Episode Overview

In this episode we will learn how our awa (rivers) are taonga (treasures) and how we can be kaitiaki (guardians) of these natural resources. We will visit Waikato Museum to learn about Te Awa o Waikato and its importance to people of the past and today. We then work with Cloud Stop Motion to tell an animated story of an awa. 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 – Create a diorama
Make an awa scene using an old box, blu-tack, craft materials and natural resources. View the instructions.

Digital Tool Tips and Tricks - Cloud Stop Motion
CloudStopMotion.com is a free, cloud based, stop motion animation package. Stop Motion animation is where we take multiple photos and run them together, so it looks like we have created a little animation. Take a look at this Cloud Stop Motion Tutorial on YouTube. Episode 7 uses stop motion animation to show the impact of humans on an awa eco-system.

Curriculum Links for Teachers

Technology Progress Outcomes	Designing and Developing Digital Outcomes 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… Students identify the specific role of components in a simple input-process-output system and how they work together, and they recognise the "control role" that humans have in the system. They can select from an increasing range of applications and file types to develop outcomes for particular purposes. Computational Thinking PO2: In authentic contexts and taking account of end-users, students give, follow and debug simple algorithms in computerised and non-computerised contexts. They use these algorithms to create simple programs involving outputs and sequencing (putting instructions one after the other) in age-appropriate programming environments.
NZC Learning Areas	Science – **Planet Earth and Beyond** - Students learn that Earth's subsystems of geosphere, hydrosphere, atmosphere, and biosphere are interdependent... and that humans can affect the interdependence in both positive and negative ways... as humans we act as guardians of these finite resources. **The Living World** - Students will explore how living things interact with each other and their environment...and the impact of humans on all forms of life. The emphasis is on the biology of New Zealand, including the sustainability of New Zealand's unique fauna and flora and distinctive ecosystems.
Learning Intentions	Understand that waterways were historically vital and continue to be a natural treasure and resource, but that they are at risk from human practises. Explore some ways we can protect our waterways. Share a message of kaitiakitanga for our awa using Cloud Stop Motion.
Success Criteria - *Students will be able to*	State how waterways were used by early Māori and their continued importance to our country today. Identify cause and effect of practises on waterways and actions that are being taken to protect these natural resources. Use stop motion to animate a work that reflects the interdependence of life and waterways.

Ngā Hononga ki te Marautanga

Te Aho Hangarau Matihiko	**Te Tupuranga Tangata me te Rorohiko (Taumata 1; Whakatupuranga 1):** 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.
Whainga Matua: Te Ao Tūroa	**Papatūānuku: T3 4(i)**Ka ako haere i ngā pūtake o ngāāhuatanga ā-nuku o te takiwā, tae atu ki ngā tāpui wai. **4(ii)**Ka ako haere mō te āta titiro, te tuhi me te matapae i te huarere.
Ngā Whainga Ako	E taea te whakamārama he taonga kē te wai Māori, whakaatuhia te kaitiakitanga ō ngā awa hei oranga mo te tangata.
Ngā Putanga Ako	Rangahau he aha te oranga o ngā awa me ngōna tikanga i ngā wā o mua, i ngēnei rā hoki. Whakamahia i tētahi papatono pēnā i a stop motion, ki te hanga hātepe mō tētahi kiriata e hangai ki ngā pūrākau o te awa.

Learning Links and Reading Lists for Whānau and Teachers

Extension Activities
Read 'Talking to the River' by Clare Knighton (School Journal Level 3, June 2018). Take samples of water from watercourses in or around their area, compare samples for clarity, smell, acidity levels etc. Investigate how water can be purified and make a water purification tool in the classroom.
Stop Motion He Wero Hoahoa: Challenge

Research Links
Waikatoregion.govt.nz – Waikato River
Wikipedia - Waikato River
Waikato River (Science Learning Hub)
Waikato Museum Te Whare Taonga o Waikato
Te Papa Tongarewa Museum of New Zealand

Print Resources
Cloud Stop Motion Instructions
Instructions to create a diorama

Literacy Resources

Journal series: The Remarkable Reti (October 2015, Level 3)

Connected series: Testing the Waters (Level 3 2017)
Counting Kākahi (Level 3 2014)
Step By Step: Animation Creations (Level 2 2018)

Raranga Matihiko tv
weaving museum taonga and digital learning together