



W N D E R D A L

EDUTAINMENT CENTRE

Foundation Phase

Teachers' On-Site Pack

WELCOME

Welcome to Wonderdal, a world of wonder and discovery, home of Kora, the Tree of Light, and the magical Amuki.

For the next two hours each of your learners will have their very own virtual learning companion. Together they will grow strange plants, collect energy crystals bearing ancient glyphs, play energy games, climb Kora's branches, relax in the story cave and more. During this time, please stay with your group and experience wonderful Wonderdal with them.



ITINERARY

Arrival and check-in (15-20 minutes per class)

Edutainment experience (90-120 minutes)

Free-play: Learners explore and engage with educational activities in the venue

Classroom experience (30 minutes)

Life Skills Lesson facilitated by teacher. Lesson plans provided in this pack
Two theme options: Plants or Healthy Eating.

OR

Structured Physical Education activity using our innovative outside play area (Wildlands) as obstacle course.

Lunch break (20-30 minutes)

There are seating areas available where groups can enjoy lunch. Lunch is not provided — learners must bring their own.

WE NEED YOUR HELP

Wonderdal is a rich world of imagination, learning and play. We need your help to extend this creative learning experience into your learners' real world and your classroom.

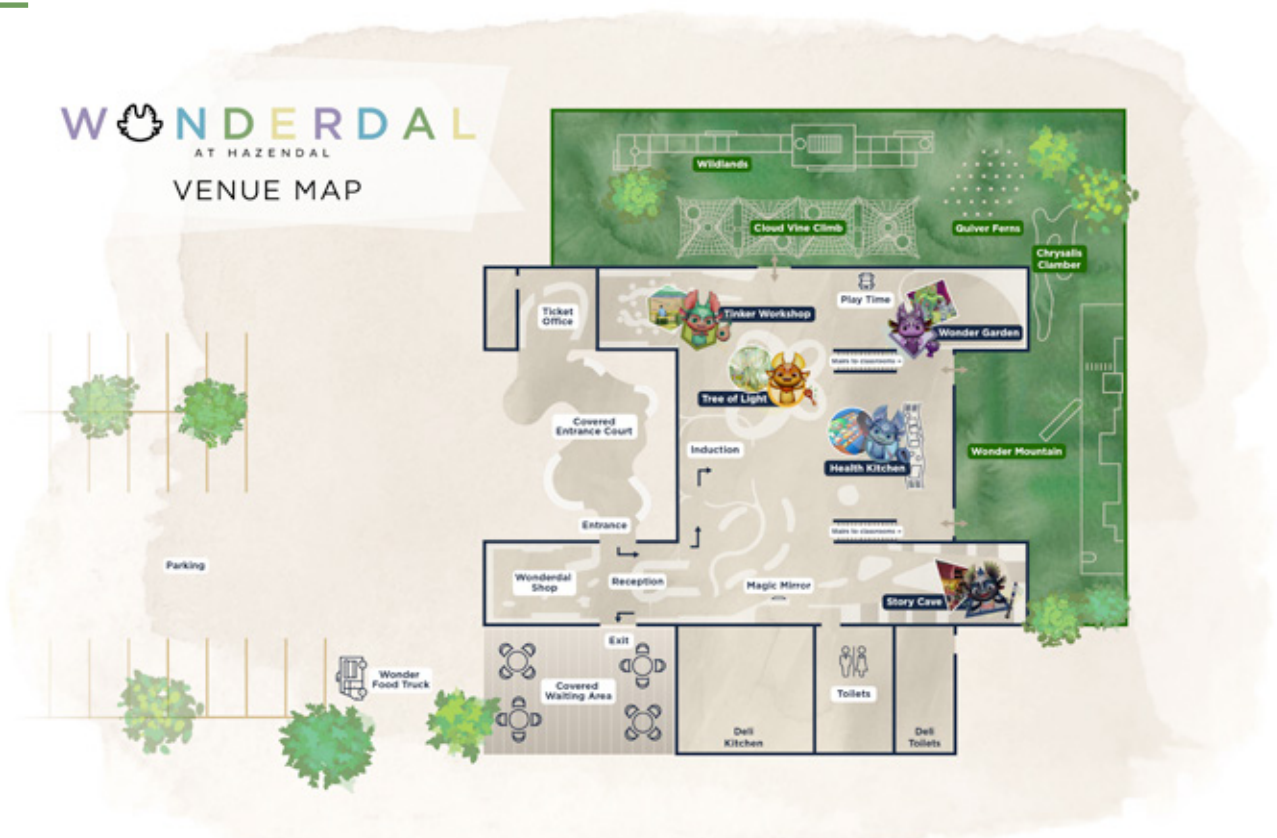
In this pack you will find what you need to align learnings in Wonderdal to the Foundation Phase Curriculum. We also offer the use of an on-site classroom with two activity options on topics covered in Foundation Phase Life Skills. You can choose between the Plants or Healthy Eating themes. An alternative to the classroom activity is to use our innovative outside play area as an obstacle course aligned to activities proposed for Foundation Phase Life Skills: Physical Education.

CHOOSE YOUR CLASSROOM ADVENTURE

For optimal learning select a classroom theme before you enter Wonderdal and ensure all learners in your group engage with the Wonderdal activity aligned to that theme.



MAP OF VENUE



LEARNING ZONES



Tinker Workshop

A workshop sheltered by Tinker Trees where learners can experiment with different kinds of energy and engage in tinkering activities. The Wind Tunnel gives learners the opportunity to play engineer and explore the aerodynamics of their own designs.

Educational theme: Wind, kinetic/motion and electric energy.

Tree of Light

Kora, the Tree of Light, grows in the middle of Wonderdal. Here learners can generate motion energy by playing a physical hand-cycling game. They can also climb through the trunk of Kora to play on her branches.

Educational theme: Kinetic/motion energy.



Wonder Garden

In the Wonder Garden learners will encounter a fully immersive digital landscape that provides a fantastical experience of how plants grow. Learners can play gardener and grow different imaginary plant types. They can choose which one to nurture and grow it from a seed or sapling to a fully fruited plant in a matter of minutes.

Educational theme: What plants need to grow.

Health Kitchen

In the virtual Health Kitchen learners will have the opportunity to cook a meal for their Amuki friend, using basic processing methods like chopping, frying and blending. The Amuki provide feedback and teach their human friends how to create a balanced meal. In the Health Kitchen the Amuki demonstrate that healthy food is an important source of energy for a healthy body.

Educational theme: Healthy Eating.





Story Cave

In this zone, children can have a break from the buzzing activity of Wonderdal. They can listen to educational audio stories on the adventures of the Amuki in special nooks or spend some time in solitude reading from the many books in the Wonderdal library. **Audio stories with quizzes good for develop listening skills.**

Wildlands

At the edge of Kora's realm, beyond Wonderdal, lies an area that is wild and untamed. Here children can stretch their legs and engage in various thrilling physical activities.

Innovative outdoor play area that stimulates gross motor skills development.



CLASSROOM RESOURCES

- ▶ Projector, crayons, sheets to work on and posters available in the classroom.
- ▶ Please take learners' completed worksheets to add to their portfolios or to send home with them.

WONDERDAL CLASSROOM ACTIVITY OPTION 1

WHAT DO PLANTS NEED TO GROW?



Breadfruit



Dairydew



Salad Lily



Amino Berry Bush



Fatberry Bush

Classroom time: 30 minutes

Link to Wonderdal Learning Experience: Planting and growing virtual fruit and vegetables in the Wonder Garden.

Important: Make sure that all learners engage with activities in the Wonder Garden

Materials: Each learner should have a worksheet and crayon (provided on-site).

Key learnings: Plants need sun, water and soil to grow.

Life Skills: Beginning Knowledge and Personal and Social Well-being

Grade R	Term 3 Topic: Fruits and vegetables > Where fruits and vegetables come from
Grade 1	Term 3 Topic: Plants and seeds > What plants need to grow
Grade 2	Term 3 Topic: Soil > Soil for the growth of plants
Grade 3	Term 4 Topic: Products and processes > Plants

1 TALK ABOUT THE WONDER GARDEN (10 MINUTES)

Activity description: Class conversation about Wonderdal with specific focus on the Wonder Garden. Use the suggested questions and prompts or your own.

Suggested questions and prompts:

- ▶ What did you see in Wonderdal?
- ▶ What did you enjoy the most in Wonderdal?

If a learner mentions the Wonder Garden, follow on that. Alternatively ask them specifically about the Wonder Garden.

- ▶ Raise your hand if you helped a plant grow in the Wonder Garden.
Raise your hand if your plant made a flower.
Raise your hand if your plant made a fruit.
- ▶ The fruits in the Wonder Garden are different from ours.
What fruit or vegetable did your plant make?
- ▶ Is it like a fruit or vegetable in our world? Which one?
- ▶ What do you think that fruit and vegetable tastes like?
- ▶ What did your plant need to grow?

Answer: Sunlight, soil, water

- ▶ What do plants in our world need to grow?

Answer: Sunlight, soil, water

Summarize learning: Plants need sunlight, soil and water to grow.

2 INTRODUCE AND FACILITATE DRAWING ACTIVITY (15 MINUTES)

Activity description: Learners each draw a plant they nurtured in the Wonder Garden. They need to add the three elements that plants need to grow.

Materials: Hand out the provided sheets and crayons.

Use the suggested instructions and prompts or your own.

Suggested instructions and prompts:

- ▶ Let's draw your Wonder Garden plant and what it needed to grow.
- ▶ We are going to do it together.
- ▶ First, you need to draw your plant, and if it had a flower or a fruit add that.
- ▶ Now, let's add the three things you plant needed to grow.
- ▶ Remember, you need to add three things.

Prompt learners who struggle to add all three, sun, soil and water to their drawing.

3 FEEDBACK (5 MINUTES)

Once learners have completed their drawings, ask a few to tell the class about the plant in their drawing.



4 KEY LEARNING REMINDER

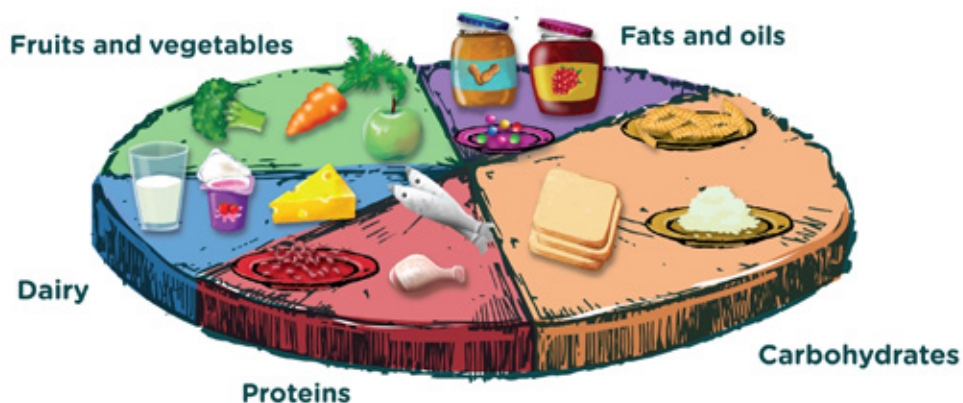
Summarize the learning that all plants need sunlight, soil and water to grow.

5 REFRESHER BACK AT SCHOOL

Back at school the day after your Wonderdal visit, ask learners about the plants in their garden, the school garden or plants that grow near where they live. You can also extend the learning further after your visit with a related classroom activity.

**WONDERDAL CLASSROOM ACTIVITY
OPTION 2**

EATING A HEALTHY MEAL



Classroom time: 30 minutes

Link to Wonderdal Learning Experience: Balanced Meal Game in the Health Kitchen.

Important: Make sure that all learners engage with the Balanced Meal Game in the Health Kitchen.

Materials: Each learner should have a worksheet and crayon (provided on-site).

Key learnings: A healthy, balanced meal is made up of all the different food groups.

Life Skills: Beginning Knowledge and Personal and Social Well-being	
Grade R	Term 1: What my body needs to stay healthy
Grade 1	Term 1 and 3: Eating healthy foods
Grade 2	Term 1: What we need to live > Food for growth, energy, health Healthy living, good habits
Grade 3	Term 2: Healthy Eating > Food groups

1 TALK ABOUT THE BALANCED MEAL GAME (5 MINUTES)

Activity description: Class conversation about Wonderdal with specific focus on the Health Kitchen and the Balanced Meal Game. Use the suggested questions and prompts or your own.

Suggested questions and prompts:

Ask children what they saw in Wonderdal and what they enjoyed the most.

- ▶ Who can remember the name of your little friend who live in Wonderdal?
Answer: Children may refer to Amuki or the individual name of the Amuki assigned to them i.e. Zyló, Gomma, Timpa, Shekku or Vuvu.
- ▶ Raise your hand if you went to the Health Kitchen to make your friend something to eat.
- ▶ What happened when you made something to feed your Amuki?
Answer: Learners may mention food types, processes they went through to prepare the meal or the Amuki reaction to the meal.
- ▶ What foods did you choose to feed your Amuki?
Answer:
Protein: chicken, fish, beans
Carbohydrates: rice, pasta, bread
Fruit and vegetables: apple, carrot, broccoli
Dairy: milk, cheese, yogurt
Fats, oils and sugar: peanut butter, jam, sweets/candy
- ▶ Did the Amuki like to eat a lot of the same food, or a little bit of each of the different foods?
Answer: The Amuki like a balance of the different kinds of foods in one meal.

Summarize learning: Our body needs all the different food types to be healthy.

2 INTRODUCE AND FACILITATE DRAWING ACTIVITY (20 MINUTES)

Activity description: Learners each draw a balanced meal. They need to add the five different food types to the plate.

Materials: Hand out the provided sheets and crayons.

Use the suggested instructions and prompts or your own.

Suggested instructions and prompts:

- ▶ Draw a plate of food with a bit of all the different kinds of food your body needs on it.
- ▶ We are going to do it together, one-by-one.
- ▶ First you need to draw a big round plate.
- ▶ Now you need to pick a protein or meat to draw: chicken, fish or beans?
- ▶ Which one do you choose? Draw that one but remember to leave some space on your plate for the other things. You need to fit FIVE different foods on there.
- ▶ Now you need to pick something starchy: rice, pasta or bread?

Repeat for:

Fruit and vegetables: apple, carrot, broccoli

Dairy: milk, cheese, yogurt

Fats, oils and sugar: peanut butter, jam, sweets/candy

Remind them that we can have treats, but only a small quantity.

3 FEEDBACK (5 MINUTES)

Once learners have completed their drawings, ask some learners to tell the class about the healthy meal in their drawing.

4 KEY LEARNING REMINDER

Summarize the learning that a healthy, balanced meal is made up of all the different food groups.



5 REFRESHER BACK AT SCHOOL

Back at school the day after your Wonderdal visit, ask learners about the different types of food they had for dinner the previous evening. You can also extend the learning further after your visit with a related classroom activity.

NEED ASSISTANCE?

Wonderdal staff members will be present in all areas you visit. In case of a venue emergency or evacuation, they will provide you with clear instructions.