

**Kidz Incorporated is a unique, project-oriented education programme that puts students at the centre of choice creation, decision making to construct innovative, real-world solutions. Aimed at developing thinking and problem solving skills, students will research appropriate knowledge, develop skills and manage their resources 'just-in-time' to present an enterprising outcome of their own design.**

c r e a t e

# Kidz Ink

Uniquely Innovative Education

c o n s t r u c t

**Technology Immersion**  
**Enterprise Focus**  
**Sustainability Guided Principles**  
**Community Integration**  
**Character Building**

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 www.ioteses.co.nz (autumn 2005)

## THEATRIXS

The Theatrix Enterprise requires students to create a company and develop an entertainment product to be performed. Using their interests and strengths, technology will guide them towards an entertaining outcome.



**Circo Arts**  
 Students will create a performance that focuses on the circus arts. They will research knowledge and develop skills for juggling, acrobatics and clown techniques to deliver a performance that entertains.



**Kidstage**  
 All the worlds' a stage and students will research and create a theatrical performance in a story. The school production is in student hands to shape, develop and deliver to the audience.



**The Magic Hat**  
 Mastery of illusion is the theme and students will embark on developing a performance to mesmerise their audience. They will research tricks, make props and develop skills to leave you all amazed.



**Puppetry in Motion**  
 Students will develop the craft of bringing to life puppets to tell stories. They will create characters, learn to make them move so that traditional or modern tales can be told.



**Musos' Corner**  
 Music is a means to convey the emotion of a performance. Students will be able to flex their musical talents by creating an original musical number or complement another performance as part of a team.

## ZERO2INFINITY

Zero2infinity creates a unique learning experience and innovative approach to ICT. Students will explore the world of digital media through the lens of technology. Their work will be presented at their very own premiere!



**Movie Making Magic**  
 Peter Jackson move over and let the next generation of directors flex their movie making muscle. Using digital technologies, students can create their own live action story on film to be shown at the school premiere.



**Animation Creation**  
 Creating the illusion of movement through stop motion animation will allow students to explore many storytelling techniques. From concept to creation the student is in control to produce the next big hit from the animation studio.



**Soundtrack Studio**  
 Using digital recording processes, students can record and mix soundtracks for music, voice overs, radio or the cinema. Exploring sound and the processes that bring them alive, they only need to have a good imagination.



**Webweaver**  
 Students will research and create a design layout for a website. Using digital web construction tools they will create their own place in cyberspace to interact and communicate with the world wide web community.



**Acrylic Pixel Gallery**  
 Through the use of digital painting and drawing tools, students will be able to create an artistic pixelated portfolio of work. Using freeform ideas and photos, their completed work will be presented at the Acrylic Pixel Gallery.

## GOODHARVEST

The Good Harvest explores processes for sustainable food production. The seasons will shape the nature of the activities that the students take part in. In the end they will appreciate how each influences the other for a good harvest.



**Food Forest**  
 A forest is a place of diversity. Using the principles of permaculture, students will design and plant out a food forest of their own. They will organise and manage the garden throughout the seasons harvesting and sowing as they go.



**The Harvest Pantry**  
 Preserving the harvest pantry has created many great products for use in the household. Students will research and create a product range that may include jams, condiments, and dried fruits that extend the life of the good harvest.



**Heritage Seed Saver**  
 All life starts from the seed. The quality of the seed sown will shape the quality of the harvest. Students will harvest their seeds, process, package and market them as the first and last step in sustaining a good harvest.



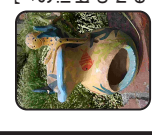
**Organica Cafe**  
 Organic produce has taste, vitality and in better for your health. Students will source and create a menu of dishes that include organic produce. These dishes will be presented at the Organica Cafe for sale to the school community.



**The Good Earth**  
 The process of making a good harvest is a balance between productivity and waste. Sustainable food production reuses the waste to create food for the earth. Students will research and devise a means by which this can be done.

## INNOV8R

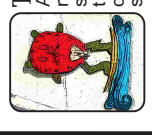
Innov8r requires students to research and develop an innovative product from a given brief. Using their interests and strengths, they will explore materials, structures and control mechanisms to make an innova8rs' dream come true.



**The Good Oil**  
 Students will delve into aromatherapy in order to create an essential oil burner. They will utilise their knowledge of materials and aesthetic knowres to make a device that releases the essence of the good oil.



**Electronica**  
 Students will explore the world of electronics and how it has shaped the modern world. They will create an electronic device to meet an identified need and make a housing that makes this electronic device unique.



**Time & Motion**  
 A study of movement and effective time management will be explored by students in this enterprise. Within the time availabl, they will be required to design and create a work of art that shows time & motion.



**Hallowstream**  
 Students will explore the world of festivals and create structures and mechanisms that will bring to life devices to delight and terrify and that go "bump" in the night. Seasonal sights and seasonal frights.



**Fashionable**  
 The world of fashion focuses on the desires of the individual. Students can research and make personable items that indulge their interests, personality and passion for the uniqueness of who they are. No statement can be too bold.