

# My Imagination Adventure

# WRITTEN

To encourage students to think creatively and use their imagination to create exciting adventures, fostering creativity and exploration.



## Learning Intentions

**I can use my imagination to create exciting stories**

This encourages students to engage their creativity and imagine new and exciting adventures.

**I can express my adventure ideas through writing and drawing**

This focuses on allowing students to communicate their imaginative ideas both visually and through words.

**I can reflect on what I would discover on an adventure**

This helps students explore what they would find in a fictional world, encouraging curiosity and critical thinking.



## Success Criteria

**Imagining a Fun and Exciting Adventure**

Students can imagine a fun and exciting adventure, ensuring they think creatively about a journey they would like to go on.

**Describing What I Would Discover on My Adventure**

Students can describe what they would discover on their adventure, allowing them to develop their ideas further and think about the details of their imaginary adventure.

**Expressing My Adventure Through Drawing or Writing**

Students can express their adventure through drawing or writing, encouraging them to use their creative skills to communicate their adventure in a personal and meaningful way.



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**Objective:** To encourage students to think creatively and use their imagination to create exciting adventures, fostering creativity and exploration.

**Players:** Perfect for small groups (4 - 26 students)..

**Materials:**

- Paper
- Coloured pencils, markers, or pens

**Setup:** Provide each student with a piece of paper and access to coloured pencils, markers, or pens. Encourage them to think about what kind of adventure they would like to go on if they had a magic key that unlocks any portal into any environment they can think of.

**Gameplay:**

1. **Imagine Your Adventure:** Have the students think about an adventure they would go on if they had a magic key. Where would the key take them? What magical creatures or places might they encounter?
2. **Write or Draw About Your Adventure:** After imagining their adventure, ask students to write or draw about where their adventure would take them and what they would discover. Encourage them to be as creative and detailed as possible.
3. **Share and Add:** Once students have completed their adventure, get them to share their ideas with two other students sitting next to them. Students can discuss what they discovered on their adventure and how they would feel during the journey. The other two students need to get creative and add in one new aspect each to the adventure. This will promote collaboration and connection in a really fun, imaginative way.

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## Reflection Prompt:

- What kind of adventure would you like to go on with a magic key?
- What did you discover during your adventure?
- How did it feel to imagine your adventure and share it with others?

**Winning the Game:** There is no winner in this activity. The goal is to practice creativity and imagination, helping students develop a fun story about their adventure.

**Additional Notes:** My Imagination Adventure helps students use their imagination to think about new worlds and exciting discoveries. By reflecting on their adventures and sharing them with others, students enhance their creativity and social connections.

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