



Presenting

**The Belonging Adventure**





# Introduction



**GloboVentures is an engaging, interactive program designed to meet the growing need for entertaining educational incursions and values-based learning for young children. We offer arts-based programs that promote empathy, acceptance, and cultural understanding, equipping children to embrace diversity and help build respectful, inclusive communities.**



# **The Belonging Adventure**

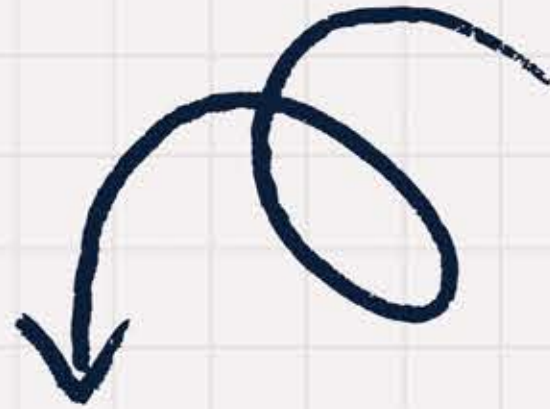
Celebrate the richness of our world with GloboVentures' Belonging interactive adventure! An exciting learning experience where students work together to solve clues, complete challenges, and "unlock" the next stage of their mission. Students' progress through themed stations, each one requiring teamwork, problem-solving, and creative thinking. Designed for primary schools, The Belonging Adventure turns classrooms into a lively celebration of community, understanding, and respect.



# Program Outcomes

**Beyond the activities, children leave with:**

1. Cultural Awareness and Appreciation
2. Creativity and Critical Thinking
3. Social-Emotional Development
4. Values and Character Formation
5. Cultural Inclusion
6. Curriculum Integration



# Program Specifications

 **Setup:** Our facilitators arrive 2 hours before the session for preparation

 **Duration:** 45 - 60 minutes

 **Venue:** hall or gym

 **Capacity:** Up to 28 children per session.

 **Supervision:** Teachers should remain present



# Risk Assessment



At GloboVentures, we are committed to maintaining the highest standards of safety and wellbeing for all of our programs.

Our approach includes:

- **Comprehensive risk assessments** for all activities.
- **Pre-activity planning** to review materials, venues, and equipment.
- **Qualified facilitators** with current Working with Children Checks.
- **Environmental safety checks** for accessibility and emergency readiness.
- **Ongoing monitoring** to maintain safe, inclusive environments.
- **Public Liability Insurance** if anyone is injured, or if property is damaged.

# The Map



# Program flow

Station 1

## The Emu (HOLOGRAM)

In the first station 'The Emu' shares information about diversity and inclusion.

Station 2

## The Treasure Box (CODE REVEAL)

Through teamwork, children solve the codes to put together a statement.

Station 3

## The World Around Us (WORKSHOP)

In this station children work as a team to match the flags to the relevant country.

Station 4

## The Koala (CEILING PROJECTION)

This is an ultra-violet tent where the Koala shares with us information about the different countries around us.

Station 5

## The ULTRA-VIOLET TENT

In this station, children work together to assemble the world map and the top 10 landmarks.

Station 6

## The Mega Puzzle (MAGNETIC PUZZLE)

Each child puts together the puzzle pieces they have collected along the journey to create a mega puzzle.



**Thank you!**