

PYP and MYP Curriculum Links

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

Virtual Realms

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

IBDP Curriculum links

Realms		IBDP
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><i>Philosophy</i></p> <ul style="list-style-type: none"> • Develop an inquiring and intellectually curious way of thinking • Formulate arguments in a sound and purposeful way • Examine critically their own experiences and their ideological and cultural perspectives • Appreciate the diversity of approaches within philosophical thinking • Apply their philosophical knowledge and skills to the world around them. <p><i>Social and cultural anthropology (SL and HL)</i></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>	<ul style="list-style-type: none"> • Explore the characteristics and complexities of social and cultural life • Develop new ways of thinking about the world that demonstrate the interconnectedness of local, regional and global processes and issues • Develop as critical thinkers who are open-minded, reflective and ethically sensitive <p><i>Geography (SL/HL)</i></p> <ul style="list-style-type: none"> • Develop an understanding of the dynamic interrelationships between people, places, spaces and the environment at different scales
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><i>Sciences</i></p> <ul style="list-style-type: none"> • Develop an appreciation of the possibilities and limitations of science and technology • Develop an understanding of the relationships between scientific disciplines and their influence on other areas of knowledge. <p><i>Design and technology</i></p>
CONNECTION WALL, 2021	<p>The wall divides two opposing worlds - one alive with biological cells, and the other flowing with galactic energy</p>	<ul style="list-style-type: none"> • An understanding and appreciation of cultures in terms of global technological development, seeking and evaluating a range of perspectives • 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

Virtual Realms

<p>KOJIMA PRODUCTIONS and The Mill</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><i>Visual Arts</i></p> <ul style="list-style-type: none"> • Enjoy lifelong engagement with the arts • Become informed, reflective and critical practitioners in the arts • Understand the dynamic and changing nature of the arts • Explore and value the diversity of the arts across time, place and cultures • Develop perceptual and analytical skills. <p>In addition, the aims of the visual arts course at SL and HL are to enable students to:</p> <ul style="list-style-type: none"> • Make artwork that is influenced by personal and cultural contexts • Become informed and critical observers and makers of visual culture and media <p><i>TOK</i></p> <ul style="list-style-type: none"> • To expose students to ambiguity, uncertainty and questions with multiple plausible answers • To equip students to effectively navigate and make sense of the world, and help prepare them to encounter novel and complex situations • To encourage students to be more aware of their own perspectives and to reflect critically on their own beliefs and assumptions • 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
<p><u>NARRATIVE</u> Book of Sand, 2021 Tequila Works and The Workers</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>EVERYTHING Eye, 2021 David O'Reilly and onedotzero</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>	