

KS2 School Trips – Mission: Mad Hatter

Can your class complete the Mad Hatter's mission?

Part escape room, part quest - all played out right inside Wonderland!

Designed especially for KS2, this immersive experience challenges children to work together, think creatively and solve a series of puzzles, games and challenges inspired by the wonderfully curious world of Alice's Adventures in Wonderland.

Children will need to communicate, share ideas, spot clues, solve problems, and combine their different strengths if they are going to complete their mission.

It's playful, imaginative, and lots of fun, with plenty of learning happening along the way too.

Group size

Mission: Mad Hatter is designed for classes of up to 30 children, working in six small teams of 5 pupils. Please allocate groups before arrival.

Two teams enter the experience together and are followed by the remaining teams, two at a time, at staggered 5-minute intervals.

Learning through play

A Mission: Mad Hatter visit provides a hands-on way for children to develop:

- teamwork and collaboration
- communication and spoken language
- creative and logical thinking
- problem-solving
- resilience and perseverance
- listening and turn-taking
- confidence in sharing and testing ideas

Rather than simply watching a story unfold, children become part of it – exploring characters, language and ideas through puzzles, play and imaginative challenges.

Make a day of it!

Schools can combine Mission: Mad Hatter with one of our creative workshops to create a full day of learning and adventure at Z-arts.

Mission Mad Hatter visits can accommodate 2 classes of approx. 30 children.

Example schedule*

- 9.45am – Arrive at Z-arts
 - 10.00–11.15am – Creative workshop / Mission: Mad Hatter (75 minutes)
 - 11.15–11.45am – Break and snack (school to bring snacks)
 - 11.45am–1.00pm – Mission: Mad Hatter / Creative workshop
 - 1.00–1.30pm – Lunch
 - 1.30–2.00pm – Optional self-led creative activities at Z-arts.
- Wonderland themed activity booklet provided for each pupil as part of the package.
These can be started in this session and/or taken back to school/home.*

*Timings can be discussed with your school when booking – for example if only one class is visiting.

Choose your creative workshop

Drama: Riddles, Words and Wonderland

A playful drama and literacy workshop exploring riddles, anagrams, clues and wordplay through games, movement and performance.

Inspired by the strange language, curious characters and topsy-turvy logic of Wonderland, children will work together to experiment with words and discover how language itself can become a puzzle.

During the workshop children will:

- discover what makes a good riddle and solve riddles together
- write their own riddles for another group to crack
- explore anagrams, using giant cardboard letters to physically rearrange words and uncover new ones
- create their own anagrams and word challenges
- investigate how carefully chosen vocabulary can hide – or reveal – a clue
- devise clues and mini-puzzles for other teams linked to themed mystery items
- practice explaining their thinking and listening to different ideas
- work collaboratively to solve problems against the clock

For example: children might find that the first clue they create is far too easy – or completely impossible! They'll have the chance to test their puzzles on one another, refine them and think about how writers adapt language to their audience.

Curriculum links

The workshop complements the KS2 English curriculum, supporting children to:

- develop and use a rich vocabulary
- discuss and explain their ideas clearly
- listen and respond to others
- participate actively in collaborative conversations
- use spoken language to speculate, imagine and explore ideas
- compose writing for a particular purpose and audience
- evaluate and improve their own writing
- participate in drama, role play and improvisation
- develop confidence in speaking and presenting

The activities also encourage reasoning, sequencing and logical thinking, alongside the teamwork and problem-solving skills children will need when they enter Mission: Mad Hatter.

Arts & Crafts: Mad Hatter Hat Making

Get ready for the maddest tea party in town!

Using a range of 3D materials, children will design and create their own 'fantastical' Mad Hatter-inspired hat.

They'll experiment with shape, colour, texture and construction techniques to transform their ideas into an extraordinary wearable creation – ready to take back to school for a tea party of their own!

The workshop encourages:

- creative thinking and individual expression
- designing and making in three dimensions
- experimenting with materials and construction
- developing practical art and design skills
- responding imaginatively to a story and its characters

Curriculum links

- develop and communicate their own creative design ideas
- explore shape, form, colour, texture and three-dimensional construction
- select and experiment with a range of materials
- develop practical skills including cutting, shaping, joining and finishing
- create an imaginative product for a particular purpose
- evaluate and adapt their ideas as they make
- develop confidence in creative decision-making and individual expression