

Key Concepts

We will be learning the importance of telling stories and how the past has influenced the present. We will learn that stories can be told in a variety of ways —orally, visually and written.

Lesson Sequence

- Greeting and overview of what a museum is and its purpose
- Focus on Te Atiawa, New Zealand Company, the first immigrants and the first settlement of Britannia.
- Focus on industry, technology and local stories.
- In groups, discover various ways we can collect information and find connections.
- Discussion.

Pre/Post-Visit Activities

Before your visit, brainstorm with your students what they think a museum is. What do they think it ought to show or depict?

Create a museum display using an old shoe box. The focus could be a part of their family story or a topic relevant to your class's inquiry. How would the displays change if they were targeted to a defined audience?

Further Web Resources

- "150 years of news" article about Wellington's Centennial Exhibition on stuff.co.nz
- "The Struggle to Survive: 1840–1865" article about Britannia on teara.govt.nz
- "Te Atiawa" on wikipedia.org and teara.govt.nz
- Facts about Petone in "Our History" on huttcity.govt.nz



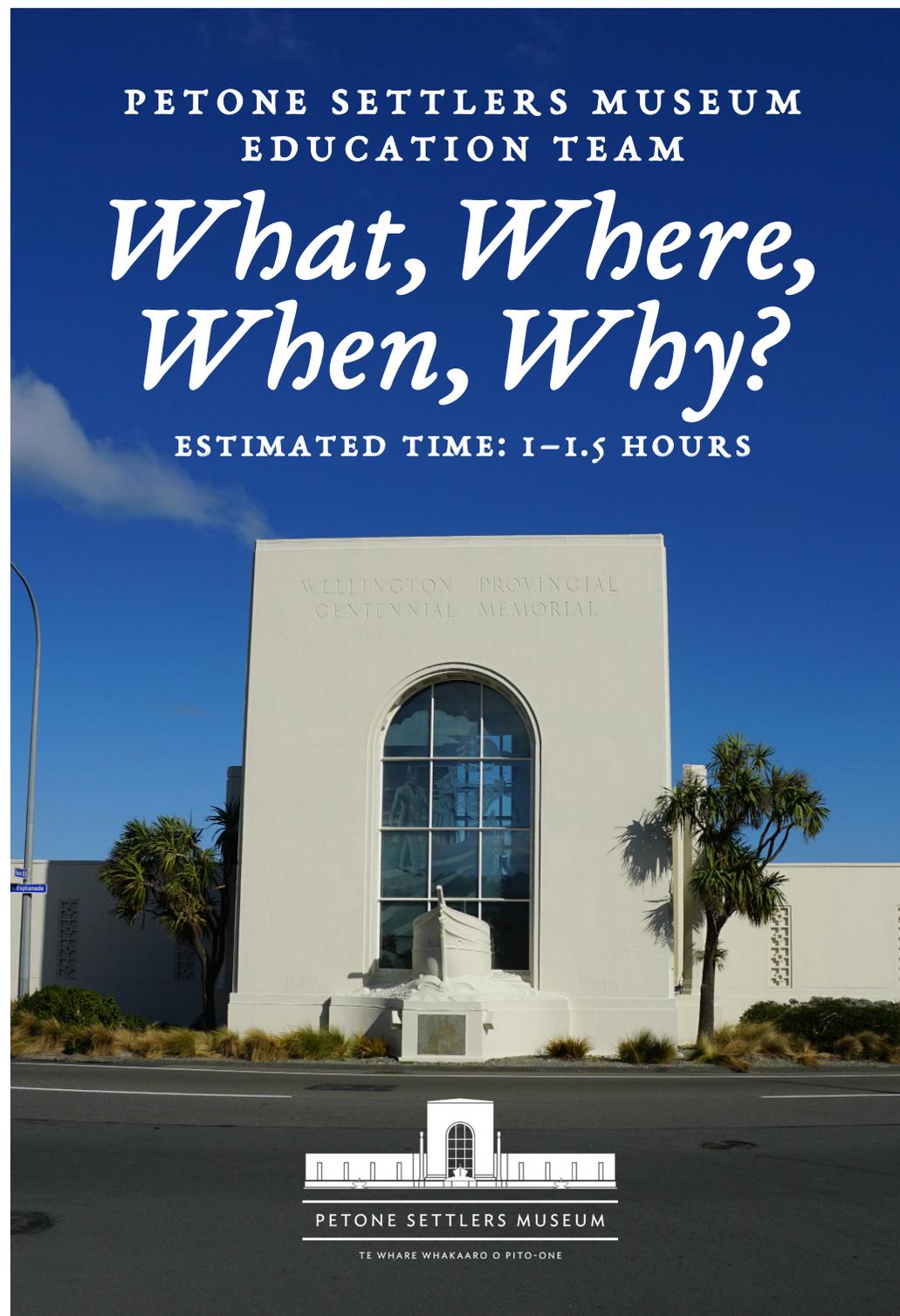
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PETONE SETTLERS MUSEUM EDUCATION TEAM

What, Where, When, Why?

ESTIMATED TIME: 1–1.5 HOURS



BACKGROUND INFO

Petone Settlers Museum was built in 1940 as a memorial to mark the centennial of the arrival of the first British settlers on the ship the *Aurora*, and the meeting between them and the Te Atiawa chiefs who welcomed the settlers not far from where the museum is located.

Until 1975, the building served as a bathing pavilion enjoyed by many locals; however, over time the pavilion fell into disrepair and so began the conversion from changing rooms to a museum.

The museum is divided into the four areas briefly explained below. Depending on your class's enquiry topic, we can tailor the session to focus on the areas that best suit your learning needs.

The hall of memories (foyer) tells the story of the British settlers arriving and being greeted by Te Puni, knowledge shared, arrival of more immigrants and new technologies. The window depicts Te Puni greeting a man, woman and child to their new land.

The reception area of the museum has two interactive areas: 'The Snug', a small room with an old TV where a range of local stories can be listened to; and the 'Steerage' cabin to give visitors a feel for what life aboard the ship would have been like for those families. Also in this area are bathing costumes from various eras and the old tile cubicles for cleaning feet.

The west wing talks about who the mana whenua and the kaitiaki of this area are, The New Zealand Company and British settlement, the coming together of two cultures and the impact this had. In this area, there are dioramas, objects and displays to spark your student's interests and to back up the learning that will take place.

The east wing is all about the history of industry, sport, cultural and social histories. Sections of the museum change periodically to cover new topics.

THE SESSION

Learning Experience

Students will explore the museum, gaining an appreciation of the importance of sharing historical stories.

Students will see that stories can be told and displayed in a range of ways.

Students will begin to make sense of where they fit into the timeline of history and the present.

Curriculum Links

Social Studies: Continuity and Change (Level 5)

Achievement Objective:

Understand how cultural interaction impacts on cultures and societies. Understand how people move between places and how this has consequences for the people and the places. Understand how the ideas and actions of people in the past have had a significant impact on people's lives.

Key Competency

Relating to Others / Thinking

"I stand for museums because they teach you that we are all keepers of memories, and that we are only passing through. Life goes on, despite political turmoil, despite war, despite whatever trend you're following, despite the media. Life goes on, and museums have the evidence to prove it. That sense of continuum—displayed in millions of collections and buildings all over the world—offers me comfort that we will get through this moment, and that one day, the story of our moment in time will be shared for others to learn from and reflect upon."

—
Heather Shelton
Digital Curator
MuseWeb Foundation

From the article "Why are Museums Important?" on museweb.us