

# A wealth of resources to enrich your teaching in secondary education.

For exhibition information and full programme details visit [mtghawkesbay.com/education](http://mtghawkesbay.com/education)

### Bookings

We can tailor a programme to your needs, so please contact us:  
 p (06) 833 9788  
 e [education@mtghawkesbay.com](mailto:education@mtghawkesbay.com)  
 w [mtghawkesbay.com](http://mtghawkesbay.com)

### Prices

Primary (Years 1 - 8)	\$2.50
Port Programme	\$3.00
Accompanying teachers/adults	Free
Self-guided tours – booking essential	Free

### Educators

All MTG Hawke's Bay education programmes are delivered by experienced, trained museum educators.

### Discounted Travel

Nimon & Sons bus company offers discounted travel for all school groups visiting MTG Hawke's Bay. Phone Nimon's on (06) 877 8133 and quote 'MTG special' on booking.

### MTG Hawke's Bay

Location: 1 Tennyson Street, Napier  
 (on the corner of Marine Parade and Tennyson Street)  
 Hours: Open to the public Mon-Sun 9.30am to 5pm  
 Free entry.

MTG Hawke's Bay Education is supported by



Our Learning Experiences Outside The Classroom (LEOTC) service is supported by The Ministry of Education.



### Māui and Te Ao Māori

When Māui, the legendary demi-god and mischief-maker fished up the North Island from under the sea, his enchanted hook became our coastline – from Cape Kidnappers to Mahia Peninsula. Drawing on the Māui stories and taonga of Ngāti Kahungunu, we seek to understand the beliefs and everyday lives of Māori before the arrival of Europeans.

Years: 1 - 8  
 Dates: Ongoing  
 Duration: 1½ hours  
 Venue: MTG Hawke's Bay  
 Learning Areas: Social Sciences



### Matariki special - Tititōrea workshops

Matariki was a time for dance and song, relaxing and learning. Come and have a fun session at the museum with Kahurangi Dance Theatre learning how to make and use performance sticks. See what the experts can do and then practise moves and create your own performance piece.

Years: 1 - 8  
 Dates: May 27 – June 21  
 Duration: 1½ hours  
 Venue: MTG Hawke's Bay  
 Learning Areas: Social Sciences, Performance Art

### Napier Cemetery Walk and Talk

Take a journey of discovery through Hawke's Bay's past with a guided walk through this historic cemetery. You will hear gripping stories of the eventful lives and deaths of local people, touching on missionary work, the New Zealand wars, maritime disasters, the coming of the railways, 19th century burial practices and headstone symbols. This programme is ideal for all schools exploring local history. We also recommend it for schools visiting Napier on school camp.

Years: 1 - 8  
 Dates: Ongoing (weather dependant)  
 Duration: 1½ hours  
 Venue: Napier Hill Cemetery  
 Learning Areas: Social Sciences, Local History, Technology



### Napier Port: Pilots and Wharfies

Beard up and become olden day port workers in role plays that reveal the past, purpose, and perils of Napier's old port at West Quay. Learn about the modern Port – what machinery is used, what jobs have survived, what we import and export and what benefits our port brings to our region.

Years: 4 - 8  
 Dates: Ongoing  
 Duration: 1½ hours  
 Venue: MTG Hawke's Bay  
 Learning Areas: Social Sciences, Local History



Hawke's Bay  
 Tai Ahuriri

Primary/  
 Intermediate  
 School  
 Students

School  
 Education  
 Services –  
 Whāngai  
 te ākonga  
 Term 2  
 2019





**Quake '31.**  
**We have three programmes**  
**available for different age groups.**  
**All include a visit to our**  
**1931 Earthquake exhibition.**

**Quake '31:**  
**The day that rocked Thomas' world**  
**Years 1 - 4**  
**1½ hours**

Thomas's birthday started well until the solid ground beneath his school began to shake. It was the day of the 1931 Hawke's Bay earthquake and Napier would never be the same again. Thomas's story is told using an enchanting Kamishibai story theatre box. A visit to the earthquake exhibition follows the story session, where students will see real items from the earthquake, some featured in the story.



**Toys and Games of Days Gone By**

Play games of former times when there was not a digital screen to be seen! What has lasted and what has gone? What is different, what is the same? What skills were taught? See toys and games from long ago from our collection and finish by making a simple game or toy to take home.

**Years:** 1 - 6  
**Dates:** Ongoing  
**Duration:** 1½ hours  
**Venue:** MTG Hawke's Bay  
**Learning Areas:** Social Sciences

**Living History!**

Dress up in period costume of the late 1800's and early 1900's to role play everyday chores and play games of the children of this period. Learn about the challenges facing the early Pakeha migrants and their resilience without mod cons such as electricity, phone and internet connection. See how a candle is made and make butter to see if it measures up to the supermarket variety!

**Years:** 1 - 6  
**Dates:** Ongoing  
**Duration:** 1 ½ hours  
**Venue:** MTG Hawke's Bay  
**Learning Areas:** Social Sciences, Local History, Technology



**Out and About on Marine Parade (Self-guided)**

Explore, in small groups, the extraordinary changes to Marine Parade over 150 years. Learn amazing facts such as where the old cannon came from and why. Using an MTG Hawke's Bay provided resource, students sleuth out stories of Napier's past.

This self-guided experience is free, but bookings are essential.

**Years:** 4 - 8  
**Dates:** Ongoing (weather dependant)  
**Duration:** 1 to 2 hours  
**Venue:** Start at MTG Hawke's Bay, then Marine Parade.  
**Learning Areas:** Social Sciences, Local History



**Patterns in Māori Art**

Learn about traditional Māori motifs and patterns in whakairo/carving, tukutuku/weaving and kowhaiwhai/painting. Learn some stories associated with the patterns. Students will create their own kowhaiwhai design to take away.

**Years:** 1 - 8  
**Dates:** Ongoing  
**Duration:** 1½ hours  
**Venue:** MTG Hawke's Bay  
**Learning Areas:** Art

**Art / Toi**

We have many resources at MTG Hawke's Bay used for a myriad of art studies. Our art exhibitions change throughout the year and we have access to resources held in the collection storage areas which may be useful. If there is anything specific you want to see that is not currently on show, or you wish us to tailor a programme to fit your focus, please get in touch to discuss further. Current exhibitions can be seen on our website or visit us to find out more.



**Quake '31:**  
**Resilience / Citizenship / Our Place**      **Years 4 - 8**

Let us know your preferred focus, or book our standard programme. After a short participatory drama, students will hear stories of the heroism and determination of ordinary people caught up in a catastrophic situation. A visit to the Earthquake exhibition and an interactive game highlights the need for preparedness and resourcefulness in difficult times.

**Quake '31:**  
**Breaking News!**      **Years 5 - 8**

Travel back in time to arrive in Hawke's Bay moments before the 1931 earthquake. Team up to report live from the scene as the disaster unfolds. Using green screen technology and drawing on images and stories in the museum's earthquake exhibition and archives, students research details of what happened on the day and collaborate creatively to record eye witness accounts that can be edited into a full TV news report.

