Justice League Society

Wonder Lab Starter Pack

Six free activities for classrooms, youth groups, and kitchen tables

A Beyond Borders Productions youth program sponsored by Peacemaker Enterprise

How to use this pack

Every activity follows the Peacemaker Way: investigate what is happening, listen to the people affected, work with local partners on a practical response, and return to see what changed. Along the way, consider what your choices will leave for the next seven generations.

No account, fee, or sign-up is required. These activities may be printed and shared freely within your classroom, group, or family.

1. The Invitation That Arrived Tomorrow (theater)

An empty chair and a late invitation open the scene. Players discover who the invitation was for, and who was left out. Then they replay the story with that person in the room, and notice how the story changes when everyone has a voice.

- Setup: one empty chair, one envelope, ten to forty minutes.
- Ask afterward: Who was missing? Who decided? What changes when they are included?

2. Who Gets a Say? (inquiry)

Choose a real decision in your school or neighborhood. Map out who was asked, who decided, and who will live with the result. Then design a fairer way to ask, and share it with the people who decide.

3. The Empty Chair Circle (dialogue)

Sit in a circle with one empty chair. Each person speaks in turn while the rest listen. Use the empty chair to name the voices that are missing from the conversation - then plan how to invite them in with care.

4. The Safer Route Map (community project)

Draw the routes children in your community actually take to the places where they gather. Mark where they feel rushed, unseen, or unwelcome. Bring the map to the adults who maintain those routes and ask what could change.

5. The Meeting That Works for Everyone (service project)

Examine whether your own meeting is easy to join - for a neighbor with a stroller, a wheelchair, a night shift, or a quiet voice. Make one change that opens the door wider, and keep the change.

6. The Seven Generations Ledger (reflection)

Before a project begins, write down what your choices will leave for the next seven generations. Return to the ledger when the project ends and add what actually changed.

What next?

If these activities take root, visit justiceleaguesociety.com/start-a-society to begin a Society in your school or community.

Justice League Society - a Beyond Borders Productions youth program sponsored by Peacemaker Enterprise. Prepared in observance of United Nations World Children's Day, November 20. The Society is an independent program and is not affiliated with, sponsored by, or endorsed by the United Nations.