Educational Programmes

Imagination Station

Imagination Station

Inventor
Educator
Imaginator
Creator
Navigator
Investigator
Sculptor

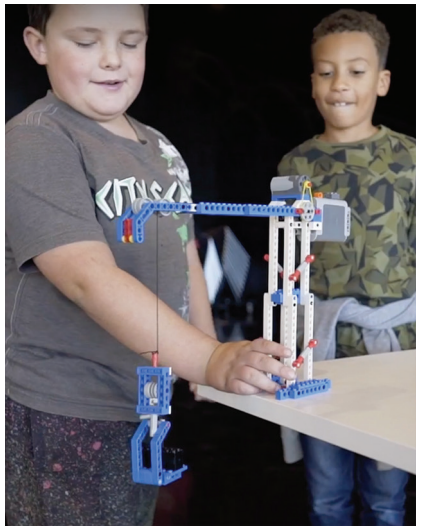
Imagination Station

For decades, LEGO has been encouraging imaginative and educational play for children and adults alike. Their resources are built to the highest international standards. Naturally, with our huge collection, trained staff, and excellent facilities, we want to offer our specialised STEAM learning opportunities to the children of Christchurch!

The team at Imagination Station is passionate about STEAM education! Whether at our centre in Tūranga or at your school, we have a range of curriculum-based lesson plans on offer. All our programmes can be adapted to suit a range of ages, and customised to meet the needs of you and your students. We also have a range of downloadable resources you can make the most of before and after your visit. Fill out an enquiry form on our website or give us a call to chat with us about how we might tailor a programme to suit you.

education@imagination-station.org.nz

Why choose LEGO?



We use LEGO Education products to inspire and educate children in Canterbury because:

- LEGO is universally fun, and fuels creativity at any age.
- LEGO Education resources are designed to work alongside curricula around the world, and follow evidence-based developments in education practice.
- LEGO is familiar to many children. Its simplicity transcends language, culture and social barriers. It is fast and straightforward to learn for those who are not yet familiar with it.
- LEGO is robust and hard-wearing, which means we can continue to inspire thousands of people every week.

LEGO and Digital Technology

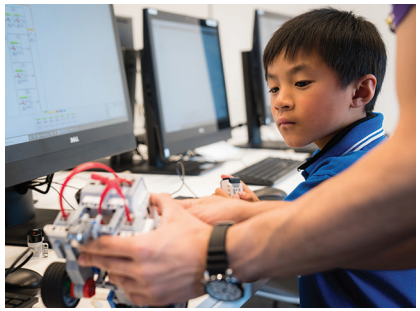
LEGO took off in the field of digital technology in 1998 with its first Mindstorms kit. Since then, LEGO has been a world leader in creating educational toys, crossing the divide between technology and play. We use LEGO resources to run lots of highly engaging classes and to introduce your students to the world of programming and coding.

Sessions with Imagination Station engage students in the digital technology curriculum. Our programmes can set the ball rolling for you to incorporate digital technologies into any area of study, or reinforce and expand on your current topics of investigation.

We can help your students achieve the following progress outcomes from *Technology in the New Zealand Curriculum:*

- **Computational thinking for digital technologies:** Progress outcomes 1–5.
- **Designing and developing digital outcomes:** Progress outcomes 1–3.

For a comprehensive explanation of how our classes align with the New Zealand Curriculum, please visit our website.



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ABOUT US
PLAY
STORIES
MECHANICS
ROBOTICS
BOOKINGS

Our Core Values

Imagination Station is an educational charity. We are run by an incorporated society and are registered with the New Zealand Charities Commission. Our mission is to build creative, lifelong learners. We offer high-quality resources and experiences that align with our key values: creativity, engagement, accessibility and exploration.

Creativity

Creative play is essential for growing creative minds. We foster the development of critical skills like innovation and communication through our play area and educational programmes.

Engagement

Developing any skill requires time and practice. We use LEGO products as a trusted tool to encourage people of all ages to engage with their imagination and the world around them.

Accessibility

Positive learning experiences should be accessible to everyone. By making our resources and skilled staff available to all, we create opportunities for our whole community.

Exploration

The process of exploring uncovers endless opportunities to be curious, experiment, and learn. We encourage people to think exploratively through hands-on learning experiences.

Imagination Station

Professional Learning and Development

Imagination Station has partnered with ImpactED to provide professional learning and development opportunities that can be funded through the Ministry of Education. We support teachers as they think about how they can enable digital fluency across your school. Our content is grounded in the LEGO Education methodology, but we can customise your PLD session to focus on what your team need most to develop the knowledge, skill and confidence to deliver your local curriculum!

impacted Inspiring Learning Opportunities

Learning through Play

Creative play is essential to developing creative minds, and here at Imagination Station we know that creative minds become brilliant scientists, engineers, artists and storytellers!

We have all kinds of classes supporting creativity and encouraging play, both structured and unstructured.

Creative Play

Everyone loves exploring our LEGO-filled play tables and play pits! Add creative play before or after one of our other classes, or make play-based learning the entire reason for your visit. We will even set up a dedicated space adjacent to our play area so your students can enjoy their own private LEGO building zone.

Age Range
⊙-99+ years old

Session Length
30+ minutes

Curriculum Links
Investigating in Science (Levels 1-2)
Visual Arts: Developing Practical Knowlegde (Levels 1-2)
Movement and Motor Skills (Levels 1-2)

Key Competencies
Managing Self; Relating to Others

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LEGO Games and Challenges

This is a fast-paced and fun team event. Which team can complete the most challenges and score the most points? Not a master builder yet? That's okay, because explaining each build to the judges is key—we love hearing the stories behind LEGO creations! This session is easily adapted for any age group and topic of study.

Age Range
5–13+ years old

Session Length
60 minutes

Curriculum Links
Communicating in Science (Levels 1–2)
Speaking, Writing and Presenting (Levels 1–4)
Visual Arts: Communicating and Interpreting (Levels 1–3)

Key Competencies
Relating to Others; Participating and Contributing

Colours, Patterns and Numbers

LEGO DUPLO bricks are a great, simple tool to learn about the world around us. In small groups your class will investigate colours, patterns and numbers with DUPLO. Designed for young minds and small hands, this programme also includes plenty of independent creative play in our DUPLO and LEGO pits.

Age Range
3–5 years old

Session Length
20–30min facilitated learning plus 30–40min creative play ($4.50 per student)

Te Whāriki Links
Exploration | Mana Aotūroa
Communication | Mana Reo

New Zealand Curriculum Links
Number and Algebra (Level 1)
Geometry and Measurement (Level 1)

ABOUT US
PLAY
STORIES
MECHANICS
ROBOTICS
BOOKINGS

Learning through Stories

Storytelling is probably the oldest form of art, being used throughout time to convey history, morality, and even science!

We use classic storytelling devices to create a unique learning environment for your students to discover movie making, urban design, and storytelling itself.

Legopolis: City Planners Needed!

Uh-oh! The city of Legopolis isn't a great place to live—we urgently need some town planners to create a new layout for this mixed up place! In this session, students consider the services a city needs, the facilities its inhabitants will want, and how these can best be arranged to create a liveable city.

Age Range
6–12 years old

Session Length
60–90 minutes (dependant on age)

Curriculum Links
Technological Practice (Levels 1–4)
Social Studies (Levels 1–3)
Healthy Communities and Environments (Levels 1–4)

Key Competencies
Using Language, Symbols and Text; Participating and Contributing

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Storytelling

In this session, students use LEGO to explore what makes a good story, including devices like plot, character and setting. Stories can be presented to the group, sent back to school, or used later in a stop motion movie-making session! We can tailor storytelling sessions to age and topic, and focus on oral or written language.

Age Range
5–8 years old

Session Length
60–90 minutes (dependant on age and ability)

Curriculum Links
Speaking, Writing and Presenting (Levels 1–3)
Drama: Developing Ideas (Levels 1–4)
Relationships with Other People (Levels 1–2)

Key Competencies
Using Language, Symbols and Text; Participating and Contributing

Movie Making with LEGO

Inspire your students as they learn basic film making principles and LEGO-specific techniques to produce their own LEGO stop motion animation movies. With access to everything a young animator needs, this workshop is suitable for beginner and experienced movie makers alike, and can run as a one-off or a series of sessions.

Age Range
7–15 years old

Session Length
60+ minutes

Curriculum Links
Technological Practice (Levels 1–3)
Speaking, Writing and Presenting (Levels 2–5)
Drama: Developing Practical Knowledge (Levels 1–4)

Key Competencies
Using Language, Symbols and Text; Managing Self

ABOUT US
PLAY
STORIES
MECHANICS
ROBOTICS
BOOKINGS

Learning through Mechanics

Introduce your students to LEGO Technic and create models with moving parts to explore forces, motion, energy and machinery!

We can run a simple introductory session, as well as longer classes that result in exciting builds like solar powered or remote controlled vehicles.

Technic Starter

This LEGO Technic introductory class is perfect for fostering creativity while learning about machinery. LEGO Technic uses a system of pins, axles, lift arms, gears and other specialised building parts to explore structures designed to move, such as catapults, rubber band cars, grabbing machines and plenty more!

Age Range
5–8 years old

Session Length
60 minutes

Curriculum Links
Investigating in Science (Levels 1–3)
Physical World (Levels 1–2)
Nature of Technology (Levels 1–2)

Key Competencies
Thinking; Managing Self

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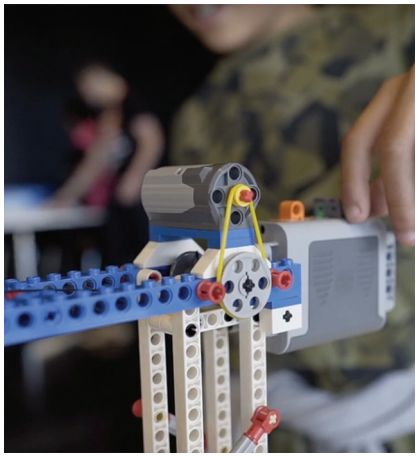
Technic Contraptions



Discover mechanical concepts essential to life as we know it! Participants work in pairs, using gears, levers and pulleys to construct a model. Next, students explore how they could alter and improve the design to make it one-of-a-kind. Quick builders can complete more contraptions and investigate what makes them tick.

Age Range
8–14 years old

Session Length
90 minutes

Curriculum Links
Investigating in Science (Levels 3–4)
Physical World (Levels 3–5)
Nature of Technology (Levels 1–4)

Key Competencies
Relating to Others; Participating and Contributing

Eco Powered Contraptions

Batteries not required! This exciting session allows students to explore mechanics, electricity and renewable energy. Students work in pairs to build Technic contraptions powered by renewable energy sources. Wind power? Solar power? Muscle power? Where there's energy, we'll harness it!

Age Range
8–14 years old

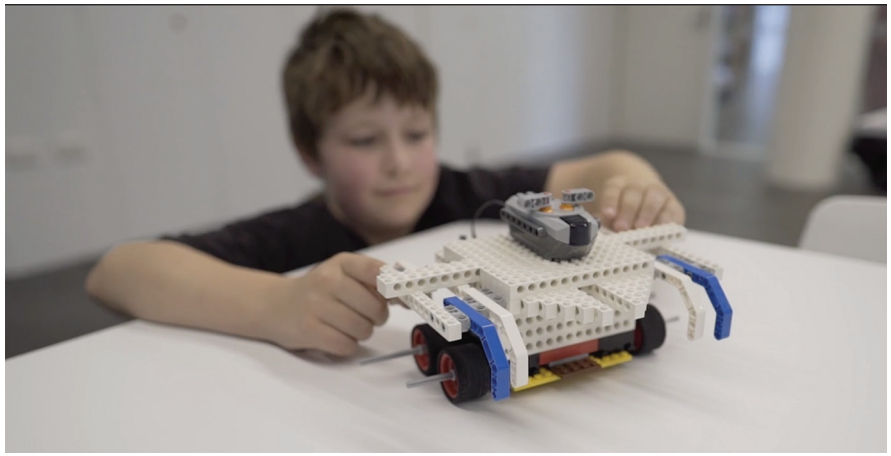
Session Length
90 minutes

Curriculum Links
Investigating in Science (Levels 3–4)
Physical World (Levels 3–5)
Nature of Technology (Levels 1–4)

Key Competencies
Relating to Others; Participating and Contributing

ABOUT US
PLAY
STORIES
MECHANICS
ROBOTICS
BOOKINGS

Remote Controlled Race Cars



Your students will explore the design process and product testing by building their own remote control cars using our LEGO, Technic and Technic motors. We will load students up with a battery pack, receiver and two motors, and share some tips and tricks to help them build these into an epic remote controlled vehicle!

Age Range
7–13 years old

Session Length
90 minutes

Curriculum Links
Technological Practice (Levels 2–4)
Technological Knowledge (Levels 1–5)
Physical World (Levels 1–4)

Key Competencies
Thinking; Participating and Contributing

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Imagination Station

After School Classes

3.30pm–5.30pm at a library near you!

Imagination Station's after school classes are a time of self-directed exploration and fun, where students can pursue their own interests. Our experienced facilitators bring projects to life, challenging students to learn new skills.

Our after school programme creates excellent extension opportunities for students with a particular interest in LEGO, robotics, coding, or technology. We also offer Girls Code sessions to provide an empowering space for girls to meet like-minded peers, explore the world of technology and engineering, and enjoy projects alongside their friends. Visit our website for dates, locations and enrolments.

Learning through Robotics

Engage your students in designing, building, and programming with LEGO robotics platforms appropriate for all ages!

Build a robot, learn about different sensors and motors, create a program to complete challenges. Learn via a one-off introductory session, or a series of classes that build on your students' skills.

My First Robotics: LEGO WeDo 2.0

This class is a perfect introduction to programming, robotics and mechanics. Your students will explore these concepts in a fun and interactive way. We use sensors, make noises and try to give our robot friends plenty of personality! This is a great opportunity for students as young as five to have a go with robotics technology.

Age Range
5–8 year olds

Session Length
60–90 minutes

Curriculum Links
Technological Knowledge (Levels 1–3)
Nature of Technology (Levels 1–2)
Computational Thinking (Progress outcomes 1–2)

Key Competencies
Managing Self; Using Language, Symbols and Text

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Robotics with LEGO SPIKE Prime

There's no end to the opportunities for developing programming and coding skills using LEGO SPIKE Prime! A robot bulldozer? An autonomous vehicle? A battlebot? All of the above! This platform is a perfect way to introduce Scratch coding or take Scratch users to the next level by applying students' coding skills in a new context.

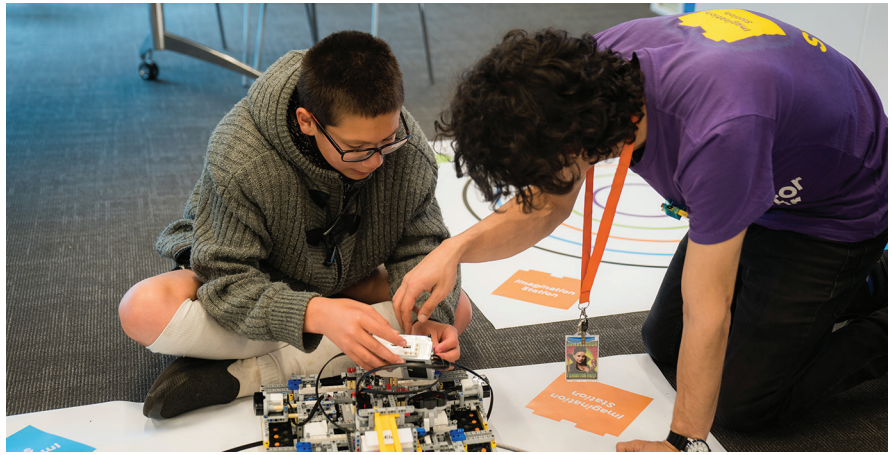
Age Range
8–13 years old

Session Length
90–120 minutes

Curriculum Links
Technological Knowledge (Levels 1–4)
Designing and Developing Digital Outcomes (Progress outcomes 1–2)
Computational Thinking (Progress outcomes 2–3)

Key Competencies
Thinking; Using Language, Symbols and Text

Python Coding with LEGO Mindstorms



Start learning to build and code at a whole new level with LEGO Mindstorms EV3! Our EV3s can be programmed using either a Scratch-based programming language or Python. Programming in Python provides an excellent introduction to a diverse range of real world coding applications for your students' futures in digitech!

Age Range
10–15+ years old

Session Length
90–180 minutes

Curriculum Links
Technological Knowledge (Levels 3–5)
Designing and Developing Digital Outcomes (Progress outcomes 2–3)
Computational Thinking (Progress outcomes 3–5)

Key Competencies
Thinking; Using Language, Symbols and Text

ABOUT US
PLAY
STORIES
MECHANICS
ROBOTICS
BOOKINGS

Bookings

Wed love to work with you and your students! Imagination Station can host you on a visit to us in Tūranga for a range of facilitated activities, or for a creative play session in your own private LEGO zone adjacent to our play area. We can also bring our facilitated activities to you at your school, or send one of our expert staff out to run activities using your own LEGO Education equipment.

On-Site Activities (Tūranga)	Per Student	Minimum Cost
Facilitated activities of any kind:	$5.50 per hour	$70 per hour
Unfacilitated LEGO creative play only:	$3.00 per hour	$30 per session
Unfacilitated LEGO creative play before or after a facilitated session:	$2.00 per hour	$30 per session

Off-Site Activities	Per Student	Minimum Cost
Facilitated activities of any kind:	$5.50 per hour	$70 per hour
Off-site facilitation only (using your equipment):		$55 per hour (up to 16 students) $95 per hour (up to 32 students)
Travel within Christchurch:		$4 per km from Imagination Station

All prices are exclusive of GST.

Visit our website for more information about how our classes align with the New Zealand Curriculum, and to check out all our downloadable resources you can use before and after your visit.

Booking is as simple as filling out the enquiry form on our website. Need to know more before you book? Get the ball rolling with an email or phone call to chat to one of our facilitators.

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Department of Internal Affairs
Pub Charity
ONE Foundation
Four Winds Foundation
Printers Inc.

Monday to Friday (9am—8pm)
Saturday & Sunday (10am—5pm)
Tūranga (60 Cathedral Square)

We can also come to you!

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education@imagination-station.org.nz
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