# MAKE A GREATER IMPACT WITH WONDEROSITY™ KITS

**Read**
**Create**
**Play**
**Learn**

**80%** of children who can identify what they're passionate about will name activities that fall into one or more of these categories:[1]

- Physical activity
- Learning & technology
- Creative arts
- Reading

**Wonderosity Kits incorporate learning pathways: Read, Create, Play, Learn.**

# 6-12 HOURS

of Wonderosity programming will help your **8- to 12-year-old participants** develop **21st century skills**, like collaboration, critical thinking, and creativity.

**Wonderosity Kits are flexible — activities can be used in any learning space, as well as programs like family night, Maker Monday, STEAM/ STEM Club, and summer learning.**

Wonderosity Kits help you **reach a wider audience** with **minimal planning time** required.

## The hard work is already done.

— Cassie A., Tween & Tech Librarian

Kids can create a professional video in **Production Studio**, make cool gadgets and codes in **Spy School**, learn about myths and legends or go on a cryptid hunt in **Story Makers**, and imagine themselves as avatars in **Avatar Academy**.

**AVATAR ACADEMY**  **PRODUCTION STUDIO**  **SPY SCHOOL**  **STORY MAKERS**

# demco WONDEROSITY™

**Learn more at demco.com/wonderosity**