



Welcome to our Vision To Manifestation Portal for Wonderlinked Creative as a fresh category of “transformational impact” companies primed for the task of initiating and sustaining meaningful and measurable whole systems change.

With the project’s high-level entry as storybook animation built on the themes of curiosity, optimal wellness and wonder, our goal will be to capture and captivate the very lucrative global family education, toy/games and edutainment markets with the widest range of wonder/discovery product solutions imaginable.

If our children are in fact the most precious resource on planet Earth today, then to cultivate this resource for their future must become our primary aim. Your endorsements, comments, contacts, investment and participation are most welcomed here!

Our mission/values statement, concept art, wonder/discovery thesis and story narratives contained within, form the thematic basis for the broadest range of product/service solutions imaginable. Here, rather than employ a business plan and pitch deck at this juncture, we ask you to color in the empty spaces with the clarity and resolve of your own awakening heart and mind.

## Wonderlinked Creative™

### Vision to Manifestation Portal



Karen Folsom

*The key to awakening wonder is our wisdom to unlock its door.*

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# Wonderlinked Creative™

## Vision to Manifestation Portal

*Imagine the future, not as a measure of time, but as  
a field of limitless possibilities now waiting to be explored.*

Wonderlinked Creative™ is being formed as a fresh category of transformational impact companies primed for the task of initiating and sustaining scalable whole systems change. This portal into awakening wonder proposes that the primary catalyst for the vital change solutions we all seek for ourselves, communities and planet begins with each child's learning journey into awe. We hope our wonder/discovery thesis, concept art and story narratives inspire the visionary in you. Together, let's make this project real!

What if the next game changing idea could actually change the game,

The world as we have created it is a process of our thinking.  
It cannot be changed without changing our thinking.

- Albert Einstein



Izzy Greer

What would that look like and how would we begin?

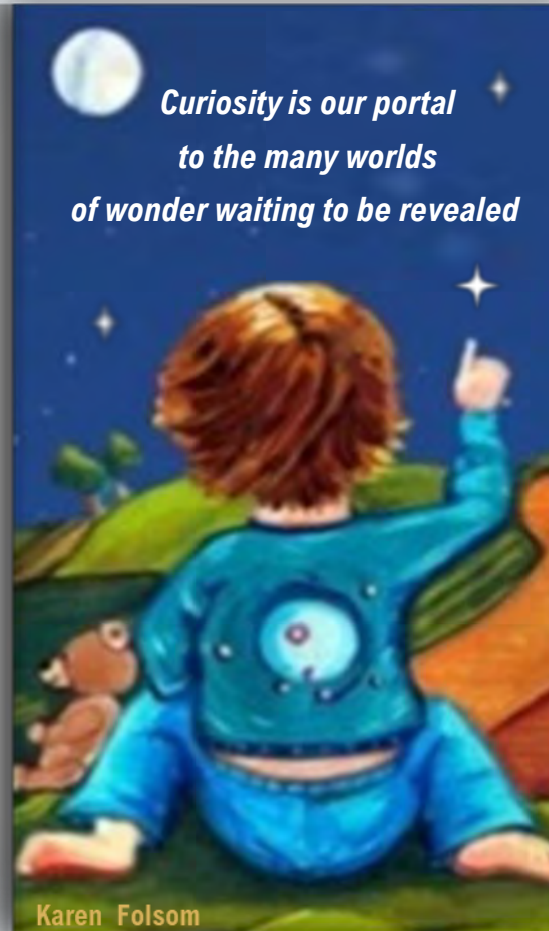


The quest to understand our place and purpose within this vast universe is the domain of imagination, curiosity and wonder. Wonder, as the essence of every child is also the gateway to the vast awakening potential within the mind. It is with clarity and vision, coupled to co-creative purpose that our children growing up will have the skills and determination to reimagine and reshape their lives and world.

## The Incentivization of Wonder within the FinTech Revolution

Imagine our children along with their parents, educators, hi-tech and deep touch creatives across the globe becoming “wonderlinked” together to collaboratively generate the most “scalable” optimal health, learning and leadership solutions imaginable for this day and age.

Now imagine each contribution being incentivized via an expansive, interactive digital token network as we take to launching multiple projects for the betterment and restorative balance of all life upon our world. Here, even our children early on will get to participate and be acknowledged for their imaginative gifts as well.



With your enthusiastic investment and involvement in Wonderlinked Creative™ as a next generation multi-arts, animation, publishing and product development company for the global family market, we submit that even at this earliest stage, our mission/values, statement, original IP story content; and vast range of wonder/discovery placement applications compares more than favorably with the multi-billion dollar children’s education and entertainment companies doing business today. Hope you agree!

***Our Mission: To craft original projects specifically designed to influence a wondrous future for our children and for the sustainability of their world.***

**We are storytellers by nature. In each and every moment we are weaving our life's purpose via our thoughts, conversations and dreams. Well told, our stories realize their finest expressions through the arts, sciences and humanities. When shared, many of these same stories become the architectural framework for our lives within the ever-changing landscape of our world. What are the prevailing narratives driving humankind today? Can we tell better stories to awaken and transform? Perhaps together, we can pioneer fresh pathways into the future here on planet Earth as we gaze with growing wonder toward the stars!**



Barbara Nance

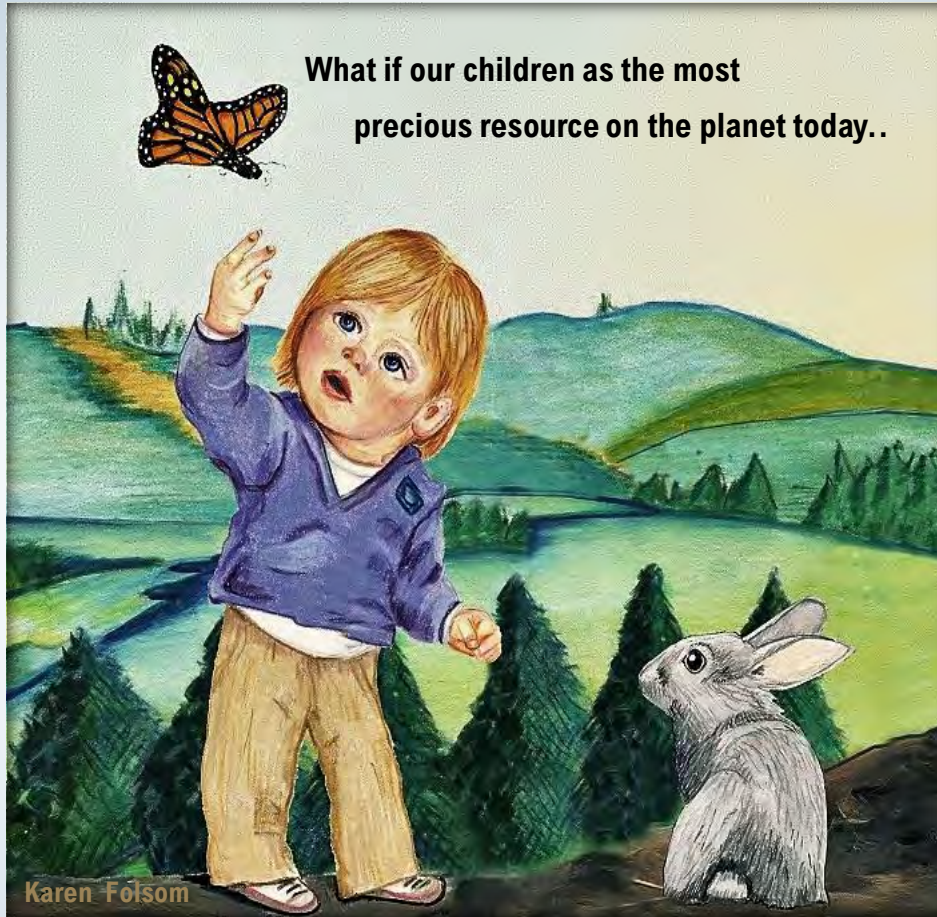
**Wonder is the beginning of wisdom. - Socrates**

**IMAGINATION**

**CURIOSITY**

**EXPLORATION**

**DISCOVERY**



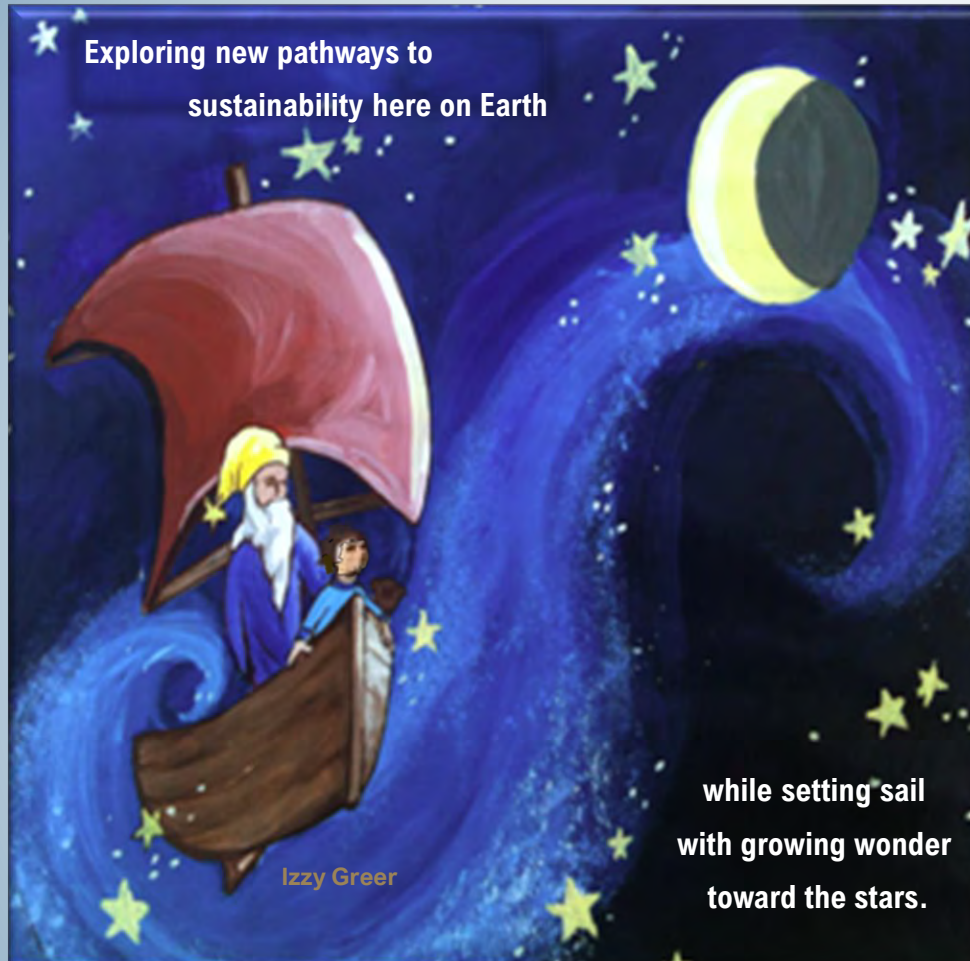
**WONDER**

**CREATIVITY**

**KNOWLEDGE**

**WISDOM**

had access to the widest range of “next generation” learning solutions, imaginatively crafted to awaken and support their natural curiosity and love of learning,



How would an inquiry-based learning platform serve to accelerate each child's tactile, emotional and conceptual intelligence, well beyond the standardized education, entertainment and toy/game product formulas that continue through this day?

*Imagination is the timeless essence of our dreams woven into the endless fabric of space and time.*

What if the next game changing idea was the introduction of a completely fresh category of transformational impact companies primed for the task of initiating and sustaining “scalable” whole systems change.

Here, with our definition of business as: *the ongoing convergence of people, resources and capital on an idea/solution towards manifestation (manufacture)*, we are proposing that fresh rails and corridors into our own human evolution is the most pressing narrative for impact investment today.



*A child is like a diamond in the rough, the way its shaped will affect its brilliance forever.*

*- Keith English*

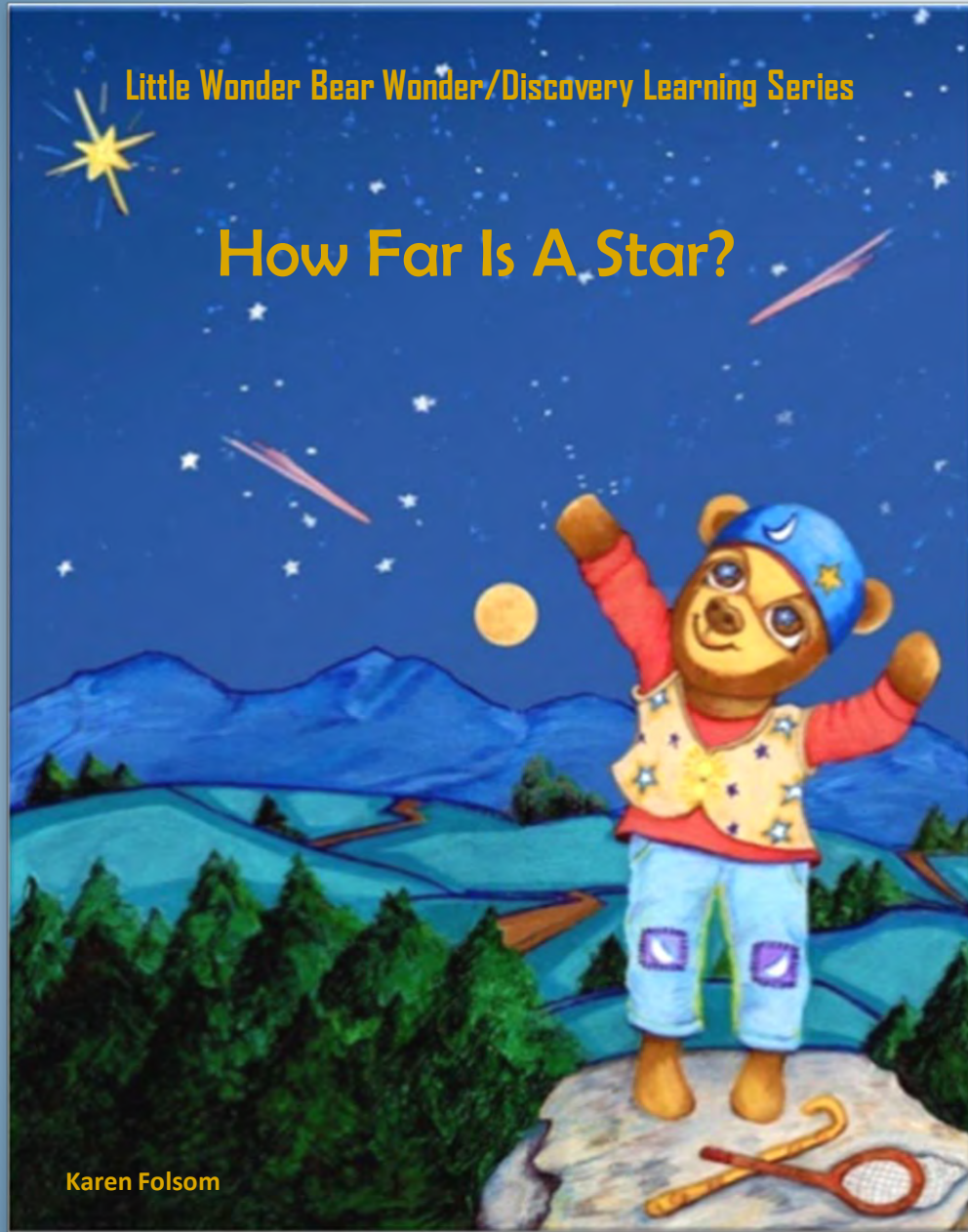
The question of how to begin starts with the introduction of an entrepreneurial rite of passage (for \*beta testing) into transformational impact leadership, whereby a “neo-convergence” framework for building vision/purpose companies for the future is seeded to grow.

(The methodologies and projected outcomes are contained within a separate paper, intended for co-creative development and review).

Wonderlinked Creative™ with its focus on crating original content for the learning experience to take deep roots to reveal begins NOW with...

Little Wonder Bear Wonder/Discovery Learning Series

## How Far Is A Star?



Karen Folsom

To understand our place and purpose within this vast universe begins, as most journeys do, with a little wonder bear with eyes that sparkle, who like Galileo, Copernicus, Kepler, Einstein, Sagan and Hawking, is trying to touch a star!

*The true sign of intelligence is not knowledge but imagination. - Albert Einstein*

Just as Disney began almost a century ago with imagination attached to fantasy, we are proposing that our children would be best served today with that same high level of imagination attached to the themes of optimal wellness and wonder.

With our high-level entry as beautiful story book animation, each creative project will be supported by picture books; original music; interactive learning games; parent/educator workbooks; documented in-nature learning adventures; plush toys, children's apparel and so much more. Multiple, licensing and branding opportunities should abound.



*The bright star listens to the Little Wonder Bear's question and sends a Golden Starbird with the answer into his dreams. "Come with me" says the fiery bird, "and together we will learn just how far is a star".*

Karen Folsom



Each learning adventure within the Little Wonder Bear Series will serve as guide for children, as well as parents and educators to explore and discover more and more about themselves and the many wonders of our world. Here, the loftiest concepts can be taught in seed at the earliest stages of the learning experience through the ever-widening lens of wonder.

In “How Far Is A Star?” as example, our Little Wonder Bear with eyes that sparkle takes a mentored journey of discovery to learn about the planets, stars and galaxies.. and a little more about himself along the way. Through the creation of children’s wonderlinked communities a new generation of pioneers and explorers will be born.

*My goal is simple. It is a complete understanding of the universe, why it is as it is and why it exists at all. – Stephen Hawking*



*Look up at the stars and not down at your feet. Try to make sense of what you see and wonder about what makes the universe exist. Be curious. - Stephen Hawking*

The Little Wonder Bear Wonder/Discovery Learning Series can provide a valuable access point for introducing the latest breakthroughs in learning via the lens of imagination early on. Currently there are thirteen wonder/discover titles for development and production.

Titles include: How Far Is A Star; Who Lives in My World; How Long Is Forever; Garden of Wonder; Always Here: What Is Stillness; How Tall Is A Mountain; How Deep Is the Ocean; The Changing Colors of Earth and Sky; The ABCs of Wonder; Counting Little Wonder Bears; Touch the Earth – Reach the Sky; The Earth Speaks In Cricket

## To Race the Sun - The Ultimate Marathon

A contemporary fable in celebration of the world's children in the spirit of the Olympic Games



**Synopsis: Sun challenges the children and animals of the world to a great race across the Earth. The starting point is a barnyard fence at dawn with rooster as timekeeper. The horizon at dusk is the finish line. The many bio-diverse regions of the Earth are represented in this uplifting tale to foster global friendship and goodwill. The story concludes with a special gift of light by the Sun to the world's children in the spirit of the Olympic Games.**



## Songs of the Sandman

Dreamscape poem for children and their parents who still love to dream

Izzy Greer

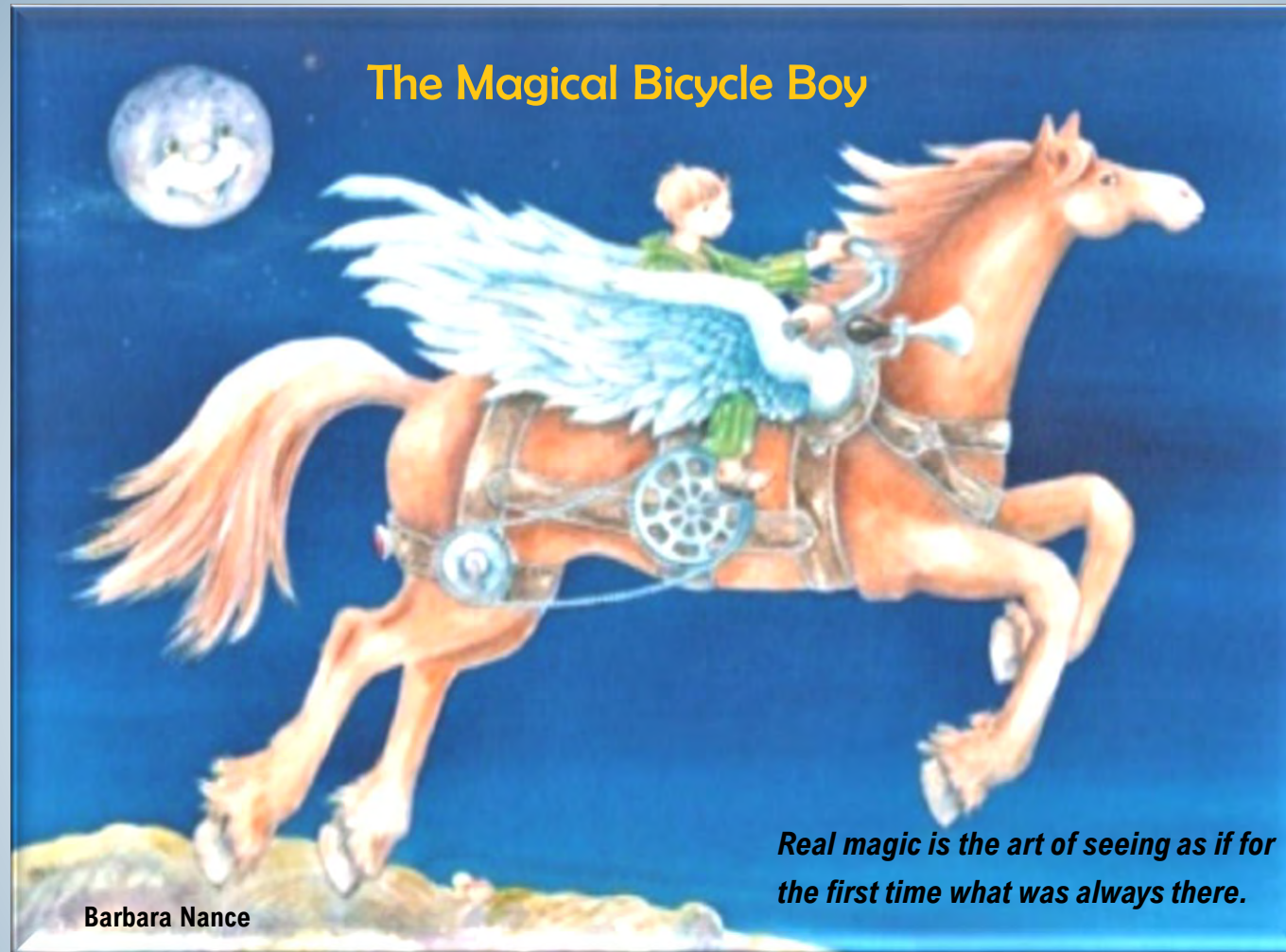
*Sand made of stardust,  
Bright stars made of sand.*

*I am the Sandman  
With stars in my hand.*

*Each ones a treasure  
For your eyes to keep,  
Sprinkled in measure  
To send you to sleep.*

*-Songs of the Sandman*

With business as the art and science of making the imaginary real, Wonderlinked Creative hopes our wonder/discovery platform excites your own imaginations to soar. Beginning with our definition of business as the ongoing convergence of people, resources and capital on an idea/solution towards manifestation, we are offering that a self-actualizing trajectory for the creative experience is not only good business but should also serve as catalyst for unprecedented breakthroughs in every field. How? Clarity and co-creativity coupled to evolving vision/purpose holds the key.



The possibilities for feature animation and global market penetration are immense for “The Magical Bicycle Boy” and “To Race the Sun –The Ultimate Marathon” given their universal recreational health and sports fitness themes. These titles, along with “Touch The Earth ~ Reach The Sky”, “Imagine That! - A Child’s Guide To Yoga”, and “Basketball Scene” form the foundation for truly immersive experiences that are sure to grow in participation as well as value over time.

# Imagine That!

## A Child's Guide To Yoga

Asanas with Poetry and Instruction / Deep Relaxation / Breathing Exercises / Guided Meditation



Joan Hyme



The assimilation of ancient Yoga into modern holistic body/mind culture makes “Imagine That! - A Child's Guide to Yoga” an excellent primer for children and even their parents the whole world round. The spin-offs of animation, music, children's fitness apparel and more, makes this project a very desirable addition to our wonder/discover product line.

**Sample Stories:** With our high-level entry as beautifully animated learning tales and meaningful fables to grow by, each of our offerings will be formatted for the widest range of licensing, branding and spin-off opportunities imaginable. Below are three excerpts to give you a taste of the craftsmanship with each project we will employ.

## The Magical Bicycle Boy

Malloy sat wide-awake upon his bed and looking out the window saw the full moon looking in.

“I cannot fall asleep.” complained Malloy to the moon.

“Then the night will be very long.” Moon replied.

“I must fall asleep,” insisted Malloy, “tomorrow is my birthday, but it is taking forever to arrive!”

“Perhaps if you tuck yourself in,” suggested Moon, “forever might take no time at all.”

“I really hope,” Malloy confessed while sinking beneath the covers, “that one of my presents will be the one I’ve always dreamed about, ever since I was just a little kid.”

“I hope so too.” said Moon, now winking at the sandman to come calling for Malloy.

At last the moment was ripe for a very old and well-kept secret to be revealed.

“For children who are in a hurry,” whispered Moon to Malloy, “the fastest way to tomorrow is through a dream!”

## To Race the Sun - The Ultimate Marathon

“Come children come and gather round,  
Yes, animals as well.

Crowed Rooster with the dawn’s first light

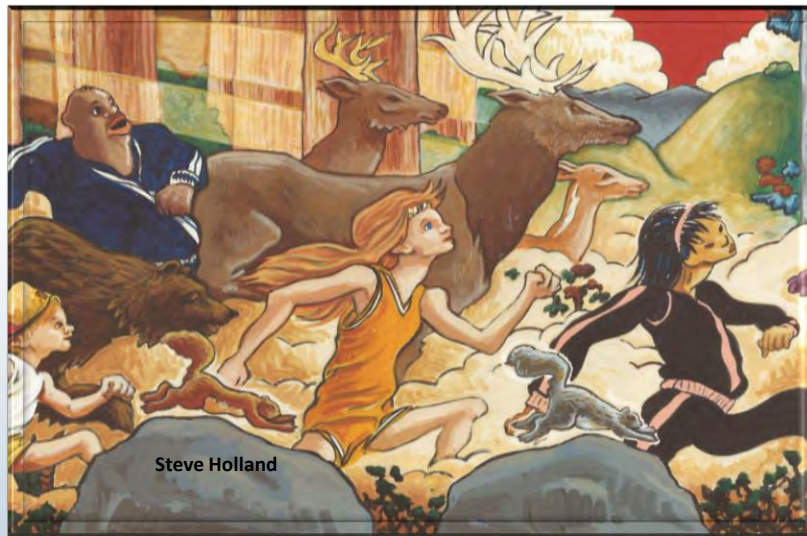
For I’ve a tale to tell,

A wondrous tale that must be told

To each and everyone

Who wants to walk the peaceful way,

Prepare to race the sun!”



## How Far Is A Star?

Look, deep in the forest, a Little Wonder Bear with eyes that sparkle is trying to touch a star.

“If I stretch way up on tippy toes, I can touch that star with my paws.”

“No, not with my paws.”

“If I stand on top of this great big rock, I can tap that star with my stick.”

“No, not with my stick.”

“if I climb to the top of the tall pine tree, I can catch that star in my butterfly net.”

“No, not in my butterfly net, that star is much too far away!”

Little Wonder Bear climbs down from the tree and lying down in the grassy meadow is now ready for sleep. But just before he closes his eyes, he points to the brightest star to wonder aloud, “How far is a star?”

The bright star listens to Little Wonder Bear’s question and sends a golden star bird with the answer into his dreams.”

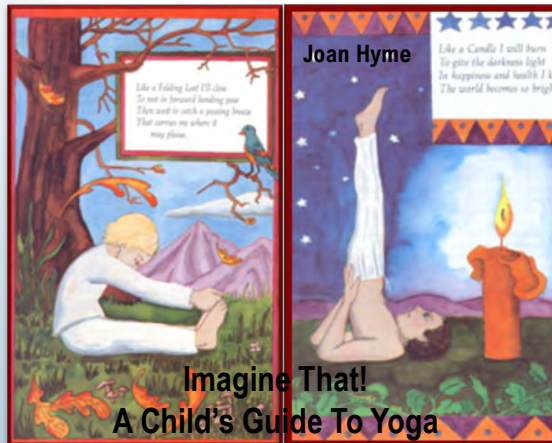
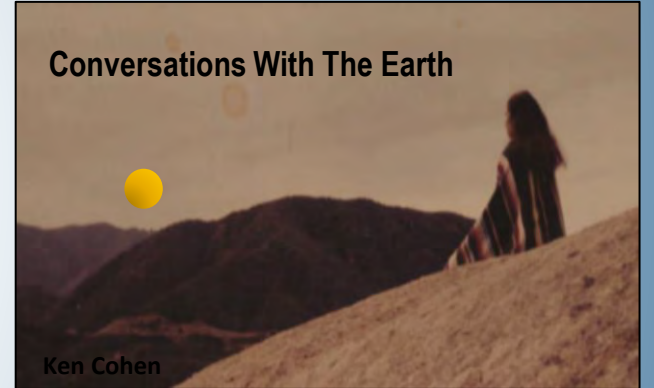


Wonderlinked Creative™



Earth Anthology  
Scene; Imagination  
Impact Learning  
Wellness –

Ball  
onal  
To



## The Purpose of Wonder

The quest to understand our place and purpose within this vast universe is the domain of curiosity and wonder. To advance the pursuit of knowledge going forth, we submit that a fresh entry point, starting at the beginnings of the child's journey is a new and exciting frontier waiting to be explored. The market for this undertaking is global with each nation now actively seeking to optimally educate its youth to meet the great challenges as well as wondrous opportunities that await them as their tomorrow.

Wonder is an abiding sense of awe; of being intimately connected to an unfathomably greater whole. Wonder as the root of learning is imagination, curiosity, adventure, exploration and discovery. To be ever more curious about ourselves, each other and this vast universe in which we live is the domain of wonder. Wonder is the quintessence of both the child and sage. From a psychological perspective, it is the retreat from wonder that is at the source of so many quandaries facing us today.

Wonder/discovery learning offers a vital entry point for the self-actualizing impulse to awaken and unfold. Education in its deepest sense of the word is the transformation of the mind. Whereas a fragmented mind is prone to fear, anger, isolation, illness, and all manner of distractions and addictions, an integrated mind alternatively is drawn to joy, love, inquisitiveness, optimal health and selfless service for the betterment of the environment and humankind.

“The world as we have created it is a process of our thinking. It cannot be changed without changing our thinking.” -Albert Einstein

## Wonder Thesis



Karen Folsom

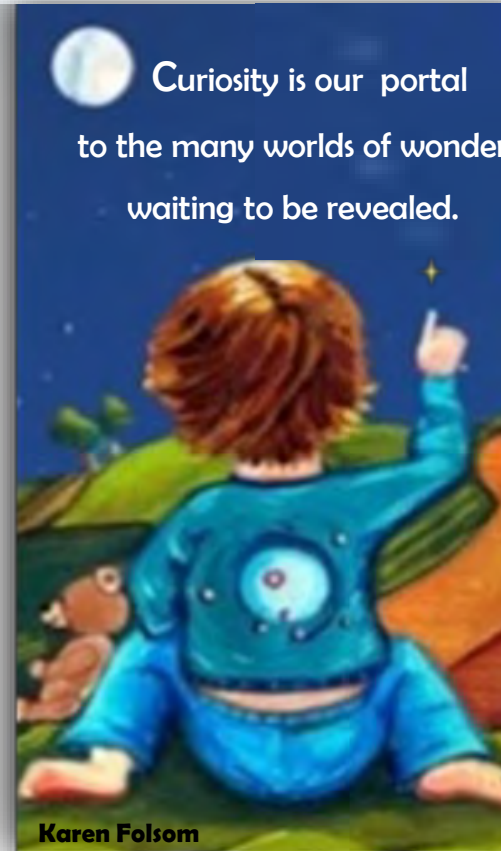
# Wonderlinked Creative™

**Mission: To craft original projects specifically designed to influence a wondrous future for our children and for all humankind**

## Impact Investment and Involvement Portal

Welcome to the seed beginnings of Wonderlinked Creative as a fresh category of “transformational impact” companies to be primed for the task of initiating and sustaining meaningful and measurable whole systems change.

With the Project’s high level entry as storybook animation built on the themes of curiosity, optimal wellness and wonder, our goal will be to both captivate and capture the very lucrative global family education, toy/games and wondertainment markets with the widest range of wonder/discovery product solutions imaginable.



As an impact investor, your early participation will convert into “value plus shares” as the Project methodically advances through its formative stage. What exactly you are investing in is both our Wonderlinked Creative and Wonder To Wisdom Project brand identities, coupled to the vast for-market creative content we will provide.

Our boutique “Quickstarting Wonder” Investment and Involvement Portal is intended to illustrate the highest caliber of thematic intention and creative artistry we will employ.

If in fact our children are the most precious resource on our planet today, then the Project’s value should be self-evident and on every conceivable level, yield the highest ROI (return on investment) for generations to come.

While it is easy to see the necessity of supporting our children in crisis, it is also imperative to see and proactively create an alternative future for them in which they can realize their greatest hopes, aspirations and dreams.

## Quickstarting Wonder

### Impact Investment and Involvement Portal

This Executive Overview is a visual preview of what the Project can achieve with your serious support. Capitalization will serve to attract the most capable creative and administrative talent in order to bring the widest range of wonder/discovery deliverables to the global market.

The Little Wonder Bear Learning Series alone should generate a very significant annual revenue stream given that parents and educators the world over are always seeking the best playtime, online and tangible learning materials available to them.

To demonstrate that “little” (as in a child) does not in any way mean “small” (as in profitable), Disney’s Winnie-The-Pooh franchise as example, grosses between 3 to 6 billion dollars annually.



Barbara Nance

Here, we believe our Little Wonder Bear wonder/discovery platform will quickly reveal an even broader range of compelling “next generation” edutainment and spin-off applications than what is popularly available today.

Also, as we build out our infrastructure and “wonderlinked creative” brand, feature animation projects from our IP catalogue will include “To Race the Sun - The Ultimate Marathon”; “The Magical Bicycle Boy”; and “Basketball Scene” as universally popular health and sports fitness themes.

Please imagine a future where our children are “wonderlinked” together in both play and purpose as they proceed to build lasting bridges of friendship, celebration, goodwill and sustainability throughout the world.

“See how the children do the great work as they play,  
From wonder to wonder, see how they grow so much every day.”

- Singer/Songwriter SL Fiske

## The Incredible Value of Wonder

The underlying premise for Wonderlinked Creative is that if we are to successfully navigate the myriad challenges facing all of us on planet Earth today, the best tool and compass for the journey is a highly imaginative, resilient and resourceful body/mind.

To cultivate these inherent qualities as the centerpiece to the learning experience, beginning from early childhood and then progressing through each successive learning stage is the domain and now transformational impact business of wonder

The Project's entry into the very lucrative children's market should provide an exciting contrast and alternative to the well established children's education, toy, clothing and entertainment companies of today.



These are some of the annual global revenue streams for the markets Wonderlinked Creative will participate in:

### Wonder Development

\$270 billion - annual animation market

\$170 billion - annual children's wear

\$119 billion - global toy market.

\$20 billion - retail sales of licensed products for preschoolers

\$3.6 billion - children's and young adult books

Other markets we will target will include and not be limited to: children's music; learning materials, health/fitness/nutrition every-child-in-nature documentaries; parent/child discovery retreats and more.

Our goal is to pioneer best whole systems approaches to actualizing the wondrous capabilities within each child's developing body, heart and mind.

*“Transformation requires both creative imagination and deliberate design to re-from resources that already exist into something new and freshly relevant. By discovering new potentials in old forms, one can preserve and use the best accomplishments of the past while responding to newly to newly perceived needs, values and ideals for today.” - Carol Dorrance*

## Reference Comparisons

(Children's media arts and learning franchises can generate in the multi-millions to billions of dollars for their respective companies each year.)

Every endeavor, great or small, begins exactly at the same place... the beginning.

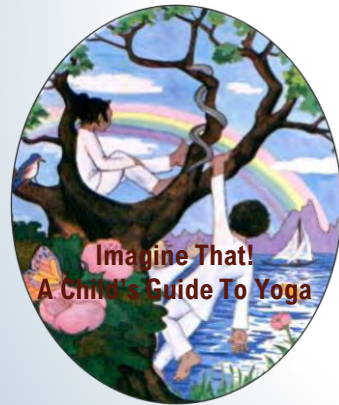
These are some of the most well-known media arts platforms for introducing children to the learning experience.

Though small at the moment, The Little Wonder Bear Wonder/Discovery Learning Series and other imaginative titles we will be offering, should fare quite well among the current most successful media arts franchises doing business today.

What will make The Wonder To Wisdom Project one of the most successful media arts/product development franchises of all times is in a word...You!



The Wonder To Wisdom Project, is a next generation media arts, publishing and product development company with its mission to craft original projects specifically designed to influence a positive and sustainable future for our children and for all humankind.



"As a child, one has that magical capacity to see the land as an animal does; to experience the sky from the perspective of a flower or a bee; to feel the earth quiver and breathe beneath us."  
- Valerie Andrews



As a global learning company, Houghton Mifflin Harcourt is dedicated to developing innovative games, activities, online supplements, worksheets and lesson plans for teachers and schools.

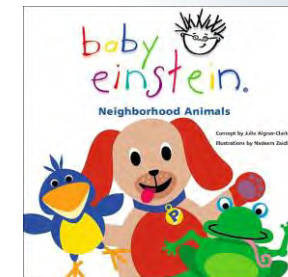


Sesame Street was built around a single, breakthrough insight: that if you can hold the attention of children, you can educate them.

The mission of The Walt Disney Company is to be one of the world's leading producers and providers of entertainment and information. Using our portfolio of brands to differentiate our content, services and consumer products, we seek to develop the most creative, innovative and profitable entertainment experiences and related products in the world.



Nickelodeon is a globally recognized multimedia entertainment brand for kids and family, which puts kids first in everything.



All of our products are inspired by a simple and universal idea: the curiosity of young children, and the wish of parents everywhere to nourish it.



Pooh is naive and slow-witted, but he is also friendly, thoughtful, and steadfast. Although he and his friends agree that he "has no brain", Pooh is occasionally known to have a clever idea, usually driven by common sense.



Our vision is to pioneer the future of learning as an unfolding journey into wellness and wonder.

# **Quickstarting Wonder Impact Investment and Involvement Portal**

**Vision / Purpose / Profit**



**“Have you a penny or nickel to spare.  
For an old weaver asleep in his chair?”**

**-Songs of the Sandman**

**Investments / Endorsements / Comments / Suggestions / Involvement**

**please email:**

**Wonderlinkedcreative@gmail.com**

**“I believe that investing in our children’s development from the earliest age is the single most important contribution we can make to the health and well being of our citizens, their capacity and the future of our state” (and world). – Jay Weatherill**