

Little Friends of Roundhay Park presents...



# The Magical Fountains of Roundhay



An Adventure Trail in Roundhay Park  
for Magical Young Explorers



As you follow the trails around the park,  
On a magical quest you shall embark.  
The Roundhay Tree Folk need you to help them out,  
So get ready for a magical walkabout...

# Save the Magical Fountains of Roundhay!

The Roundhay Tree Folk need your help!

The fountains in the park have lost their magical powers. Without the magic, the Tree Folk cannot keep the park in tip top condition. The enchanted flowers will not grow, the grass will turn grey and the magical creatures of the park will all disappear, including the Tree Folk!



Do you have the magical skills needed to help them?

## What to do

To help the Tree Folk get the magic back to all the fountains, you need to complete three quests. Each quest explores a different area of Roundhay Park. Follow the instructions for each trail carefully. The more you can do, the better, but the Tree Folk will be grateful for any help you can give.

## Route info

There are three trail routes marked on the map on the back page. All three routes are suitable for both pushchair and wheelchair users. The gardens for Quest 1 are open daily but may be closed on Christmas Day, Boxing Day and New Year's Day. Quest 2 may be muddy in parts after wet weather. Sturdy shoes are recommended on all routes in case you want to head off the paths to explore further!

## Advice for responsible adults

**IMPORTANT!** Children will need your help to read and understand what to do. They may also need your help to complete the tasks and record their answers, so **be prepared to get involved in the magical quest!**

You can complete each trail at any time and in any order. You could choose to do all three in one day, or save some for another visit.

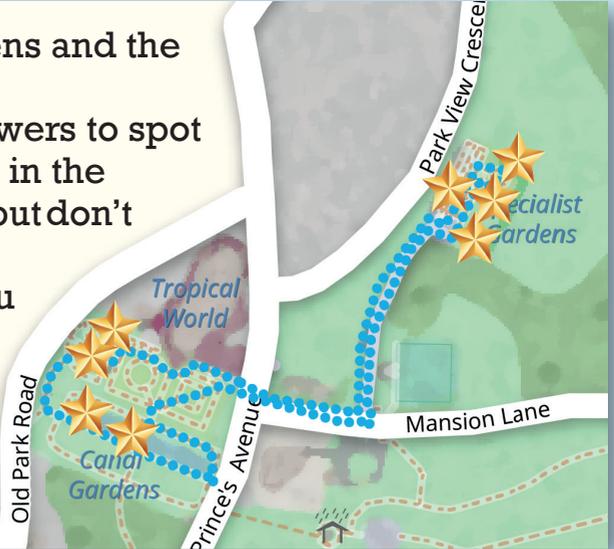
Children must be supervised at all times. You will be exploring on paths next to open water as well as paths and areas which may be slippery or have trip hazards.

# Quest 1 - Save the Enchanted Flowers

The Tree Folk need to water their enchanted flowers,  
But the fountains have lost their magical powers!  
Eight stars are needed to restore the magic flow,  
Only then will the enchanted flowers grow!



Explore Canal Gardens and the  
Specialist Gardens.  
Use your magical powers to spot  
all the water features in the  
photographs below, but don't  
get too close!  
Tick the box when you  
find each photo to  
earn a star.  
Gain all eight stars  
to restore the magic  
to the fountains!



# Quest 2 - Stumps, Frogs & Water Wizards

Upper Lake is home to all kinds of magical creatures,  
Who live in and around its special features.  
With no magic in the fountain, they will drift away,  
Your quest is to get back the magic so everyone can stay!

## How to get the magic back:

There are four different magical creatures who live in and around the Upper Lake. Each one plays a part in giving the fountain in the middle its magic. Complete tasks 1-4 to make them all happy and the fountain and lake will be magical once more!

Psst... Use the map on the next page!

1

### The Stumpsters

The Stumpsters are the Kings and Queens of the woods. They live in the stumpery and their energy helps pump the water into the fountain. Visit them and say the following:

“Stumpery, stumpery, Stump, stump, stump.  
Make the magic water Pump, pump pump!”



## The Magical Creatures:

(Tick the box when you have completed each task)



The  
Stumpsters



The Mystical  
Frogs



The Water  
Wizards



The  
Tree Folk

2

## The Mystical Frogs



Mystical Frogs make the magic stronger. So the Tree Folk want to invite more Mystical Frogs to play at the lake. To invite the frogs to play, you must do your very best frog impression. Call out:

“Ribbit, Ribbit, Come and play! Ribbit, Ribbit, play today!”

Great work! The frogs are coming! Can you see any yet?

1

2

3

4

3

## The Water Wizards



The Water Wizards live under the bridge. They collect all the magic from the water as it flows out of the lake and then send the magic back to the fountain.

However, recently they have forgotten to wave their wands. We need you to remind them. As you cross the bridge, keep left, touching the wooden railing at all times to make sure you pass your magic through the bridge. As you stomp across the bridge, call out

“Water Wizards,  
wave your wands.

Water Wizards,  
wave your wands!”

4

## The Tree Folk

To keep the Tree Folk happy, you simply need to give them a wave! They are in the tallest tree on the other side of the lake. Look across to work out which tree it is and wave at it as hard as you can!



# Quest 3 - Your Magic Number



The Tree Folk need your Magic Number right away!  
Barran's Fountain has stopped emitting its magical rays.  
The rays are what keep the grass of Roundhay so green.  
Without them, the park will be a very dull grey scene.

The Fountain Fairies are in a deep sleepy slumber,  
To wake them you need your Magic Number.  
When you clap this number, and the fairies hear the sound,  
They will awaken and spread their magic green rays around.

## What to do:

Start at the playground and follow the trail route.  
Use your magical skills to complete tasks A-E.  
Each task answer is a number. Record them below.  
Use all five numbers to work out your Magic Number.  
Use your Magic Number for the Final Quest!



Task  
Record:

Task A

Task B

Task C

Task D

Task E

Your Magic Number is:

$$\boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}} = \text{★}$$

**TASK C:** Look at the front of The Mansion. The pillars help transmit the magical rays up to the triangle and around the park! How many pillars are there?

**TASK D:** The Tree Folk think the shelter is sinking! Check that these seats are still above the ground! If YES, write '1' in the box. If NO, write '2'.

**TASK B:** Where steps go up and steps go down, count the number of sides of the large shape on the ground!

**TASK A:** The Tree Folk need to know your name! Go to the first tree on the left after the outdoor gym. Whisper your name to the trunk of this tree. How many letters are in your name? Write this number in the box for Task A.

**TASK E:** Find the two stone stumps. These are ancient Stumpsters! Tap each one three times with your little finger. Now use your BIGGEST steps to count how far apart they are.

## Final Quest

Go to the purple star. This is Barran's Fountain. Use your Magic Number. First, clap this number of times as you circle the fountain to awaken the fairies. Then, blow this number of times towards the top of the fountain to help spread the magic rays around the park and keep the grass green!



Visit [forp.org/little-friends-trails](http://forp.org/little-friends-trails) to download a certificate!

# Roundhay Park



## ROUTE INFO:

Quest 1 ●●●●●  
1km / 1 hour



Quest 2 ●●●●●  
1.2km / 1 hour



*(May be muddy after rain)*

Quest 3 ●●●●●  
1.5km / 1.5 hours

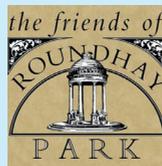
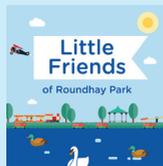


## FACILITIES:

-  Toilets
-  Café
-  Pub / Restaurant  
*(Toilets and cafés subject to daytime opening hours)*



When you've finished your magical quest,  
The Tree Folk have one final request,  
They'd love to see and hear your tales,  
So tag any photos online with #littlefriendstrails



This trail was funded by Friends of Roundhay Park, registered charity no: 1097692. If you enjoyed this trail, we'd encourage you to support our charity's running costs. Text **SECRET** to 70085 to donate £2. This costs £2 plus the cost of a std rate msg. Or opt to give any amount up to £20 by texting **SECRET** plus the amount. E.g., **SECRET5** to 70085 will donate £5. For information on how to join FoRP and access discounts on family friendly activities visit [www.forp.org/little-friends](http://www.forp.org/little-friends)