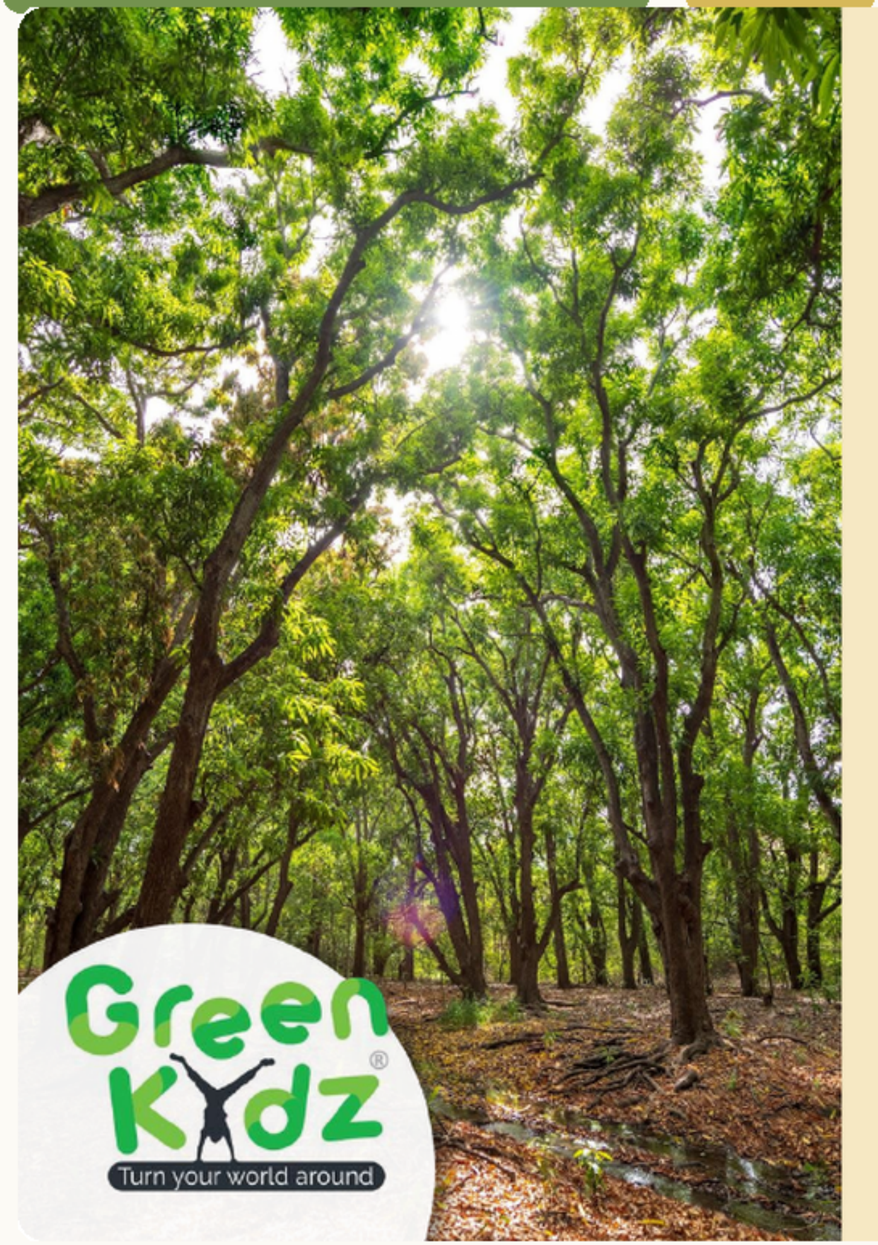



HÒFI MANGO

# Hòfi Mango Activity Book

***Concept Presentation, August 2026***

Working Document for Discussion and Feedback

# The Big Idea

*Turning a Visit into a Learning Adventure*




The Activity Book **turns a visit** to Hòfi Mango **into an** engaging learning **adventure.**

It **inspires curiosity**, with interesting facts & figures, creative assignments and fun filled games.

It **lets children explore** Hòfi Mango before, during and after their visit.

# The Concept

*Learning Through Exploration*




The Activity Book combines **storytelling, photography, creative assignments** and **games**.

It encourages children to **observe**, **explore** and **participate.**

- ✔ Fun facts and explanations
- ✔ Stories and interviews
- ✔ Games and puzzles
- ✔ Creative assignments
- ✔ Recipes and coloring pages
- ✔ Quizzes and certificates

# The Guides

*Introducing Joshua and Jaina*



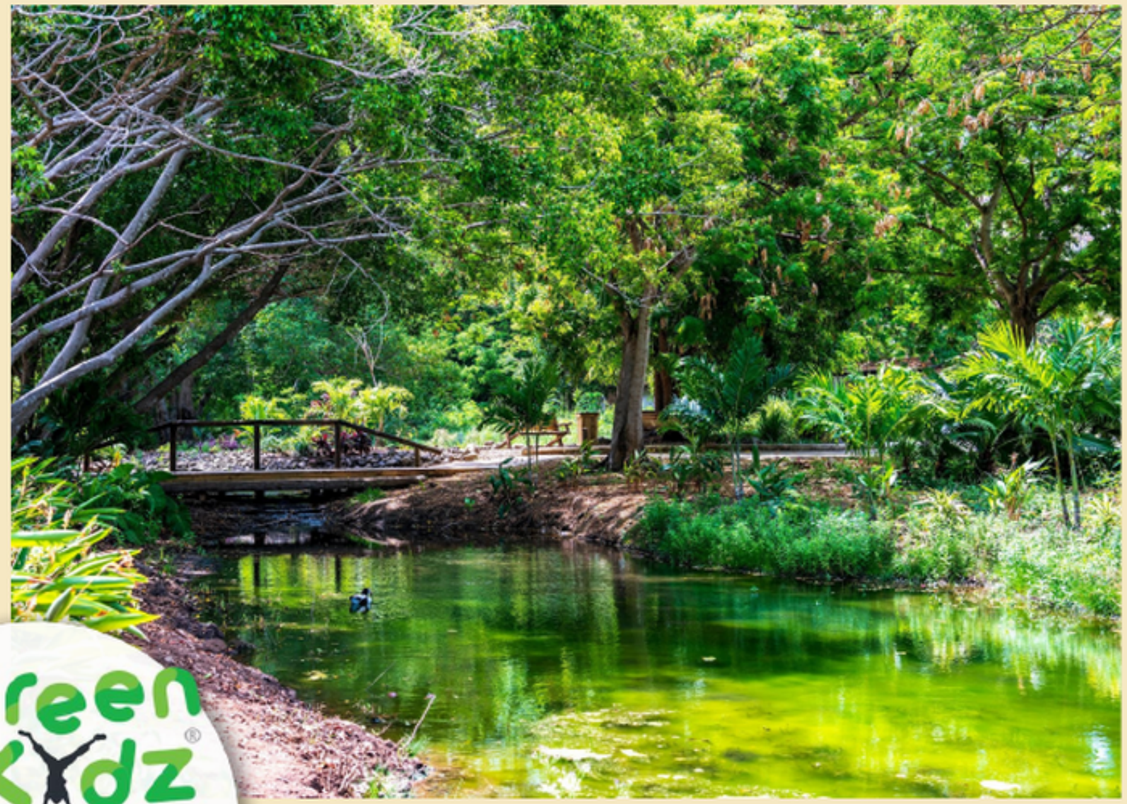

The Activity Book introduces **Joshua** and **Jaina** as **friendly local guides.**

**They accompany the readers** throughout their park journey

**They invite the readers to learn** through a wide range of activities.

# The Main Themes

*Bringing Nature, Cultural Heritage and Park Activities Together*



The Activity Book brings **three recurring themes** together throughout the reader's journey.

| Nature | Cultural Heritage | Park Activities |
|---|---|---|
| Flora & Fauna | History | Zipline |
| Gardens | Stories | Playground |
| Woods | Traditions | Petting Zoo |
| Ecosystems | Landmarks | Food Truck |
| Biodiversity | Heritage sites | 360 Bar |

# The Structure

*Following the Park's Natural Route*



The Activity Book f**ollows the natural route** through Hòfi Mango

It turns the **park visi**t into a continuous **learning journey.**

Examples:

- **Cactus Garden - Nature**
- **Sugar Mill - Cultural Heritage**
- **Playground - Park Activity**

# The Educational Programme

*Extending Learning Beyond the Activity Book*



The Activity Book provides a **foundation for future educational resources.**

It can be used in **schools**, during **park visits** and in **digital learning.**

- Teacher resources
- Student worksheets
- Classroom activities
- Outdoor assignments
- Digital learning (E-learns)

# The Audience

***Connecting Local and International Visitors***



The Activity Book is designed in **4 languages (PAP, NED, ENG, SP)** for different targets groups.

- local **schoolchildren**
- local **families**
- international **visitors**

# The Partnership

*Combining Expertise, Access and Innovation*



The partnership brings together **three organisations** with **complementary strengths**.

**Each partne**r contributes its own**clear role** in creating and sharing the Activity Book.

# The Tasks

***Combining Expertise, Access and Innovation***

Three partners, one shared ambition



Clear roles per partner

**Hòfi Mango**

- Connection to the park
- Visitor experience
- Retail outlets
- Sales channels

**GreenKidz Foundation**

- Educational expertise
- School network
- Learning activities
- Community reach

**Balance Blended Learning**

- Concept development
- Blended Learning expertise
- Project coordination

# The Team

***Bringing Expertise and Creativity Together***



The GreenKidz team brings together **educational, photographic** and **design expertise.**



**Maya Mathias**

Educational concept development
Project coordination
Learning design
Content development



**Max van Aalst**

Nature and landscape photography
Visual storytelling
Authentic park imagery
Capturing Höfi Mango's character



**Adriana Orellana**

Graphic design
Illustrations
Layout and publication design
Visual identity

# The Mission

***Supporting GreenKidz' and Hòfi Mango's Educational Missions***



The Activity Book **supports both** GreenKidz' and Hòfi Mango's educational **missions** by helping children **discover** and **value Curaçao's natural and cultural heritage.**

- It inspires curiosity
- It promotes environmental awareness
- It celebrates local history and heritage
- It celebrates local art

# The Opportunities

*Developing New Educational Experiences*




The Activity Book creates **opportunities for future educational products** that build on the same photography, stories, characters and themes.

| Future Educational Games | Future Educational Tools |
|---|---|
| Memory game<br>Quartet card game<br>Hòfi Mango Board Game | Teacher resources<br>Digital learning resources (Elearns) |

# The Timeline

*Guiding the Project Towards Launch*



The timeline guides the project from concept review to production, with printing planned in time for Christmas.

Ideal planning

- **Mid-August** 2026 - Concept presentation
- **End of Augu**st - Complete dummy and mock-up
- **September-November** - Content, design and translations
- **December** - Printing and Christmas launch

# The Next Steps

*Transforming Feedback into Action*



The next steps **transform** today's **feedback into** concrete **decisions** so the project team can

- Review the concept
- Refine the content
- Complete the dummy
- Finalize the design
- Define pricing
- Define market channels
- Prepare the launch

# The Goal

*Making it happen*



Green Kydz
Turn your world around

**Thank you for your time and input, let's do it.**

HÔFI MANGO



