Term 2/3 - 56 Matrix Planning



Context for Learning: Tātai arorangi – Māori astronomy - Maramataka, Stars, Seasons, Atua, and Wellbeing

Focus: Science, Mātauranga, Astronomy, Rongoā, Tikanga

Level: Year 0-6

Pitomata Pre Knowing

Big Ideas:

- What do we already know about stars, moon, and night sky?
- What is maramataka? What do we notice about the moon?
- Who are some of the Atua connected to the sky, stars, moon and natural rhythms?
- Why do we plant and harvest at different times?

Suggested Pūrākau:

- Rona and the Moon https://www.youtube.com/watch?v=QZTFtYUBQHA
- Matariki and the Six Sisters Te Papa: https://www.tepapa.govt.nz/discover-collections/read-watch-play/maori/matariki-and-six-sisters
- The Separation of Ranginui and Papatūānuku https://www.youtube.com/watch?v=PmJ0U9CsglM

Ngā Ara Ako Gardiner's Multiple	Bloom's Taxonomy: Six Thinking Levels					
Intelligences	Mōhioranga Knowing	Māramatanga Understanding	Whakamahinga Applying	Tātaritanga Analysing	Auahatia Creating	Arotakengia Evaluating
Tāwhaki Te Ara Reo/Verbal:	Y0–3: Listen to pūrākau such as 'Rona and the Moon'. Actively respond to questions. Y4–6: Summarise the key messages from a pūrākau and explain them to a peer.	Y0–3: Retell pūrākau using props, puppets, or drawings. Y4–6: Identify main themes and make links to values such as whanaungatanga or manaakitanga.	Y0–3: Share your favourite pūrākau with whānau or a buddy. Record your voice telling the story. Y4–6: Record a digital storytelling video and upload to Google Classroom.	Y0–3: Compare two pūrākau with a buddy and talk about the Atua involved. Y4–6: Write a comparison paragraph showing similarities and differences in the role of Atua.	Y0–3: Create your own story about a star or Atua using pictures and simple sentences. Y4–6: Write and illustrate a bilingual narrative using kupu Māori and English.	Y0–3: Share what you liked about your story with a teacher or peer. Y4–6: Write a reflection or blog post explaining what worked well and what you'd improve next time.
Tāwhirimātea Te Ara Tātai/Mathematical: Science	Y0–3: Identify and name phases of the moon using the maramataka (Whiro, Tamatea, Rākaunui). Y4–6: Use a lunar calendar to track moon progression and identify productive/reflective days as described in Māori astronomy (see SMART resource).	Y0–3: Match physical moon cards to daily moon observations and sequence them. Y4–6: Explain how maramataka phases influence fishing, gardening, and activity timing based on traditional knowledge and current scientific insights (see ScienceLearn SMART resource).	Y0–3: Record daily moon phases using drawings. Y4–6: Collect moon phase data and create graphs linking to kai gathering, e.g. when is best to collect kaimoana (Astronz resource).	Y0–3: Compare moon shapes from different nights and describe what changed. Y4–6: Analyse environmental patterns (plant growth, insect activity, human focus) across moon cycles and connect these with phases using mātauranga Māori (see Revitalising Māori Astronomy).	Y0–3: Make a maramataka moon dial with phases in order. Y4–6: Design and run a simple experiment such as testing seed germination across different moon phases. Predict best phase using Māori planting knowledge.	Y0–3: Share moon charts and talk about best learning days. Y4–6: Evaluate the accuracy of their experiment and compare to traditional maramataka outcomes using sources like ScienceLearn and Astronz Māori Astronomy info.

Mahia-ā-Rēhia Te Ara Ataata Visual - Spatial:	Y0–3: Observe star cluster images (e.g., Matariki) and identify simple shapes. Y4–6: Locate and label constellations like Tautoru, Te Punga (Southern Cross) using star maps.	Y0–3: Match images of whetū to the correct Atua (e.g., Rangi with stars). Y4–6: Describe how Māori used constellation patterns for seasonal activities.	Y0-3: Use crayons, chalk, or paint to create night sky scenes with moon phases and stars. Y4-6: Create a detailed star map showing seasonal constellations and annotate with compass directions.	Y0-3: Sort artwork of different moon phases and explain the shapes. Y4-6: Compare two cultural depictions of constellations and analyse their meanings.	Y0–3: Design a simple constellation using stickers or hole-punched stars on black paper. Y4–6: Illustrate your own constellations and write a short pūrākau explaining their whakapapa.	Y0–3: Share your artwork and describe the shapes used. Y4–6: Evaluate the accuracy of your star map or artwork based on observation and mātauranga Māori.
Tane Rore	Y0–3: Use static poses to represent moon phases (e.g., curled = Whiro, wide = Rākaunui).	Y0–3: Match body movement with moon energy days (e.g., slow crawl for Whiro, jumping on Rākaunui).	Y0–3: Play 'Poi Rākau' or 'Ruru' to practise stillness and awareness on low-energy days.	Y0–3: Reflect on energy during different games. Was it better suited to a quiet or active day?	Y0–3: Invent a movement to describe how they feel during a full moon.	Y0–3: Use pictures to show how their body moved during each moon phase.
Te Ara Tinana/Kinaesthetic: Resource: Traditional Maori Games Courtesy of Harko Brown	Y4–6: Match taonga tākaro movements to atua: Tāwhirimātea (agility), Rongo (calm flow), Tūmatauenga (strength), Tangaroa (fluid movement), Māui (adaptability), Rūaumoko (earth-centred balance).	Y4–6: Describe which movement or taonga tākaro aligns with productive (Tangaroa) or restorative (Korekore) phases of the maramataka.	Y4–6: Rotate through taonga tākaro stations connected to moon phases (e.g., energetic 'Kī' on Rākaunui, mindful poi on Whiro).	Y4–6: Analyse which atua influences were most visible during gameplay or performance.	Y4–6: Create a physical performance inspired by a pūrākau and maramataka phase, linking each part to an atua.	Y4–6: Self and peer evaluate the movement sequence: Did it represent the energy and story of the atua and moon day?
Hineraukatauri Te Ara Pŭoro/Musical:	Y0–3: Listen to taonga pūoro such as the kōauau or pūtōrino and identify different sounds (long, short, soft, high). Y4–6: Learn about Hineraukatauri and identify traditional Māori instruments used to honour her.	Y0–3: Talk about how each sound makes them feel using emojis or drawings. Y4–6: Match different instruments or sounds with atua (e.g. pūrerehua = Tāwhirimātea, kōauau = Rongo).	Y0-3: Experiment with everyday materials to create musical sounds representing moon phases. Y4-6: Practice a class waiata that includes references to the maramataka and atua, building towards a whānau performance.	Y0–3: Identify if sounds felt calm or busy; what moon day would suit this? Y4–6: Compare compositions and describe how rhythm, tempo or pitch represent Atua energy or maramataka phase.	Y0–3: Create a group sound story using voice, body percussion, and poi to show Matariki rising. Y4–6: Compose a performance piece combining waiata, taonga pūoro, and movement for a whānau showcase.	Y0–3: Share their favourite part of the performance with the class. Y4–6: Reflect with whānau feedback on how the performance expressed Māori astronomy, maramataka, and the wairua of Hineraukatauri.
Ronga-mā-tane	Y0–3: Talk about who they enjoy learning with and why.	Y0–3: Explore simple group roles (e.g., helper, talker, finder).	Y0–3: Work in small teams on collaborative games and art projects during energetic days.	Y0-3: Talk about what helped their team and when it was tricky.	Y0–3: Create a mural showing everyone working together under a full moon.	Y0–3: Use visuals to show how they felt in their group (happy face, sad face).
Te Ara Whanaungatanga/I nterpersonal:	Y4–6: Learn about productive teamwork days in the maramataka such as Tangaroa-ā-roto, Oturu, and Rākaunui.	Y4–6: Discuss how moon phases influence focus, energy, and success of group activities.	Y4–6: Use the maramataka to plan and complete a team-based mahi such as a class garden or waka build challenge.	Y4–6: Reflect on whether the timing (moon phase) supported or challenged the teamwork. Could their tūpuna have done this better?	Y4–6: Design a group survival or gardening challenge on a Tangaroa day. Assign roles, make karakia, and complete as a team.	Y4–6: Use a rubric to assess teamwork—who showed manaakitanga, communication, leadership—and evaluate timing using maramataka knowledge.

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Houmiatiketike	Y0–3: Talk about what makes them feel calm, focused, or brave.	Y0-3: Draw or use colours to show how they feel during different moon phases.	Y0-3: Practice taking quiet time to think or draw alone.	Y0–3: Share when they work best and why.	Y0–3: Make a self-care plan for low-energy days using symbols or pictures.	Y0–3: Show if quiet time helped with focus using smiley cards or stickers.
Te Ara Pūmahara/ Intrapersonal:	Y4–6: Learn about Haumiatiketike as the Atua of growth, persistence, and quiet strength.	Y4–6: Connect moods or energy with maramataka phases (e.g., Whiro = inward reflection, Rākaunui = creative flow).	Y4–6: Use a personal journal to record emotions, focus levels, and actions aligned to moon days.	Y4–6: Review their journals and analyse when they are most focused or creative – is there a maramataka pattern?	Y4–6: Design a personalised maramataka planner that maps moods, triggers, and best solo tasks for different phases.	Y4–6: Evaluate their personal plan and reflect on how Houmiatiketike might guide growth through quiet effort.
Te Taiao	Y0–3: Explore what happens in the garden or forest when it rains. Identify bugs that like	Y0–3: Match different atua to rain and wet weather: Tāwhirimātea = wind/rain, Rongo = steady growth.	Y0–3: Grow seedlings indoors using recycled containers. Watch sprouting through windows.	Y0–3: Talk about where they saw the most growth or worm activity.	Y0–3: Create rain mandalas using leaf rubbings and weather colours.	Y0–3: Share what helped their seedlings grow the most – moonlight, warmth, or rest.
Te Ara Taiao/ Naturalist:	damp spaces. Y4–6: Learn how rain supports growth, and how moon phases like Tangaroa and Rākaunui bring energy even in winter.	Y4–6: Describe how winter moon phases affect soil saturation, root systems, fungi, and insect movement.	Y4–6: Set up a class worm farm or microgreen trays. Observe and track outcomes on high energy days (Tangaroa, Rākaunui).	Y4–6: Chart indoor growing vs moon phase. Discuss whether full moon waterings helped root or leaf growth.	Y4–6: Build atua-inspired indoor habitats (e.g. Tangaroa sea corner, Rūaumoko earth zone) with natural textures and elements.	Y4–6: Reflect on seasonal rhythms, rain, and moon phases. Evaluate what the whenua needs from us in wet months.
Matauranga o Mangakotukutuku	Y0–3: Learn basic tikanga such as removing shoes, karakia, and caring for the taiao. Connect these to Atua and moon phases (e.g. calm during Whiro). Y4–6: Learn deeper tikanga practices such as mihi whakatau process, respecting mauri of places, and linking these to maramataka observations.	Y0–3: Talk about why we follow tikanga like not stepping over food, or quietness during karakia. Use simple reo to express understanding. Y4–6: Explain how tikanga aligns with Atua energy or moon phases (e.g. rest and silence during Korekore).	Y0–3: Follow tikanga when gathering kai or entering a space (e.g. karakia before eating). Recognise which moon phase supports this. Y4–6: Apply tikanga in class and community projects (e.g. planning a noho marae using maramataka as a guide).	Y0–3: Notice when tikanga is followed or not. Discuss how it makes people feel (safe, uncomfortable). Link to Atua values. Y4–6: Analyse outcomes when tikanga is respected or ignored in daily activities and special events.	Y0–3: Create posters or waiata showing tikanga for the class to follow, linking to Atua like Rongo or Māui. Y4–6: Plan and co-lead a tikanga-based event using maramataka as a guide (e.g. pōwhiri, harvest celebration).	Y0–3: Reflect on what tikanga helps the class feel good or calm. Share in a simple korero or drawing. Y4–6: Evaluate class practice of tikanga. Gather feedback, reflect on how tikanga improved the wairua of the space or event.
Te Reo Māori me Te Maramataka	Y0–3: Learn kupu related to maramataka, days of the week, Atua names, and feelings. Y4–6: Learn and recall kupu hou linked to Atua and maramataka, including weather, seasons, energy states.	Y0–3: Talk about how different moon phases feel using simple reo and emojis (e.g. He pō atāhua!). Y4–6: Explain the significance of maramataka phases and link them to actions (e.g. Ka noho mātou i te Whiro.)	Y0–3: Use simple sentence starters to talk about what they do on different maramataka days. Y4–6: Use kupu and kīwaha to describe moods/actions throughout the maramataka cycle.	Y0–3: Identify differences between calm and energetic moon phases using reo and visuals. Y4–6: Compare behaviours or events in relation to Atua or moon phases (e.g. He rā Rākaunui tēnei, ka kaha te mahi.)	Y0–3: Create a visual maramataka with kupu and symbols to describe each phase. Y4–6: Compose simple pūrākau or dialogues involving Atua and maramataka days.	Y0–3: Share their favourite maramataka day and explain why in Te Reo. Y4–6: Reflect on their learning by creating a mini portfolio showing use of Te Reo Māori through the maramataka cycle.