



## Teacher Guide

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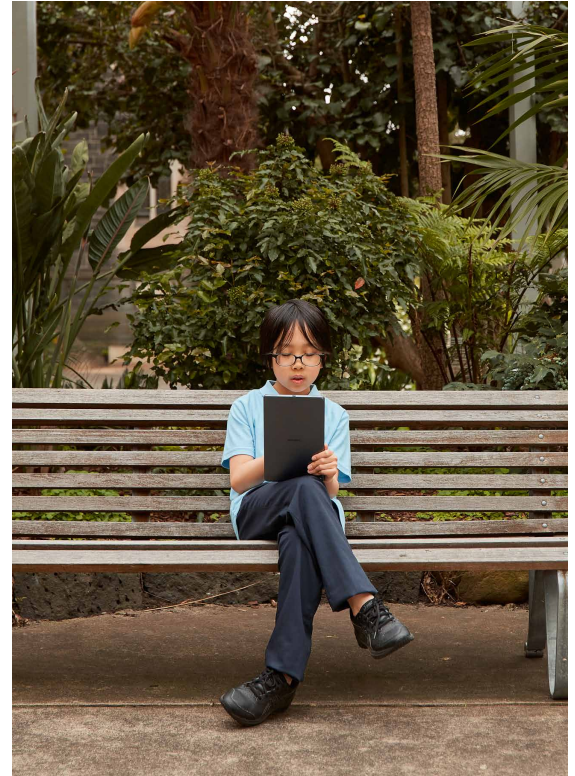
## WHAT IS CHILD NATION?

CHILD NATION, developed by artist Jessica Wilson, is an innovative platform designed for children aged 7 to 11 years.

Its interactive stories guide children through a creative and immersive experience, helping them tap into their imaginative capabilities while responding to the world around them. It celebrates their unique and quirky ideas, giving them permission to be themselves.

Each adventure within the platform presents children with simple and fun questions, prompting them to physically explore their surroundings. Based on their typed responses, the platform crafts a personalised experience for each child. The adventures incorporate various art forms, resulting in diverse outcomes for each exploration.

During the experience, children enter an uninhibited imaginative zone and engage with their familiar surroundings in novel ways that challenge the conventional perspectives of adults. There are no right or wrong answers, they go at their own pace, and every decision is validated.





Each adventure is designed to be completed within a 10-20 minute timeframe, involving approximately 40 steps. To participate, each student needs access to an internet-connected device, which serves as their portal to the stories.

The adventures are crafted to be accessible and straight forward, requiring simple materials provided in the accompanying box and supplemented materials found in the classroom. These materials, act as hidden or displayed artefacts that enrich the students' overall experience.



15  
mins



AGES  
7-11

# THAT TREE JUST TALKED

BE THE VOICE OF NATURE

## WHAT ACTUALLY HAPPENS DURING A CHILD NATION ADVENTURE?

Each Child Nation adventure comprises a series of interactive digital pages, guiding children through various instructions, button presses, and decision-making moments. These adventures are designed to create a personalised experience for each child, incorporating real-world activities that unfold into a captivating story.

Throughout the adventure, children are kept in suspense as they won't immediately know the outcome of their answers. This element of surprise adds excitement, as they may be asked to perform unexpected actions based on their own inputs. For instance, they might initially be questioned about a place in school they would never visit, only to find themselves later prompted to enter the principal's office as part of the unfolding storyline!



Students are prompted to:

***Listen & observe***

***Explore & search***

***Gather & select***

***Make things***

***Label, write notes  
& create tickets***

***Roleplay***



Adventures do not ask students to:

***Go outside of the  
school grounds***

***Reveal personal information  
(surnames, addresses etc)***

***Be disrespectful***

***Be unsafe***



More specifically students might be invited to:

***Move out of the classroom***

***Find things in cupboards, corridors,  
and outside in the playground***

***Go into rooms they have not been in before***

***Do things that might feel unusual for a  
school environment***

***Hide or leave things around the school***

***Roleplay strange or naughty behaviour***





## THE DARKNESS GAME

### GIVE YOUR GREATEST FEARS A CHARACTER

Think of something you fear, then be guided to give it form as a drawing of a monster. Find this fear-monster's habitat in the school grounds, hide it, choose a conversation topic and tell your monster what to do when others walk past.

#### *Post adventure questions*

What fear did you explore?  
Where did you hide your fear creature?  
What did you tell your fear to do before you left it?  
Are you less afraid?



**Artform** | Drawing

**Themes** | Fear

**Materials** | Paper, pen, scissors



## GALLERY OF STRANGE

### MAKE LABELS THAT CHANGE THE MEANING OF EVERYTHING

You have been appointed the gallery director of this place and anything can be your art. Stare at everyday objects for a little too long, in order to see their weirdness, then assemble, name, label and price them.

#### *Post adventure questions*

What did you turn into your artwork?  
What was the name of your gallery?  
Would you like to give me / us a  
tour of your gallery?



**Artform** | Visual Art

**Themes** | What is art? What is the value of things?

**Materials** | Card, pen

## THAT TREE JUST TALKED



### BE THE VOICE OF NATURE

Notice things that are massive, and things that are tiny as you tune-in to an outdoor space. Then imagine you can camouflage and from your hiding place, listen to imaginary voices of non-human things, invent relationships between them and write messages from one to another on their behalf.

#### *Post adventure questions*

Where did you camouflage?  
Did you hear anything unusual speaking?  
Did you notice things you have never noticed before?  
What was your message?



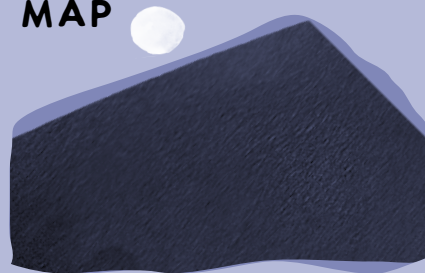
15  
mins

**Artform** | Performing Arts

**Themes** | The natural world, alternate relationships to nature

**Materials** | Note paper, pencil

## MY MEMORY MAP



### THIS IS YOUR SCHOOL SO MAKE YOUR OWN MAP

Imagine you are lost and you need to find your way home using landmarks you recognise. Create a large-scale map drawn with chalk on concrete, which includes a key memory and a super weird imagined visitor. Then rename places – including your school – according to your own personal experience.

#### *Post adventure questions*

Tell us about your map?  
Where did you decide to draw  
your map and why?  
Show us your map outside?



20  
mins

**Artform** | Visual and site-specific art, temporary graffiti

**Themes** | Alternative ways of map making, relationship to landscape

**Materials** | Chalk, paper, pen, scissors



## THE NO-GO CUPBOARD

### THINGS INSIDE CUPBOARDS HAVE BOTH FRIENDS AND ENEMIES

You are given permission to explore the contents of a cupboard or drawer. Choose and name for an everyday object, bring it to life using puppet-like animation, then invent a relationship it has with another object in a different room. Leave a tag from one object to the other to help them communicate.

#### *Post adventure questions*

What objects were talking?  
Were they friends or not?  
What did they want to say?  
Do you want to show us your one of your tags?



10  
mins

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**Artform** | Site specific sculpture  
**Themes** | Friendship, empathy  
**Materials** | Tags, pen, string



## THE MAGIC STORY MAKER

### YOUR STORY APPEARS AND THEN TURNS INTO GRAFFITI ON A WINDOW

Using simple creative prompts, enter short sentences about a lived experience, then have a poem-like story built with your answers. Write your story onto a glass window using removable whiteboard markers so everyone can read it against a real-world backdrop of your choice.

#### *Post adventure questions*

Where did you decide to put your story?  
Show us your story?



20  
mins

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**Artform** | Performing Arts  
**Themes** | Identity  
**Materials** | None





## THE OPPOSITE ME

### ROLE PLAY YOUR OPPOSITE SELF

With simple word choices, explore what kind of personality you have and how other people see you. Then generate an opposite type of person and role play behaviour that is unusual or usually not permitted. Warning: this adventure sometimes prompts kids to (pretend) to do things that might appear 'naughty'!

#### *Post adventure questions*

What kind of person was your Opposite Self?  
What did your Opposite Self want to do?  
How do you feel about your Opposite Self?



**Artform** | Performing Arts

**Themes** | Identity

**Materials** | None



## PARTY OF GHOSTS

### SOMEONE OR SOMETHING IS SILENTLY CELEBRATING IN THIS PLACE

Imagine what type of landscape might have been here before this school was here, then imagine a secret creature, family or society that still lives here, invent ceremonies for them and leave a note as an offering.

#### *Post adventure questions*

Who did you find was living here?  
What do they celebrate and what happens at their celebration?  
Where did you leave your note?



**Artform** | Letter writing

**Themes** | Cultural celebration and ritual, the past history of places

**Materials** | Paper, pencil



## THE ROOMS IN YOUR SCHOOL WANT TO TALK TO YOU

Explore different rooms and be helped to listen quietly before inventing the name, secret life and personality of one room. Capture it's breath in a jar and take its story into a different room. Leave your jar somewhere to enable a conversation after you have gone.

### *Post adventure questions*

What kind of person was your Opposite Self?  
What did your Opposite Self want to do?  
How do you feel about your Opposite Self?



**Artform** | Story making

**Themes** | Friendship

**Materials** | Jar, pencil, paper



## MAKE THE TINIEST SHOW ON EARTH FOR AN AUDIENCE OF ONE

Choose a piece of architecture such as a pole or wall and develop a story about it, as well as a character who knows its secrets. Have lines of text generated with your own ideas and use them for a super short performance where you play the character. Make a ticket and rip it off as you greet a tiny audience of one.

### *Post adventure questions*

What did you make your show about?  
What character were you?  
Would you like to perform it for me / us?



**Artform** | Performing Arts

**Themes** | Identity

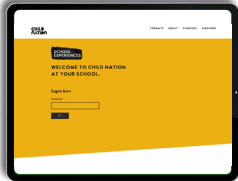
**Materials** | Ticket paper, pencil

## GET STARTED



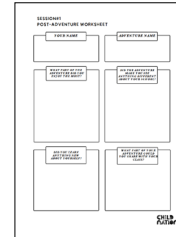
- 1 Login with your password to [childnation.com.au/schools-login](http://childnation.com.au/schools-login)

Watch the short video explaining how Child Nation works in the classroom.



- 2 Ensure each student has an internet enabled device and can login to access the adventures.

**Note:** *Check how far your wifi extends for when your students are roaming with their devices.*



- 3 Copy one worksheet per student. Worksheets are found in the teacher resources



- 4 Follow the Material Maps for setup on desks or floor using the table top signage.

**Note:** *There are enough materials for a maximum of three students per adventure, per session.*

***Make sure the entire school campus knows that Child Nation is taking place so that any unusual visits or bizarre actions by students will not be reprimanded!***

## ADVENTURE SETUP

To create self-standing adventure cards, carefully fold them along the indicated lines, allowing them to stand independently.

Next, refer to the material maps provided on the following pages to effectively showcase the materials for each adventure.

The mini tote bags included are designed to conveniently carry all the necessary materials for adventures on the move,



### ***Your own materials***

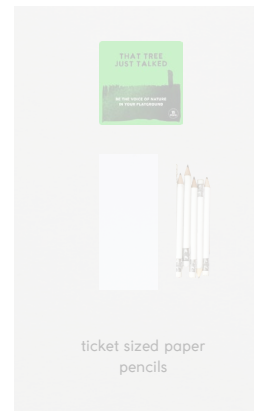
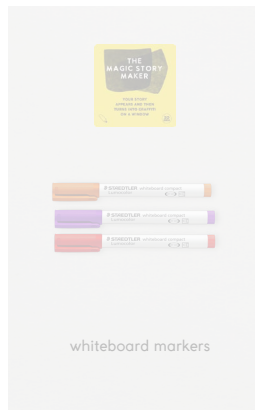
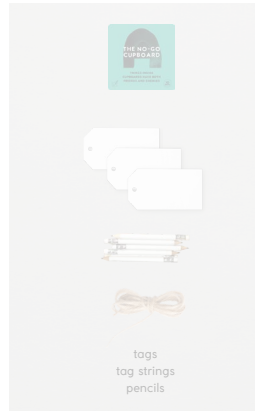
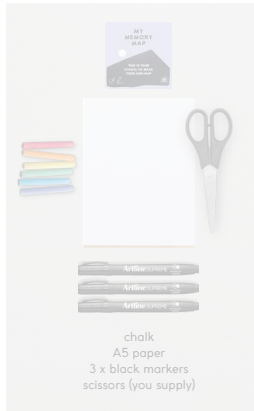
In addition to materials found in your pack you will require the following: A5 paper, six black markers, three whiteboard markers, scissors and pencils.

### ***Notes***

Jars provided are to be re-used for each session.



# ADVENTURE SET UP



## DURING SESSIONS

- 1 Introduce Child Nation with the **Classroom Powerpoint**. It will feel like you have an artist with you!
- 2 Students to login to platform.
- 3 As student's finish their adventure and return, give each a **Post-Adventure Worksheet** found in the Teacher Resources. There are worksheets for all three sessions.
- 4 If time allows, invite students to share their experiences, creations as a group. Refer to the Adventures on page 6 for helpful questions.

### ***Notes***

All adventures requiring materials will prompt students to collect a tote bag and materials.

**We recommend a minimum of two sessions.**



## COMMONLY ASKED QUESTIONS

**Wild Actions:** If the suggested action within an adventure is too wild, explain to the child that it is only pretending or role-playing. If the action involves entering a safe off-limits area, try to find a way to make it happen. For example, you could go to the principal's office and facilitate their entrance or supervise them while they enter a cupboard.

**Going Back:** Like any good adventure Child Nation adventuring is all about moving forward. However, children may want to go back once they realise it's better to consider their answers before typing them. In that case, they can use the arrows at the bottom right of the screen to go back.

**Students with low literacy levels:** Child Nation is a great tool to work on literacy skills because it is a new medium for building and experiencing story. Sometimes you will need to shadow kids that struggle to read and type in their responses for them.

**Data and the Privacy:** Child Nation only collects De-Identified Data, meaning information that cannot be traced to the child user. The adventures never ask for surnames, addresses, or other personal information. Child Nation uses the following external third-party providers that may receive data; Wix, Typeform, Airtable and Zapier. These providers are all reputable and have their own rigorous privacy policies. Child created information is never shared. Reassure kids that they only need to enter their first name and that they are safe to do so.

**Terms:** Whilst Child Nation encourages children to explore and take personal risks and to adventure on their own, Child Nation cannot take responsibility for their safety whilst on your school grounds. You can see the Child Nation terms and privacy policy by going to [www.childnation.com.au/terms](http://www.childnation.com.au/terms)





## ON GOING ACCESS

### Your Subscription

After experiencing Child Nation students will have the flexibility to access the platform at any point during your subscription.

- It can serve as an engaging activity for students who complete their other assignments ahead of time.
- Child Nation can be incorporated as an exciting end-of-term activity.
- You may also use it as a motivating reward to encourage and recognize students' achievements.

