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Maori Hill School Project Design Overview:

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Name of Project: Voyagers: Our Place in the World and the Discovery	of Aotearoa	Duration: 10 weeks
Core Curriculum Areas: Aotearoa New Zealand Histories		
Driving Question: How can we as historians share the discovery of Aotearo	a New Zealand?	•
Project Summary: In this project children go on a voyage of discovery about their ancestral knowledge and a bigger vision of science - mātauranga - Pacifica waka crossed the Pacific Ocean guided only by their kinship with the natural wo paving stones upon which we stand today. Children will learn about the journey experiment with this science and technology to create a product that shares the	/Maori created our land of voyagers. Polyr rld. These extraordinary engineers, scientis s and the science and technology used to	nesian navigators on state-of-the-art sts, and mathematicians created the
Product/ Project Outcome: Maori Hill School will create their own museum to share their learning. Products digital presentations, models, digital timelines. * Interactive exhibit to share	May include: Waka, map of the stars or bi	rds and their migration, oral stories,
 Key Competency: thinking. using language, symbols, and texts. managing self. relating to others. participating and contributing. 	LEADERS: Learners Engaged Adventurous Diligent Empathetic	

Resilient

Self-Motivated

moved to Aotearoa New Zealand? A from others? Know: Turangawaewae me te kaitial Land, water, and resources Year 4-6 What different people came to Aote their experiences in adapting to a n Do: Thinking critically about the pas Year 1 -3: I can use historical source matauranga Maori to help answer q Year 4 -6: I can draw on historical so matauranga Maori sources, to answ doing so, I identify views that are m conclusions. Science: Level 1& 2: Share ideas and observa and their physical effects on the hea	of the Maori and their voyaging to the great navigators? re about coming to Aotearoa New Maori navigate to Aotearoa New stories of particular groups who have Why were some treated differently kitanga: earoa New Zealand, and what were ew environment? st and interpreting stories about it s with deliberate attention to uestions about the past. urces, giving deliberate attention to er questions about the past. While issing and note how this restricts my ations about the Sun and the Moon at and light available to Earth. s of the solar system, developing an	 Pacific navigators knew they would find land How Kupe and pacific navigators travelled to Aotearoa New Zealand Pacifica/Maori used bird migration, patterns in the sky and ocean currents to navigate on their journey Scientific Language (MHS Learning Map): Year 1: In a shared situation use their own and scientific language to make connections within a common experience. Year 6: Communicate scientific ideas using symbols, models and diagrams and analyse the effects. 	
Other subjects to be included:			
Science	Social Sciences	English	Digi Tech Digital Tools in the classroom
Maths			

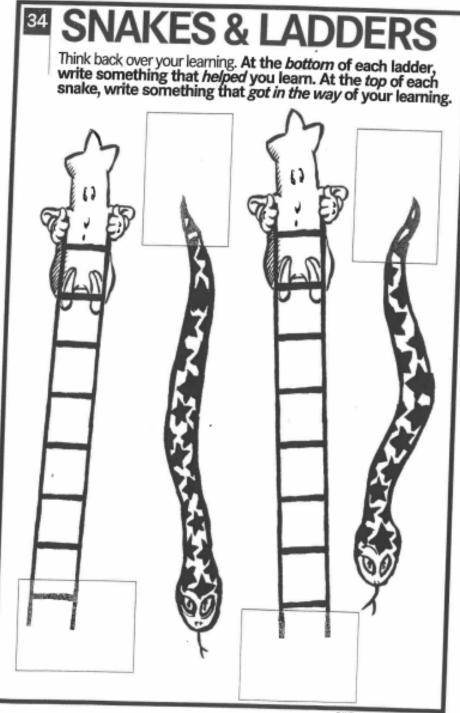
Resources: Otago Museum: Pacific Explorers/Amadeo visit	Reflection Methods: Student journaling, SWSW throughout, Circle View Points, Gallery Walks, 'I use to think now I think'
https://maatauranga.co.nz/index.html	
https://tuiaeducation.org.nz/resources	
MHS Project Based Learning Stages:	Learning Experiences (Progression):
	Thinking Critically - Group Task - Watch the videos on the Matauranga website in groups. White Hat - What facts did you learn? Record these on large sheets of paper
EMBARK • Launch Pad • Hook to start the Project	Digi tech skills needed later in the project to be explored - Makey Makey and Scratch (coding and voice recording)
Challenge/Problem/Question Milestone 1	Share Driving Question: How can we as historians share the discovery of Aotearoa New Zealand?
Winestone T	Key Student Questions
	How did Kupe and pacific navigators travel to Aotearoa New Zealand?
	Formative Assessment
	Exit Ticket - 321 strategy
ENGAGE • Authentic client engagement • Wonderings • Questioning	Share with families our focus - Newsletter Client Brief - We will be creating our own Voyagers Museum at the Otago Museum to share with our community Compare to our own journeys to Aotearoa NZ (little side study here to learn about their own family history - venn diagram)
Milestone 2	 Watch clips from: <u>https://maatauranga.co.nz/index.html</u>. Complete some of the 'Things to Do' activities. Wonderings and Questions. What is a museum? Expert (Craig from Otago Museum to share what an interesting/interactive exhibit looks like) Thinking Critically - <u>Question Starts</u>

	Key Student Questions
	What do high quality questions look like? What questions will help us answer our driving questions?
	Formative Assessment
	<u>'Need to Knows'</u>
EXPERIMENT Investigate related to the	Design Thinking <u>(see guide from Pip)</u> Understand, Define, Ideate, prototype Digital Tech Lessons - Makey Makey - How can we use this in our project? Snakes and Ladders Self review (see Kath Murdoch template at the bottom of the page)
engagement meeting/activities • Question and brainstarm • Problems and solutions	Key Student Questions
Milestone 3	Are my plans and prototypes going to share my learning?
	Formative Assessment
	Create shared product rubric (shows key understandings and quality of presentation)
EXPLAIN • Articulate ideas • Clarify ideas / thinking • Review solutions Milestone 4	Self/Group Review (Thinking critically - <u>Circle View Points</u>) Share prototype/design with others Class Feedback - <u>Feedback Carousel</u> Reflect and revisit prototype/design after feedback (Thinking Critically - SWSW/ SCAMPER) Second visit from Craig (Head of Otago Museum Exhibits) to give feedback on plans and prototypes
	Key Student Questions
	Can I justify the choices I have made? Can I improve my design? Will this product inform my audience and help them understand?
	Formative Assessment
	Class Feedback - <u>Feedback Carousel</u>
	Construct/create Product MidPoint of construction - <u>Gallery walk</u> Use Makey makey and Scratch (voice recordings) to explain the different parts of the waka. Create our own Voyagers Museum at the Otago Museum to share with our community

ENRICH • Present learning/findings/solutions • Final product development • Presentation	Key Student Questions
	Is there anything else I need to consider before taking it to our museum? What do I think people will learn from my product?
Milestone 5	Formative Assessment
	Journaling
EVALUATE • Evaluate product/process • Review project in relation to client brief	SWSW of product and process Thinking Critically - <u>'I use to think… now I think…'</u>
	Key Student Questions
	What have I learnt about myself as a learner? Can I justify the choice I have made throughout this project?
Milestone 6	Formative Assessment
	Participation in group SWSW

Assessment:	Who: (eg client)	How (form of assessment)
Product: (May include: Waka, map of the stars or birds and their migration, oral stories, digital presentations, models, digital timelines)	Parents and our community.	Shared criteria for product - rubric
Process:	Peer and Teacher	MHS E stages learning journals SWSW Critical Thinking Rubric
Progress/Content:	Peer and Teacher	MHS E stages learning journals SWSW I use to think now I know





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