



Education

Problem

Many schools report increased challenges around social isolation, disconnection among students, and classroom dynamics that marginalise students. Teachers have limited tools to safely explore relevant social topics like gender, relationships and identity. Schools need practical, engaging resources that help students connect with one another while supporting wellbeing, inclusion and safer school cultures.

Solution

Wishmakers is a storytelling card game designed by educationalists and game designers to foster peer connection, empathy and belonging in classroom and education settings.

The game

- Encourages playful exploration of social situations that mirror real-world school experiences.
- Helps students practice communication, perspective-taking and collaborative problem-solving.

Students play through character-driven fictional scenarios that feel relevant to real social challenges. Teachers are supported by resources and lesson plans. Future games will be tailored for diverse settings.

Evidence & Stage of Development

- Extensively play-tested with postgraduate, undergraduate and high school students
- Trialed in partner schools and educational settings in NSW and Victoria

Demonstrated impact

- Students who are usually quiet or disengaged in class actively participate.
- Students use storytelling to explore identities and situations relevant to their social realities.
- Students reported feeling connected to the people they played with.

Potential Applications

- High school English classrooms and wellbeing programs
- Programs for first year university students
- Teacher professional learning & staff development

Creators

Lee Wallace, Victoria Rawlings, Premeet Sidhu, Xavier Ho, and Logan Timmins.

More information at <https://www.squiggle.sydney/>



Contact Commercialisation Office

Name: Karmen Kong

Position: Commercialisation Associate (Medicine & Health)

Email: karmen.kong@sydney.edu.au

sydney.edu.au/innovation-and-enterprise