



Into The Somewhere By Rojo

This immersive experience takes place within two school locations: An unknown environment, *The Somewhere Place*, is installed in your school hall while a classroom is transformed into the *Sorting Office*. Students take on the role of researchers working with the artists in small teams to gather knowledge about *The Somewhere Place*. Using all their senses, they map this new territory, collect and catalogue mysterious objects and search for language from symbols to help them make sense of this uncertain situation.

Their research findings suggest that there may be a living being concealed in *The Somewhere Place*. As a whole class they now have to find a way to engage with this unknown presence.

This experience encourages deep looking and listening, curiosity and critical thinking. The research gathered by the students is collected into a *Story Generator box*: a classroom resource to inspire future cross curricular activities that involve arts, language and literacy and STEM subject areas.