

# EDUCATIONAL OPPORTUNITIES

## AT WHIRINAKI WHARE TAONGA



**Message from the Learning Programmes Specialist, Karen Nel**

We started the year with play and play went strong! Our **Let's Play** exhibition buzzed with strategy, teamwork, creativity, and joyful competition. Tamariki explored what makes a great game: clear rules, fair play, challenge, luck, and fun while designing and testing their own ideas. Around a board game table, children aren't just playing; they're problem-solving, negotiating, and thinking creatively.

Alongside this energy, students also experienced **The Superlative Artistry of Japan**, discovering the beauty of detail, balance, and craftsmanship. It created a wonderful contrast bold strategy on one side of the gallery, quiet precision on the other.

From playful competition to careful observation, Term 1 showed that learning can be lively or reflective but always powerful.



**TERM 1, 2 and 3**

Until 9 Aug 2026



Are you a Snakes and Ladders Superstar? A Chess Champion? A Monopoly Master? Welcome to the colourful and creative world of board games at Whirinaki.

Celebrating the joy, excitement (and occasional frustration) of playing board games, this exhibition includes hands on games for students to play and information on family favourites such as Monopoly, Scrabble and Connect Four, as well as traditional games like chess.



**Snakes & Ladders** – climb up, slide down, and race to the top



**Scrabble** – build words and score big



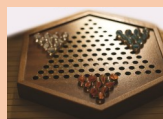
**Connect 4** – line them up before your opponent does



**Chess** – plan ahead



**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:

**Visual Arts:** *Investigating the design and symbolism of game boards and pieces and create original board game designs with artistic element*

**Mathematics:** *Applying spatial reasoning to game boards and movement patterns.*

**Social Studies:** *Understand how cultural practices reflect and express people's customs, traditions, and values, exploring traditional games like chess, their origins, and cultural significance and understanding how past events and innovations influence the way people live today by looking at the history and evolution of popular board games.*

**1 START**

(5min)

**Welcome and Karakia****Interactive Presentation: The World of Games**  
(15min)**2**

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?

**TERM 2**

4 April - 12 July

**NUGENT WELCH; SKETCHES FROM THE TRENCHES**

*Nugent Welch: Sketches from the Trenches* invites ākonga to step back in time to the **First World War** through the eyes of Nugent Welch, New Zealand's first official war artist.

Having served as a soldier in the trenches, Welch recorded what he experienced through delicate watercolours and quick sketches. Influenced by **Impressionism**, his paintings focus on light, atmosphere, and landscape rather than dramatic battle scenes. Human figures rarely appear, instead, quiet landscapes and empty spaces suggest the presence and experiences of soldiers.

Before leaving for Europe, Welch was already developing his artistic practice in Aotearoa. After returning from the war, he continued painting landscapes, including scenes in the **Hutt Valley**, where he spent time working at **Pumpkin Cottage in Upper Hutt**. Many of the places he painted are in the same area where we live and work today, creating a special connection between local history, place, and art.

Through Welch's work, students will explore how artists record history differently from historians and how art can capture emotion, memory, and lived experience. The exhibition opens conversations about resilience, perspective, identity, and remembrance.

## Gallery & Workshop Schedule

**Mihi whakatau & karakia** – A warm welcome.

### Presentation and discussion in classroom

**Guided gallery exploration** – Close looking, discussion. Sharing impressions, questions, and reflections on perspective and memory.

**Creative Workshop** – Students create their own expressive watercolour landscape inspired by themes of place, memory, and storytelling.

**Reflection & Poroporoaki** – Sharing artworks and insights.



Pumpkin Cottage



Hutt River Scene



Captured German Howitzer, Haucourt

### Our Big Questions This Term

- ◇ What do pictures show us that words sometimes cannot?
- ◇ What can art tell us about life in the trenches during WWI?
- ◇ Why is it important to preserve personal perspectives alongside official records?
- ◇ How can artists tell stories about the past? What can we learn about people's lives by looking closely at paintings?



NZ transport passing through Ypres after captured by NZ Division

### CURRICULUM LINKS:

**Social Studies:** *Understanding how people remember and record the past, and why it's important. Exploring how people's lives have been shaped by significant historical events and the actions of individuals and groups and understand how cultural practices, values, and perspectives are expressed and preserved.*

**Visual Arts:** *Investigating how art from different times and places communicates meaning and develop and share their own artworks in response to historical themes.*

Darcy Nicholas

28 July—30 Oct

Darcy Nicholas is one of Aotearoa New Zealand’s most visionary storytellers. His creative career has spanned more than fifty years as an artist, sculptor, leader and strategic administrator.



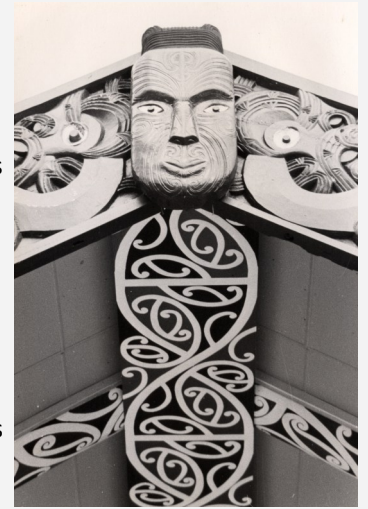
His art often combine symbols, text, and imagery to express ideas about land, whakapapa, and important events in New Zealand’s past.

Tū Tonu Ōrongomai

17 Aug –30 Oct

Tū Tonu

Ōrongomai celebrates fifty years of Ōrongomai Marae, a place created through aroha, vision, and collective effort as a home for urban Māori in Upper Hutt. Honouring generations of community leadership and connection, the exhibition explores belonging, resilience, and the enduring role of the marae as a living place of identity, memory, and shared future.



From the 17th of October: visit both exhibitions for combined learning opportunity.

TERM 4 and Term 1 2027

AIR PLAYGROUND

12 October—27 February 2027

Whoosh, swirl, gust, squish, flow, float and more in Air Playground. This touring exhibition gives curious kids the chance to play with air and focus on STEM. Experience hands-on the science of aerodynamics and the amazing invisible elemental force of air and embark on a journey of scientific exploration, discovery and fun – let science blow you away! An amazing way to end or start the year.



PLANNING YOUR VISIT

WHIRINAKI WHARE TAONGA

836 Fergusson Drive, Upper Hutt

Getting Here

Public Transport: Just a 5-minute walk from Upper Hutt Station (bus and train).  
 Bus/Car: Parking and bus drop-off are behind Whirinaki near H2O Xtream.

During Your Visit

Morning Tea/Lunch: Indoor space available if needed.  
 Bags & Jackets: Space is provided for storage during your visit.

Book Your Visit

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