

LESSON PLAN 6

Grade 3-4
The Power of Imagination

imagine

Lesson Plan 6.2: Grade 3-4

The Power of Imagination

Lesson Title	The Power of Imagination: Wishing Wands
Lesson Summary	This lesson teaches students about the importance of imagination and creativity. Through discussions and hands-on crafting, students will create a wishing wand to empower them to use their imagination and express their creativity, as well as understand the concept of wishes and Make-A-Wish Australia.
Year Level	This lesson is for Grades 3-4.
Lesson Duration	50-60 minutes
Learning Intention	• Learn about the importance of creativity. • Learn about the wishes that Make-A-Wish grants. • Learn about how imagination and hope help children develop emotional resilience and optimism. • Practice fine motor skills.
Evidence of Learning	By the end of the lesson, students will be able to: • Start to understand why imagination is important. • Express what they would wish for. • Reflect on their wishing wand.
Things you will need	• Make-A-Wish story or video • Video: Quinn's Wish To Fly With a Unicorn Make-A-Wish Australia • Digital device to play the Make-A-Wish video (optional) • Craft materials for the activity (scissors, paint, markers, glitter, crayons) • Cardboard to stick the paper wands to (optional) • Card to print the wands onto (optional) • Reflection worksheets
Teacher Preparation Notes	• Review the Make-A-Wish video Quinn's Wish To Fly With a Unicorn Make-A-Wish Australia • Print activity templates. • Write the success criteria and learning intention on the board before the lesson begins. • Ensure craft materials are ready and organised for the activity. • Allow students to share their wands, but ensure that sharing is optional to maintain a safe and respectful environment.



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The Power of Imagination - Scripted

Introduction & Icebreaker (10-12 minutes)

"Good morning/good afternoon! Today we're going to learn about the importance of imagination."

"Who can tell me what imagination means?" (pause, take a few responses)

"Imagination is something that all great inventors, writers, and problem-solvers use every day."

"Those are great ideas. Imagination is your ability to create ideas, pictures, and possibilities in your mind, even things that don't exist yet. It allows you to think beyond what you can see right now."

People use imagination when they:

- Design new technology
- Write books or create films
- Solve tricky problems
- Imagine better ways to help others.

Icebreaker

"Now I want us to use our imagination."

"Let's put your imagination to work. As we go through these questions, try to really picture your ideas clearly, and think about why you chose them."

"Imagine you could invent something completely new using your imagination, something the world doesn't have yet."

"What would you create, and what problem would it solve? Turn to your partner and quickly decide one thing."



(pause for a few minutes and take a few responses)

"Great answers, everyone!"

"Now I'd like you to close your eyes and think about your favourite place. What do you see? Hear? Smell?"

"Open your eyes. Who wants to share their favourite place? Your favourite place can be somewhere special to you, like your home, a place you visit, or a place that is important in your culture, religion, or family traditions."

(Let 2-3 students share their answers)

"Those are all wonderful answers. You just imagined your favourite place! Great work."

"Imagination helps us think creatively. It allows us to explore new ideas and possibilities, and it helps us understand others and the world differently."

Introducing Make-A-Wish Australia

"Now I want to tell you about Make-A-Wish Australia. Make-A-Wish grants wishes to children with critical illnesses. Each wish is unique; some kids wish for a puppy and others wish to become a superhero for a day. Imagination and joy are a big part of their wishes, and today I'd like to show you Quinn's wish. I want you to remember that each wish is led by the child—it starts with their imagination."

Show the short video clip Quinn's Wish: [Quinn's Wish To Fly With a Unicorn 🦄 | Make-A-Wish Australia](#)

"Wow, what an extraordinary wish! It was lovely to see the imagination and magic behind Quinn's wish."

Wishing Wand Activity (30 minutes)

"Today, we're going to create our own wishing wands."

"As we make them, we're going to think about imagination, hope, and how powerful it can be when people help make wishes come true for others."



"I'd like you to pause for a moment and imagine you're holding a magic wand in your hand."

"Think about it carefully. What does it look like? Is it long or short? Smooth or sparkly? What colours does it have? Does it glow? Does it have stars, circles, or patterns?"

"Take a moment to picture it clearly in your mind, as if it's really there."

(pause for a few seconds)

"Now we're going to bring that idea to life and create your own wand."

"Think about designs that feel magical and meaningful to you. You might choose bright colours, patterns, or shapes like stars, swirls, or sparkles."

"There's no single right way to do this; your wand should reflect your imagination and your ideas."

"You are welcome to use the template or draw your own design."

Wrap Up & Reflection (10 minutes)

"Okay, great job, everyone! Before we sit down, let's do a quick gallery walk. Place your wand on your table where everyone can see it. We're going to walk around quietly and look at all the amazing creativity in this room. As you walk, see what your friends have done."

"Who feels comfortable telling the class about their wand?" **(pause for response)**

"What did you think of when creating your wand?" **(select a few students)**

Reflection Worksheet:

"Now I'd love for you to answer the following prompts on your reflection worksheets."

1. What does imagination mean to you?
2. How could your wand help someone else, not just yourself?
3. How can we use our imagination at school?

(Pause, allow for responses)

"You all did such wonderful work today! Give yourselves a pat on the back!" "Remember that imagination can be used to create, solve problems, and support others, and I want us to think about how we can use imagination in the classroom."

"When you go home today, I'd love for you to tell your parents or caregivers what you learned about imagination, and about Quinn's wish!"

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The Power of Imagination - Unscripted

Introduction & Icebreaker (10-12 minutes)

- Greet students and introduce the topic (imagination and why it is important)
- Ask students what they think imagination means (**invite a few responses**)
- Explain imagination:
 - Guide students toward the idea that imagination is the ability to create ideas, images, or possibilities in the mind
 - Emphasise that imagination is used by inventors, writers, and people solving problems
- Imagination helps people:
 - Design new technology
 - Create stories, books, and films
 - Solve problems
 - Think of ways to help others

(Encourage students to explain their reasoning, not just give short answers)

- Highlight understanding others' perspectives as part of imagination

Visualisation Activity

- Guide students to close their eyes
- Ask them to imagine their favourite place
 - What they can see
 - What they can hear
 - What they can smell
 - Encourage diverse places — a favourite place can be someone's home, a place they visit, or a place that is important in their culture, religion, or family tradition
 - Congratulate them on using their imagination to picture their favourite place
- Invite students to open their eyes (**Select 2-3 students to share**)
- Affirm responses and thank them for sharing
- Imagination helps us think creatively
- It allows us to explore new ideas and possibilities
- It helps us understand others and the world differently

Activity: Wishing Wands (30 minutes)

- Introduce activity:
 - Creating wishing wands
 - Link to imagination, hope, and helping others
- Guide visualisation:
 - Imagine holding a magic wand
 - Consider size, shape, colour
 - Think about decorations (circles, stars, ribbons, or whether it glows)
- Give instructions:
 - Students to draw their own wand or use template
 - Use bright colours, shapes, and patterns
 - Encourage creativity and uniqueness
 - Reinforce that there is no single "right" design

Reflection and Sharing

- Set up gallery walk:
 - Students place wands on tables
 - Walk around quietly to view others' work
 - Encourage noticing classmates' creativity
- Invite sharing:
 - Ask for volunteers to explain their wand
 - Prompt explanation of ideas behind their design
 - What were you thinking about when you designed your wand?
 - What makes your wand unique?

Wrap up & reflection (10 minutes)

- Introduce worksheet activity
- Ask students to respond to prompts:
 - What does imagination mean to you?
 - How could your wand help someone else, not just yourself?
 - How can we use our imagination at school?

(Allow time to complete responses)

- Acknowledge effort and creativity
- Reinforce key message:
 - Imagination can be used to create, solve problems, and support others
- Encourage:



- Pride in their work
- Sharing their learning about imagination with family and caregivers at home