



Teacher Guide

Digital Access | Login to access
Child Nation materials and adventures.
childnation.com.au/schools-login

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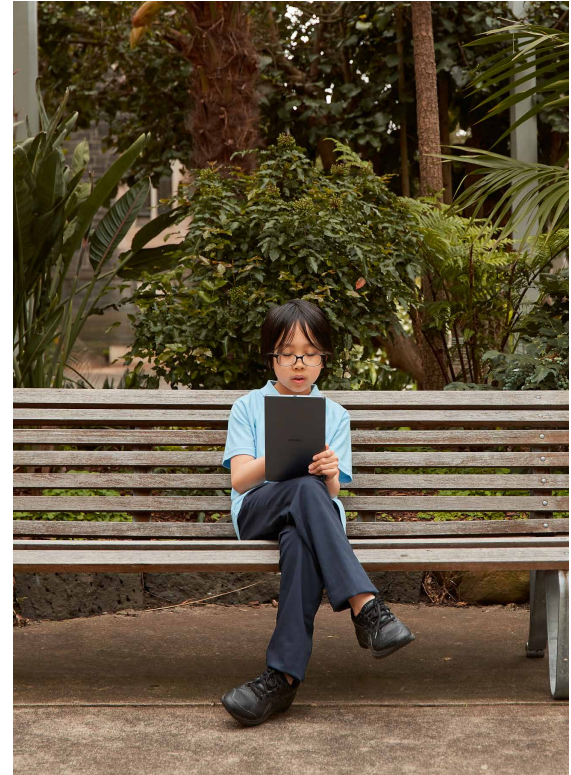
WHAT IS CHILD NATION?

CHILD NATION, developed by artist Jessica Wilson, is an innovative digital 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.



WHAT ACTUALLY HAPPENS DURING A CHILD NATION ADVENTURE?

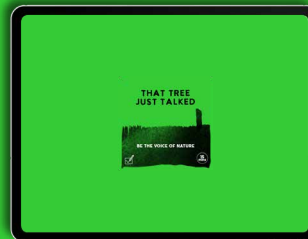
Each Child Nation adventure comprises a series of interactive digital pages, guiding children through various instructions, button presses, and decision-making moments. These adventures are designed to create a personalised experience for each child, incorporating real-world activities that unfold into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

15
mins



AGES
7-11



THAT TREE JUST TALKED

BE THE VOICE OF NATURE

HOW CHILD NATION WORKS AT YOUR SCHOOL

Child Nation requires each student has access to an internet-connected device which they can move around with. During the first Child Nation session, the classroom teacher leads an introduction guided by the PowerPoint provided, then each student chooses from the collection of 10 different adventures, before heading off with their tote bag, materials and device to undertake the experience.

Each adventure is designed to be completed within a 10-20 minute timeframe, involving approximately 40 steps. The adventures are crafted to be accessible and straight forward, requiring only simple materials provided in the accompanying box and supplemented by things found in the classroom. These materials, act as hidden or displayed artefacts that enrich the students' overall experience.

The adventures are a learning experience in themselves, but learning can be further enhanced with individual and whole-of-class reflection. We provide one Post-Adventure Worksheet for the first session, then recommend you choose single adventures that can be completed by the whole class to assist teaching of specific learning areas.

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, self exploration, identity

Materials | Paper, pencil, 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 us a tour of your gallery?



Artform | Visual and site specific art

Themes | What is art? The value of things is subjective

Materials | Card, marker

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?

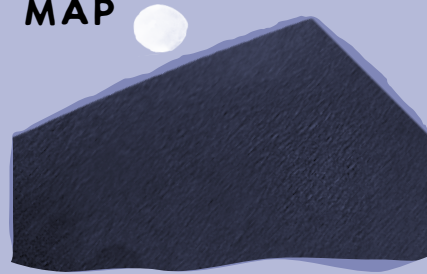


Artform | Story building

Themes | The natural world, alternate relationships to nature, friendship and empathy

Materials | 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?



Artform | Visual and site-specific art, temporary graffiti

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

Materials | Chalk, paper, marker, 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 one of your tags?



10
mins

Artform | Site specific art

Themes | Friendship, empathy

Materials | Tags, pencil, 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?

What thing that happened to you, did you use as the basis of your story?



20
mins

Artform | Performing Arts, story building, site specific art

Themes | Identity

Materials | Whiteboard marker



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 for you. 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?



15
mins

Artform | Performing Arts

Themes | Identity, self exploration

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?



15
mins

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 its breath in a jar and take its story into a different room to enable a conversation after you have gone.

Post adventure questions

- What name did you give to your room?
- What did the room like and dislike?
- Does the room feel any different to you now?



Artform | Story building, letter writing

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 us?



Artform | Performing Arts

Themes | Place Connection

Materials | Ticket paper, pencil

LEARNING AREAS

Self-Awareness / Identity

Give your students opportunities to quietly and playfully reflect on who they are, and have their choices celebrated.



Nature Connection

Drop students into an imaginative zone where nature is animated and alive.



Story Building

Simple answers at each step cumulate to create unusual stories that frame students ideas and experiences in new ways.



Empathy

Immersive experiences of listening and understanding the perspectives of non-human things.



School Connection

Enable imaginative responses to the school campus that leave students feeling a validated with a personal connection.



Creative Writing

Students experience many forms of writing including performance building, letter writing, note writing and poetry.



Celebration and Rituals

Immerse students in imaginary cultures with their own belief systems to develop understanding and empathy.

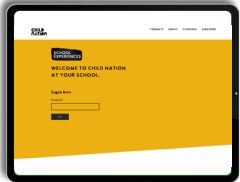


PREPARE



- 1 Login with your password to 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 **Post-Adventure Worksheet** per student.



- 4 Set up materials on desks or floor using the **Adventure Set Up** instructions below.

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!

YOUR FIRST SESSION

- 1 Begin with the **Classroom Powerpoint** to introduce Child Nation to your students. It will feel like you have an artist with you!
- 2 Students login to platform using the same password as you.
3. As students finish their adventure and return, give each a **Post-Adventure Worksheet**.
4. If time allows, invite students to share their experiences, creations and / or feelings with you as a group. Refer to the **Post Adventure Questions** on each adventure in this document.

FURTHER SESSIONS

Once you and your students have experienced Child Nation in your first session you can login at any time during your year-long subscription to explore themes and learning areas as a whole class. When every student experiences the same adventure at the same time, you can easily focus class discussion.

NOTES

- All adventures requiring materials will prompt children to collect a tote bag and materials.
- Most adventures prompt kids to go outside, others to explore other rooms and some to remain in the classroom.
- The adventures will prompt children to return to their classroom once they are completed.



ADVENTURE SET UP

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

See below for specific adventure setup.

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



Your own materials

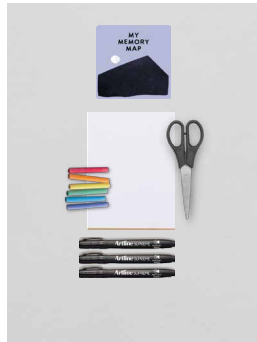
In addition to materials found in your pack you will require the following:

- A5 paper
- six black markers
- three whiteboard markers
- scissors
- pencils

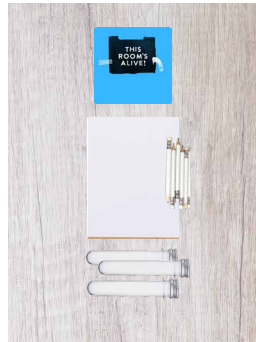
Notes

Jars provided are to be re-used.

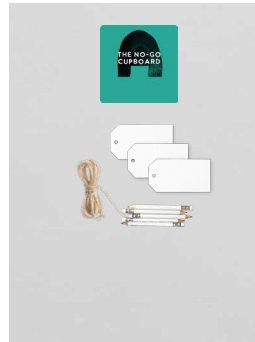
ADVENTURE SET UP



Provided chalk
You provide A5 paper,
 scissors, markers



Provided jars
You provide A5 paper,
 pencils



Provided tags, strings
You provide pencils



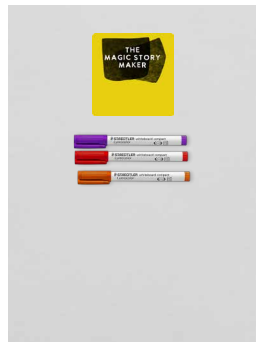
You provide A5 paper,
 pencils



Provided A6 card
You provide markers



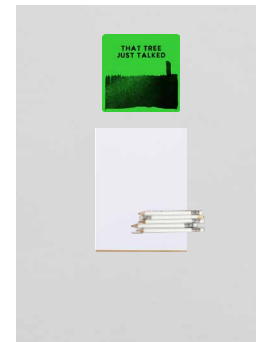
You provide A5 paper,
 scissors, pencils



You provide whiteboard
 markers



Provided ticket sized
 paper
You provide pencils



You provide A5 paper,
 pencils



No materials required

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 realize 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 and change their answers.

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. Adventures with simplest text are **The Darkness Game** and **The No-Go Cupboard**.

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 read more about the Child Nation terms and privacy policy by going to childnation.com.au/terms

