



W N D E R D A L

EDUTAINMENT CENTRE

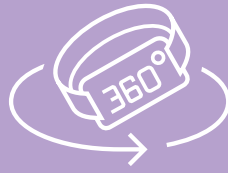
Teacher Overview



QUICK FACTS



First of its kind in
SOUTH AFRICA



INTERACTIVE
multimedia games



App. 1 000 m² of
**LEARNING AND
PLAY SPACE**



CAPS-aligned
content



**NATURAL SCIENCE and
LIFE SKILLS** focus



Designed for learners
GRADE R TO 7



TECHNOLOGY-ADVANCED
learning activities



NATURAL elements
with **PHYSICAL**
learning activities



Gamified
ASSESSMENT
activities



Engaging three hours
LEARNING EXPERIENCE
for school groups



On-site
CLASSROOMS



TEACHER PACKS
and learner debriefing
activities provided

A LEARNING WONDER

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 also 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.

ENERGY IS EVERYTHING

Wonderdal buzzes with energy. Here kinetic energy is converted into light and sound. Potential energy is used to lift loads. Plants are tiny energy factories that turn sun energy into sugars, while fruit and veggie snacks provide physical energy. Content topics that are covered within the Wonderdal experience mostly fall within the subjects of Natural Science and Life Skills for Grades R to 7, but some activities do prompt physical and social elements within Life Orientation, as well as language skills. See the Wonderdal CAPS Connections Table for a detailed breakdown.



SIX ENGAGING LEARNING ZONES

WITH A QUIRKY, DIGITAL COMPANION BY THEIR SIDE, LEARNERS CAN EXPLORE THE FOLLOWING IMAGINATIVE LEARNING ZONES IN WONDERDAL:



A **Tinker Workshop** where curious hands can tinker with the different types of energy in a wind tunnel, marble run and child-safe electric circuitry.

The magnificent **Tree of Light**, Kora, that can, with the clever maneuvering of a hand crank, generate an impressive light and sound display.

A virtual **Wonder Garden** that offer junior gardeners a fantastical and accelerated experience of how plants grow from seed.

A creative **Health Kitchen** where creating a healthy, balanced meal is a fun, interactive activity.

A **Story Cave** of amazing, audio stories with built-in assessment activities to test listening skills and comprehension.

An architecturally innovative outside play area, the **Wildlands**, to use for free play or as an obstacle course.



A WONDERDAL VISIT

We think teachers, like yourself, are wonderworks, and want your experience at Wonderdal to be wonderful. To support you as a teacher, we provide a [Pre-Visit Pack](#) with a lot of useful information to help you prepare your visit. We will also hand you an [On-Site Pack](#) on arrival. This will help you facilitate the visit like a Wonderdal pro. The Wonderdal Experience lasts approximately two hours. For school groups we designed an extra treat: a selection of short reflection activities as a debriefing exercise. Our on-site classrooms are the ideal space for your learners to spend another 30 minutes in wonderment of Wonderdal. The worksheets can go back to school with you as an additional assessment activity.



Visit!

BOOK TO BRING YOUR
CLASS TO WONDERDAL.

We can accommodate school groups of **minimum 10** and **maximum 90** learners.

QUERIES

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