

Realms		Preschool
<p><b><u>SYNESTHESIA</u></b>  <b>Rezonance, 2021</b>  <b>Enhance and Rhizomatiks</b></p>	<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><b>Aesthetics and Creative Expression</b>            Learning Goal 1: Enjoy art, music and movement activities            Learning Goal 4: Share ideas and feelings about art and music and movement</p> <p><i>Strategies:</i></p> <ul style="list-style-type: none"> <li>• Using themes</li> <li>• Using stimuli</li> </ul> <p><b>Discovery of the world</b>            Learning Goal 1: Show an interest in the world they live in            Learning Goal 2: Find out why things happen and how things work through simple investigations</p> <p><i>Strategies:</i></p> <ul style="list-style-type: none"> <li>• Providing opportunities for simple experiments</li> <li>• Providing opportunities for activities in the outdoors</li> <li>• Using Print media, technology and interactive media</li> </ul> <p><b>Motor skills development</b>            Learning Goal 1: Enjoy through participation in a variety of physical activities            Learning Goal 2: Demonstrate control, coordination and balance in gross motor tasks</p> <p><i>Strategies:</i></p> <ul style="list-style-type: none"> <li>• Using games</li> <li>• Using explicit teaching</li> </ul>
<p><b><u>UNITY</u></b>  <b>Together: the distance between (us), 2021</b>  <b>thatgamecompany and FIELD.IO</b></p>	<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>Strategies:</i></p> <ul style="list-style-type: none"> <li>• Providing opportunities for simple experiments</li> <li>• Providing opportunities for activities in the outdoors</li> <li>• Using Print media, technology and interactive media</li> </ul>
<p><b><u>PLAY</u></b>  <b>Dream Shaping, 2021</b>  <b>Media Molecule, Sony Interactive Entertainment Europe, and Marshmallow Laser Feast</b></p>	<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><i>Strategies:</i></p> <ul style="list-style-type: none"> <li>• Using games</li> <li>• Using explicit teaching</li> </ul>
<p><b><u>CONNECTION</u></b>  <b>WALL, 2021</b></p>	<p>The wall divides two opposing worlds - one alive with biological cells, and the other flowing with galactic energy</p>	

*Virtual Realms*

<p><b>KOJIMA PRODUCTIONS and The Mill</b></p>	<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>	
<p><b><u>NARRATIVE</u> Book of Sand, 2021 Tequila Works and The Workers</b></p>	<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><b>EVERYTHING Eye, 2021 David O'Reilly and onedotzero</b></p>	<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>	