

LEOTC EDUCATION PROGRAMMES



Land of the Taniwha



Aquabots



Abstract Printmaking



Rotorua
Settlers and
Steam Museum



ROTORUA
museum

Te Whare Taonga o Te Arawa
ART | CULTURE | HERITAGE



ROTORUA
LIBRARY

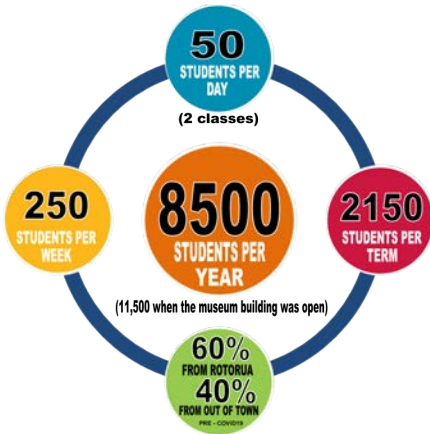
TE AKA MAURI

TERM
1 & 2
2021

Kia ora and welcome

As the time gets closer to the end of 2020 inevitably people will start to reflect on the past year. We'd like to thank the schools who supported us, to those teachers, students and school staff who visited or allowed us to do outreach in their schools.

Our numbers can be seen in the graphic below, it details how many students (on average) we have catered for post museum closure since 2016. While it reflects our 2020 pre-COVID-19 numbers, we were pleased to see the number of students decreased only by 400 students because of the lockdown in April and the subsequent alert level restrictions. By increasing our ability to switch in house programmes to delivery in schools this helped lessen the effects on our service.



This quick adaption and response means that when we bounce in and out of alert levels we can still deliver the majority of our programmes in safe venues or in your school. COVID alert level protocols have been developed based on advice from the Ministries of Health and Education as well as our own organisation Rotorua Lakes Council.

We are grateful to be able to look towards 2021 with a view of almost business as usual. All the while realising that we have colleagues in New Zealand, within the museum and art gallery sectors that aren't so lucky. COVID-19 has had a profound

effect on arts and culture in New Zealand so we encourage you to visit museum and art galleries large and small if you're exploring our country over the summer.

Our Māra Kai (A Traditional Māori Garden) programme is back in 2021, a popular choice for schools we'd advise teachers to book early, with harvesting scheduled for a limited time in the last week of Term One and the first two weeks of Term Two. Thank you to the Montessori Class at Malfroy Primary School for assisting our planting in the garden with our helpers from Kai Rotorua.



For visual arts, a new programme will be offered to schools in 2021, titled Mixed Media Fun: Māori Artworks. Students will learn more about local BOP / Rotorua artists who have produced contemporary Māori art, as well as pick up valuable skills to create an innovative and meaningful artwork.

Work is continuing on the Bath House building. Behind the scenes many hundreds of hours of work has gone on to plan what needs to be done to fix the building in the quickest and most efficient way.

Moving forward as an institution has been tasked to a very special group of experts, some of our existing staff who remained on board after our 2016 closure. Staff who have kept the museum ticking over in the last few years.



Rotorua Museum Director
Lizzie Marvelly

July 2020 saw the announcement of Lizzie Marvelly as the new director of Rotorua Museum. A Rotorua local Lizzie has relished the opportunity to return home to lead our *whare taonga* on its reopening journey.

With more than \$53million in funding raised and construction about to start, her initial focus will be to rebuild the museum team for reopening in 2024.

Lizzie will use her extensive relationships, locally, nationally and internationally, to develop a curated programme of world-class and locally relevant exhibitions and experiences to add to Rotorua's already vibrant and thriving arts and culture scene.

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. Many can be used as pre or post-visit activities.

Don't forget about our Facebook page *Education At Rotorua Museum*.

We hope you find a programme in this booklet that you would like delivered to your class. Please note we can also tailor programmes or create new ones to meet your classes' specific learning outcomes.

Ngā manaakitanga,

The Rotorua Museum Education Team.



Emma Liley
Museum Education Lead



Kristina Joyce
Education Assistant



Rebecca Moore
Education Coordinator
Visual Arts



Taupopoki
George McLeod
Education Coordinator



Jessica Wilkes
Digital Technology Educator

Programme By Year Level

	Primary		
	Junior	Middle	Senior
Tarawera - Social Science			
Tarawera - Science			
Tarawera Legacy Package			
Exploring Geothermal Environments			
Do You see What I See?			
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			
Māra Kai—A Traditional Maori Garden			
Steam and Settlers Museum			
World War 1			
Ake! Ake! 28 Māori Battalion			
Mixed Media Fun: Māori Artworks			
Land of the Taniwha			
Abstract Printmaking			
Heroes and Electrical Circuits			
.5 Cultural Conventions			
Still Life Into Surrealism			
Let's Get Coding			
Robotics 101			
Making Movie Magic			
Human Computer Interactions			
Algorithms			
Computer Science			
Robocup Junior			
Aquabots			
Evolocity			
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
			Exploration, Community, Patterns
			Identity, Conflict, Exploration
			Sustainability, Change
			Sustainability, Change
			Identity, Change, Conflict
			Identity, Community
			Sustainability, Systems
			Identity, Conflict, Exploration
			Identity, Exploration
			Identity, Exploration, Community
			Identity, Community, Sustainability, Systems
			Change, Force, Exploration,
			Identity, Conflict, Exploration
			Identity, Conflict, Exploration
			Exploration, Community, Patterns, Identity
			Exploration, Patterns, Identity, Community
			Exploration, Structure, Systems, Community
			Identity, Exploration, Systems
			Exploration, Change
			Exploration, Change
			Identity, Sustainability, Exploration, Structure, Systems, Community
			Exploration, Structure, Systems, Community
			Exploration, 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

Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

Secondary
Y 9-10

Suitable for:

Junior Primary

Middle Primary

Secondary
Y 9-10

Senior Primary

Intermediate

Senior Primary

Intermediate

Social Sciences or Science

Social Sciences or Science

2hrs

Up to 60 students per session

1.5 - 2hrs

Up to 60 students per session

Our Place, Whakarewarewa & Buried Villages

Our Place

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.

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.

Special conditions and fees apply.
Please see our website for more information:
rotoruamuseum.co.nz/learning

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

Our Place

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.

Do You See What I See?



Quick Glance

Runs All Year

Suitable for:

Middle Primary

Secondary
Y 9-10

Senior Primary

Intermediate

Visual Arts and Science

1.5 - 2 hrs

Up to 30 students per session

Our Place

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

Heroes and Electrical Circuits



Te Arawa Journeys Ngā Haerenga o Te Arawa



Quick Glance

Suitable for:

	Middle Primary	Secondary Y 9-10
Senior Primary	Intermediate	

Science and Health/Physical Education

2 hrs Up to 30 students per session

Our Place

\$2.00 resource fee applies per student

What makes someone a hero? Why are heroes important? What can we learn from them? Can we be like them?

In this fun programme we dive into these questions through interactive activities involving problem solving and collaboration.

Through these activities students will also learn about electrical circuits and will create a wire buzz light game inspired by a local hero to take back to school.

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

Our Place

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**

Māra Kai

A Traditional Māori Garden



Quick Glance

12 April - 14 May 2021

Suitable for:

Junior Primary

Middle Primary

Secondary
Y 9-10

Senior Primary

Intermediate

Social Sciences

2 hrs

Up to 30 students per session

Our Place **LIMITED SESSIONS - BOOK NOW!**

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

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.

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

Our Place

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.

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

Our Place

Te Paepaehakumanu The Government Gardens



Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

Senior Primary

Intermediate

Secondary
Y9-10

Social Sciences

2 hrs

Up to 30 students per session

Our Place

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.



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.

Amazing Race & Swim



Quick Glance

Runs All Year

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

Our Place

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. Polynesian Spa swim cost \$8.00 per person for students and adults.



Hidden Treasures



Quick Glance

Runs All Year

Suitable for:

Middle Primary

Secondary
Y 9-10

Senior Primary

Intermediate

Social Sciences or Visual Arts

2 hrs Up to 30 students per session

Our Place

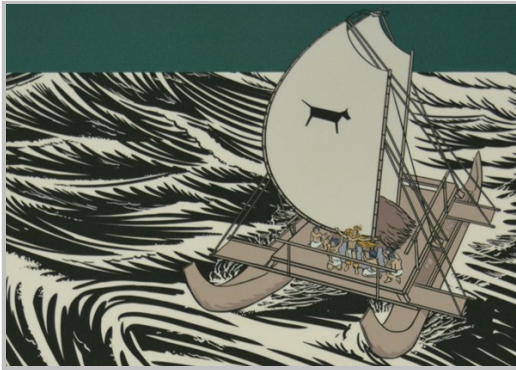
Students will gain an insight into what items are accepted into the collection and why.

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.

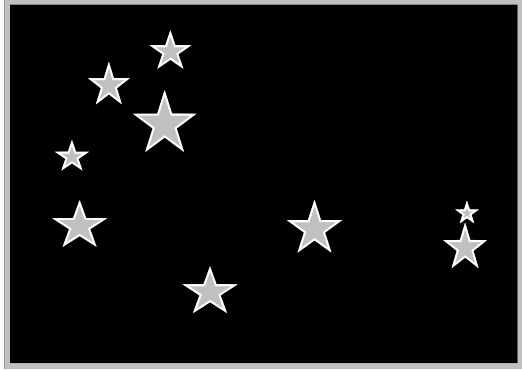
This session concludes with a fun hands-on "be a curator" activity where students will apply and use the collection criteria they have learnt whilst visiting.

Special conditions and fees apply. Please see our website for more information: rotorouamuseum.co.nz/learning

Discovering Aotearoa



Matariki



Quick Glance

Runs All Year

Suitable for:

Middle Primary

Secondary
Y 9-10

Senior Primary

Intermediate

Social Sciences

2 hrs

Up to 30 students per session

Our Place

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 Hawaii.

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.

Quick Glance

Term 1

Term 2

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

Our Place

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.

Steam and Settlers Museum



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

Rotorua Steam and Settlers Museum

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.

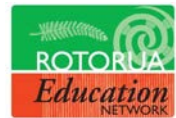
Objects and technologies from the period will be used to make butter, do the washing and play early pioneer games.

Special conditions and fees apply.

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.

Programmes kindly supported by:



ROTORUA SETTLERS & STEAM MUSEUM



World War 1

Ake! Ake! 28 Māori Battalion



Quick Glance

Runs All Year

Suitable for:

Middle Primary

Secondary
Y 9-10

Senior Primary

Intermediate

Social Sciences

1.5 hrs Up to 30 students per session

Our Place

World War One presented in a fun and easy way for your students to understand.

How did one seemingly small incident start a chain of events that lead to one of the largest conflicts in world history?

Why was this event called the Great War and how did it bring about national pride and independence in New Zealand?

In this programme students will explore the stories of soldiers and objects from the museum collection. They will gain an understanding of what was going on in the world at that time and how NZ became involved in this global event.

Quick Glance

Runs All Year

Suitable for:

Middle Primary

Secondary
Y 9-10

Senior Primary

Intermediate

Social Science and Digital Technology

1.5 hrs Up to 30 students per session

Our Place

Students will investigate who the 28 Māori Battalion were.

They will come to understand where they came from, where they went and what happened to them during World War Two.

This programme includes critically examining images of the time as well as hands-on activities looking at objects similar to those used by soldiers.

Land of the Taniwha

Contemporary Māori Artists



Quick Glance

Runs All Year

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

Our Place

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.

Quick Glance

Runs All Year

Suitable for:

Middle Primary

Secondary
Y 9-10

Senior Primary

Intermediate

Visual Arts

2 hrs Up to 30 students per session

Our Place

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

Students will explore works made by Rotorua artists. The artists will include not only painters but those working in media such as whakairo (carving), and raranga (weaving).

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

Students will consider how Māori art often shows:

- Māori knowledge (mātauranga Māori)
- Balance with, not dominance over nature
- Māori are people of the land (tangata whenua)
- Importance of ancestors (tūpuna)

Still Life Into Surrealism



Abstract Printmaking



Quick Glance

Runs All Year

Suitable for:

Senior Primary

Intermediate

Secondary
Y 9-13

Visual Arts

1.5 - 2 hrs

Up to 30 students per session

Our Place or Your School (Outreach)

Quick Glance

Runs All Year

Suitable for:

Senior Primary

Intermediate

Secondary
Y 9-10

Visual Arts

2 hrs

Up to 30 students per session

Our Place or Your School (Outreach)

Why would you put a lobster on a telephone or the head of a bird on a person?

In this fun visual arts programme students will explore the journey of still life into surrealism.

The programme involves hands on learning and practical artwork including the opportunity to try techniques used by artists to create strange captivating works.

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.

Top Art

2021

.5 Cultural Conventions



Quick Glance

22 - 26 March 2021

Suitable for:

NCEA

Secondary
Y 11—13

Visual Arts

1.5 - 2 hrs

Up to 30 students per session

Our Place **LIMITED SESSIONS - BOOK NOW!**

Quick Glance

Runs All Year

Suitable for:

NCEA

Secondary
Y 12

Visual Arts

1 - 1.5 hrs

Up to 30 students per session

Our Place

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 2020, is a rare opportunity for 2021 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.

Image credit: Lisa Ahn. Painting, John Paul College (detail)

Cultural Conventions: Hand painted photographs
Supports Achievement Standard: 91325

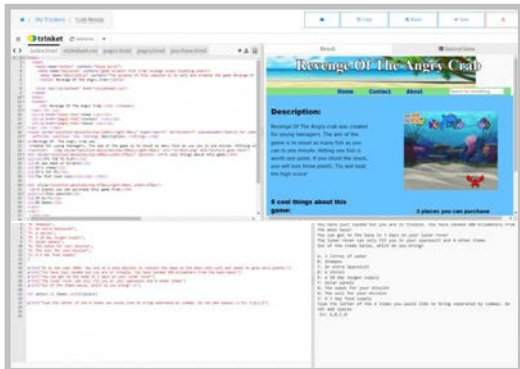
A fun 1hr workshop to learn and practice the traditional techniques of hand painted photographs. During the workshop the students will also be involved in activities to understand the context for traditional hand painted photographs and in particular how they show personal/cultural identity.

NB This workshop is part of a fuller cultural conventions unit which will be given to the teacher

Let's Get Coding

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 NCEA L 1, 2 & 3

2 hrs

Up to 30 students per session

Our Place

Quick Glance

Runs All Year

Suitable for:

Junior Primary

Middle Primary

Secondary
Y 9-10

Senior Primary

Intermediate

Digital Technology

2 hrs

Up to 20-30 students per session

Our Place

Whether it's an brand new introduction for primary students or a refresh for high school students we can tailor our Let's Get Coding 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.

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.

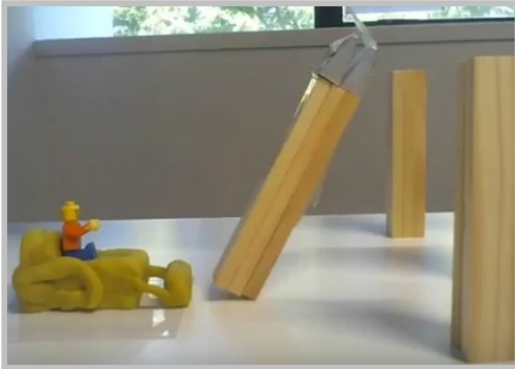
We can tailor this programme to your students' level of experience with more experienced students linking into the Robocup Jnr competition.

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

TOMPKINS
WAKE

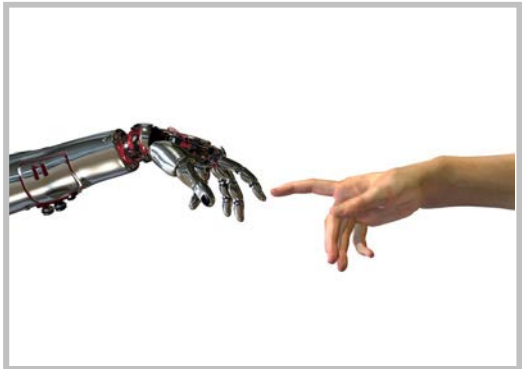
The Computer Suite has been made possible thanks to Te Aka Mauri founding resource funder BayTrust and programmes partners Unison and Tompkins Wake.

Making Movie Magic



Human Computer Interactions

NCEA Level 1 Digital Technology External



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

Our Place

Quick Glance

Runs All Year

Suitable for:

NCEA

Secondary
Y 11

Digital Technology

2 hrs

Up to 30 students per session

Our Place

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.

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.



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

Computer Science

NCEA Level 2 Digital Technology
External



Quick Glance

Runs All Year

Suitable for:

NCEA

Secondary
Y 12

Digital Technology

2 - 3 hrs

Up to 30 students per session

Our Place

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.

Algorithms

NCEA Level 1 Digital Technology
Internal



Quick Glance

Runs All Year

Suitable for:

NCEA

Secondary
Y 11

Digital Technology

2 hrs

Up to 30 students per session

Our Place

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.

Robocup Junior



EVOLOCITY

Designing Electric Go-karts



Quick Glance

Runs All Year

Suitable for:

Senior Primary

Middle Primary

Secondary
Y 9-10

Intermediate

Digital Technology

2 hrs + 1 full day Up to 30 students

Our Place or Your School (Outreach)

Take your students through preparing for Robocup Jnr theatre.

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

One two hour session and a full day session will see you well on the way to a Robocup theatre entry.

Quick Glance

Runs All Year

Suitable for:

Intermediate

Secondary
Y 9-13

Digital Technology, Technology, Maths, Science

Up to 30 students per session

Our Place or Your School (Outreach)

What is Evolocity?

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

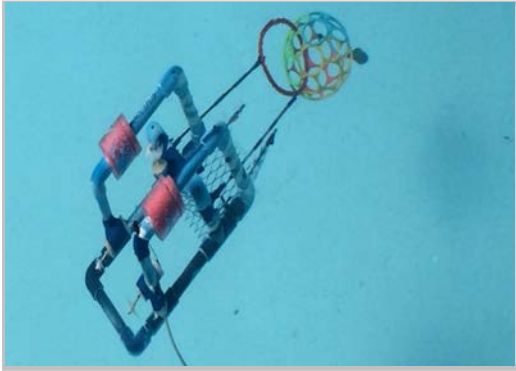
What is a build day?

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 for more information.

AQUABOTS

Tarawera Extreme Natural Events



Quick Glance

Suitable for:

Middle Primary

Secondary
Y 9-10

Senior Primary

Intermediate

Digital Technology, Technology, Maths, Science

4 hrs

Up to 30 students per session

Our Place or Your School (Outreach)

Quick Glance

Runs All Year

Suitable for:

NCEA

Secondary
Y 11

NCEA Level 1

1.5 hrs

Up to 80 students per session

Our Place

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 for more information.

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.

Describe and Promote A New Zealand Tourist Destination — Rotorua

Tourism Development In Rotorua



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

Our Place

Quick Glance

Runs All Year

Suitable for:

NCEA

Secondary
Y 13

NCEA Level 1

1.5 hrs

Up to 80 students per session

Our Place

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.

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. This also includes the short term impacts of COVID-19.

TIMINGS

Bookings for school groups are essential.

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

Session times range from **1 — 3 hours**

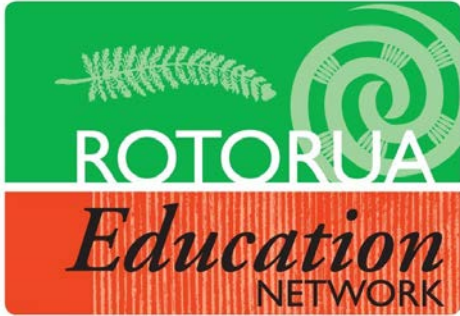
(enquire at time of booking)

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

