

Chapter One

TE FITI'S HEART



Disney MOANA



ADVENTURE PASSPORT CHALLENGE



TELL

Do you remember how our adventure started today?

Moana heard a story from Gramma Tala and then she went to the beach.

Can you tell someone the rest of today's story? Don't forget to tell them how the story finished.

READ

Moana continues to think about the stone with the pattern and why the ocean called for her. She still doesn't understand what the stone was, but she is very curious to find out.

Moana continues to grow up in the village of Motunui and to learn all the traditions of her people.

Years pass, and Moana grows into a teenager. She remembers Gramma Tala's story and still wonders what she found on the beach that day. She knows that the ocean holds the answers and she wants to explore.

What happens next? Find out at your next Playmakers session.

PLAY

Do you remember the moves for the game with Moana on the beach? Try practising them at home. You can even practise being caring like Moana by teaching someone else.

Place items from your home on the floor to represent the seashells, turtles and stone and to create your beach area. Ask your parent or guardian which items are OK to use.

INSTRUCTIONS	ACTION WITHOUT BALL	ACTION WITH BALL
Pick up seashells	Move around your beach and pick up all the seashells.	Move around your beach with a ball and pick up all the seashells.
Protect the turtles	Move around your beach and use your body in different ways to protect the turtles from the seabirds.	Move around your beach with a ball and use your body in different ways to protect the turtles from the seabirds.
Pick up the stone with a spiral pattern	Move around your beach and touch three seashells before picking up a stone.	Move around your beach with a ball and touch three seashells before picking up a stone.

DRAW/WRITE

Draw the beach, including the ocean, turtles and seabirds. Use coloured pens, pencils or paints to bring it to life.



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CREATE

The beach is full of beautiful seashells. Use items from your home to create your own colourful seashell. Ask your parent or guardian which items are OK to use. You could use coloured pens, pencils or paints to make your seashell bright and colourful.

Chapter Two

THE VILLAGE OF MOTUNUI

Disney MOANA



ADVENTURE PASSPORT CHALLENGE



TELL

Do you remember how our adventure started today?

Moana was preparing to become chief one day, when she found out that the village crops were dying, and she knew she had to help.

Can you tell someone the rest of today's story? Don't forget to tell them how the story finished.

READ

Moana picks up a rock at the bottom of the ocean and starts hitting the coral that is trapping her foot.

The coral breaks and she floats back to the surface. She takes a deep breath, and the waves wash her back to shore.

Her pet pig Pua is also safe on the beach.

It was a lucky escape.

What happens next? Find out at your next Playmakers session.

PLAY

Play follow-the-leader with your family. You need a ball each. Take turns to shout out the commands and perform the actions.

COMMAND	ACTION
Look out for the waves!	Change the lead partner.
Sail your boat	Move as fast as you can for five seconds.
Row your boat	Switch balls with your partner and change the leader.
Pet pig Pua overboard!	Find a new partner, then start again.
The boat is rocking	Do five toe taps on your ball.
Protect the boat	Try to kick your partner's ball out of the rectangle. Stop on the command 'Stop'. If the ball goes out, retrieve it and continue.



DRAW/WRITE

Draw a picture of what you think Moana's boat looks like. You can use colours and also draw the lagoon and the reef.

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CREATE

Why not create your own boat like Moana's, but small? You could do this using toilet roll tubes, cardboard, cartons, etc. Ask your parent or guardian which items are OK to use. Once you have finished, you can try to sail the boat in the sink or the bath.

Chapter Three

THE HIDDEN CAVE

Disney MOANA



ADVENTURE PASSPORT CHALLENGE



TELL

Do you remember how our adventure started today?
 Grandma Tala showed Moana a hidden cave and she found sailboats inside.
 Can you tell someone the rest of today's story? Don't forget to tell them how the story finished.

READ

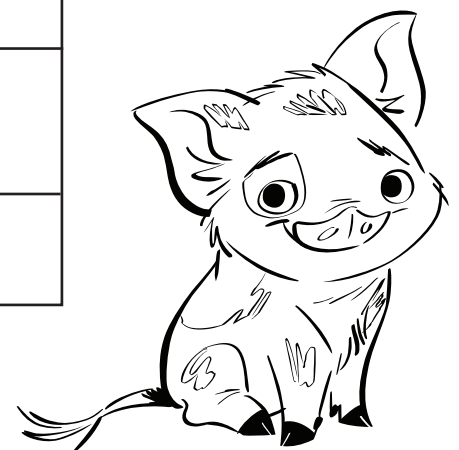
All the villagers are sitting in a big circle and talking about the lack of food. Moana interrupts their conversation by running into the room and telling them that they can solve the problem by finding Maui and restoring the heart of Te Fiti. She tells everyone that they were once voyagers, and that they can voyage again. Her dad is very angry. He doesn't want Moana to leave.
 What happens next? Find out at your next Playmakers session.

PLAY

Can you remember the moves of the characters? Can you teach them to someone else?

As an extra challenge, try teaching them to someone using a ball.

COMMAND	ACTION WITHOUT BALL	ACTION WITH BALL
Grandma Tala	Any form of dancing.	Dance with the ball.
Moana	Run fast, like you're exploring the island.	Move with the ball as fast as possible.
Pua	Move on all fours like a pig.	Move on all fours and move the ball with your nose or forehead.
The ocean	Jump up and down like waves.	Throw the ball up in the air and catch it again.



DRAW/WRITE

Draw a picture of the heart of Te Fiti. Use pens, pencils or paints to add some colour.

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CREATE

Create your own drum using different materials that you can find at home. Ask your parent or guardian which items are OK to use. Once you've made your drum, you can play it and hear how it sounds.

Chapter Four

MAUI

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ADVENTURE PASSPORT CHALLENGE



TELL

Do you remember how our adventure started today?

Moana arrived on an island and met Maui for the first time.

Can you tell someone the rest of today's story? Don't forget to tell them how the story finished.

READ

Maui is very surprised that Moana got help from the ocean and landed on the boat. He grabs Moana and throws her into the water. But the ocean puts her back on the boat again and again. Then Maui tries to jump off the boat himself, but the ocean puts him back as well.

What happens next? Find out at your next Playmakers session.

PLAY

Do you remember the follow-the-leader game from the cave? Can you teach someone else how to play?

INSTRUCTIONS

Move together in pairs. One partner goes in front and makes movements for the partner behind to copy. Swap roles after one minute. Try out different forms of movement with and without a ball.



DRAW/WRITE

Draw a picture of Maui on Moana's boat.

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CREATE

Make your own cave to escape from using pillows, blankets and other things you have around your house. Ask your parent or guardian which items are OK to use. Maybe you can also ask them to take a photo of you in your cave.

Chapter Five

THE KAKAMORA PIRATES



Disney MOANA



ADVENTURE PASSPORT CHALLENGE



TELL

Do you remember how our adventure started today?

Maui, Moana and Heihei were sailing on the ocean and they were surprised by an arrow that someone shot at their boat.

Can you tell someone the rest of today's story? Don't forget to tell them how the story finished.

READ

Moana, Maui and Heihei are in their boat on the ocean. Moana's job is to deliver Maui across the great ocean. Maui now teaches Moana how to sail.

He says that, when wayfinding, you should imagine where you are going in your mind, and know where you are by remembering where you've been.

What happens next? Find out at your next Playmakers session.

PLAY

Do you remember when Moana jumped onto the pirate ship to save Heihei and get the heart back?

Try practising these moves. You can even practise being a good friend like Moana by teaching someone else. You'll need a partner for some commands.

COMMAND	ACTION WITHOUT BALL	ACTION WITH BALL
Pirates	Jump on one leg while covering or closing one eye.	Jump on one leg and at the same time use your hand to bounce a ball on the ground.
Arrow	Jump and turn around.	Throw the ball as high as possible in the air and catch it.
Drum	Slap your knees three times.	Bounce the ball on the ground three times.
Ship	Find a partner. One of you creates a tunnel by standing on their hands and feet and the other crawls through the tunnel.	Find a partner. One of you creates a tunnel by standing on their hands and feet and the other kicks the ball under them.

DRAW/WRITE

Draw a picture of what you think the pirate ship looks like. You may want to add the pirates, Maui, Moana, Heihei and the heart too!



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CREATE

Why not create your own Kakamora Pirate? You can do this by painting a stone, a balloon or anything else that your parent or guardian says you can use.

Chapter Six

LALOTAI, THE REALM OF MONSTERS



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ADVENTURE PASSPORT CHALLENGE



TELL

Do you remember how our adventure started today?

Maui and Moana climbed the high mountain to the entrance of Lalotai, the Realm of Monsters, to find Maui's magical fish hook.

Can you tell someone the rest of today's story? Don't forget to tell them how the story finished.

READ

Maui now thinks they are ready to defeat Te Kā and restore the heart.

Moana wayfinds and leads herself and Maui across the ocean to find Te Fiti.

What happens next? Find out at your next Playmakers session.

PLAY

Do you remember when Moana and Maui found Maui's magical fish hook inside Tamatoa's home, the seashell?

Try practising these moves. You can even practise supporting others like Moana by teaching someone else.

COMMAND	ACTION WITHOUT BALL	ACTION WITH BALL
Monster	Find a partner and copy each other's moves.	Find a partner and copy each other's moves, both with a ball.
Crab	Walk like a crab (moving backwards on your hands and feet with your body facing the ceiling).	Find a partner. One of you walks like a crab (moving backwards on their hands and feet with their body facing the ceiling), and the other kicks the ball under them.
Hide	Crawl on the ground.	Crawl on the ground with a ball.
Escape	Run to an object and touch it with your hand.	Run with a ball to an object and place the ball close to the object. Find another ball afterwards.

DRAW/WRITE

Draw a picture of what you think Lalotai, the Realm of Monsters, looks like. You may want to add Maui and Moana too.

You can also tell a story about Tamatoa's life in Lalotai.



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CREATE

Create your own magical fish hook using things you can find in your house or garden. Ask your parent or guardian which items are OK to use.

Chapter Seven

FINDING TE FITI

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ADVENTURE PASSPORT CHALLENGE



TELL

Do you remember how our adventure started today?

What happened after Moana and Maui spotted Te Fiti?

Can you tell someone the rest of today's story? Don't forget to tell them how the story finished.

READ

Can you read the words in bold letters? Can you read all the sentences or can someone help you to read them?

Moana is thinking about who she is.

She realises she loves her island.

She also loves the ocean and is drawn to it **when it calls her.**

She is the daughter of the village chief and is descended from voyagers: **they call her.**

She is everything she has learned and more, and still **the ocean calls her.**

She carries Gramma Tala in her heart and she reminds her that come what may, she will know the way. **She is Moana!**

What happens next? Find out at your next Playmakers session.

PLAY

Can you remember how you explored Te Fiti?

Did you move under the ocean, on the ocean or above the ocean?

What movements did you make?

Can you show them to someone else?

Can you explore different ways to move under, on or above the ocean?

Can you practise with a ball?



DRAW/WRITE

Gramma Tala helped Moana to understand who she really is. Can you draw or paint a picture of the spirit of Gramma Tala?

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MOANA

CREATE

Maui uses his ability to morph into different animals to distract Te Kā. If you could morph into an animal, which would it be? Can you create a costume for the animal you would like to morph into?

Chapter Eight

THE RETURN OF THE HEART

UEFA

PLAY
MAKERS

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ADVENTURE PASSPORT CHALLENGE



TELL

Do you remember how our adventure started today?

Moana placed the stone in the chest of Te Kā and Te Kā turned into Te Fiti again. Moana, Maui and Heihei were brought back together again.

Can you tell someone the rest of today's story?

Can you describe what Te Fiti looks like using all the colours you know?

READ

Moana said to Maui that she was sorry his fish hook was broken. Maui replied "Well, hook or no hook, I'm Maui."

Maui said sorry to Te Fiti for stealing her heart. In thanks for helping to bring back her heart, Te Fiti gave Maui a new fish hook and Moana a new boat, and they were very happy!

PLAY

Can you make up your own game where you have to dodge someone chasing you? Try to use different moves to avoid being caught.



DRAW/WRITE

Moana had to use all her new wayfinding skills to find Te Fiti. Can you draw a map of the journey that Moana made to find Te Fiti?



CREATE

Do you remember the heart of Te Fiti and what it looked like? Try making your own heart. Ask your parent or guardian what it's OK to use – perhaps a stone. What symbol will you place on yours?