

## The Story – by Ali Pretty

The little puppet wakes up in a significant place, and goes for a walk to explore its new surroundings. The puppet has come from somewhere else, and is seeing our world for the first time, and therefore asks lots of questions about why things are the way they are? People are fascinated and too wonder where he has come from and what is his purpose? He has magical qualities, he can fly, and he is shiny and transparent. He tells children secrets and shows adults things they haven't seen before. Maybe he has come from the future, and can lead the way. Maybe he needs things to get him back there.

People begin to love the puppet, they never know when they are going to see him next, or when he is going to take off and fly away. He makes them want to know more about his world, and think about how their world is going to be different soon. He keeps telling children new things, and how beautiful his world is, and gives them ideas about how they want theirs to be.

Adults seem to be frightened of the future, like it's going to be a bad thing. But the children are getting excited. Their puppet offers to help them build the best future they can imagine, and in return they give him a set of tools to get started.

This toolbox is used to find out what is the best future that they can imagine for their town. After a while everyone can see clearly what is most needed and how they can be the best team to achieve it.

They make a plan of action, and the puppet grows up to become their champion, with special talents for making their dreams come true.

The journey is started with **DetermiNation**.

The journey is like an obstacle course, and there is a big question to find answers to. Everyone pulls together to move on and try and find the answer.

They get so far, make some changes, and then realise they could go further if they make a team with a couple of other champions, and together create, an even more amazing champion that has all of their qualities in one.

By now everyone is nearing the finishing line; they just need the final answer...

**IllumiNation**. The new champions are like magicians and help the groups create

their trick that will change the world. They create an unidentifiable object to take to London.

The champions walk to London, with their object and all their brothers and sisters, everyone cheers them on.

When they get there they enter **ImagiNation**, where their objects belong. Each one has to be discovered and revealed and used by another group. If they get the answers right, the magic trick is theirs. The magic objects are exchanged with great ceremony, and taken back to other cities.

Once a year the gift is passed on in a moment of celebration and ceremony and everyone shares and adds to everyone else's idea.