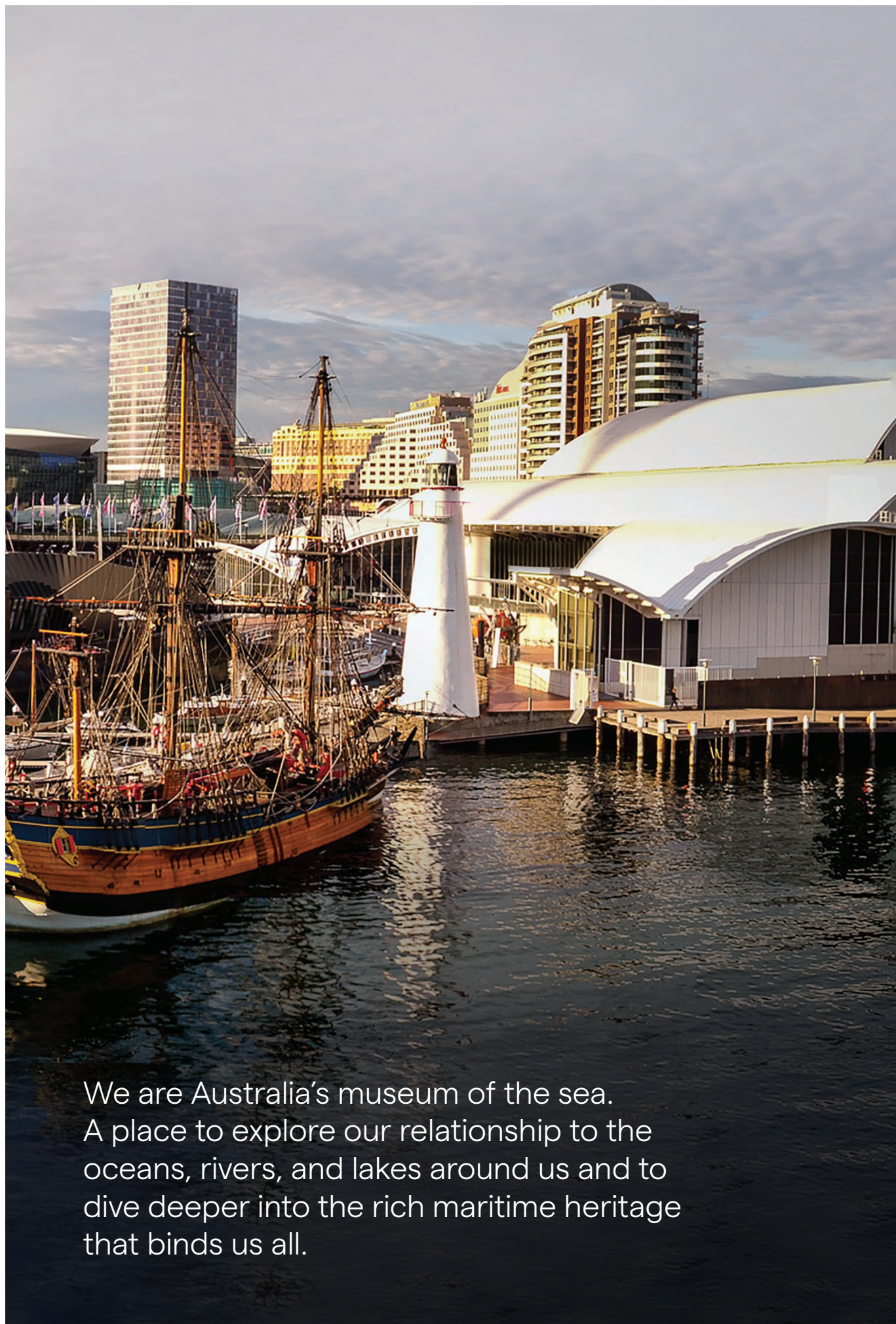


MUSEUM

AUSTRALIAN NATIONAL
MARITIME MUSEUM

—
Year 10
Work Experience
2026



We are Australia's museum of the sea.
A place to explore our relationship to the
oceans, rivers, and lakes around us and to
dive deeper into the rich maritime heritage
that binds us all.

Introduction to The Australian National Maritime Museum

The ocean, and its ever-shifting tides, have been central to our stories throughout time, shaping the Australian identity. By sharing these stories, we want to spark curiosity and conversations about how the sea shaped our world and continues to transform us today. Our purpose is to excite people about their connection to the sea, so they value it more.

Our purpose

The Australian National Maritime Museum informs, challenges and nurtures conversations about this nation shaped by sea. We develop, preserve, and present our collection, research, and expertise to connect visitors and their own experiences to stories as old as the continent itself – and yet vital to all our futures.

Our vision

The oceans and waterways are the heartbeat of who we are.

As an island nation – in the Asia Pacific – this nation has been shaped by sea. The Australian National Maritime Museum connects Australians with the past, present and future. Our work adds knowledge, seeks cohesion, and promotes sustainability. This is a journey for all Australians – and all Australians are invited to be part of it with us.

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Work experience at the Museum

What work can students do?

The Australian National Maritime Museum is a hub of diverse career opportunities where students can learn from, and work with, a variety of staff. We put together each work experience program based on student interests and staff availability. Read on to discover who students can work with, and what types of work they can undertake with each team.



Which teams can students work with?

There are a range of teams that work experience students can spend time with in 2026! Listed below are just a few examples.

Learning

The Learning team create and deliver educational tours, workshops, virtual excursions, and resources for primary and secondary students. The programs cover a range of learning areas, including maritime archaeology, migration, ocean science, First Nations history, and more. This includes the much-loved Endeavour Tour in which students explore the replica of HMB *Endeavour*. When spending time with Education, students can shadow our experienced Museum Educators and help the team run our programs.

Exhibition Design

Exhibition designers create detailed 2D and 3D plans of exhibitions. They use design principles to help create an engaging, aesthetically pleasing, and educational museum experience. This is a fantastic opportunity for students who enjoy design and visual arts to learn about a new way to apply their passions and skills in the museum world. When working with our exhibition designer, students can learn about the process of designing and constructing an exhibition.

Family Programs

The Family Programs team develops interactive and engaging experiences for young learners (aged 5 and under) and their families, making the museum an exciting place for them both. This team's portfolio includes Seaside Strollers, an event with a tour component for adults and interactive themed play sessions for infants. They also run Mini Mariners, where costumed guides lead children on an interactive tour. Students interested in early learning, childcare, crafts and creativity can look forward to assisting this team with program delivery and shadowing Family Programs staff.

Fleet

The Fleet department cares for our collection of maritime vessels: racing yachts, wooden tall ships, Navy ships and more! Visitors explore these vessels to learn about what life on the ocean has looked like from the early 17th century through to today.

Students who want to work with the Fleet team can anticipate getting hands-on with our vessels, assisting with repairs, maintenance, and vessel interpretation.

Front-of-House

The Front-of-House team are often the first people visitors meet at the museum. Their friendly welcome sets the tone for our visitors' experience at the museum. Front-of-House staff sell tickets, provide information and store visitor bags in the cloak room.

While working with Front-of-House, students will assist with storing visitor bags and luggage, providing information to guests, and monitoring visitor entry to special exhibitions.

What are students' responsibilities?

- Students are required to complete their assigned tasks to the best of their ability. Students must ask staff for assistance if needed.
- Students are responsible for arriving on time for each day of their program and letting the Education Coordinator know by phone if they are running late.
- Students are expected to adhere to safety, clothing, and footwear requirements. They are expected to adhere to our procedures and policies and uphold our values and mission.
- To ensure students can meet these responsibilities, they will be provided with a safety induction, guidance, training and daily supervision from the Education team and the staff they work with.



Supervision

- The primary supervisor for students undertaking work experience at the Australian National Maritime Museum will be the Learning Coordinator.
- Successful applicants can have a phone or video call with the Learning Coordinator before the program start date.
 - The purpose of this call is to discuss what the student can expect during their week and what they need to know for their first day.
 - This is also an opportunity for the student to discuss their goals for work experience and what teams they would like to work with.
 - This call will be with the student and an adult supervisor e.g. a teacher, careers advisor, parent or carer.
- Students will always be supervised by a museum staff member between 9.30am – 3.30pm during their work experience placement.
- Students are not allowed to go offsite between 9.30am – 3.30pm unless they are with a supervising staff member. This includes during lunch breaks.



Key dates, application process, and eligibility

Key dates

For Work Experience in Term 4, 2026:

- Application Period Opens: 31 July, 2026.
- Application Period Closes: 2 October, 2026.
- Successful applicants will be contacted by 30 October, 2026.

Each work experience placement lasts one week. There are two possible work experience placement weeks in Term 4, 2026:

- Work Experience Program Week 1: 30 November – 4 December, 2026.
- Work Experience Program Week 2: 7 – 11 December, 2026.



Application process

To be considered for work experience at the Australian National Maritime Museum, students must apply. The application process consists of three main steps:

1. Students and their teacher or careers advisor are to complete the Work Experience Application Form.
2. Then email the completed form to education@sea.museum by the due date, 2 October, 2026.
3. The applications will be reviewed by a panel, and the successful applicants be contacted during the week of 30 October, 2026.

Careers advisors, teachers or home school educators are asked to assist their students in filling in the application form.

Students are to provide written responses to three questions on the application form (maximum 150 words per answer):

1. Why would you like to do work experience at the Australian National Maritime Museum?
2. The Australian National Maritime Museums tells stories about our island nation which has been shaped by the sea. How has your life been shaped by seas, rivers, or other waterways?
3. What unique skills or knowledge do you think you could develop at the Australian National Maritime Museum?

Selection will be based on student responses and a statement of recommendation from a careers advisor, teacher, or home school educator.

Eligibility

This program is open to you if:

- You are in year 10 in a school in NSW.
- Your educational institution authorises your placement and can provide insurance coverage for you during your time at the museum.

This program is open to students of all abilities and cultural and linguistic backgrounds. Please let us know how we can accommodate and support the student in the work experience application form.



Information for your work experience placement

Getting here

You can get to the museum by ferry, light rail, bus, and train. Take a look at the 'Getting here' section on our website:
[Visit the museum | Australian National Maritime Museum](#)

What to wear

Students should wear casual, comfortable clothes. Students must always wear closed-toe shoes. It is also suggested to bring a hat and wear sunscreen.

For students placed with our Fleet department, it is suggested that they wear clothes that they do not mind getting messy but that also provides sun coverage, e.g. an old hiking shirt.

What to bring

- A water bottle and food for morning tea and lunch.
- A hat and sunscreen.
- A sense of curiosity!



Contact us

Daily schedule

Each day of the work experience program will start at 9.30am and finish at 3.30pm. There will be two 30-minute breaks for work experience students each day.

Below is an example schedule to give you a sense of how each day runs:

9.30–11.00am	Activity
11.00–11.30am	Morning Tea
11.30am–1.00pm	Activity
1.00–1.30pm	Lunch
1.30–3.30pm	Activity

Before commencing their work experience week, students will be provided with a schedule for each day of their placement.

Please email all Year 10 Work Experience enquiries to education@sea.museum.

