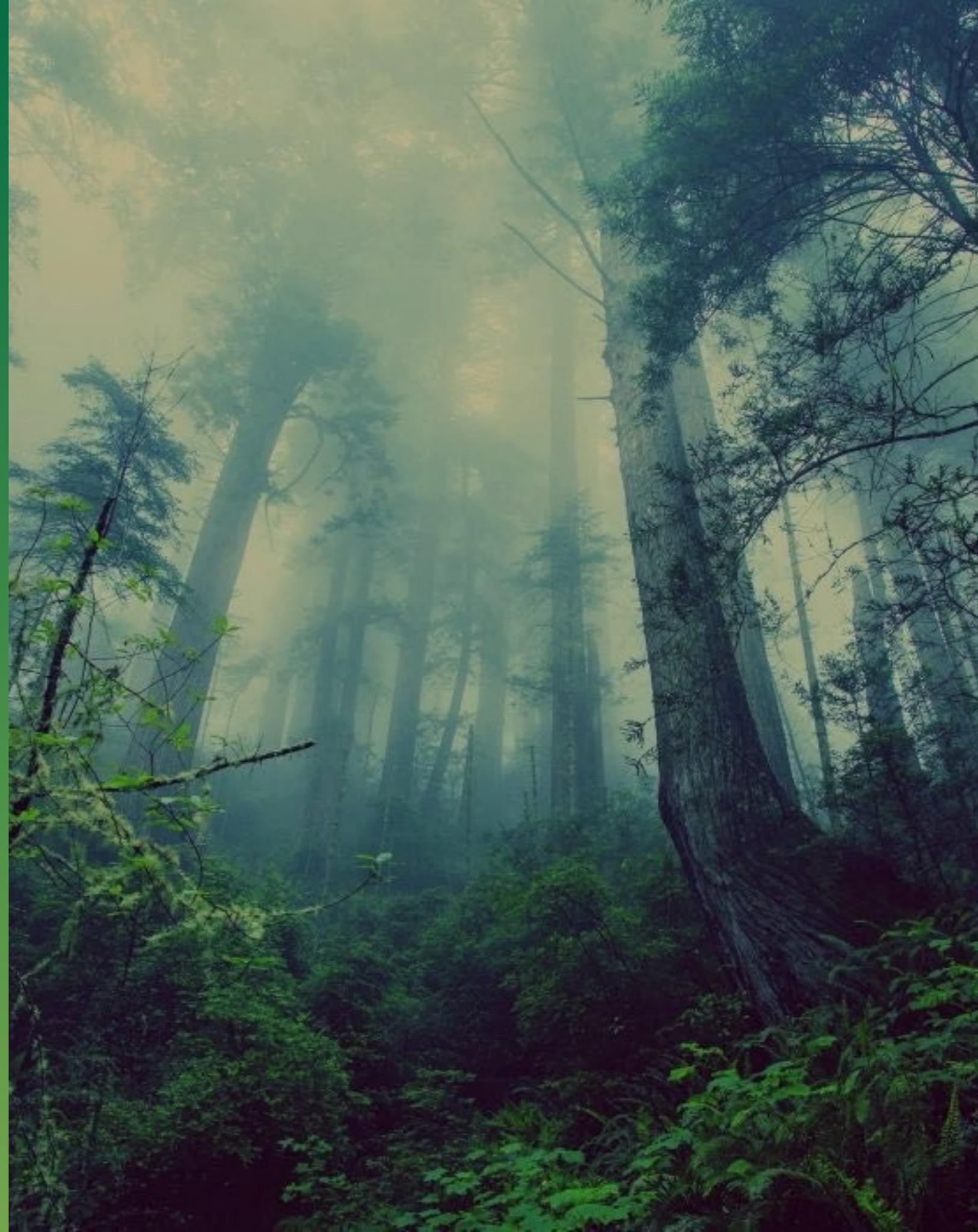


PARTY QUEST
FOR SCHOOLS

JUNGLE
QUEST



JUNGLE QUEST OVERVIEW

- An Original, Interactive Story
- Immersive Set and Believable Props
- DBS-checked Edutainer
- Speaker and Themed Music
- A Whole-School Assembly Stunt Show
- Escape Room-Inspired Workshops
- Four High-Speed Games
- Four Interactive Challenges
- Sensory Experiences
- Raising Environmental Awareness
- Encouraging Education through Play

The Story

Adventurer and explorer Joe Silver has invited the school children on a brand new expedition to the mysterious and exotic jungle of Palu-palu to see if they can find the elusive Spirit of the Jungle - a creature called Nuna. But shortly after they arrive to the jungle, a dark force appears to awaken. Can the children discover what has angered the spirit , Nuna, and return the Jungle to its former glory?

Intent

To combine our magical story and immersive set with elements from your curriculum.

Implementation

We engage the children with a magical show, and then continue the story in workshops where they're compelled to complete the challenges in order to keep the story moving.

We provide regular updates and check-ins so that you feel confident that everything will run smoothly on the day.

Impact

Our experienced edutainer leads memorable workshops that provide multiple educational and developmental benefits. We turn learning into a story that creates ongoing memories.

THE BENEFITS

Co-Curricular Topics within our Challenges

- Physics
- English
- Numeracy
- Geography
- Issues of Deforestation

Developmental Benefits

- Physical Development and Motor Skills
- Memory Retention and Memory Skills
- Social and Team Work Skills
- Problem Solving and Abstract Thinking

The Assembly

The whole school gather to follow Joe Silver into the Temple of Nuna. This is where our story begins and where the children get to know the antics of our tale's protagonist - Joe..

After the assembly, 5-10 minutes break will be needed to prepare the hall for the first workshop.

The Workshops

This is where the children truly get involved in the story. They must help Joe tackle various thought-provoking puzzles, and physical challenges that slowly allow the story to unfurl.

Each workshop takes an hour, and requires a 5-10 minute break before the next one may start.

Whilst the workshop leader will assist the children in solving puzzles if necessary, the pace of the workshops is largely influenced by the children and therefore may effect the number of games/challenges completed by a group.

The workshop leader will monitor behaviour but the onus is on the teachers to ensure that children behave themselves during the workshop so that the workshop leader may concentrate on giving the best possible experience to well-behaved children.

PART
ONE
TWO

READY TO JOIN THE QUEST?

If you'd like to book your school in, or if you have any questions about JUNGLE QUEST, email us on paul@partyquest.co.uk, or message us via Facebook.

