

Name _____

Dreamweavers: Adventures in Dreamland

Open-Ended Response Answer Key

1. Responses will vary, but students may describe dream adventures like exploring a magical castle, flying with dragons, or visiting an ancient civilization. They might hope to learn about courage, friendship, or discovering hidden secrets.
2. Possible benefits could include strengthening friendships, sharing unique experiences, and problem-solving together. Challenges might include disagreements, misunderstandings, or the blurring of dream and reality.
3. Students could create rules like "Dreamland always grants a chance to learn something new" or "Dreamland is a place of kindness and cooperation." They would provide reasons for their chosen rules.
4. Students may share personal stories of how a dream helped them with a problem, whether by providing creative solutions, offering comfort, or inspiring them in waking life.

