

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	The wall divides two opposing worlds - one alive with biological cells, and the other flowing with galactic energy		<p>Interdisciplinary learning</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
<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>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>
<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>	<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
<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>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>
<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>	<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

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<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>	