Wonderland

Design Intent

The imagination is limitless. Things like time, scale, and gravity become trivial and should never be allowed to stand in the way of a good story. For the average three- or four-year-old, the combinations of ideas can be endless. Wonderland sets the stage to tell tall tales, spin yarns, and become the protagonist of one's very own narrative. Listen to stories as you know them or improvise them on the fly. Dress up and perform to give imagination life. Offer children a chance to express themselves, and watch their character grow.

Technology Components

- Giant Mushroom Character Experience-The giant mushroom serves as a highlighting tool, using lights to identify speakers and authors in storytelling experiences. Students may choose from classroom storytelling props and costumes or create their own accessories using fabric, felt, and nature-inspired materials. The mushroom encourages collaborative storytelling: one student may be the narrator, another the hero, and others supporting characters like talking animals or enchanted trees.

Mural Features

- Windmill- A windmill harnesses the power of wind through its blades, converting wind energy into mechanical energy. Windmills have been used since 2000 B.C. The first modern wind turbine was built in Vermont in the 1940s. Wind is Ameria's largest source of renewable energy, providing 10.1% of the country's energy and growing. Windmills are an iconic symbol of Dutch culture and heritage.
- Dragon-A dragon is a mythical monster that resembles a giant reptile, sometimes shown as having wings. In European culture, a dragon symbolizes chaos or evil. In Asia culture, a dragon symbolizes water and the heavens.
- Castle- Medieval castles were primarily built for defense, with most of their structures designed to provide multiple layers of protection for nobles. Though they appeared strong, many were made for display than actual security. Castles were constructed from materials like wood, stone, or brick.

Mural Features

- Grass-Grass is a plant that grows on all continents. Many species occur in forests, woodlands, and jungles. Grass taxonomists estimate over 13,000 species of grass.
- Tree-A tree is considered a perennial plant. Most plants classified as trees have a single self-supporting trunk with the trunk producing branches. There are more than 73,000 discovered species of trees.
- Mythical Mushroom House-In European folklore, mushrooms are believed to be gateways to the realm of dreams. According to these tales, humans were cautioned against stepping on them, or they would be transported to the fairy world.
- Unicorn-Unicorns are legendary creatures that resemble a horse with a single, spiraling horn. They appeared in early Mesopotamian artwork and were featured in ancient myths of India and China. As the stories go, unicorns are described as strong, fierce, and elusive, often symbolizing purity, power, and mystery.
- Fairy-Fairies are mythical beings of folklore, often depicted as having a small human form and magical powers. They are typically associated with nature and are believed to intervene in human challenges and problems.

Themes to Explore

- Fantasy and Reality
- Classic Fairy Tales
- Storybook Characters
- Storytelling and Bookmaking
- Dreams
- Magical Landscapes
- Cultures and People

Mounted Artifacts

- Mirror Mirror Storytelling Stage-Using mirrors to enhance dramatic expression helps children observe their own facial expressions and body movements, enhancing self-awareness. Mirrors can be used in role-playing scenarios to practice empathy and recognize how expressions convey meaning.

To Find Out More

- International Children's Digital Library
- American Folklore
- The American Folklife Center