



TE ANA
NGĀI TAHU
Māori Rock Art

Ngā Taonga Tākaro

Traditional Māori Games
Kōwae Ako - Learning Module

Supports NZ Curriculum
Learning Outcomes for Physical Education
Years 1 - 8



Kōwae Ako

- Module Overview

Focused on fun, energy burning games designed to test agility and support Māori cultural understanding, this module encourages hands-on learning in the area of physical education for students from Years 1 to 8. A suite of tākarō can be delivered in a 'round robin' format, with team games delivered individually.

Our local manawhenua guides will support students to explore the wider cultural context in which tākarō were developed and practiced: in the whare tapare – houses of storytelling, dance, music and games. Traditionally tākarō were a vehicle for sharing and learning traditional knowledge, and a means of developing fitness, speed and agility for warfare. In a contemporary context tākarō are now being used to support health and wellbeing amongst Māori communities.

A range of tākarō are available to suit a variety of ages and levels of ability. Contextual Te Reo Māori vocabulary and concepts will be included throughout this module.

Pre and post visit teacher materials included; staff professional development options are also available on request.

Duration: 1-2 hours (depending on group size)

Cost: \$5/student

To book your class contact us on:

☎ 03 684 9141

✉ community@teana.co.nz

Paetae Ako

- NZ Curriculum Linkages

Level 1

B1 Movement Skills; B3 Science and Technology

- Develop a wide range of movement skills, using a variety of equipment and play environments.

B2 Positive Attitudes; B4 Challenges and social and cultural factors

- Participate in a range of games and activities and identify the factors that make participation safe and enjoyable.

Level 2

B1 Movement Skills

- Practice movement skills and demonstrate the ability to link them in order to perform movement sequences

B2 Positive Attitudes

- Participate in and create a variety of games and activities and discuss the enjoyment that these activities can bring to them and others

B3 Science and technology

- Use modified equipment in a range of contexts and identify how this enhances movement experiences

B4 Challenges and social and cultural factors

- Develop and apply rules and practices in games and activities to promote fair, safe and culturally appropriate participation for all

Level 3

B4 Challenges and social and cultural factors

- Participate in co-operative activities and describe how co-operation and competition can affect people's behaviour and the quality of their experience