

Graphics

- 1.1: AS90037 Produce freehand sketches that show design features
- 2.6: AS90323 Design and present a solution for architectural or environmental brief

Posters, Packages and Promotions a look at the development of packaging and advertising of goods, includes late 20th C examples of everyday items from our collection.

Ask to see our collection of architectural and engineering plans and maps

Art History

- 2.6: AS90232 Examine art works in their environmental contexts
- 3.2 AS90491 Describe the meaning of iconographic motifs

Architecture Walk: Field trip/museum. Look at old photographs then walkabout to find the same spots. Victorian, Edwardian & Art Deco architecture, sculptures and historic plaques, architectural elements and design. **Also available in Oamaru.**

Nga Tuhituhi o Nehera (The Writings of the Past) - Rock Art: Field Trip (seasonal). View a range of rock-art sites not normally accessible in the South Canterbury area, including the Opihi *Taniwha* and Maungati *Cave of the Eagle*. Study rock art motifs in situ and consider the methods, meanings and motivations. *Access to some of these category 1 sites on private land specially arranged in conjunction with the Historic Places Trust.*

The Arts *Visual Arts*

- 1.1: AS90018 Research art and artworks from Maori and European traditions and their context(s)
- 1.3 AS90020 Generate and develop ideas in making artworks
- 2.1: AS90233, AS90471, AS90471, AS90472, AS90473, AS90474
Research information, methods and ideas in the context of a drawing study (painting, photography, printmaking, sculpture, design)

Mahi Toi - Maori Art: local myths and legends, rock drawing, carving and weaving: a close up look at taonga on display and from storage. Study mounted bird specimens, skeletons and natural fibres.

Nga Tuhituhi o Nehera (The Writings of the Past) - Rock Art Field Trip: (seasonal) View a range of rock-art sites not normally accessible in the South Canterbury area, including the Opihi *Taniwha* and Maungati *Cave of the Eagle*. Study rock art motifs in situ and consider the methods, meanings and motivations. *Access to some of these category 1 sites on private land specially arranged in conjunction with the Historic Places Trust.*

Museum Marvels: Look at a range of weird and wonderful items from storage or displays for imagery, textures and design inspiration. e.g. textiles, butterflies, mounted specimens, costume jewellery, appliances, weapons.

The Arts ***Drama***

- 1.1 AS90006** Use drama techniques
1.2 AS90007 Use elements and conventions to devise and perform a drama.

3.3: AS90609 Devise script and perform drama for solo or paired performance
A New Beginning - Immigration : *Role play and dress-up* Help pack a trunk with authentic clothes and supplies, then experience the voyage out to New Zealand with our character, Sarah and hear her story. *Also with North Otago or Ashburton district focus*

Dress and undress - Costume and textiles: Look at changes in clothing and accessories: materials, construction and design through photographs and close-up of costumes from 19th and 20thC. Try on a reproduction 19thC corset.

Riot, Murder and Mayhem: 1855 James Mackenzie - sheep rustler, 1879 'Orange Riot', 1886 Cain poisoning and trial of Thomas Hall, 1888 Jonathon Roberts - prison escapee, 1921 Constable Dorgan - police murder. Captain Belfield Woollcombe, Timaru's own gaol and police force.

Home Town Heroes: Bring to life local characters and early identities:: Bob Fitzsimmons, Richard Pearse, Colin Murdoch, Cecil Wood, Jack Lovelock, Margaret Cruickshank, Jessie MacKay and more. *Visit TBHS memorial library and/or SC Museum to see our Pearse replica. Also watch SC Museum Developmental Trust short films on local heroes.*