



Stage • Juniors

7 à 10 ans • Off to Wizard School

Summary: The children receive a letter from the headmaster of LPB School of Wizardry asking for help. A dragon egg has been stolen and the children must make their disguises and go to the school to investigate!

Day 1: Welcome to LPB School of Wizardry!

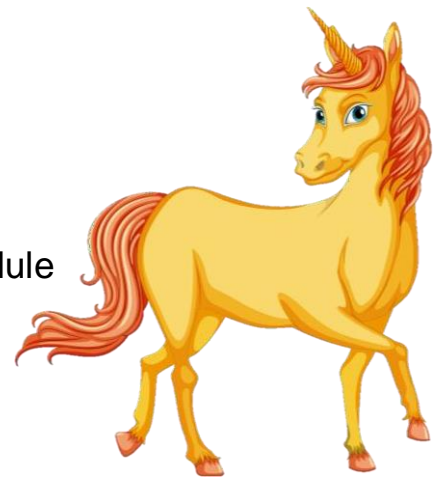
- Introductions and ice-breaker games
- Learn about school uniforms
- Craft: Make a magical disguise

Language focus: Presenting oneself, clothing

Day 2: Let's go to class!

- Learn about magical school subjects
- Learn to tell time and make your school schedule
- Craft: Design your own coat of arms

Language focus: School subjects, telling time



Day 3: All about magical creatures

- Learn about the various magical creatures
- Describe their traits
- Craft: Make a dragon

Language focus: Magical creatures, physical traits



Day 4: Go into the dark forest

- Learn about different places at the school
- Make your way around the school grounds
- Craft: Make a secret map

Language focus: Locations, directions

Day 5: Graduation day

- Consolidation and review
- Revision games

Language focus: Consolidation and

review

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