

TEACHER'S RESOURCE KIT

Wars in the White Cloud, Wairau 1843.

M H McKinley

Combining stunning visuals and a captivating narrative, Matthew McKinley's 'Wars in the White Cloud' dramatically describes the historical events which took place during the early years of New Zealand's colonisation.

The initial story in the series, Wairau 1843, vividly illustrates the first large-scale engagement between British and Maori; infamously known as the Wairau Affray.

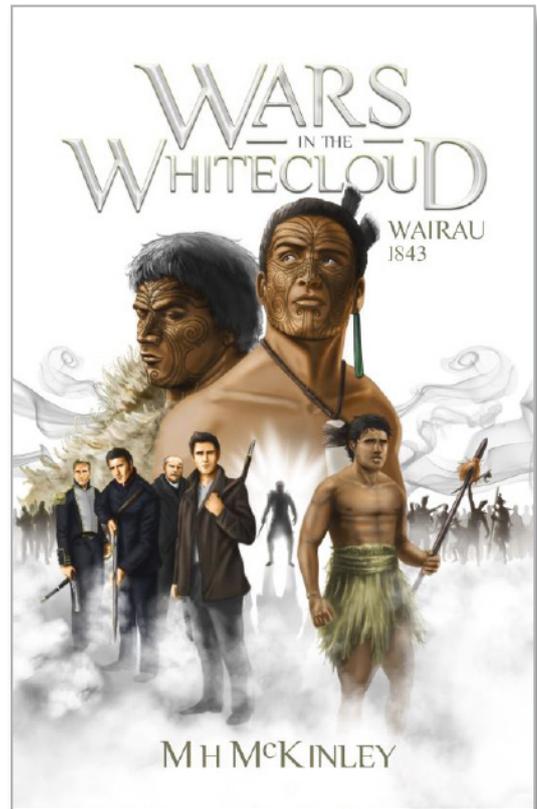
Amidst the drama of that fateful day were prominent historical figures from both sides of the conflict; Te Rauparaha and Te Rangihaeata, powerful Ngati-Toa chiefs who are struggling to retain ownership of the Wairau Plains after a dubious land deal, and Captain Arthur Wakefield and Magistrate Henry Thompson, who, together with their 'special constables' are unwittingly tasked with securing the land - and apprehending any who interfere with their duty.

Thrust into the day's events are three adolescent boys, William Archer, a British colonist's son, Arana, his Ngati-Toa friend, and Akahata, Arana's antagonistic older brother with a troubled past. Together, amidst a maelstrom of clashing cultures and politics, their lives, and the fate of the nation, are forever altered by the day's events.

The White Cloud Wars sets out to re-invigorate New Zealand's colonial history - making it more accessible and enjoyable than ever before. Experience the stories which shaped the country, and experience how the troubled land survived decades of tumultuous warfare to emerge a unified, peaceful nation.



Matthew McKinley, originally from Havelock North, Hawkes Bay, now lives in the Waikato, NZ. He has maintained a keen interest in history and art from an early age. The White Cloud Wars is a combination of these two passions aimed at educating New Zealanders, young and old, about their uniquely compelling history.



SPECIFICATIONS:

Imprint: Kin Ltd.

Classification: History/Graphic Novel

Publication: June, 2016

ISBN:

RRP: \$27.99

Format: Graphic novel (paperback)

Extent: 58pp

Readership: 12+

TEACHER'S KIT CONTAINS:

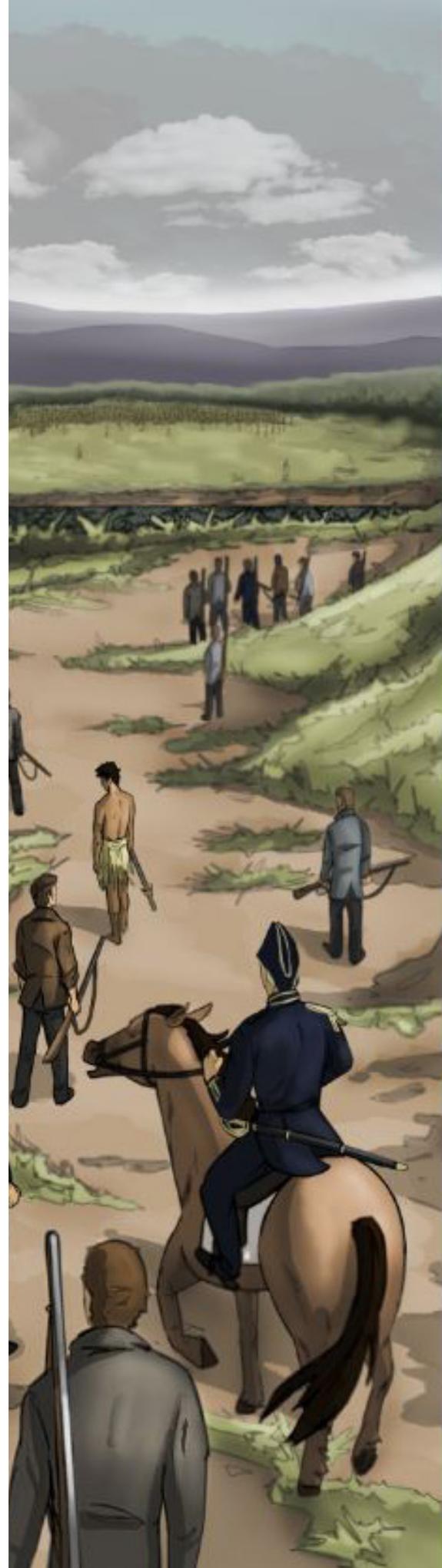
- Close reading
- Research topics
- Activities
- Associated texts
- Additional links to Achievement Standards (NZ only)

Price (GST inclusive) and author details are correct at the time of writing but are subject to change.

Visit www.warsinthewhitecloud.com for up-to-date information.

CLOSE READING

- What does the cover image indicate about the book's content?
- Who was your favourite character in the story? Why?
- There is a Maori proverb stated in the book's first line. What does this tell you about the events to come?
- What do you think was the saddest part of the story and why?
- Do you think the Maori understood why the British were marching towards them?
- For what reasons did the British want to send a large number of inexperienced 'special constables' to meet the Ngati-Toa?
- What was it that the Ngati-Toa were perceived to have done wrong in the lead up to this incident?
- How could the British have prevented this occurrence?
- How could this terrible situation have been prevented? If you were there that day - what would you have done?
- Do you think the British or Maori wanted this outcome?
- Did the outcome of the event benefit the Maori or British? Or did no one benefit?
- Why do you think Will joined his father on the occasion? Do you think he or the other volunteer settlers expected the day's events to end the way they did?
- Who had the most power to resolve the situation peacefully?
- Why did Arana injure Will? Was it to hurt him or help him?
- At which points in the story do you think the British were in the wrong? At which points do you think Ngati-Toa were in the wrong?
- Do you think Akahata was hard done by as a result of British laws?





RESEARCH TOPICS

- What do the piwakawaka (fantail) in the first image symbolise in Maori lore? Research what other native NZ birds symbolised to Maori.
- For eagle-eyed readers; Bread was placed under Captain Wakefield's head by Te Rangihaeata. Research Maori customs and explain whether this was deemed a mark of respect or an insult, and why?
- Find out more information of Te Rauparaha - how did he come to own the Wairau lands?
- How did Ngati-Toa happen to be living near Wairau at the time of this conflict? Were there other tribes in the region?
- Whilst gruesome, it is tikanga (customary) for Maori warriors to remove the heart from the first enemy they come across as they march to battle (as Akahata did in the story). Research other customs in Maori culture which you're unfamiliar with.
- How many Pakeha were settled in NZ at the time of the story? Do you think they would have felt comfortable in the country?
- Research traditional Maori weapons and warfare in Pre-european times. Research British military warfare and weapons. What were the advantages and disadvantages of each culture's forms of warfare?
- Research the different castes in pre-european Maori society. Which Maori characters from the story fitted into each caste?
- Find out about traditional Maori tattoos; how were they created, who wore them and what did the various designs mean?
- After the events of Wairau - what were the next major historical events which occurred in New Zealand between Maori and the British government? Did the relations improve or get worse?

ACTIVITIES

After the class has read the graphic novel, there are a number of different activities that can be done individually, in pairs or in groups to develop the students' understanding of the events which took place.

Students could:

- Create their own comic strip or comic book using the style of Wars in the Whitecloud, focusing on using images to tell the story.
- Write their own sequels to the story - either fictionally or factually - let them portray how the next historical events played out.
- Design a new cover for the graphic novel.
- Retell the story to each other orally, in their own words.
- Work in groups to enact scenes from the graphic novel.
- Construct a story map for the graphic novel.
- Add more dialogue/speech bubbles for the characters.

- Turn the graphic novel into an audio book or play.
- Write or present a review of the graphic novel.
- Create their own character in the novel. Explain their background, how they came to be in the situation, and their characters thoughts throughout the day's events.
- Write and Illustrate their own a comic strip, or add their own scene to the story.

Generic questioning (Who? What? When? Where? Why? How?) could be used to promote discussions about the various themes in the graphic novel. For example, these topics could be explored:

- The impact of war – on families, individuals and the environment.
- Revenge.
- The impact of colonisation - between cultures, the laws and the land.
- Tikanga Māori.



ASSOCIATED TEXTS

Non Fiction

- Origins of the Maori Wars by Keith Sinclair
- To Face the Daring Maoris, Soldiers' impressions of the First Maori War 1845 -47, Michael Barthorp
- The New Zealand Wars and the Pioneering Period Vols I & II by James Cowan
- The New Zealand Wars and the Victorian Interpretation of Racial Conflict by James Belich
- Climates of War: New Zealand in Conflict 1859–69 by Edmund Bohan
- A History of the New Zealanders by James Belich
- Nga iwi o te motu: One thousand years of Maori history by Michael King
- Penguin History of New Zealand by Michael King
- Old New Zealand: being Incidents of Native Customs and Character in the Old Times by 'A Pakeha Maori' (Frederick Edward Maning) Gutenberg ebook
- The Colonial New Zealand Wars, Tim Ryan and Bill Parham
- Illustrated History of New Zealanders at War by Marcia Stenson
- Two Peoples, One Land by Matthew Wright.

Fiction

- The Captive Wife by Fiona Kidman
- Season of the Jew by Maurice Shadbolt
- Monday's Warriors by Maurice Shadbolt
- House of Strife by Maurice Shadbolt
- The Greenstone Door by William Satchell
- The Bat's Nest by Anne de Roo
- The Strongest God by Heretaunga Baker
- Amber by Deborah Challinor
- Wild Latitudes by Barbara Else

Website

- Te Ara, the encyclopedia of New Zealand. www.teara.govt.nz
- New Zealand Electronic Text Collection <http://nzetc.victoria.ac.nz>

Film

- The River Queen, Vincent Ward.
- The New Zealand Wars (documentary), James Belich
- Utu, Geoff Murphy.



ACHIEVEMENT STANDARDS (NZ ONLY)

History — Level 1

History 1.1 (AS91001): Carry out an investigation of an historical event, or place, of significance to New Zealanders.

History 1.2 (AS91002): Demonstrate understanding of an historical event, or place, of significance to New Zealanders.

History 1.4 (AS91004): Demonstrate understanding of different perspectives of people in an historical event of significance to New Zealanders.

History — Level 3

AS5840: Analyse the Treaty of Waitangi and Maori–Pakeha relations in nineteenth-century New Zealand.

