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The Roundhay **Gnome Rangers**



An Adventure Trail in Roundhay Park for Budding Park Rangers

The Roundhay Gnome Rangers need YOU, To follow the trails, there's plenty to do. We need to keep the park looking spick and span. To do this, the Gnome Rangers have a plan...

Help the Gnome Rangers check the park!

Hello there! Binky here! I'm one of the Roundhay Gnomes. The Roundhay Fairies set the magic spells to keep the park spick and span, but it's the Gnome Rangers that do all the hard work, making sure the magic can keep working. The park is so very big, and we are so very small. We need some new Gnome Rangers to help us with our daily checks. We have got a very busy day ahead of us. Are you ready to help out?

What to do

To help the Gnome Rangers with their daily checks, you need to join them on their three task routes. Each route explores a different area of Roundhay Park. Follow the instructions for each carefully. The more you can do, the better, but the Gnome Rangers 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 Task 1 are open daily but may be closed on Christmas Day, Boxing Day and New Year's Day. Task 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 tasks!**

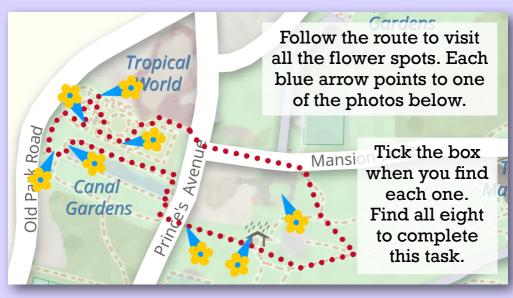
You can complete each trail at any time and in any order. You could choose to do all three in one day, or save some for another visit.

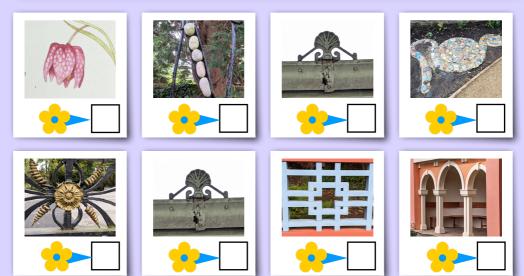
Children must be supervised at all times. You will be exploring on paths next to open water as well as paths and areas which may be slippy or have trip hazards.

Task 1 - Garden Gnome Route

Walter, Flimp, Rosy and Miki are the Garden Gnome Rangers. Their job is to check the gardens to make sure all the magical symbols are still there.







Task 2 - Forest Gnome Route

Felix, Jake and Bimble are the Forest Gnomes. Their main job is to rake up any litter that is left in the forest They do this at nighttime. Felix and Bimble hold their lamps so that Jake can see what to rake up. They then recylce all the



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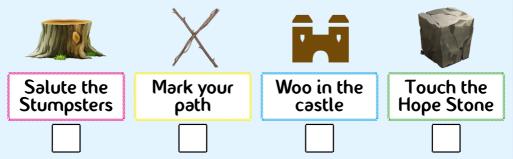
rubbish they collect. They don't need any help with raking. What they need help with is their daytime job...

Your Gnome Ranger Tasks:

The Upper Lake is where all the fairy magic is created every night. This magic is what keeps the park spick and span the next day. Every day, the Forest Gnome Rangers, Felix, Jake and Bimble, have four very important tasks to complete. All four tasks must be done so that the fairies can create their magic spells. Are you ready Gnome Rangers? (Use the map on the next page.)

Task Record Sheet:

(Tick the box when you have completed each task)



Solute the Stumpsters Look out for a patch of tree stumps. These are the Stumpsters, the Kings and Queens of the woods. Stand on the stone bridge and salute the Stumpsters. Done? Tick the box.

Lake

Mark your path

2

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4

OK, Gnome Rangers! You've entered the deep dark woods! Gather some twigs or small sticks and make an X on the ground, near the path. This X will bring more magic powers to the woods.

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Touch the Hope Stone Near the corner of the lake, on the other side of the path, there is a stone with words on it. One of those words is Hope. Find the stone and tap the top of it three times with your eyes closed.

the Carriage Drive.

3 Woo in the castle The castle is where the fairies can hear you the clearest. Stand at the top of the steps and give a big 'Woo' down through the middle of the castle. Your 'Woo' will send magical energy through the castle to the fairies.

Task 3 - Creature Gnome Route

Snaps and Binky are the Creature Gnomes. Their job is to check in on all the animals in the park. They look after the ants, the bees, the birds, the squirrels, the ducks, the swans, and all the other animals. If the animals are happy, the fairies can make their magic. If the animals are sad,

the fairies are sad too and cannot work. Can you help the Creature Gnomes with their tasks to keep the animals happy?

What to do:

Use the map on the next page to find Tasks A - E. Start near the Lakeside cafe and follow the route to the left of the playground. You'll be coming back to the playground for Task E so walk on past it for now; you have work to do! There are five tasks to complete. Tick the boxes below to show that you have done them.

Task Record

Task A

Task B

Task C

Task D



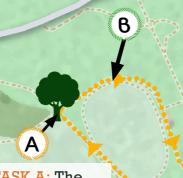


Thank you Gnome Rangers! All the Gnomes would like to thank you for your help today! Visit forp. org/little-friends-trails to download your certificate and badge!



TASK B: Check in with the worms and all the other underground creatures who live under the cricket pitch. Stomp as hard as you can along the path here in this pattern.

STOMP - STOMP - STOMP - JUMP! STOMP - STOMP - STOMP - JUMP!



TASK C: Wow, look how wide this path is! The park squirrels often cross the path just here! If you can't see any, they might be hiding in the trees. Sing them the Happy Squirrel Song. It goes like this: (Make up your own tune and actions!)

TASK A: The woodpeckers sometimes get lonely. Send them happy thoughts by tapping on the big tree at the corner. Squirrel shake your bushy tail, bushy tail, bushy tail.

Squirrel shake your busy tail, and wrinkle up your nose!

TASK E: At night, when all the visitors have gone home, the animals need to travel around the park. Enter the playground and check that these different types of transport are still there: TASK D: Find the board with pictures of the ducks and geese. Wave at them all. Now turn around and count the number of birds sitting on the posts across the lake. Are there more than three? If yes, the birds are happy!



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