

# CROSS RIVER RAIL

## EDUCATION PROGRAM

The Cross River Rail project provides opportunities for learning experiences **linked to Australian Curriculum learning areas**, as well as supporting the Sustainability and Aboriginal and Torres Strait Islander Histories and Cultures cross-curriculum priorities and multiple general capabilities.

**Build the ideal excursion for your students from a diverse range of engaging and hands-on learning experiences.**

Activity	Summary	Suitability	Curriculum learning areas
<b>Biggest Building Battle</b>	By comparing the length of the new underground Albert St station to local landmark buildings, students engage with the significant engineering on Cross River Rail. Students will apply a design process, to generate innovative ideas, design and build a model tall building.	Years 3+	• Design & Tech
<b>Build a Bridge</b>	Students are introduced to some of the Cross River Rail bridges as well as globally recognised bridges and the most common bridge designs. Students will apply a design process to generate innovative ideas, design and build a model bridge.	Years 4+ (Prep+ alternative available)	• Design & Tech
<b>Design for Accessibility</b>	Through a detailed examination of a case study incorporating a range of hands-on and audio-visual materials, students will gain an understanding of technological solutions to accessibility challenges, and the positive impacts for society.	Years 5 to 9	• Design & Tech
<b>Super Signalling System</b>	Upgrading South-East Queensland's railway signalling system is an important part of the Cross River Rail Project. The complexity of the new European Train Control System (ETCS) is simplified through working with mini robots demonstrating how technologies can solve problems and contribute to society. Students use a coding app to develop their coding skills and test out their expanded skills.	Years 5 to 10	• Digital Tech
<b>Albert Street Transformation</b>	As the first new train station in Brisbane's CBD in more than 120 years comes to life, how will this transform Albert Street, creating a city for the future? Urban change, human-centred design, liveability and transport planning are considered through the lens of the transformation of Albert Street.	Years 5 to 9	• Design & Tech • HASS • Geography
<b>Architects at Work</b>	Inspired by our subtropical climate, the four new Cross River Rail underground stations are quintessentially Queensland places that will provide a world-class travel experience. Students consider factors that influenced the design of the stations and how they meet community needs for a sustainable future.	Years 3 to 10	• HASS • Geography • Design & Tech
<b>Early Years</b>	Through a range of hands-on, written and visual resources, students explore concepts of places, continuity and change, and maps as well as people meeting needs in the community.	Prep to Year 2	• HASS • Design & Tech
<b>Future Traveller Passport</b>	This generalist inquiry-based activity offers a range of diverse, interactive challenges applying the context of Cross River Rail to history and design challenges.	Years 5 to 9	• Design & Tech • HASS • Geography
<b>Archaeology Field Book</b>	Building Brisbane's new underground meant digging deep at locations around the city. During excavation, demolition and rubble removal, we uncovered artefacts that provide insights into life in Brisbane at the turn of the 20th century. Students gather information about these artefacts and archaeological processes, and consider historical interpretations.	Years 5 to 8	• HASS • History
<b>Maiwar Life</b>	Through a digital world, visit our station locations as they were in 1819, exploring the geology, environment, stories and traditions. Walk through the native bushlands that covered the area that is now the Brisbane CBD, wander the banks of the Brisbane River, learning about the native animals and plants found in the area and interact with the First Nations people who inhabit the lands.	Years 4 to 7	• HASS • History
<b>Engineer's Workshop</b>	With a focus on measurement and geometry, students will explore several technical challenges on the project, including learning about the cross sections of the mined tunnels, why they are important and the alignment of the tunnel. Presented by a Tunnels Stations and Development (TSD) Area Engineer.	Years 9 to 10	• Maths
<b>Investigator Manual</b>	Tunnelling is a significant component of the Cross River Rail project. By locating information about tunnelling, students' vocabulary and comprehension are enhanced.	Years 5 to 7	General project knowledge

# Cross River Rail Education Program: art activities summary

To honour the significance of the artworks that will adorn the walls of the 4 new underground stations, the Cross River Rail Education Program includes Visual Arts activities that align with the curriculum for students from early childhood to middle secondary.

Each activity includes elements of exploring and responding, developing practices and skills, creating and making, and presenting and performing.

Activity	Summary	Suitability
<b>Crazy Critters</b>	Come on a treasure hunt to find the crazy critters hidden in one of the station artworks and create your own collage of crazy critters. This activity is based on a study of Blue Moon Rain by Naomi Hobson, reflecting on the colours used and the images of nature in the work.	Early childhood and lower primary
<b>Bountiful Blooms</b>	Imagine all the artworks in the world that feature nature. Many of our station artworks have flowers – some are sculpted, some are printed and some are collaged. Come and explore the ideas and emotions one artist is expressing through flowers and create your own artwork with collage. This activity is based on a study of Apa Kausal by Brian Robinson, and a comparison to Nautilus by Paula Savage, reflecting on the importance of the cycles of nature to both artists and the use of pattern in art.	Early childhood and lower primary
<b>Wall of Roos</b>	Through storytelling and art, join a mob of kangaroos as they tackle challenges. Explore how colour and scale can be used in artworks to convey feelings and tell stories, then use your newfound knowledge to create your own mob collage. This activity is based on a study of Wallaroo by Gordon Hickey complemented by reading his book, The Sacred Hill.	Lower to middle primary
<b>Prints and Patterns</b>	The cycles of nature are all around us, and are captured by artists in many different ways. Hone your observation skills to look for symbols of nature (and even some cartoon characters) hidden in the patterns of two of our station artworks. Then create your own artwork incorporating patterns and maybe hide some images in it for others to find. This activity is based on a study of Apa Kausal by Brian Robinson, and a comparison to Nautilus by Paula Savage, reflecting on the importance of the cycles of nature to both artists and the use of pattern in art.	Middle to upper primary
<b>My Place</b>	From the miniscule to the vast, compare two artworks that reflect special places. Explore the similarities and differences in use of colour, scale and perspective, then use these observations to create an artwork of your own special place. This activity is based on a study and comparison of Ataga Ulumu by Teho Ropeyarn and Blue Moon Rain by Naomi Hobson.	Middle to upper primary
<b>Changing Places</b>	Change is a constant. Study three artworks that are responses to changes in places meaningful to the artists, creating opportunities for dialogue and reflection. With a focus on colour, text and typography, create an artwork that reflects your response to a changing place. This activity is based on a study of Ataga Ulumu by Teho Ropeyarn, After the Flood by Megan Cope, and Plants, Waters, Gathering Time by Elisa Jane Carmichael.	Lower secondary
<b>Shields as Symbols</b>	Through a study of three diverse artworks that each incorporates shields as symbols and the messages they convey, consider your own personal symbol that represents a time of challenge or learning. This activity is based on a study of Re-Emergence by Jennifer Herd, Resistance and Survival by Judy Watson and Away from Country by Dylan Mooney.	Middle secondary



Take a virtual tour to learn more about the 14 artworks that will feature in the 4 new underground stations.

[crossriverrailart.qld.gov.au](http://crossriverrailart.qld.gov.au)



# REALITY THEATRE

These immersive videos enhance the learning activities and support deeper engagement with the project. They can be viewed independently or facilitated.

Video	Summary
<b>1819 Welcome Dance</b>	Be transported to virtual Maiwar in 1819 and witness our First Nations people and their environment.
<b>In the Driver's Seat</b>	Put yourself in the driver's seat as the train pulls out from the new underground Albert Street station.
<b>Magic Carpet Ride</b>	Fly over Brisbane as the Cross River Rail project unfolds below.
<b>Albert Street Station, Seat to Street</b>	Take the journey from your seat on the train, as it arrives at the new Albert Street station, up to street level and out into the station plaza to the Green Spine.
<b>Time Hop</b>	Travel in time examining the changing streetscapes and transport modes of Brisbane.
<b>The Science of Tunnelling</b>	The history of the Queensland railway and the future of Brisbane's transport network with a second river crossing.
<b>Tunnel Vision</b>	Find out how to conquer one of the most complex civil engineering challenges: digging and building a man-made tunnel.

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Scan the QR code to  
find out more about  
the education program

Find out more at [crossriverrailexperiencecentre.qld.gov.au](http://crossriverrailexperiencecentre.qld.gov.au)