

Trinity Family Film Guide
(For use by Families or in Small School/Church Groups)

Wonder Park: Being Brave to Create

With the help of Wonder Park, we will be exploring the courage it takes to create and the importance of bringing our unique creativity to the world. The main character, June, shuts down her creativity due to tragedy and fear in her life. It is risky business to create, but this guide and time together will help each participant define the areas they need to be courageous to create regardless.

Duration: 2-3 hours with activities. Can be split into multiple segments as needed.

Materials Needed: Objects for your chosen carnival game and prizes if desired.

Recommended Movie Snack or Meal: Try popcorn, cotton candy, corndog, or anything fried; fair food!

View it with a Twist (optional): Do you have a playset in your yard or on your campus? Know of a quiet park? Consider bringing the film to one of these locations in order to help make a more memorable moment.

Note to Parents/Adults about Film Guides:

Movies are a great way to relax and spend time together as a family/group. With a little intentionality, we can make them a special place of connection and growth, as well as a joyful viewing experience. Every Family Film Guide focuses on one theme and seeks to walk adults through engaging their family/group in a growth experience around that theme. For some families/groups, these conversations might seem scary and even awkward, but take courage knowing you are setting the norm of connection and a learning heart in each of your children. If your kids seem too young or too “cool” to participate in some of these things, then at least let them see you participating. They will catch on or warm up. Also, make sure not to underestimate them. Give them plenty of opportunity to participate.

Parental Warning for *Wonder Park*: (Parent Discretion Recommended for Young Children)

Wonder Park would be harmless if it wasn't for an army of zombie monkey toys, which are really quite creepy. Though they never actually hurt anyone, they could be the stuff of nightmares, and strong discretion should be used before showing, and conversation should be had around viewing with young children.

Before Starting:

Make sure you have read through the entire guide before starting the movie. Gather your supplies and your courage before starting. If you feel rushed going into it, slow down and just pick one or two activities to do. Then just enjoy the movie. It is better to do something well than to stress or rush through the whole thing. Plan further ahead for the next one if necessary, but **don't forget to enjoy this special time with your kids!**

Pre-Movie Exercise:

Introduction: As adults, introduce the movie (with whatever disclaimer you might want to make for potential scary scenes) with the theme of “Being Brave to Create.”

Share: Have everyone share about how they most enjoy being creative. It could be coming up with solutions for business problems, painting, or building sandcastles. Everyone is uniquely creative.

Just for Fun: Set up a classic carnival game to start the party. Some ideas: Set up a pyramid of water bottles and take turns throwing at them. Get a small bucket and try to land a bouncy-ball in it. Blow up balloons and throw some darts. Use the materials you have. Give everyone a turn. Award prizes as you desire, maybe special snacks for the movie.

First Intermission:

(20 minutes, 22 seconds—after chapter 3 on scene selection, the burning of the blueprints)

Share: What is a new amusement park ride you would like to invent? What would you call it?

Step 1: Have everyone take a few moments to think of an idea before sharing their description and name.

Step 2: After everyone one has shared, work together to squish all the ideas together into one ultra-dream ride. Don't leave anyone out.

Step 3: Vote on a name for this new ride.

Step 4: Using poster-board draw out blueprints for this ride as a group. Have everyone add color if nothing else, but don't belabor it. Work for ten minutes or so.

Step 5: If possible, silently and surprisingly, set the blueprints on fire. If not, tear them up in front of everyone.

Share: How does it feel to have something you've created destroyed? Do you have a story of another time you created something and felt the risk of creation?

Second Intermission:

(54 minutes, 39 seconds—after chapter 8 on scene selection – June is all alone.)

Activity: Lost in Limbo—(Goal): Creativity is a lonely business. This activity gives us an opportunity to playfully experience what it feels like to be alone.

Step 1: Create a large circle with the bodies of your group members. The space should be room-sized at least. Large gaps between group members are acceptable. In the center of the group place a self-supporting limbo stick (two chairs and a broom stick should work well).

Step 2: Pick one volunteer to go first. Blindfold the, and spin them several times before setting them loose somewhere in the middle of the circle.

Step 3: The challenge is to locate the limbo stick, orient one's self, and attempt blindfolded to limbo under it without touching or falling. Adjust difficulty in either direction as needed. Have outside ring of people gently redirect blindfolded person if they begin to wander outside perimeter.

Step 4: Discuss as a group the feeling of loneliness which comes from trying to do this by one's self. Explain how every creative act requires this kind of loneliness. How do you stay brave and keep trying when you feel scared or alone?

Post-Movie Exercise:

Activate: Creative Name Art

Instructions: Everyone will have the opportunity now to work independently on their own creative name art. The goal is for them to create a picture, which incorporates their name, and represents the areas they feel uniquely gifted with creativity.

Step 1: Have each participant begin by making a list (on scratch paper) of the areas they feel particularly gifted in creativity.

Step 2: Using one or all of these areas and a half-sheet of posterboard each participant should begin drawing the "blueprints" (just like June's for Wonder Park) of their own creativity, using their name as the centerpiece.

Step 3: Be creative. Be brave to create. Let each person's main goal be to create something which articulates to them the unique creative gift they have to bring to the world around them.

Family/Group Statement:

Step 1: Say the following out loud as an entire group:

"We are the Wonder in Wonderland!"

Step 2: Thank yourself (from us) for making your family/group movie time "A Trinity Family" movie time!

Created by: Andrew Wiens and A Trinity Family

A Trinity Family is here to help you make the most of your moments and to seize the days you have to influence children.

Check us out at ATrinityFamily.org

