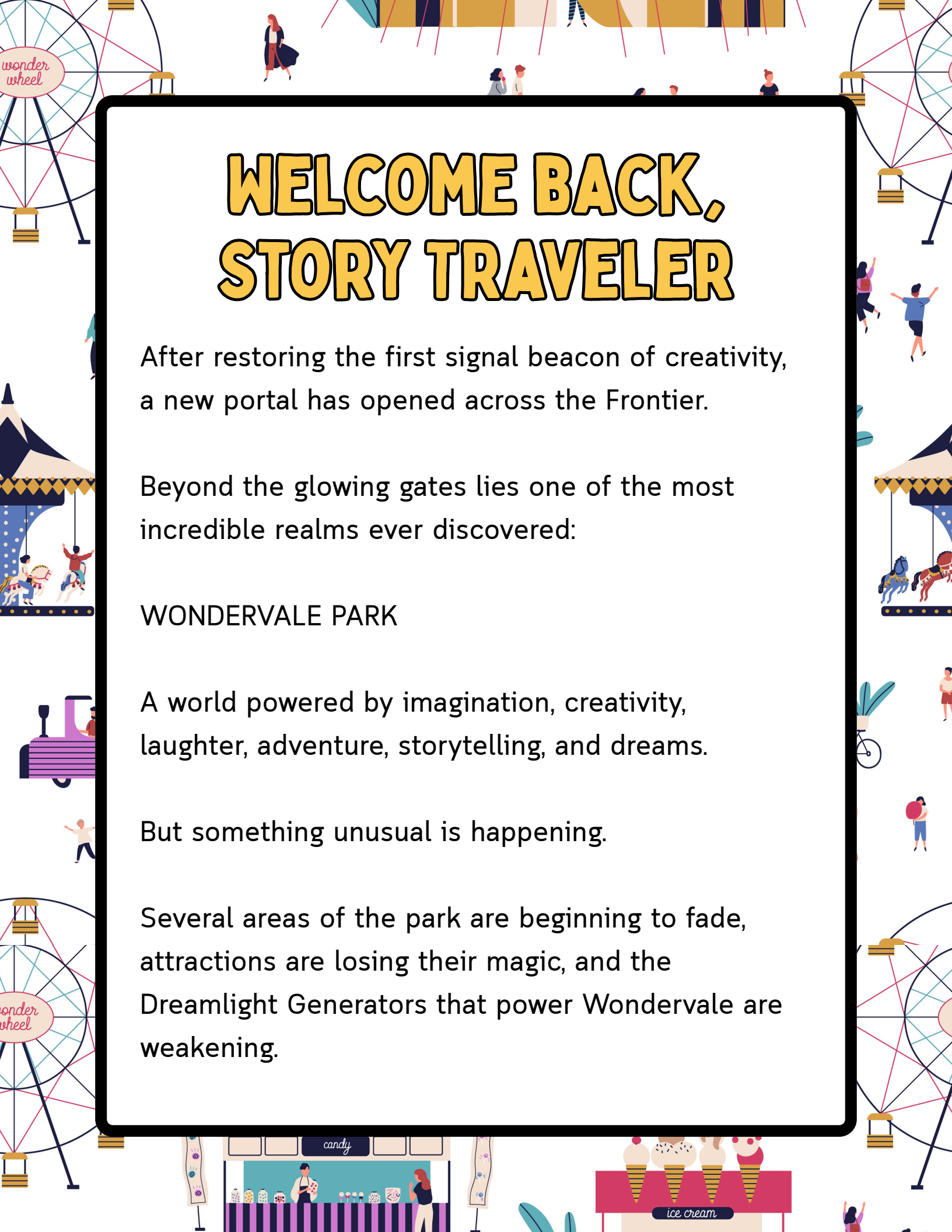


THE STORYLIGHT FRONTIER

WEEK TWO:
WONDERVALE PARK





WELCOME BACK, STORY TRAVELER

After restoring the first signal beacon of creativity, a new portal has opened across the Frontier.

Beyond the glowing gates lies one of the most incredible realms ever discovered:

WONDERVALE PARK

A world powered by imagination, creativity, laughter, adventure, storytelling, and dreams.

But something unusual is happening.

Several areas of the park are beginning to fade, attractions are losing their magic, and the Dreamlight Generators that power Wondervale are weakening.

The background of the page is a vibrant, stylized illustration of a fairground. It features a large Ferris wheel on the left and right sides, with a sign that says "wonder wheel" in a pink oval. In the center, there's a carousel with blue and white horses. At the bottom, there's a candy stand with a sign that says "candy" and an ice cream stand with a sign that says "ice cream". Various people are scattered throughout the scene, some walking, some playing, and some sitting. The overall style is whimsical and colorful, with a palette of pinks, blues, yellows, and greens.

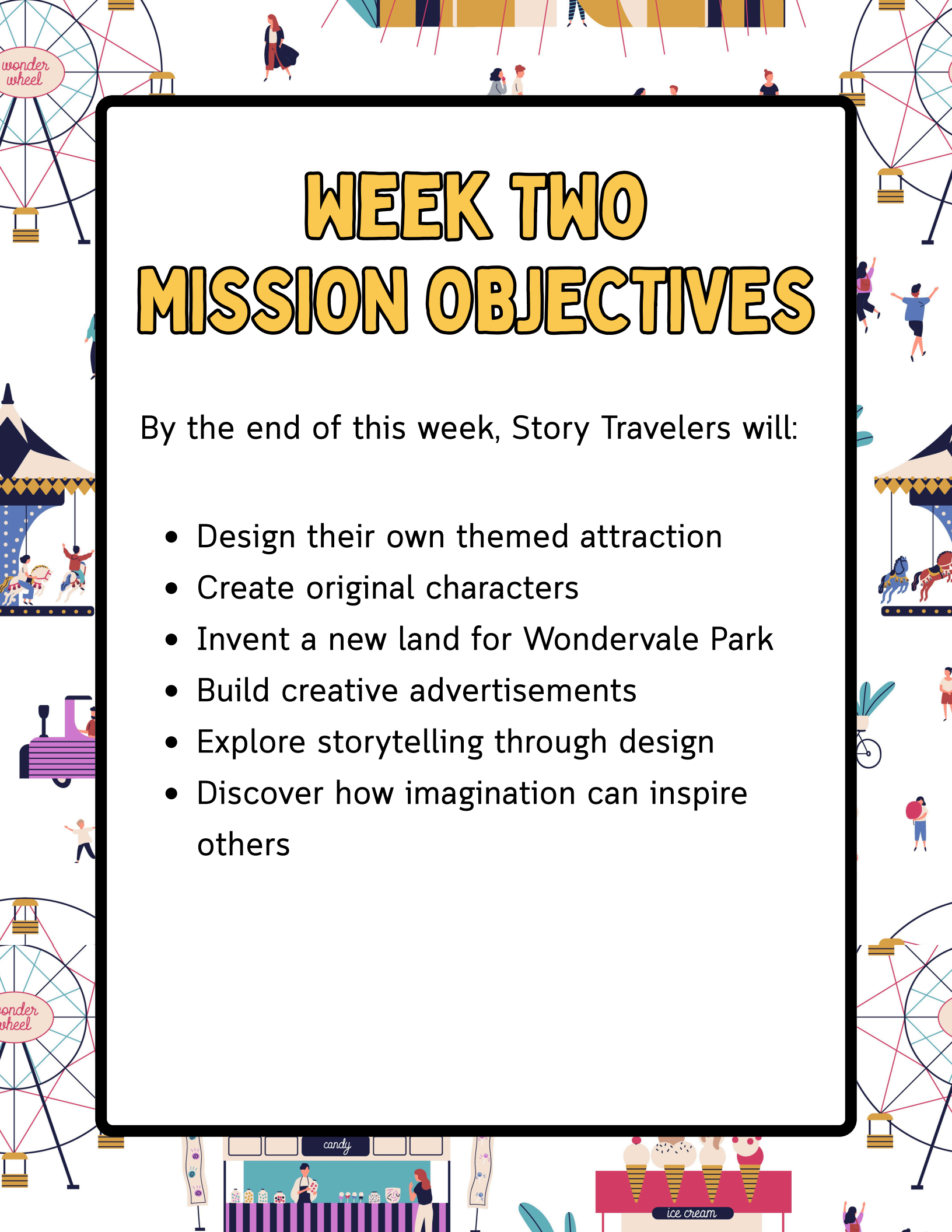
WE NEED YOU STORY TRAVELER!

The park needs creative thinkers, designers, dreamers, and explorers to help restore the wonder.

Your mission this week is to become an official Wondervale Imagineer.

Are you ready to help bring the magic back?

-CREATIVE COMMANDER

The background of the slide is a vibrant, cartoon-style illustration of a fairground. At the top, a Ferris wheel is partially visible with a sign that says "wonder wheel". Below it, a carousel with blue and white horses is shown. To the right, a purple and white striped tent is visible. In the bottom left, another Ferris wheel is shown with a sign that says "wonder wheel". In the bottom center, there is a candy stand with a sign that says "candy" and a person behind the counter. To the right of the candy stand, there is an ice cream stand with a sign that says "ice cream" and several ice cream cones. People are scattered throughout the scene, some walking and some standing. The entire scene is framed by a thick black border.

WEEK TWO

MISSION OBJECTIVES

By the end of this week, Story Travelers will:

- Design their own themed attraction
- Create original characters
- Invent a new land for Wondervale Park
- Build creative advertisements
- Explore storytelling through design
- Discover how imagination can inspire others

MISSION ONE

DESIGN A WONDERSVALE PARK

Wondersvale Park is expanding.

The Frontier has asked YOU to design a brand-new themed land.

**WHAT IS YOUR
LAND CALLED?**

**WHAT IS THE THEME
OF YOUR LAND?**

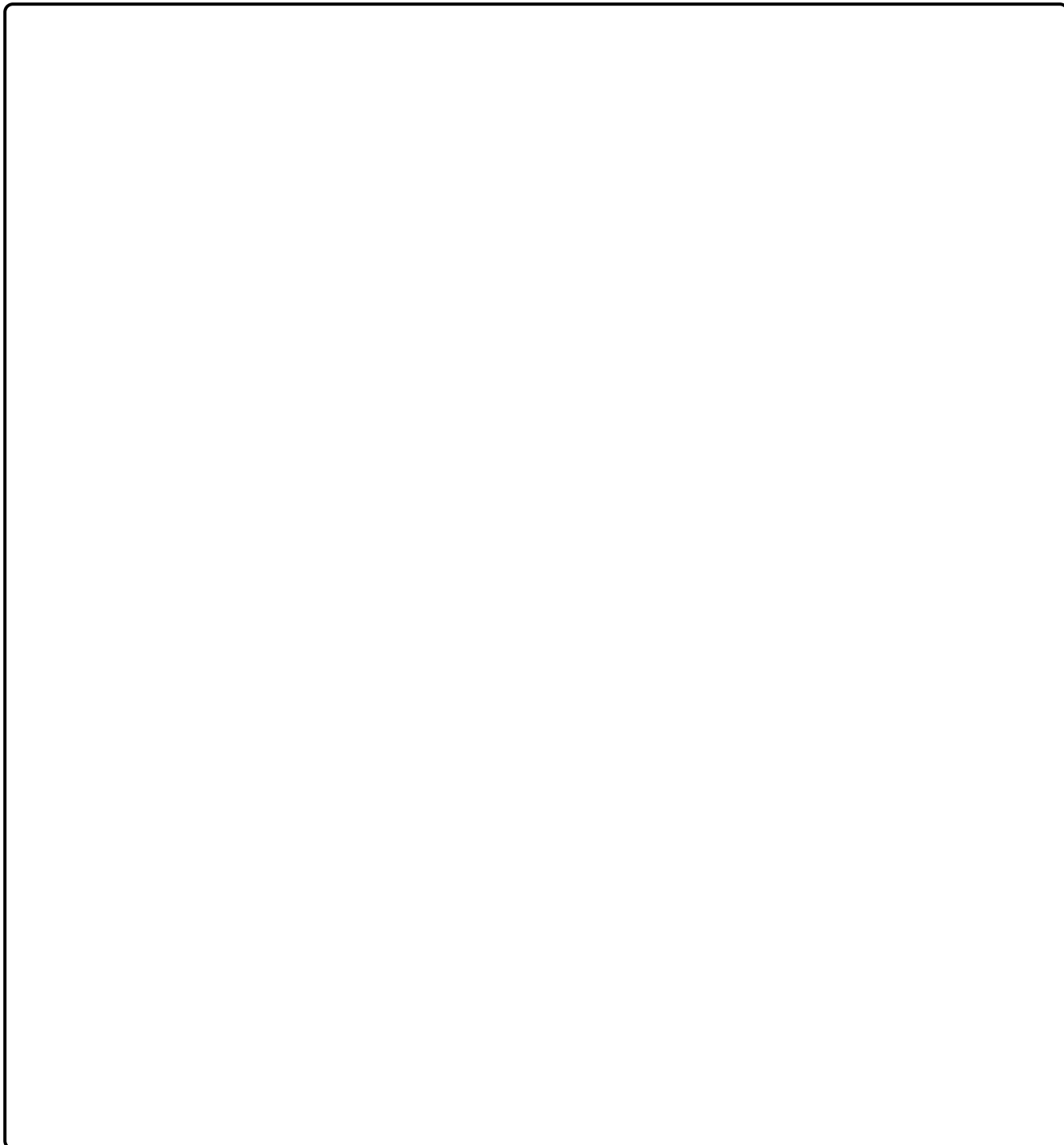
**WHAT IS YOUR
LAND CALLED?**

**WHAT MAKES YOUR
LAND SPECIAL?**

**WHAT ATTRACTIONS, SHOPS, FOODS, OR ADVENTURES ARE
THERE?**

CREATE THE BLUEPRINT

- Directions: Draw a Map or Picture of your new land In Wondervale Park.



MISSION TWO

CREATE A WONDERSVALE CHARACTER

Every great adventure world needs unforgettable characters.

Your mission is to invent an original Wondersvale character.

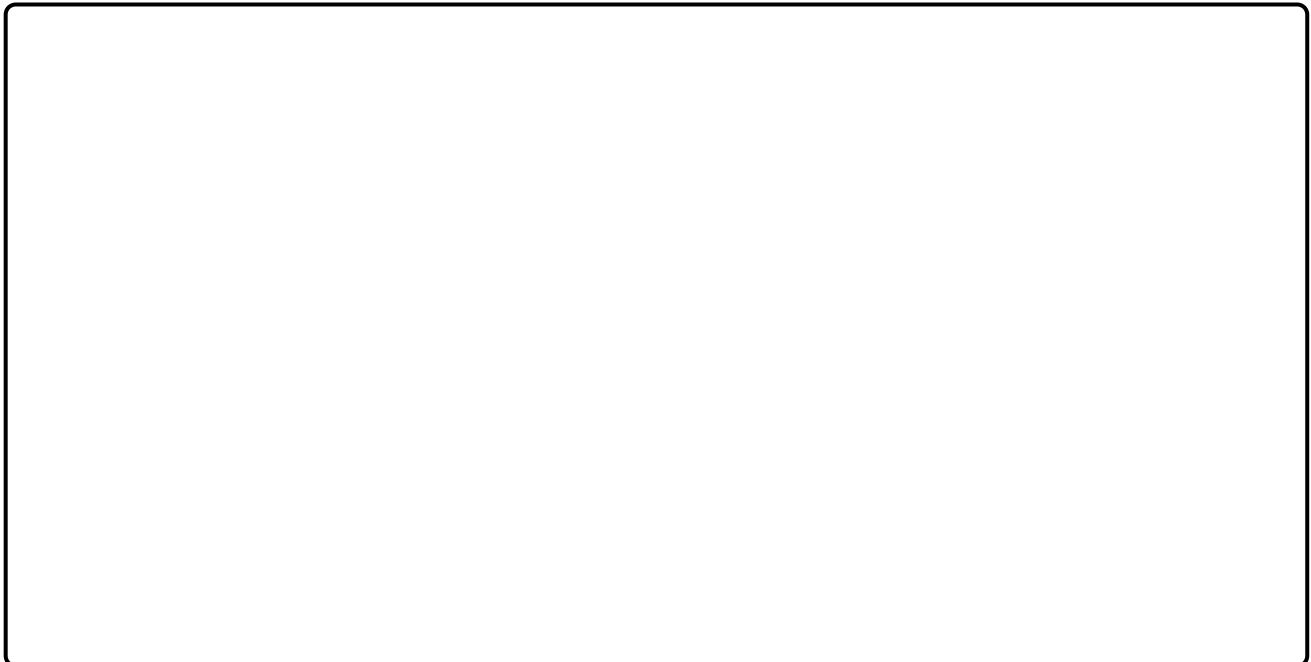
What Is YOUR Character?
(Circle One Below)

Hero | Inventor | Pirate
Explorer | Robot | Creature
Musician | Story Keeper
Something Else

**CHARACTER
NAME:**

PERSONALITY:

DRAW YOUR WONDERSVALE CHARACTER BELOW



MISSION THREE



DESIGN A WONDERSVALE ATTRACTION

One of Wondersvale Park's biggest attractions has suddenly shut down.

The Frontier needs YOU to create a brand-new attraction for visitors.

WHAT IS THE NAME OF YOUR ATTRACTION?

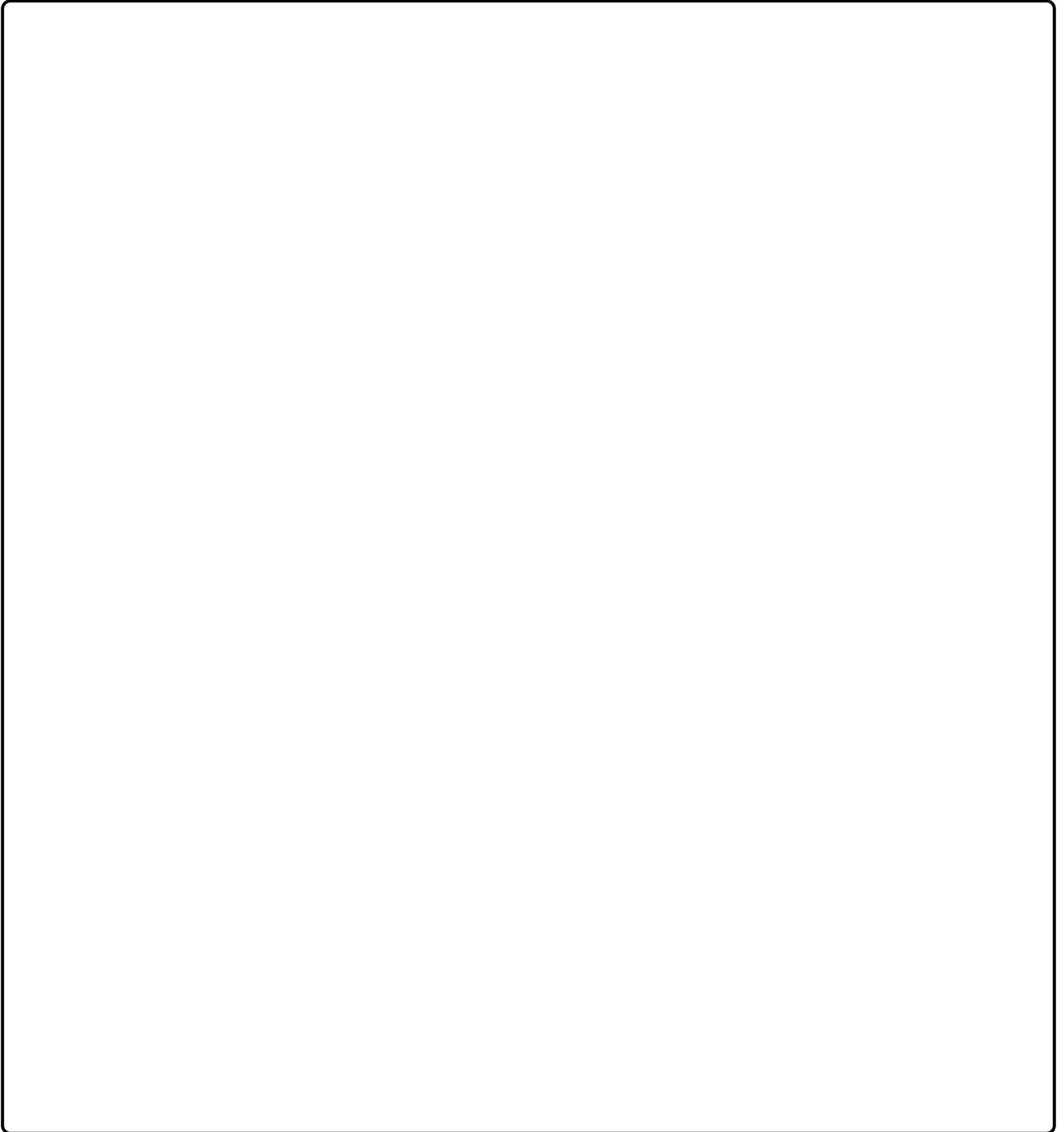
What Is YOUR Attraction?
(Circle One Below)

A roller coaster | A dark ride | A simulator | A water ride
A train adventure | A stage show | Something completely original

DESCRIBE YOUR ATTRACTION? WHAT ADVENTURE HAPPENS?

DRAW YOUR ATTRACTION

- Directions: Draw a brand-new attraction for visitors.

A large, empty rectangular box with a thin black border, intended for drawing a brand-new attraction. The box occupies the majority of the lower half of the page.

MISSION FOUR

CREATE A WONDERSVALE COMMERCIAL

The park needs your help spreading the word.

Your mission is to create a fun commercial, poster, or advertisement for Wondersvale Park.

Ideas:

- *Create a slogan*
- *Draw a poster*
- *Write a commercial script*
- *Create a radio announcement*
- *Design a billboard*

WRITE A WONDERSVALE SLOGAN:

DESIGN A ADVERTISEMENT:

CREATIVE CHALLENGE

INVENT A PARK SNACK

Every great theme park needs unforgettable snacks.

Plus, Wondervale Park needs some new items!

SNACK NAME:

WHAT DOES IT LOOK LIKE?

WHAT FLAVORS DOES IT HAVE?

SECOND SNACK ITEM:

DRAW BOTH OF YOUR SNACKS:

GREAT JOB, STORY TRAVELER!

You have officially completed Week Two:

WONDERVALE PARK

Because of your creativity and imagination, the Dreamlight Generators are glowing once again. The park has been restored.

But the Frontier has discovered new skies forming in the distance...

Floating islands.

Hidden treasure.

Mysterious airships.

Next week... Your adventure continues in:

PIRATE SKYLANDS

