Year 9

TERM 1 | PROJECTS

2023

INSTRUCTIONS

1. Please read through all of the project descriptions below.

2. You need to SELECT your top three choices.

3. Complete this google form selection sheet.

4. Your choices need to be entered by Friday 5th February.

5. Projects will start on Wednesday 15th February (Week 3).

This project is for Term 1 only.

What are Projects?

Projects at HPSS are a way for students to learn important skills that they might not experience in subject classes. Students will collaborate, connect with external partners, and produce an outcome that has a real impact on the world. This long-form learning is structured with the HPSS Inquiry Cycle, which scaffolds students through the difficult thinking and planning that is required for a successful outcome.

For year 9 projects, students opt in to a variety of offerings designed by the teachers. These projects are designed to be engaging and innovative, and also equip students with the skill and drive they will need to succeed in Projects in higher years. Year 9 projects last one term each, with a large event held at the end of each term. These events are both engaging for the invited visitors, and a high-states exhibition of students' work and learning.

The Term 1 project is about preparing for a Community Day held at school at the end of the term, Wednesday 5th April. Whānau, residents in the local area, and businesses will be invited to enjoy a variety of offerings, including exhibitions from our students and food trucks.

Every project needs to be sustainable. The different aspects of sustainability are: environmental sustainability, economic sustainability, social sustainability, and cultural sustainability.

Project Learning Objectives	
EXCELLENCE (planning)	● To focus by planning to meet an identified need or opportunity ● To refine project ideas by incorporating feedback
INQUIRY	● To explore the big project question by investigating ● To make sense by analysing [your context] to find meaning
INNOVATION	● To generate by producing a range of possible project ideas (connect or apply knowledge in a new way)
COLLABORATION	● To test project ideas by taking action collaboratively ● To generate by communicating final outcomes
CONNECTEDNESS (to the partner)	● To evaluate by analysing (impact of action, met the needs of the partner, etc.) ● To generate by communicating final outcomes

PROJECT STRANDS

People (Manaakitanga)	Places (Kaitiakitanga)	Things (Waihanga)
The process of showing respect, generosity and care for others.	This can be a person or group that cares for an area such as a lake or forest.	Meeting the needs of our changing world by making products and things.
CRITERIA: ● Partner or mentor ● Working alongside others ● Collaboration ● Ongoing interaction with people	**CRITERIA:** ● Sustainability ● Care for the environment ● Change of processes or behaviour	**CRITERIA:** ● Design Process ● Making - Test and refine ● Practical (hands on) ● Enterprise - based on market research

Upcycle (with Amanda)

Project Name:	Upcycle	Kamar Code:	UPCYCLE
Project Guide:	Amanda Asher	Project Problem:	Fabric Waste

Project Description:	Would this project suit me?
Did you know that fabric waste is one of the biggest growing sources of avoidable waste in Aotearoa? An estimated 220,000 tonnes of old clothes, blankets and fabric scraps end up in the landfills each year. In this project, we will look at different ways to upcycle fabric by turning unused clothes, blankets and fabric scraps into something new. This term we will learn some basic sewing skills and make simple items like bucket hats, AirPods cases, and mini bags out of fabric that would otherwise end up in the bin. We will also explore ways to support people to change their behaviour around fabric waste by encouraging them to be thoughtful about their rubbish, and maybe even teaching them how to upcycle their own fabric!	This project would suit you if you: ● like to learn new skills ● enjoy thinking creatively ● care about sustainability and being more thoughtful about our rubbish ● like making things

Worldbuilding 101 (with Eleanor)

Project Name:	Worldbuilding 101	Kamar Code:	NRDWRLD
Project Guide:	Eleanor	Project Problem:	How can we change the real world if we can't imagine a new one?

Project Description:	Would this project suit me?
How can we change the real world if we can't imagine a new one? This is a project about embracing the discomfort of coming up with wild, weird and wacky ideas - and setting out on the journey that those ideas lead you on. We will play a range of "one-shot" tabletop RPGames (like DND) - repeatedly - to develop as many ideas as possible and to have fun together as fellow adventurers. In the second half of the term we will work to produce creative work (a DND campaign booklet, a diorama, a play, a prop, a costume, a short story, a painting, a children's book, a series of artefacts, a Minecraft world...) to showcase our incredible ideas to the rest of our kura.	Those who want to nerd out in a fun and accepting environment and come up with fun ideas! Those who like fantasy stories, or sci fi - think Star Wars, Marvel X Files, Percy Jackson and Terry Pratchet.

Made in Aotearoa: Mosaic Art (with Kathryn)

Project Name:	Made in Aotearoa: Mosaic Art	Kamar Code:	MOSAIC
Project Guide:	Kathryn	Project Problem:	How can we create sustainable and creative mosaics?

Project Description:	Would this project suit me?
In our project we will investigate different types of mosaic art, with a focus on repurposing materials. Inspiration will come from the local environment and community stories. There will be opportunities for conducting research, visiting art centres and hosting guest speakers.	Join this project if you: ● like trying new things ● are not necessarily arty but can think creatively ● have interest in kaitiakitanga ● like smashing things ● can work individually or in groups

Outdoors (with Liz)

Project Name:	Outdoors	Kamar Code:	OUTDOORS
Project Guide:	Liz McHugh	Project Problem:	How might we design physical activities that challenge and help build confidence?

Project Description:	Would this project suit me?
In this Project we will plan and experience a range of outdoor activities which will aim to help you gain confidence, challenge you and support others to achieve. Activities could include, but are not limited to, bush walks, swimming, climbing, bouldering, biking and trust building exercises. You will learn how to do the planning towards trips including Risk Assessment and Management Strategies. Working towards Showtime, at the end of Term 1, you will design activities and resources to share based on what you have learnt.	This project would suit you if you: ● are adventurous and like to give things a go. ● enjoy getting outdoors and being active. ● like to support others to gain confidence when they feel challenged. ● want to be in situations outside your comfort zone.

Onekiritea Historians (with Sam)

Project Name:	Onekiritea Historians		Kamar Code:	TRAILERS
Project Guide:	Sam		Project Problem:	How might we design accessible resources that educate people on the history of Onekiritea?

Project Description:	Would this project suit me?
In this project we will aim to educate people about the unique history of Onekiritea. We will firstly explore the area and research the history of Onekiritea, using primary and secondary historical resources, with a goal of creating a digital resource to share this knowledge. We will be setting up QR codes by historical sites for the public to access our created mahi.	This project would suit you if you: • Are creative • Love working with computer • Love learning about local history • Want to improve your IT skills • Love trails • Love filming/videocapture