

The Thing In The Wall – Instructions on How Experience Works for Teachers

FOR TEACHERS: The Story

There are some strange noises in the library. It is the Wall Thing. He is stuck, half way through the library wall! With his fist clenched he can't free himself, no matter how hard he tries!

With your assistance he has a plan. Scattered all around the school are other creatures that he is confident will help him get unstuck. He is reluctant to tell you about them because... well, they are *thieves* who live in a hidden world. These are the creatures responsible for when you can't find your right sock, your lunchbox or your favourite pencil. Whilst they are thieves of these objects they also have very opinionated views on the ones they like and the ones they do not like.

Nevertheless, he needs your help and is willing to expose them in order to free himself from this wall!

FOR TEACHERS: Instructions

- Download and install The Wall Thing App onto the 5 iPads that will be used for the experience.
- Place the 5 posters provided on different sections of your library's wall. Under each poster place a corresponding Box of Lost Stuff. Make sure it is weighed down so that the children don't just carry it with them as they move from station to station.
- Add any fun, extra items you may have to your Boxes of Lost Stuff (that aren't pencils, hats, lunch boxes or socks). We give a good selection of 'random' items but adding extra ones of your own helps make the searching for the 'right' item more of a challenge for the teams.
- Place at each station/location the 5 track pads provided for that station. You may place them anywhere on the ground as long as the trackpad is face up and unlikely to be blown away by the wind. Remember though, these creatures are 'hiding' from the world, so make sure that the track pads aren't placed in an area where the creature would be too 'exposed'! There are 20 track pads in all: 5 for the Sports Hall, 5 for the Tuckshop, 5 for the Music Room, and 5 for the Oval.
- Once you have delivered your 'Introduction Speech' for the experience (provided below), split your class into 5 groups and give each group an iPad with The Wall Thing App loaded on it.
- Guide them to the start point, the library, and assign each group their own colour and poster. Instruct each group to open the app and use it to scan the code on the poster.
- Thus the experience begins! The groups will be given clues to find the next Thing to ask for help releasing the Wall Thing. You may need to help them decipher these clues if they are having trouble.
- Once the children find their next location/station, they must scan the track pad (with the right colour) using the app to 'see' the next Thing.

- The creature will instruct them to fetch an item from the Box of Lost Stuff. Make sure only 2 children go back to search for the item. The rest of the team must guard the track pad to make sure the Thing doesn't 'run away'.
- If the children return with the right item it will have a barcode on it. The group must first scan the item barcode, and then the track pad they are standing next to. This will unlock the next part of the story.
- Near the end of the experience, Station 6, the groups will be instructed to go to the library to build an archway over the Wall Thing poster. There are several things in the box that they can build this arch out of – rope, paper, sticky tape etc. The one thing I would make sure they **don't** use to make the archway is a pen or pencil. This will mean you can't use your poster for the experience again, because it has been drawn on!
- Continue through until The End.

FOR TEACHERS: Rules of the Game

Depending on the number of iPads you possess, there are several things to consider when running this event to make sure everything works smoothly:

- *Split your class into groups of 5, assigning each group a colour:* This will allow there to be a comfortable number of children around each iPad so everyone gets the full experience. We have provided 5 different coloured track pads for each location, one for each group. This allows the groups to work at their own pace without getting in the way of each other.
- *Place your posters and trackpads several metres apart before you commence the event:* This gives each group the space they need to do the experience without interrupting the experience of the other groups.
- *Make sure the iPads are fully charged!* As we are using augmented reality/video this will use up the battery power of the device much quicker than normal class use.
- *Let each group know that they can only send two members of the group to get the item from the Box of Lost Stuff:* This way we can make sure that the iPad stays at the track pad and that the kids don't scan their items when they're not in the right location. In essence it stops the children from 'cheating' and makes them think carefully about what the right and healthy option is rather than just guessing.
- *The kids will have to leave the item they have fetched with the track pad for that Thing:* Because the kids are fetching an item for the Thing in each location to keep, they will have to leave that item with the trackpad when they move onto the next station (it doesn't make sense story-wise for them to take the item with them when they move to the next station). This will necessitate yourself or an Aid going to a station once the groups have moved on and picking up the track pads and items to return to the Boxes of Lost Stuff.

Other than that, have fun!

We will provide potential scripts for you to follow to help guide your part in this adventure, and to make the story more believable for your class. By blurring the lines between reality and fantasy we hope that the lessons imparted in this experience stick more firmly with your children and help them grow into happy, healthy human beings!

The Thing In The Wall – Suggested Scripts for Teachers

INTRODUCTION SPEECH FOR TEACHERS: Pre-Event.

I don't know if you've all noticed, but there have been some weird noises coming from the library lately. Odd bangs, and lots of grunting and huffing.

Mr/Mrs [Teacher Librarian's Name] hasn't been able to figure out where the noises are coming from and has asked for our help. Mr/Mrs [IT Teacher's Name] has made an app that she/he thinks will help you find the source of the noises. So split into 5 groups, grab an iPad for each group and let's figure out where those noises are coming from!