Episode	Decade timeline	Clips	Teaching activities English	Themes	Teaching Activities History	Themes	Episode stills	TLF digital object
1888: Victoria	**History and politics:** • Unionism • Spectacular expansion • Defence • The 'Chinese' question **Science and technology** • Innovations • Expanding cities • The railway revolution • Rural Australia **Society and culture** • *The Bulletin* • The Heidelberg School • Education • Indigenous Australians	**Clip 1: Children's games**	Act. 1: Games and rules + SAS: E13.1: Playing the game	• Chores; business and employment • Art, music and literature	Act. 1: Comparing games + SAS: H13.1: Comparing games	• Chores; business and employment • Entertainment & games	• Playing blind man's bluff • The indigenous girl appears • Finding the marble • Alexandra Owen	• L2844: Lights camera, action: camera • R7150 Stolen Generations, 2000: Never the same again • R8950 Members of the Stolen Generations greet the Prime Minister after the Apology, 2008 • R9158 Lousy Little Sixpence, 1982: Like one big family • R10316 Rabbit-Proof Fence, 2002: The wrong fence • R10332–R10337 Kevin Rudd's apology speech, 2008
			Act. 2: Class structures + SAS: E13.2: Social status	• Social order & education • Relationships	Act. 2: Traditional games + SAS: H13.2: looking at traditional games	• Entertainment & games		
			Act. 3: Relationships with land + SAS: E13.3: This is my place	• Indigenous perspectives	Act. 3: Contemporary games + SAS: H13.3: Contemporary games + SAS: H13.4: Finding things in common	• Entertainment & games		
		Clip 2: Victoria's family supper	Act. 4: Foreshadowing + SAS: E13.4: Predictions	• Customs & traditions • Language & Scripting	Act. 4: The 'IT' girls + SAS: H13.5: Historical character profile	• Gender roles and stereotypes • Fashion	• Victoria • Victoria's mother • Victoria & her father • Victoria, her brother & sister	
			Act. 5: Family + SAS: E13.5: Meaning without words	• Gender roles • Relationships	Act. 5: Manners & manors + SAS: H13.6: Social pyramids	• Social order & education		
			Act. 6: Scripting the scene + SAS: E13.6: Guess who's coming to dinner	• Language & Scripting • Art, music and literature	Act. 6: Food for thought + SAS: H13.7: Where does food come from?	• Social order & education • Food		
					Act. 7: Working women + SAS: H13.8: Women's roles in 1888	• Gender roles • Chores; business and employment		
		Clip 3: The horse & carriage	Act. 7: Miss Muller + SAS: E13.7: The woman in black	• Gender roles • Character	Act. 8: The horse before the carriage	• Transport	• The coach • The Muller's Coach Company • Horse and buggy • Miss Muller & the Irish tradesman	
					Act. 9: Horses for courses + SAS: H13.9: A horse or a carriage?	• Transport		
			Act. 8: Puns + SAS: E13.8: Pun intended	• Language & scripting	Act.10: Cobb & Co + SAS: H13.10: Can I sell you a carriage ride?	• Transport		
		Clip 4: Treasured objects	Act. 9: Narrative links + SAS: E13.9: Hidden treasures	• Customs & traditions • Entertainment & games	Act. 11: Time capsule + SAS: H13.11: list of all the hidden items	• Customs & traditions	• Collecting the objects • Sacred objects • Hiding objects • The children bury their special objects	
			Act. 10: Colour symbolism + SAS: E13.10: Clothes make the man	• Indigenous perspectives • Character				
			Act. 11: Object symbolism + SAS: E13.11: Good luck to you	• Beliefs	Act. 12: Indigenous history + SAS: H13.12: Diary entry	• Indigenous perspectives • Beliefs		
		Episode	Act. 12: What happens next + SAS: E13.12: Into the future	• Language & scripting				