

## Episode Overview

In this episode we learn about Waka Huia and how they are used to protect and preserve our precious taonga. We visit MTG Hawke's Bay Tai Ahuriri to see some very special waka huia and learn how museums are kaitiaki (guardians) of our precious taonga (treasures). We then use Tinkercad to create a 3D model of a waka huia. This episode is designed for students working at levels 3-5 of the NZ curriculum.

## Resources to Support Whānau with Learning from Home

*Digital technology is now a compulsory part of the New Zealand Curriculum that can be woven across other learning areas to create authentic future focused learning*

This resource will support you and your child to extend their learning with links to support materials for our digital tools and unplugged activities, further research and print resources that you can use at home.

### Unplugged Activity - Craft a waka huia

Get creative in designing your own waka huia using materials you have at home. You could print our [3D shape net](#) for this. You can then use your waka huia to protect something that is precious to you.

### Digital Tool Tips and Tricks - Tinkercad

[Tinkercad.com](https://www.tinkercad.com) is a free, online tool for 3D design.

[Learn more about Tinkercad from the videos and resources on our website.](#)

Episode 1 asks that you use Tinkercad to design and create a 3D waka huia. To do this we transform the basic shapes in Tinkercad, including the scribble to draw patterns, and use the transform, group and duplicate functions.

## Curriculum Links for Teachers

<b>Technology Progress Outcomes</b>	<a href="#">Designing and Developing Digital Outcomes</a> PO2 - In authentic contexts and taking account of end-users, students make decisions about creating, manipulating, storing, retrieving, sharing and testing digital content for a specific purpose, given particular parameters, tools, and techniques. They understand that digital devices impact on humans and society and that both the devices and their impact change over time.
<b>NZC Learning Areas</b>	<a href="#">Technology</a> - <b>Nature of Technology</b> - Students develop an understanding of technology as a discipline and of how it differs from other disciplines. They learn to critique the impact of technology on societies and the environment and to explore how developments and outcomes are valued by different peoples in different times. As they do so, they come to appreciate the socially embedded nature of technology and become increasingly able to engage with current and historical issues and to explore future scenarios. <a href="#">Social Sciences</a> - <b>Identity, Culture, and Organisation</b> – Students learn about society and communities and how they function. They also learn about the diverse cultures and identities of people within those communities and about the effects of these on the participation of groups and individuals.
<b>Learning Intentions</b>	Understand the role of kaitiaki that people hold to preserve and share important taonga. Identify a purpose to create and manipulate digital objects using Tinkercad.
<b>Success Criteria - Students will be able to</b>	Create their own waka huia and explain the function of the chosen design. Describe the taonga they will put in their waka huia and why they would choose it. Manipulate the size of a 3D object using the handles. Alter the shape of an object using the 'hole tool'.

# Ngā Hononga ki te Marautanga

<b>Te Aho Hangarau Matihiko</b>	<b>Te Tupuranga Tangata me te Rorohiko (Taumata 2; Whakatupuranga 1):</b> Ka mārama ko tā te rorohiko he pupuri kōrero, mā te kaiako tētahi mahi whakahiato e ārahi: ki te waihanga; ki te raweke; ki te pupuri; ki te tiki; ki te tuari hoki.
<b>Te Marautanga: Whaingā Matua</b>	<b>Tikanga ā Iwi: Te Whakaritenga Pāpori me te Ahurea (Taumata 2):</b> Ka whakamārama i ngā āhuatanga ahurea me ngā tuku ihotanga o tōna ake iwi, me ētahi atu iwi hoki.
<b>Te Marautanga: Wahanga Ako 2</b>	<b>Ngā Toi (Taumata 2):</b> Ka whakawhanake, ka whakamahi i runga i te haumarū, i te auaha hoki, ka whai whakaaro, ka kite: i ōna ariā me ōna pūkenga; i ngā taputapu me ngā rawa; i ngā tūmomo hua, tohu me ngā taurira huhua.
<b>Ngā Whaingā Ako: Ka taea i au</b>	E taea te whakamārama he aha te Kaitiakitanga e pā ana ki ngā taonga tuku iho o ngā matua tupuna. Whakamahia Tinkercard hei waihanga he ahua matihiko.
<b>Ngā Putanga Ako:</b>	E mōhia ana te waihanga he Waka Huia, me te kōrero e pā ana ki tona kōrero mo tona taonga. E mōhio ana he aha ai ngā taputapu i roto i tona ake Waka Huia. E mōhio ana te tini ngā ahua matihiko ki te rahi.

## Learning Links and Reading Lists for Whānau and Teachers

### Extension Activities

[Te Papa Learning Blog about using Sketchfab](#)

Unplugged Activity: [Best Tool for the Job!](#)

[Tinkercad He Wero Hoahoa](#)

### Research Links

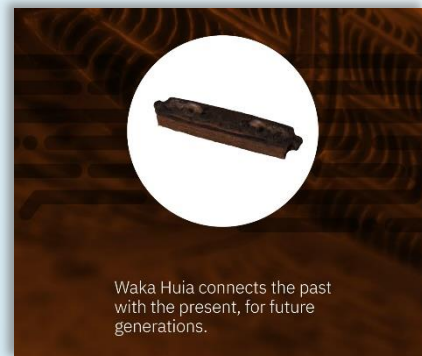
[Waka Huia in the Te Papa collections](#)

[Waka Huia from Te Ara Encyclopaedia](#)

[Waka Huia from Paris: Tales from Te Papa video](#)

[MTG Hawke's Bay Tai Ahuriri](#)

[Te Papa Tongarewa Museum of New Zealand](#)



### Print Resources

[3D shape net](#) – Create your own waka huia.

Unplugged Activity: [Best tool for the job!](#)

### Literacy Resources

School Journal series: [Puawai Cairns: Te Papa Detective](#) (School Journal Level 3 November 2016)

Connected series: [Digital Space: Saving the World, One Swipe at a Time](#) (Level 4 2018)



mtg Hawke's Bay

WAITANGI  
TREATY GROUNDS

Waikato Museum  
TE WHARE TAONGA O WAIKATO

The Raranga Matihiko programme is funded by the Ministry of Education Digital Technologies for All Equity Fund. [www.rarangamatihiko.com](http://www.rarangamatihiko.com)

Raranga  
Matihiko tv  
weaving museum taonga and digital learning together

