

Wild Imagination

Step outside and imagine a wonderful world all of your own.

This is not a log. It's my...

Make your own adventure. Any fallen tree or log can be your

- space station
- safari look-out post
- ocean battleship
- jungle hideout
- superhero base
- spy submarine
- mountain palace
- forest fortress
- secret treehouse
- tame crocodile...

Who will you be? How did you get here?

Whatever will happen next?

Journey Stick

Aboriginal Australians created 'maps' of journeys on a stick, to tell the story of their adventures on their return.

Create your own Journey Stick of a walk in the wild.

- Find a sturdy stick, just a little shorter than you.
- At significant moments in your journey (a turning, a muddy puddle, a fallen tree, a gate) collect small natural objects
- Using items from your kit bag, bind leaves, twigs, feathers, grasses to your staff, working down from the top.
- Try to find things which represent the moment in your journey. Create your own coded symbols.
- Use coloured wools to represent feelings (eg red for danger, green for energy, yellow for fun, blue for quietness)

When I get home or back to school

Tell the story of your walk to someone who wasn't there. What do you remember? What would you have forgotten?

Pack a kitbag with some handy bits

- Garden twine
- Lengths of coloured wool
- Scissors
- Masking tape or double-sided tape
- Elastic bands
- Plasters, antiseptic wipes, arnica, in case of bumps and scrapes
- A snack and drink

BY
MYSELF

LEARNING
TOGETHER

FUN
TOGETHER

