

Realms		MOE (Primary/Secondary)
SYNESTHESIA Rezonance, 2021 Enhance and Rhizomatiks	<p>Within the realm of SYNESTHESIA, your senses will be transported to new dimensions; where sounds can be seen, and visuals felt.</p> <p>Entering the SYNESTHESIA realm, you become a part of the pulsing rhythmic beat, and a 'traveller' on the Rezonance journey.</p>	<p>Art</p> <p>Primary</p> <p><i>Domain: See</i></p> <p><i>Competencies: Observe – Inquire</i></p> <p><i>Key stage 1 / Primary 1 and 2:</i></p> <p>LO1: Identify simple visual qualities in what they see around them</p> <p><i>Key stage 2 / Primary 3 and 4:</i></p> <p>LO2: Ask questions and gather information to make meaning of what they see</p> <p><i>Key stage 3 / Primary 5 and 6:</i></p> <p>LO1: Gather information and make informed links between the use of visual qualities and intentions</p>
UNITY Together: the distance between (us), 2021 thatgamecompany and FIELD.IO	<p>Together: the distance between (us), invites everyone to become a player in the all-encompassing generative instrument.</p> <p>Explore the relationship between movement, light, and sound and use your presence to influence the composition of the space.</p>	<p><i>Domain: Appreciate</i></p> <p><i>Competencies: Connect – Respond</i></p> <p><i>Key stage 1 / Primary 1 and 2:</i></p> <p>LO6: Show interest in looking at a variety of artworks</p> <p>Secondary</p> <p><i>Domain: Perceive</i></p> <p><i>Competencies: Observe-inquire</i></p>
PLAY Dream Shaping, 2021 Media Molecule, Sony Interactive Entertainment Europe, and Marshmallow Laser Feast	<p>The realm of PLAY celebrates the joyful and performative sensibilities that videogames inspire in us, their players.</p> <p>In <i>Dream Shaping</i>, your helmet connects you to the virtual world of <i>Dreams</i>, while the oversized soft shapes in the play-space are your props.</p>	<p>LO1 Identify qualities in and interpret what they see and experience</p> <p>LO3 Generate questions and ideas from visuals</p> <p><i>Domain: Appreciate</i></p> <p><i>Competencies: Connect-respond</i></p> <p>LO6 Reflect and share views on their own and others' art making</p> <p>Social studies</p> <p>Primary</p>
CONNECTION WALL, 2021	<p>The wall divides two opposing worlds - one alive with biological cells, and the other flowing with galactic energy</p>	<p>Skills – Students will be able to</p> <ul style="list-style-type: none"> • consider the ethical effects of one's actions and the impact on others so as to make informed decisions and carry out appropriate actions;

Virtual Realms

KOJIMA PRODUCTIONS and The Mill	<p>particles - explore these two spaces and find ways to communicate between them.</p> <p>These signs of life within or beyond the wall hint to the structure as a channel of communication between different spaces and time.</p>	<ul style="list-style-type: none"> • show curiosity to learn more about the world they live in; <p>Secondary</p> <p>Skills - Students will be able to:</p> <ul style="list-style-type: none"> • appreciate the importance of harmony through embracing diversity; • respect differing views when in dialogue with others;
NARRATIVE Book of Sand, 2021 Tequila Works and The Workers	<p>The NARRATIVE realm showcases the power of videogames to tell stories and create new forms of fiction.</p> <p>Depending on your choices and how you collaborate, each rendition of the narrative will be different.</p>	<p>CCE</p> <p><i>Domain: Community</i></p> <p><i>Focus: Understanding our community and Building an Inclusive Society</i></p> <p>LO6: Value Singapore's social-cultural diversity, and promote social cohesion and harmony</p>
EVERYTHING Eye, 2021 David O'Reilly and onedotzero	<p>The EVERYTHING realm celebrates the capacity of videogames to generate expansive universes and give shape to the infinite potential of our imagination.</p> <p>The patterns of living and non-living forms are continuously being generated; no mandala created will ever be seen again.</p>	<p>Science</p> <p>Primary/Lower Secondary</p> <p>Theme: Interactions – Interactions within the Environment</p> <p>Lower Secondary</p> <p>Theme: Interactions – Interactions within the Ecosystems</p> <p>Geography</p> <p>To develop knowledge of:</p> <ul style="list-style-type: none"> • relationships and interactions between and within physical and human phenomena at local, regional and global scales