

# A wealth of resources to enrich your teaching in primary/intermediate education.

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

## Bookings

Book any of the programmes listed here, including our free self-guided experience. We can also tailor a programme to suit your needs. Please contact us now to make a booking:  
 p (06) 833 9788  
 e [education@mtghawkesbay.com](mailto:education@mtghawkesbay.com)  
 w [mtghawkesbay.com](http://mtghawkesbay.com)

## Prices

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

## Educators

All MTG Hawke's Bay education programmes are delivered by experienced, qualified 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

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

MTG Hawke's Bay Education is supported by



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



## 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



## 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. As part of this programme we will also be visiting our new exhibition *Rongonui – treasured taonga from people, places and events*.

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



## Out and About on Marine Parade

FREE (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 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 - 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 kōwhaiwhai/painting. Learn why different patterns tell stories for different iwi. See exciting examples of taonga in MTG's Māori gallery and in the new exhibition *Turuturu: Fingers, Feathers & Fibre*. Students will then create their own kōwhaiwhai design to take home. As part of this programme we will also be visiting our new exhibition *Rongonui – treasured taonga from people, places and events*.

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



Hawke's Bay  
 Tai Ahuriri

Primary/  
 Intermediate  
 School  
 Students

School  
 Education  
 Services –  
 Whāngai  
 te ākonga  
 Term 1  
 2020



**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** **Duration: 1½ hours**

Thomas' birthday started well until the solid ground beneath his school began to shake. It was the 3 February 1931 when the Hawke's Bay earthquake struck and the region would never be the same again. Thomas' 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.



**Quake '31:**  
**Resilience / Citizenship / Our Place**  
**Years: 4 – 8** **Duration: 1½ hours**

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** **Duration: 2 hours**

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.



**Mystery of History** **NEW: Book now!**

Find out what is weird and wonderful from the museum's collection: get up close and personal with legendary creatures such as unicorns, dragons, taniwha, and mermaids – was there a merman? Look at fossilized teeth, crocodile handbags, items from Ancient Egypt and optical illusions and magic. See devices invented to do unusual jobs and discover some of the mysteries of history. The session explores the new *Mystery of History* exhibition and then finishes with an activity.

**Years: 1 – 8**  
**Dates: Until September 2020**  
**Duration: 1½ hours**  
**Venue: MTG Hawke's Bay**  
**Learning Areas: Social Sciences, History, Technology**

**ANZAC Day**  
 Commemorate ANZAC Day and learn about that fateful Gallipoli campaign and why we commemorate it annually. Our educators can visit your school and teach two classes at a time, using a green screen or interactive war game, or both. The session can also take place at the museum.



**Years: 4 – 8** **Years: 4 – 8**  
**Dates: As required** **Dates: As required**  
**Duration: 1 hour** **Duration: 1½ hours**  
**Venue: Your school** **Venue: MTG Hawke's Bay**  
**Learning Areas: Social Sciences** **Learning Areas: Social Sciences**

**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**



**Art Deco Experience** **NEW: Book now!**  
 Come in your Art Deco finery and discover the symbolism and origin of Napier's Art Deco buildings. After a presentation of the motifs used in Art Deco design we will visit the exhibition *Tender is the Night*, then make Art Deco-inspired badges to take home.

**Years: 9 – 13**  
**Dates: Term 1**  
**Duration: 45 minutes**  
**Venue: MTG Hawke's Bay**  
**Learning Areas: Art, Design, Social Science, English, Te Reo & Tikanga**

**Living History**  
 Step back in time to experience the lives of European migrants over one hundred years ago. Role play chores such as ironing and washing, make butter and play some games, all in authentic clothing from that period. Could you survive life in 19th Century!

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



**Ko te Ao o Pānia: Pānia's World**  
 The story of Pānia is a local legend and a starting point to learn about our place, pre 1820, in traditional Māori society. After hearing the Pānia story we will see some of the things mentioned in it and other taonga in the MTG's Māori gallery. The session finishes with a craft activity. As part of this programme we will also be visiting our new exhibition *Rongonui – treasured taonga from people, places and events*.

**Years: 1 – 4**  
**Dates: Ongoing**  
**Duration: 1½ hours**  
**Venue: MTG Hawke's Bay**  
**Learning Areas: Social Sciences, History, Our Place**



**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**