

imagine the power of creativity in your school.

Make-A-Wish's art-based program *Imagine*, is the ideal canvas for any school wanting to nurture creativity, empathy and kindness - while inspiring the next generation of Wish Maker's who use their imagination to make a real difference.



Here's why your school should get involved!



Inspires empathy and kindness in every student

Students explore the different perspectives of others, reflect on experiences and develop empathy by considering the wishes of children facing critical illness. This aligns with ACARA's focus on understanding, evaluating and respecting different points of view.

Sparks creativity and self-expression

Through hands-on, imaginative projects, students generate ideas, experiment, and communicate original concepts. This develops critical and creative thinking skills, encouraging students to challenge assumptions and explore multiple possibilities.



Fully curriculum-aligned and classroom-ready

All lessons, resources and activities are mapped to the Australian Curriculum, supporting critical and creative thinking. Teachers can seamlessly integrate *Imagine* into their programs while addressing learning outcomes across multiple subjects.

Develop future Wishmakers

Students apply their thinking and creativity to real-world experiences of wish kids, learning to reflect, empathise and take action. This cultivates initiative, ethical reasoning, and a sense of responsibility, empowering students to make a positive difference in their communities.



A flexible, repeatable program that grows with your school

Our *Imagine* program adapts to different classrooms, learning environments and teaching styles. Students build on previous knowledge and skills, supporting ongoing growth in critical and creative thinking, problem-solving, and collaboration.



How the program links to the Australian school curriculum:

Links with Australian Curriculum (ACARA: General Capabilities: Critical and Creative thinking)

Develop Questions

Develop questions to examine unfamiliar ideas and topics, questions developed to support the process of improving knowledge and understanding about a topic or investigation.

Identify, process and evaluate information

Identify and examine relevant information and opinion from a range of sources, including visual information and digital sources. Condense and combine selected information related to the topic of study.

Create Possibilities

Create possibilities by connecting or creatively expanding on new and known ideas in a variety of ways.

Consider alternatives

Consider alternatives by comparing different or creative ways to approach a task, issue or problem and recommend a preferred option.

Put ideas into action

Put ideas into action by predicting an outcome, trialling options and assessing their effectiveness.

Interpret concepts and problems

Identify and prioritise significant elements and relationships within a concept or problem.

Draw conclusions and provide reasons

Draw conclusions and make choices when completing tasks, using observation and prior knowledge to provide reasons and construct arguments for choices made.

Evaluate actions and outcomes

Evaluate the outcome of a task by explaining ideas, conclusions and actions, including using a given set of criteria to support decisions.

For more information and to register your interest, fill out the form on the *Imagine* website: makeawish.org.au/imagine

If you have further questions, please contact us at schools@makeawish.org.au