the exploration to end? Then continue your voyage of discoveries by checking out these resources and activities.**

## BACKGROUND INFORMATION

- Want to know where I obtained much of the information describing the events and details of the adventure? Follow this link to read entries from Captain James Cook's journal: [http://southseas.nla.gov.au/index\\_voyaging.html](http://southseas.nla.gov.au/index_voyaging.html)
- Check out this interactive map to virtually trace Cook's route through the oceans and islands. You'll see the date on which he reached each location and what he recorded in his journal that day. [http://southseas.nla.gov.au/journals/maps/01\\_world.html](http://southseas.nla.gov.au/journals/maps/01_world.html)



## LANDMARKS ON THE VOYAGE

- On Day 29, young Nick and the rest of the crew passed the **Canary Islands** in the Atlantic Ocean. This link has information about each of the seven major islands: <http://www.red2000.com/spain/canarias/>
- **Tierra del Fuego** (the Land of Fire) was seen by Cook and his crew on Day 129 of the voyage. The region was named by travelers who saw the islands' fires from afar—the natives kept fires burning to keep warm. Today, Tierra del Fuego is divided into two parts, each belonging to a different country. Find out more at: <http://www.enviroliteracy.org/article.php/1272.html>
- In the book, Nick calls **Cape Horn** "the Gate between Oceans." What do you think he means by this? Use this link to help find the answer: <http://www.worldatlas.com/aatlas/infopage/capehorn.htm>
- **Tahiti** is the first place at which the *Endeavour* anchors. There, crew members interacted with the native people. Tahiti is the largest island in French Polynesia. Check out these fun facts about the area's different islands: <http://polynesianfunfacts.blogspot.com/>
- Dubbed "Cape Kidnappers" by Captain Cook, **New Zealand** was another destination at which the *Endeavour* stopped on Day 409. This land's people, wildlife, and culture are described on this interactive Web site: [http://www.activityvillage.co.uk/new\\_zealand\\_for\\_kids.htm](http://www.activityvillage.co.uk/new_zealand_for_kids.htm)
- Want to know more about the reef that gave the crew such trouble on the return leg of the journey? That would be the **Great Barrier Reef**, the largest in the world. How many football fields do you think the reef would be able to cover? Click here to find out: <http://squidsquad.com.au/reef-bits.html>
- **Cape Town**, one of the last stops on the journey, featured animal species that seemed very strange to the crew. Parts of this South African land might also seem very strange to you! National Geographic has a host of photographs and a cool quiz you might enjoy. <http://travel.nationalgeographic.com/travel/city-guides/cape-town-quiz/>

# SAILING THE UNKNOWN: AROUND THE WORLD WITH CAPTAIN COOK

An *Endeavour* of epic proportions

## RELIVING THE VOYAGE

Try the following activities to better understand what life was like aboard a ship in 1769.

- Because of diseases such as malaria and scurvy, life expectancy during the time of Captain Cook's journey was only about 40 years. Today, the average person can expect to live about 78 years. With a partner, think of things that you would never get to experience if you didn't live beyond the age of 40. For instance, would you ever meet your grandchildren?
- Besides sunlight, the only source of illumination on the ship was candlelight. Once the candles burned out, Nicholas couldn't do anything at night that required light. List all the things that you do daily that Nicholas couldn't have done without light bulbs or electricity.
- During the voyage, Nicholas and the crew saw many new and strange animals. Pick any unusual animal (such as a cassowary or a kangaroo) and

try to describe it to a friend—without saying the animal's name! See if your partner can guess which animal you are talking about. Notice how much harder it is when you don't have names to classify everything!

For a related activity, try this: Go to the library and check out a book of creatures with which you're not familiar. Maybe it's a book about crab species or birds of Africa. Focus on one creature. Now, without reading its actual name, imagine that you are the scientist who has first discovered this creature and give it a common name! You might somehow work the animal's color, shape, or behaviors into the name. Think of a dozen possible names and then choose the best one.

- The sailors on *Endeavour* had to interact, communicate, and bargain with the various people they met on their voyage—but they spoke a different language. To simulate a little of this difficulty, try to line up a group of friends or classmates in order of their birthdays (January on one end,

December on the other). The catch? No talking! You can use only body language, hand gestures, and facial expressions. (No drawing or shaping letters or numbers with your body, either.)

- Captain Cook often had to navigate without knowing any landmarks or points of reference. He was creating maps of new places! Try describing to a partner how to get to your house without using any street names or landmarks. Chances are your partner won't have a clear idea of where your house is; it could be an "unknown land." Sometimes Captain Cook didn't have a clear idea (or any idea at all) of where or *if* land was to be found.
- Finally, imagine spending more than three years away from home on a ship. What things about you would change? Think of it: You start your voyage at age 11 and return home at age 14. Compared with a friend who remained home, how would your life be different? What would you miss? What would you experience that your friend

**Thanks for climbing aboard this adventure.  
And good luck with all your "Endeavors" and discoveries ahead!**

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