



Learning Centres
Pūtahi Akoranga

Horizons and Connect 2019

Christchurch City Libraries School Programmes





Library Learning Programmes

Our aim is to encourage confident, creative and connected lifelong learners – and our library learning centres provide learning experiences in a technology rich environment.



The learning and creative spaces in our libraries are purpose-built for children, teachers and the community to integrate technology into their learning, update their skills and access information. These opportunities are aligned with the New Zealand Curriculum, especially the new Digital Technologies Curriculum, which will be established in schools by 2020.

Digital Technologies in the NZ National Curriculum

“The digital curriculum is about teaching children how to design their own digital solutions and become creators of, not just users of, digital technologies, to prepare them for the modern workforce.”

Chris Hipkins, Minister of Education, 2018

Our programmes let students experience e-learning within traditional and future-focused learning areas. Students get to collaborate with others across geographical and generational boundaries, and develop key competencies. Teachers benefit from professional learning opportunities – planning sessions with Learning Centre staff focus on integrating ICT into their curriculum-based unit plans, and the delivery of them lets teachers develop their skills with their students.

Our learning specialists are trained teachers with experience in both secondary and primary schools. They have strong community connections, and encourage schools to make their own connections. Our constant exposure to new technologies means we can provide the most innovative new courses.

School Programmes

Developing confident, creative and collaborative learners through our dynamic, technology-based programmes.

Horizons

The Horizons programmes cater to children’s specific needs by offering different themes each term. The sessions are collaborative, and schools are offered between four and 12 places in each course on a first come, first served basis. The maximum number of students per course is 12. A Horizons programme can be customised for one school group, subject to booking availability. For example, these may be perfect for your GATE or priority learners. A whole class option can be discussed further – for more information please phone 941 5140.

Bee-Bots and Coding (Junior)

Course length: 2 weeks (Years 0-1) / 6 weeks (Years 2-3)

Cost: \$30 per student

Class size: Maximum 12 participants

An opportunity for students to create, develop and test their programming skills with Bee-Bot robots. Students learn simple programming skills on the Bee-Bots and then move on to coding with Scratch Junior.

Curriculum Links:

Computational Thinking for Digital Technologies

Progress Outcome 1

Nature of Science L1-2

Technological Knowledge L1-2

Nature of Technology L1-2

Mathematics and Statistics; Geometry and Measurement L1-2

Key Competencies:

Thinking

Using language, symbols and texts

Participating and contributing

Animation

Course length: 6 weeks

Who: Years 4-5

Cost: \$30 per student

Class size: Maximum 12 participants

Students explore a range of animation techniques, and produce a series of short animations. They’ll get an opportunity to plan, film and edit their own creations.

Curriculum Links:

English, Speaking, Writing and Presenting L2-3

Nature of Technology L2-3

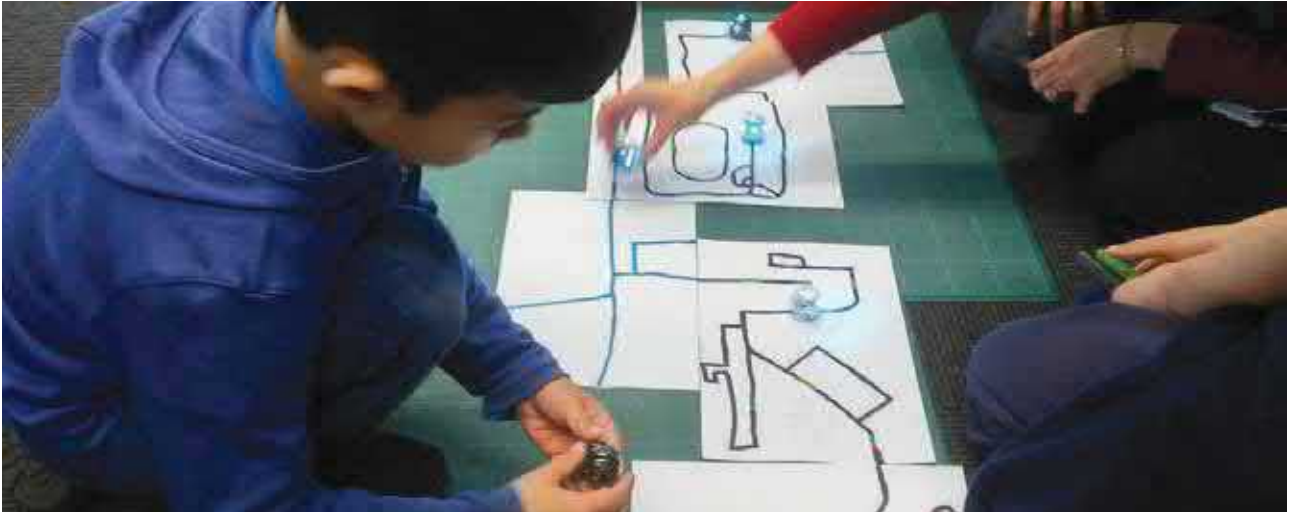
Key Competencies:

Thinking

Using language, symbols and texts

Managing Self

Relating to others



Introduction to Coding

Course length: 6 weeks

Who: Years 4-5

Cost: \$30 per student

Class size: Maximum 12 participants

Students create a game and learn block coding using Scratch, a free programming language and online community for creating interactive stories, games, and animations.

Curriculum Links:

Computational Thinking for Digital Technologies

Progress Outcome 1

Mathematics and Statistics; Geometry and Measurement L3-4

Nature of Science L1-2

Technological Knowledge L1-2

Nature of Technology L1-2

Key Competencies:

Thinking

Using language, symbols and texts

Participating and contributing

Coding and Robotics

Course length: 6 weeks

Who: Years 5-6 or 7-8

Cost: \$30 per student

Class size: Maximum 12 participants

Students work with various robotic technologies to learn how robots work and develop basic programming skills. They also get to explore sensors and motors to complete a series of challenges. Participants develop problem-solving skills, find creative solutions and have fun.

Curriculum Links:

Computational Thinking for Digital Technologies

Progress Outcome 2

Nature of Science L3-4

Physical World L2-4

Technological Practice L3-4

Technological Knowledge L3-4

Nature of Technology L3-5

Key Competencies:

Thinking

Using language, symbols and texts

Participating and contributing

Photography

Course length: 6 weeks

Who: Years 5-6 or 7-8

Cost: \$30 per student

Class size: Maximum 12 participants

During this course students develop a range of photographic skills and create a portfolio of dynamic images. They'll learn to take photos using a digital SLR camera and to edit them using a range of techniques. Students get to explore the visual world around them. The portfolio can have a creative or documentary theme.

Curriculum Links:

Visual Arts L3-5

Designing and Developing Digital Outcomes

Progress Outcome 2-3

Key Competencies:

Thinking

Using language, symbols and texts

Managing Self

Cutting Edge Design

Course length: 8 weeks

Who: Years 5-6 or 7-8

Cost: \$40 per student

Class size: Maximum 12 participants

Students learn about the creative design process and use design software to produce a product concept, prototype and outcome. Introducing them to a range of craft technology equipment such as vinyl, craft and laser cutters, this is a fun opportunity for students to develop a range of creative and technical skills. The items they come home with could include wooden laser-cut objects, business cards, t-shirt designs, and vinyl stickers.

Curriculum Links:

Technology Knowledge L3-5

Designing and Developing Digital Outcomes

Progress Outcome 2-3

Visual Arts L3-5

Key Competencies:

Thinking

Using language, symbols and texts

Managing Self

From 2D to 3D

Course length: 6 weeks

Who: Years 6-8

Cost: \$30 per student

Class size: Maximum 12 participants

Students explore the world of 3D modelling and printing, developing their creative design skills, following a design process and using a range of 3D technologies to create a series of objects. There's plenty of fun to be had with 3D software and the libraries' 3D printers, Hama beads and 3D pens.

Curriculum Links:

Technological Knowledge L4-5

Designing and Developing Digital Outcomes

Progress Outcome 2-3

Visual Arts L4

Key Competencies:

Thinking

Using language, symbols and texts

Managing Self

Film School

Course length: 8 weeks

Who: Years 6-8

Cost: \$40 per student

Class size: Maximum 12 participants

Students make a short film using iMovie, developing a range of film making skills. As cast, crew and technician, they get to write a script, present themselves confidently and edit their final product. The film could be based on creative storytelling or take a documentary approach to celebrating your school or city.

Curriculum Links:

English, Speaking, Writing and Presenting L 4-6

Nature of Technology L4-6

Designing and Developing Digital Outcomes

Progress Outcome 2-3

Key Competencies:

Thinking

Using language, symbols and texts

Managing Self

Relating to others

Introduction to Electronic Engineering (available from Term 3)

Course length: 1-6 weeks (Year dependent)

Who: Years 1-10

Cost: \$15-\$30 per student

Class size: Maximum 12 participants

Students learn the basics of electronic engineering and how gadgets work, before creating their own. Students learn the basics of circuitry and coding using Makey Makey, MicroBits, and/or Arduino. The course encourages them to collaborate in order to solve real-world problems.

Curriculum Links:

Science, Physical World L1-5

Computational Thinking for Digital Technologies L1-5

Nature of Technology L1-6

Technological Knowledge L1-5

Key Competencies:

Thinking

Using language, symbols and texts

Managing Self



Tūranga Horizons

Vision statement

Tūranga horizons programmes are tailored to students' individual needs by offering themes that encompass library exhibitions and collections, as well as school inquiry topics.

These sessions provide deeper learning, with the choice of one and two day durations. Emerging technologies and digital literacy feature strongly. Schools are offered up to 30 places and programming takes place both within the library space and the immediate inner city environs.

A horizons programme can be customized for one school group, subject to booking availability. For example, these may be perfect for the learning enhancement of your students from Years 7-10.

These programmes encompass our new central landscape and the inner city infrastructure as rich resources. Our library learning centre and creative spaces are purpose built to

offer 21st century learning in a technology-rich environment. Resources include a laser cutter, interactive digital wall, 3D printers, augmented reality, virtual reality and a media and audio space.

Framework

The Tūranga horizons framework gives an overview of the learning experiences offered. The overview includes experience by topics that may include Our Culture, Our Stories, and Our History. We then offer students an opportunity to gather information using digital technology to transform their learning into a creative masterpiece.

Available Tuesday and Wednesdays only at Tūranga. Programmes cost \$65 per hour.



Film School

2 day course

Students develop a range of film-making skills and make a short film. They learn how to write a script, present themselves confidently and edit their final product. As cast, crew and technician, they create an exciting short film using industry standard software. The film could be based on creative story telling or a documentary approach celebrating your school or city.

Curriculum Links:

English, Speaking, Writing and Presenting L 4-6
Nature of Technology L4-6
Designing and Developing Digital Outcomes
Progress Outcome 2-3

Key Competencies:

Thinking
Using language, symbols and texts
Managing Self
Relating to others

Pasifika e-design

2 day course

Take a journey exploring Pasifika designs. Research cultural stories and the importance of traditional symbols. Learn how to use design software on our touch screen computers to create stunning digital designs that can be 3D printed, Laser cut or put on to a textile of your choice.

Curriculum Links:

Technological Knowledge L 4-5
Designing and Developing Digital Outcomes
Progress Outcome 2-3
Visual Arts L4

Key Competencies:

Thinking
Using language, symbols and texts
Managing Self
Relating to others

Heritage Scratch

2 day course

Experience the contrast of old and new, in this innovative programme that uses vintage photographs combined with computer programming. Students learn the value of cherishing memories through photographs from the Christchurch City Council's Heritage Team. They then use Scratch, a free programming language and online community for creating interactive stories, games, and animations, to create an interactive presentation that brings to life their findings.

Curriculum Links:

Social Sciences L3-5
Nature of Technology L5-6

Key Competencies:

Thinking
Using language, symbols and texts
Managing Self

Street Art

2 day course

The Street Art project promotes social issues through art and design. Experts from the Christchurch City Council's Graffiti team and the Christchurch Art Gallery share their views on Vandalism versus Street Art. A tour of some of Christchurch's fabulous artworks further inspire students to think about their own social messages. Using design software such as GIMP, students design thought provoking artworks to highlight serious social issues.

Curriculum Links:

Technology Knowledge L3-5
Designing and Developing Digital Outcomes
Progress Outcome 2-3
Visual Arts L3-5

Key Competencies:

Thinking
Using language, symbols and texts
Managing Self

Cutting Edge Design

2 day course

This programme uses the artwork on display in Tūranga to inspire. With a focus on a creative design process, students use design software to produce a product concept, prototype and end product. They will be introduced to a range of craft technology equipment such as vinyl, craft and laser cutters. This is a fun opportunity for students to develop a range of creative and technical skills. Final products could include laser-cut wood objects, business cards, t-shirt designs, and vinyl stickers.

Curriculum Links:

Technology Knowledge L3-5
Designing and Developing Digital Outcomes
Progress Outcome 2-3
Visual Arts L3-5

Key Competencies:

Thinking
Using language, symbols and texts
Managing Self

Christchurch – Smart City

2 day course

This project focuses on sustainability and the efficient use of resources. Tūranga is a 'smart' building and this project helps students learn what makes it 'smart'. We use micro bits and sensors to collect data and from this students plan and prototype their own 'smart' idea.

Curriculum Links:

Science, Physical World L 5
Computational Thinking for Digital Technologies L5
Nature of Technology L 6
Technological Knowledge L 5
Designing and Developing Digital Outcomes
Progress Outcome 2-3

Key Competencies:

Thinking
Using language, symbols and texts
Managing Self

From 2D to 3D

2 day course

Students explore the world of 3D modelling and printing, developing as they develop their creative design skills. They follow a design process and use a range of 3D technologies to create a series of objects. Students have fun with 123D software, the libraries' 3D printers, Hama beads and 3D pens.

Curriculum Links:

Technological Knowledge L3-4
Designing and Developing Digital Outcomes
Progress Outcome 2-3
Visual Arts L4

Key Competencies:

Thinking
Using language, symbols and texts
Managing Self

Digital Literacy

2 day course

Students learn about the core elements of story using fractured fairy tales. They will then plan and create their own visual short story, and publish their work online.

Curriculum Links:

English L3-4
Technological Knowledge L3-4
Designing and Developing Digital Outcomes
Progress Outcome 2-3

Key Competencies:

Thinking
Using language, symbols and texts
Managing Self

Introduction to Swift

2 day course

Swift is a powerful and intuitive programming language created by Apple.

Using the Swift Playgrounds app, students explore and solve rich puzzle worlds to acquire coding skills and programming knowledge on the iPad.

The Apple course is based on Swift Playgrounds: Learn to Code 1.

<https://itunes.apple.com/us/course/swift-playgrounds-learn-to-code-1-2/id1153807202>

<https://itunes.apple.com/us/book/swift-playgrounds-learn-to-code-1-2/id1118578018?mt=11>

Curriculum Links:

Mathematics and Statistics; Geometry and Measurement L3-4
Technological Practice L3-4
Technological Knowledge L3-4
Nature of Technology L3-4
Computational Thinking for Digital Technologies
Progress Outcome 2-4

Key Competencies:

Thinking
Using language, symbols and texts
Participating and contributing
Relating to others

Google Minecraft

2 day course

Students explore the world of Google Maps, incorporating Minecraft and coding. They research a famous landmark in Google Maps, then recreate it using Minecraft. Students will program an agent robot to assist them in building their landmark.

Curriculum Links:

Technological Knowledge L3-4
Computational Thinking for Digital Technologies
Progress Outcome 2-4
Visual Arts L4

Key Competencies:

Thinking
Using language, symbols and texts
Managing Self

Kā Huru Manu

Join us in Term 1, 2019 when we celebrate and explore the new Ngāi Tahu website, Kā huru manu. Come and explore the exhibition in Tūranga with your class, then join us in a fun-filled technology-based programme. Suitable from Year 6 onwards, bookings are open from November, to find out more please phone 941 5140 or e-mail MaoriLibraryServices@ccc.govt.nz

Imagination Station

Imagination Station is an independent charity that works alongside Christchurch City Libraries to provide programmes for schools structured around LEGO Education principals.

Why Imagination Station?

Our comprehensive collection of hundreds of thousands of LEGO parts, along with our staff expertise, make Imagination Station one of the most engaging ways to learn!

We also have options for creative play and fun challenge sessions.

Imagination Station is based at Tūranga, Christchurch's Central Library, however our mobile Imagination Station can teach classes in your school or meet you at a local library.

For more information and to book:

PHONE
027 438 2106

EMAIL
education@imagination-station.org.nz

WEB
imagination-station.org.nz



LEGO Mindstorms

We are able to offer courses for a range of ages with LEGO Mindstorms. We recommend introducing Mindstorms at Year 4, with more complex challenges available for students up to Year 13.

Curriculum links:

Physical World
Technical Knowledge
Technical Practice
Nature of Technology

Key Competencies:

Thinking
Using Language, Symbols and Text
Managing Self
Relating to Others

LEGO Technic

LEGO Technic covers a range of STEM disciplines. The courses include Renewable Energy, Designing Remote Control Vehicles, and Engineering Principals. Technic courses are recommended for Students years 4-9, with a specific Technic for Juniors course available to introduce building structures that move to years 1-3.

Curriculum links:

Physical World
Technical Knowledge
Technical Practice

Key Competencies:

Thinking
Managing Self
Relating to Others

LEGO Stop-Motion

Our stop-motion animation courses allow students to literally build a story. From building a movie set to planning the action, there are so many skills to learn from this engaging course. Stop-Motion courses are recommended for students from years 3-10.

Curriculum links:

Technical Knowledge
Technical Practice
Nature of Technology
Visual Arts

Key Competencies:

Thinking
Managing Self
Relating to Others

LEGO Story Telling

Using a physical medium to tell a story is a powerful way to bridge children's thinking between physical and mental imagery. LEGO Story Telling is recommended for years 1-4.

Curriculum links:

English Listening, Reading and Viewing
English Speaking, Writing and Presenting
Visual Arts

Key Competencies:

Thinking
Using Language
Symbols and Text
Participating and contributing

All classes are \$6.50 per student (minimum numbers apply)

Specialised Class Programmes

All schools have the opportunity to use our learning centres and creative spaces, purpose built computer labs and supporting technology. Bookings are not limited to pre-planned courses. If there is a topic that you would like to explore with your class, our staff would be happy to work with you to tailor a programme to suit your needs. We have a range of 'Maker' equipment and spaces available.

Classes are normally 1.5 hours at a cost of \$65 per hour (approximately \$2 per student for a full class). All costs are discussed and negotiated at the initial planning meeting. Time slots are subject to availability. All schools must confirm their course bookings in the term prior to their visit.

Topics may include:

Lego animation, 3D software and printing, Minecraft in education, coding using Scratch and M-bots, film making, photography, e-books, digital stories, blogging and robotics.

We can also offer library content classes and these have no charge:

Local content can include places, people and events, cyber citizenship, information literacy, WW1 resources, Spring Bok Tour 1981, Vietnam War, family history, New Zealand disasters, referencing skills and New Zealand Military Conflicts.

These sessions can be tailored to suit your needs and may be offered at your local library.



Connect Primary Programmes

Free of charge

Connect programmes encourage children to develop life-long learning habits for the digital age, and are an introduction to our library resources. These free programmes are one off sessions lasting 60 to 90 minutes, and can be delivered for any level and for up to 30 students. Bookings are taken on a first come, first served basis and one Connect programme per class, per term is available.

Where: South Library Learning Centre, New Brighton Library, Te Hāpua Halswell Library, Tūranga or at your school (if applicable).

Cost: FREE

What is a Library?

Take a fresh look at what a modern library has to offer both onsite and online. Tour the space and find out about library layout, self-issue and other features. Students learn to find the items they want to take out and how to request the ones that aren't on the shelves. Check out the Christchurch City Libraries website and all the great educational zones and resources available.

Curriculum Links:

English; Listening, Reading and Viewing L1-4

Key Competencies:

Thinking
Using language, symbols and texts
Relating to others

Cyber Citizenship – Me and My Class (school site option available)

Learn safe and appropriate ways to be an online citizen. Explore the concept of citizenship at home, at school, in the physical and in the digital community. Students will discuss ways of avoiding common problems and have some creative fun.

Curriculum Links:

English; Listening, reading and Viewing L1-4
English, Speaking, Writing and Presenting L1-5
Social Sciences L1-5

Key Competencies:

Thinking
Participating and contributing
Relating to others



Information Literacy – Google and Beyond

Information is easier to find when you have the right skills. During this session students learn to find what they are looking for using Google tools, library databases and search engines. This session could be tailored to your needs if you have a specific topic for the class to work on.

Curriculum Links:

English; Listening, Reading and Viewing L1-5

Key Competencies:

Thinking
Using language, symbols and texts

Matariki Connect (Term 2 only)

Matariki is celebrated around the time of the Māori New Year. Our sessions introduce students to key concepts around Matariki and involve a range of fun activities.

Curriculum Links:

English; Listening, Reading and Viewing L1-4
Social Sciences L1-4

Key Competencies:

Thinking
Using language, symbols and texts
Relating to others

Travelling Connect

Environmental Literacy (at your school)

Be Earth smart: a fun approach to understanding sustainable living and tips on how to become a sustainable citizen contributing to a clean, healthy, liveable city.

Students will be introduced to information and resources available through Christchurch City Libraries resources supporting and exploring environmental concepts and actions.

Using various media from print to digital and interactive activities children will gain awareness of Christchurch Libraries as a key resource for inquiry-based learning and research.

Curriculum Links:

English; Listening, reading and Viewing L1-4
English, Speaking, Writing and Presenting L1-4
Social studies L3-4
Science L3-4

Key Competencies:

Managing self
Using language, symbols and texts

Connect High School Programmes

Free of charge

Young Adult Connect programmes encourage teenagers to develop life-long learning habits for the digital age through an introduction to our library resources. These free programmes are one-off sessions, and can be delivered for any level of ability for up to 30 students. The sessions can be tailored to a specific curriculum area or topic.

Where: At your school, local library or learning centres

When: Contact us to discuss dates and times

Information Literacy

AnyQuestions – Real Time, Real People, Real Help

Book a session with Christchurch City Libraries to introduce students to the national online reference service for New Zealand school students, AnyQuestions. A librarian will visit your school and guide the class through a live demonstration with an online AnyQuestions librarian. Sessions are best tailored to a specific class topic. Students will come away with an awareness of quality online resources and greater confidence evaluating websites and formulating search strategies. The online chat environment gives opportunities for students to connect with others and learn how to relate and contribute appropriately in a digital world.

For more information about the AnyQuestions service please visit anyquestions.govt.nz

Curriculum Links:

English, Speaking, Writing and Presenting L1-8

Key Competencies:

Thinking

Using language, symbols and texts

Relating to others

Participating and contributing

eBook Talking

In this session we show students how to use our website to find free eBooks and other electronic resources such as online newspapers and e-magazines. We demonstrate how to find any kind of e-material for leisure and/or learning. The emphasis is on the love of reading and how 21st century technology is enhancing the range of and access to great content.

Curriculum Links:

English; Listening, Reading and Viewing L6-8

Key Competencies:

Thinking

Using language, symbols and texts

Participating and contributing



Te Ao Māori

Information Literacy – Te Ao Māori

Māori Services offer tailored information literacy sessions designed to familiarise students with information searching skills with a Te Ao Māori focus.

There is a wealth of Māori information available both in our library collections and online. Ngā Ratonga Māori staff deliver sessions which encourage and assist students to navigate Māori information resources in a fun and engaging environment.

We create sessions that can be tailored to specific class topics and delivered at a local library or in the classroom. Best suited for intermediate and secondary students.

Curriculum Links:

Māori Information

Social Sciences

Key Competencies:

Thinking

Using language, symbols and texts

Relating to others

Participating and contributing

To make a booking, please phone 941 5140 or or e-mail MāoriLibraryServices@ccc.govt

Programme Venues

South Library Learning Centre

South Library
66 Colombo Street, Beckenham, Christchurch

This venue includes two learning spaces, the Computer Lab and the Sydenham Room, and has a separate recording space.

The Lab is a networked computer suite of 31 touch screen computers, an inbuilt data projector, and printer/scanner/photocopier. Maximum of 35 people. The Sydenham Room is a community learning space for teaching or meetings. Maximum of 60 people.

Available equipment includes iPads, iPods, GoPros, Macbook Pros, digital SLRs, video cameras, robots and 3D printers.

These learning spaces are available for bookings between 9am and 5pm subject to staff and booking availability.

New Brighton Library

New Brighton Library
213 Marine Parade, New Brighton, Christchurch

This venue includes one Computer Lab with inbuilt data projector. The Lab is a networked computer suite of 15 computers, connected to a printer/scanner/photocopier.

This space is available for bookings between 9am and 5pm subject to staff and booking availability.

Te Hāpua: Halswell Centre

Te Hāpua: Halswell Centre
341 Halswell Road, Halswell, Christchurch

This venue includes one Computer Lab with 30 networked computers and flexible projection options. There is also a learning space next door with six networked iMacs. Both rooms are connected to printer/scanner/photocopier.

Available equipment includes iPads, robots, Macbook Pros, keyboard, electronic drum kit, Roland Session mixer, digital SLRs, video cameras and 3D printers.

Tūranga – Auahatanga/Level 4 66 Cathedral Square, Christchurch

This venue includes one Computer Lab with multi display screens. The Lab is a networked computer suite of 34 computers, connected to network printer and scanner. Other spaces include a media and audio space with industry standard software and equipment, Creative Spaces that allow for maker type experiences inclusive of 3D printers, vinyl and laser cutters. Virtual and augmented reality equipment available in this space also.

This space is available for bookings between 9am and 8pm subject to staff and booking availability



Booking Procedures

Phone: 03 941 5140 or email: learningcentre@ccc.govt.nz

- A face to face meeting can be organised if you would like to discuss the programmes available.
- Dates will then be booked into our Learning Centre and Creative Spaces calendar.
- An estimation of costs will be sent to the school.
- Invoices are to be paid at the end of each term.

Contact Us

66 Colombo Street, Christchurch 8022

Phone : 941 5140

Email : learningcentre@ccc.govt.nz

Web : my.christchurchcitylibraries.com

Other CCC Programmes Available to Schools



DogSmart is a free 45 minute interactive presentation available to schools. Children will learn how to avoid being bitten by dogs and about the responsibilities of dog ownership.

For more information and to book:
Phone: (03) 941-7046

<https://ccc.govt.nz/services/dogs-and-animals/dogsmart-education-programme/>



Learn about what the Graffiti Programme does and why we do it through our free interactive presentation tailored to meet the needs of your class.

For more information and to book:
Phone: (03) 941 8999
Email: GraffitiProgramme@ccc.govt.nz

Learning Through Action

We offer environmental and city infrastructure education programmes for all school levels. Learning areas covered include sustainability, biodiversity, waste management and local government.

For more information and to book:
Phone: (03) 941 8999
Email: LTA@ccc.govt.nz

ccc.govt.nz/learningthroughaction

TE PUNA O WAIWHETU CHRISTCHURCH ART GALLERY

Our art education programmes offer students first-hand experiences with real works of art. We offer guided tours, hands-on practical activities and workshops for all school levels.

For more information and to book:
Phone: (03) 941 7373
Email: schools@christchurchartgallery.org.nz
christchurchartgallery.org.nz/education



Cycle Safe is a programme for schools targeting Year 6 students. Children learn to ride with confidence and be road-wise. All students receive a personal certificate at the end of the programme. Cycle Safe is aligned with the NZ Transport Agency's national cyclist skills training guidelines.

For more information and to book:
Phone: (03) 941 8999
Email: cyclesafe@ccc.govt.nz

ccc.govt.nz/cyclesafe



Travel Choice works with schools developing practical approaches that promote safer and more sustainable travel options for school journeys. We encourage the choice of active travel options that promote health and wellbeing.

For more information regarding Travel Choice:
Phone: (03) 941 8999
Email: TransportEducation@ccc.govt.nz
ccc.govt.nz/schooltravelplanning



Crash Bash is an educational road safety programme for secondary school students organised in collaboration with the Police and funded in part by the New Zealand Transport Agency.

For more information and to book:
Phone: (03) 941 8999
Email: crashbash@ccc.govt.nz
crashbash.co.nz

Christchurch City Libraries Learning Centres

Phone 941 5140. Email: learningcentre@ccc.govt.nz
Or visit our website: my.christchurchcitylibraries.com