

Seaweeek 2010

Seaweeek's theme this year is ***Fish for the future***...Use the links below to tie your Seaweeek unit or happenings to curriculum learning areas, key competencies, values and achievement objectives. Seaweeek is about celebrating all things in the marine environment, so include the Arts, Technology, Te Reo Maori, Social Science – in fact every subject area!

Subject	Level	Achievement Objectives	Possible activity
Science	1 - 7	Ecology – There are lots of different things in the world & they can be grouped in different ways. Life processes – Recognise that all living things have certain requirements so they can stay alive – some differ from others.	Beach visit – gather items at high tide mark & group (not living shellfish). Rock pool survey – what can you see? What makes them living things? Moving, reacting, feeding, breathing, reproducing, excreting, growing - some are observable. Record findings – make a huge wall mural of the different marine life forms.
	3	Evolution – Grouping, how things have changed over time & recognising NZ's unique marine life forms.	Find out all about whales & dolphins in NZ waters – especially Maui's and Hector's dolphins, and prehistoric marine life forms. Make an underwater shoe-box diorama.
Social Science	1 - 5	The past and places in NZ are important to people. Cultural interactions impact on cultures and societies .	Bring photos of family beach& fishing holidays past and present for discussion. Interview grandparents about how fishing may have changed over the years. Present at assembly (and enter in the Seaweeek 2010 Back to the Future competition!)
	3	Understand how groups make & implement laws. Understand how people view & use places differently	Role play using junior fisheries office's badges in pack – size & quota!
Te Reo	All levels	Through all subject areas	Stories of Tangaroa & Maui. Kai moana, rahui (bans), mataitai, taiapure, kaitiakitanga & tapu.
Maori waiata	http://www.waitomocaves.net/index_files/page2maorisongs.htm		
Maths & Stats	1 – 3	Statistics – Gathering, sorting, ordering, displaying, discussing.	Fish species (and compliance with catches) – resources at www.fish.govt.nz/en-nz
The Arts	1 – 3	Dance, drama, music, visual arts –	Create a presentation for assembly – - The rarest dolphin in the world! - The hermit crab's new home! - Secret lives under the surface – stream or sea.
	2	Music & Visual arts – Explore ideas about music. Investigate the purposes of images.	Look, listen & discuss such works as The Blue Danube, Sea Interludes, images by Hokusai & Manet. Make a presentation for assembly during Seaweeek. Post on You Tube!
Health & PE	3	Challenges & social & cultural factors – Participate in co-operative & competitive activities.	Students use sea item toys (fish, seahorse, net etc) to invent games based around quota, catch size, marine issues and teach to each other.
Technology	3	Technological modelling	Marine mammals get caught in nets. www.seafoodindustry.co.nz/seals Research, design, make prototypes of 'escape hatches' or invent other designs which will allow fish to be caught & air-breathing animals to escape.
English	2	Speaking, writing & presenting	Use many text forms to share themed sea messages. Make a display, presentation, film to show others.