



## Pukekohe East School Pet Day Project 2017

**Theme: 'To Infinity and Beyond' – opportunities are limitless. This is a catch phrase in the Toy Story movies. These movies do have an environmental message about the effects of our throwaway culture.**

**Pukekohe East is an Enviro School and we try to incorporate ways to positively interact with the school environment.**

**Create a model of a space themed garden out of recycled materials, with plants growing in it. Name your garden. Junior (5 & 6 years). Size: no more than 50 cubic centimetres**

**Create a model of a space themed garden out of recycled materials, with plants growing in it. Name your plants and garden. Intermediate (7 & 8 years). Size: no more than 70 cubic centimetres**

**Create a model of a space themed garden out of recycled materials, with plants growing in it. Name your plants and garden. Create a watering system for your garden so you don't have to water it daily. Senior (9+ years). Size: no more than 1 cubic metre**

**Attached is the information which students need to complete that will assist them in fulfilling this requirement. The self-assessment schedule identifies all key points which need to be covered by the students.**

We acknowledge that for many students a project of this nature requires a certain degree of parental input and assistance. This is acceptable as long as students

acknowledge the assistance they receive (for more information refer to the assessment schedule).

The project is linked to the three curriculum areas of English, Science and Technology for the following reasons:

Technology is intervention by design: the use of practical and intellectual resources to develop products and systems (technological outcomes). Adaptation and innovation are at the heart of technological practice. Quality outcomes result from thinking and practices that are informed, critical, and creative. As students engage in technology projects they learn practical skills as they develop models, products, and systems. They also learn about technology as a field of human activity, experiencing and/or exploring technology from a variety of contexts. Knowledge and skills are learned in context as they develop outcomes, including concepts, plans, briefs, technological models, and fully realised products or systems.

The purpose of procedural writing is to tell someone how to make or to do something. In the context of this project, students will provide written instructions which inform the reader of how to make their space gardens. The information is presented in a logical sequence of events which is broken up into small sequenced steps (the most common example is that of a recipe).

The features of a procedural text that we expect to see accompany this project include:

- Goal - clearly stated (often in the heading)
- Materials - listed in order of use
- Method - the steps are chronological and are numbered or listed

Common language used within procedural writing is as follows:

- the reader is often referred to in a general way, ie. pronouns (*you or one*)
- action verbs (imperative verbs), (*cut, fold, twist, hold etc*)
- simple present tense (*you cut, you fold, you mix*)
- linking words to do with time (*first, when, then*) are used to connect the text

Thank you for the support you provide us in helping your child succeed in their learning journey.

*Acknowledgement to Sophie and Lauren Hutchinson for their inspiration to this year's project.*