

Basic Detail Report



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Title

A Race to the Gold Diggings of Australia, box

Date

c 1855

Medium

Wood, paper

Dimensions

Overall: 41 x 185 x 138 mm

Name

Board game box

History

Children's board games offer an insight into the ideals and values of the society that manufactured them. During the 1800s most children's games presented a moralistic view that often emphasised the value of hard work and persistence. The gold rush emphasised a different focus in the production of games. It glorified the chances of quick wealth and fortune in the exciting new colony. Dice were associated with gambling during the 19th century and were not used in children's games. Instead an instrument known as a teetotum, a numbered spinning tool was used to indicate how many places a player could move. In many ways the discovery of gold in Australia echoed the Californian gold rush of 1849. Edward Hargraves discovered gold in New South Wales in 1851 after returning from the Californian diggings. This discovery started a gold rush that tripled Australia's population in just ten years. Gold brought people and wealth to both countries, dramatically changing their societies and environments. Miners came from Britain, Europe, America and China to mix in harsh conditions on the diggings. This changed Australian beliefs, politics, economics and technology. Most of the gold was exhausted in Victoria and New South Wales by 1861 but the impact of the gold rush continued to be felt 150 years later.