



W N D E R D A L

EDUTAINMENT CENTRE

Intermediate Phase

Teachers' Pre-Visit Pack

HOW TO USE THIS PACK

Dear Intermediate Phase Teacher,

We compiled this Pre-Visit Pack to make it easy for you to connect your learners' Wonderdal Experience to your classroom teaching and the curriculum.

When preparing for your visit, familiarise yourself with the possibilities our activities offer for CAPS alignment. There are four lesson plans in the [On-Site Pack](#) that can be used to facilitate an on-site classroom experience. Here your learners can reflect on their Wonderdal visit and you can emphasise key concepts.

SCHOOL VISIT ITINERARY

Intermediate Phase groups can expect to be entertained while learning for up to three hours per visit. The proposed school visit itinerary is as follows:

<p>Arrival and check-in (15-20 minutes per class) Learners receive their wristbands and socks.</p>
<p>Edutainment experience (90-120 minutes) Free-play: Learners explore and engage with educational activities in the venue.</p>
<p>Classroom experience (30-45 minutes) Natural Sciences and Technology and/or Life Skills Lesson facilitated by the accompanying teacher. Lesson plans provided in the On-Site Pack. Four theme options: Plants, Nutrition, Energy or Energy Chain and Food Chain (combining Plants and Energy).</p>
<p>Lunch break (20-30 minutes) There are seating areas available where groups can enjoy lunch. Lunch is not provided — learners must bring their own.</p>

PREPARING LEARNERS FOR WONDERDAL

Before you visit Wonderdal you can prepare your learners for the experience of visiting a new magical world by facilitating a class or small group conversation. This can even happen on the bus on your way to Wonderdal.

Here are a couple of question prompts:

- ▶ What are the most important things in our world?
- ▶ How many different kinds of energy are you familiar with?
- ▶ What are the sources of energy used by your body?

You can also prompt a conversation on related Natural Sciences and Technology and/or Life Skills topics that you are covering in class at the time of your visit. Good matches include: Energy, What Plants Need in order to Grow and Healthy Eating.

CLASSROOM EXPERIENCE

Wonderdal offers the use of on-site classrooms to help your learners reflect on their Wonderdal learning experience. This bit of extra time also gives you an opportunity to make those all-important connections with the curriculum. We have prepared two lesson plans for you in our [On-Site Pack](#) to use in the classroom. You are also welcome to use your own. An alternative to the classroom activity is to use our outside play area as an obstacle course, for Life Skills: Physical Education.



LOGISTICS

When planning your visit, please consult our [School Visit Logistics document](#) for information on bookings and payment, arrival and check-in, how to prepare for your visit and what to bring.





INTRODUCING THE MAGICAL WORLD OF WONDERDAL

Wonderdal is an Edutainment Centre where kids can learn, be creative and have fun. We believe that edutainment (entertainment designed to educate and amuse) is the future of education. Wonderdal is taking learning to the next level with its innovative, educational platform for children and teachers.

Imagine transporting your class to a magical world. A place that can inspire your learners' imagination and support your teaching of curriculum prescribed concepts. Wonderdal is a beautifully designed, CAPS-aligned learning experience for primary school learners. It is the first of its kind in South Africa. Here, technology-advanced learning activities and creative design stimulate cognitive and physical development and inspire imagination, creativity and curiosity. Expect a diversity of fun, intellectually stimulating, interactive games, physically challenging activities and cozy reading nooks.

Wonderdal Edutainment Centre also offers equipped on-site classrooms to help learners reflect on their experience and give teachers the opportunity to link the adventure to the curriculum. As an alternative to the classroom, Foundation Phase teachers can use the outside play area as an obstacle course for Physical Education.

The Story of Wonderdal

Wonderdal is a vast land of lush forests and fertile meadows where magical creatures, the Amuki, work and play. The five Amukis (Zylo, Timpa, Shekku, Gomma, Vuvu) are Wonderdal's Guardians, living in harmony with their natural world, guiding young visitors through their Wonderdal Experience.



Kora's Gateway is the entrance to Wonderdal. It is here where visitors are welcomed and introduced to the world and its inhabitants. The Gateway opens into a land that stretches as far as the eye can see.

Kora, the Tree of Light, grows in the middle of this land, connecting all through her energy roots winding across the landscape. The Ki Crystal beats like a heart inside Kora, storing and recycling energy during the day and releasing it at night in a spectacular light show called the Grand Event.

In the Tinker Workshop the young explorers of Wonderdal can experiment with different kinds of energy under the watchful eye of Timpa. Follow the Harvest Stream to the Wonder Garden where Gomma tends to nutritious crops like Breadfruit, Dairydews and Thorny Aminos. The stream flows from the garden into a series of interconnected ponds encircled by Kora's roots. Shekku can often be found here awaiting a nutritious meal prepared by visitors in the Health Kitchen.

Wonderdal has quiet spaces too – ancient tunnels of petrified wood with moss-lined pods carved into the walls. This is the Story Cave where the Amuki love to curl up and listen to tales from Wonderdal's living library.

If it all sounds a bit unreal, it's probably because it is. Wonderdal is a magical place where fantasy and reality intertwine to create a place of wonders that will amaze and inspire you and your learners.

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.

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.



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.

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.



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.

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.



CURRICULUM CONNECTIONS: GRADES 4-6

Most of our learning zones and activities align to Intermediate Phase CAPS learning topics. Even if an activity is not aligned to the curriculum topics for a specific grade, it still offers a wonderfully engaging educational experience for learners.

Tinker Workshop

Learning Experience

- ▶ Energy-themed, mini tinker games: Wind Tunnel and Electrical Circuits for juniors.
- ▶ Learners choose with which activity they want to engage.
- ▶ Short, interactive quiz on wind, motion and electric energy (tiered for older and younger learners).
- ▶ The Wind Tunnel requires learners to use available recycled materials to make something that can fly. Learners can test and tweak their designs.



An on-site classroom lesson has been designed to connect energy learnings to CAPS topics. When selecting the Energy theme for your Classroom experience, please ensure all learners in a group engage with the energy mini-games in the Tinker Workshop.

Intermediate Phase CAPS Connections

Grade 4	<p><u>Wind Tunnel</u> Natural Sciences and Technology Knowledge Strands: Structures, Matter and Materials Term 2 Topic: Strengthening materials</p> <p><u>Electrical Circuits</u> Knowledge Strands: Energy and Change, Systems and Control Term 3 Topic: Energy around us > Input and output energy</p> <p><u>Marble Run</u> Knowledge Strands: Energy and Change, Systems and Control Term 3 Topic: Energy > Motion energy</p>
Grade 5	<p><u>Wind Tunnel</u> Natural Sciences and Technology Knowledge Strands: Energy and Change, Systems and Control Term 3 Topic: Energy and movement</p> <p><u>Electrical Circuits</u> Natural Sciences and Technology Knowledge Strands: Energy and Change, Systems and Control Term 3 Topic: Energy and electricity > Cells and batteries</p> <p><u>Marble Run</u> Natural Sciences and Technology Knowledge Strands: Energy and Change, Systems and Control Term 3 Topic: Energy and movement</p>

Grade 6	<u>Electrical Circuits</u> Natural Sciences and Technology Knowledge Strands: Energy and Change, Systems and Control Term 3 Topic: Electrical circuits > A simple circuit Term 3 Topic: Renewable ways to generate electricity
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Tree of Light

Learning Experience

- ▶ The hand crank Energy Game is positioned in the majestic Tree of Light.
- ▶ Manipulation of the hand crank generates light and sound energy at an impressive scale and illustrates the concept of energy input and output.

An on-site classroom activity has been designed to connect learning about energy to CAPS topics. When selecting the Energy theme for your Classroom experience, please ensure all learners in a group engage with the Energy Game situated at the Tree of Light.



Intermediate Phase CAPS Connections

Grade 4	<u>Energy Game</u> Natural Sciences and Technology Knowledge Strand: Energy and Change Term 3 Topic: Energy and energy transfer > Energy and sound Term 3 Topic: Energy around us > Input and output energy Term 3 Topic: Energy > Motion energy
Grade 5	<u>Energy Game</u> Natural Sciences and Technology Knowledge Strands: Energy and Change, Systems and Control Term 3 Topic: Energy and movement
Grade 6	Not specifically aligned to a Grade 6 CAPS topic, but part of the broader conversation on energy. Recap related topics from Grade 4 and Grade 5.

Wonder Garden

Learning Experience

- ▶ Learners play gardener to virtual plants that grow from seeds.
- ▶ Learners use body movements and gestures to supply plants with enough sun and water and to harvest the fruits.

An on-site classroom activity has been designed to connect the Wonder Garden learning experience to CAPS topics. When selecting the Plants, Energy or Food Chain themes for your Classroom experience, please ensure all learners in a group engage with activities in the Wonder Garden.



Intermediate Phase CAPS Connections

Grade 4	<p>Natural Sciences and Technology Knowledge Strands: Life and Living, Structures Term 1 Topic: Structure of plants, what plants need to grow</p> <p>Knowledge Strands: Energy and Change, Systems and Control Term 3 Topic: Energy for life > Energy from food, energy in our food comes from the sun, energy/food chain</p>
Grade 5	<p>Natural Sciences and Technology Knowledge Strands: Life and Living, Structures Term 1 Topic: Plants > Rely on resources (sun, water, air, soil) Term 1 Topic: Food chain > Food and feeding > Photosynthesis Term 1 Topic: Life cycles > Plant a plant (identifying and labelling the stages and processes)</p>
Grade 6	<p>Natural Sciences and Technology Knowledge Strands: Life and Living, Processing Term 1 Topic: Photosynthesis</p>

Health Kitchen

Learning Experience

- ▶ In the Health Kitchen, learners can play an interactive, digital game (the Balanced Meal Game) where they select and prepare nutritious food for their Amuki companion.
- ▶ The goal is to create a balanced meal using all the different food groups.
- ▶ Learners select food preparation and processing options and are reminded that adding too much sugar or salt to a meal makes it less healthy.
- ▶ For this game we use the following five food groups:
 - 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



An on-site classroom activity has been designed to connect the Health Kitchen learning experience to CAPS topics. When selecting this theme for your classroom experience, please ensure all learners in a group engage with the Balanced Meal Game.

Intermediate Phase CAPS Connections

Grade 4	<p>Life Skills: Health and environmental responsibility Term 4 Topic: Dietary habits of children</p>
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Grade 5	<p>Natural Sciences and Technology Knowledge Strands: Life and Living, Structures Term 1 Topic: Food and feeding > Food chain</p> <p>Life Skills: Health and environmental responsibility Term 3 Topic: Healthy eating for children > South African Food-Based Dietary Guidelines > Dietary needs of children</p>
Grade 6	<p>Natural Sciences and Technology Knowledge Strands: Life and Living, Processing Term 1 Topic: Nutrients in food > Food Groups Term 1 Topic: Balanced diet > Food groups Term 1 Topic: Food processing</p>

Story Cave

Learning Experience

- ▶ Cosy, sensory hideaways.
- ▶ Selection of 15 Wonderdal audio stories and corresponding quizzes (tiered for younger and older learners).
- ▶ Story Cave library with selection of hard copy storybooks.
- ▶ Audio stories in this zone align with various topics in the curriculum and themes in Wonderdal such as: recycling, pollution, saving water, filtering water, how earthworms help gardeners, fire safety, healthy eating, caring for and working with others.



Learners select which story they would like to listen to, making the learning an individual experience. Stories are designed to complement the Wonderdal creative and learning experience and to develop listening comprehension and visual literacy skills.

Wildlands

Learning Experience

- ▶ Architecturally innovative outdoor play area for gross motor skills development, with play activities like climbing, crawling and weaving.
- ▶ Can be used for free-play or as an obstacle course.



ACTIVITIES:

Cloud Vine Climb: Venture into the treetops and survey the world below from the safety of Cloud Vine nets.

Quiver Ferns: Make your way through a forest of spindly fronds and watch how they bend and wobble without breaking.

Wildlands: Find your way in and out of this maze of roots that weave and wind along the forest floor, coiling into tunnels and unexpected turns, pushing up against rocks and trees and curving down again.

Chrysalis Clamber: Balance and climb as you explore the giant chrysalis of a rare Butterfly Tree.

Wonder Mountain: Follow in the footsteps of the First Amuki as they ventured to the top of Wonderdal.