

The Wish Trip Starter Blueprint

for Wish Families wishing for Orlando

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Welcome

Hi, friend!

I'm Caitlin — an independent travel advisor with Firefly Travels. I created Magical Wish Mom to make trips to Orlando trips feel calmer, and truly doable for Wish and Alumni Families (families who return *after* their wish trip)!

This guide distills hundreds of real tips from Wish families, our family's own experience, as well as my day-to-day planning work into a simple process: start with your child's anchors, choose your park days, and limit yourself to a Big-3 each day! It's a simple planning process, but easier said than done!

Why Magical Wish Mom exists

I started Magical Wish Mom because I've walked this road, too. My son's battle with Aplastic Anemia taught me how to protect energy, honor needs, and still make room for joy during his amazing Wish Trip. As a Disney-loving planner and Harry Potter fanatic, and most importantly — a Wish Mom — I'm here to walk the Wish Trip planning journey with you.



OUR FAMILY'S WISH TRIP - 12/2025

Your child's Wish is such a beautiful gift; I'm grateful to stand beside you as we shape it into memories you'll cherish.

Welcome

How I can help beyond this Guide

If you want a second brain, I can take your dreams and ideas for your child's Wish Trip, and help turn that into a plug-and-play itinerary built just for your family with efficiency, joy and rest all built in. I'll do the research for you to figure out what *unique plan* works for your *unique Wish Kid* and family.

For Wish Families, I offer extra, individualized planning help for a minimal fee. Start with a free call or an inquiry form so we can align on your goals.

Wish Trip Family Planning Services

- Bookings done for you (dining and experience reservations)
- Park-day pacing and experience prioritization
- A clear, organized Wish Trip itinerary prepared custom for your family
- **Three 30-minute focused planning calls**
- The Wish Trip Starter Blueprint



Care, privacy, and clarity

- Accessibility-first, trauma-aware planning; your details stay private.
- I'm an independent advisor with Firefly Travels; I am not affiliated with or endorsed by Give Kids The World, Disney, Universal, SeaWorld, or LEGOLAND. *Policies change*—always confirm in the official apps the week you travel.
- This guide is informational and not medical advice; defer to your care team for health decisions.

I'm so glad you're here. Let's design a week that feels calm, connected, and unforgettable—on your family's terms.

– Your Wish Mom Partner,

Caitlin



Read This First

Goal: Make your child's wish trip feel calm, clear, and custom to your family.

What you'll get in this guide

- A "sketch your trip" method you can finish in about an hour.
- Beginner-friendly park pages (Disney, Universal, SeaWorld, LEGOLAND) with gentle routes, shows, snack wins, and calm spaces.
- Practical essentials for meds, mobility devices, queue accommodations, and sensory breaks.
- Timelines for 60-day bookings and seasonal extras, plus sample schedules you can copy and adjust.

How to use this guide:

- Read Pages 1–3 to help frame your big picture planning. These pages will help you identify tasks you'd like to do, and when the best time to do them is!
- Work through the "Sketch-Your-Trip" Method.
- When you're ready, dip further into this Guide for more details and guidance.

What makes Wish trips different:

- You'll likely stay at Give Kids The World Village (GKTW) – a place where only Wish Kids and their families stay. The Village has its own rhythm, support, and magic. If you don't stay here, you can still visit for the entirety of your Wish trip!
- You'll have gifted tickets to local theme parks and experiences.
- Your Wish Kids' GKTW button and Wish passes will provide an opportunity for theme park Cast Members and Team Members to highlight your family for **extra special, unplanned moments** as well as **less waiting**, and access to areas that ease possible hardships of travel and being in theme parks (think shorter wait times, and access to reserved viewing areas).

My promise to you: I'll keep this simple, compassionate, and practical. If you want me in your corner, I offer Wish Family Planning Support for a small fee to guide with more details and planning individualized to your family.



Planning Your Wish Trip



Magical Wish Mom

Travel Guidance for Wish & Alumni Families

Choosing your dates of travel

“When would you like to schedule your Wish Trip?”

A simple guide for families planning a once-in-a-lifetime visit

A wish trip isn't just a vacation — it's a celebration, a memory-maker, and often a bright light during a hard season.

Choosing the right time of year for your child's Wish Trip — if you have the luxury of choosing — can help balance weather, crowds, energy levels, and special events.



Here's what to consider:

Winter (January–February)

- EPCOT International Festival of the Arts
 - Broadway performers, art booths, chalk art, and creative food.
 - Lower crowds (mid-January–early February)
 - Cooler, comfortable weather

⚠ This is the time of year attraction refurbishments are typically planned

Spring (March–May)

- EPCOT International Flower & Garden Festival
 - Beautiful character topiaries, outdoor kitchens, and garden displays.
 - Gorgeous greenery; Lighter festival vibe

⚠ Spring Break crowds (mid-March–mid-April)

Summer (June–August)

- Hot. Humid. Afternoon storms. Higher crowds.
 - Longer park hours; All attractions open

⚠ Heat can be tough for medically fragile kids
Tip: Plan early mornings + midday rest.

Choosing your dates of travel

“When would you like to schedule your Wish Trip?”

Fall (September–Early November)

- Mickey’s Not-So-Scary Halloween Party (MNSSHP)
 - A special-ticketed event (extra \$) at Magic Kingdom with trick-or-treating and exclusive fireworks.
 - EPCOT International Food & Wine Festival
 - Global food booths + entertainment.
 - Lower crowds (especially September)
 - Slightly cooler weather; Festive but not overwhelming
- ⚠ Hurricane season (August–October)



MNSSHP

Holiday Season (Mid-November–December)

- Mickey’s Very Merry Christmas Party (MVMCP)
 - Special-ticketed Magic Kingdom event with holiday fireworks and snowfall on Main Street.
 - EPCOT International Festival of the Holidays
 - Holiday storytellers + special food.
 - Magical decorations everywhere
 - Special character costumes
- ⚠ Crowds increase mid-December



MVMCP

Quick Recommendations

Lowest crowds overall:

Mid-Jan, early Feb, mid-Sept

Best weather:

Late January–April

Most festive:

Oct (Halloween) + Dec (Christmas)

The “best” time isn’t about crowds — it’s about what feels most joyful and manageable for your family.

Starting with a Blank Slate

Avoiding the overwhelm

You've done the Wish interviews, the logistics with your Wish-Granting organization, and now you have dates (tentative, or may be they're already booked!).

Because your child is being granted an Orlando-area Wish, your family has:

- Lodging at Give Kids the World Village Storybook Resort; (exceptions to this do happen, either due to the actual Wish, or due to availability)
- 3 Disney World park-hopper tickets
- 2 Universal park-to-park tickets
- 1 day pass to Seaworld
- Options to visit other attractions like Legoland, Peppa Pig Theme Park, Busch Gardens, and more...

This can be an overwhelming part of the journey

Looking at your 6 nights with endless possibilities, and the enormous amount of information, recommendations and "trip review" posts on Social Media can be overwhelming.

When I tell you that our family's Wish Trip was more work to plan than our "regular" Orlando trips, I mean that.

Because there is so much gifted, you want to do it all. Everything feels like a new, special experience, and you want the amazing trip your Wish Granter keeps telling you you'll have.

So... how do you get it?



The Big Picture

I'll expand on this process as we work through the Guide, but here is the basic process:

Step One: Name your anchors for your Family's Wish Trip

This is arguably the most important step, because you're **naming your priorities** for your family and your Wish Trip. These are things that you know your Wish Kid and family will absolutely love, or be sad if these were missed. Anchors can be as simple as "ride the Walt Disney World Railroad" or be extra bookings like a specific character meal. It's all about what means the most to your family.

Step Two: Sketch out your itinerary

Once you know what your anchors are, you can start to **sketch out what parks and experiences will be on each day**. For example, if your Wish Kid wants to experience Bippidy Boppidy Boutique, you'll want to look ahead for your Wish Trip dates to see hours at the Magic Kingdom. There are extra ticketed events that cause the parks to close early certain nights. You'll want to sketch Magic Kingdom in on a 'normal' day.

Step Three: Make reservations & rearrange if needed

60 days before the day you're booking for, you'll have the ability to book Disney character dining, enchanting extras, and special tours. This time opens at 6am EST for dining, and 12am EST for enchanting extras. There are several reasons other types of guests might be able to book before you, and the day and time you were hoping for isn't available. That's ok! Get what you can. We'll work through rearranging later.

Step Four: Fill in details

After you sketch your trip, and then fill in the timed reservations you actually get, you can then fill in smaller details. This part can be as detailed or freeform as you'd like! Strategies coming later.

The Sketch-Your-Trip Method

This is the backbone of everything I do with Wish Families. It's simple and it prevents overwhelm.

Before you do ANYTHING, Pick your anchors

These are the timed events, the must-dos. The things that if you *did not* do during your child's Wish Trip, that they or you would feel regretful that you didn't prioritize time and effort to make it happen.

How to Choose Your Anchors

Ask yourself:

- What does my child talk about the most?
- Is there a character they dream about?
- Is there a movie or world they are obsessed with?
- Would they regret missing a specific ride?
- Is there a special experience that feels once-in-a-lifetime?



As you dive deeper into this Guide and learn what's available, your anchors may become clearer.



MICKEY MOUSE - EPCOT 2023

Anchor Ideas – Seaworld + More

Anchors are the non-negotiables.

They are the experiences that – if you flew home without doing them – would leave you or your Wish Kid feeling disappointed.

These are the memory-makers, and the things worth building the rest of the week around. Everything else fills in around your anchors.

SeaWorld Anchor Ideas

- Dolphin encounter
- Penguin encounter
- Sea lion interaction
- Behind-the-scenes animal tours
- Reserved show seating packages

LEGOLAND Florida + Peppa Pig Theme Park

- LEGO driving school
- Peppa Pig roller coaster

Give Kids The World (GKTW) Anchors

- Mayor Clayton's Wonderlab
- Amberville rides
- Park of Dreams Pool & Splash Pad
- Keaton's Korral (horseback riding – Sunday & Tuesday mornings)
- Halloween Party (Mondays)

Other Orlando Experiences

- Boggy Creek Airboat Adventure (bring noise-cancelling headphones!)
- Medieval Times Dinner & Tournament
- Crayola Experience
- Disney Springs balloon ride



LEGOLAND

Anchor Ideas – Walt Disney World

Disney Anchor Ideas

Character & Fantasy Experiences

- Bibbidi Bobbidi Boutique (Princess or Knight transformation)
- Capture Your Moment private photo session
- Princess dining (Cinderella's Royal Table, Akershus)
- Character meals at Chef Mickey's or Topolino's Terrace
- Savi's Workshop lightsaber building
- Droid Depot build experience

Ride-Based Anchors

- Guardians of the Galaxy: Cosmic Rewind
- Seven Dwarfs Mine Train
- TRON Lightcycle / Run
- Rise of the Resistance
- Frozen Ever After
- Remy's Ratatouille Adventure
- Kilimanjaro Safaris

Nighttime & Special Events

- Fireworks Dessert Party
- Fantasmic! dining package
- Mickey's Not-So-Scary Halloween Party
- Mickey's Very Merry Christmas Party
- After Hours events

Behind-the-Scenes & Enchanting Extras

(These typically book at 60 days like dining.)

- Caring for Giants Tour (Animal Kingdom elephants)
- Wild Africa Trek
- Keys to the Kingdom Tour (Magic Kingdom) – check for age requirements!
- Up Close with Rhinos
- Fishing excursions
- Private fireworks cruises



MICKEY'S NOT SO SCARY
HALLOWEEN PARTY

Anchor Ideas – Universal

Universal Anchor Ideas

Wizarding World Experiences

- Breakfast at The Leaky Cauldron
- Lunch at Three Broomsticks
- Butterbeer break (yes, this can be an anchor! It's delicious!)
- Wand selection ceremony at Ollivanders
- Hagrid's Magical Creatures Motorbike Adventure
- Harry Potter and the Battle at the Ministry (Epic Universe)

Thrill Anchors

- VelociCoaster
- Starfall Racers (Epic Universe)
- Incredible Hulk Coaster
- Revenge of the Mummy

Special Experiences

- Meet Spiderman!
- Character dining (when offered)
- CityWalk signature dining reservations
- Hard-ticket Halloween Horror Nights (scary!)



SPIDERMAN

One Final Reminder

Your child does not need to do everything.
This trip is not about checking every box.
It's about protecting energy for the moments that matter most.

Pick your anchors.
Build around them.
Let the rest be flexible.

The Sketch-Your-Trip Method

Step 1: Write 1–3 anchors per trip (ideally, max 1 per day).

- Example: BBB makeover, lunch at Three Broomsticks, a day at Legoland.

Step 2: Place anchors on the calendar first

- Anchors determine which park you'll be in and which day. (Are there any park operating hours that might limit which days you'll be in which parks?)
- Put each anchor on a day and time you're hoping for to sketch your week itinerary. Once your booking window opens, aim to get that reservation at that day and time! If you can't get what you were hoping for, get what you can, then rearrange your sketched out trip schedule. Now you know which park will be best on which day based on the reservation times you *actually* get, which starts to build out your schedule.

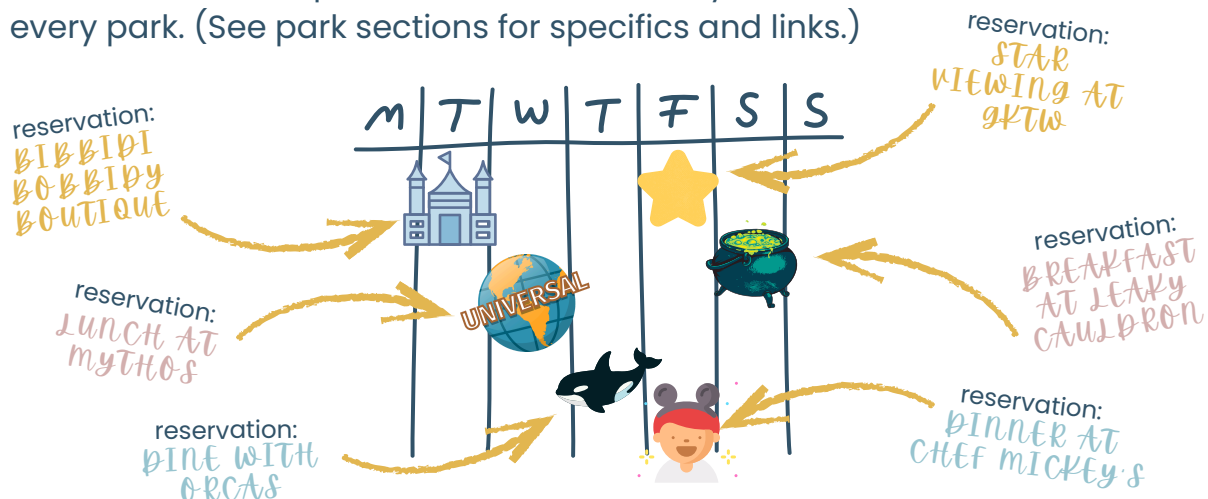
Step 3: Fill each day with 2–3 “love-to-do” rides/meet-and-greets

- Choose your family's high priority experiences per day (think: Velocicoaster for the thrill-seekers, WonderLab at GKTW for stem-lovers, Alien Swirling Saucers for little kids who love Toy Story). 2-3 per day is the maximum – stop there. Everything else is “nice-to-have.”
- Group nearby experiences to avoid zig-zagging (easy with With passes!).

Tiny Tip: Circle must-dos on the park map (paper or app) to know where you're must-do items are located!

Step 4: Protect recovery windows

- Schedule sensory breaks, shade, hydration/meds, and decompression stops into the day so the fun lasts.
- Do This: Pre-mark quiet zones, First Aid, and your chosen “calm corners” in every park. (See park sections for specifics and links.)



Booking Windows & Key Dates

Booking Deadlines – These matter!

Once spots fill for a specific activity or dining experience, theme parks can't open more slots, even for Wish Families. This means that as a Wish Family, you have the same booking dates to get a reservation in your name. These don't require ticket confirmations and *most* don't require a credit card to book.

60 days before each day of your Wish Trip

- Disney Dining reservations open at 60 days. On-site Disney hotel guests can book for their whole stay at 60 days from their check-in day (up to 10 days) starting at that 60-day mark. Families staying at GKTW *don't* get that +10 day benefit, so book each day separately at its own 60-day mark. This means potentially 7 consecutive days of getting into your app early in the morning at that 6am EST time when they open, to make reservations.
- Enchanting Extras at Disney (same 60-day window, however at 12am EST):

Tiny Tip! Bibbidi Bobbidi Boutique, Savi's Workshop, Droid Depot, dessert parties, Capture Your Moment – all fill up fast. If you miss getting your top choices, consider getting a free app (Mouse Watcher or Stakeout) to search for a reservation – the app will notify you when one becomes available. Be quick! Many people get that notification at the same time.

- Universal Dining: Make CityWalk and in-park dining reservations via Universal's site/phone or OpenTable. Most releases are rolling; good tables appear 30–60 days out and again day-of.

45–30 days before arrival

- If needed, apply for accommodations and other accessibility services. (Many Wish Families find they don't need these, so check out the details later in this Guide about each of these programs).
 - IAC Universal Studios, DAS for DisneyWorld
- SeaWorld Animal Encounters: Book desired encounters.

Families with food allergies! Send Special Diets form to Disney and email diet team at GKTW at diet@gktw.org no earlier than 30 days prior to your trip.

10–3 days before arrival

- Re-check park hours and entertainment for your exact dates.
- Prep medical notes and bring prescriptions in original containers. Medically necessary items and prescriptions are allowed.

Quick Q&A

“I heard online that...”

Q: I heard you must rope drop every day to have a good trip.

A: Not true. Being at the gates before official opening so you're among the first inside (typically the lowest waits of the day) can be an advantage, but not for every family – especially when you have a Wish pass.

Q: DAS is for anyone who wants shorter lines.

A: No. DAS is for guests who, due to specific disabilities (often developmental), cannot tolerate traditional queues. It's not for mobility alone and not a convenience program. If your child might qualify, pre-register through Disney.

Q: The Wish Pass puts you front-of-line for everything.

A: It typically directs you to Lightning Lane–style entrances with reduced waits. Some attractions still have short waits or different procedures. Ask a Disney Cast Member, Universal Team Member, or other park employee how to enter each time. If a Universal Team Member asks if you want an escort – say yes!

Q: Park Hopping is a hassle and not worth it.

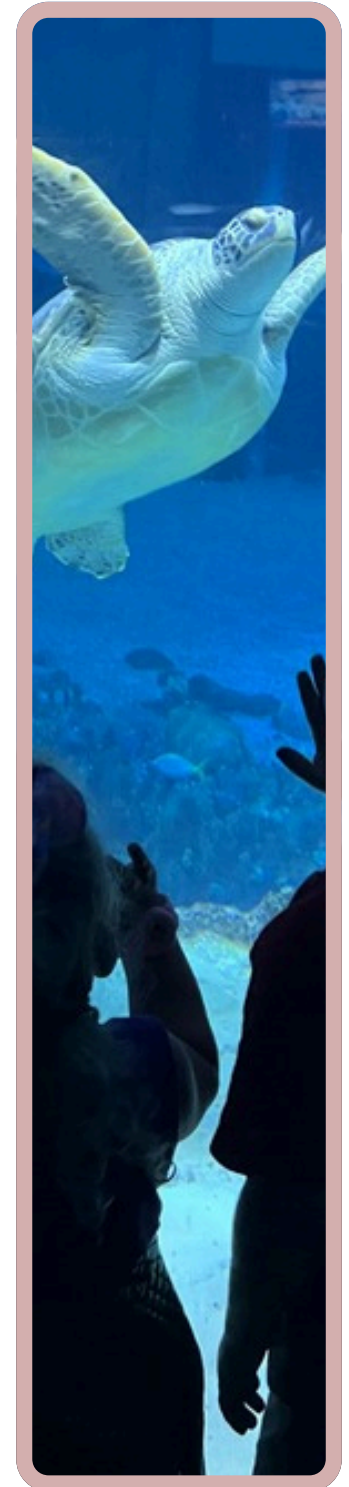
A: For some families, yes; for others, hopping to a calmer park after lunch is the move. If transfers exhaust your crew, (especially due to the transfer time and energy) don't hop. If variety energizes you, hop selectively.

Q: Stroller wagons are fine if you ask.

A: Disney's policy prohibits wagons and stroller-wagons. Rare exceptions aren't guaranteed. If your child must remain in a stroller, request a “stroller-as-wheelchair” tag at Guest Relations and have a backup mobility plan.

Q: You have to stay until close to get value.

A: Value is a happy family. If you're fading, exit early and protect tomorrow.



THE SEAS - EPCOT

A Quick Paush

Do this before you continue...

Before you read another section — before you start mapping park days or thinking about dining reservations — *pause and do one small thing.*

If you haven't already, download the apps for the theme parks you plan to visit. Even if your trip still feels far away.

This step isn't about booking anything yet. It's about familiarity. The parks run through their apps now. Wait times, dining, accessibility details, show schedules, mobile ordering — it all lives there. And what I don't want is for you to open the app for the very first time while you're standing inside the park, trying to figure something out quickly.

When you download it ahead of time, you get to explore calmly. Sit on your couch and tap around. Look up your child's favorite ride. Glance at a menu. Find where accessibility information is listed.

You're don't need to master everything in the app. You're just making it feel known. That familiarity matters — especially on a Wish Trip, where emotions are already full. When something feels familiar instead of brand new, everything feels steadier.



CHECKING IN - ART OF ANIMATION

So take a few minutes today. Download the apps. Log in. Look around and check out the live maps — you can see actual wait times in the park right now! Then come back and keep reading. You've just made your future park days a little calmer



Orlando Logistics



Magical Wish Mom

Travel Guidance for Wish & Alumni Families

Security Made Simple

A Bag Strategy That Works

The core idea

Move through security faster by keeping all items likely to “ding” the scanner with one adult, and send everyone else through with low-risk bags.

Strollers/wheelchairs use their separate line. Fewer flagged bags = less time for manual checks.

- **High-risk items with one adult only.**
- **Low-risk bags spread across the rest of the group.**

What usually triggers the scanner

Umbrellas, hard eyeglass cases, metal or rigid food containers, ice/gel packs, power banks, bulky chargers, aerosol cans, metal cutlery, certain camera gear, and dense medical packs. False positives happen—don’t stress.

How to line up (simple flow)

1. Low-risk bags → Regular line:
 - Light daypacks with clothes, ponchos, diapers, wipes, soft snacks, autograph books, small toys.
2. Mobility devices → Stroller/Wheelchair line:
 - The person(s) going through the Stroller/Wheelchair line can be *either* carrying the low-risk or the high-risk bags.
3. High-risk bags → One designated adult (only these):
 - All metal food containers, hard cases, consolidated medical supplies/equipment, power banks, umbrellas, etc. No “extras” in this bag.

Who carries what (example split)

- Adult A (regular or stroller line): Daypacks with ponchos, hats, mini fan, non-metal water bottles, sunscreen, soft snacks, and clothes. Stroller/wheelchair.
- Adult B (designated high-risk): Metal bento, hard eyeglass case, umbrella, battery bank, consolidated medical kit.

While you’re moving through the detector machines

- Hold umbrellas and hard cases in your hand (visible) so Security sees them quickly. This allows them to bypass searching your bag if the computer only alerts to the item visible in your hands.
- Stay calm with false positives. It happens; the clearer your split, the quicker the recheck.

Getting Around Orlando Calmly

This is your no-stress, first-timer guide from touchdown to theme-park parking.

1) Flying in and out of Orlando (MCO) — what to know

- MCO = Orlando International Airport. It's the primary airport for Wish families. Drive time to Give Kids The World Village (GKTW) is typically ~30–35 minutes (about 19 miles), traffic permitting.

- Flying home from MCO? Look for the **Family Security Lane** (strollers/car seats/liquids) or ask a TSA officer.

- CLEAR & TSA PreCheck: If you have them, both operate at MCO in Terminals A/B and C; hours vary by checkpoint.

Tiny Tip! As a Wish Family, you will likely be greeted by a volunteer from GKTW near baggage claim. They will help you gather your bags and get your rental vehicle!

2) Rental cars & tolls (fast start, lowest cost)

- Finding your rental vehicle: On-airport rental car counters:

3) Driving to/around the Village and parks

- Set expectations: MCO to the village is about 30–35 minutes. GKTW to the Orlando area theme parks is typically 20–30 minutes, with LEGOLAND being an exception, of 60–70 minutes.



WE USED FUNDS ON OUR WISH DEBIT CARD TO
PAY FOR A DOLLY AT THE AIRPORT. IT WAS VERY
WORTH IT FOR OUR PARTY OF 7!



Getting Around Orlando Calmly

4) Disney parking & drop-offs

- Magic Kingdom: Park at the TTC, then take the monorail or ferry to the gate (walking is also an option, though a long one! – budget extra time, especially after fireworks. Transportation from the front gate of the Magic Kingdom and the TTC can be lengthy during rush times!

- Resort dining: With a dining confirmed reservation, park free at that resort for your meal (about 3 hours). If entering a park afterward, move your car to a theme-park lot.
- Wish families: Keep your GKTW and Wish Pass visible as you head into parking gates. Priority parking is often available for Wish families. Ask toll plaza or resort security for parking for Wish Families.

5) Universal, SeaWorld, LEGOLAND parking

- Universal Orlando: Follow signs to the parking garages via Universal Blvd. Ask an attendant – priority parking is often available for Wish families. CityWalk connects both parks from the garages.
- SeaWorld Orlando: Ask an attendant – priority parking is often available for Wish families.
- LEGOLAND Florida: Large surface lots near the entrance. If using the HERO Access Pass, still budget walking time from your row to the gate.

6) End-of-day exit moves

- If you dined at a Disney resort before a park, remember to relocate your car to a park lot before heading in.

Tiny Tip! Take a photo, or text the parking section (e.g., “Scar 41, Simba 5, E.T. 2”) to your own phone or family group chat. Things look different at night!

7) Rideshare, accessibility, and backups

- Rideshare zones: Each park has designated Uber/Lyft pickup areas—handy if a caregiver needs to leave early with the non-rider. Check the official app map for the exact icon/spot.
- When in doubt, ask: Parking and security teams are used to helping families with medical equipment—ask early and they’ll point you to the smoothest option.



What to Expect in Each Park



Magical Wish Mom

Travel Guidance for Wish & Alumni Families

Read This First (For Every Park)

There is a lot of conversation online about the “right” way to do Orlando, or family vacations in general. I hope I’m not the only to say this to you – please let all of that advice go. **There is no right way.** As you move through learning and creating what will be an amazing itinerary for your family, there are a few grounding concepts that I hope you carry with you:

- **You cannot do it all.** Win your day by doing your family’s must-dos, then treat everything else as a bonus.
- **Every family is different.** There is no “right” way—only the way that fits your child’s energy, interests, and needs.
- **Park days are tiring.** Plan real breaks (indoor shows, First Aid resets, sit-down meals) and even full rest days.
- **Theme Parks shine with storytelling.** If you approach the theme parks as a place to go on rides, you’ll leave feeling ‘just ok’ about them. But if you approach your time there as immersing yourself in the story – meeting the characters and appreciating the details in queues and the details of environment around you – you’ll experience the full potential of the parks.



SPRINGFIELD - UNIVERSAL STUDIOS



ALLERGY-FRIENDLY BEIGNETS - PORT ORLEANS

The Wish Pass

The Wish Pass is one of the most helpful tools you'll receive during your orientation at Give Kids The World.

When you check in, volunteers will walk you through your full Wish packet. You'll receive park tickets, parking information, and your Wish Passes (Disney) and Universal Gold Pass. These passes are what allow park employees to quickly recognize your family as a Wish Family and guide you accordingly.

The Wish Pass typically allows your family to enter Lightning Lane-style entrances for attractions. It does not always mean immediate "front of the line" access, but it does usually mean a significantly reduced wait compared to standby. Procedures vary slightly by attraction and park, so always ask at each ride entrance.

The easiest way to approach it is simply:

"Hi there — we're a Wish Family. Is there a specific place we should go?"
You don't need to over-explain. You don't need to justify. The Cast Member or Team Member will direct you.



UNIVERSAL'S GOLD PASS

The Wish Pass

What the Pass Actually Does

- **Wait time reduction.** These passes don't guarantee front of the line access, but they often get you close! Your family will typically be guided to the Lightning Lane queue in Disney, and Universal might offer you an escort – always say 'yes'!
- **“Again! Again!”** If your child knows they love an attraction, asking before boarding might be the easiest way to ride more than once. “My child loves this ride, could we possibly ride twice?” More often than not, the answer is yes!
- **Meet characters.** Characters with queues will work exactly the same way as attractions. Find a Cast Member, show them the wish pass, and ask where to stand. They often have you stand at the exit point for meet-and-greets, and you'll be next to meet the character. If a character is free-roaming, find the Cast Member with the character and ask “we're a Wish Family. Can we meet your friend?”
- **Parades, fireworks, and shows.** Wish Families often have access to the accessible sections that are roped off for different experiences. Know now, these sections fill up FAST. The best approach: find a Cast Member in the 60-90 minutes before the event. Ask where Wish Families should go, and they'll direct you. These sections are typically saved for all accessibility guests, and are a first-come first-serve basis, meaning your Wish Pass doesn't get you a saved spot, simply access to it.

Not every interaction will be big or dramatic. Many are subtle or surprising. The pass is simply a tool – one that helps ease friction so your family can focus on enjoying the day.

If you're unsure how something works at any attraction, always ask. Procedures can shift, and asking directly is the best way to avoid confusion.



UNIVERSAL'S ISLANDS OF ADVENTURE

The Wish Pass

The emotions of “cutting” everyone in line

One of the most common emotions families experience is discomfort about walking past others in line. (And in Orlando theme parks, you’re sometimes put at the front of *very long lines*). These emotions are valid, and normal.

Theme parks are built around waiting. When you’re directed through a shorter entrance, it can feel very visible — especially when others are clearly in standby lines with very high posted wait times.

Here are a few things to keep in mind:

1. **Wishes are not granted casually.** There is a reason your child was approved for this experience. The Wish Pass exists because your child endured something significant and life-threatening. This trip is part of acknowledging that.
2. **You do not owe anyone details about your child’s medical history.** Protecting your child’s privacy is important. You are not required to explain anything beyond, “This is our Wish Trip.”

If someone makes a comment (which is rare, but it happens), a simple response works well: **“Thank you. This is our Wish Trip, and it means a lot to our family.”** Then continue forward.

In my experience, most guests are supportive once they understand. Many families later tell me that strangers offered encouragement or kind words when they realized it was a Wish Trip.

The goal is to experience the fullness of the Wish granted to your Wish Kid and your family. Your child’s energy matters more than the optics of a line.

If the Wish Pass helps your child conserve energy, regulate more easily, or experience more joy in a day — use it confidently.

Who Wears the Wish Pass?

There really isn't one correct answer here. Some families have their Wish Kid wear it the entire week. Some parents wear it. Some switch back and forth depending on the day.

Option 1: The Wish Kid wears it

If your child enjoys being acknowledged and doesn't mind a little attention, having them wear the pass can create some very sweet moments. Cast Members may direct more conversation toward them. You might notice people bending down a little more intentionally, speaking directly to your child, or lingering in conversation just a bit longer. For kids who love being in the spotlight, this can feel really special.

Option 2: A Parent or Guardian wears it

Adults are usually the ones leading the group, approaching the ride entrance first, speaking to the Cast Member, and navigating logistics. We're also taller, which matters more than you'd think in a crowded park. When the pass is worn higher on an adult's chest, it's simply easier for Cast Members to see quickly – especially in busy areas where interactions happen fast.



During our trip, I wore the Wish Pass most of the time. I clipped it higher on my lanyard so it sat up near my chest and was more visible. At one point, the hard plastic actually cracked at the top where it connected. Back at the front desk at Give Kids The World, they easily made us a new one. It was not a big deal at all. So if yours bends, cracks, or gets misplaced, just know it's an easy fix.

DISNEY'S WISH PASS

Wearing it myself led to a few spontaneous interactions that probably wouldn't have happened otherwise. Visibility can make a difference.

Option 3: Rotate

Maybe your child wears it during a character-heavy morning and you wear it during a busier afternoon. Maybe you switch based on mood. There's no rule.

Magic Kingdom

DisneyWorld

Vibe: Classic Disney, storybook lands, parades, and big nighttime fireworks.

Park entry + rope drop

Security can be busy; arrive 45–60 minutes before posted open. If you park at TTC, budget extra time to ferry or monorail to the gate. Headliners that build waits first: TRON Lightcycle / Run, Seven Dwarfs Mine Train, Peter Pan's Flight.

Shows (daytime + night)

Day: Festival of Fantasy parade, Mickey's Magical Friendship Faire.

Night: Happily Ever After fireworks with castle projections; check the app for that night's time.

Characters

Mickey at Town Square Theater; Princess Fairytale Hall; roaming pals around Storybook Circus and Adventureland. Lines are shortest early or late.

Fun Snackables

Dole Whip (Aloha Isle), Corn Dog Nuggets (Casey's), LeFou's Brew (Gaston's), Cheshire Cat Tail (Cheshire Café).

Ride waits + thrill levels

Gentle: "it's a small world," Pirates of the Caribbean, Jungle Cruise.
Family thrills: Seven Dwarfs Mine Train, Big Thunder Mountain (currently seasonal refurb at times—check the app).
Big thrills: TRON Lightcycle / Run (high speed lap bar bike seating).
Dark/noise sensitive: Haunted Mansion, Space Mountain can be intense.

Sensory + rest

- Wish Lounge for Wish families is inside First Aid on Main Street, U.S.A. This can be a calm, air-conditioned reset. Water and bathrooms are available.

EPCOT

DisneyWorld

Vibe: Wonder + world cultures; festivals most months of the year.

Park entry + rope drop

Two gates: Main Entrance and International Gateway (near Skyliner). Arrive 45–60 minutes early. Cosmic Rewind now uses standby and is an early-morning magnet

Shows (daytime + night)

Day: Short films in France, Canada, and The American Adventure—great breaks. Encanto Stage show near Spaceship Earth (the big ball!)
Night: Luminous: The Symphony of Us on World Showcase Lagoon (verify time in app).

Characters

Princesses and pals appear around World Showcase: Mulan, Moana, Belle, Snow White, Donald Duck in his Three Caballeros outfit, Alice, Winnie the Pooh, and more (check app for times); Joy, Mirabel, and Inside Out characters in World Celebration.

Fun Snackables

School Bread (Norway), Gelato (Italy), Kakigori shaved ice (Japan), Festival booths (seasonal).

Ride waits + thrill levels

Gentle: Spaceship Earth, Living with the Land, most pavilion films.
Family thrills: Remy's Ratatouille Adventure, Frozen Ever After.
Big thrills: Guardians of the Galaxy: Cosmic Rewind (high speed, rotating cars; can cause motion sickness for some).

Sensory + rest

- First Aid (Odyssey pavilion) is a quiet reset; many country pavilions have calm theater spaces.
- If a festival is running, graze booths for lunch and use AC shows as scheduled “cool-down” anchors.

Hollywood Studios

DisneyWorld

Vibe: Star Wars, Toy Story, stage shows, and action.

Park entry + rope drop Arrive 45–60 minutes early. Early lines build at Slinky Dog Dash and Rise of the Resistance.	Shows (daytime + night) Day: Indiana Jones Epic Stunt Spectacular, Beauty and the Beast Live on Stage, Frozen Sing-Along (excellent AC reset). Night: Fantasmic! (stunning; arrive early for preferred seating).
Characters Galaxy's Edge citizens + Star Wars characters, Pixar pals in Animation Courtyard (Edna Mode, Sulley, Joy), Jessie, Woody + Buzz in Toy Story Land; check app.	Fun Snackables Ronto Wrap (Ronto Roasters), Jack-Jack Num Num Cookie, Blue/Green Milk.

Ride waits + thrill levels

Gentle: Mickey & Minnie's Runaway Railway, Toy Story Mania.
Family thrills: Millennium Falcon: Smugglers Run, Star Tours.
Big thrills: Rise of the Resistance (lengthy experience), Tower of Terror (drops), Rock 'n' Roller Coaster (launch, inversions).

Sensory + rest

- First Aid near entrance; quiet corners at Walt Disney Presents lobby.

Pro moves

- If your must-do is a Star Wars lightsaber build or Droid Depot, make a reservation and build your day around those times.

Animal Kingdom

DisneyWorld

Vibe: Animals, live music, stage and street shows, lush trails, and Pandora.

Park entry + rope drop

Arrive 45–60 minutes early; Kilimanjaro Safaris first thing often has the most active animals (or near dusk).

Shows (daytime + night)

Day: Festival of the Lion King, Finding Nemo: The Big Blue...and Beyond! (both accessible, great rest space).
Night: No nightly fireworks; look for Tree of Life Awakenings projections after dark on some evenings.

Characters

Safari Mickey + Minnie, flotillas on Discovery River (seasonal), and wandering characters like Kevin and DiVine.

Fun Snackables

Night Blossom (Pongu Pongu), Cheeseburger Pods (Satu'li Canteen), Mr. Kamal's fries.

Ride waits + thrill levels

- Gentle: Wildlife Express Train, Kilimanjaro Safaris.
- Family thrills: Na'vi River Journey, Dinosaur (dark, loud).
- Big thrills: Avatar Flight of Passage (simulator), Expedition Everest (backward section).

Sensory + rest

- First Aid behind Creature Comforts; Wildlife trails and Conservation Station are calmer zones.

Pro moves

- If animal encounters are your child's "must," enjoy time during your day with Wilderness Explorers stops and a showing of the Lion King.

SeaWorld Orlando

Vibe: Marine life, big coasters, animal presentations, encounters.

Park entry + rope drop

Arrive 30–45 minutes early. If a paid animal encounter is your anchor (dolphins, penguins, belugas), schedule it first and build around showtimes.

Shows (daytime + night)

Daytime staples: Dolphin show, Sea Lion & Otter show, Sesame Street Party Parade.
Nighttime: Club SeaGlow plus Ignite fireworks; during the holidays, Holiday Reflections fireworks close the night.

Characters

Sesame Street friends in Sesame Street Land; occasional parade on select dates.

Fun Snackables

Shamu-shaped treats, pretzels, seasonal festival booths; dining packages can bundle priority seating.

Ride waits + thrill levels

- Gentle: Antarctica (family), Sky Tower (when operating).
- Family thrills: Journey to Atlantis (drop/water), Penguin Trek (newer family coaster when open).
- Big thrills: Mako (hypercoaster), Manta (flying coaster), Kraken (floorless), Ice Breaker (launches).

Sensory + rest

- Quiet Rooms available (noted Certified Autism Center amenities) including a room inside the Sesame Street Land Child Care Facility.

Universal Studios Florida

Universal

Vibe: Film worlds, Diagon Alley, Dreamworks, lively street entertainment.

Park entry + rope drop

Arrive 45–60 minutes early; Diagon Alley and Illumination Avenue (Minion Land) pack quickly.

If you've been approved for Universal's queue accommodation (AAP via IAC), visit Guest Services first.

Shows (daytime + night)

Day: The Bourne Stuntacular, Universal Orlando's Horror Make-Up Show, Celestina Warbeck in Diagon Alley (seasonal).

Night: CineSational on select nights; always check the app for current status and dates.

Characters

Minions, Transformers, DreamWorks friends in the new land; Knight Bus conductor and Diagon Alley performers.

Fun Snackables

Butterbeer (multiple styles) in Diagon Alley, giant pink donut (Lard Lad), savory crepes (Central Park Crepes).

Ride waits + thrill levels

Gentle: E.T. Adventure, Hogwarts Express.

Family thrills: Minion Mayhem, Transformers 3-D, The Simpsons Ride.

Big thrills: Hollywood Rip Ride Rockit (coaster), Revenge of the Mummy (indoor coaster), Fast & Furious: Supercharged (motion).

Sensory + rest

- First Aid near front of park; quiet pockets in Central Park and side streets.

Pro moves

- Anchor meals: Breakfast at Leaky Cauldron or lunch at Today Café; wand show at Ollivanders early.

Islands of Adventure

Universal

Vibe: Hogsmeade, Marvel, Jurassic, Seuss—big visuals and coasters.

<p>Park entry + rope drop</p> <p>Arrive 45–60 minutes early; Hagrid’s Magical Creatures Motorbike Adventure and VelociCoaster draw the earliest queues.</p>	<p>Shows (daytime + night)</p> <p>Day: Frog Choir/Triwizard Spirit Rally in Hogsmeade (seasonal). Night: Seasonal Hogwarts Castle projection shows (e.g., Dark Arts in fall; Christmas lights in winter—check times).</p>
<p>Characters</p> <p>Marvel Super Heroes (meet-and-greets), Seuss characters, raptors (encounter) in Jurassic, the Grinch (holiday season only).</p>	<p>Fun Snackables</p> <p>Butterbeer in Hogsmeade, Green Eggs & Ham Tots, The Three Broomsticks classics.</p>

Ride waits + thrill levels

Gentle: The Cat in the Hat, Seuss Trolley Train Ride.

Family thrills: The Amazing Adventures of Spider-Man (3-D), Jurassic Park River Adventure (drop), Skull Island: Reign of Kong (dark/creatures).

Big thrills: Hagrid’s (fast launches), VelociCoaster (inversions, lap bar).

Sensory + rest

- First Aid near Port of Entry; quiet areas in Seuss Landing nooks.

Pro moves

- If Three Broomsticks is an anchor, target an early lunch to avoid lines; then nap/reset with a castle show later.

Epic Universe

Universal

Vibe: Five immersive worlds around Celestial Park—next-gen rides, shows, and a nightly fountain spectacle. ****As of January 2026, Epic is NOT included in the Wish Pass or Ticket package for Wish Families****

Park entry + rope drop

Arrive 45–60 minutes early; many families start in Super Nintendo World or How to Train Your Dragon – Isle of Berk. Confirm park hours and extra-entry offerings in the Universal app.

Shows (daytime + night)

Night: Cosmos Fountain nighttime fountain/light show in Celestial Park; typically once at park close.

Characters

Marvel Super Heroes (meet-and-greets), Seuss characters, raptors (encounter) in Jurassic.

Fun Snackables

Nintendo-themed treats, Berk-inspired fare, and Celestial Park eateries; menus evolve—check app.

Ride waits + thrill levels

Gentle: Constellation Carousel and Yoshi’s Adventure.

Family thrills: Mario Kart: Bowser’s Challenge; Hiccup’s Wing Gliders; Dragon Racer’s Rally; Fyre Drill; Curse of the Werewolf; Harry Potter and the Battle at the Ministry.

Big thrills: Stardust Racers and Donkey Kong’s Mine-Cart Madness.

Sensory + rest

- Large green spaces and water features in Celestial Park offer calmer transitions; First Aid at front area.

Pro moves

- Stake a viewing spot for the Cosmos Fountain 10–15 minutes early; it’s a beautiful exhale to end the day.

LEGOLAND

Vibe: Best for younger builders (think max age of 8-10years); colorful, lower-intensity rides; water park seasonal add-on.

Park entry + rope drop

Drive time from GKTW: roughly 45–60+ minutes (Winter Haven). Arrive 20–30 minutes early; start in LEGO City or DUPLO Valley for shortest early waits.

Shows (daytime + night)

Day: 4D Theater films; seasonal stage shows and street entertainment.

Characters

LEGO characters for photos (check app/map for times/places).

Fun Snackables

Granny's Apple Fries, LEGO-brick-shaped treats, seasonal slushes.

Ride waits + thrill levels

- Gentle: DUPLO Tractor, Grand Carousel, LEGO NINJAGO The Ride (interactive).
- Family thrills: The Dragon (mild coaster), Coastersaurus.
- Big thrills: Limited—most attractions are family-level.

Sensory + rest

- Park is a Certified Autism Center with resources and a Hero Pass program for ride access—visit Guest Services on arrival for details.

Pro moves

- Make Minifigure trading a built-in reward loop; bring a few from home or build in-park.

Peppa Pig Theme Park

(Adjacent to Legoland)

Vibe: Preschooler heaven; flat paths, splash and shaded play, very gentle rides.

Park entry + rope drop

Separate gate next to LEGOLAND; arrive 15–20 minutes early. Great “success day” for littles after a big park day.

Shows (daytime + night)

Daily small stage shows (Miss Rabbit’s area; check day-of times).

Characters

Peppa, George, and friends meet-and-greets throughout the day (times posted).

Fun Snackables

Muddy-puddles-themed treats; simple kid-friendly menus.

Ride waits + thrill levels

Gentle everything: Daddy Pig’s Roller Coaster, Grampy Rabbit’s Dinosaur Adventure, Peppa’s Balloon Ride. Historical waits are short outside peak holidays; still arrive early in summer.

Sensory + rest

- The resort is a Certified Autism Center; accessibility FAQs outline resources for families.

Pro moves

- Pack quick-dry outfits for splash pads; this park pairs perfectly with a half-day or “recovery” day.

Combining 2 parks in one day

Many Wish families ask this question:

“If we’re only gifted three Disney park-hopper days... and there are four parks... how do we decide what to do? Do we try to do 2 parks in one day?”

That’s such a fair question.

Because yes — Wish Families receive three park-hopper days at Walt Disney World, and there are four theme parks: Magic Kingdom, EPCOT, Hollywood Studios, and Animal Kingdom. That means at least one of your days will likely include two parks.

The combination that makes the most logistical sense is Hollywood Studios and EPCOT. They’re directly connected by the Skyliner, which makes transportation between them simple and relatively quick. You don’t need to move your car. You don’t need a bus. You glide from park to park. For many families, that ease makes it the obvious pairing.

But logistics are only part of the equation.

In our family, for example, we love EPCOT. Truly love it. The idea of making EPCOT a half-day park would be so difficult for us. There is too much we enjoy — the food, the shows, the countries, the nighttime lagoon show. So while EPCOT/Hollywood Studios makes sense on paper, it didn’t align with what our family actually values most.

That’s really the better question:

Which park will your family appreciate the most?

For some families, Magic Kingdom needs its own full day. For others, EPCOT is the one that deserves unhurried time. Some families feel Animal Kingdom can be completed in a half day. Others love the trails, the shows, and the slower pace and want to linger.

Combining 2 parks in one day

Here are a few ways it could work:

- Give Magic Kingdom its own full day.
- Combine Hollywood Studios and EPCOT.
- Then combine EPCOT and Animal Kingdom (for two visits to EPCOT).

Or:

- Combine Animal Kingdom and Hollywood Studios into one day.
- Give EPCOT its own day.
- Give Magic Kingdom its own day.



DISNEY'S HOLLYWOOD STUDIOS

There isn't a universal right answer.

The best way to decide is to sit down and list your “must-do” experiences in each park. Count them. Look at show schedules. Notice where your anchors are. If a park has three or four things that matter deeply to your child, it probably shouldn't be squeezed into half a day.

Nighttime shows can also guide your decision.

- Magic Kingdom has fireworks.
- EPCOT has its lagoon show.
- Hollywood Studios has Fantasmic.
- Animal Kingdom does not have a traditional nightly fireworks show (though it may have projections seasonally).

If a nighttime spectacular is important to your family, that park may naturally become your “evening park” for that day.

When you prioritize the experiences first, the park pairings usually become clearer.

The goal isn't to divide the parks evenly. **The goal is to divide the parks in a way that fits your child's and family's interests** — and ends each day in a way that feels meaningful for your family.

Character Meet-and-Greets

More than just a photo-op!

Character meet-and-greets can be some of the most memorable parts of your trip – if you approach them with curiosity instead of urgency.

You might feel rushed or unfulfilled if the goal is simply:

- A signature
- A quick photo
- Moving on to the next ride

But if you approach characters as part of the story, the interaction becomes more layered.

Face characters especially (princesses, heroes, story-driven figures) are trained to stay fully in character and respond creatively to what your child says. They know their stories well. They improvise. They tailor responses based on your child's personality.



DISNEY'S HOLLYWOOD STUDIOS



DISNEY'S HOLLYWOOD STUDIOS



DISNEY'S HOLLYWOOD STUDIOS

Before meeting characters, ask your child: "What would you want to ask them?"

Some ideas:

- "Have you seen your friends today?"
- "What's your favorite thing to do in your kingdom?"
- "What should we ride next?"
- "What's your favorite flower?"

These kinds of questions often lead to extended, playful exchanges. The difference between a photo and a memory is usually just a question.

Swap Smart

Rider/Child/Parent Swap lets one adult ride while another stays with the non-rider—then you switch without re-queuing—at Disney, Universal, SeaWorld, and LEGOLAND. Use it anytime an attraction isn't a match for your whole crew. Ask at the entrance every time—procedures and party sizes can differ by attraction and crowd level. You can still use DAS (Disney), AAP (Universal), RAP (SeaWorld), or HERO Pass (LEGOLAND) alongside these swaps; just tell the attendant which accommodations you're using so they set you up correctly.

Tiny Tip! when one caregiver is “waiting,” don't just stand by the exit—use that time. Take the non-rider to a nearby show, character spot, play zone, snack stand, or quiet corner. There's no rule you must wait in one place; a little micro-adventure makes the swap feel like a win for everyone.

Disney (Walt Disney World) — “Rider Switch”

Ask a Cast Member at the attraction entrance. One adult waits with the non-rider while the other rides; then you swap without re-queuing. Works alongside Lightning Lane/DAS when applicable.

Universal Orlando — “Child Swap”

It's built into most headliners. Your whole party usually enters the queue; a Team Member directs the waiting adult/child to a Child Swap room near loading. When Group 1 exits, you switch and ride with little/no extra wait. Ask at the entrance—details vary by ride.

SeaWorld Orlando — “Rider Switch/Child Swap”

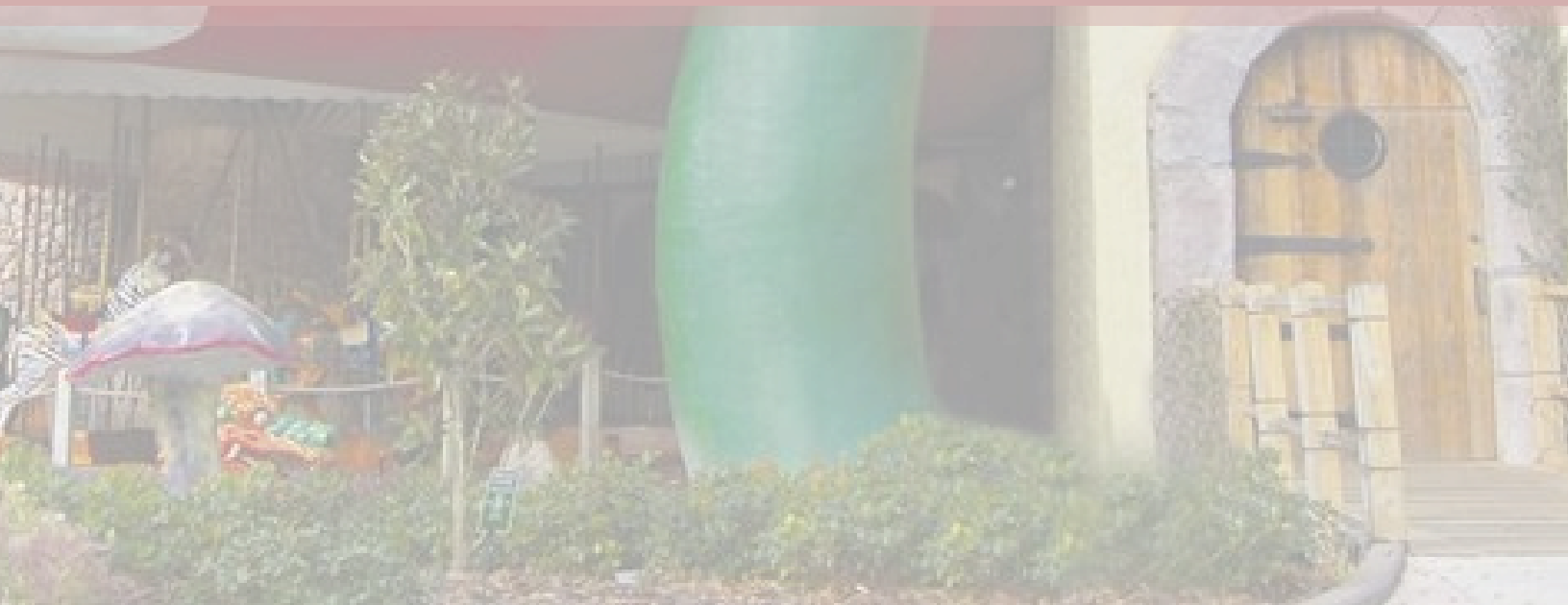
Tell the first Attractions Ambassador at the ride you'd like to use Rider Switch. One adult waits in a designated area; then you trade places and ride.

LEGOLAND Florida — “Parent Swap”

Parent Swap is available at rides where adults can ride. The common flow: wait in line together, tell the operator at loading you want Parent Swap, one adult rides while the other waits with the non-rider, then switch and ride without the full re-queue. It's not heavily advertised online; confirm with Guest Services or the operator at each attraction.



Give Kids the World Village



Magical Wish Mom

Travel Guidance for Wish & Alumni Families

Give Kids The World Village (GKTW)

Your Check-in Must-Dos:

- Orientation. This is when you will receive your packet, which includes park tickets, Wish passes, and parking passes. You'll also receive wristbands (villa access + meals) and access to the Village portal once you arrive; that's where you'll see your week's schedule.
- Make reservations for Star-Making (daily 4:00–7:50 PM window), Star-Viewing (daily 7:00–10:50 AM window), and Character Tuck-Ins if desired! These are characters that will come to your Villa and tuck your kiddo into bed for the night!
- Ask details about getting a hydromassage at the spa (for caregivers), golf cart tour of the Village, Memory Market (gift shop) for keepsakes.

Treat GKTW like a park day (or multiple days!): pick a few anchors, add a party or pool break, and let the Village's built-in magic do the rest.

Signature Spaces

- House of Hearts: Your help desk for almost everything—extra tickets (some need up to 48 hrs), replacement items, late-meal pickup, and general questions (dial 0 from your villa).
- Castle of Miracles: Home to the Star Program; inside are whimsical touches (a burping wishing well, Rusty the guard, and a magic tree that “makes pillows”). Just outside is the wheelchair-accessible Enchanted Carousel.
- Ol' Elmer: The Village's slumbering tree—listen and you'll hear him snore.
- The fire hydrants! They're all decorated differently. There are so many to see.

When it matters:

- Call the House of Hearts for anything: sunscreen, ponchos, extra towels.
- Order Villa delivery if you'll return after dining room closing; they'll hold it at House of Hearts.
- Hospitality Suite: Wish families can request day-use of the Hospitality Suite at the Village to store bags, rest, and shower before a late flight—this makes a last-day park day very doable.
- Most villas have a washer and dryer unit inside!

Tiny Tip! Lock your outdoor trash bench—raccoons are clever.

Give Kids The World Village (GKTW)

Food, Coffee, & Ice Cream

Café Clayton (main dining room in Towne Hall)

- Express Breakfast: 7:30am – 9:00am at Zach’s Time Out in Cafe Clayton.
- Buffet Breakfast: 8:00am – 10:00am. Hot and cold breakfast.
- Breakfast Cart (room service): 7:30am – 10:30am. Breakfast sandwiches, yogurt, juice, milk and coffee. Dial “0” on your villa phone.
- Buffet Lunch: 11:00am – 5:00pm. Soup, salad, hamburgers, pizzas and deli bar.
- Buffet Dinner: 6:00pm – 8:00pm. Nightly specials, seasonal dishes, pizza, soup, salad bar, and more.
 - You can request dinner delivery from Café Clayton 6:00–9:00 p.m. If you’ll be back after 9:00 p.m., ask to hold your order at House of Hearts.

Henri’s Starlite Scoops (ice cream)

- Hours: 7:30 a.m.–9:30 p.m. daily.
- Full ice cream bar (lots of flavors and toppings); they often have dairy-free options and gluten free cones stored separately— just ask!

Noah’s Nook (snack window)

- Located in Park of Dreams Pool; typically noon–9:00pm (check the portal)
- Chips, nachos, slushies, popcorn, and drinks.

Cookie Cart

- Milk & Cookies: 6:00pm – 9:00pm. Dial “0” on your villa phone to have the cookie cart deliver right to your villa.

Allergy & Special Diets. Email the GKTW diets team before you arrive with needs & dates so they’re ready: Diet@GKTW.org

Quick planning notes

- “Quick breakfast” before parks: Fastest combo is coffee + breakfast sandwich from Henri’s or take fruit and packaged items from Café Clayton to-go.
- Cost: Approved non-comp families eat free at the Village (even if you’re sleeping off-site that night).
- Where to caffeinate: Best bets are Café Clayton (during meal blocks) and Henri’s Starlite Scoops (open early through late).

Give Kids The World Village (GKTW)

Rides & Play

- **Amberville rides:**
 - JJ's Express – wheelchair-accessible train circling the Amberville pond through a jungle and cave.
 - Enchanted Carousel – 22 hand-carved animals, including wheelchair-accessible positions.
 - Lori's Magical Flight – pedal or hand-crank "hang-gliders" that gently swoop.
 - Kelly's Sunny Swing – swing ride with a dedicated wheelchair bay.
- **Amberville Train Station:** Interactive model railroad, remote-control boats, train memorabilia, and an arcade; JJ's Express departs nearby.
- **Mayor Clayton's Wonderlab:** an interactive, experience where creativity, imagination, and technology meet to inspire kids of all ages! The WonderLab is designed to spark childlike wonder through hands-on projects such as robot obstacle courses, 3D-printing, stop motion video creation, hydraulics & more! (limited hours, so always check!)
- **Park of Dreams Pool & splash**
- **Julie's Safari Theater:** a 104-seat, fully accessible movie theater with endless popcorn, sweets & soft drinks.
- **Happy Harbor Fishing Pond**
- **Matthew's Boundless Playground** (life-size CANDY LAND)
- **Keaton's Korral** (typically Sun & Tue morning, 8-11am – horseback riding).
- **Mini golf:** Marc's DinoPutt (7 holes; dinos, glow cave, waterfall). Named for wish child Marc McConnell, whose 1999 visit inspired the course.
- **Twinkle Hope's Rockin' Spa:** Manicures, face-painting, temporary tattoos, hand massages, 'crazy' hair styles, and other opportunities to glam up and feel special!



MATTHEW'S BOUNDLESS PLAYGROUND



KEATON'S KORRAL



LORI'S MAGICAL FLIGHT



ROCKIN' SPA

Give Kids The World Village (GKTW)

Characters

- Village characters: Expect roaming visits from Mayor Clayton, Ms. Merry, Murphy (gingerbread friend), Sprinkles, and more.
- Theme park characters: Disney (Mondays from 8:00am - 10:00am), Universal (Thursdays from 8:00am - 10:00am), and other local park characters routinely stop by for private meet-and-greets; details appear in your weekly schedule after check-in.
- Daytime meets (typical pattern): Appearances rotate—look for Stellar the Star Fairy, Rugby & Reme, and friends on non-party days.

GKTW Parties

- Weekly evenings (7:00 PM at The Hopping Place)
 - Monday Halloween party
 - Wednesday Mayor Clayton's Birthday
 - Thursday Winter Wonderland with Santa
 - Friday Royals & Rogues treasure fun (not weekly)

Photos & Souvenirs

- SmugMug gallery: You'll receive an email the week you arrive; Village photos auto-upload—create an account and save everything.
- Memory Market: The Village gift shop. Apparel, ornaments, frames; there's online shopping if you miss something.

The Chapel

- A sanctuary within a sanctuary – the chapel is right next to the Memory Market, and houses a quiet place to think or pray in a beautiful and calm setting.



SANTA AT THE WINTER WONDERLAND PARTY

Give Kids The World Village (GKTW)



GOLF CART RIDE



ARCADE



MINI GOLF



STAR MAKING



STAR MAKING



REMOTE CONTROL BOATS



ARCADE



KEATON'S KORRAL



KOI POND

GKTW & it's JOY – The joyful, heart-centered magic of GKTW can never truly be described in writing or photos. Every experience is unique because your story is unique! Have an open mind and enjoy the time to slow down and enjoy the Village!

Your Wish Kid's Star



STAR MAKING



STAR VIEWING

One of the most special parts of your time at Give Kids The World happens inside the Castle of Miracles.

During your week, you'll schedule two separate appointments: **Star-Making** and **Star-Viewing**. Give yourselves space in your schedule to enjoy these two experiences!

During Star-Making, your child will decorate their very own star. Stella the Star Fairy and Franko the Giant are the keepers of the stars. After your Wish Kid finishes decorating their star, Stella and Franko take over. Together, they find the most perfect place for it to stay — permanently.

Tiny Tip! Schedules can change, but Star-Making appointments are daily 4-7:50pm, and Star-Viewing is daily 7-11:50am, with at least 1 day required between them to view your child's star. By appointment only.

When you look up inside the Castle, you'll see thousands of stars overhead. As of the end of 2025, there were over 200,000 stars. Every single one was created by a Wish Child who visited before you. When your child's star is placed, it becomes part of that collection.

Later in the week, you'll return for Star-Viewing. Volunteers will help you find your child's star among the many above you.

There's something so special about seeing the Castle and all of its stars, knowing your child's star is now part of that ceiling. **And it will always be there.**

If your family comes back years later as alumni guests, your child's star will still be hanging inside the Castle. Stella and Franko made sure it found its forever spot. You can always come back to visit it. (More ahead on alumni visits and what that looks like.)



Rain & Heat Plans



Magical Wish Mom

Travel Guidance for Wish & Alumni Families

Rain Plans, Heat Plans and “Today Went Sideways”

You can't control Florida weather (or kid energy), but you can control your pivots. This section is your calm, do-this-next playbook for rain, heat, meltdowns, and medical detours—so you still make memories even when Plan A fizzles.

Pack-to-Pivot (throw these in your park bag)

- Rain kit: light ponchos for each person, stroller rain cover, compact UV/rain umbrella, wet bag (for soaked clothes), and extra socks.
- Drying kit: 2–4 carabiners or stroller hooks to hang wet items to drip-dry while you roll.
- Heat kit: cooling towels, small clip-on fan or handheld mister, electrolyte packets, sunscreen, brimmed hats, lip balm, band-aids/blister patches.
- Comfort kit: simple snacks, a small toy, and a backup outfit for little ones.

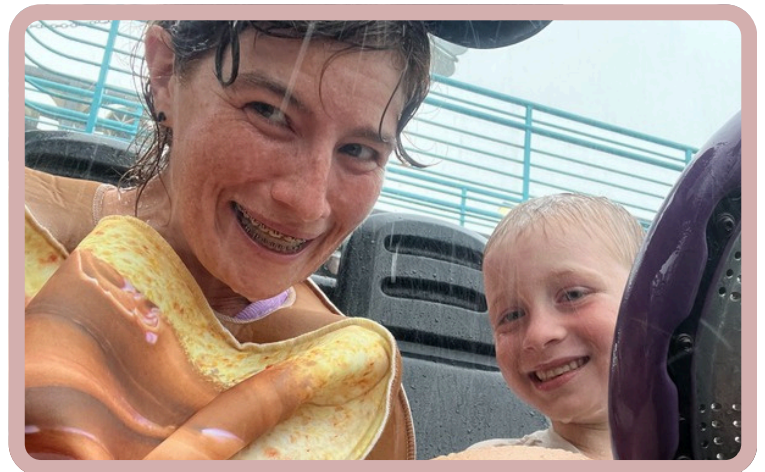
When Rain Starts

- Cover & keep moving: hang wet layers from stroller hooks.
- Swap to indoor/covered experiences (lists below). Outdoor coasters often pause for lightning; indoor shows usually continue.

Tiny Tip! Mobile Order early—rain pushes crowds indoors and food lines spike.

When Heat Spikes

- Slow your pace: trade one ride for a show; drink electrolytes; set a timer for shade/AC every 60–90 minutes.
- Cool-down habit: wet a cooling towel (restrooms or bottle fill stations), place on neck, then head to an AC show or pavilion.
- Re-center: use Baby Care/First Aid for quiet, low-stim space; ask about Wish-family lounges where available.



GETTING COMPLETELY SOAKED DURING A SUDDEN RAINSTORM ON THE TOMORROWLAND SPEEDWAY

Rain Plans, Heat Plans and “Today Went Sideways”

Quick Swaps: AC, Shade, and “It’s Raining” Hiding Spots (by park)

MAGIC KINGDOM

AC shows/attractions:

- Mickey’s PhilharMagic (Fantasyland)
- Walt Disney’s Carousel of Progress (Tomorrowland)
- The Hall of Presidents (Liberty Square)
- Enchanted Tiki Room (Adventureland)
- Monsters, Inc. Laugh Floor (Tomorrowland)



CAROUSEL OF PROGRESS IS AN ICONIC NAP SPOT!
THIS ATTRACTION IS 21 MINUTES IN LENGTH!!

Shaded/covered breaks:

- Tomorrowland Transit Authority PeopleMover (breezy shade)
- Under the railroad station (Main Street, U.S.A.)
- Columbia Harbour House upstairs seating (quiet pockets)

Cool/dry extras:

- Casey Jr. Splash ‘N’ Soak near Pete’s Silly Sideshow— This is a splash pad!
Pack swim gear or a dry outfit for after
- Baby Care Center (near Crystal Palace) for AC and decompression
- First Aid (ask about Wish-family lounge access here when available)

Rain Plans, Heat Plans and “Today Went Sideways”

Quick Swaps: AC, Shade, and “It’s Raining” Hiding Spots (by park)

EPCOT

AC shows/attractions/pavilions:

- The Seas with Nemo & Friends pavilion (Turtle Talk + massive indoor aquarium)
- The Land pavilion (Soarin’, Living with the Land; big indoor court)
- Disney & Pixar Short Film Festival (Imagination!)
- World Showcase films: Canada, France, China (seated, dark, cool)
- American Adventure (long, air-conditioned show)
- Mexico pavilion (indoor market + Gran Fiesta Tour boat ride)

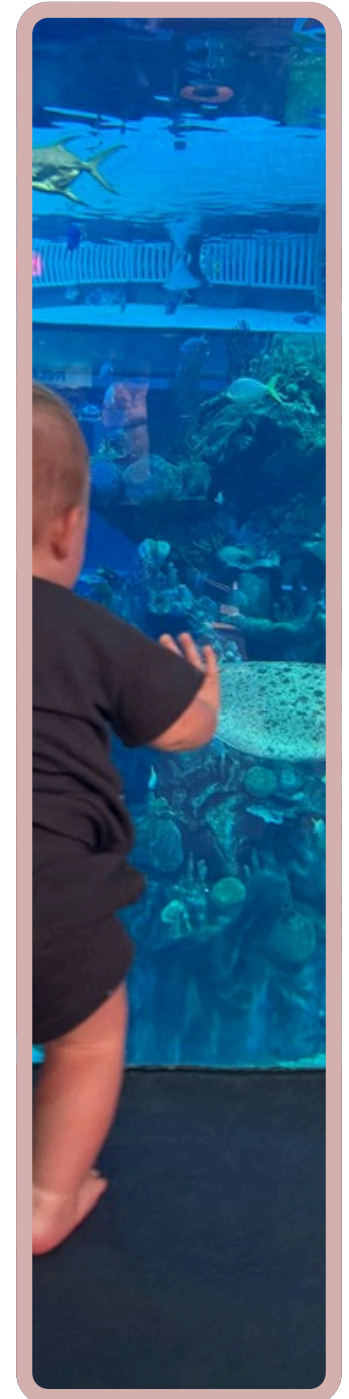
Shaded/covered breaks:

- World Celebration gardens and CommuniCore Hall/Plaza areas (check app for character dance parties here; great AC/cover nearby)
- Creations Shop & Club Cool (AC + quick reset)

Cool/dry extras:

- Baby Care Center/First Aid (near Odyssey/World Discovery area) for AC and calm

Tiny Tip! Use long pavilions to “indoor-hop” during storms



THE SEAS PAVILLION - EPCOT

Rain Plans, Heat Plans and “Today Went Sideways”

HOLLYWOOD STUDIOS

HS has the least shade and the most hard concrete—but it also has many shows (hello, AC). On hot days, rotate “show–shade–show” and keep Hydration + Snacks on a loop.

AC shows/attractions:

- For the First Time in Forever: A Frozen Sing-Along Celebration
- Mickey Shorts Theater
- Walt Disney Presents (walk-through + short film)
- Beauty and the Beast – Live on Stage (covered amphitheater; shade, not AC)
- Indiana Jones Epic Stunt Spectacular (covered; shade, airflow)

Shaded/covered breaks:

- Sunset Boulevard shops (AC stroll)
- ABC Commissary & Backlot Express (roomy, AC dining spaces)

Cool/dry extras:

- Baby Care/First Aid at the front of the park (quick AC fix)
- Plan “show blocks” back-to-back on the hottest afternoons



THE VERY FUNNY AND INDOOR (AC'ED) SHOW - FROZEN EVER AFTER IN DISNEY'S HOLLYWOOD STUDIOS

Rain Plans, Heat Plans and “Today Went Sideways”

ANIMAL KINGDOM

AC shows/attractions:

- Finding Nemo: The Big Blue... and Beyond! (long, cool theater)
- Festival of the Lion King (indoor/covered, fans, shaded seating)



THE FESTIVAL OF THE LION KING - ANIMAL KINGDOM

Shaded/green trails:

- Pandora pathways (lush, often feels cooler)
- Maharajah Jungle Trek & Gorilla Falls (lots of shade, slower pace)
- Discovery Island Trails (tree cover + animal viewing)

Cool/dry extras:

- Conservation Station (indoor, calm; via Wildlife Express Train—adds time but restful)
- Baby Care/First Aid near Discovery Island for AC resets

Rain Plans, Heat Plans and “Today Went Sideways”

If Today Goes Sideways (meltdown, medical, or “we’re done”)

- Call it early without calling it quits: return to GKTW or your resort, nap, then come back for one evening anchor (parade, fireworks, or a single headliner).
- Trade expectations for wins: pick one must-do left and declare victory after that.
- Use First Aid: for quiet rest, basic care, and help locating nearest services.
- Leverage flexibility: Wish passes/DAS-style return windows (when applicable) can absorb detours; shows and indoor attractions save the day.

Tiny Tweaks That Save a Day

- Switch parks at dinner: Park Hop to the park with the show you want; eat in AC near that theater.
- “Order, then walk”: Mobile Order before a show and pick up right after to avoid the post-show rush.
- Photo reset: pop into a PhotoPass studio (Disney Springs/MK/EPCOT) or find an indoor photographer spot—five minutes of smiles can flip the mood.



THE LAND PAVILLION - EPCOT

Final Thought

Pack for the weather you will get, not the weather you hope for. With a wet bag, a dry outfit, and a handful of AC havens, you can turn storms and scorches into cozy shows, silly dance parties, and cool, unhurried moments your kids will remember.



Extra Details & Magic



Magical Wish Mom

Travel Guidance for Wish & Alumni Families

Money, Meals, and Moments

make your money work harder

- Before you go (this is one of my biggest budget tips!): Pre-buy “nighttime magic” at home—bubble wands, glow sticks, light-up necklaces—so you’re not paying park prices when the sun sets.
- Pack a collapsible duffel or expandable suitcase for gifts; GKTW often surprises your Wish Kid and siblings (sometimes more than once).
- If you use gift cards, consider loading a single trip card for food/souvenirs; some families stretch value by buying discounted cards (e.g., select retailers or card rewards).
- Reserve a Walmart/Target pickup for snacks, breakfast items, ponchos, and sunscreen to avoid convenience markups.
- Leverage the Village: Breakfast is abundant—grab fruit, or packaged items for later. Ask about late dinner pickup if you’ll close a park. The ice cream shop is free; use it as planned dessert, instead of buying sweets in-park.
- Meals in the parks: Counter-service portion sizes are often generous—shareable meals or one adult entrée + extra sides can cover two appetites. Request free cups of ice water at quick-service locations; refill bottles at fountains. Carry a few zip-top bags or empty containers for snacks or to keep leftovers tidy.
- Smart souvenir strategy: Set a per-child budget (daily envelope or app tracker) so choices feel fun, not tense. Pre-buy autograph books, lanyards, or pin-trading starters to cut impulse costs.
- Many Disney and resort shops can ship purchases home for a fee—keep receipts and ask at the register; a small luggage scale plus that packable duffel can also prevent overweight-bag fees.
- Photos: Wish families receive Memory Maker—use it fully, including the PhotoPass Studio at Disney Springs for posed portraits. That can replace paid photo ops and becomes a no-extra-cost keepsake set.



Other Paid Extras

Bookable add-ons by park

Use these as “anchors” when you sketch your trip. Most Disney add-ons open at 60 days prior (on-site WDW hotels get length-of-stay; GKTW stays do not). Book online in My Disney Experience or by phone when noted.

Universal Orlando Extras (bookable add-ons + seasonal)

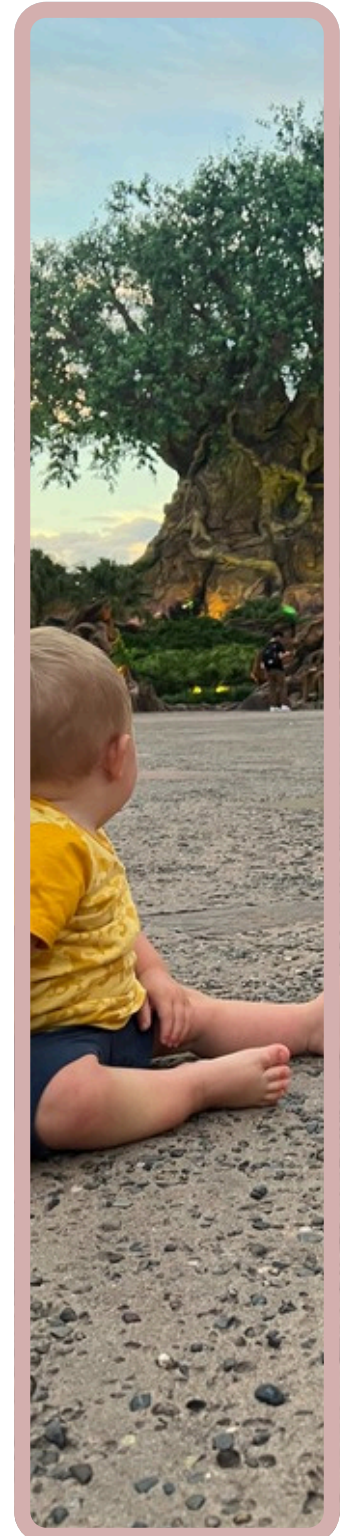
- The Grinch & Friends Character Breakfast (Islands of Adventure, select holiday mornings; paid, limited seating).
- Universal Holiday Tour (guided evening with reserved seating for Grinchmas and The Magic of Christmas at Hogwarts Castle; seasonal add-on).
- CineSational Dining/Viewing options may be offered seasonally; check Universal’s site near your dates.
- Year-round VIP Experience tours and occasional character dining (e.g., Marvel Character Dinner) book online.

SeaWorld Orlando Extras

- Animal encounters/tours (Penguin Up-Close, Dolphin, Beluga, Sea Lion). Book online; many sell out early.
- Christmas Celebration (included with admission; 2025 select nights Nov 7, 2025–Jan 5, 2026; look for add-on ice-skating and dining).

LEGOLAND Florida + Peppa Pig Theme Park Extras

- LEGOLAND VIP Experiences (hosted day with priority access; pre-book online or call 855-753-7777).
- Seasonal events: Brick-or-Treat (fall) and Holidays at LEGOLAND (included with admission; festive shows and meets).
- Peppa Pig Theme Park: birthday party packages and small seasonal add-ons; check official site.



Disney Enchanting Extras

Bookable add-ons (\$) by park

Any DisneyWorld Park

- “Capture Your Moment” is a 20-minute private Disney PhotoPass session with your own photographer in select park locations (available at all four WDW parks). You’ll get guided poses and iconic backdrops; photos are delivered to your My Disney Experience account (use your Memory Maker through GKTW), and you can book back-to-back sessions for a 40-minute shoot. It’s perfect for “Wish Granted” portraits. Book these sessions 60 days from your park visit.

Magic Kingdom

- Bibbidi Bobbidi Boutique (Fantasyland makeover experience) — book at 60 days.
- Fireworks Dessert Parties (Pre-Party, Post-Party, or Seats & Sweets at Tomorrowland Terrace). Private Fireworks Specialty Cruise (up to 10 guests; departs from nearby marinas).
- Seasonal hard-ticket events: Mickey’s Not-So-Scary Halloween Party (fall) and Mickey’s Very Merry Christmas Party (holiday season). Check your exact year’s dates on Disney’s site.

Disney’s Hollywood Studios

- Savi’s Workshop (hand-built lightsaber; small groups).
- Droid Depot (custom BB-unit or R-unit).

Disney Resorts

- Disney H2O Glow After Hours (Typhoon Lagoon; select summer dates—separately ticketed; check schedule).
- Holiday Carriage/Sleigh Rides (Tri-Circle-D Ranch, Fort Wilderness; Dec 1–30, 2025, \$80 per sleigh; 60-day window).
- Surrey Bike rentals (BoardWalk, Port Orleans, Old Key West).

Disney Springs

- Cirque du Soleil – Drawn to Life. If you choose one paid add-on, this would be mine. Drawn to Life at Disney Springs is stunning – acrobatics, animation, storytelling, and music woven together in a way that feels elevated and emotional.



SURREY BIKES AT
PORT ORLEANS



Medical & Mobility Essentials



Magical Wish Mom

Travel Guidance for Wish & Alumni Families

the Wish Lounge



Wish Lounges are specific to Disney parks.

As of this writing, there is one Wish Lounge inside Magic Kingdom in Florida and one inside Disneyland Park in Anaheim. **These lounges are reserved specifically for Wish Families.** They are not open to the general public, and they are not heavily advertised – which is why it's helpful to know about them ahead of time.

Both lounges are located through or near First Aid. In Magic Kingdom, the entrance is inside the First Aid building near the hub – close to the center of the park. You walk through First Aid to access the lounge space.

The Magic Kingdom lounge is themed to Aladdin, with nods to Genie and his lamp throughout the space. The Disneyland lounge is themed around Asha and Wish, which feels especially fitting for Wish families.

Each lounge has its own protocols. As of this writing, the Magic Kingdom lounge does not allow food, eating, or diaper changes inside the lounge space. (Those needs are handled in First Aid or Baby Care.)



When we visited, we used the Magic Kingdom lounge while waiting for nighttime fireworks. Our Wish Kid needed a break, but we didn't want to fully leave the park and miss the show. The lounge gave us a quiet place to rest on a couch, access to a clean and open bathroom, and – maybe most importantly – silence.

It isn't a flashy space, but it's calm and beautiful. If your child needs a reset, go to First Aid and ask if the Wish Lounge is available. Even if you never use it, it's helpful to know it's there.

Medical Equipment in the Parks

All Orlando theme parks allow medically necessary equipment and supplies.

That includes things like feeding tubes, oxygen, mobility devices, cooling equipment, medication (in original containers), and reusable ice packs. You are not doing anything unusual by bringing what your child needs.

Security screenings are routine and apply to everyone. To make entry easier, I always suggest consolidating medical items into one organized bag if possible. Keep medications in their labeled containers. If it gives you peace of mind, keep a short medical summary in your phone in case questions arise. Give yourself a few extra minutes at security so you're not rushed.

Every park has a First Aid station staffed by medical professionals. They can help with minor issues, bandaging, medication needs, ice, and guiding you toward urgent care if something bigger arises. If you need refrigeration or a quiet space to manage equipment, ask directly when you arrive at the park.

Orlando theme parks provide detailed accessibility information outlining which rides require transfers and which allow guests to remain in a wheelchair.

Before your park day begins, open the official app and review the accessibility section for each attraction you plan to ride. It will clearly state whether you can remain in your chair, need to transfer independently, or need to transfer with assistance.

At Disney, if your child uses a stroller as a medical or regulation tool, stop by Guest Relations early and request a "Stroller as Wheelchair" tag. This allows the stroller to enter most queues the way a wheelchair would.

If you're using Rider Switch, coordinate with the attraction attendant before entering the queue so everyone understands the plan.

There are thousands of families moving through these parks every day with varying needs. You are not inconveniencing anyone by bringing what your child requires.

Magic Kingdom

Remain in Wheelchair (No Transfer Required)

- Walt Disney World Railroad (designated accessible car)
- Tomorrowland Transit Authority PeopleMover
- Walt Disney's Carousel of Progress
- Hall of Presidents
- Mickey's PhilharMagic
- Country Bear Musical Jamboree
- Enchanted Tiki Room
- Monsters, Inc. Laugh Floor

Transfer from Wheelchair to Ride Vehicle

- Pirates of the Caribbean
- Haunted Mansion
- Peter Pan's Flight
- "it's a small world"
- Buzz Lightyear's Space Ranger Spin
- Under the Sea – Journey of the Little Mermaid

Must Ambulate Independently

- Seven Dwarfs Mine Train
- Big Thunder Mountain Railroad
- Space Mountain
- TRON Lightcycle / Run

Shows & Viewing Accommodations

- Festival of Fantasy Parade (designated wheelchair viewing areas)
- Happily Ever After (accessible viewing hub locations)
- Castle stage shows & seasonal parties include marked accessible spaces
- All theaters offer wheelchair spaces with companion seating



TRON LIGHTCYCLE

EPCOT

Remain in Wheelchair (No Transfer Required)

- The American Adventure
- Turtle Talk with Crush
- Awesome Planet
- Beauty and the Beast Sing-Along
- Canada Far and Wide
- Reflections of China

Transfer from Wheelchair to Ride Vehicle

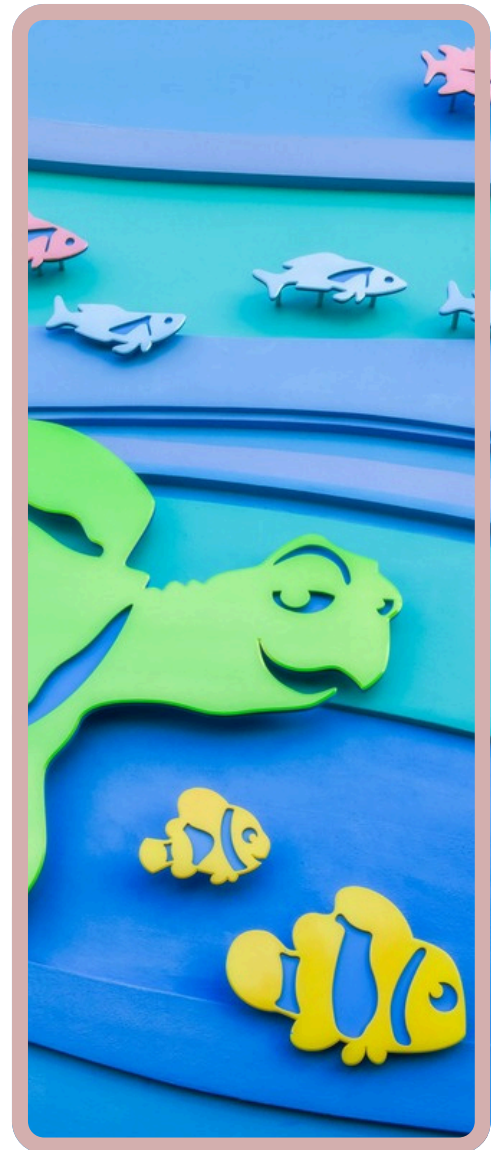
- Frozen Ever After
- Remy's Ratatouille Adventure
- Soarin' Around the World
- Spaceship Earth
- Living with the Land
- Journey Into Imagination with Figment
- Gran Fiesta Tour

Must Ambulate Independently

- Guardians of the Galaxy: Cosmic Rewind
- Test Track

Shows & Viewing Accommodations

- World Showcase entertainment stages
- Festival concerts (Eat to the Beat, Candlelight Processional) with accessible seating
- Nighttime fireworks (designated viewing areas available)



THE SEAS - EPCOT

Hollywood Studios

Remain in Wheelchair (No Transfer Required)

- Indiana Jones Epic Stunt Spectacular
- For the First Time in Forever: A Frozen Sing-Along Celebration
- Beauty and the Beast – Live on Stage
- Disney Junior Play & Dance

Transfer from Wheelchair to Ride Vehicle

- Rise of the Resistance
- Millennium Falcon: Smugglers Run
- Mickey & Minnie’s Runaway Railway
- Toy Story Mania
- Star Tours

Must Ambulate Independently

- Rock ‘n’ Roller Coaster
- Tower of Terror
- Slinky Dog Dash

Shows & Viewing Accommodations

- Fantasmic! (large amphitheater with wheelchair seating sections)
- Seasonal projections and stage shows
- Designated accessible viewing for parades



OUTDOOR PERFORMANCE



FANTASMIC



MICKEY & MINNIE’S RUNAWAY RAILWAY

Animal Kingdom

Remain in Wheelchair (No Transfer Required)

- Kilimanjaro Safaris (accessible safari vehicle)
- Festival of the Lion King
- Finding Nemo: The Big Blue... and Beyond!
- Feathered Friends in Flight!
- Zootopia: Better Together

Transfer from Wheelchair to Ride Vehicle

- Na'vi River Journey
- Kali River Rapids

Must Ambulate Independently

- Expedition Everest
- Avatar Flight of Passage

Shows & Viewing Accommodations

- All theaters offer wheelchair + companion seating
- Tree of Life awakenings can be viewed from multiple accessible paths



THAT'S ME!



EXPEDITION EVEREST

Universal Studios

Remain in Wheelchair or Accessible Vehicle

(Accessible platform or show seating available – may allow accessible vehicles up to a point)

- E.T. Adventure
- Animal Actors On Location!
- The Bourne Stuntacular
- Universal Orlando's Horror Make-Up Show
- The Blues Brothers® Show
- Hogwarts Express (requires park-to-park ticket)

Transfer Required

(Guests must transfer from wheelchair/ECV to ride vehicle)

- Harry Potter and the Escape from Gringotts
- Despicable Me Minion Mayhem
- Race Through New York Starring Jimmy Fallon
- Men in Black Alien Attack
- Kang & Kodos' Twirl 'n' Hurl
- King Harold's Swamp Symphony (a spinning ride experience)

Must Ambulate Independently

(Non-accessible or high-motion roller-coaster-style attractions)

- Hollywood Rip Ride Rockit
- Revenge of the Mummy
- The Simpsons Ride (motion simulator – transfer likely)

Amphitheater / Seated Theater Shows - ADA seating available

All theater-style shows provide designated wheelchair seating and companion seating. Speak with a Team Member upon arrival for assistance with accessible entry and seating placement.

- The Bourne Stuntacular
- Universal Orlando's Horror Make-Up Show
- Animal Actors On Location!
- The Blues Brothers Show (street stage with designated viewing areas)
- Celestina Warbeck and the Banshees (Diagon Alley stage show)
- Tales of Beedle the Bard (Diagon Alley puppet show)

Islands of Adventure

Remain in Wheelchair or Accessible Vehicle

- Camp Jurassic™ (exploration/play area with ramp access)
- Caro-Seuss-el™ (may require a brief transfer to a standard wheelchair)
- The Cat in the Hat™ (chairs provided; short transfer)

Transfer Required

- The Amazing Adventures of Spider-Man®
- Jurassic Park River Adventure
- Skull Island: Reign of Kong®
- Storm Force Accelatron®
(spinning teacups; requires transfer)
- Dudley Do-Right's Ripsaw Falls®
- Doctor Doom's Fearfall®
- Flight of the Hippogriff™
- Hagrid's Magical Creatures Motorbike Adventure™



Must Ambulate Independently

(Typically high-thrust roller coasters or intense motion experiences)

- The Incredible Hulk Coaster®
- Jurassic World VelociCoaster™
- Harry Potter and the Forbidden Journey™ (high motion, transfers but physical requirement notable)

Amphitheater / Seated Theater Shows - ADA seating available

All theater-style shows provide designated wheelchair seating and companion seating. Speak with a Team Member upon arrival for assistance with accessible entry and seating placement.

- Oh! The Stories You'll Hear! (Seuss Landing stage show)
- The Frog Choir (Hogsmeade stage performance)
- Triwizard Spirit Rally (Hogsmeade stage performance)

Epic Universe

Remain in Wheelchair (No Transfer Required)

- Le Cirque Arcanus (Ministry of Magic stage show)
- Isle of Berk live stage show
- Celestial Park fountain & projection shows
- Character meet-and-greets in all lands
- Seasonal stage performances and concerts

Transfer from Wheelchair to Ride Vehicle

- Mario Kart: Bowser's Challenge
- Mine-Cart Madness
- Hiccup's Wing Gliders
- Fyre Drill
- Monsters Unchained: The Frankenstein Experiment
- Harry Potter and the Battle at the Ministry

Must Ambulate Independently

- Starfall Racers

Shows & Viewing Accommodations

- Ministry of Magic stage production (Le Cirque Arcanus)
- Isle of Berk stage show
- Atmospheric performances in Dark Universe
- Character shows throughout the park
- Nighttime fountain and projection experiences in Celestial Park

Medical & Mobility Essentials

Do You Actually Need Disability Support Programs On a Wish Trip?

Theme parks offer programs (all with different names, but virtually the same concept) to help families with guests who have extra needs. These programs aim to help the guest with challenges waiting in line to decrease their wait time. However, when you're a Wish family, you have the skip-the-line access, and you don't have to coordinate return times like you might with these programs.

So as a Wish family, do you need to take advantage of these programs? Short answer: usually no — your Wish Pass does most of the heavy lifting.

The Wish Pass typically places your party into the Lightning Lane/expedited queues (or an escorted alternative) and often covers character meets when you speak with a Cast Member/Team Member.

- If your child needs timed, app-based returns or you're planning post-Wish days, add DAS (Disney), IAC/AAP (Universal), RAP (SeaWorld), or Hero Access (LEGOLAND).
- Your goal isn't more passes—it's the fewest tools that keep your child regulated and your day predictable.

Tiny Tip! Where disability systems can help is when you have specific, recurring needs that aren't alleviated by a simple shorter wait time as granted by the Wish Pass (sensory, stamina, transfers) or if you're extending your Wish trip planning beyond your Wish dates.

Bottom line: The Wish Pass is often enough for the core week. Layer a disability program only if it solves a specific, repeated challenge or if you need support after the Wish window.

Medical & Mobility Essentials

When You Arrive to your Destination

First Aid (all parks)

Every Disney, Universal, SeaWorld, and LEGOLAND park has First Aid staffed by medical professionals for bandages, over-the-counter guidance, and next-step help. Disney partners with AdventHealth for urgent care support near property.

Outside Food

- Disney: *Outside food is allowed for anyone*; coolers, bags, or backpacks must be ≤ 24" x 15" x 18". No loose or dry ice; use reusable ice packs.
- Universal: Permits bottled water up to 2 liters per guest; medically required food and supplements; baby food/formula; small snacks not requiring heating/refrigeration.

Mobility Devices, Strollers, and Wagons

- Disney stroller rules: Max 31" (W) x 52" (L); wagons and stroller-wagons are not permitted unless deemed medically necessary for a child. This is decided at the ticket gate; if the Cast Member deems it unnecessary, you will not be allowed to bring it into the park. They do hold it for you for a fee. Doctor's notes are not accepted.
- Stroller as a Wheelchair (Disney): If your child uses a stroller as a mobility device or to carry medical equipment, request a "Stroller as a Wheelchair" tag at Guest Relations; this allows the stroller into most queues like a wheelchair.
- Wheelchairs/ECVs: All parks offer broad accessibility; check the park's current Guests with Disabilities or Accessibility Guide for transfer vs. remain-in-chair categories by attraction.
- Rider Switch (Disney): If your party rides in shifts, ask for Rider Switch so caregivers/siblings aren't double-waiting.

Sensory Break Spaces

- Disney offers quieter locations around each park, and Magic Kingdom's [Wish Lounge](#) (via First Aid, Main Street, U.S.A.) offers a calm space for eligible Wish families. Baby Care Centers are open for anyone needing a space to feed, change, or rest with a baby.
- LEGOLAND: Dedicated Sensory Rooms.
- SeaWorld: Quiet Room in Sesame Street Land Child Care facility.



Sample Itineraries



Magical Wish Mom

Travel Guidance for Wish & Alumni Families



7-Day Outline

Use these as templates — tweak times to your flights and energy. Mix and match different parts of each sample itinerary. Pull what you love, and swap out the parts that don't fit your family.

Create a schedule with a few anchors, and then sketch a few 'must-dos' each day around the anchors. Work backwards from there to choose which parks on which days. And don't forget: schedule GKTW like a park day—there's so much joy right there.

Day 1 — Arrival + GKTW Orientation

- 2:00 PM Arrive MCO (adjust to your flight). Pick up rental car, and drive ~30–35 min to GKTW.
- 4:00 PM Check in + orientation: get Village schedule, book Star-Making (4:00–7:50 PM window), Star-Viewing (7:00–10:50 AM window), a Character Tuck-In, note party nights, confirm dietary needs at House of Hearts.
- Evening: Dinner at the Village; explore Amberville, spin the Enchanted Carousel, and ice cream before bed.

Day 2 — Magic Kingdom (Full Day)

- Rope drop: Arrive 45–60 min early.
- Anchors: Bibbidi Bobbidi Boutique 10:00 AM; Cinderella's Royal Table at 4:00 PM (castle area).
- Must-dos: Pick 2–3 (e.g., Peter Pan's Flight, Mickey meet, Parade).
- Quiet windows: First Aid/Wish Lounge, PeopleMover, Philharmagic.
- Evening: Fireworks if energy allows, or head back early for a Village party.

Day 3 — Hollywood Studios AM → EPCOT PM (Skyliner hop)

- Rope drop DHS: Arrive 45–60 min early; do 1–2 headliners (e.g., Mickey & Minnie's Runaway Railway, Slinky Dog, or Millennium Falcon).
- Mid-afternoon: Skyliner from DHS to EPCOT International Gateway; slow stroll in World Showcase.
- Anchor: Akershus Royal Banquet Hall dinner 5:30 PM (Norway).
- After dinner: Frozen Ever After, a pavilion film, or Spaceship Earth; consider staying for the nighttime lagoon show if energy is good.



7-Day Outline

Day 4 — SeaWorld

- Rope drop: Arrive 30–45 min early; visit Guest Services for RAP if needed.
- Anchor: Penguin Up-Close Tour 10:30 AM (or your chosen encounter).
- Show block: Orca, Dolphins, or Sea Lions (set times).
- Flex: One big coaster (Mako/Manta/Pipeline) late afternoon when lines dip.
- Exit: Early evening return for GKTW party or pool.

Day 5 — Rest + Universal Evening

- Morning/Afternoon at GKTW: Spa chairs for adults, kids' salon, mini golf, RC boats, nap—treat this like a park day.
- Evening at Universal (USF or IOA):
 - Anchor: Dinner at Three Broomsticks (IOA) or Today Café/Mythos (USF/IOA).
 - Must-dos: Ollivanders wand experience, one family coaster or show; enjoy cooler temps and shorter waits.

Day 6 — Universal

- Rope drop: Start in the Wizarding World that matters most to your child (Diagon Alley or Hogsmeade).
- Anchor: CityWalk lunch reservation (or late lunch to rest).
- Afternoon focus: Wizarding World spells, Butterbeer break, one headliner. Swap out with Seuss Landing for younger kiddos!
- Quiet windows: Theater shows (Bourne Stuntacular), shaded lagoon paths, First Aid.

Day 7 — LEGOLAND/Peppa OR Bonus Park Day + Departure

- GKTW check-out is 11:00 AM.

Hospitality Suite: Wish families can request day-use of the Hospitality Suite at the Village to store bags, rest, and shower before a late flight—this makes a last-day park day very doable.

- Option A (LEGOLAND/Peppa): Arrive at opening; get the HERO Access Pass at Guest Services; prioritize Minifigure trading and gentle rides.
- Option B (Bonus park): Re-do favorites at Disney/Universal for a few hours.
- Return to GKTW Hospitality Suite: Freshen up, change, snack.
- Head to MCO: Aim to arrive 3 hours before departure; consider MCO Reserve to speed security.

First-Time Disney Family

For families who have never done Disney before and want a simple, confidence-building plan that touches each park without feeling overwhelming.

Day 1 — Arrival + Orientation

- Arrive at MCO → Drive to GKTW → Orientation.
- Book Star-Making + Star-Viewing.
- Dinner at Café Clayton.
- Evening walk to Amberville for JJ's Express and remote control boats.
- Ice cream at Henri's before bed.

Day 2 — Magic Kingdom (Full Day)

- Give Magic Kingdom your full attention – it's the most iconic park and often the one first-timers picture when they think of Disney.
- Enjoy the morningtime in Fantasyland – Peter Pan's Flight or Seven Dwarfs Mine Train (if appropriate).
- Mid-morning character meet at Princess Fairytale Hall or Town Square Theater.
- Lunch at Columbia Harbour House (great AC break).
- Afternoon reset in the Wish Lounge if needed.
- Adventurland, strolling down Main Street, afternoon parade, or Tomorrowland.
- Dinner at Skipper Canteen or Be Our Guest. End with fireworks.

Day 3 — GKTW Morning + Hollywood Studios Afternoon/Evening

- Slow morning at the Village. Sleep in. Pool. Mini golf. WonderLab (only open on certain days/times).
- Arrive at Hollywood Studios early afternoon.
- Start with Mickey & Minnie's Runaway Railway.
- Toy Story land and Slinky Dog Dash.
- Frozen Sing-Along (excellent AC reset).
- Dinner at 50's Prime Time Café or quick service at Backlot Express.
- Stay for Fantasmic if energy allows.
- If Wednesday, return for Mayor Clayton's Surprise Birthday Party (7pm). If staying for Fantasmic, skip the party – you can't do both.

First-Time Disney Family

Day 4 — EPCOT (Full Day)

- Spaceship Earth first.
- Remy's Ratatouille Adventure.
- Lunch at Sunshine Seasons.
- Frozen Ever After.
- Character meet in World Showcase.
- Dinner at Garden Grill or Via Napoli.
- Nighttime lagoon show if your family enjoys evening entertainment.

Luminous: This is the current nighttime show in EPCOT, and is honestly our family's favorite! It's got the "feel good" music and script of the Magic Kingdom fireworks, and easier logistics to find a spot to watch, because any location from around World Showcase is great!

Day 5 — Universal Studios (Single Day)

- Rope drop Diagon Alley.
- Gringotts first.
- Ollivanders wand experience.
- Lunch at Leaky Cauldron.
- Bourne Stuntacular for a mid-day break.
- Velocicoaster for the thrill seekers!
- Seuss Landing for the Littles.

Day 6 — Animal Kingdom (Half Day)

- Safari early.
- Festival of the Lion King.
- Lunch at Satu'li Canteen.
- Return to Village early afternoon.
- If Thursday, attend Winter Wonderland Party (7pm).
- If Friday, Royals & Rogues Treasure Quest (7pm, when offered).

Day 7 — Departure

This version lets first-time families experience all four Disney parks, one Universal day, and meaningful Village time — without stacking too much into any single day.



No Park Hop Plan

For families who prefer one park per day and minimal transitions.

Day 1 – Arrival

Day 2 – Magic Kingdom (Full Day, No Hopping)

- Lunch at Pecos Bill.
- Dinner at Be Our Guest.
- Fireworks.
- Use Wish Lounge if needed.

Day 3 – GKTW Day

- Star-Making.
- Remote control boats + mini golf.
- Monday Halloween Party (7pm).

Day 4 – EPCOT (Full Day, No Hopping)

- Spaceship Earth + Living with the Land.
- Lunch at Sunshine Seasons.
- Dinner at Via Napoli.
- Nighttime show.

Day 5 – Universal Islands of Adventure

- Hagrid's + Spider-Man.
- Lunch at Three Broomsticks.
- Evening castle projection.

Day 6 – Animal Kingdom (Half Day)

- Safari + Nemo show.
- Return for Royals & Rogues Treasure Quest (Friday 7pm, when offered).

Finding Nemo: The Big Blue... and Beyond!: This is one of our favorite shows in all of Walt Disney World! Live singing with creative puppetry, and a show that has bubbles (and air conditioning!).

Day 7 – Departure



GKTW-Heavy Week

For families who want more rest and more Village magic.

Day 1 — Arrival + Orientation

Day 2 — Magic Kingdom (Half Day)

- Rope drop Peter Pan, Fantasyland, and Pirates.
- Lunch at Pinocchio Village Haus.
- Evening: Village pool, Character Tuck-In, + cookie cart delivery.

Day 3 — Full GKTW Day

- 8-11am: Keaton's Korral horseback riding (Sunday or Tuesday).
- Remote control boats + Amberville rides. Star-Making.
- Evening: Wednesday Mayor Clayton's Surprise Birthday Party (7pm).

Day 4 — EPCOT (Late Start)

- Remy + Frozen.
- Lunch at Sunshine Seasons.
- Dinner reservation at Akershus Royal Banquet Hall.
- Nighttime lagoon show if energy allows.

Akershus: We have multiple food allergies in our family and love eating at Disney! Akershus is one of our favorites! A great blend of delicious food, and great characters!

Day 5 — GKTW Morning + Disney Springs Evening

- Morning WonderLab + spa chairs for caregivers.
- Evening at Disney Springs: stroll, shop, and music
- Dinner at Chef Art Smith's Homecomin' or T-REX Café.

Day 6 — Animal Kingdom (Half Day)

- Safari first thing.
- Festival of the Lion King.
- Lunch at Satu'li Canteen.
- Return to Village for Thursday Winter Wonderland Party (7pm).

Day 7 — Departure

- Half day at Universal
- Use the Hospitality Suite before heading to the airport for a late flight



Mid-Week Energy Crash

**For families whose child hits a stamina wall mid-trip.
If Day 3 or 4 feels hard, pivot here.**

Day 1 – Arrival

Day 2 – Magic Kingdom (Half Day Only)

3 must-dos.

Lunch at Columbia Harbour House.

Leave early.

Day 3 – Full GKTW Reset Day

Sleep in.

WonderLab.

Remote control boats.

Ice cream break.

Mayor Clayton's Birthday Party (Wednesday 7pm).

Day 4 – EPCOT (Late Arrival)

Living with the Land.

One pavilion film.

Dinner at Garden Grill.

Leave before fireworks if needed.

Day 5 – GKTW Morning + Short Universal Visit

Arrive at Universal around 4pm.

Dinner at Leaky Cauldron.

1-2 attractions only.

Return to Village.

Day 6 – Optional Animal Encounter (SeaWorld) OR Stay Village

No pressure day.

Thursday Winter Wonderland Party (7pm).

Day 7 – Departure



Two Disney Days Only

For families who want to prioritize rest or non-Disney parks.

Day 1 – Arrival

Day 2 – Magic Kingdom (Full Day)

Quick service lunch at Pecos Bill.
Table service dinner at Cinderella’s Royal Table.
Fireworks.

Day 3 – Islands of Adventure (Full Day)

Lunch at Three Broomsticks.
Evening butterbeer stroll.

Day 4 – GKTW Rest + Remote Control Boats

Star-Making.
Mini golf.
Evening Winter Wonderland Party (Thursday 7pm).

Day 5 – EPCOT + Hollywood Studios Split Day

Morning: Mickey & Minnie’s Runaway Railway.
Skyliner to EPCOT.
Lunch at Connections Eatery.
Dinner at Via Napoli.
Nighttime lagoon show.

Day 6 – SeaWorld

Animal encounter.
Return early.

Day 7 – Departure

Second Universal Day
Hospitality Suite
Late flight



Disney + Crayola + Legoland

For families who prefer lower-intensity parks.

Day 1 – Arrival

Day 2 – Magic Kingdom (Full Day)

BBB makeover.

Lunch at Casey's Corner.

Dinner at Be Our Guest.

Fireworks.

Day 3 – LEGOLAND Florida

Arrive at opening.

HERO Access Pass at Guest Services.

Lunch at Granny's Apple Fries stand.

Return to Village for Monday Halloween Party (7pm).

Day 4 – Crayola Experience

Indoor creative day.

Afternoon rest at GKTW pool.

Ice cream night.

Day 5 – EPCOT (Full Day)

Lunch around World Showcase (Regal Eagle or Les Halles).

Dinner at Garden Grill (character meal, rotating restaurant).

Nighttime show.

Day 6 – Animal Kingdom (Half Day)

Safari + Lion King.

Lunch at Flame Tree BBQ.

Evening: Royals and Rogues Treasure Quest (Friday 7pm, when offered).

Day 7 – Departure

Universal-Heavy Week

For families whose Wish Kid is all about Harry Potter + thrill rides.

Day 1 – Arrival + Orientation

Arrive MCO → GKTW check-in + orientation.

Book Star-Making + Star-Viewing.

Dinner at Café Clayton. Ice cream at Henri's.

Evening at Amberville: JJ's Express + remote control boats at the Train Station.

Day 2 – Islands of Adventure (Full Day)

Rope drop Hogsmeade.

anchors: Hagrid's, VelociCoaster (if appropriate), Flight of the Hippogriff.

Early lunch at Three Broomsticks.

Butterbeer break mid-afternoon.

Evening: Hogwarts projection show (seasonal).

Day 3 – Universal Studios Florida (Full Day)

Gringotts first. Ollivander's wand experience.

Lunch at Leaky Cauldron.

Afternoon AC reset at Bourne Stuntacular.

Dinner at Toothsome Chocolate Emporium at CityWalk.

Day 4 – GKTW Rest Morning → Universal Evening

Morning at Village pool + mini golf. Star-Making appointment.

Evening: Monday Halloween Party (7pm at Hopping Place).

OR if Wednesday → Mayor Clayton's Surprise Birthday Party (7pm).

Day 5 – Magic Kingdom (Single Disney Day)

Fantasyland + Adventureland. Lunch at Columbia Harbour House.

Table service dinner at Skipper Canteen.

Fireworks at night. Use Wish Lounge if waiting.

Day 6 – Epic Universe (Purchased separately from Wish)

Start in Super Nintendo World or Isle of Berk. Lunch inside Celestial Park.

Return early evening for Winter Wonderland Party (Thursday 7pm) if timing aligns.

Day 7 – Departure



Bigger Kids / Teens

For thrill-seekers and high-energy families.

Day 1 – Arrival

Day 2 – Islands of Adventure

VelociCoaster + Hagrid's.
Lunch at Three Broomsticks.
Evening projection show.

Day 3 – Universal Studios Florida

Gringotts + Mummy.
Dinner at Toothsome.

Day 4 – Hollywood Studios

Rise of the Resistance.
Tower of Terror.
Rock 'n' Roller Coaster.
Fantasmic at night.

Day 5 – EPCOT (Late Start)

Guardians of the Galaxy.
Festival booth snacking.
Dinner at Space 220 (if available).
Nighttime show.

Day 6 – Rest Morning + Magic Kingdom Evening

TRON at night.
Skipper Canteen dinner.
Fireworks.
Evenings at GKTW:
Mayor Clayton's Birthday (Wed) or Royals & Rogues (Fri).

Day 7 – Departure



Foodie Family Week

For families who want dining to be part of the magic.

Day 1 — Arrival + Check-In + Ice Cream Night

Day 2 — Magic Kingdom

Lunch at Casey's Corner.
Afternoon snack: Cheshire Cat Tail.
Dinner at Skipper Canteen.
Fireworks dessert party (optional).

Day 3 — EPCOT Food Day

Festival booth grazing around World Showcase.
School Bread in Norway.
Dinner at Space 220 or Via Napoli.
Nighttime lagoon show.

Day 4 — Universal Dining Focus

Breakfast at Leaky Cauldron.
Butterbeer mid-morning.
Lunch at Mythos (Islands of Adventure).
Dinner at Toothsome Chocolate Emporium (CityWalk).

Day 5 — Disney Springs Evening

Morning GKTW pool + horseback riding (if Sunday/Tues).
Dinner at Chef Art Smith's Homecomin' or Morimoto Asia.
Stroll and live music.

Day 6 — Animal Kingdom

Lunch at Satu'li Canteen.
Evening return to Village for Friday Royals & Rogues (7pm, when offered).

Day 7 — Departure



Medically Complex Families

For families managing equipment, fatigue, or frequent rest needs.

Day 1 — Arrival + Early Night

Day 2 — Magic Kingdom (Half Day Only)

Peter Pan.

It's a Small World.

Lunch at Columbia Harbour House.

Wish Lounge rest before leaving.

Day 3 — Full GKTW Day

Star-Making.

Remote control boats.

WonderLab.

Wednesday Mayor Clayton's Party (7pm).

Day 4 — EPCOT (Late Arrival)

Living with the Land.

Frozen.

Short pavilion film.

Dinner at Garden Grill.

Day 5 — GKTW Morning + Universal Evening (Minimal)

Arrive 4pm.

Dinner at Leaky Cauldron.

1-2 attractions only.

Return before exhaustion.

Day 6 — Keaton's Korral (every Sun/Tues 8-11am)

Horseback riding.

Pool rest.

Winter Wonderland Party (Thursday 7pm).

Day 7 — Departure

A note about our own Trip

I made a LOT of changes to our plans as we completed our Wish Trip!

I started with a fairly detailed plan – yes, on paper that I drew out! **Room for flexibility, but detailed enough that I didn't have to think or research as we were on our trip** – we could simply enjoy!

But then, rain hit hard during the afternoon of our original plans for Mickey's Very Merry Christmas Party. I left our family to watch the parade while I spoke with Guest Services who worked some pixie dust for us and got our tickets rescheduled (normally NOT done!).

That meant we went back early and "lost" some time – getting dinner and a calm night in our GKTW Villa instead of the Christmas Party. Rearrange #1. Then, preferences to spend more time at GKTW, some unexpected low energy which ended up being some of our party getting sick – **we did more rearranging to include more GKTW time, and more downtime.**

Did we do everything our Wish Kid wanted to do? Absolutely not. **Did we all try our best, and had an incredible time? Absolutely.** And the Wish Pass is honestly so much a part of that. Without the ability to expedite all waiting, we would have not had the ability to move through his 'must-do' items as much. But then it also gave us the ability to slow down, enjoy special moments – and not need to worry about timing, strategies, or efficiency.

F 12/25	S 12/26	S 12/27	M 12/28	T 12/29	W 12/30	Th 12/31	F 12/31
Pick up @ 5:30am	Check out Aul by 8am	CRP @ 8:00am (4) + (5)	Surry Bikas?	Horseshoe Race @ 8:11am	Cape May @ 7:30am (7)	Star Viewing 7:15-8am	Photos with Walt Disney @ 8:30am
Flight @ 8:45am	Change of Reservation @ Disney Cruise Center	Magic Kingdom 8:45-10pm (Dinner @ 8:30pm)	Ohana @ 10:00am (7)	Check Mickey @ 10:00am (7)	Check Mickey @ 10:00am (7)	1900 B&E Ford @ 9:50am (7)	Check out GKTW Villa
Land @ 9:45am	Check in @ 10:00am	Skipper Center @ 9:30am (7)	GKTW	Check Mickey @ 10:00am (7)	Check Mickey @ 10:00am (7)	Logland 10a-5p	Check into AKA Villa @ 11:30am
See Room for	1900 B&E Ford @ 9:50am (7)	MVMCP! 4-12P	Universal + IA 9-7	Universal + IA 9-7	HS 8:30-7P	Animal Kingdom 8a-7p	Check out AKA Villa @ 11:30am
Check in @ 10:00am	Universal + IA 9-7pm	Parade 8:30-11pm	Star Mickey @ 7:30pm	Star Mickey @ 7:30pm	EPOT 9a-9:30p	Check out AKA Villa @ 11:30am	Check out GKTW Villa
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What's Next?



Magical Wish Mom

Travel Guidance for Wish & Alumni Families

Check out and alumni visits

Checkout at Give Kids The World is by 11:00 AM on your departure day. That morning can feel quick. You're packing, loading the car – and sometimes trying to hold together a lot of emotion at the same time.

A few practical reminders before you leave:

- You do not have to download your SmugMug photos before you depart. You'll receive access to your Village photo gallery and can download everything once you're home. The same is true for your theme park photos – just pay attention to expiration timelines, as each park has its own window for how long photos remain available.
- Your Wish Kid's passport is a huge gift. That passport gives your family access to national Wish family partner locations for one year after your departure date. It's worth looking through the list and seeing what might be near you – or planning a trip around one.



- GKTW also welcomes alumni families back to the Village. Alumni visits are different from Wish Week. You won't stay overnight, but you can visit the Village for up to two days per calendar year. GKTW asks for advance notice to schedule an alumni visit, so be sure to look at their alumni page and request your visit ahead of time.

Returning can be really special. Your child's star will still be hanging exactly where Stella and Franko placed it. You can walk back into the Castle and find it again. That never changes.

The story doesn't end when you drive away. It just becomes part of what your family carries forward.



You Don't Have to Figure This Out Alone

If reading this guide made you think...

"I don't know everything that's offered."

"I'm not sure how to book at 60 days."

"I want this to be magical... but also manageable."

That's exactly why I'm here.

Planning a Wish Trip is different. It isn't just about reservations and park strategy. It's about **protecting your child's energy, honoring your family's season, and building a week that feels calm and joyful.**

Wish Family Planning Support — \$175

Designed specifically for families preparing for a Wish Trip, who want guidance without overwhelm — and a trusted partner who understands this season.

This support includes:

- ✦ The Wish Trip Starter Blueprint
- ✦ Dining and experience reservation booking
- ✦ Accessibility & medical considerations planning
- ✦ Park-day pacing and experience prioritization
- ✦ Dining strategy and must-do recommendations
- ✦ Three 30-minute focused planning calls
- ✦ A clear, organized Wish Trip itinerary



Start with a free call or an inquiry form so we can align on your goals.

Gentle Reminders for Your Week

You won't do everything. Choose the right things.

Protect small joys between big moments.

Ask. Kindly. Often. The worst answer is "not today."

And sometimes, the answer is magic.

I'm so glad you're here. If you'd like a second brain, a calm voice, and a co-pilot who understands Wish families — I'm here.

— **Your Wish Mom Partner,**

Caitlin

fun facts about me!

I'm an adrenaline junkie – Guardians of the Galaxy in EPCOT, and VelociCoaster in Universal are two of my favorite rides EVER!

I love character interactions! Coming up with fun questions to ask them is one of my favorite things to do!

While I love sweets (chai and gingerbread being my favorite flavors), I have many food allergies. Erin McKenna Bakery has a location in Disney Springs, and I absolutely LOVE getting it while we're in Orlando!

I've gotten hooked on Disney Cruise Line. I used to think "who would want to go on a cruise and get an abbreviated version of Disney, when they could just go to the parks?" I apologize – I was wrong!

Princess and the Frog is one of my favorite movies, because the music is PHENOMENAL! Other top contenders: Coco, Sleeping Beauty, and Fantasia!

An Alaskan Itinerary on DCL is high on my list for future trips for our family!

I'm a believer in Jesus, dark roast espresso drinks, and humility.

