At Imagination Station, we inspire your child’s imagination with both storytelling and properties of S.T.E.M. (Science, Technology, Engineering and Math.) The children are told a whimsical and fantastic story that keeps them laughing and engaged, while teaching them (though they don’t know it!) At certain parts of the story, we’ll pause and do an activity in order to help our characters move onto the next step. By the end of the program, the children have learned new skills, including leadership and team work, and feel successful.

Imagination Station – November 21, 2018 – 3:00 to 4:00 p.m.

Title: Hide and seek in the enchanted land

Total Program Time: _60_ minutes

Ingredients for Imagination:

- “Crack the Code” secret code sheets created by Tara, one per child, photos at end.
- Lakeshore Clear-View Marble Run (61-piece set) _[can substitute with Mousetrap]_

Intro

Long ago, in a faraway land named Twintonia, Molly and her friend, Ron, loved to play hide and seek. Ever since they were little, the two would hide from each other every chance that they could. Now at ages 9 and 10, they would still play their favorite game no matter the time, and no matter the season.

As soon as they would see one another, Molly would bolt away, shouting, “Bet you won’t find me!”

Ron would look under couches, over tables, inside closets, outside of houses, and more often than not, he would find Molly quickly. Molly was never too happy about being found so fast.

“How do you find me so easily? I always pick the best spots!” she asked with a grimace.

“What do you mean?” Ron would counter, “I can always see where you’re hiding! Your foot sticks out, or I’ll see your arm. How can those be the best spots if I can always see where you are?”

This normally led to Molly stomping off in a huff until the next time they would play.

On November 21st, everything changed. Ron was reading his favorite book in his living room. Suddenly, the doorbell rang. He sat the book down on the table, and opened the front door. It was Molly, dressed in her favorite blue coat, fuzzy hat, snow boots and purple mittens. This was surprising because it wasn’t that cold out, but Molly was bundled up for snow.
“Hi, Molly,” said Ron. “Want to come in?”

“No,” she said, “but you should get your coat and come outside. We’re going on an adventure!”

“An adventure? What type?”

“A hide and seek adventure in the enchanted land. I bet that I can win hide and seek there. There’s lots of things to hide under and behind.”

Ron smiled. There was no way that she’d win against him! She’d lost almost every game they ever played.

“Okay, you’re on! I’ll meet you outside”

Ron ran to grab his coat and gloves, and then ran back to the door. Molly was gone! He stepped outside, and noticed a large glimmering portal full of yellow and orange light. It streamed over his head, towards the sky. He was nervous to enter, but he wanted to follow Molly.

As he stepped closer to the portal, he noticed a paper and pencil on the ground, with a note from Molly that said, “This will help you find me!” As he looked closer, he discovered that it was a secret message he had to decode!

“I wonder what it says.” He mumbled to himself.

*Children are instructed to decode the secret message from Molly using the key. This secret message will help Ron find where his friend is hiding.*

Did you read this to them? Yes, I read the passages, engaged with hand motions, and then paused when I came to the point that I wanted the children to complete their activities.

Were they in a circle or at tables with the items they were going to work with? They were at tables that I set up. 3 long tables were placed horizontally with each other to provide space to work.

What were they using for characters? When were these given out? Nothing was used initially. During the second half of the program, we used marbles to represent the “sphere cycles” that carried the characters.

How long did you give them to figure out the code? They were given 20-25 minutes to figure out the secret code.

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With the last letter in place, Ron read Molly’s secret message out loud: MEET ME AT THE TOP. THAT IS WHERE I AM HIDING.


Ron wasn’t sure exactly what Molly meant, but he knew he would find out soon.
He clutched the paper as he walked through the portal. Quickly, the ground moved away from him, and he screamed. He was floating in air, but soaring at the same time. Flying faster and higher and farther away from home. He shielded his eyes as ribbons of every color cascaded towards him from above, and with a resounding “oof” he fell outside the portal, and he was back on the ground.

Ron’s vision was blurry. With his fingers, he felt waxy blades of grass underneath him. Ahead of him, he could see a light grey sort of blob. His eyes slowly cleared, and he saw that the grey blob was actually a gigantic mountain. The sky behind the mountain was violet, and the air smelled like lemon. This was the enchanted land.

An unknown voice called out to Ron: “Are you ready to play hide and seek?”

“Who’s that?” Ron yelled back.

“Amelia. I am the queen of this land. Molly is waiting for you to find her. Are you ready?”

Ron had almost forgotten about finding Molly, and he could not see Queen Amelia. He looked down at his paper. “It says that she’s at the top-?” he questioned.

“Okay,” said Amelia with a smile. “I will transport you there.”

Ron only got halfway through saying thank you before he was moving so fast that he could barely breathe. In three seconds flat, he was at the top of the mountain looking down on the lush green of the enchanted land. Everything looked very small from the top.

“Molly? Queen Amelia?” There was no response.

Ron searched behind large rocks, in two dark and damp caves, under a group of shady trees, around a massive blue lake, and over a field. Ron could not find Molly anywhere. The sky was now a deep purple, and Ron was tired of playing hide and seek.

“Okay, Molly, you win. You can come out now!” said Ron.

Fifty feet away, Molly sat up from the snow. As she walked over, Ron could see that she had had some help from Queen Amelia with hiding. Her coat and boots were white and her face and hat were painted green. She had perfect camouflage!

“You win,” said Ron. “Great job.”

“Thanks,” said Molly. “You know what the best part of the mountain is?”

“What?” replied Ron.

“Getting ourselves home!” The portal reopened where Ron started his journey at the bottom of the mountain. It looked like a speck from where they stood.

“But how will we get there?” Ron asked.
“We’ll roll our way down in our sphere ships.” Ron’s eyes bugged out of his head. He thought Molly had gone crazy! Then, multicolored pieces of track appeared mid-air, floating as if they were waiting for the children to travel on them.

*Introduce children to the next activity: Build a Marble Run for Molly and Ron to roll down.*

I had the children build in two teams. They initially built what they deemed would be the most successful track. Then, I had both teams switch their pieces and build again. I divided the pieces as evenly as possible for both teams. Finally, I had both teams combine all of the pieces and work together to build one large track for their “sphere cycles”.

After the children completed their task building the way down the mountain, we talked about what worked “best” and why.

*Were the children given the marbles and track before or after asking them to complete their task?* I gave them the pieces after I explained their task.

*How long did you give them to figure out how to build the track for their task?* I gave them 20 minutes to build the track and test the marbles down the track. Since they worked collaboratively, I gave them time to adjust or test different tracks to see which may work better.

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With the track build, Molly and Ron hopped into the sphere cycles. Encased in glass, the world whizzed by as their vehicles moved down the track, spinning and turning before finally flying into the portal.

The day of hide and seek was a monumental success, and both Molly and Ron learned that sometimes, we all win.

*Then what happened with the patrons? How did everyone know it ended?*

The children did well with cracking Molly’s message. The ones that finished first learned patience by kindly waiting for everyone to finish before moving onto the next step.

It was great to see the children collaborate with each other. I could see their minds expanding in front of me, especially when I had them exchange pieces to make new tracks, and then have to work all together. You could see that they were initially hesitant, but once they got into the flow of having to work together, it went very well.
Crack the Code!

A = 0  H = 7  O = 14  W = 22
B = 1  I = 8  P = 15  X = 23
C = 2  J = 9  Q = 16  Y = 24
D = 3  K = 10  R = 17  Z = 25
E = 4  L = 11
F = 5  M = 12  S = 18
G = 6  N = 13  T = 19  U = 20  V = 21

This will help you.
- Molly