



Mythical Creatures  
Discovery Learning Work Sheets



**THEME ONE: TE AO MĀORI**



## ERU

Eru is a young Māori boy who plays video games a lot! In this story he has adventures that teach him that there are many things he is missing out on.

### **Activity:**

- 1. Where does Eru live?**
- 2. Color in the drawing of Eru in a bad mood. Why is he mad?**
- 3. Describe or do a drawing of one time when you have been in a bad mood like Eru.**



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## MYTHICAL CREATURES

Eru runs away and wakes up in a fantasy world inspired by Māori mythology.

### Activity:

1. Color in the drawing of the valley.
2. Find out more about the mythical creatures Eru meets.
3. Find out more about Eru's new friend the patupaiarehe. Describe what you have learnt about them.
4. Make a porotiti or other musical instrument Eru may have heard.



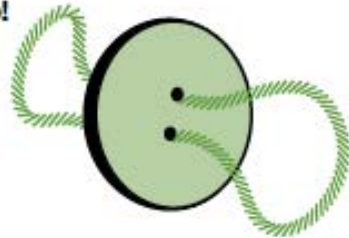
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# How to make a porotiti (a type of Māori musical instrument)

Creating your own porotiti is simple and fun.

## Instructions

1. Pierce two holes in the centre of the cardboard circle, about 1 centimetre apart.
2. Thread the string through the holes. Tie the ends together in a sturdy knot, creating a large loop.
3. You have a porotiti ready to go!



## Using your porotiti

1. Hold the loop at each end.
2. Place the porotiti in the centre of the string and then wind it towards you so that the string begins to twist and tighten.
3. When the string is tight enough, pull your arms apart and listen to your porotiti's beautiful voice!

To create a different tone, you can blow air from the side into your spinning porotiti. Just watch out for your head!



# KAITIAKITANGA

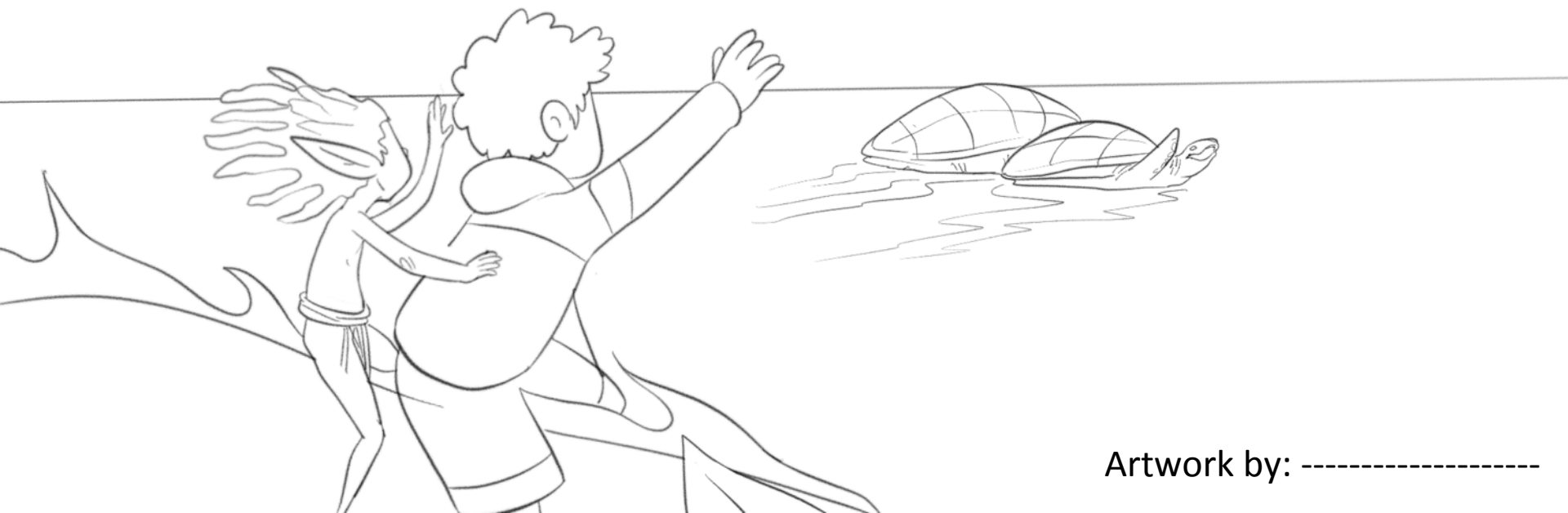
There are many different Māori mythology stories. They can be different for each iwi or tribe. They all show a respect for the land known as *Kaitiakitanga* where we must guard natural resources as *taonga* or treasures.

**Activity: Describe your favorite natural place e.g. a beach, a lake, a park, a mountain. What makes it special or a treasure?**

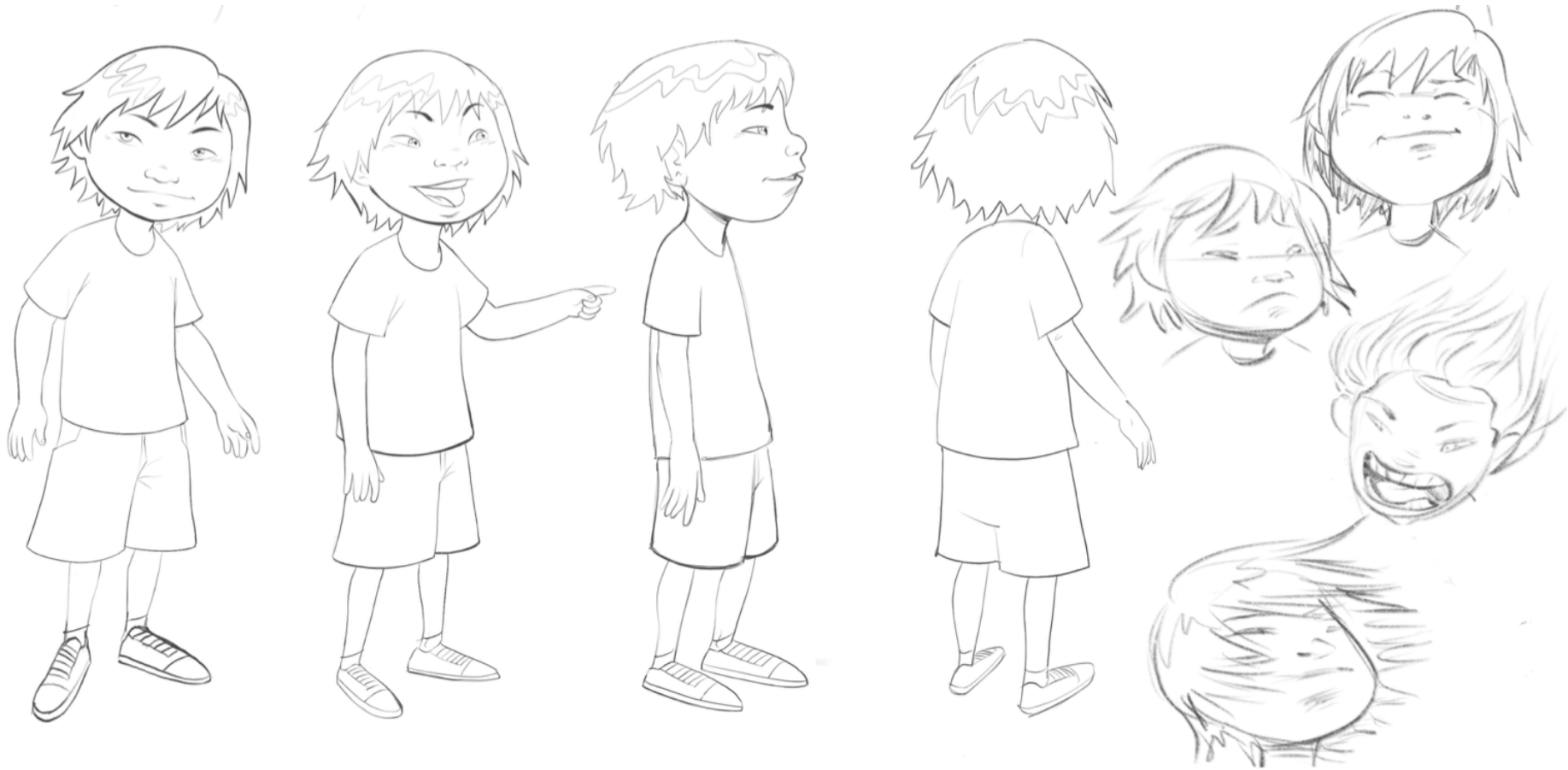
**In this next picture Eru is helping rescue a turtle as he crosses the ocean, find out more about pollution of the oceans.**







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## **THEME TWO: HAIDA FIRST NATION**



## GWAAI

Gwaai is a young Canadian boy of the Haida Nation

### **Activity:**

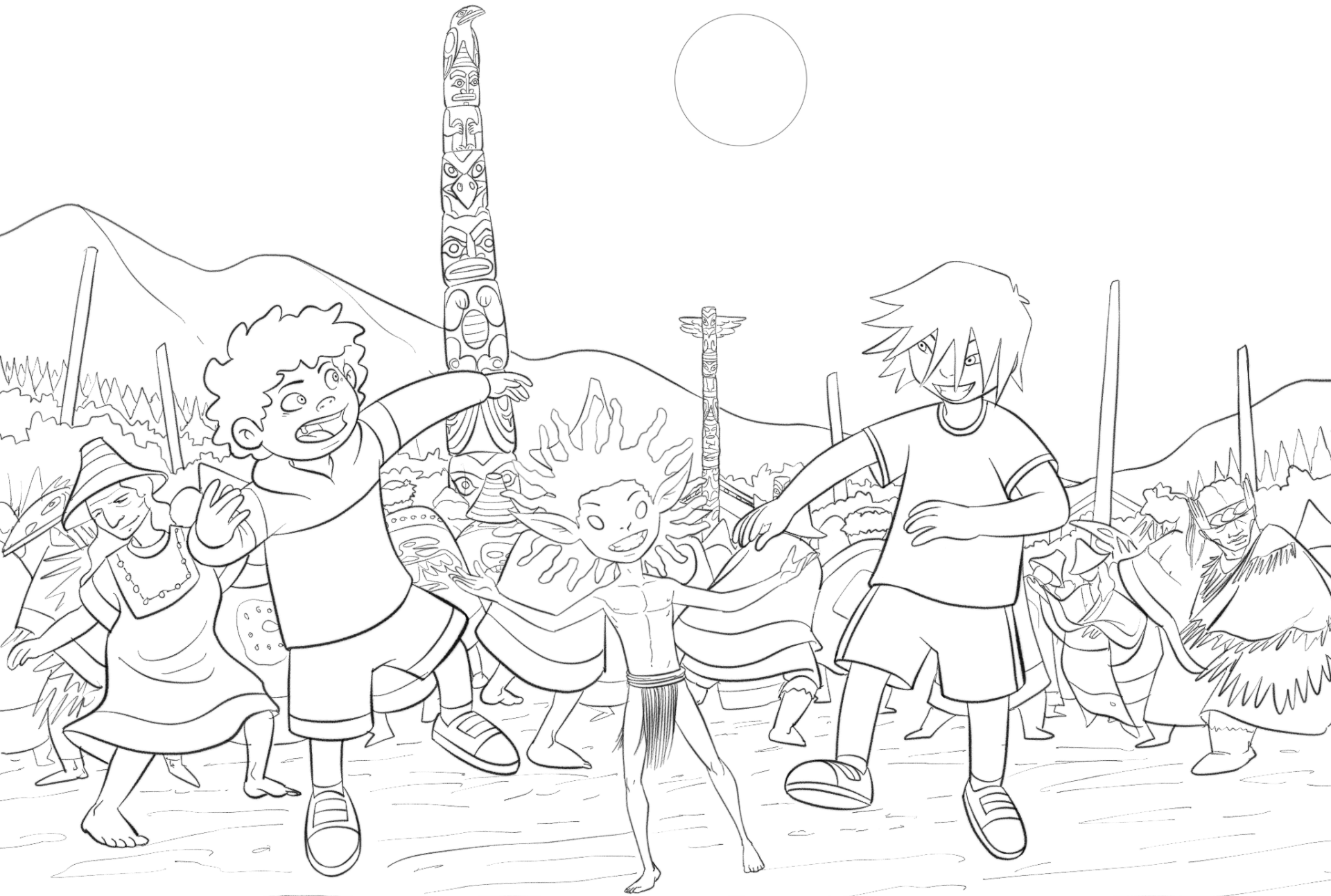
- 1. Where does Gwaai live?**
- 2. What does Gwaai like about where he lives?**
- 3. What does Gwaai love about his culture?**

# HAIDA MYTHOLOGY

There are many indigenous peoples in Canada. The Haida First Nation is from British Columbia. They believe that mythical creatures are still living with them. So in their dances they dress with masks and cloaks to look like a creature.

**Activity:** Listen to the audio story and choose a creature you would be in the ceremony, and why. Add yourself to the picture, and color in.





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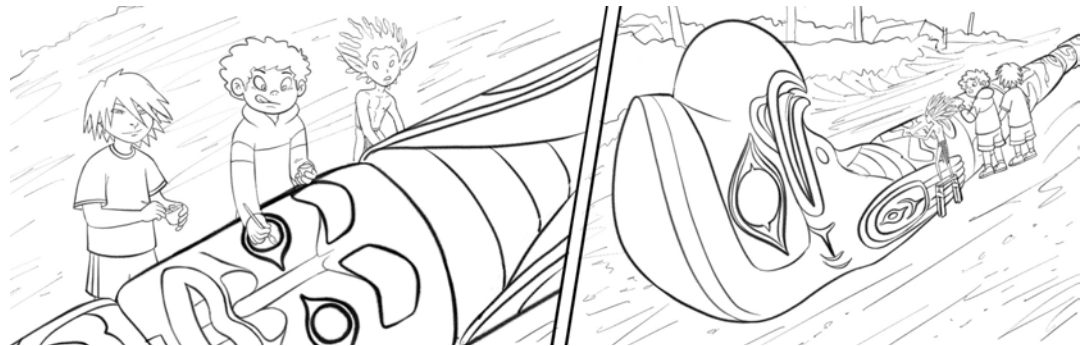


## TOTEM POLES

Haida First Nation is famous for the totem poles erected on its land. Totem poles are carved over many months by expert carvers. They tell the story of the land and people.

### Activity:

**Draw your own totem pole that describes you and your whakapapa, or genealogy.**





## **MASKS**

Haida First Nation believe that mythical creatures are still living with them, and may remove ceremonial costume and go back to their real self at the end of a ceremony.

### **Activity:**

**Learn more about The Raven and create your own mask or shield for a ceremonial dance.**





# **THEME THREE: ADVENTURES WITH MYTHICAL CREATURES**





## HINE-RURU

The ancestral spirit of a family group can take the form of a Ruru in some Māori tradition. This spirit is known as Hine-ruru, the ‘owl woman’. It is believed that these owl spirits can act as kaitiaki or guardians and have the power to protect, warn and advise.

**Activity: Design and build your own model Ruru**

**Write a story about someone in your life who protects and looks after you.**



# TANIWHA

Taniwha are beings that live in deep pools in rivers, dark caves, or in the sea, especially in places with dangerous currents or giant waves. They are generally respected kaitiaki (protective guardians) of people and places.

**Activity: Draw your own Taniwha.**

**Give them a name and create a story about what they are the guardians of.**



## THE RAVEN

The Raven is a powerful being in indigenous Canadian culture.

Sometimes he is a transformer who shapes the world. Haida Nation believe he is a trickster takes many forms. However they also believe that he helps them learn to find their way in the world.

**Activity: Read through the story again and draw a picture of how you imagine The Raven would look.**



# SASQUATCH

Bigfoot (also known as Sasquatch or Yeti) is the name given to an ape creature that is said to inhabit forests or snowy mountains, mainly in the Pacific Northwest.

Scientists discount the existence of Bigfoot.

**Activity: Research sightings of Big Foot and say whether you think he exists.**



## **THEME FOUR: THE LAND**

**Activity: Here are some examples of similarities and differences between New Zealand and Canada, find out more and design a poster that displays them.**

## **New Zealand**

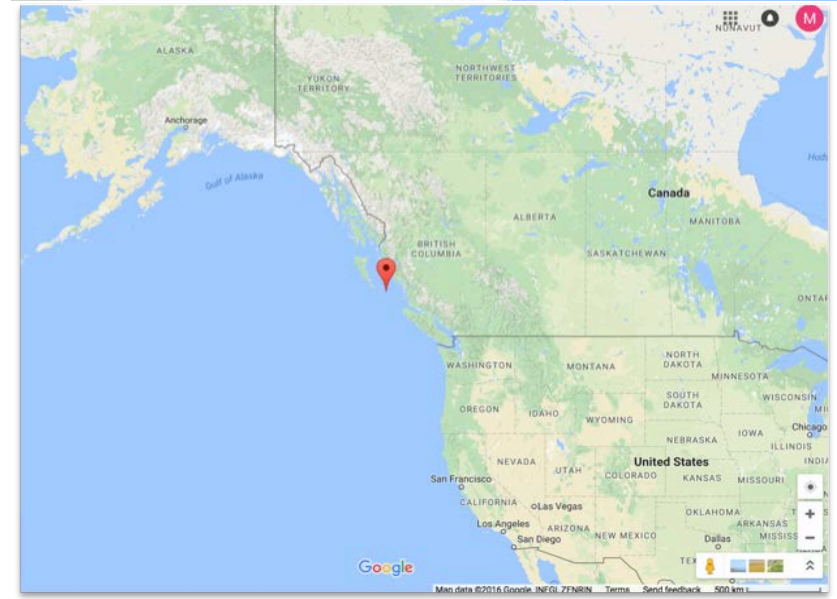
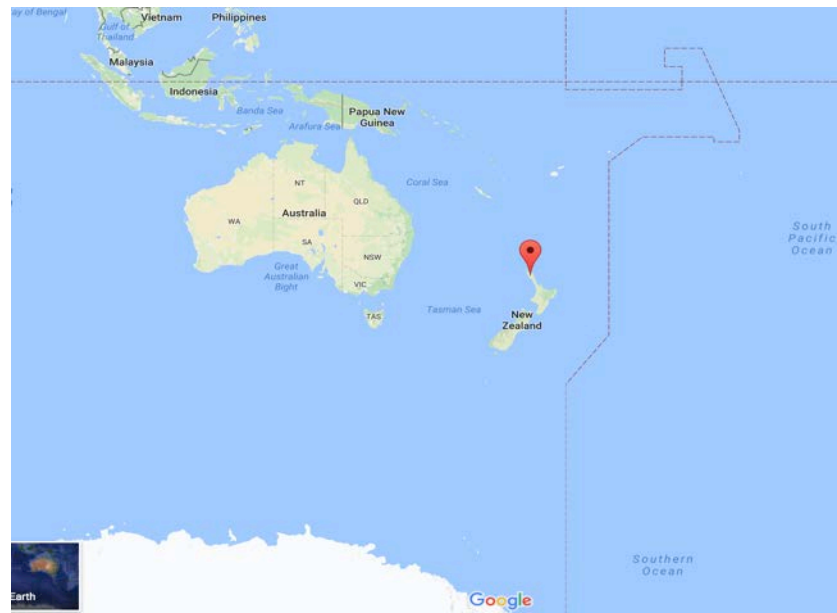
- 75<sup>th</sup> largest country in world, 0.18% of total land mass
- Coastal – surrounded by oceans and seas
- Beautiful landscape
- Sheep, birds...

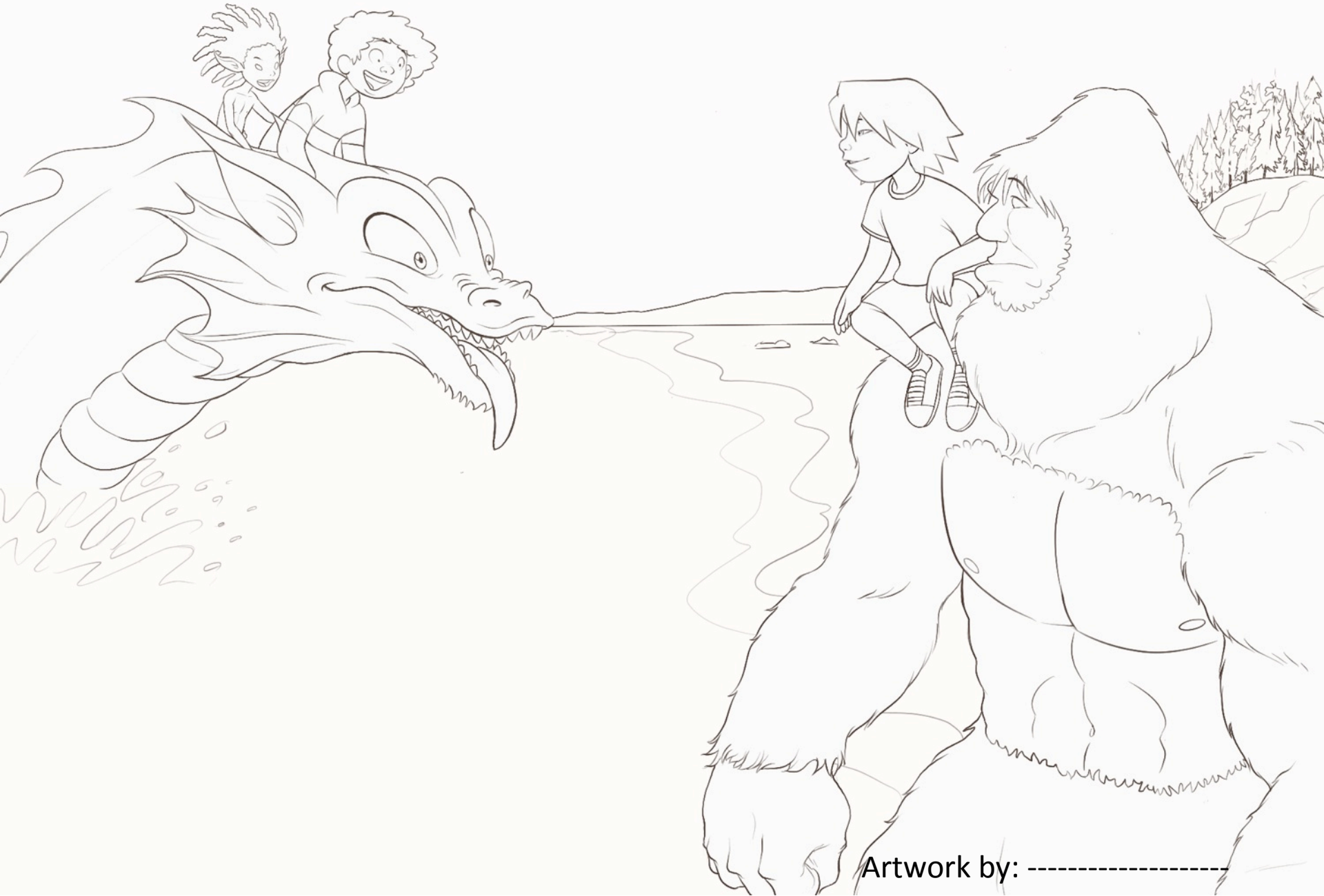
## **Canada**

- 2<sup>nd</sup> largest country in world, 6.7% of total land mass
- Coastal - longest coastline in world of 9 million sq km
- Beautiful landscape
- Bears, wolves...



**Activity: Use Google Maps to plot Eru's route from Northland, New Zealand to the Gwaii Peninsula, Canada. Describe four places they could stay at on the way and two oceans they cross. Find out the furthest distance they must travel with nowhere to land.**





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