Art - Level 4+

4 lessons

1st Lesson

Lesson Theme: Visual Art

Context: Explore and use art-making conventions through the use of materials and processes. Develop and revisit visual ideas. Explore and describe ways in which meanings can be communicated and interpreted in their own and others' work.

Activities:

1. Find the gallery and examine all visual art.
2. State which painting is your favourite and explain why?
3. Find the easel in the gallery then design and construct a drawing on the drawing app.
4. Once happy with your digital art, press the 'Print Screen' (or 'Prt Sc') to copy a screenshot. Then go to Paint or Word document and paste the screenshot. Then save the picture or word document in a folder. You can then re-access your creations from the folder you saved it to.

2nd Lesson

Lesson Theme: Dance

Context: Explore how dance is used for different purposes by different cultures. Prepare and present a dance learned by mimicking a dance from the community member in the theatre.

Activities:

1. Find '**Haka'** info point in the theatre.
2. Search the internet for 3 other cultural dances.
3. What does each of these 3 dances mean to the population who performs it?
4. Where did the samba, salsa, and tango originate?
5. Compare and contrast the samba, salsa, and tango.
6. Copy the dancing character to learn any of the 10 dances. Collect Artist Badge

Teacher's resources:

Info points:

Haka: The haka is a traditional Māori dance that is used to celebrate life. It is performed for a range of reasons including to welcome guests, to celebrate achievements, show respect at funerals, to pose a challenge before sporting events, and traditionally war hakas were performed before battle.
Radiowave Info Points

3rd Lesson

Lesson Theme: Music – Sound arts

Context: Identify and describe the characteristics of music associated with a range of sound environments. Express, develop, and refine musical ideas in response to sources of motivation. Reflect on the expressive qualities of their own and others' music.

Activities:

1. Visit the farm, restaurant, grocery store, and electronic store and describe the characteristics of the music that are associated with the environment.
2. What instruments/aspects of the music you heard in Rocket Island would you use as inspiration when developing your own music?
3. For the (four) general gameplay tracks, what feeling/emotions do you think the sound designer was trying to evoke, and why?
4. Design your own music with an emotion in mind, that will make a listener feel a certain way.

Teacher's resources:

Access soundtrack in the resources.

4th Lesson

Lesson Theme: Drama

Context: Investigate use of drama in a historical context. Initiate and refine ideas with others to plan and develop drama.

Activities:

1. Go help Dr. Riki and Javin save Katie if you haven't already. They're on the north side of the forest. What is the context of the drama at the beginning of the story (with Dr. Riki and the scooter crash)?
2. How is the drama relevant to the overall challenge presented to the player?
3. **See English lessons to learn more about themes and to analyse the drama in detail.**
4. Search the internet for two examples of theatre before 1000CE. Why was each example important to each culture?
5. Design a short skit to describe part of our culture today, so if people see it in the future they will get insight into society today.