



# LEOTC EDUCATION PROGRAMMES



**ROTORUA**  
museum

*Te Whare Taonga o Te Arawa*  
ART | CULTURE | HERITAGE



**ROTORUA**  
LIBRARY

TE AKA MAURI

**TERM**  
**3 & 4**  
**2020**



# Kia ora and welcome

**Emma Liley**  
*Arts and Culture  
Education Lead*

We have the pleasure of presenting this booklet to schools to inform you of the education programme offerings we have.

Like everyone else our teaching has been up-ended due to the COVID-19 pandemic but we have chosen to take the disruption as an opportunity to look at different ways of working, applying our resources and approaching our service in a whole new light.

We see this as an exciting chance to explore new avenues and ways of thinking

Last year 40% of our visiting schools were from outside of the Rotorua area and a majority of those are Year 13 Geography students studying tourism. While we have seen a number of cancellations some schools have already booked for next year or are booking for later in Term 3.

Check out our *Discovery Zone* page on our museum website if you haven't already. This has a wide range of quick and easy activities that can be completed at home or in the classroom by students. We will be continuing to add more over the up and coming months.

Don't forget about our Facebook page *Education At Rotorua Museum*. Online at the moment we have a series of digital technology tips, videos and activities by Jessica Wilkes, our digital technology educator. If you need activities for your students or looking to upskill in digital tech take a look at these valuable resources.

If you have any specific learning outcomes we might be able to help you, we encourage you to get in touch.

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

## New To This Booklet:

<b>Quick Glance</b>	<b>Term 3</b>	<b>Term 4</b>
<b>Suitable for:</b>		
<b>Junior Primary</b>	<b>Middle Primary</b>	<b>Secondary Y 9-10</b>
<b>Senior Primary</b>	<b>Intermediate</b>	
<b>Visual Arts and Social Sciences</b>		
<b>2 hrs</b>	<b>Up to <u>30</u> students per session</b>	

**A new "Quick Glance" section for each programme.**

It includes information on:

- When the programme is available
- The year levels the programme is suited to
- Relevant curriculum links
- Duration of programme
- Maximum students allowed



**Kristina Joyce**  
*Education Assistant*



**Rebecca Moore**  
*Education Coordinator*  
*Visual Arts*



**Jessica Wilkes**  
*Digital Technology*  
*Educator*



**Taupopoki  
George McLeod**  
*Education Coordinator*

## COST & TIMINGS

**Bookings for school groups are essential.**  
Please book **4 – 6 weeks** prior to confirm your visit.

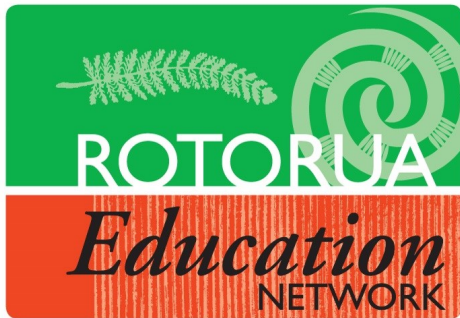
**Prices (per programme):**

**\$6.00 per student | Teachers free of charge**

**One adult free per seven students (1:7 ratio) | Additional adults \$6.00**

## TO MAKE A BOOKING:

Please call the **Rotorua Education Network 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.



# Programme By Year Level

	Primary		
	Junior	Middle	Senior
Tarawera - Social Science			
Tarawera - Science			
Tarawera Legacy Package			
Exploring Geothermal Environments			
Te Arawa Journeys			
Horohopu - Māori Tākaro			
Early Te Arawa Games			
Te Paepaehakumanu - The Government Gardens			
Amazing Race and Swim			
Hidden Treasures			
Discovering Aotearoa			
Matariki			
Ngā Kōrero o Te Kura - School Stories			
Balancing Power			
Rotorua's Treaty? The Fenton Agreement			
Steam and Settlers Museum			
Do You see What I See?			
Land of the Taniwha			
Contemporary Māori Artists			
Sculpting Together			
Just Another Masterpiece – Exploring Abstract Art			
On Point!			
Lets Animate			
Cubelets - Robot Blocks & Sensors			
Robotics 101			
Making Movie Magic			
Human Computer Interactions			
Algorithms			
Computer Science			
Robocup Junior			
Aquabots			
Evolocity			
PC4G (Programme Challenge 4 Girls)			
Tarawera Extreme Natural Events			
Describe and Promote A New Zealand Tourist Destination - Rotorua			
Tourism Development In Rotorua			

## Programme Concept Alignment

Intermediate—Secondary			
Yr 7 - 8	Yr 9 - 10	Yr 11+	
			Change
			Change, Force
			Change, Force
			Sustainability, Change, Force, Systems
			Identity, Conflict, Exploration
			Sustainability, Change
			Sustainability, Change
			Identity, Change, Conflict
			Identity, Community
			Sustainability, Systems
			Identity, Conflict, Exploration
			Identity, Exploration
			Identity, Exploration, Community
			Systems, Structure, Power / Innovation
			Identity, Change, Conflict
			Change, Force, Exploration,
			Exploration, Community, Patterns
			Exploration, Community, Patterns
			Exploration, Community, Patterns
			Exploration, Patterns
			Exploration, Patterns
			Exploration, Patterns
			Exploration, Structure, Systems, Community
			Identity, Exploration
			Identity, Sustainability, Exploration, Structure, Systems, Community
			Exploration, Community,
			Exploration, Structure, Systems, Community
			Exploration, Structure, Systems, Community
			Exploration, Structure, Systems, Community
			Exploration, Structure, Systems, Community
			Identity, Sustainability, Exploration, Structure, Systems, Community
			Identity, Sustainability, Exploration, Structure, Systems, Community
			Identity, Sustainability, Exploration, Structure, Systems, Community
			Change, Force, Systems
			Sustainability, Change
			Sustainability, Change

# Tarawera Te Maunga Tapu



## TARAWERA LEGACY PACKAGE

## MUSEUM ONLY OPTION

Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Social Sciences or Science

2hrs

Up to 60 students per session

Social Sciences or Science

1.5 - 2hrs

Up to 60 students per session

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

Students will visit sites relevant to the eruption. Te Wairoa was the main village near Mt Tarawera during the eruption. Today it survives in a new form as the Buried Village.

The Whakarewarewa Thermal Village is where many survivors of the eruption rebuilt their lives and families.

This package is completed with a curriculum linked programme delivered by a Rotorua Museum educator.

**\*\* Special conditions and fees apply. Please read in the conditions section at the end of this booklet \*\***

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.

# Exploring Geothermal Environments



## Quick Glance

Runs All Year

Suitable for:

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Science

2hrs

Up to 30 students per session

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 Arawa Journeys Ngā Haerenga o Te Arawa



## Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Social Science and Digital Technology

1.5 - 2hrs

Up to 30 students per session

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.

# Horohopu Taonga Tākaro



## Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Social Sciences and Physical Education

2 hrs

Up to 30 students per session

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 participate in making the poi toa used to play this engaging Māori game.

# Early Te Arawa Games and Toys



## Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

Senior Primary

Intermediate

Social Sciences and Technology

1.5 hrs

Up to 30 students per session

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 pūrehua (bullroarer) to take home afterwards.

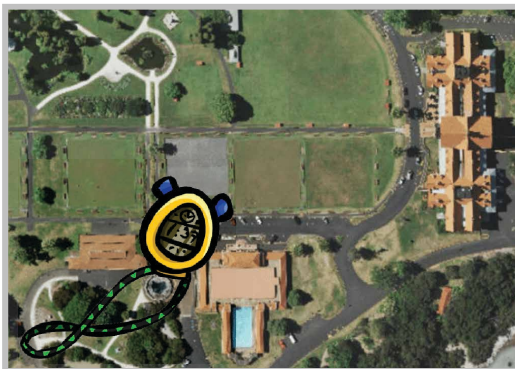




# Te Paepaehakumanu The Government Gardens



# Amazing Race & Swim



## Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Social Sciences

2 hrs

Up to 30 students per session

## Quick Glance

Term 3

Term 4

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y 9-13

Senior Primary

Intermediate

Social Sciences and Physical Education

1.5 - 2 hrs

Up to 45 students per session

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.

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 Polynesian Spa for a fun trip out.

**\*\* Special conditions and fees apply. Please read in the conditions section at the end of this booklet \*\***

# Hidden Treasures



Quick Glance

Term 3

Term 4

Suitable for:

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Social Sciences

2 hrs

Up to 30 students per session

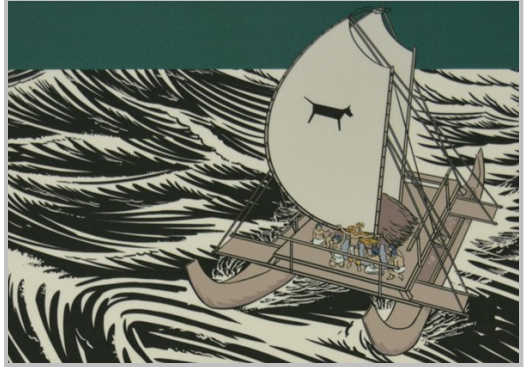
Students will gain an insight into what items are accepted into the collection and why.

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.

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 this booklet \*\***

# Discovering Aotearoa



Quick Glance

Term 3

Term 4

Suitable for:

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Social Sciences

2 hrs

Up to 30 students per session

How did ancient Polynesian people like Kupe find their way across the Pacific Ocean to a new land?

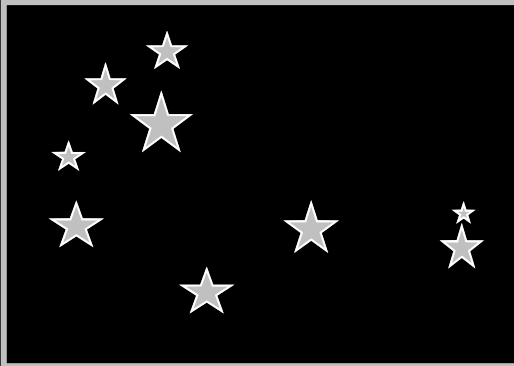
Students will find out about the navigation skills required not only to journey to Aotearoa, but how numerous trips were made back and forth from Hawaiiki.

This programme looks at why early explorers came to Aotearoa, the events that happened when they arrived and why they stayed.

Learn about the story of taonga associated with these early travels and people attached to them.

# Matariki

# Our Venues



Rotorua Library Te Aka Māuri  
Makerspace



## Quick Glance

Term 3 Only

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y9-10

Senior Primary

Intermediate

Social Science and Digital Technology

1.5 - 2hrs

Up to 30 students per session

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.

Art House - Government Gardens



Government Gardens



Te Rūnanga Tea House - Government Gardens



# Balancing Power



## Quick Glance

Term 3

Term 4

Suitable for:

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Social Sciences

1.5 - 2 hrs

Up to 30 students per session

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.

# Rotorua's Treaty? The Fenton Agreement



## Quick Glance

Runs All Year

Suitable for:

Secondary  
Y 9-10

Intermediate

Social Sciences

1.5 - 2 hrs

Up to 30 students per session

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

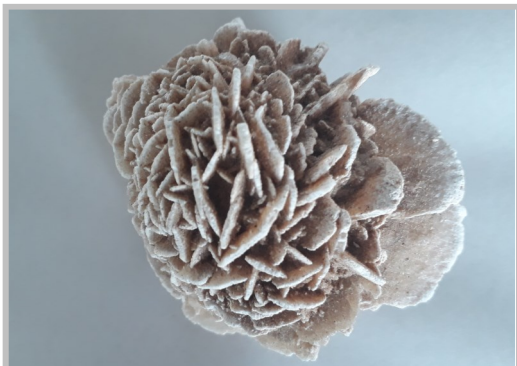
In this programme students will learn of the events leading up to it's signing, and the resulting benefits and pitfalls.

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

# Steam and Settlers Museum



# Do You See What I See?



## Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Social Sciences

2hrs

Up to 60 students per session

## Quick Glance

Runs All Year

Suitable for:

Senior Primary

Intermediate

Secondary  
Y 9-10

Visual Arts and Science

1.5 - 2 hrs

Up to 30 students per session

Rotorua Museum, in conjunction with the Rotorua Steam and Settlers 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.

**\*\* Special conditions and fees apply. Please read in the conditions section at the end of this booklet \*\***

In this discovery programme students will be both scientists and artists.

They will learn not to jump to conclusions by taking time to notice and therefore learn about the value of observation.

They will have the opportunity to extend on initial discoveries by working collaboratively and using techniques such as drawing, labelling and using magnifying glasses

# Land of the Taniwha



# Contemporary Māori Artists



*Te Ipukarea, Iwi Le Comte*

Quick Glance

Term 3

Term 4

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Visual Arts and Social Sciences

2 hrs

Up to 30 students per session

Quick Glance

Term 3

Term 4

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Visual Arts

1.5 - 2 hrs

Up to 30 students per session

Where can we find the taniwha who reside in and near Rotorua?

Students will listen to stories of 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.

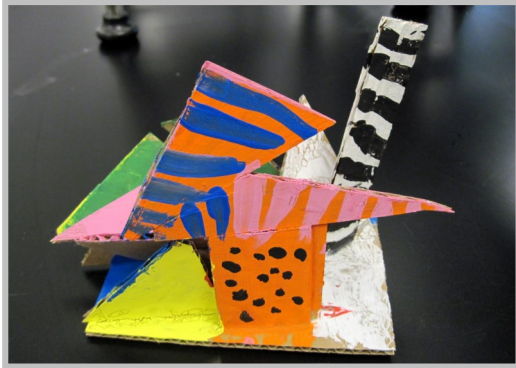
What makes the work of contemporary Māori artists stand out from other artworks?

Students will explore works made by Bay of Plenty artists with a special focus on artists from Rotorua.

The artists explored will include not just painters but those working in a variety of media such as whakairo (carving), tā moko (tattoo art) and raranga (weaving). Students will identify common threads that can be found and investigate why that is.

Following in the footsteps of these contemporary artists students will be involved in the process of creating their own innovative and meaningful artwork.

# Sculpting Together



## Quick Glance

Term 3

Term 4

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y 9-13

Senior Primary

Intermediate

Visual Arts

1.5 - 2 hrs

Up to 30 students per session

Create a large modernist sculpture using cardboard and paint.

Learn about colour, shape and line through fun interactive activities and be inspired by local and international sculptors.

Students will explore the importance of negative space, colour and placement of sculptural pieces in the process of creating a collaborative piece.

# Just Another Masterpiece

## Abstract Art



## Quick Glance

Term 3 Only

Suitable for:

Senior Primary

Intermediate

Secondary  
Y 9-10

Visual Arts

2 hrs

Up to 30 students per session

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).

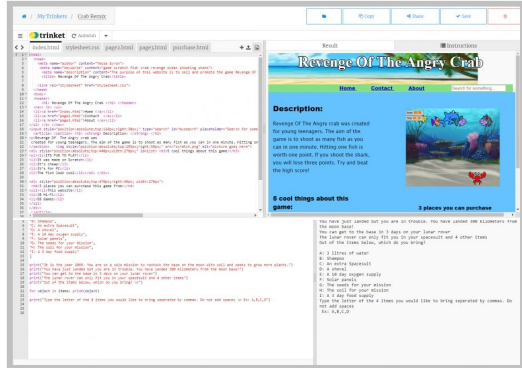
Students will contribute to thinking based discussions and activities around examples of New Zealand and international abstract paintings.

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.

# On Point!



# Let's Animate Digital Technology



Quick Glance

Term 3

Term 4

Suitable for:

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Visual Arts

2 hrs

Up to 30 students per session

Students will learn more about the neo impressionist technique known as Pointillism.

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, Rotorua. 2019*

Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Digital Technology NCEA L 1, 2 & 3

2 hrs

Up to 30 students per session

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 Scratch Jr (you will need to bring along your own iPad/tablets with the app downloaded) and runs for 1 hour only. We can supply up to 10 devices but students work best on 1:1 devices

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



# Cubelets - Robot Blocks & Sensors



## Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

## Digital Technology

1 hr

Up to 30 students per session

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.

Can be combined with Robotics 101 (beebots)

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



# Robotics 101

(Edisons, Beebots and Lego™ Mindstorm)



## Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

## Digital Technology

2 hrs

Up to 30 students per session

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.

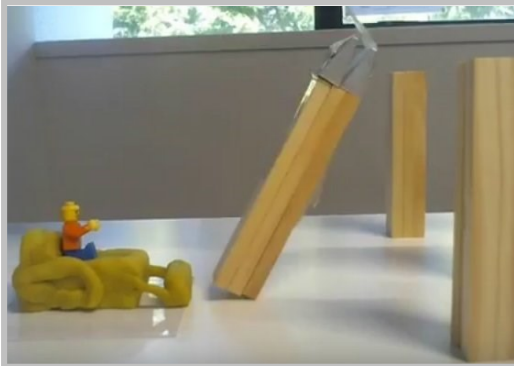
We can tailor this programme to your student's level of experience with more experienced students linking into the Robocup Jnr competition.

We also offer this for junior primary using beebots and additionally as a Lego Mindstorm build.

TOMPKINS WAKE

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

# Making Movie Magic



## Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

Secondary  
Y 9-10

Senior Primary

Intermediate

Digital Technology

1.5 hrs

Up to 30 students per session

## Computational Thinking Progress Outcome 1 and 2

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.

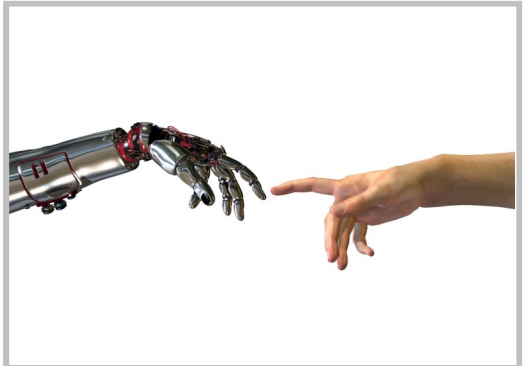
Term Topics:

Term 3 - Sustainability

Term 4 - Festivals

# Human Computer Interactions

NCEA Level 1 Digital Technology External



## Quick Glance

Runs All Year

Suitable for:

# NCEA

Secondary  
Y 11

Digital Technology

2 hrs

Up to 30 students per session

## Computational Thinking Progress Outcome 1 and 2

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



# Computer Science

NCEA Level 2 Digital Technology  
External



## Quick Glance

Runs All Year

Suitable for:

# NCEA

Secondary  
Y 11

Digital Technology

2 hrs

Up to 30 students per session

## Quick Glance

Runs All Year

Suitable for:

# NCEA

Secondary  
Y 12

Digital Technology

2 - 3 hrs

Up to 30 students per session

## Computational Thinking Progress Outcome 1 and 2

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.

## Computational Thinking Progress Outcome 1 and 2

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.

# Robocup Junior



## Quick Glance

Runs All Year

Suitable for:

Senior Primary

Middle Primary

Intermediate

Secondary  
Y 9-10

## Digital Technology

1.5 hrs

Up to 30 students per session

Take your students through preparing for Robocup Jr theatre.

With a theme you can pick this is a great way to combine cross-curricular learning with digital tech.

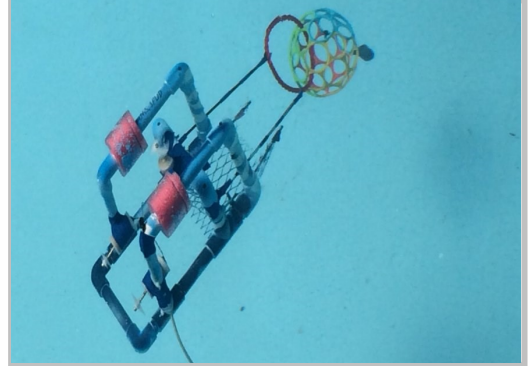
Four two hour sessions that see you end with Robocup theatre entries.



MINISTRY OF INSPIRATION



# Aquabots



## Quick Glance

Term 3 Only

Suitable for:

Senior Primary

Middle Primary

Intermediate

Secondary  
Y 9-10

## Digital Technology, Technology, Maths, Science

4 hrs

Up to 30 students per session

## What is AquaBots?

AquaBots is an underwater robotics programme for school-aged children in New Zealand.

Students form teams of three or four then build a PVC underwater robot to compete in a range of underwater tasks with a view to compete in the competition.

## What is an AquaBots build day?

Students come up with a unique design during a build day. We will lead your teams through the build process leaving them with a functioning robot. It includes discussion on the competition, the rules and begin the preparation of the presentation and factsheet.

Set up costs involved, please email [jessica.wilkes@rotorualc.nz](mailto:jessica.wilkes@rotorualc.nz) for more information

# Evolocity

Designing Electric Go-karts



Quick Glance

Runs All Year

Suitable for:

Secondary  
Y 9-13

Intermediate

Digital Technology, Technology, Maths, Science

Up to 30 students per session

# PC4G

Girls Explore the Exciting World of Coding



Quick Glance

Tuesday 17 November

Suitable for:

Secondary  
Y 9-10

Digital Technology

Up to 6 students per school

## What is Evolocity?

Evolocity is about designing, building and racing electric go-karts. The aim is to stimulate innovation and awareness of electric transport.

## What is a build day?

If this is your first time working with electric go-karts or you would like to help your students come up with a unique design then a build day is for you. We have several build days running through the year which will help your students come up with their design, select materials, prepare a budget, raise funds, learn to weld, learn to programme, support building and learn about electronics.

Set up costs involved, please email [jessica.wilkes@rotorualc.nz](mailto:jessica.wilkes@rotorualc.nz) for more information

## What is PC4G?

PC4G is a programming challenge for girls in year 9 and 10 who have little to no programming experience. Industry mentors support them through a morning of tutorials followed by an afternoon of challenges.

## When is the challenge?

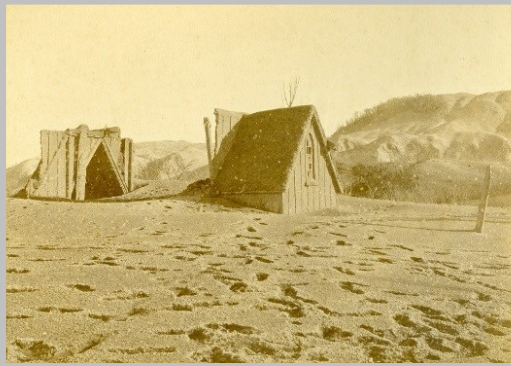
PC4G is a one day event only for Rotorua students and runs on Tuesday 17 November 2020 from 9am — 4pm.

## How can we book?

Registrations for PC4G will open in mid-September and close the 20 October 2020. \*Please note that the PC4G day does not qualify for the free Museum bus.

Please email [jessica.wilkes@rotorualc.nz](mailto:jessica.wilkes@rotorualc.nz) for more information

# Tarawera Extreme Natural Events



# Describe and Promote A New Zealand Tourist Destination — Rotorua



Quick Glance

Runs All Year

Suitable for:

# NCEA

Secondary  
Y 11

NCEA Level 1

1.5 hrs

Up to 80 students per session

Quick Glance

Runs All Year

Suitable for:

# NCEA

Secondary  
Y 12/13

NCEA Level 2-3

1.5 hrs

Up to 80 students per session

## Supports achievement standard 91007

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

## Supports unit standard 24733

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



Quick Glance

Runs All Year

Suitable for:

# NCEA

Secondary  
Y 13

NCEA Level 1

1.5 hrs

Up to 80 students per session

**Supports achievement standard 91427**

A Cultural Process – Tourism Development

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. It will cover the diversification and advancement of the township and the attempts at catalytic development by the Government

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.

## Terms and Conditions:

### TARAWERA LEGACY

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

Prices for all 3 attractions \*One adult free per 10 students

**Bay of Plenty 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

Prices valid as at 1 July 2020

(subject to change)



THE LIVING MĀORI VILLAGE  
**Whakarewarewa**

THE BURIED VILLAGE  
**TE WAIROA**

### AMAZING RACE + SWIM

- All bookings for this package inclusive of the Polynesian Spa 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 Polynesian Spa discount rates offered for New Zealand schools booking this trip
- **Prices: Students \$8.00 Adults:** Swimming and non swimming Free of charge.
- Admission is for the family pool area only
- Payment is to be made at the Polynesian Spa on the day



## POLYNESIAN SPA

### 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

### STEAM AND SETTLERS MUSEUM

- Available Thursdays during term time (other days by special arrangement)
- Cost: \$5 per student (includes train ride) \$5 per accompanying adult. Teachers free of charge.
- Payment is to be made at the Steam and Settlers Museum on the day

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## 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

Contact us:

If you have any questions regarding our programmes email our team.  
[museumED@rotorualc.nz](mailto:museumED@rotorualc.nz)



# ROTORUA **museum**

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