META-META Club

WORKBOOK · MODULE 2 OF 2

Make it yours

Step Inside the Story. Plan your scene on paper, give it sound and light, then build it.

SETI Kids | 3 lessons | ~1.8 h | 4-question practice quiz | Notes pages

IN THIS MODULE

Make it yours

Plan your scene on paper, give it sound and light, then build it.

#	LESSON	TYPE	TIME	DONE
2.1	Draw your world first	LAB	30 min	☐
2.2	Sound, light and colour	LAB	30 min	☐
2.3	Your story scene	PROJECT	45 min	☐

How to use this workbook

- Do each activity with a grown-up nearby. Use the pages here to draw, write and plan.
- Tick the steps as you go, and write your answers under **Check yourself** before you look anything up.
- Do the practice quiz at the end, then mark it with the answer key on the last pages.
- Keep every **Ship it** piece. Together they become what you show.

Before you start

What do you already know about this, and what do you want to be able to make by the end?

LESSON 2.1 · LAB · 30 MIN

Draw your world first

Before you build anything on a screen, you'll plan your story world on paper. Real game makers, film makers and architects do this too. A plan makes building faster and helps you notice good ideas early.

Key points

Why paper first?

Paper is quick. You can try five ideas in five minutes.

Three drawings

You'll make three small drawings on one sheet. Fold your paper into three parts.

1. The map. Draw your world from above, like a map.

2. The view. Draw what a visitor sees when they stand on the X and look ahead.

Building it with your hands

If there's time, build a mini model of your map with clay, cardboard or paper. Fold paper into houses, roll clay into trees, cut a river from blue paper.

Tips

- Stick figures are great. This is planning, not an art contest.
- Use arrows to show where people walk or where things move.
- If you change your mind, draw over it. Plans are meant to change.

For grown-ups

This activity needs only paper, pencils and simple craft materials. It works at home too: ask your child to plan a world from a story your family knows, and tell it together first.

Steps checklist

- [ ] Fold your paper into three parts.
- [ ] Draw the map, with an X for the start.
- [ ] Draw the view from the X.
- [ ] Draw the surprise.
- [ ] Add labels: name the places and write one feeling word on each drawing.
- [ ] If you have time, build a small model of your map with clay or cardboard.
- [ ] Show a friend your three drawings. Can they tell where the visitor walks?

SHIP IT

One sheet with three drawings (map, view, surprise), each with a feeling word.

☐ Shipped. Link or file: _____

Check yourself

1. Where does a visitor start in your world?

2. What surprise will they find?

3. Why do builders plan on paper first?

LESSON 2.2 · LAB · 30 MIN

Sound, light and colour

Learn three secret tools that make a scene feel real: sound, light and colour. You'll try each one and pick the mix that matches your story's feeling.

Key points

Light

Light changes everything. The same village can feel safe in the morning and mysterious at night.

- **Bright, high sun.** Feels busy, happy, awake.
- **Low, orange sun.** Feels calm, warm, like the end of the day.
- **Dark with one light.** Feels mysterious or magical. Your eyes go straight to the light.

Here's a builder's trick: put your brightest light on the most important thing. People always look at the brightest spot first.

Colour

Colours carry feelings too:

- **Warm colours** (red, orange, yellow) feel energetic or cosy.
- **Cool colours** (blue, green, purple) feel calm, cold or deep.
- **Lots of colours** feel playful. **A few colours** feel strong and clear.

Different people and places can feel different things about the same colour. That's OK.

Sound

Close your eyes and imagine your scene. What would you hear?

For grown-ups

Sound recording happens on session devices only, and only with each child's OK. Recordings stay with the session.

Steps checklist

- [ ] Write your story's feeling word at the top of your page.
- [ ] Try three kinds of light in your scene. Pick the one that matches your word.
- [ ] Pick three colours for your scene and colour them in on paper.
- [ ] Choose or make one sound for your scene.
- [ ] Put the brightest light on the most important thing.
- [ ] Show a friend. Can they guess your feeling word without you telling them?

SHIP IT

Your scene with one light setting, three colours and one sound that all match your feeling word.

☐ Shipped. Link or file: _____

Check yourself

1. Where should the brightest light go?

2. Which colours feel warm, and which feel cool?

3. Could a friend guess your feeling word?

LESSON 2.3 · PROJECT · 45 MIN

Your story scene

Put it all together. You'll build your final story scene using your paper plan, your light, colour and sound choices, and then show it to the group. This is the piece you take away from SETI Kids.

Key points

What goes in your scene

Look back at your three drawings and your feeling word. Your final scene needs:

- **The place** from your map.
- **The view** a visitor sees from the start.
- **The surprise** they find when they look around.
- **Light, colour and sound** that match your feeling word.
- **A story card**: who told the story, and your name as the builder (first name only).

A story card example

"This scene shows the river from the story my grandmother told me. Built by Amani."

Be proud of it

Your scene doesn't need to be perfect. It needs to be yours.

For grown-ups

The finished scene is saved by the facilitator. Where possible, families get a picture or a short clip of their child's scene to keep.

Steps checklist

- [ ] Open your plan and your feeling word.
- [ ] In the guided scene tool, build the ground and sky for your place.
- [ ] Add the main thing a visitor sees from the start.
- [ ] Hide your surprise somewhere a visitor has to turn or walk to find.
- [ ] Set the light. Put the brightest light on the most important thing.
- [ ] Add your colours and your sound.
- [ ] Add your story card with the credit line.
- [ ] Walk through your scene from the start. Fix one thing that doesn't feel right.
- [ ] Ask a friend to walk through it. Did they find the surprise?
- [ ] Show your scene to the group, using the four sentences from the Show lesson.

SHIP IT

Your finished story scene, with a story card, shown to the group.

- [ ] Shipped. Link or file: _____

Check yourself

1. Did a friend find your surprise?

2. Does your story card say who the story came from?

3. What would you add next time?

PRACTICE QUIZ

Check your module

Circle one answer for each question. The answer key is on the next page.

1. What are the three drawings in your paper plan?

- (A) Map, view and surprise
- (B) Sun, moon and stars
- (C) Front, back and top
- (D) Start, middle and score

2. Where should the brightest light go in your scene?

- (A) In a corner
- (B) On the most important thing
- (C) Behind the visitor
- (D) Everywhere equally

3. Which colours usually feel calm or cool?

- (A) Red and orange
- (B) Blue and green
- (C) Yellow and red
- (D) Orange and pink

4. What goes on your story card?

- (A) Your home address
- (B) Who told the story and your first name as the builder
- (C) Your age and school
- (D) Nothing, cards are optional

ANSWER KEY

Answers and why

1 · A Map, view and surprise

The map shows the whole world, the view shows what a visitor sees first, and the surprise rewards exploring.

2 · B On the most important thing

People look at the brightest spot first, so use it to show off what matters.

3 · B Blue and green

Blues and greens usually feel calm or cool, though people can feel colours differently.

4 · B Who told the story and your first name as the builder

The card credits the storyteller and you, using your first name only.

NOTES

Build log and notes

SESSION	WHAT I MADE OR LEARNED	NEXT STEP