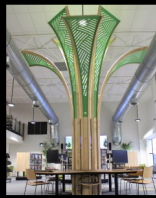


TERM 1&2 2020



LEOTC EDUCATION PROGRAMMES



Patterns



Identity


Change



 Systems



Conflict

Exploration



Sustainability



Force

Community



Power/
Innovation



Structure

Kia ora and welcome

As another year is drawing to a close, we yet again thank visiting schools for your support in 2019.

It is also timely to acknowledge those organisations that have helped us this year such as the Ngāti Whakaue Education Endowment Trust Board who continue to fund our free bus for local schools, and to Te Aka Mauri, Rotorua Library founding resource funder Tompkins Wake.

It is our pleasure to distribute this booklet into schools to inform you about the new and exciting programmes we have coming, as well as a few old favourites.

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.

Have a safe and happy holiday and we look forward to a busy 2020.

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

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



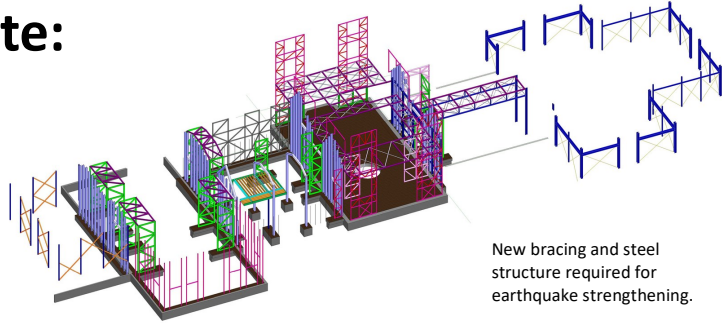
Point Cloud 3D scan of the exterior of the Rotorua Bath House 2017



Museum Update:

Funding

\$51.1million has been secured meaning the seismic strengthening and restoration of the Bath House is fully funded.



New bracing and steel structure required for earthquake strengthening.

Rotorua Museum Centennial Trust has committed to help raise any additional funds required to complete the exhibitions.

Rotorua Lakes Council	\$15m
Provincial Growth Fund	\$15m
Rotorua Energy Charitable Trust	\$10m
Lottery Grants Board	\$6m
Regional Culture & Heritage Fund	\$5m
Philip Verry Charitable Foundation	\$110,000
TOTAL SECURED	\$51.1m

TIME LINE:

- DEC 2016 - AUG 2017**
RESEARCH, DESTRUCTIVE TESTING, ANALYSIS AND DETAILED SEISMIC ASSESSMENT REPORT
- AUG 2017 - DEC 2017**
STRENGTHENING OPTIONS
- DEC 2017 - FEB 2018**
CONCEPT DESIGN
- FEB 2018 - APRIL 2020**
DEVELOPED TO DETAIL DESIGN
- APRIL 2020 -**
TENDER THEN CONSTRUCTION
- Early 2022 OPENING**

Curriculum links: Social Sciences
Suitable for Year 3 – 10 students
Duration: 2 hours

Students will take part in a hands-on thinking based session exploring the use of Māra kai by early Maori.

They will critically examine types of kai (food) and gardening tools available in the past as well as understand the role that seasons and karakia (prayer) played in the success of crops.

Experiences will include working co-operatively in Rotorua Museum's own Māra kai and participating in a range of tasks such as preparing soil, weeding, pest control and harvest of crops.



The session will conclude with an opportunity to sample kumara, hue (gourds) and riwai potatoes.

For 2020 a new wet weather alternative is available indoors.



**FEATURED
PROGRAMME**

Matariki

Curriculum links: Science and Digital Technology

Suitable for Year 3 – 10 students

Duration: 2 hours

It's hard to believe that only a few short decades ago Matariki was found only in history books and the distant memories of a few.

A renaissance occurred in the 2000s which has led to a nationwide celebration of Matariki as the Māori New Year.

Students will learn of Matariki in times past as well as today. This includes the science involved in astronomy as well as how we use stars for our calendars and timekeeping.

This programme takes place in the Te Aka Mauri Makerspace.



AVAILABLE
TERM 2 ONLY



Rotorua's Treaty? The Fenton Agreement



Curriculum links: Social Sciences

Suitable for Year 5 – 10 students

Duration: 1.5 hours

The Fenton Agreement can be seen as the genesis of the modern day township of Rotorua.

In this programme students will learn of the events leading up to it's signing, and the resulting benefits and pitfalls.

They'll assess the reasoning for the agreement in the 1800s and contrast it to thinking today.



AVAILABLE
TERM 2-4

Visual Arts

Who Am I?

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



AVAILABLE
TERM 1 ONLY

In this practical session students will investigate what portraits can tell us about who people are.

They will view, analyse and discuss specific features used by a well-known New Zealand artist, Nigel Brown.

Students can then use similar techniques to Brown in their own works, clearly indicating what they value and where they belong.



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.



Image credit: Dylan R. Room 1, Kaitao Intermediate. 2019

Top Art 2020

9 - 20 March 2020

Curriculum links: Visual Arts
Suitable for Year 10 – 13 students
Duration: 1 hour

Visual Art from New Zealand's top secondary school art students feature in a touring exhibition on show from Kerikeri to Invercargill.

The exhibition of art folios, all of which gained excellence in NCEA level three in 2019, is a rare opportunity for 2020 visual arts students and teachers to view high-calibre art and see the standard required to achieve excellence.

This exhibition can also be viewed during Rotorua Library Te Aka Mauri opening times including after school and weekends.



Image credit: Lisa Ahn. Painting, John Paul College

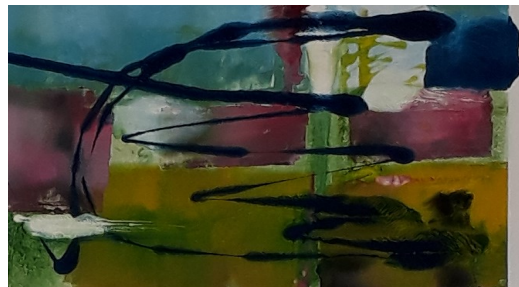
Just Another Masterpiece Abstract Art

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

Abstract art is a form of a visual language. In this hands on programme students will explore the world of abstract art. They will learn to appreciate it 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 while experimenting using variety of mark making techniques and utilising a real printing press.



Digital Technology

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) Ngātoroirangi and the Coming of Fire
- 3) Hatupatu and Kurungaituku (Birdwoman)
- 4) Tamatekapua and the Voyage From Hawaiiiki

Ask us about any other Te Arawa journeys you would like covered.



Cubelets - Robot Blocks & Sensors

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

This programme compares how humans and robots use their senses by utilising Cubelets to create a series of robots.

Students will learn how to work in a team, to take turns sharing ideas and how robots get information into their brain.



Making Movie Magic

Curriculum Links: Technology.
Suitable for: Year 3 - 8 students
Duration: 1.5 hours

Making movie magic puts your students in the director's chair. Using our topic for the term, students will create a storyboard and a stop motion animation movie. They will learn about some of the main jobs in the animation industry.

Term Topics:

Term 1 - Legends Term 2 - Tarawera
Term 3 - Sustainability Term 4 - Festivals

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

Robotics 101 (mBots + Edison)

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.



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.



The Makerspace has been made possible thanks to Te Aka Mauri founding resource funder BayTrust and programmes partner Unison.

Human Computer Interactions

NCEA Level 1 Digital Technology
External

Curriculum Link: Digital Technology NCEA L1

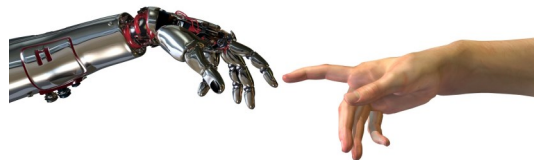
Computational Thinking Progress Outcome 1 and 2

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.



The Computer Suite has been made possible thanks to Te Aka Mauri founding resource funder BayTrust and programmes partners Unison and Tompkins Wake.

TOMPKINS
WAKE

TARAWERA

OPTION 1:

TARAWERA LEGACY PACKAGE

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.

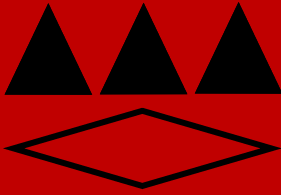
Notes:

- 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.



THE LIVING MĀORI VILLAGE
Whakarewarewa


TE WAIROA
THE BURIED VILLAGE



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

Prices until 30 Sept 2020

(For all 3 attractions)

*One adult free per 10 students

BOP Schools:

Primary – Intermediate Students:

\$17.00

Secondary Students: \$22.50

Adults: \$35.00

National Schools:

Primary – Intermediate Students:

\$24.00

Secondary Students: \$31.50

Adults: \$37.50

OPTION 2:

MUSEUM ONLY

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.



Horohopu - Taonga Tākaro

**Curriculum Links: Social Sciences and
Physical Education**

Suitable for Year 3-8 students

Duration: 2 hours

Have fun 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 engaging Māori game.



2020 Olympic Games

Curriculum Links:

Visual Arts and Physical Education

Suitable for Year 1 – 10 students

Duration: 1.5 - 2 hours

This programme will focus on New Zealand Olympic athletes.

Students will learn that great things can be achieved by aiming high, working hard and following your dreams.

This programme will involve practical art making.



Cost per student for resources TBC.

Working Together On A More Sustainable Rotorua

Curriculum Links:

Science and Social Sciences

Suitable for Year 5 – 10 students

Duration: 2 hours

This special hands-on programme with staff from the wider Rotorua Lakes Council team gives students an opportunity to see our water supply source, our waste water treatment plant or recycling schemes in action.



Options include exploring water, recycling and protecting our special Rotorua stories.

Ask us how we can make this fit with what your class is learning.

AMAZING RACE + SWIM

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.



**** Special prices and conditions apply. Please read in the conditions section at the end of the booklet ****



Steam and Settlers Museum

(Robinson Ave, Hannah's Bay, Rotorua)

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



Ideal for junior to middle school classes

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.

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

**** Special conditions apply. Please read in the conditions section at the end of the booklet ****



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.

They will investigate what taniwha look like and present their findings through practical artwork



Ideal for junior to middle school classes but great for senior classes too!

Work produced by a Year 1 student. Ōtonga Road Primary School

Hidden Treasures

Curriculum Link: Social Sciences

Suitable for Year 3 – 10 students

Duration: 2 hours

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.

**** Special conditions apply. Please read in the conditions section at the end of the booklet ****



Balancing Power

The Function of Central and 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 elections occur on a local and central government level to make decisions for the Rotorua District and the country.



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

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



**AVAILABLE
TERM 2-3 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.



Te Paepaehakumanu

The Government Gardens

Curriculum Links: Social Sciences
Suitable for Year 3-10 students
Duration: 2 hours

Students will be outside and work as a team to solve clues, sketch, research, record answers, as well as report back with findings to show that *Te Paepaehakumanu (the Government Gardens)* is a significant historical site and today is home to a variety of Te Arawa stories, memorials, buildings, natural features and sculpture special to Rotorua.

This includes trying small amounts of geothermal mud.

Weather dependant.

iPads or tablets for photography required.
Enquire at time of booking.

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.



**PROGRAMME
UPDATED FOR
2020**



**NEW
PROGRAMME**



Terms and Conditions:

AMAZING RACE + SWIM

- 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
- The Amazing Race can be substituted for 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.**

HIDDEN TREASURES

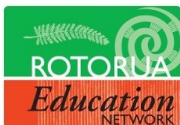
Because of the nature of a visit to this secure facility the following conditions apply:

- One class per session only
- Subject to the availability of museum collection staff
- 1:5 adult student ratio required
- Unfortunately the Museum Bus service cannot be used for this programme.

STEAM AND SETTLERS MUSEUM

- One or two classes per session only
- Available Thursdays during term time (other days by special arrangement)
- Unfortunately the Museum Bus service cannot be used for this programme.

Programmes kindly supported by:



ROTORUA SETTLERS & STEAM MUSEUM



NCEA

Tarawera Extreme Natural Events



Supports achievement standard 91007

Curriculum Link: Geography - NCEA L1

Suitable for: Year 11 students

Duration: 2 hours

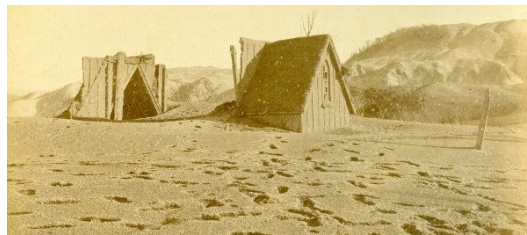
Demonstrate geographic understanding of environments that have been changed by extreme natural events.

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.

Students will then partake in hands-on and inquiry based activities involving rocks and historic images from the museum collection.



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.

TERM 1**TERM 2****TERM 3****TERM 4****LONG-TERM PROGRAMMES YEAR 1 – 10**

Te Arawa Journeys / Ngā Haerenga o Te Arawa

Cubelets - Robot Blocks

Making Movie Magic

Robotics 101

Steam and Settlers Museum

Tarawera - Science

Tarawera - Social Science

Exploring Geothermal Environments

Hidden Treasures

Early Te Arawa Games and Toys

Te Paepaehakumanu - The Government Gardens

On Point!

Horohopu - Taonga Tākaro

Let's Animate Digital Technology

LONG-TERM PROGRAMMES YEAR 11 – 13 NCEA

Tarawera Extreme Natural Events

Describe and Promote A New Zealand Tourist Destination

Tourism Development In Rotorua

Human Computer Interactions

Algorithms

Computer Science

CHANGING PROGRAMMES**Curriculum Key**

Balancing Power

Mara Kai

Land of the Taniwha

Top Art

Rotorua's Treaty?
The Fenton AgreementMore information on future exhibitions
and programmes to follow before
Term 3 2020

Abstract Art

Who Am I?

Olympics

Amazing Race

TERM 1**TERM 2****TERM 3****TERM 4**

		Programme Concept Alignment	
Y 3-8		Identity, Conflict, Exploration,	
Y 1-4		Identity, Exploration	
Y 3-8		Exploration, Community	
Y 5-8		Identity, Sustainability, Exploration, Structure, Systems, Community	
Y1-10	Y 1 - 10	Change, Force, Exploration,	
Y 3-10		Change, Force,	
Y 3-10		Change	
Y 3-10		Sustainability, Change, Force, Systems	
Y 3-10		Sustainability, Systems	
Y 1-8		Sustainability, Change	
Y 3-10		Identity, Change, Conflict,	
Y 3-10		Patterns	
Y 3-8	Y 3-8	Sustainability, Change	
Y 1-13		Exploration, Structure, Systems, Community	
Y 11		Change, Force, Systems	
Y 12		Sustainability, Change	
Y 13		Sustainability, Change	
Y 11		Exploration, Structure, Systems, Community	
Y 11		Exploration, Structure, Systems, Community	
Y 11-12		Exploration, Structure, Systems, Community	
Science	Social Sciences	Visual Art	Technology
			Physical Education

Balancing Power	Y 3-10	Systems, Structure, Power / Innovation	
Māra Kai	Y 5-10	Sustainability, Community	
Land of the Taniwha	Y 1-10	Y1-10	Exploration, Community, Patterns
Top Art	Y 11-13	Exploration	
The Fenton Agreement	Y 5-10	Identity, Exploration, Structure, Systems	
Abstract Art	Y 5-11	Exploration, Community, Patterns	
Who Am I?	Y 3-10	Identity, Exploration, Community, Patterns	
Olympics	Y 1-10	Y 1-10	Identity, Exploration, Community, Patterns
Amazing Race	Y 1-13	Y 1-13	Identity, Community

TIMINGS

Bookings for school groups are essential.

Please book **4 — 6 weeks prior** to confirm your visit.

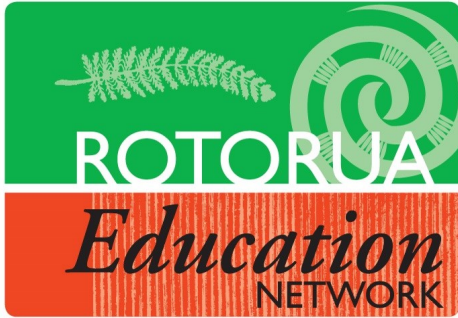
Session times range from **1 — 3 hours**
(enquire at time of booking)

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.



ROTORUA museum

Te Whare Taonga o Te Arawa ART | CULTURE | HERITAGE

