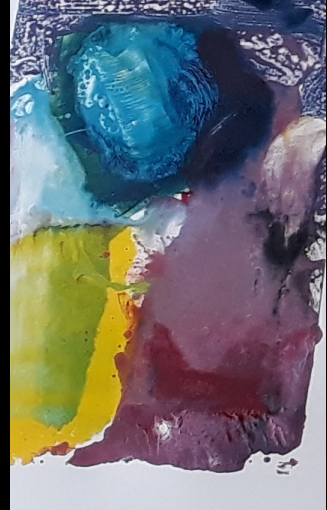
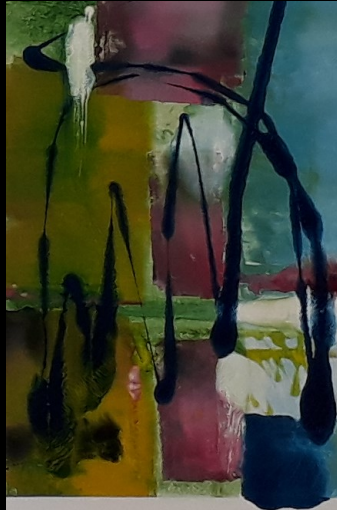


TERM 3-4
2019



ROTORUA
museum
Te Whare Taonga o Te Arawa
ART | CULTURE | HERITAGE

LEOTC EDUCATION PROGRAMMES



Works produced from the *Just Another Masterpiece* education programme

Kia ora and welcome

We hope you are all keeping warm and dry during the cold winter season.

Our Digital Technology Educator Jessica Wilkes has settled well in to her position after starting in term one. Jessica is originally from Auckland but has been teaching for the last few years in Westport.



She will be leading the teaching and learning programmes that are technology based in the Makerspace on the 2nd floor of Te Aka Mauri (The Library and Children's Health Hub).

Alongside the technology programmes from Year 1 - 10, we are also pleased to offer support for NCEA Digital Technology internal and external assessments. Please see more details further on in this booklet.

In terms 3 and 4 we are offering a range of new programmes in visual art and social science, some for a limited period so get in quick.

Land of the Taniwha has curriculum links to both visual arts and social science. Students will learn more about Te Arawa and significant places through links to well known taniwha such as Pekehaua from Te Awahou, Kataore from Tikitapu and the infamous monster that dwelt at Kuirau.

Just Another Masterpiece is a programme developed for students to teach a deeper understanding of abstract art while examining design elements. Students will be able to create their own abstract mono print to take back to school.

Balancing Power - The Function of Local Government delves into the working of local government and is relevant and topical due to the local body elections this year.

Making a return year is our Tarawera Te Maunga Tapu programme. Teachers can choose either a science or social science focus for this valuable learning experience.

See you soon.

Ngā manaakitanga,
The Arts and Culture Education Team.
Rotorua Museum and Rotorua Library Te Aka Mauri



Emma Liley
*Arts and Culture
Education Lead*



Kristina Joyce
Education Assistant



Rebecca Moore
*Education Coordinator
Visual Arts*



Jessica Wilkes
*Digital Technology
Educator*



**Taupopoki
George McLeod**
Education Coordinator

PRICES:

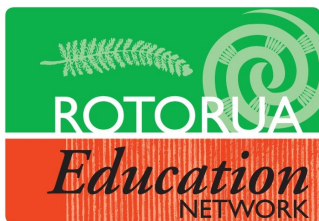
\$5.00 per student. Teachers are free of charge.
We operate on a ratio of one adult free per 7 students.
Additional adults are \$5.00.

TIMINGS

Bookings for school groups are essential.
Please book **4 — 6 weeks prior** to confirm your visit.
Session times range from **1 — 3 hours**
(enquire at time of booking)

TO MAKE A BOOKING:

Please call the **Rotorua Education Network** for more details including prices and availability
07 350 2154
or visit rotorua-education.co.nz



What is the Rotorua Education Network (REN)?

It's a one stop shop for teachers all neatly packaged into one payment, doing away with the hassle of booking and paying for each venue you visit. Each attraction or service provides competitive rates to the REN which will mean savings for your group.

The REN can organise itineraries big or small specific to your needs. Bookings are arranged for all activities, accommodation and even transport if required.

IMPORTANT:

We are nearing capacity for Term 3 for school bookings. Please book early to secure your preferred time and date!

Visual Arts

Land of the Taniwha

Curriculum Links: Visual Arts and Social Sciences

Suitable for Year 1-10 students

Duration 2 hours



Where can we find the taniwha who reside in and near Rotorua? Students will listen to stories of three taniwha special to our area and locate their dwelling places in relation to their kura (school).

We will consider why taniwha are there and how knowledge of their presence was important to people in the past and is still relevant today.



**AVAILABLE
TERM 4 ONLY**

Students will investigate what Taniwha look like and present their findings through practical artwork.

On Point

Curriculum Link: Visual Arts

Suitable for Year 3-10 students

Duration: 2 hours



Students will learn more about the neo impressionist technique known as Pointilism. This hands-on visual arts programme explains the origin of this style of art and how small, distinct dots of color are applied in patterns to form an image.

Students will then work on their own artworks using inspiration from landmarks of Rotorua or places significant to them.

Just Another Masterpiece Fun with Abstract Art

Curriculum link: Visual Arts
Suitable for Years 5 – 11
Duration: 1-2 hours



**FEATURED
PROGRAMME**

Abstract art is a form of a visual language. In this hands on programme students will look at physical paintings to differentiate “what is and isn’t” abstract art. They will learn to appreciate abstract art while examining the design elements and principles used (colour, line and texture).

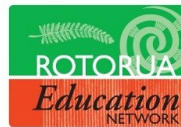


Students will contribute to thinking based discussions and activities around examples of New Zealand and international abstract paintings.

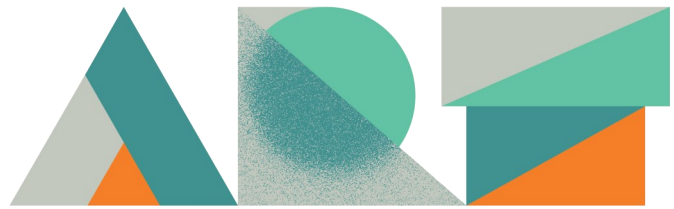
They will have fun creating one or more abstract mono prints using a real printing press.

Image credit:
Jackson Pollock. No. 5, 1948.
Fiberboard, Private collection.

All education programmes kindly supported by:



**ROTORUA SETTLERS
& STEAM MUSEUM**



ROTORUAMUSEUM ART AWARDS 2017

Make A Splash

AVAILABLE
23 OCT - 15 NOV



Curriculum Link: Visual Arts
Suitable for: Year 3-11
(modified programme for Year 0-2 on request)
Duration: 2 hours
Venue: Energy Events Centre

“Splash” into the world of art and find out why certain artworks capture the attention of judges. Discover as an artist what you can do to make your work stand out and be successful.

Students will unlock the secrets of three artworks in the Rotorua Museum Art Awards exhibition through practical activities which include making artwork and drama in the exhibition space.

Key areas that the students will explore include: colour, space and mark-making.

This is an unique opportunity for students to view high quality real artwork made by Rotorua and the wider Bay of Plenty artists in a variety of genres (e.g. sculpture, painting, photography, Māori art).

Kereama Taepa, Bicultural Dialogue I. Rotorua Museum Art Awards 2017 Supreme Award



Mandy Hague. Fools Gould. Supreme Winner of 2015 Rotorua Museum Art Awards

Hidden Treasures

Curriculum Link: Social Sciences

Suitable for Year 3 – 10 students

Duration: 2 hours



**FEATURED
PROGRAMME**

Rotorua Museum cares for a wide range of objects, taonga (treasures), images and artworks relating to the Rotorua region. Most of these precious items are stored and cared for in our offsite storage facility away from the main museum building.

Join us for a very special opportunity to visit the museum collection and the staff who look after it. Students will gain an insight into what items are accepted into the collection and why.

They will see what happens behind the scenes, explore items that have never been on display before and ask questions of our staff who work with these fascinating objects every day.

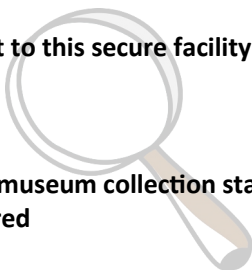
Students will discuss what messages objects, taonga and photography reveal to connect us to Rotorua and its story.

This session concludes with a fun hands-on “be a curator” activity where students will apply and use the collection criteria they have learnt whilst visiting.



Because of the nature of a visit to this secure facility the following conditions apply (please read):

- **One class per session only**
- **Subject to the availability of museum collection staff**
- **1:5 adult student ratio required**



Balancing Power - The Function of Local Government

Curriculum Link: Social Sciences

Suitable for: Year 3-10

Duration: 1.5 - 2 hours

Venue: Rotorua Lakes Council Civic Centre (subject to availability)

Every three years an elected Mayor and councillors are put into positions of power by the voters in our area. They collectively make decisions for the Rotorua District.

In this programme students will learn about the democratic processes used by local government.

They will participate in discussions and hands-on activities using items from the museum image and object collections that give them a clear understanding of council roles, accountability and responsibilities.



**AVAILABLE
TERM 3 ONLY**



Exploring Geothermal Environments

Curriculum Link: Science
Suitable for Year 3-10 students
Duration: 2 hours

Be a scientist and discover how geothermal activity is produced and why it occurs in the Rotorua region.

This hands-on session will have children observing, testing, recording, comparing and analysing geothermal activity in and around Sulphur Point and the Government Gardens.



AMAZING RACE



Curriculum Links: Social Sciences and Physical Education

Suitable for Year 1 – 13 students

Duration: 2 hours

Government Gardens is not just a pretty place to go for a walk!

Uncover the mysteries of this special historic place, race against others in an Amazing Race to find clues, meet Mr Malfroy and Queen Victoria along the way. Combine this with an optional swim at the Blue Baths for a fun trip out.

**The Amazing Race* can be substituted for the Escape Room experience or another education programme if requested.

Special Blue Baths discount rates offered for New Zealand schools booking this trip.

Prices:

Students \$4.50

Swimming adults (13yrs+) \$9.00

Non-swimming adults free of charge

All bookings for this package inclusive of the Blue Baths must be made through our education staff.

An additional charge for our programme applies for all non-Rotorua residents.



Courtesy of The Blue Baths



Escape Room



Curriculum Links: Social Sciences and Technology
Suitable for year 4 – Year 13 students
Duration 1-2 hours



**AVAILABLE
TERM 4 ONLY**

Use your wits and think outside the box as you and your team race to solve the puzzles and escape from the Makerspace before your time is up.

A great wet weather alternative and can be combined with an optional swim at the Blue Baths for a fun trip out.

All bookings must be made through our education staff. An additional charge applies for the Escape Room for non-Rotorua residents.

Special Blue Baths discount rates offered for New Zealand schools booking this trip.



MAKERSPACE



**ROTORUA
LIBRARY**
TE AKA MAURI

Extra Information

WE SUPPLY

- Confirmation by email of:
 - Date and time
 - Lesson outline
 - RAMS
 - Handy hints
- Relevant pre and post-visit resources
- Planning focus sheets to tailor lessons to suit
- All resources needed while undertaking one of our programmes

Should you have specific learning needs or think we can assist in your learning programmes in any way please do not hesitate to contact us.

Teacher's Survey Coming Soon!

Complete one of our surveys and be in to win a prize!



**ROTORUA
museum**

Te Whare Taonga o Te Arawa
ART | CULTURE | HERITAGE

**ROTORUA
LAKES COUNCIL**
Te kaunihera o ngā roto o Rotorua

TARAW

TE MAUNGA



ERA

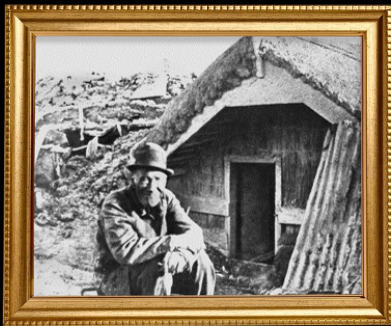
TAPU

Curriculum Link: Science or
Social Science
Suitable for Year 3 - 10 students
Duration: 1.5 hours

Using museum collection items, photographs and film, students will identify why we have volcanoes such as Tarawera in our region and how tourism developed at Te Wairoa in the early 1880s.

They will explore how the 1886 eruption affected the lives of people, changed the landscape and predict the likelihood of future eruptions.

Please let us know your specific learning outcomes so we can adapt our programme to suit.



TARAWERA

Curriculum Links: Social Sciences and Science Suitable for Year 3-10 students

The 1886 Mt Tarawera eruption can be explored in depth by visiting three Rotorua attractions.

Students will visit sites relevant to the eruption which caused widespread devastation to the land and the loss of 120 lives.

Te Wairoa was the main village near Mt Tarawera during the eruption. Today it survives in a new form as the Buried Village. A true excavated village, remnants of life from the 1800s can still be seen.

The Whakarewarewa Thermal Village is where many survivors of the eruption rebuilt their lives and families. Explore the wonders of the geothermal resources used every day in a living village environment.

UPDATE:

Museum staff have relocated their teaching space and are able to provide a curriculum linked hands-on programme on the Tarawera Eruption.

Notes:

- **Most schools choose to visit the three Tarawera Legacy venues in one day. There is also the option of spreading the package over two or three days if preferred.**



LEGACY

Itinerary One:

Timing:	Day Starts: 9am
	Day Finishes: 3:15pm

Time		Notes
9am - 10.30am	Rotorua Museum	Lesson on Tarawera
10.30am - 11am	MORNING BREAK - Travel to Whakarewarewa Village	
11am - 1pm	Whakarewarewa Village	Concert time: 11:15am Guided Tour
1pm - 2pm	LUNCH - Travel to Buried Village	
2pm - 3.15pm	Buried Village	Self guided tour

Itinerary Two:

Timing:	Day Starts: 9am
	Day Finishes: 3:30pm

Time		Notes
9am - 10.15am	Buried Village	Self guided tour
10.15am - 11am	MORNING BREAK - Travel to Te Rūnanga Tea House (Museum)	
11am - 12.30pm	Rotorua Museum	Lesson on Tarawera
12.30pm - 1.30pm	LUNCH - Travel to Whakarewarewa Village	
1.30pm - 3.30pm	Whakarewarewa Village	Concert time: 2pm Guided Tour

Itinerary Three:

Timing:	Day Starts: 10am
	Day Finishes: 4:15pm

Time		Notes
10am - 12pm	Whakarewarewa Village	Concert time: 11.15am Guided Tour
12.15am - 1pm	LUNCH - Travel to Te Rūnanga Tea House (Museum)	
1pm - 2.30pm	Rotorua Museum	Lesson on Tarawera
2.30pm - 3pm	Travel to Buried Village	
3pm - 4.15pm	Buried Village	Self guided tour



ROTORUA
museum
Te Whare Taonga o Te Arawa
ART | CULTURE | HERITAGE



Whakarewarewa
The Living Maori Village



Prices until 30 Sept 2020
(For all 3 attractions)

Bay of Plenty Schools

Primary - Intermediate \$17.00
Secondary \$22.50
Adults \$35.00

National Schools

Primary - Intermediate \$24.00
Secondary \$31.50
Adult \$37.50

*One adult free per 10 students

Ngā Pūmanawa

Early Te Arawa Games and Toys

Curriculum Links: Social Sciences and Technology

Suitable for Year 1-8 students

Duration: 1.5 hours

Have fun playing traditional games and trying toys enjoyed by early Māori children in Aotearoa.

Students will compare games and toys of the past to those used today.

They will decorate their own pūrerehua (bullroarer) to take home afterwards.

Cost \$1 per student for resources.



Horohopu - Taonga Tākaro

Curriculum Links: Social Sciences and Physical Education

Suitable for Year 3-8 students

Duration: 2 hours

Play it at home, at school or at a friend's house. Have a go with the Rotorua Museum team learning an ancient game played by early Māori.



Children will learn how to play Horohopu. This game was played by Māori to enhance balance, speed, coordination, stamina, and working as a team.

They will also have participate in making the poi toa used to play this fun Māori game.

o Te Arawa



Te Wiki o Te Reo
Māori Resource
Kemu Kōwhiri



With a Rotorua /
Te Arawa focus.

Free to download from
August on the museum
website.

[rotorua.museum.co.nz/
education](http://rotorua.museum.co.nz/education)

Settlers &



(Robinson Ave, Hannah's Bay,
Rotorua)

Curriculum Links:
Social Sciences, English,
Technology and Science

Suitable for
Year 1 – 10 students

Duration: 2 hours

Rotorua Museum, in
conjunction with the Rotorua
Settlers and Steam Museum, are
proud to offer this hands-on
programme for students.

Investigate what everyday life was like in the late 1880s to early 1900s. Students will experience the homes, shops and chores common to the time.

Objects and technologies from the period will be used to make butter, do the washing, play early pioneer games and dress in period costume.



Steam

Cost:
\$5 per student (includes train ride)
\$5 per accompanying adult
Teachers free of charge

Conditions (please read):

- One or two classes per session only
- Available Thursdays during term time (other days by special arrangement)



Ideal for junior to middle school classes



Digital Techno

Cubelets - Robot Blocks

Curriculum Link: Technology.
Suitable for: Year 1-4 students
Duration: 1 hour



This programme introduces Cubelets to students in a play based learning environment.

Small Cubelet pieces connect in various combinations and work together to form different types of robots.

Students will learn like Cublets how to work in a team, to respect and look after these delicate robots and to take turns sharing ideas.

Robotics 101



Curriculum Link: Technology
Suitable for: Year 5-8
Duration: 2 hours

An introduction to the wonderful world of robotics.

Students will programme their robot to complete a series of tasks, including drag race, maze and line following. We can tailor this programme to your student's level of experience with more experienced students linking into the Robocup Jnr competition.

ology



MAKERSPACE

Making Movie Magic

Curriculum Links: Technology

Suitable for: Year 3 - 8 students

Duration: 1 hour

Making movie magic puts your students in the director's chair.

Using either a topic provided by you, own choice or a given topic your students will create a storyboard and stop motion animation movie. They will learn about some of the main jobs in the animation industry.



It is preferred that you bring your own iPads or tablets but not compulsory.



The Makerspace has been made possible thanks to Te Aka Mauri Founding Resource Funder BayTrust and Programmes Partner Unison.

Te Arawa Journeys

Ngā Haerenga

o Te Arawa



**FEATURED
PROGRAMME**



**Curriculum Links: Social Sciences and
Technology**

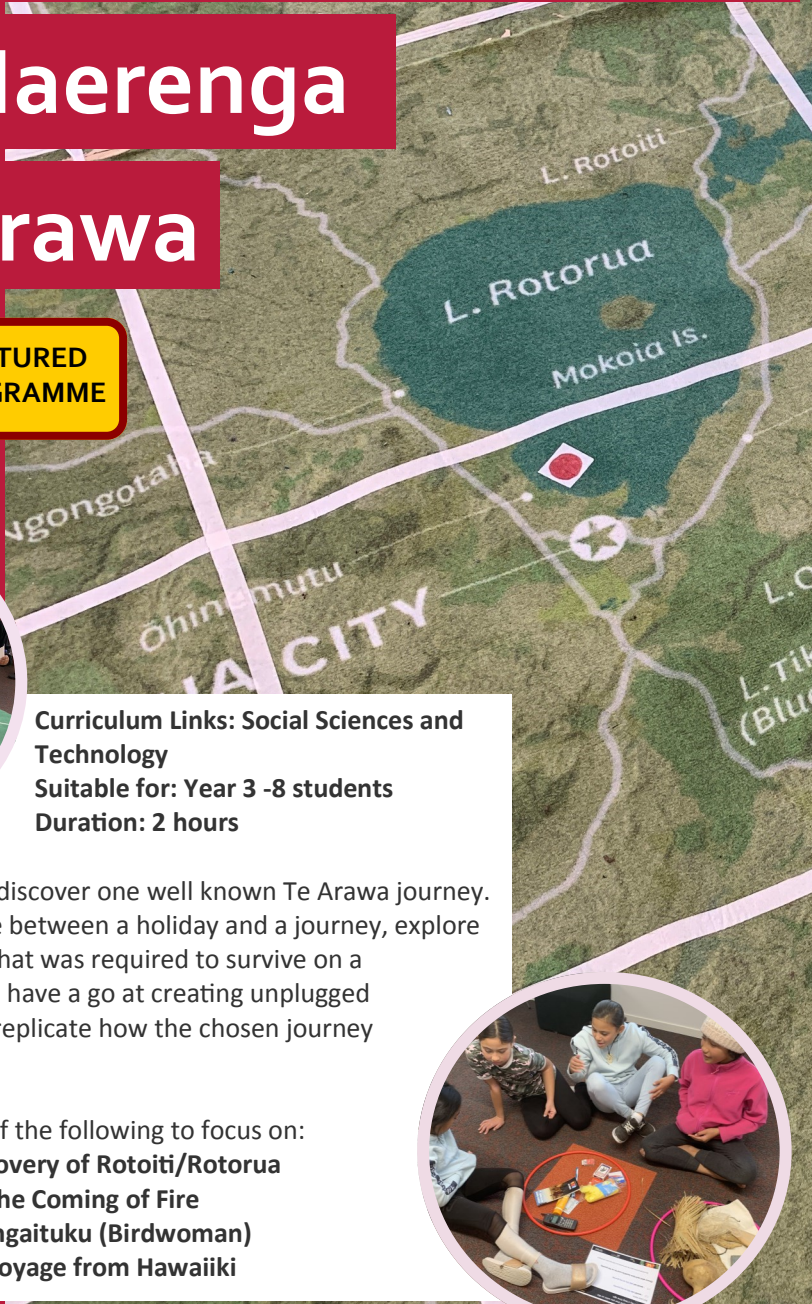
Suitable for: Year 3 -8 students

Duration: 2 hours

Step back in time to rediscover one well known Te Arawa journey. Examine the difference between a holiday and a journey, explore with hands on items what was required to survive on a journey long ago. Then have a go at creating unplugged coding instructions to replicate how the chosen journey progressed.

Teachers choose one of the following to focus on:

- 1) Ihenga and the discovery of Rotoiti/Rotorua
- 2) Ngatoroirangi and the Coming of Fire
- 3) Hatupatu and Kurungaituku (Birdwoman)
- 4) Tamatekapua and voyage from Hawaiiiki



Let's Animate

Digital Technology (all ages)

Curriculum Links:

- Digital Technology NCEA L 1, 2 & 3
- Computational Thinking Progress Outcome 1 and 2

Suitable for: Years 1-13

Duration: 1-2 hours

Let us teach you and your students how to programme.

Whether it's an brand new introduction for primary students or a refresh for high school students.

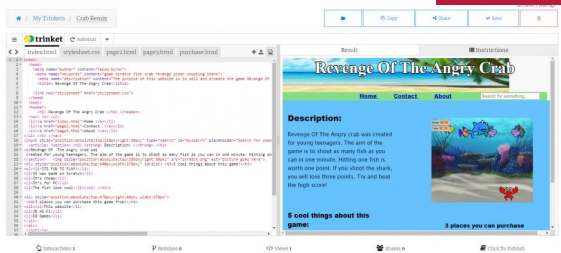
We can tailor our Let's Animate programme to the age and experience of your students.

During this programme students will create at least one complete working game using an application appropriate to their age and experience (e.g. Scratch, Python, HTML and CSS)

For senior high school students this is a great way to reintroduce them to skills prior to starting their programming standard.

For junior primary we can use ScratchJr (you will need to bring along your own iPad/tablets with the app downloaded) and run for 1 hour only.

Students will get a follow up project to takeaway with them and teachers can take away two additional projects.





NCEA TECHNOLOGY MAKERSPACE PROGRAMMES

Human Computer Interactions NCEA Level 1 Digital Technology External

Curriculum Link: Digital Technology NCEA L1
Computational Thinking Progress Outcome 1 and 2
Suitable for: Year 11 students
Duration: 2 hours

Achievement Objective: Demonstrate understanding of human computer interaction.

Looking to introduce your students to the Level 1 external, or maybe cement their learning? Our *Human Computer Interactions* programme explores Neilson's Heuristics, user interface design and prepares students for the Level 1 NCEA External AS91886.



Algorithms

NCEA Level 1 Digital Technology Internal

**Curriculum Link: Digital Technology NCEA L1
Computational Thinking Progress Outcome 1 and 2**

**Suitable for: Year 11 students, advanced Year 10 digital technology students
Duration: 2 hours**

Achievement Objective: Demonstrate understanding of searching and sorting algorithms.

Bring students to our Algorithms programme to experiment with a number of activities which allow students to try searching and sorting in a range of different activities.

Students can take photos of their activities that can be used in their written report for Level 1 NCEA Internal 91885

Computer Science

NCEA Level 2 Digital Technology External

**Curriculum Link: Digital Technology NCEA L2
Computational Thinking Progress Outcome 1 and 2**

**Suitable for: Year 11-12 students
Duration: 2-3 hours**

Achievement Objective: Demonstrate understanding of a computer science concept.

Introduce your students to key concepts of Computer Science. Select two topics that we can introduce your students to. We'll draw on their experiences as well as providing key theory and activities to cover these two topics.

Select from: Artificial Intelligence, Encryption, Error Control and Computer Security.

This programme supports the Level 2 NCEA External AS91898

TOMPKINS
WAKE

The Computer Suite has been made possible thanks to Te Aka Mauri Founding Resource Funder BayTrust Programmes Partners Unison and Tompkins Wake.



Tarawera Extreme Natural Events

Supports achievement standard 91007

Curriculum Link: Geography - NCEA L1

Suitable for: Year 11 students

Duration: 2 hours

Demonstrate geographic understanding of environments that have been changed by extreme natural events. Focus: Volcanic Eruptions



Students will be given an introductory talk about extreme natural events focusing specifically on the 1886 Mt Tarawera eruption and the Rotorua landscape.

This will summarise the processes that produce volcanic eruptions, the sequence of events that occurred during the Tarawera eruption and how the environment was changed as a result.

Staff will talk about the effects the eruption had on people and the environment, both short and long term, and what may happen to the mountain in the future.

Describe and Promote a New Zealand Tourist Destination — Rotorua

Supports unit standard 24733

Curriculum Link: Geography - NCEA L2/3

Suitable for: Year 12/13 students

Duration: 2 hours

Investigate and describe processes which contribute to the tourism sector. Guided by an educator, students will explore a brief history of tourism in Rotorua.

They will discover what attractions, experiences and special events are offered to visitors today and how these are promoted.

Students will have the opportunity to analyse statistical data about visitors to Rotorua as well as understand the effects tourism has socially, environmentally and economically.



Tourism Development In Rotorua

Supports achievement standard 91427

Curriculum Link: Geography - NCEA L3

Suitable for: Year 13 students

Duration: 2 hours

A Cultural Process – Tourism Development

Demonstrate understanding of how a cultural process shapes a geographic environment.

Students will receive an interactive, relevant and engaging talk while learning about tourism development.



This will summarise the birth of tourism at the Pink and White Terraces and the effects of the Mt Tarawera eruption in 1886. It will cover the diversification and advancement of the township and the attempt at catalytic development by the Government in constructing the Bath House.

The talk will also explore the mass development phase and specialisation of tourism in recent years.

Staff will highlight the impact that social, political, economic, natural and technological elements have on the environment of Rotorua.



Long-Term & Changing Programmes 2019

JUN	JUL	AUG	SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY
LONG-TERM PROGRAMMES YEAR 1 – 10											
						Cubelets	Robot Blocks				Y 1-4
						Making	Movie Magic				Y 3-8
						Robotics	101				Y 5-8
						Let's Animate	(All Ages)				Y1-13
						Exploring Geothermal	Environments				Y 3-10
						Tarawera Te	Maunga Tapu				Y 3-10
						Horo Hopu -	Taonga Tākaro				Y 3-8
						Early Te Arawa	Games and Toys				Y 1-8
						Settlers &	Steam				Y 1-10
						Amazing Race	and Swim				Y1-13
						Hidden	Treasures				Y 3-10
LONG-TERM PROGRAMMES YEAR 11 – 13 NCEA											
						Human Computer	Interactions	(Supports Level 1 NCEA External AS91886)			Y11
						Algorithms	(Supports Level 1 NCEA Internal 91885)				Y11
						Computer Science	(Supports Level 2 NCEA External AS91898)				Y12
						Tarawera Extreme	Natural Events (Supports A.S.: 91007)				L1 Geography
						History of Tourism	Development (Supports A.S.: 91427)				L3 Geography
						Describe and Promote a New Zealand	Tourist Destination — Rotorua (Supports U.S.: 24733)				L2 Tourism
CHANGING PROGRAMMES											
						Balancing Power		Science	Social Sciences	Visual Art	Technology
						Land of the Taniwhia		Physical Education			
						On Point					
						Just Another Masterpiece					
						Art Awards					
JUN	JUL	AUG	SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY
More information on future exhibitions and programmes to follow before Term 1 2020											