

***South Africa: each  
trip, a new learning  
experience***



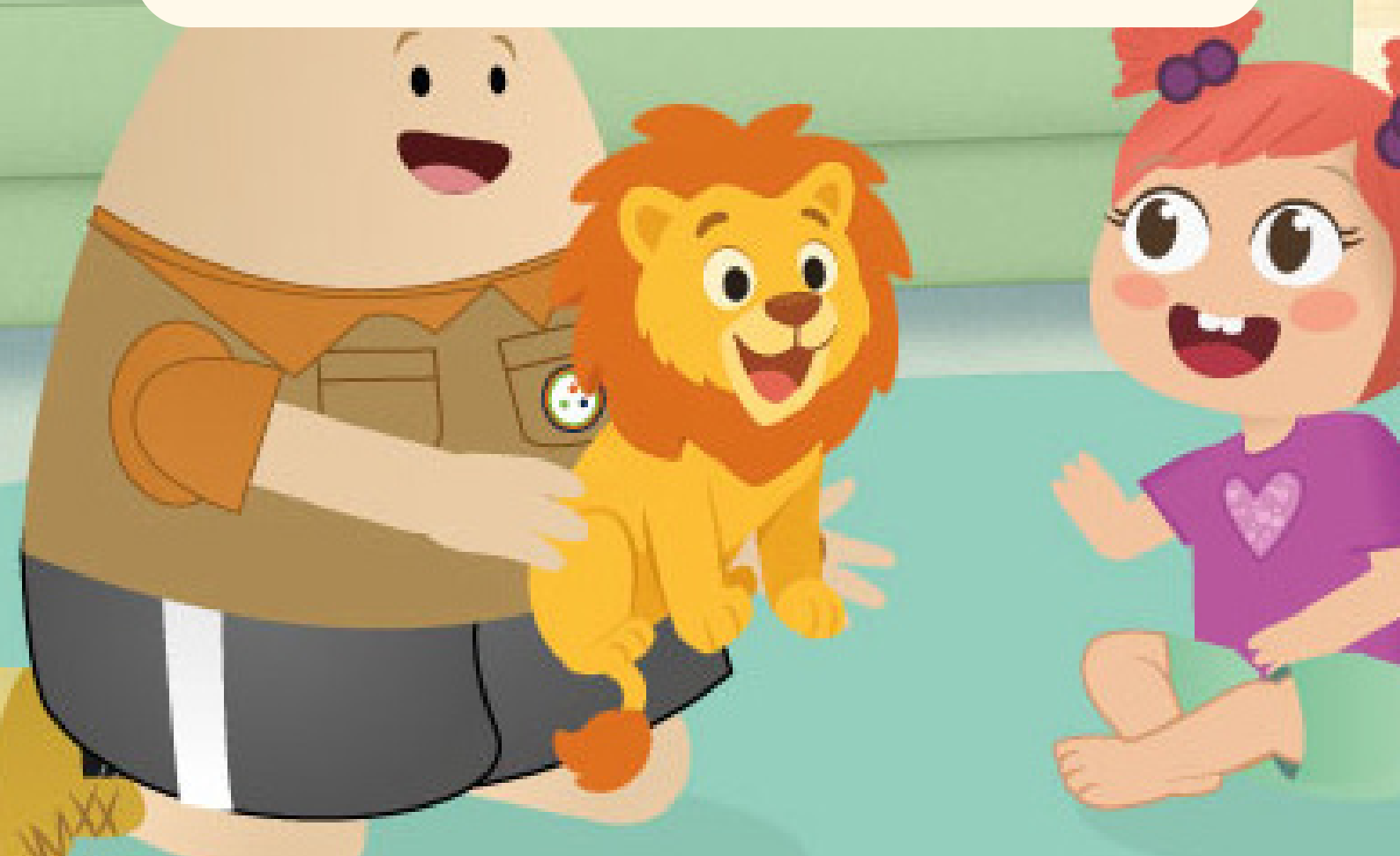
Fly and Trip were already missing Hope terribly after this first trip to South Africa without their little sister. Destiny and Gate are still sleeping. But the kids have already created a real safari in the living room!

Hope is more than happy being spoiled by her siblings. She bursts into laughter with Trip imitating a lion's roar, her favorite animal from the whole trip.

Fly, jealous of her brother, asks to switch roles. Trip takes the binoculars from Fly's hand and now becomes the tracker looking for new animal tracks. Suddenly, Fly jumps onto the sofa with the stuffed lion, making her sister laugh even harder.

Destiny and Gate wake up to the laughter and go see what's happening.

Destiny is amazed by the scene she finds in the living room and comments to Gate: - I thought we had returned from the savanna, but apparently, we're still in it.





Gate starts laughing and calls the children for breakfast:

- End of this first safari day. You can resume the game this afternoon.

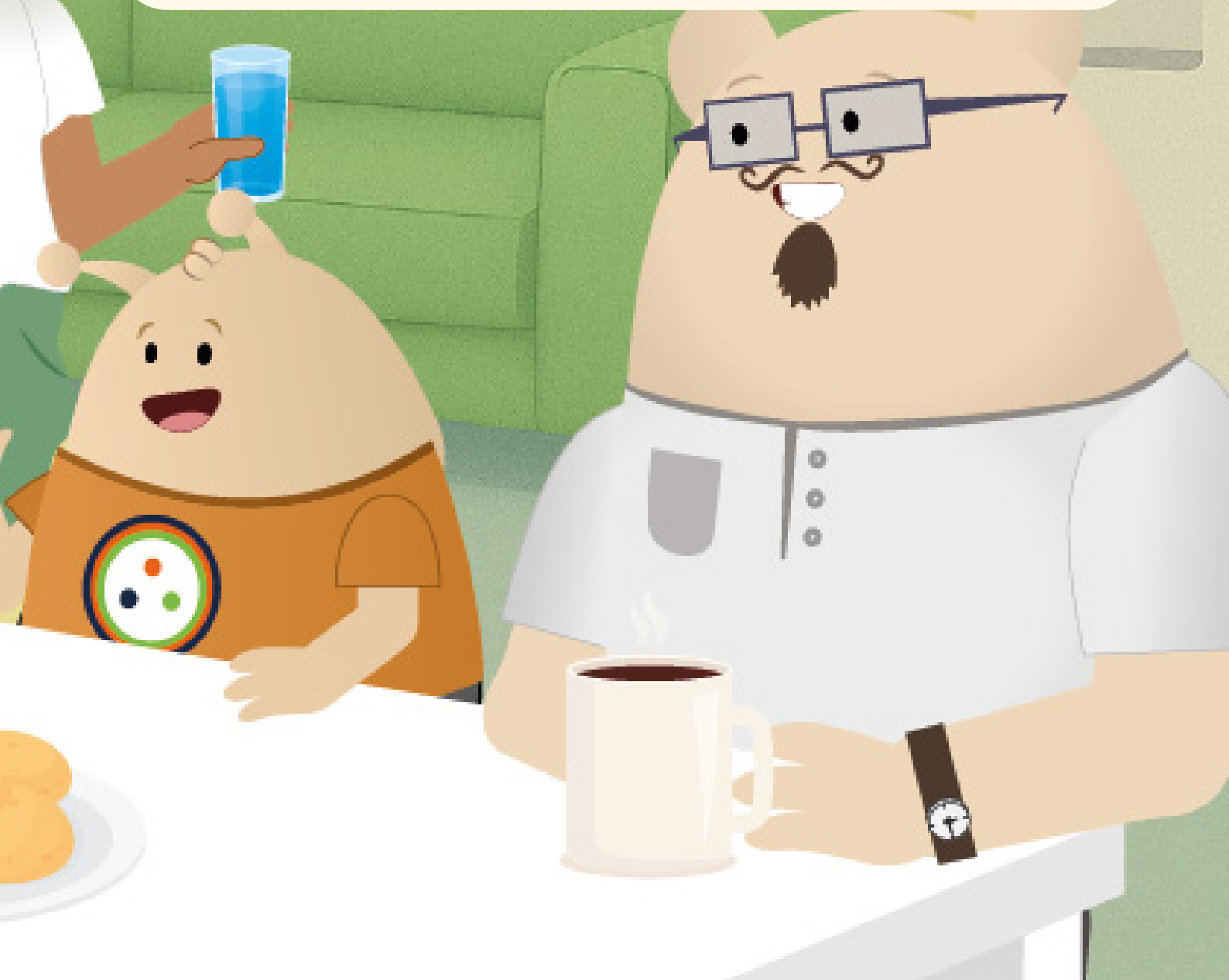
At the table, Fly comments:

- Vida was really right, because Hope would have gotten very tired on our safaris. Can you imagine her screaming and crying in the middle of our adventure? She would have scared away even the Big Five!



Everyone has fun with the comment. And Destiny adds:

- The best safari for Hope is the one you provided this morning here at home.
- And speaking of safari, it made me thirsty — comments Trip, asking his mother:
- Mom, can you bring me a glass of water?
- One, two, three, and four! — Fly counts her mother's steps to the water cooler.
- What are you counting, Fly? — asks Trip, not understanding his sister.
- Well, how many steps Mommy needs to take to get a glass of water!





Destiny and Gate look at each other.

You know, Trip, your sister was impressed by how many kilometers the residents of the community we visited had to walk to get clean drinking water — Gate explains.



- But now, with the project done by the lodge where we stayed, they can do it like Mommy here at home, right? — asks Trip.

- Exactly! affirms Destiny.

- And that's why we only stay in places that do their part!t



Hope starts moving around, asking to go back to the safari! Trip and Fly return to the living room to continue playing.

Gate comments on how special it was to see Trip and Fly's curiosity about the animal world, and how happy he is to notice their effort to speak English with the ranger during the safaris, trying to learn more and more about each animal's habits.

Destiny is also proud. But she can't stop looking at the photos of Cape Town on her phone. She's very impacted by the landscapes she saw there:

- It's all so magical! Table Mountain, majestic, visible from every part of the city, and the meeting of the oceans, seen from above, will stay in my memory forever! — Destiny gets excited and climbs onto the kitchen chair, imagining the turbulent waters of the Cape of Storms below!





Gate joins the game and climbs onto the other chair announcing:

- Well, I can see Robben Island from up here and can barely imagine how Mandela, after so much time imprisoned and isolated there, managed to become president of such an incredible country!

While Gate and Destiny imagine themselves atop the mountain, Trip, Fly, and Hope invade the kitchen with sheets and wind sounds.

Gate and Destiny join the game and start swaying on their chairs shouting:

- Help!! Help!!

Everyone bursts into laughter, remembering the strong winds they encountered at the top of the mountain!



At that moment, Fly and Trip notice at the same time that there's one last cheese bread left on the table and decide to grab it.

- I saw it first! — shouts Fly.

- No, I saw it! — shouts Trip.







**Ubuntu!**

**Ubuntu!**

Destiny and Gate look at each other and don't hesitate on how to solve it:

- Ubuntu!! — they say at the same time.
- I am because you are! — says Destiny, splitting the bread in half and giving a piece to each child.

**Trip and Fly realize how selfish they were being and immediately share the bread with Hope and their parents.**

**This is how the world's most well-traveled family returns home!! Each trip is always full of new learnings that completely changes their lives!**

**Stay tuned for new adventures because very soon the family will decide on a new destination!**





# Claudine Blanco

An entrepreneur in the tourism industry for over 20 years, she conceived and created the Way family: the traveling mascots of Family Trip Magazine. She collaborated with Cecília Schucman and Nicolli Bedicks to bring these characters to life and fulfill her dream of helping families travel better.



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Writer, educator, and actress, she loves discovering other cultures, whether through travel or listening to stories! And she enjoys bringing everything she learns to the children she works with in schools or on adventures to the most diverse destinations!

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