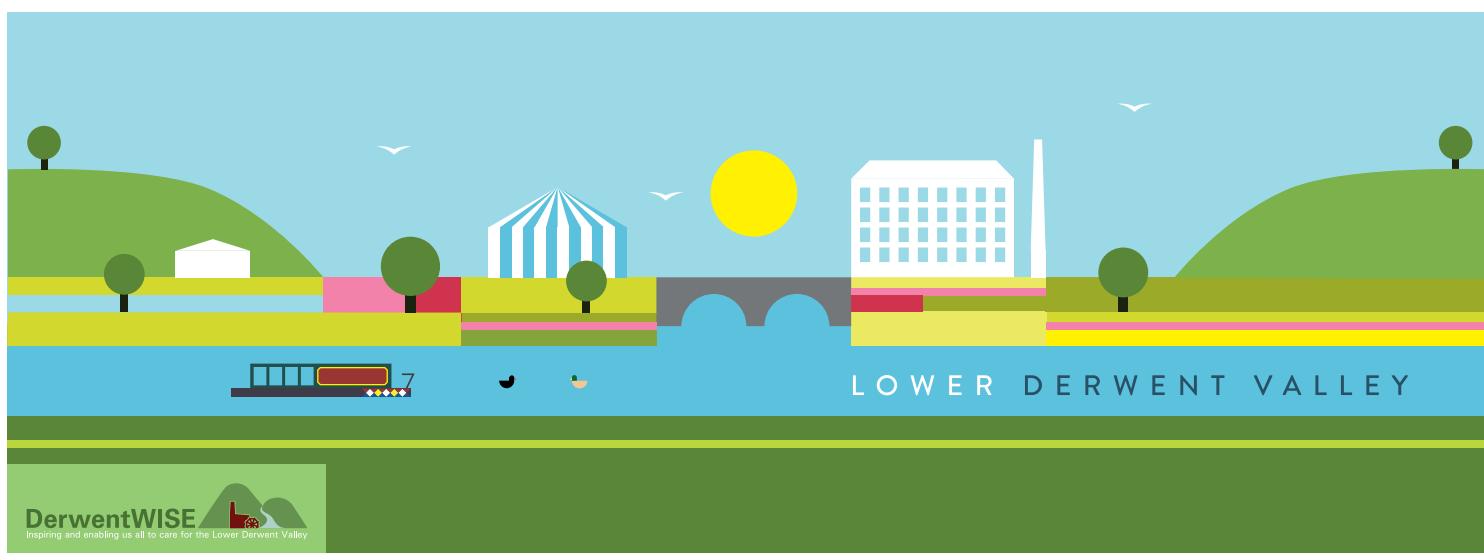




DerwentWISE

Storywalks

activity IDEAS



Introduction



Pick from our menu of activities to turn a wander into a story walk. Inspired by things you find, see, hear and smell, you might make up an adventurous tale, a magical story or simply tell the story of your walk.



Building a story

- In the beginning... (It does not need to be “once upon a time...”!) In a fictional story we might introduce key characters, where their story begins and where it is going
- The middle... What problems do they face along the way and how do they solve them? Who will they meet? Helpful friends, puzzling people, opponents to defeat?
- In the end... (and, no, it doesn’t need to be “happy ever after”!) Where does the story take them? How are they transformed by the events in the story?

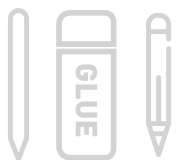
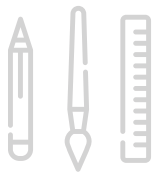


Story telling

Stories can be written, drawn or spoken - or even all three. On a walk, it can be nice to write a bit, draw a little, but mostly to share ideas and whole stories by talking. Listening to each other, helping someone else’s story along or building a wonderful tale together can all be good fun.



Story walk kit:



Useful:

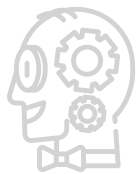
- a pencil each
- A4 card cut into 4 to make blank postcard sized cards (3 or 4 for each person)
- coloured pencils
- a rubber
- a sharpener
- scissors
- hand wipes

Optional:

- wax crayons and thin paper for rubbings
- glue stick
- folded books, printed texture cards or 1m lengths of string if you want to do an activity that uses them



Story walk kit:



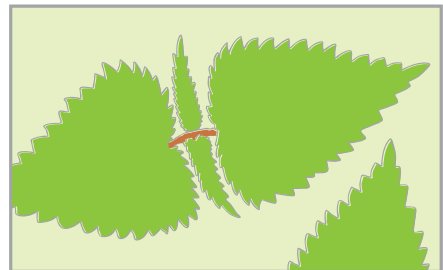
Preparation:

- Gather together your story walk kit
- To make a folded book, see instructions overleaf
- Check the weather and dress to keep warm and dry with suitable footwear, and use sun-cream when the sun's shining
- Watch out for nettles, brambles and poo. Keep hand wipes handy!



Brambles

Brambles have sharp prickles and woody stems,



Nettles

Stinging nettles have furry leaves and growth upright like spires.

- Plan ahead and know where you're going, use maps and apps to help you

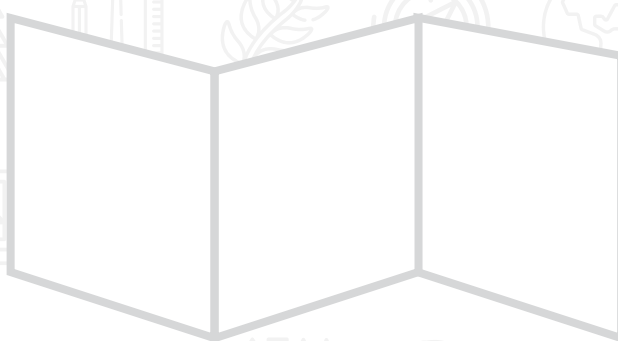


Preparation: Making your folded book

Cut an A4 sheet of paper
in half lengthways



...and then fold into
thirds.



Stick strips of
double-sided
tape on some
pages for sticking
things to.



Getting Started

Warm up activities to encourage people to begin exploring the landscape.

01



5-Count

Kit: a card and pencil each.

An activity to get you started to create your first story or poem.



1. List the numbers 1-5 down the left hand side of your card.
2. Can you find something there is only one of? Write a phrase to describe what it's doing: a person sitting painting in a field?
A bird flying across the sky?
3. What can you find two of? What are they doing? Leaves floating in the canal? Birds singing in the bushes?
4. Build up the list as you go: it doesn't all need to be "sightings" you could add sounds, smells, footsteps. If getting to five is easy, you could carry on to 10-or more...



Playing with your list

1. Pool results and tell a story "we set off one morning and we saw..." let someone give a "1". Then keep going, switching from "and then" to "but then" on alternate numbers. Can you build the start of a story?
2. Turn your own observations into a story and write it or tell it to someone else.
3. Play with your phrases to make a poem. Add or cut words until you get a nice rhythm. Can you get the same number of syllables in each line?



your name



your story

1

2

3

4

5

Getting Started

Warm up activities to encourage people to begin exploring the landscape.

02



4-Steps Shout

Kit: none.

Noisier than the 5-count, this activity definitely gets your group moving.

1. In your group link arms in a line, close your eyes if you want.
2. Take 4 steps forward all together then pause - open your eyes.
3. Shout out something you can see. Don't wait for each person to say their thing (unless you want to), just all shout out at the same time!
4. Take another 4 steps and do it again. Try to name something new each time. How long can you keep going?



your name



your shouts

Getting Started

Warm up activities to encourage people to begin exploring the landscape.

03



Memory Game

Kit: none.



1. Set off on a walk (linked arms can feel cheerier).
2. One person starts with “We went for a walk in summer/by the canal/ on a winter’s morning and we...” adding something they can see, hear, smell, touch or maybe how you feel.
3. The next person repeats the line and previous observations, adding something new.
4. As you carry on adding things, you might have to help each other remember everything on the list.



your name

your observations

Creating Stories

Once you're senses are all warmed up, these activities can help you develop your story-telling skills.

04



Every leaf tells a story

Kit: none.



1. Pick up an object that catches your eye. What comes to mind? (No poo or live animals please!)
2. Turn to someone else and tell them something about it. It can be a simple observation 'this is a leaf that has fallen from that tree over there. I don't know the name of the tree but I know the leaf will be trampled by people's feet', or wildly imaginative: "This leaf is a parachute for fairies who have lost their wings and that is why it is lying here in the middle of the path".



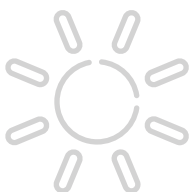
3. Share a few objects in this way.

Tip: Try thinking about the past, present and future of the object.

Develop your story



- a) Retell a story you have just heard, adding detail as you go.
- b) Try joining stories together. Does someone else have a feather from the bird who sat on the branch, who pulled that leaf off the tree and threw it onto the path ...?



Thanks to **Creeping Toad** who is Gordon MacLellan for devising these activities and Umbrella who helped Gordon test them.

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your name

past present future

Creating Stories

Once you're senses are all warmed up, these activities can help you develop your story-telling skills.

05



Building characters

Kit: (optional) "story texture" cards, postcards and pencil.

This technique can help you build a character.

1. Start your story 'Once there was a ... who...'
2. Find an object to help you describe your character: he had fingers as thin as twigs, she had hair like old grass...
3. Develop your character's description using more found objects, jotting them down on a postcard to help you remember.
4. Where does she live? what does she do?

Tip: Use the texture cards as prompts if you want a bit more structure:

- a) Describe your character's character: As happy as... a slug on lettuce/ a bumblebee in flowers. As friendly as...
Try: happy, sad, angry, friendly, bad-tempered, generous, mysterious, stranger
- b) Describe different parts of your character's appearance (eyes, hair, skin, teeth)
Are they: rough, smooth, bristly, tickly, slimy, soft, hard, tough, colour?



your name

Once there was a

who



your name

TEXTURE AND CHARACTER CARDS

These cards aim to encourage people to look use the world around them to build descriptions. Try taking two texture and one character card and see if you can tell about a character who has skin “as rough as....” or eyebrows “as prickly as....” but who was “....as cheerful as....”

TEXTURE

Find something that you could use to describe part of a person or other character where

(part of the body)

as **ROUGH** as

TEXTURE

Find something that you could use to describe part of a person or other character where

(part of the body)

as **SMOOTH** as

TEXTURE

Find something that you could use to describe part of a person or other character where

(part of the body)

as **PRICKLY** as

TEXTURE

Find something that you could use to describe part of a person or other character where

(part of the body)

as **HAIRY** as

TEXTURE

Find something that you could use to describe part of a person or other character where

(part of the body)

as **SLIMY** as

TEXTURE

Find something that you could use to describe part of a person or other character where

(part of the body)

as **TICKLY** as

your name

TEXTURE AND CHARACTER CARDS

These cards aim to encourage people to look use the world around them to build descriptions. Try taking two texture and one character card and see if you can tell about a character who has skin “as rough as....” or eyebrows “as prickly as....” but who was “....as cheerful as....”

CHARACTER

Find something that you could use to describe a person or other character who feels

as **SAD** as

.....

CHARACTER

Find something that you could use to describe a person or other character who feels

as **ANGRY** as

.....

CHARACTER

Find something that you could use to describe a person or other character who feels

as **NAUGHTY** as

.....

CHARACTER

Find something that you could use to describe a person or other character who feels

as **CHEERFUL** as

.....

CHARACTER

Find something that you could use to describe a person or other character who feels

as **STRANGE** as

.....

CHARACTER

Find something that you could use to describe a person or other character who feels

as **FIERCE** as

.....

Creating Stories

Once you're senses are all warmed up, these activities can help you develop your story-telling skills.

06



Three clues to tell a story

Kit: optional 1m length of string each.

Items you find can be used as clues to tell a story.



1. The first item you find will be a clue about the hero of this story “this twig is the wooden leg of a tiny pirate”.
2. The next item is a clue about the problem or dilemma our hero faces: this leaf with a hole in it is meant to be the sail for his ship. Now it won't work and he is too small to climb the tree to get just the right leaf for a new sail.
3. The third clue gives a possible solution: could this bit of string lasso a new leaf?
4. Continue developing your story in this way. Other clues might belong to “a helpful friend”, “an annoying interruption”, “what went wrong?”, “the next attempt to solve the problem”, “a special place”, then “and finally” as a way to end the adventure.

Tip: Tying the objects to your story string might help you remember your story.

your name

1

2

3

Remembering Stories

Take a few minutes to stop and review your walk. If you have been building a story, tell the story to each other. If you are collecting things as you walk, find a flat surface and arrange them in the right order. Experiment: what arrangement makes most sense? Then try one of the next activities to help you remember your story.

07



Story strings

Kit: a 1-metre length of string for each person in your group.



Story strings are great! Very simple to do but good ways of holding ideas together and giving people a memento of their visit, plus you can practice your knotting skills as you work.

1. Tie a loop in the end of your string to slip over your finger (not a slipknot).
2. Tie on objects collected on your walk. Tying them on in sequence helps keep the story structured and helps people remember how it developed.



Tip: Not everything ties easily: pebbles and mud are notorious. You might need to improvise (remember no live animals, please, and no animal poo).



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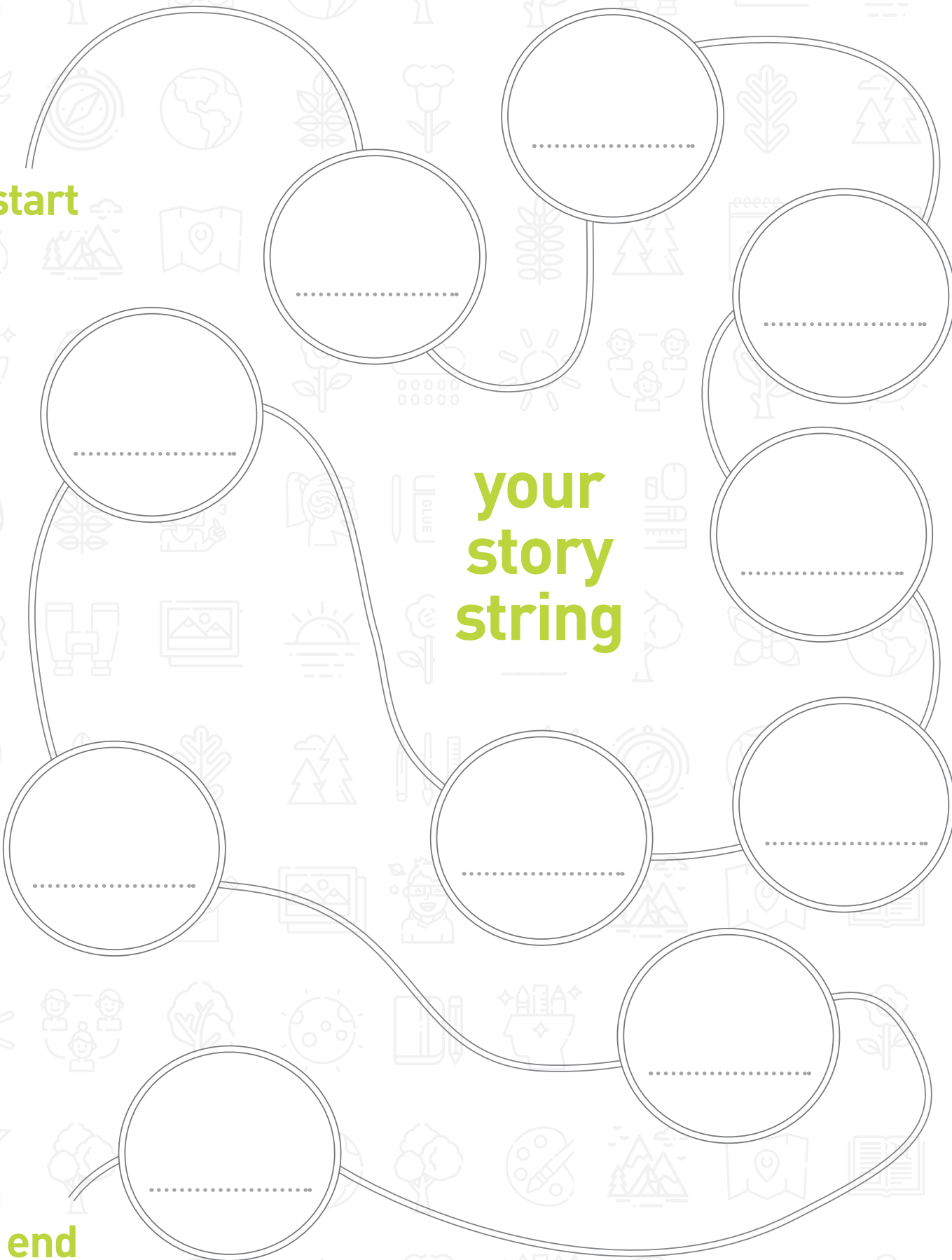


your name



start

your
story
string

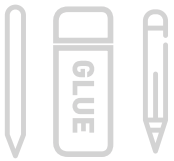


end

Remembering Stories

Take a few minutes to stop and review your walk. If you have been building a story, tell the story to each other. If you are collecting things as you walk, find a flat surface and arrange them in the right order. Experiment: what arrangement makes most sense? Then try one of the next activities to help you remember your story.

08



Folded stories

Kit: pencils, coloured pencils, wax crayons and thin paper, folded card strips (see below), a glue stick.

Get creative and record your walk in a sketch-book

1. Write or draw the ideas you gathered on your walk to build your story.
2. Make bark, stone or leaf rubbings and stick them in.
3. Use the double sided tape to collect small, dry finds.
4. Dip a finger in mud and draw on your book. Scrunch up leaves and flowers and try painting.
5. Don't forget the cover- and a title if there's still room!



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your name

your sketch book

