

## Episode Overview

In this episode we explore kōrero, storytelling and how stories are a treasure. Story telling links us to the past, and events, people and myths that show us who we are and where we have come from. We visit Waikato Museum Te Whare Taonga o Waikato to see how stories were told before written language, through visual arts. We then learn about SculptGL to create our own story pou using symbols and designs that are relevant to us. This episode is designed for students working at levels 1-3 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 3D pou that represents yourself and your whānau

Get creative in constructing your own pou using materials you have at home, or use our [Pou Kōrero shape net](#). Then decorate your pou with patterns that tell a story.

### Digital Tool Tips and Tricks - SculptGL

[SculptGL](#) is a free, digital sculpting web app. You might think of it as 'digital clay'. Watch our introductory video: [Introducing SculptGL](#) or [Ko SculptGL tēnei](#). [View the Educator guides](#).

Episode 2 asks that you use SculptGL to design a digital pou. To do this you will start with a cylinder shape and using the sculpting tools in the app to shape and to carve patterns into the surface.

## 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="#">Visual Arts</a> – <b>Understanding the visual arts in context, Communicating and interpreting</b> <a href="#">Social Sciences</a> - <b>Continuity and Change</b> – Students learn about past events, experiences, and actions and the changing ways in which these have been interpreted over time. This helps them to understand the past and the present and to imagine possible futures.
<b>Learning Intentions</b>	Identify different story-telling techniques and how these are used to save and share the taonga of kōrero. Retell a story using a digital design tool (SculptGL).
<b>Success Criteria - Students will be able to</b>	Explain the purpose of pou whakairo. Design a set of patterns that tell a story. Select the best tools to manipulate, carve or sculpt a digital object. Retell the story that the designs on the pou are telling.

# Ngā Hononga ki te Marautanga

<b>Te Aho Hangarau Matihiko</b>	<b>Te Tupuranga Tangata me te Rorohiko (Taumata 1; 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>Whaingā Matua Tikanga-a-Iwi</b>	<b>Tikanga a-Iwi (Taumata 2.2):</b> Ka whakamārama i ngā āhuatanga ahurea me ngā tuku ihotanga o tōna ake iwi, me ō ētahi atu iwi hoki.
<b>Te Marautanga: Wahanga Ako 2</b>	<b>Ngā Toi: Toi Ataata (Taumata 1):</b> Ka tūhura, ka whakauru atu, ka whai mōhiotanga, ka whai māramatanga: i ngā huānga me ngā ariā; ki ngā tohu o tōna ao.
<b>Ngā Whaingā Ako:</b>	E taea te whakamārama me te whakahua he aha te rereketanga o ngā kōrero tuku iho, ki ngā kōrero paki, pūrākau rānei. Hangaia tētehi whaakahua e pā ana ki te haungarau matihiko (SculptGL).
<b>Ngā Putanga Ako:</b>	E kōrero paki ana e pā ana ki ngā whakairo. Whiriwhiri ngā rauemi matihiko e pā ana ki (SculptGL).

## Learning Links and Reading Lists for Whānau and Teachers

### Extension Activities

Unplugged activity - [Best tool for the job!](#)  
[SculptGL: Design Challenge](#)

### Research Links

[Whakairo – Māori Carving \(Te Ara\)](#)  
[Foundations of Māori Art \(He Ao Kotahi\)](#)  
[Waikato Museum Te Whare Taonga o Waikato](#)  
[Te Papa Tongarewa Museum of New Zealand](#)

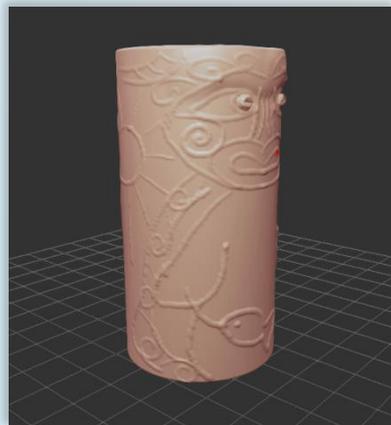
### Print Resources

[Pou Kōrero shape net](#)  
[Educator guide](#)

### Literacy Resources

School Journal series: [Puawai Cairns: Te Papa Detective](#) (School Journal Level 3 November 2016)  
[Painted Hoe](#) (School Journal Level 2 June 2018)  
[A Hoe!](#) (School Journal Level 2 June 2018)

Ready to Read series: [Taonga](#) written by Kiwa Hammond (Level 1)



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

