

# IN YOUR WORLD

REALM A  
KNOWING

Aren't we so lucky  
to be in Aotearoa?

Aotearoa is a beautiful  
country, with unique **tipu**  
and **kīrehe** that make  
up this place. It is like  
nowhere else on earth.

What makes it so special?



Story

Realm A - Knowing  
In your world

Realm E - Exploring

Realm I - Creating

Power Up Card A

# WERO

Choose a favourite place that you enjoy and know well. The place could be inside or outside, big or small, near or far.

If it's possible to visit the place in person, sketch, photograph, video or capture an audio diary of what you see or experience.

If you can't go to the place in person, find out everything you can about it and store the information in one place.

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Recreate your favourite place as a virtual communal space in Minecraft: Education Edition that others can enjoy being in.

Try to add the features of this place that make it feel great to be in and that show others why this space is precious to you.



## YOU COULD LEARN:

- What is made by people and what is the natural world (Levels 1 & 2)
- That technology is people designing outcomes for other people for a purpose (Levels 1 & 2)

Story

Realm A - Knowing  
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Power Up Card A

# NAU MAI, HAERE MAI

REALM A  
KNOWING



Being new to **Ngā Motu**, your first task is to find out how to interact with the local people.

What is the layout and what is in place to welcome newcomers?

Once you understand this, it is now your role to simulate a welcome.

Story

Realm A - Knowing  
Nau Mai, Haere Mai

Realm E - Exploring

Realm I - Creating

Power Up Card A

# WERO

In **Ngā Motu**, locate Tiani in the **pā** and hear from her about **pōwhiri**.

Find out the steps of a pōwhiri and write them down, making sure that they are in the right order. This is known as **sequencing**.

Use the internet or your library, or talk to your teacher to find out more about sequencing and **algorithms**. (See **power up card A**)

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Design a virtual pōwhiri to welcome visitors arriving to a world of your own.

### Think about:

- How will you let visitors know what the pōwhiri is for and what the things are that they have to do?
- Creating non-player characters (NPCs) to help welcome new arrivals
- Coding the Agent to act out part of the welcome

### YOU COULD LEARN:

- To design and develop an outcome that accounts for the needs of someone other than yourself (Level 3)
- To describe verbally or using models/drawings how you've broken down a process into simple step by step instructions. Describe any issues you've experienced when coding artefacts/objects in your **pōwhiri**, and say how you corrected them (debugging) (Level 3)
- To decompose problems into step by step instructions to create algorithms. Use logical thinking to predict the behaviour of the programs, understand that there can be more than one algorithm for the same problem. Develop and debug simple programs that use inputs, outputs, sequence and iteration (repeating part of the algorithm with a loop) (Level 4)



Story

Realm A - Knowing  
Nau Mai, Haere Mai

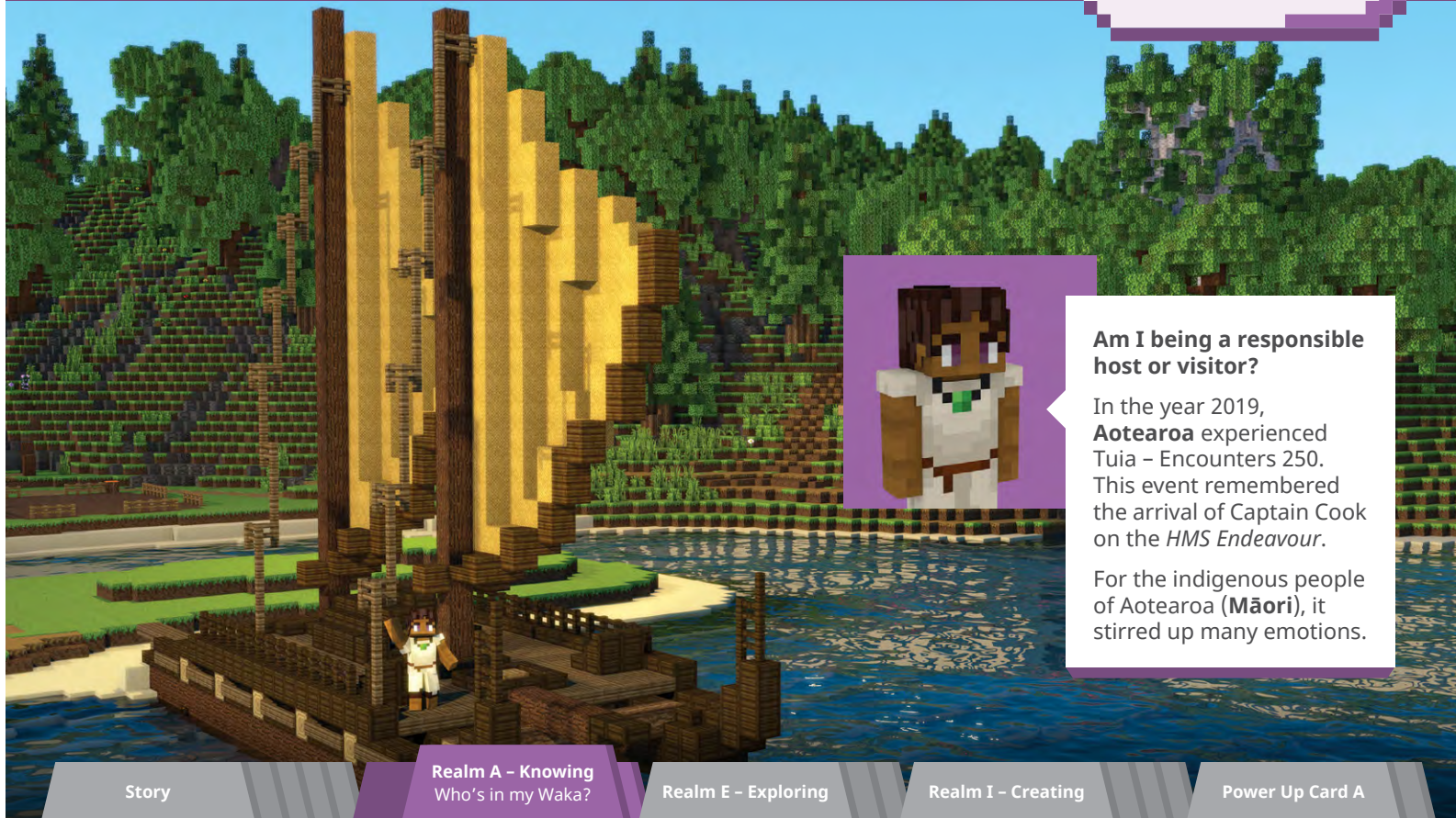
Realm E - Exploring

Realm I - Creating

Power Up Card A

# WHO'S IN MY WAKA?

REALM A  
KNOWING



**Am I being a responsible host or visitor?**

In the year 2019, **Aotearoa** experienced Tuia – Encounters 250. This event remembered the arrival of Captain Cook on the *HMS Endeavour*.

For the indigenous people of Aotearoa (**Māori**), it stirred up many emotions.

Story

Realm A – Knowing  
Who's in my Waka?

Realm E – Exploring

Realm I – Creating

Power Up Card A

# WERO

A very significant person on the *HMS Endeavour* was **Tupaia**, a **Tahitian Arioi** who played a major role in those first encounters. To **Captain Cook**, Tupaia was a skilled interpreter. For **Māori**, he was a connection to **tūpuna of Te Moana Nui a Kiwa** of the Pacific.

- What happened when the *HMS Endeavour* arrived in **Aotearoa**?
- Who were some key people in the first encounters?
- Who were the local people and what is their version of these events?
- What can we learn from this?

Your challenge is to explore the different waka in Ngā Motu and talk to the people nearby.

Why are they designed the way they are? Investigate the double hull and single hull designs. What more can you find out?

Design an imagined waka in a Minecraft: Education Edition world that represents the many cultures and histories in your classroom.

## YOU COULD LEARN:

- How the waka (transport technology) made it possible for people to travel to new lands (Levels 1-3)
- How past events influence people in making decisions about their lives today and in the future (Levels 1-3)



Story

Realm A - Knowing  
Who's in my Waka?

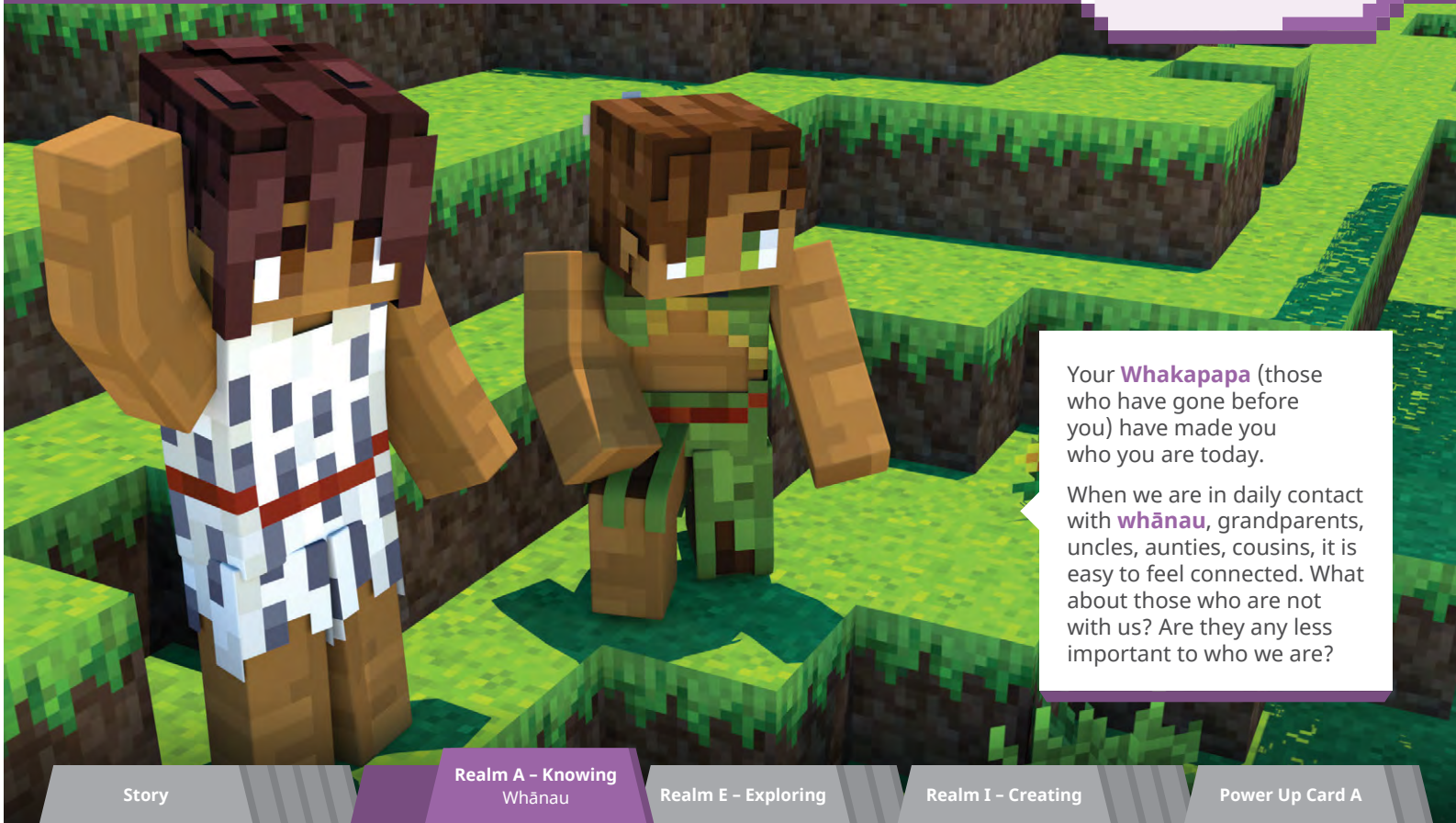
Realm E - Exploring

Realm I - Creating

Power Up Card A

# WHĀNAU

## REALM A KNOWING



Your **Whakapapa** (those who have gone before you) have made you who you are today.

When we are in daily contact with **whānau**, grandparents, uncles, aunties, cousins, it is easy to feel connected. What about those who are not with us? Are they any less important to who we are?

Story

Realm A - Knowing  
Whānau

Realm E - Exploring

Realm I - Creating

Power Up Card A

# WERO

Research your family tree. Think about who is linked to who, what you know of them and where they lived.

Remember, some information might be either confidential or emotional for people, so be kind, patient, and courageous as you do this.

Map your family tree on paper or in a digital format. Consider using Minecraft: Education Edition to represent your family tree.

Start off with a very large area so that you can easily add and move around names and information.

## Think about:

- How did researching your family tree make you feel? Why? What did you find difficult? How did you cope with the challenges?
- How do the indigenous people of **Aotearoa** represent their family tree? How might this make them feel and why?

With the permission of your family, share with your class about your family tree. It is okay to share as little or much as you would like.

## YOU COULD LEARN:

- To create a design that reflects key aspects of your family tree (Level 3)
- To identify how you are both creative and critical in what you have produced (Level 4)
- To explain why and how your outcomes could affect the people and the place you're in (Level 4)



Story

Realm A - Knowing  
Whānau

Realm E - Exploring

Realm I - Creating

Power Up Card A