

CREATIVE CLUB

Activity Plan 6
Primary School

Creative Club - Facilitator Overview

The Power of Imagination: Wishing Wands (Primary)

Session Title	The Power of Imagination: Wishing Wands
Session Summary	A creative after school care activity where students explore imagination, hope and creativity through Quinn's Make-A-Wish unicorn story and a hands-on wishing wand craft. Students consider how imagination can shape ideas, build empathy and help bring joy to others, then design a wand that represents a thoughtful wish, positive change or feeling they would like to share.
Suitable For	After school care groups, OSHC programs, holiday programs, and mixed-age primary groups. Facilitators can encourage deeper discussion, invite students to explain their creative choices and offer extension prompts for students who are ready to think more critically about hope, kindness and the impact of wishes.
Duration	45–55 minutes
Children Will	- Describe imagination as a tool for creating ideas, stories, solutions and possibilities. - Understand how Make-A-Wish Australia helps bring hope, strength and joy to children with critical illnesses through life-changing wishes. - Explore Quinn's unicorn wish and discuss how imagination, planning and creativity helped make the experience feel meaningful and magical. - Design and decorate a wishing wand that symbolises a thoughtful wish, positive action or feeling they would like to share with others.
What You'll Need	- Wishing wand templates printed on paper or card - Markers, crayons, pencils, paint, glitter, ribbons or other craft materials - Scissors and cardboard backing, with adult support as needed - Optional: reflection worksheet or planning sheet for students to name their wish, explain their design choices and describe the feeling or action their wand represents - Optional: device to play Quinn's Make-A-Wish unicorn video Quinn's Wish To Fly With a Unicorn 🦄 Make-A-Wish Australia
Facilitator Notes	- Keep the session flexible for an after school care environment, while allowing time for students to discuss, plan and explain their ideas. - Use age-appropriate language: imagination helps us create possibilities, solve problems and picture things that do not exist yet. - Check Quinn's video before showing it and pause afterwards to ask students what details helped make the wish feel special, joyful or meaningful. - Encourage students to add symbols, colours, words or patterns that connect to the wish or feeling they want their wand to represent. - Allow students to share their wand only if they feel comfortable, and invite respectful listening when others share.

The Power of Imagination: Wishing Wands

1. Welcome & Imagination Warm-Up (7 minutes)

Welcome students and explain that today they will explore imagination as a way to create ideas, build empathy and picture possibilities. Ask a quick thinking question, such as “What if a school could float in the clouds?” or “What if you could design a place that made everyone feel brave?” Invite a few students to share one imaginative detail and one reason for their idea.

2. Make-A-Wish Story Connection (8 minutes)

- Explain that Make-A-Wish Australia grants life-changing wishes for children with critical illnesses, helping bring hope, strength and joy during difficult times.
- Share Quinn’s wish: Quinn wished to fly with a unicorn in the sky and imagined a magical place called Unicorn Planet. [Quinn's Wish To Fly With a Unicorn](#) | Make-A-Wish Australia
- Invite students to listen for details that show imagination, planning, courage or joy.
- Optional: play Quinn’s video if appropriate, then ask: What details made the wish feel magical? How might Quinn’s wish have made her and her family feel?

3. Creative Activity: Wishing Wand (25–30 minutes)

- Explain that students will design a wishing wand that represents a thoughtful wish, positive action or feeling they would like to bring into the world.
- Before decorating, invite students to plan their design by choosing one main idea: hope, kindness, courage, joy, imagination or helping others.
- Ask students to add at least three meaningful design choices, such as a colour, symbol, pattern, word or decoration, and be ready to explain what each one represents.
- Hand out wand templates and craft materials, then encourage students to decorate carefully and creatively.
- Support students with cutting, sticking onto cardboard and adding any extra decorations as needed.

4. Reflection & Pack-Up (8–10 minutes)

- Invite students to hold up or share their wand if they feel comfortable.
- Prompt reflection with deeper questions: What does your wand represent? Which design choice is most meaningful? How could imagination help someone feel hopeful, brave or included?
- If time allows, ask students to write or say one sentence beginning with: “My wand reminds people to...”
- Thank the group and remind students that imagination can help us create ideas that bring joy, kindness and hope to others, just like Quinn’s wish began with imagining something magical.