

There is an ancient prophecy that requires two boys and two girls to restore order to the land. Four young people have been chosen to seek out the monster that has been terrorising the village.

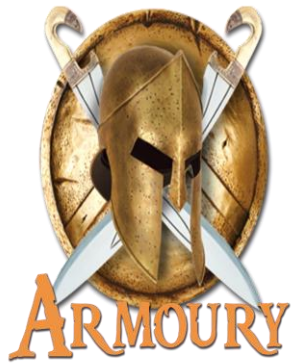
Your band of four has been sent on a quest in the Land of Remorse to challenge the monster and protect the village.

You will collect clues along the journey that will be used to solve a word riddle. This secret word will give you more information from the Supreme Sorceress to assist you in your quest. Tell the Sorceress the password and your group will be given a magical power.



The 'Land of Remorse' experience is the inspiration for your team story. Here, you will participate in a shared quest that will involve team work, collaboration, language building, and emotive writing.

After the 'Land of Remorse' quest, each team will decide upon a shared plot and setting, and four main characters. Each of your four group members will then use the shared ideas to write a story from their own character's point of view. The character strengths and magical power given to you by the Supreme Sorceress will feature in your group story planning.



Demons and monsters lurk secretly throughout the land of Remorse. To prepare for battle against these torturous creatures, you have been recruited to the armoury to prepare for the quest. What will you take with you? What provisions, equipment, clothing, weapons, sentimental objects? See how it feels to bear the weight of battle gear and move

with the assortment of equipment you'll need to face the enemy. You will be taken through some drills to test your skills with various weapons. When the enemy comes - will you be prepared?

What it would be like to wear or carry this through a forest or as you climb a mountain?

What preparations need to be made for a quest?

What weapons do you prefer for your character?

What enemies do you expect to encounter? How will you protect yourself against these?

Is your character good at fighting or not?

Would you be willing to hurt someone else? Are you a pacifist or a fighter?

How does it feel to be on this quest? Do you feel prepared?

What are your initial reactions to those accompanying you?



Step into the unknown at the Field of Doom. Many have gone before you but not many have returned. You'll need your wits and strengths to take on the mysterious Field of Doom. Taking risks, problem solving, communication, learning from mistakes, and leadership all emerge in this unsettling challenging.

How did you react to taking risks?

Did you consider all the options to accomplish the challenge?

What happened when the unexpected occurred?

In what way did you learn from your mistakes?

How important was the leader's role?

Was there any confusion and how was it resolved?

Did you support and encourage each other to conquer the Field of Doom?



You've survived the mystifying Field of Doom but the next crossroad on the quest is one steeped in history that you must overcome. The quest has produced a riddle challenge at the Stone Table. Draw upon the strength of those from centuries past who have met at the table. Test your tastebuds and sense of smell - you have a one in four chance of survival. Some of the foods are 'poisoned' and you need to determine the correct dish that does not contain poison and will sustain you on your journey.

How did you feel as you were solving the riddle?

What skills and strengths did you draw upon to solve the riddle?

How did you deal with the complications and conflict that arose?

Did you ever feel like giving up? Was it ever an option that you considered?

What happens to your quest now? Were you successful or did you fail?



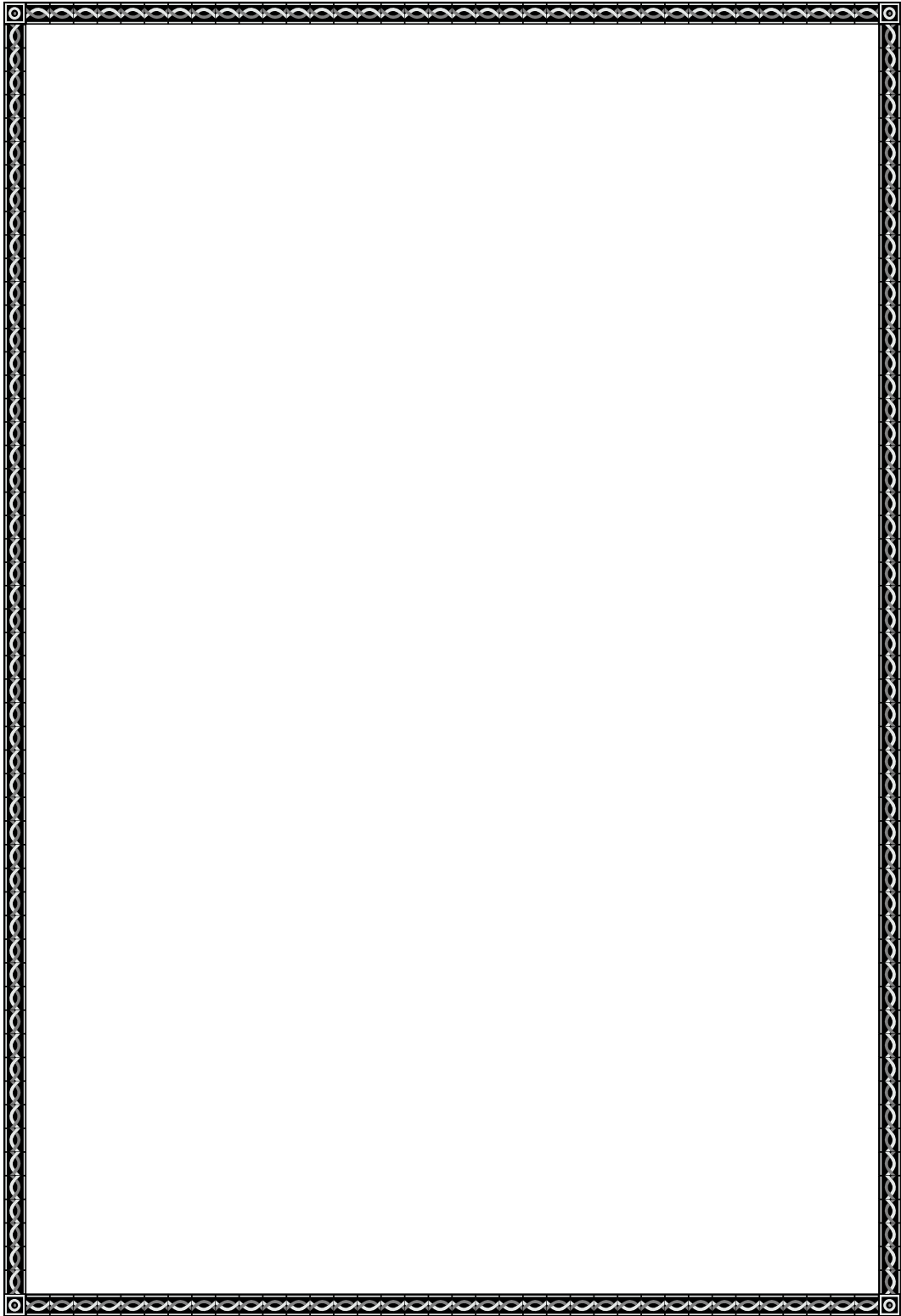
Make your way from the Stone Table along the broad walkway. Turn left at the junction and stealthily approach the Epic Citadel, an abandoned castle adjoining the Blazing Battlefield. Sit at the base of the castle wall and explore inside the castle using your magic looking glass. Wonder

at the craftsmanship and attention to detail evident within the castle walls, then find the exit and explore what lies beyond the walls. Beware of danger that is masked in sunshine! Approach each bend in the road with care.

Why do you think this place was so hastily abandoned?

Does the music hide a lurking evil presence? Turn the music down and listen for its footsteps.

How did you feel as you and your companions wandered the deserted courtyards and alleyways?



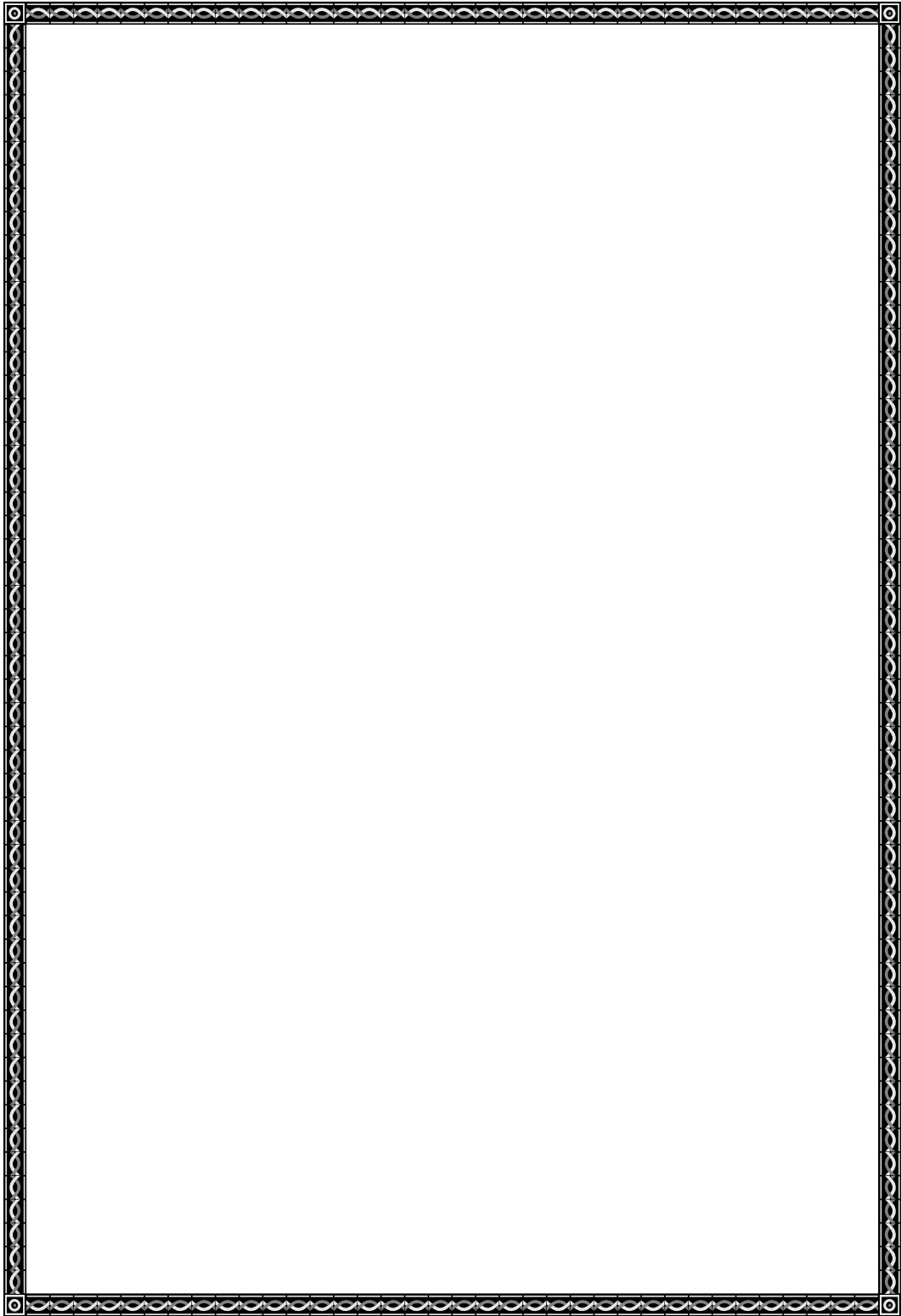


You have come across a giant, evil swamp. It is too foul to swim across, and too miry to wade across. The only way to get everybody across is by using large floating lily pads. The quicksand beneath the surface of the swamp is so powerful that it sucks the lily pads down if someone is not touching them. Once they are placed in the swamp however, they become magical and cannot be moved again, so they must remain where they are placed.

What are the consequences if only a few of the group make it across the swamp?

How important was communication to conquer the swamp?

Describe the key contributions of individuals. What were their strengths and weaknesses?





Only the most brave and wise can survive the Fiendish Forest. Very few have returned to tell the tales of the horrors it contains. Howling wolves, demon spirits and other terrifying monsters lurk inside. The darkness is overwhelming and disorienting. Monsters attack from all directions with their haunting screams, and powerful weapons.

Write descriptive words about your survival from the Fiendish Forest.

What did the forest look like when you first stepped inside?

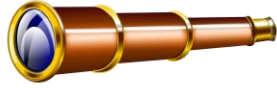
What noises did you hear? How did these sounds make you feel?

What did the monsters look like, sound like, and smell like?

Why were the monsters so terrifying? What was the threat?

Describe what happened when the monsters attacked.

What were your feelings as you survived the terrors of the Fiendish Forest?



ERIE ESCARPMENT

Meet the Survival Sensei who will train you in strategies to escape the death-defying situations which threaten you and your team. Take careful heed of tactical survival training as you consider other near-death situations. As you encounter great danger yourself of a monstrous and fearful kind, try to minimize your chances of death, a frequent occurrence at the Eerie Escarpment.

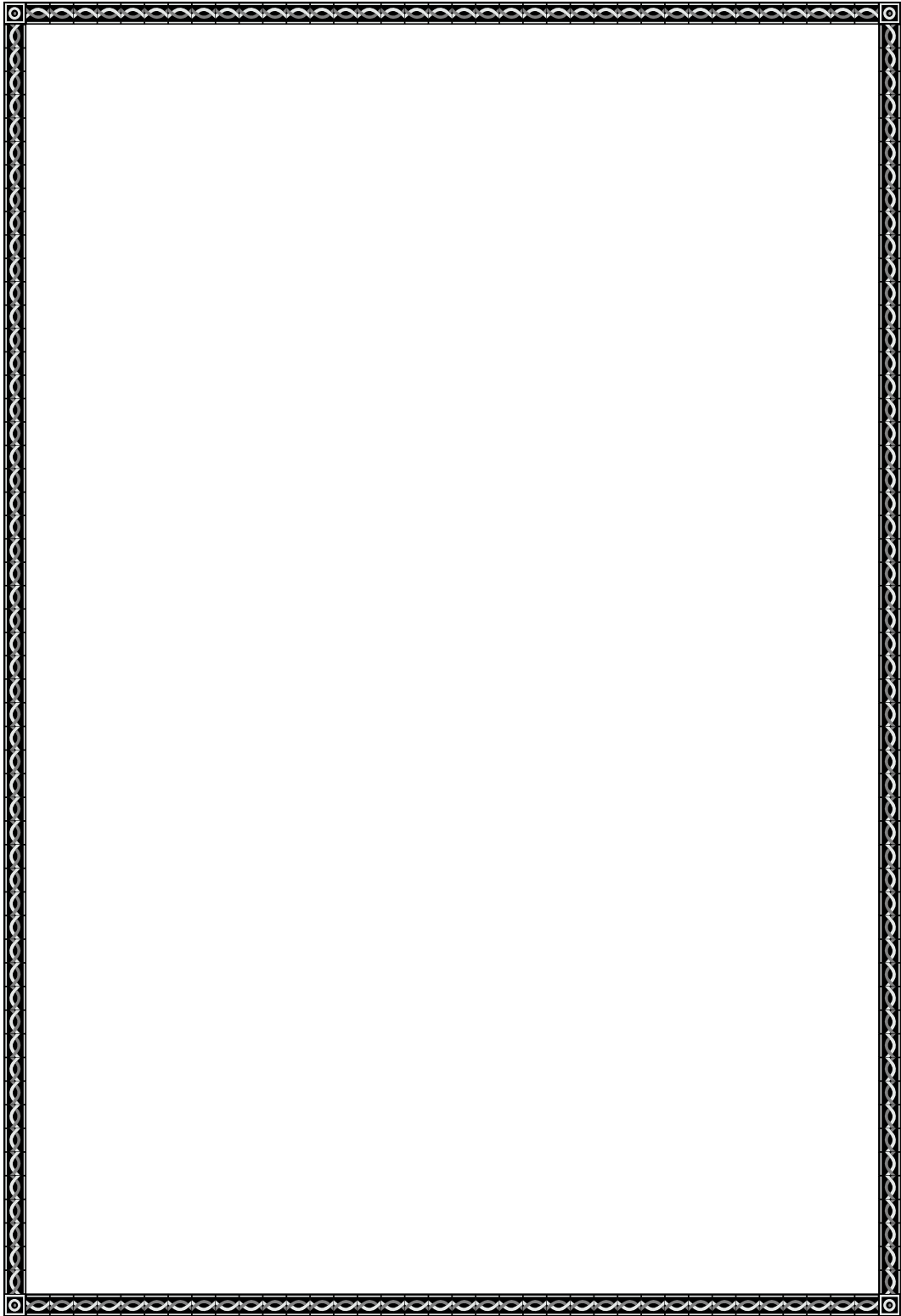
How did your character strengths, and those of the group, assist you to escape death?



As you leave the Eerie Escarpment, a challenge awaits that is not for the faint-hearted! The webs binding the leaves above your head are just a foretaste of the terrifying spiders you must befriend before you can pass on. Using your magic looking glass, calm these fearsome creatures by feeding them and playing with them, then allow them to crawl over your shoulders and back. Capture the evidence. If they do not plunge their fangs into your neck, you will be allowed to continue your journey.

As you escape these alarming creatures, record your feelings.

How important was teamwork in coping with these creatures?



CHARACTERS FOR AN EPIC TALE

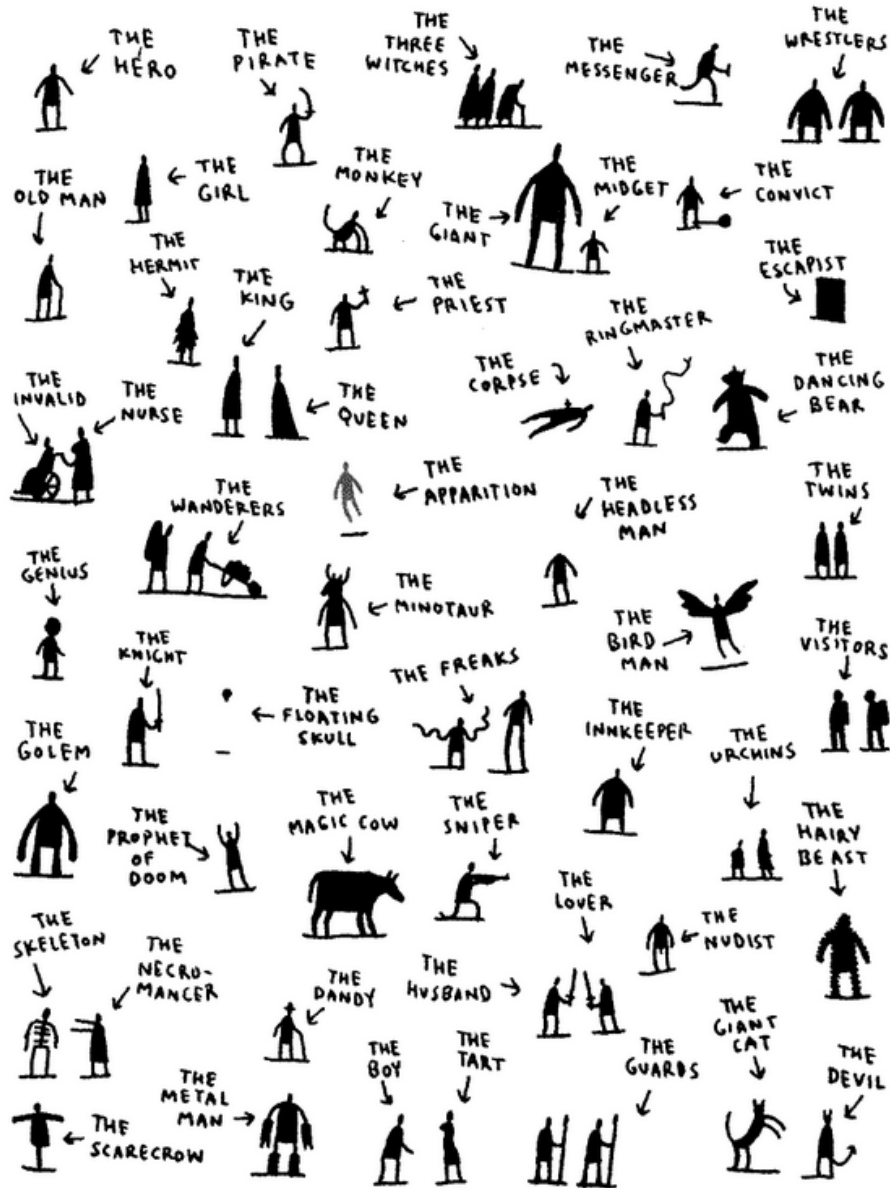
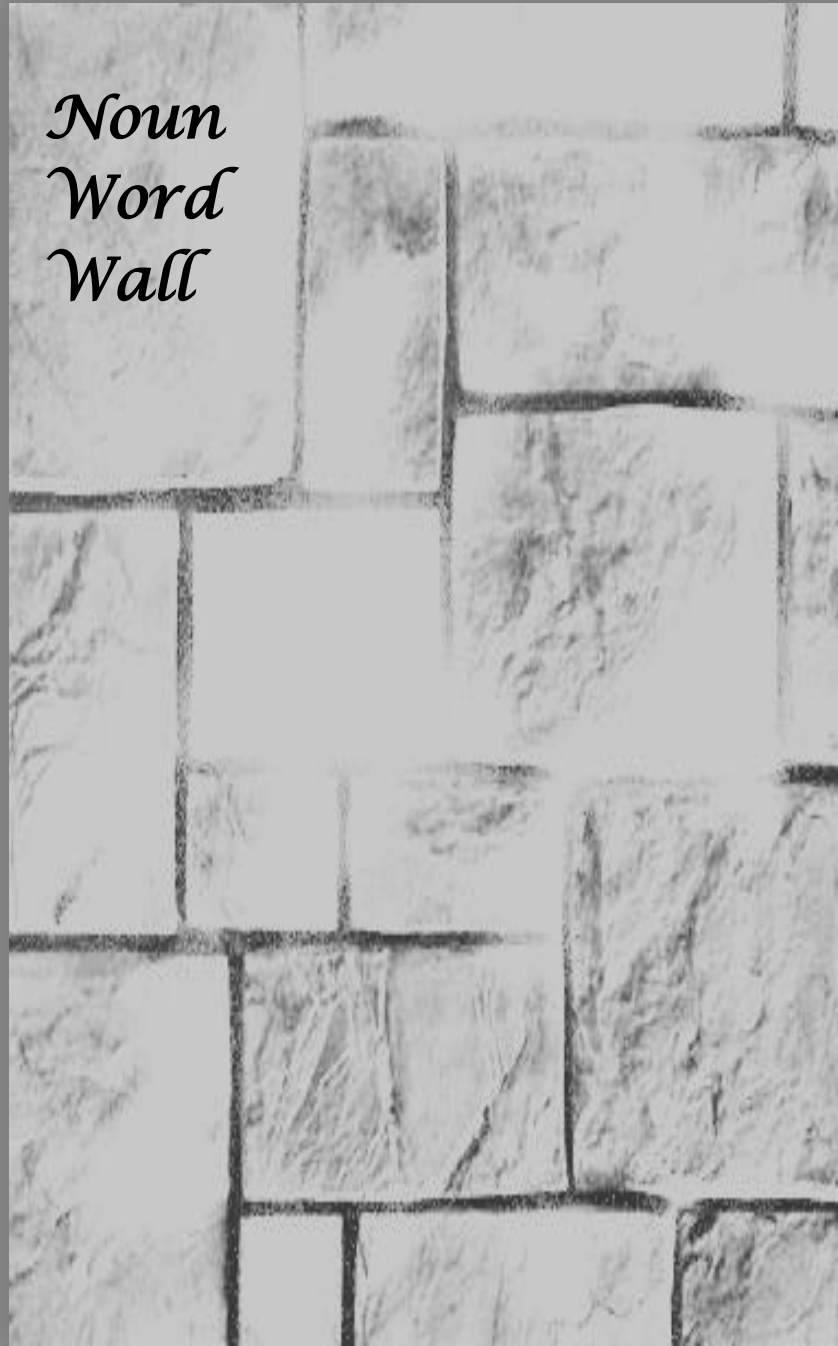


Figure 1. Characters for an epic tale. From TomGauld.com, 2009, Retrieved from <http://www.tomgauld.com/index.php/?shop/epic-tale-print/>

*Noun
Word
Wall*



*Verb
Word
Wall*





*Adjective
Word Wall*



*Word
Wall
∞
Other*