

Realms		MOE (Primary/Secondary)
<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><u>Art</u></b>  <b>Primary</b>  <i>Domain: See</i>  <i>Competencies: Observe – Inquire</i>  <i>Key stage 1 / Primary 1 and 2:</i>                      LO1: Identify simple visual qualities in what they see around them  <i>Key stage 2 / Primary 3 and 4:</i>                      LO2: Ask questions and gather information to make meaning of what they see  <i>Key stage 3 / Primary 5 and 6:</i>                      LO1: Gather information and make informed links between the use of visual qualities and intentions</p>
<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>Domain: Appreciate</i>  <i>Competencies: Connect – Respond</i>  <i>Key stage 1 / Primary 1 and 2:</i>                      LO6: Show interest in looking at a variety of artworks</p> <p><b><u>Secondary</u></b>  <i>Domain: Perceive</i>  <i>Competencies: Observe-inquire</i></p>
<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>LO1 Identify qualities in and interpret what they see and experience                      LO3 Generate questions and ideas from visuals</p> <p><i>Domain: Appreciate</i>  <i>Competencies: Connect-respond</i>                      LO6 Reflect and share views on their own and others’ art making</p> <p><b><u>Social studies</u></b>  <b>Primary</b></p>
<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>	<p>Skills – Students will be able to</p> <ul style="list-style-type: none"> <li>consider the ethical effects of one’s actions and the impact on others so as to make informed decisions and carry out appropriate actions;</li> </ul>

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>	<ul style="list-style-type: none"> <li>• show curiosity to learn more about the world they live in;</li> </ul> <p><b>Secondary</b> Skills - Students will be able to:</p> <ul style="list-style-type: none"> <li>• appreciate the importance of harmony through embracing diversity;</li> <li>• respect differing views when in dialogue with others;</li> </ul>
<p><b><u>NARRATIVE</u></b> <b>Book of Sand, 2021</b> <b>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>CCE</b> <i>Domain: Community</i> <i>Focus: Understanding our community and Building an Inclusive Society</i> LO6: Value Singapore’s social-cultural diversity, and promote social cohesion and harmony</p> <p><b>Science</b> <b>Primary/Lower Secondary</b> Theme: Interactions – Interactions within the Environment <b>Lower Secondary</b> Theme: Interactions – Interactions within the Ecosystems</p>
<p><b>EVERYTHING</b> <b>Eye, 2021</b> <b>David OReilly 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>	<p><b>Geography</b> To develop <b>knowledge</b> of:</p> <ul style="list-style-type: none"> <li>• relationships and interactions between and within physical and human phenomena at local, regional and global scales</li> </ul>