



TEACHER GUIDE

KIT CONTENTS

- 1 All re-usable materials for adventures
- 2 Table-top signage
- 3 28 x re-usable tote bags
- 4 Login cards

DIGITAL ACCESS

www.childnation.com.au

Choose from the LOGIN dropdown in the top right corner of the MENU.

See intro email and student cards for password. Students and teachers use same password.

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?

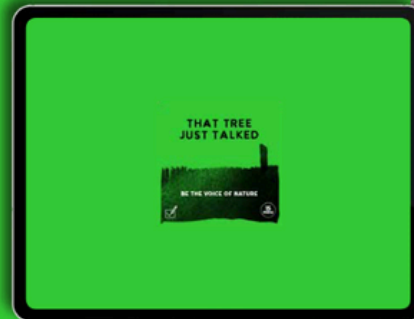
Each Child Nation adventure comprises a series of interactive digital pages, guiding children through various instructions, button presses, and decision-making moments. These adventures are designed to create a personalised experience for each child, incorporating real-world activities that unfold into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



LEARNING AREAS

Self-Awareness / Identity / wellbeing literacy

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 / idea drafting & generation

Simple answers at each step cumulate to make original content in the form of stories, letters, poems and scripts. Ideas feel easy!



Empathy

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



School Connection / belonging

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



Understanding different cultures

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



Face the blank page!

Feel better about who you are.

Respect your school.

Experience different ways of interpreting the world.

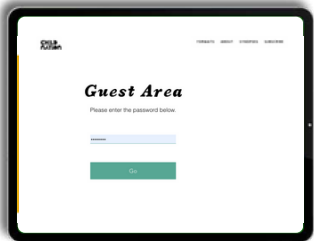
PREPARE



- 1 Login with your password via the top right corner of the menu in childnation.com.au



- 3 Copy one **Post-Adventure Worksheet** per student.



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

Use the cards provided to make login easier.



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



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

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 and related teaching activity.

NOTES

- All adventures will prompt children to collect a tote bag and materials.
- Most adventures prompt kids to go outside, or explore other rooms. They all remind children to stay within the boundaries set by their teacher.
- 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.

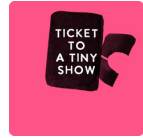


Your own materials

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

- sticky notes
- chalk
- pencils
- whiteboard markers
- black markers or felt pens
- white paper (A5 & A6 size is best)
- scissors

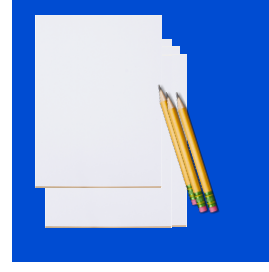
ADVENTURE SET UP



A5 paper, pencils, scissors



A5 paper, scissors, black markers, chalk



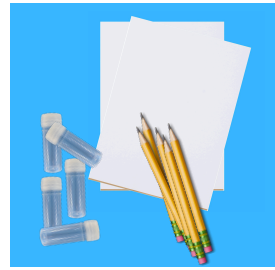
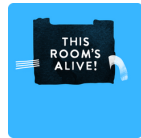
A5 paper, pencils



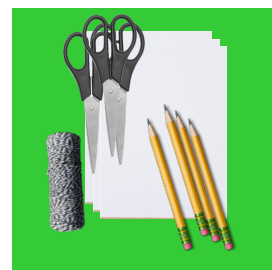
A5 paper, pencils



A6 card (or A5 paper), black markers



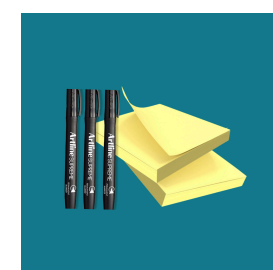
A5 paper, jars, pencils



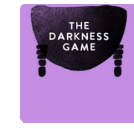
A5 paper, string, pencils



Whiteboard markers



Sticky note pads, markers



A5 paper, pencils, scissors

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. All adventures ask children to remain within boundaries set by the classroom teacher.

Students with low literacy:

Child Nation is a great tool to work on literacy skills to work on literacy because it is a new medium for building and experiencing story. Sometimes pairing students who work together on the same adventure is a great solution. Or you can shadow kids that struggle to read and type in their responses for them.

Note that most browsers will enable students to record their answers, so that they appear as text into the Child Nation answer fields.

Adventures with simplest text are **The Darkness Game** and **This Room's Alive!**

Data and the Privacy:

Child Nation only collects de-identified data, meaning information that doesn't reveal anything private such as a physical address. The adventures never ask for surnames 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 and can be deleted by us on request. 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

