

EDUCATIONAL OPPORTUNITIES AT WHIRINAKI WHARE TAONGA

EDUCATIONAL RESOURCE

Whirinaki Whare Taonga
ARTS | CULTURE | EVENTS

TERM 1:

LET'S PLAY TERM 1 and 2

NE – Year 8

About Whirinaki

Whirinaki Whare Taonga is a living house of treasures. Our name was gifted by Ōrongomai Marae in 2011 and reflects the centre's deep commitment to community, cultural connection, and creative learning. "Whirinaki" means "to lean on" or "to support," reminding us this is a space where people, knowledge, and creativity are woven together.

We host incredible exhibitions curated by experts and drawn from collections around the world. These taonga (treasures) are now here in Aotearoa for us all to enjoy, explore, and connect with. Whirinaki Whare Taonga is proud to welcome your ākonga to our latest exhibition.



Exhibition Overview

Let's Play! celebrates the joy, excitement, and occasional frustration of playing games. Through life-sized displays, interactive stations, and real board games to try, ākonga will explore how games connect people, tell stories, and spark imagination across cultures and generations. This exhibition showcases the fascinating world of board and strategy games — from family favourites like Monopoly, Scrabble, and Connect Four, to traditional games such as chess and cultural classics from around the world. Students will investigate how games are designed, what they express about culture and society, and how they have evolved over time.



G₂ A₁ L₁ L₁ E₁ R₁ Y₄

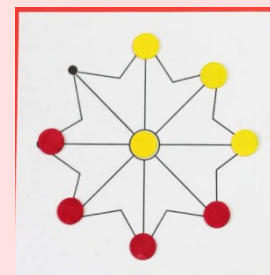
W₄ O₁ R₁ K₅ S₁ H₄ O₁ P₃

S₁ C₃ H₄ E₁ D₂ U₁ L₁ E₁

1 START (5min)	Welcome and Karakia
2	Interactive Presentation: The World of Games (15min) Tamariki will learn about different elements in boardgames through playing.
3	Guided gallery exploration Observation, (35min) Discussion, and play with interactive board game.
	Creative Workshop (30min) Student will design their own board game: invent characters, symbols, and challenges, then bring it to life through mixed media.
5 Finish (10min)	Reflection Share creations and game ideas

Our Big Questions This Term

- What makes a great game?
- How do games bring people together?
- How can design and creativity turn ideas into playable experiences
- What can traditional and modern games teach us about strategy, fairness, and fun?












B₃ O₃ A₁ R₁ D₂

G₂ A₁ M₁ E₁ S₁

I₁ N₁

G₂ A₁ L₁ L₁ E₁ R₁ Y₄

Snakes & Ladders – climb up, slide down, and race to the top 	Scrabble – build words and score big 	Connect 4 – line them up before your opponent does 
Chess – plan ahead and outsmart your rival 	Chinese Checkers – hop, jump, and think ahead 	Draughts – simple moves, clever thinking 
Ludo – roll, race, and beat your friends home 	Monopoly – buy, trade, and build your empire 	UNO – match colours, change the game, shout “UNO!” 

Curriculum Links:



This programme aligns with the Visual Arts, Mathematics, Social Sciences, and Technology strands of the New Zealand Curriculum. Students explore how design, rules, symbolism, and strategic thinking shape the way people play games, and respond by creating their own original board game using creative and critical thinking.

VISUAL ARTS — Curriculum

Years 1-2

DI — Developing Ideas in the Visual Arts

Students will express visual ideas in response to a variety of motivations, using imagination, observation, and invention with materials.

In this programme: Students explore the colours, symbols, shapes, and patterns used in board games and create their own simple game designs using pathways, characters, and visual motifs.

CI — Communicating and Interpreting in the Visual Arts

Students will express ideas about their own work and respond to objects and images made by others.

In this programme: Students share their game designs with peers and discuss how the visual elements help players understand rules, characters, and gameplay.

Years 6-8

DI — Developing Ideas in the Visual Arts

Students will generate, develop, and refine visual ideas in response to a variety of motivations, using imagination, observation, and invention with materials.

In this programme: Students refine their game prototypes by improving layout, visual hierarchy, character design, and symbolic communication, considering both aesthetics and player experience.

CI — Communicating and Interpreting in the Visual Arts

Students will describe and interpret meanings in their own and others' artworks.

In this programme: Students present their completed board games and explain how their visual design choices help communicate rules, strategy, and narrative, considering purpose and audience.

Years 3-5

DI — Developing Ideas in the Visual Arts

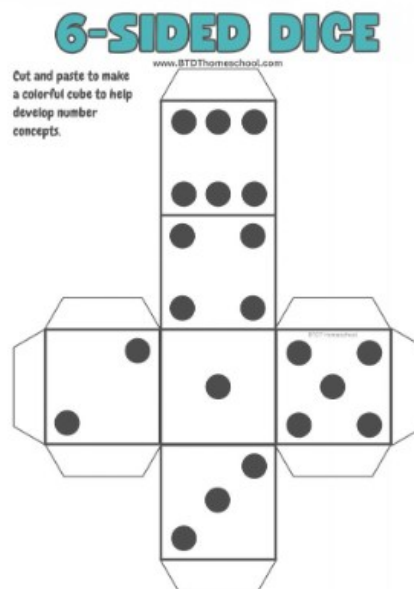
Students will generate and develop visual ideas in response to a variety of motivations, using imagination, observation, and a study of artists' and designers' work.

In this programme: Students analyse how professional board games use composition, icons, colour, and storytelling. They create game boards that combine visual communication with imagination and strategic thinking.

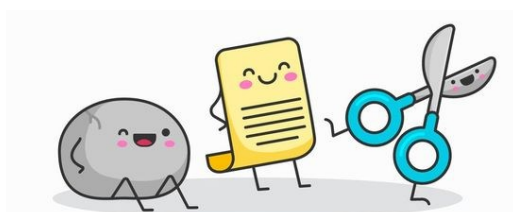
CI — Communicating and Interpreting in the Visual Arts

Students will explore and describe how different media influence the communication and interpretation of ideas in their own and others' work.

In this programme: Students evaluate how their chosen materials, colours, and symbols communicate meaning to players and how design affects gameplay experience.



[Free Printable Dice Template \[PDF\] \(Blank and With Dots\) - Printables Hub](#)



ROCK • PAPER • SCISSORS



Curriculum Links:



MATHEMATICS — Curriculum Links

Levels 1–2 (Years 1–4)

Students will develop counting, ordering, and simple spatial awareness.

In this programme: Students use counting, sequencing, dice patterns, directional movement, and simple probability while exploring and designing board games.

Levels 3–4 (Years 5–6)

Students will investigate patterns, grids, spatial reasoning, and the role of chance in mathematical situations.

In this programme: Students analyse game mechanics such as movement systems, random events, scoring methods, and fairness. They design balanced pathways and probability-based outcomes.

Levels 5–6 (Years 7–8)

Students will apply mathematical logic, probability, and strategic thinking to solve problems.

In this programme: Students explore how probability influences gameplay, test strategies, analyse risk, and evaluate the mathematical fairness of their game rules.



SOCIAL SCIENCES — Curriculum Links

Levels 1–2 (Years 1–4)

Students will understand that people have different roles and make choices when playing and creating games.

In this programme: Students explore how board games help people take turns, cooperate, follow rules, and connect socially.

Levels 3–4 (Years 5–6)

Students will understand how cultural practices, traditions, and perspectives are expressed through objects and activities.

In this programme: Students investigate traditional games from different cultures (e.g., chess, checkers, Mū Tōrere) and explore how games reflect values, identity, and community.

Levels 5–6 (Years 7–8)

Students will understand how people pass on knowledge, stories, and beliefs over time.

In this programme: Students examine how games change across history, how rules evolve, and how board games can communicate cultural narratives and social ideas.

KEY COMPETENCIES

OUR ART GALLERY IS A PUBLIC SPACE. Students will be learning the following Key Competencies through a visit to Whirinaki.

- Thinking
- Relating to others
- Using language, symbols, and texts
- Managing self
- Participating and contributing

BENEFITS OF *Playing Board Games*

Offer
Opportunities
for Early
Learning

Encourage
Executive
Function
Skills

Boost
Language
Skills

Sharpen
Attention
and
Focus

Teach
the Value
of
Teamwork

Practice
Patience and
Respectful
Responses

Soothe
Anxiety

Teach
Frustration
Tolerance

Quality
Screen-Free
Bonding Time




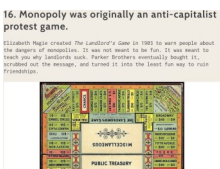
Learning Before & After Visiting Whirinaki Whare Taonga

Boardgames at Upper Hutt Library

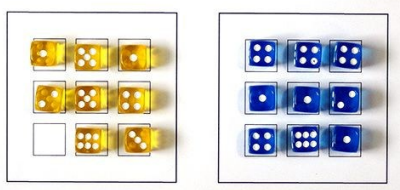


[Search results](#) | [Upper Hutt Libraries](#) | [Nga Puna Matauranga o Te Awa Kairangi ki Uta](#)

https://uhlibraries.spydus.co.nz/cgi-bin/spydus.exe/RUNSQR/OPAC/BIBENQ?SQRYIRN=2232841&SORTS=SQL_RANDOM

Games to play at school	What it is about	Link
Yahtzee 	A quick dice game where players roll and re-roll to make number patterns. Great for practising addition, probability, decision-making, and turn-taking.	Yahtzee Score Card Free Printable Yahtzee Score Sheet
Best Educational Board and Card Games for Kids and Families	List of heaps of Boardgames	Best Educational Board and Card Games for Kids and Families Treehouse Schoolhouse Blog Home Education • Motherhood • Homemaking
Variety of board game through Twinkl 	Printable board games to play in the classroom	Twinkl Board Games - Twinkl+ - Twinkl
Kids Trivia	Kids Trivia questions to play as a boardgame	235 Best Trivia Questions For Kids (With Answers)
Life Size Boardgames 	Ideas for big Boardgames to play	Life-Sized Board Game
Education around boardgames	About	Links
History about boardgames 	Interesting facts around the history about boardgames	A Brief History of Board Games in 37 Fun Facts Fun Fact Co.

KNUCKLEBONES



[Knucklebones Dice Game - Family Game Shelf](#)

<https://familygameshelf.com/2024/07/30/how-to-play-the-knucklebones-dice-game/>

Learning Before & After Visiting Whirinaki Whare Taonga

Board Games & Visual Arts

(Design, symbols, colour, creativity, visual thinking)

Pictionary

Explores drawing, symbols, and visual communication.

Guess Who?

Looks at visual features, observation, and classification.

Scrabble (Tile Design Focus)

Explores typography, layout, and visual structure.

Chess (Design & Form)

Examines pattern, symmetry, and iconic design.

Connect 4

Uses colour, pattern, and spatial awareness.

Spot It!

Develops visual scanning, pattern recognition, and symbol design.

Checkers

Explores repetition, grid design, and visual clarity.

Board Games & Social Sciences

(Community, rules, fairness, decision-making, culture)

Monopoly

Explores money, property, inequality, and decision-making.

Ticket to Ride

Looks at transport, geography, planning, and connection between places.

Risk

Explores power, conflict, alliances, and global strategy.

Cluedo

Encourages logical thinking, deduction, and evidence-based reasoning.

Chess

Teaches planning, cause and effect, and strategic thinking.

Snakes & Ladders

Introduces chance, rules, fairness, and taking turns.

Māori Board Game

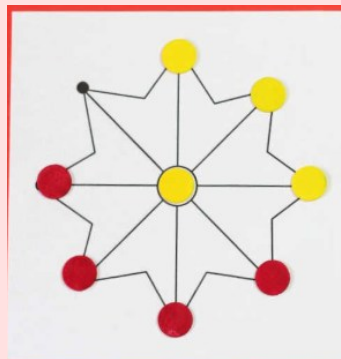
Mū tōrere

[GamesCrafters :: Games](#)

Mū tōrere is a traditional Māori game that builds strategic thinking, turn-taking, and respect, while supporting learning about culture, identity, and community.

How to play Mū tōrere

Two players each have four counters. Players take turns moving one counter along the points of the board, aiming to **trap the opponent so they cannot move**. The piece may not move to the centre cell unless it is next to an opposing piece. The first player who leaves the other with no legal moves wins



1-Minute Games

(Fast, repeatable, low-pressure)

- ⇒ Rock, Paper, Scissors
- ⇒ Heads or Tails
- ⇒ Odds & Evens
- ⇒ Noughts & Crosses (one round)
- ⇒ Dice Roll Challenge (highest wins)

Play is the
highest form
of research.

Albert Einstein
(1879-1955)

Learning Before & After Visiting Whirinaki Whare Taonga

Blackboard games

<https://partyandbeyond.com/engaging-whiteboard-games-for-all-ages/>

How to play ~

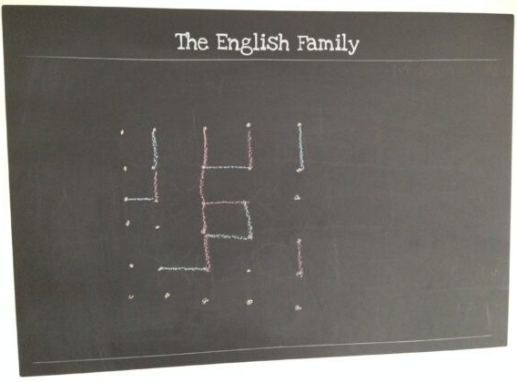
Take Away

1. Place 1 set of flash cards on board so all can see. Choose 2 students to participate.
2. 2 students look and check all cards on board, students then turn around and face the other direction while teacher takes 1 card away from board.
3. Teacher instructs them to turn around.
4. First student to say the missing card is the winner.

#NOTE
This game can be easily played in small groups on the floor with their own set.

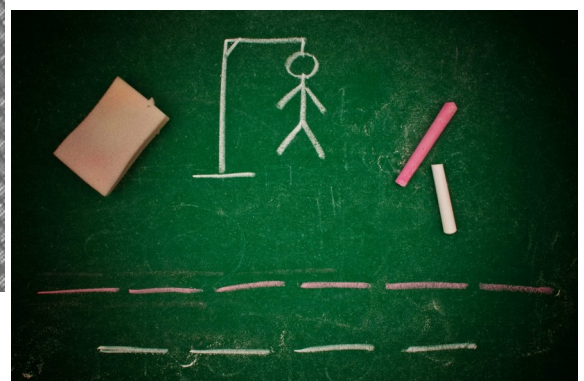
Marimosou.com

The English Family



Dots

This is a family favourite. Draw an array of dots. Each player takes it in turns to draw a line between two of the dots (no diagonals). If you complete a square then you put your initial inside it. The winner is the person with the most initials when every square is filled.



Play is our
brain's
favorite way
of learning.

Diane Ackerman

NEVER, EVER,
STOP PLAYING...