

# Doctor Who Worlds of Wonder Ngā Ao Mīharo Teacher's Guide

Tākina Wellington Convention & Exhibition Centre  
1 June - 28 October 2024



## About the Exhibition:

Doctor Who Worlds of Wonder is made up of eight zones that explore the real-life science behind the hit TV series. See amazing props from across the programme's history and learn how cutting-edge science influenced their design, from the 1960s TARDIS console to Cybermen and of course Daleks.

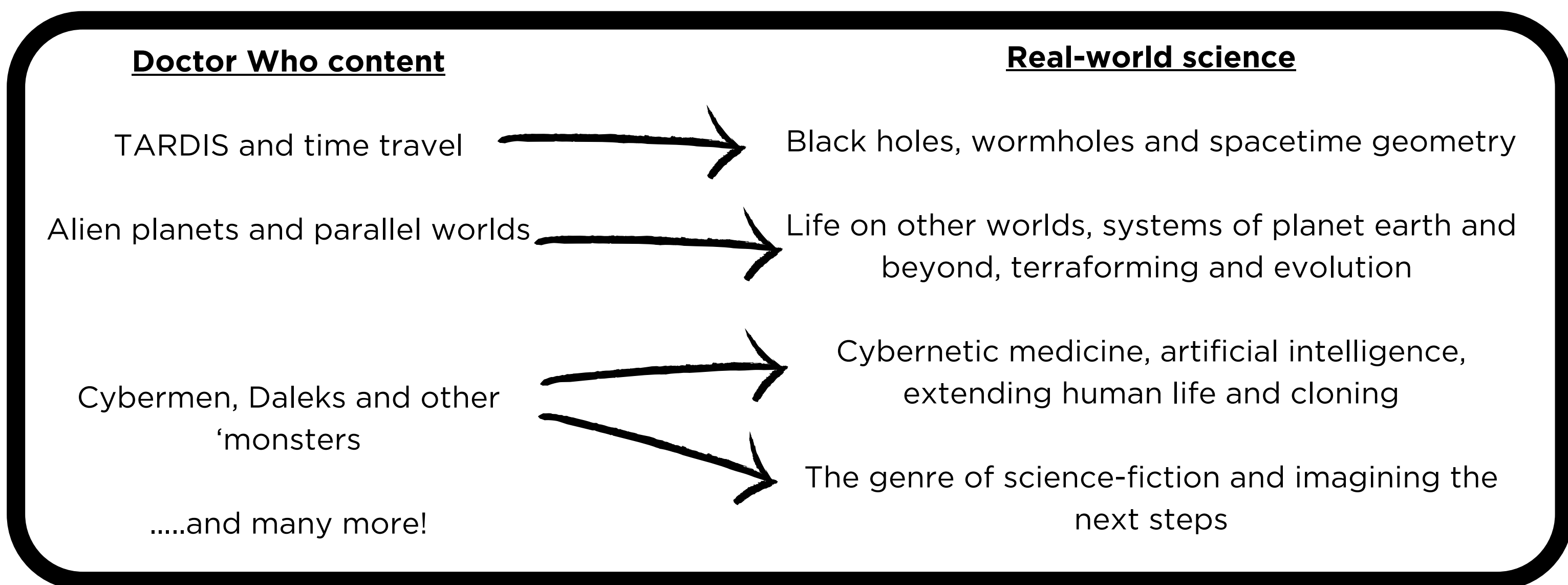
There are a variety of touchscreens and interactives, including digital games, each offering a range of information and learning. Students can learn about CGI animation, explore a timeline of space travel and learn more about environmental and climate issues.

Doctor Who Worlds of Wonder is appropriate for school audiences Year 5+ and contains sound effects, lighting effects, and some models and props that may be scary to very young children. Bathrooms are available within the exhibition.

A teacher's guide and activity trail supporting the New Zealand Curriculum are available for school groups.

## Key Curriculum Links:

Doctor Who Worlds of Wonder explores a range of scientific subjects and the line between fact and fiction. It unpacks the real-world science behind many concepts from the TV series and contains strong links to 'The Nature of Science' and 'The Living World' in particular, as well as 'Planet Earth and Beyond' and 'The Material World'. For a literacy approach, students see how science-fiction pushes reality into imagination, and there are countless sources for rich and creative writing response activities.



## Planning your visit:

The special offer for school groups includes:

- **five students and one supervising adult for \$40**
- additional students are \$8 each
- one supervising adult at no charge per five students (Additional adults at the standard adult ticket price of \$29.90)

**Email [groups@ticketmaster.co.nz](mailto:groups@ticketmaster.co.nz) to book your education visit**

# Doctor Who Worlds of Wonder

## Ngā Ao Mīharo

### Teacher's Guide continued



To support students in the exhibition, try asking questions like....

#### ***Where else can you see...?***

**Do you think this would ever be really possible? Why/why not?**

**WHAT DOES THAT REMIND YOU OF?**

**WHAT OTHER BOOKS/MOVIES HAVE YOU SEEN WITH THIS IDEA?**

#### **Suggested Learning Activities**

A printable activity trail for this exhibition is available on request, and potential answers are given below. Additionally, to connect a visit to Doctor Who Worlds of Wonder to your classroom programme, consider these potential follow-up activities:

**Sci-Fi History** - Invite students to complete a short research project on a science fiction work of their interest, including examples such as an appropriate episode of Doctor Who. Ask them to identify elements or concepts in the text that they can link to real-world science or technology, imagined to the next level.

**Adaptive Abilities** - The Monster Vault area of the exhibition demonstrates how real-world biology can inspire the design of terrifying monsters! Ask students to research real-life animals with interesting adaptations or abilities, such as bioluminescence or regenerative abilities, and then compare them to fictional portrayals on creatures in Doctor Who or other science-fiction work. If they were to design an alien based on their animal, what would it be? What could it do?

**Alien Planets and Space Exploration** - Investigate space phenomena that are depicted in Doctor Who, such as black holes and distant planets. Compare their portrayal to what we know of other planets in the real-world. Use telescopes or simulation software such as the open-source Stellarium to contrast them with their fictional counterparts.

**Drama and Science** - Challenge students to perform or film a short skit, as sci-fi explorers like the Doctor. What alien creatures, with real world grounding, could they encounter? They could also experiment with using creative editing to portray concepts like Time Travel and Looping, or regeneration.

#### **Further Information**

For any further information or queries, please contact the Tākina exhibition team at:

**[takinaexhibitions@wellingtonnz.com](mailto:takinaexhibitions@wellingtonnz.com)**

OR

**[Email groups@ticketmaster.co.nz](mailto:Email_groups@ticketmaster.co.nz)**  
**to book your education visit**

#### **Activity Trail Answers**

- 1) "Science is a process of investigating. It's posing questions and coming up with a method. It's delving in.."
  - 2) The Time Machine (1895)
  - 3) Cassini / Cassini-Huygens (2017)
  - 4) Ring Modulator / MoogerFooger
  - 5) Curiosity Rover
  - 6) Surface covered in water ice, plumes of vapour indicating geological activity (other acceptable answers)
  - 7) Answers vary, but can include: Fireflies (Visual), Whales (Auditory), Plants (Chemical), Humans (Tactile)
- Monster Vault Inspiration:** (Top to bottom) Judoon, Ood, Tharils / Leonians, Sea Devils