

## PYP and MYP Curriculum Links

Realms		PYP	MYP
<b>SYNESTHESIA</b> <b>Rezonance, 2021</b> <b>Enhance and Rhizomatiks</b>	<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><i>Themes:</i></p> <ul style="list-style-type: none"> <li>• Who we are</li> <li>• Where we are in place and time</li> <li>• How we express ourselves</li> <li>• How the world works</li> </ul>	<p><i>Art</i></p> <ul style="list-style-type: none"> <li>• engage in a process of creative exploration and (self-) discovery</li> <li>• make purposeful connections between investigation and practice</li> <li>• understand the relationship between art and its contexts</li> <li>• respond to and reflect on art</li> <li>• deepen their understanding of the world</li> </ul> <p><i>Design</i></p> <ul style="list-style-type: none"> <li>• develop an appreciation of the impact of design innovations for life, global society and environments</li> <li>• develop respect for others' viewpoints and appreciate alternative solutions to problems</li> </ul> <p><i>Individuals and societies</i></p> <ul style="list-style-type: none"> <li>• develop inquiry skills that lead towards conceptual understandings of the relationships between individuals, societies and the environments in which they live</li> </ul> <p><i>Interdisciplinary learning</i></p> <ul style="list-style-type: none"> <li>• develop a deeper understanding of learning skills and apply them in meaningful contexts</li> </ul>
<b>UNITY</b> <b>Together: the distance between (us), 2021</b> <b>thatgamecompany and FIELD.IO</b>	<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>		
<b>PLAY</b> <b>Dream Shaping, 2021</b> <b>Media Molecule, Sony Interactive</b> <b>Entertainment Europe, and Marshmallow Laser Feast</b>	<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>		
<b>CONNECTION</b> <b>WALL, 2021</b>	The wall divides two opposing worlds - one alive with biological cells, and the other flowing with galactic energy		

## Virtual Realms

<b>KOJIMA PRODUCTIONS and The Mill</b>	<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"> <li>reflect on and communicate understanding of the interdisciplinary learning process</li> </ul> <p>Sciences</p> <ul style="list-style-type: none"> <li>understand and appreciate science and its implications</li> <li>develop sensitivity towards the living and non-living environments reflect on learning experiences and make informed choices.</li> </ul>
<b>NARRATIVE</b> <b>Book of Sand, 2021</b> <b>Tequila Works and The Workers</b>	<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>		
<b>EVERYTHING</b> <b>Eye, 2021</b> <b>David O'Reilly and onedotzero</b>	<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>		

## IBDP Curriculum links

Realms		IBDP
<b>SYNESTHESIA</b> <b>Rezonance, 2021</b> <b>Enhance and Rhizomatiks</b>	<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><i>Philosophy</i></p> <ul style="list-style-type: none"> <li>• Develop an inquiring and intellectually curious way of thinking</li> <li>• Formulate arguments in a sound and purposeful way</li> <li>• Examine critically their own experiences and their ideological and cultural perspectives</li> <li>• Appreciate the diversity of approaches within philosophical thinking</li> <li>• Apply their philosophical knowledge and skills to the world around them.</li> </ul> <p><i>Social and cultural anthropology (SL and HL)</i></p> <ul style="list-style-type: none"> <li>• Explore the characteristics and complexities of social and cultural life</li> <li>• Develop new ways of thinking about the world that demonstrate the interconnectedness of local, regional and global processes and issues</li> <li>• Develop as critical thinkers who are open-minded, reflective and ethically sensitive</li> </ul> <p><i>Geography (SL/HL)</i></p> <ul style="list-style-type: none"> <li>• Develop an understanding of the dynamic interrelationships between people, places, spaces and the environment at different scales</li> </ul> <p><i>Sciences</i></p> <ul style="list-style-type: none"> <li>• Develop an appreciation of the possibilities and limitations of science and technology</li> <li>• Develop an understanding of the relationships between scientific disciplines and their influence on other areas of knowledge.</li> </ul> <p><i>Design and technology</i></p> <ul style="list-style-type: none"> <li>• An understanding and appreciation of cultures in terms of global technological development, seeking and evaluating a range of perspectives</li> <li>• An understanding of the contribution of design and technology to the promotion of intellectual, physical and emotional balance and the achievement of personal and social well-being</li> </ul>
<b>UNITY</b> <b>Together: the distance between (us), 2021</b> <b>thatgamecompany and FIELD.IO</b>	<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>	
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<b>NARRATIVE</b> <b>Book of Sand, 2021</b> <b>Tequila Works and The Workers</b>	<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><i>TOK</i></p> <ul style="list-style-type: none"> <li>• To expose students to ambiguity, uncertainty and questions with multiple plausible answers</li> <li>• To equip students to effectively navigate and make sense of the world, and help prepare them to encounter novel and complex situations</li> <li>• To encourage students to be more aware of their own perspectives and to reflect critically on their own beliefs and assumptions</li> <li>• To encourage students to make connections between academic disciplines by exploring underlying concepts and by identifying similarities and differences in the methods of inquiry used in different areas of knowledge</li> </ul>
<b>EVERYTHING</b> <b>Eye, 2021</b> <b>David O'Reilly and onedotzero</b>	<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>	