

## Examples of Key Learning Areas and Objectives we have Supported

Learning area	Strands	Curriculum Level	Achievement objectives	Gap Filler Experience
Social Sciences	Identity culture and organisation Roles and responsibilities	1-4	Understand how groups make significant contributions  Understand how places are significant to people	Take part in a treasure hunt at The Commons - explore a variety of organisations, 10m2 buildings and projects and hunt Gap Caches. Play, watch and observe the players interact at Super Street Arcade. What does this game tell you about Christchurch?
Geography		5-8	NCEA 1.6,2.6, 3.6 Describe aspects of a contemporary geographic issue Analyse a significant contemporary event from a geographic perspective (3.3)	Investigate the impact of temporary projects on Christchurch. Reflect on your experience. Monitor interactions in public space and at projects. Talk to experts about impacts temporary activations have had on Christchurch.

Social Studies		5-8	NCEA 1.2, 2.2, 3.2 Conduct a social inquiry	Play a game of Round the World at Ping Pong Explore cultural diversity in Christchurch and how different cultures are able to express their culture publically. What opportunities are there in your communities for people to contribute and express their culture?
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<p>Health and Physical Education</p>	<p>Healthy Communities and environments</p>	<p>1- 13</p>	<p>Identify and use local community resources and explain how these contribute to a healthy community.</p> <p>Investigate and/or access a range of community resources that support well-being and evaluate the contribution made by each to the well-being of community members.</p>	<p>Play mini golf, create new games with sport equipment.</p> <p>Experience some of the activities shared by Christchurch locals in Open City.</p> <p>Discuss how it contributes to a more sustainable city. Contribute your own ideas of sweet free things to do in the city.</p>
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Art	Understanding the arts in context	1-4	Investigate the purpose and the context within which projects are developed.	<p>Explore the sounds, rhythms and beats you can create from the instruments at the Sound Garden.</p> <p>Interact with a range of Gap Filler projects, consider the purpose and context of the projects. Consider how context and projects have changed over time.</p>
Technology	Technological practice	1-13	Visit and experience projects, explore their design and the materials they are made of and analyse <b>whether they are fit for purpose.</b>	<p>How did Ash Keating paint Concrete prepositions? How many different ways can you make sound out of a drainpipe? Can you shoot a hole in one at Escargot?</p> <p>Take a closer look at the design of the sub-consent buildings/ structures at The Commons- they sit lightly on the ground, they can be transported, and they are resourceful.</p>