

A FOREST IN MY POCKET

INSTRUCTIONS FOR AUGMENTED REALITY ACTIVITY

This experience is designed to be child-led, with help from the parents to set up the prints and technology. In the first animation, the children will meet a little character, Morio, who will speak directly to your child and give them instructions for various tasks and activities around the home.

Here is a step by step guide to setting up this activity for your child.

Step 1: Print the images

Print all the images from the Horizon Festival website – www.horizonfestival.com.au/forest-pocket

Image 1: Place under your child's pillow or somewhere they will find it when they wake up.

Image 2: Hide in the kitchen, perhaps behind a door or in the pantry.

Image 3: Hide somewhere outside where your child can build Morio's home.

Don't have a printer? Don't worry – head along to your local Sunshine Coast Council library and they'll have some print outs ready for you to collect.

Step 2: Scan the QR Code or download the EyeJack app.



Download the free EyeJack app from [iTunes](#) or on [Google Play](#).

Step 3: Play time!

When your child is ready to play, open the EyeJack, tap on the event 'Forest In My Pocket' and then tap 'LAUNCH AR'. Aim your device at the artwork (the images you have printed) and the animation will begin to play through the screen of your smart device.

Step 4: Share + Win

If you like, you can record the animation through the EyeJack app and save on your device, then share to social media. Thanks to Kids on the Coast, if you share the animation or a photo of your kids on their adventure and post to Instagram with the hash tag #horizonartfest, you will go in the draw to win a deluxe picnic from Grazing Acres delivered to your home. The winner will be drawn on 31 July and notified via DM.

TIPS + TRICKS // Supplies for world building

The following constructing supplies will be handy to have on hand for this adventure.

Scissors

Tape

Blue Tak or plasticine

Pegs

Recycled cardboard

Plastic Containers

String

Newspaper

Fabric