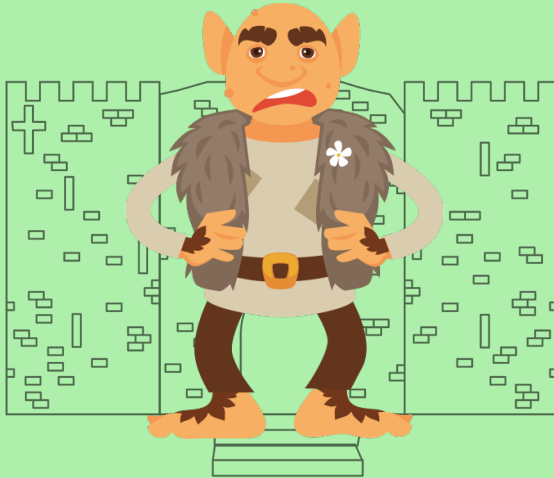


Little Friends of Roundhay Park presents...

Age
6+



The Roundhay Giant



An Adventure Trail in Roundhay Park
for Intrepid Explorers



Take on the elves' challenge, if you dare,
But be sure to tread lightly and with care.
For the Roundhay Giant is sleeping you see,
And she's also lost her memory...

Help the Roundhay Giant and save the park!

The Roundhay Giant, Mini, needs your help. The naughty elves have stolen her memory and put her in a deep slumber. Mini is a good giant, but without her memory, she won't remember that she's good. When she wakes up, she will think she's bad, as most giants are, and she'll stomp all over the park destroying everything! We can't have that! We need YOU to complete three tasks in order to get Mini's memory back and then bring her safely out of her deep sleep.



What to do

To help Mini the Giant and save the park, you need to complete three tasks. Each task requires you to explore a different area of Roundhay Park. When you've completed all three, check your answer online and find out what happened next!

Route info

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

Advice for parents

You can complete these tasks at any time throughout the year. We recommend completing the three tasks in order. You could choose to do all three in one day, or save some for another visit. Younger children may need help reading and understanding the instructions and clues, so be prepared to get involved in the adventure!

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.

TASK 1 - Stop the giant from waking too soon.

Mini the Giant is sleeping, and until we can restore her lost memory, we need to keep her that way! The problem is, she is having a nightmare about snakes! Complete the tasks below help turn her nightmare into a happy dream...

To change Mini's snake nightmare into a happy dream, you need to visit the four spots marked on this map.

BE CAREFUL!
You're very close to Mini's ear here so we don't want to wake her!



1 Mini is having a nightmare about a snake! Find the large snake on the ground in the gardens. When you find it, hiss at it to scare it away!

2 Quick! Stomp through the tunnel that runs along the wall by the snake. Take quick steps so that Mini feels like she is getting away from the snake.

3 Find the shelter and stand in it. Think of 10 things that make you happy. Whisper your happy thoughts to help Mini dream happy things.

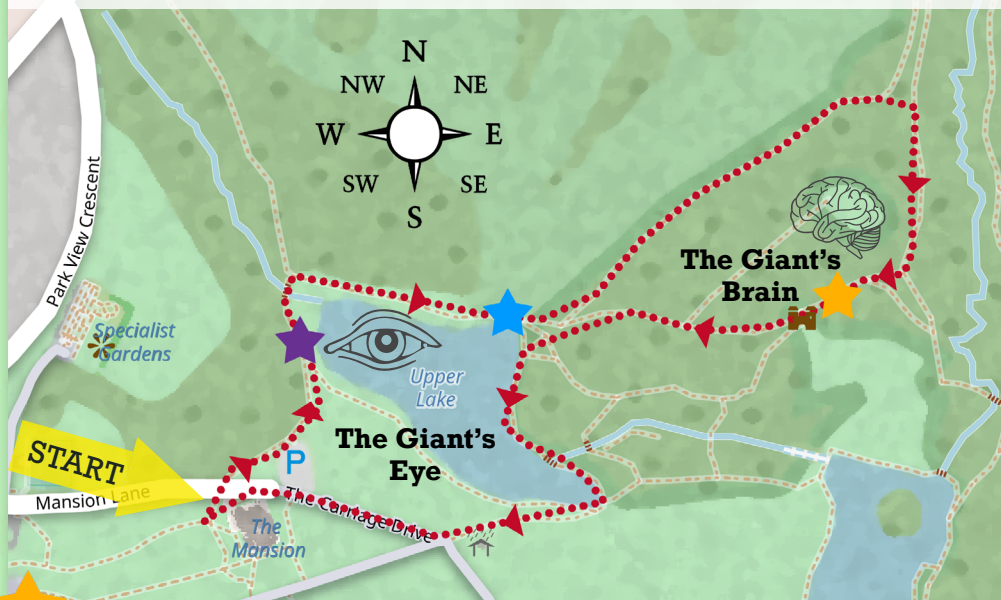
4 Find the rose garden. It has 12 flower beds that look like petals. Imagine these petals are on a clock. Go and stand by the petal nearest to north. This is midnight. Make the sound of an owl here. This will make Mini think it is still nighttime and help her stay asleep.

Task 2 - Find the secret trigger word

Adventurers, you're entering dangerous territory here,
The giant's eye and brain are what you should fear.
The elves hold the word to wake our large friend.
So pay attention along this route from start to end.

FIRST, head to the west side of Upper Lake. Check the lake. Is the fountain spouting water? If yes, Mini the Giant's eye is watering. Perhaps the ducks have been swimming too vigorously. Calm the ducks down with some quacking and move on.

SECOND, locate the start of the stone wall by the northeast corner of Upper Lake. You have 8 clue plaques to find as you follow the path alongside the wall. Look out for them on posts. Some may be hidden! Use the plaques 1-8 to solve clues 1-8 on the next page. Match each answer to an elf and cross them off. You will be left with one elf. Their name is the trigger word for reactivating Mini's memory.



FINALLY, make your way to the castle. Tread very lightly here. Whisper the trigger word inside the castle three times so that Mini the Giant's brain gets the message.

The Elves:



Piper



Shing



Kimmi



Starfish



Penfold



May



Pound




Joshua



Tabatha

The Clues:

1 What is between blue and purple? Say this word backwards. It rhymes with the name of an elf! Find the elf above and cross them off.

2 Start at the star. Count the points. Move this number of segments anti-clockwise.  Read what you find backwards to match the start of an elf's name.


3 Look between yellow and pink. How many things can you see? Add this to the number in pink. Your answer rhymes with the name of an elf.

4 Start at the penguin. Move two segments in the direction it is looking. Match the last letter of this object to the first letter of a name.

5 What is opposite the mouse? Take the first letter of the second word of this item. Find the segment that has this letter written in it. Look opposite this for the name of an elf.

6 What is in NW? What is in N? What is the middle letter of NE? Say these three things out loud in this order. It sounds a bit like the name of an elf!

7 What is opposite the snake? How many letters are in this word? Move this number of segments clockwise. Match this the start of an elf's name.

8 What is opposite the tree? How many sides does it have? Move this many segments clockwise.  What you find is the end of an elf's name.

Task 3 - Prepare to awaken the giant!

If you have completed Task 1, Mini will be sleeping soundly and happily. If you have completed Task 2, your trigger word will have told her brain to restore her lost memory. All that's left to do is awaken the giant! To do that, we need to find the right smell needed to rouse Mini from her slumber.

What to do:

There are eight possible smells. All of them will awaken Mini. However, do you remember those naughty elves who put her to sleep and stole her memory? Well, they've cast a spell that means seven of the smells will put Mini in a bad mood when she wakes up. No one wants to see that. Only one smell will awaken Mini in a good mood. Let's find out which one...

Seven of the photographs below were taken at each of the seven locations on the map on the next page. Visit each location and look around carefully to spot one of the photos.

CAUTION! Look closely - do they match?

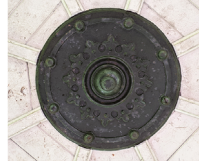
Cross off each photo as you see it. The remaining photograph will reveal the correct smell.



A flowers



B vanilla



C cheese



D lemon



E mint



F popcorn



G grass

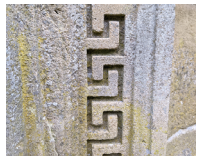


H feet



Final Task - Go and wake up the giant!

Head to the stone fountain at the orange star. Stand by one of the parts of the fountain with this pattern. This is one of Mini's nostrils! Think of the smell you are left with. Concentrate really hard. When your mind is filled with the smell, blow out into the giant's nostril. If you're right, Mini will wake up in a good mood!



Visit forp.org/little-friends-trails to find out if you found the right trigger word and the right smell! Plus, do tag any photos you post on social media with #littleforptrails - Mini would love to see how you managed to get her memory back!

Roundhay Park

ROUTE INFO:

Task 1 ● ● ● ● ●
1.2km / 1 hour



Task 2 ● ● ● ● ●
1.5 km / 1 hour






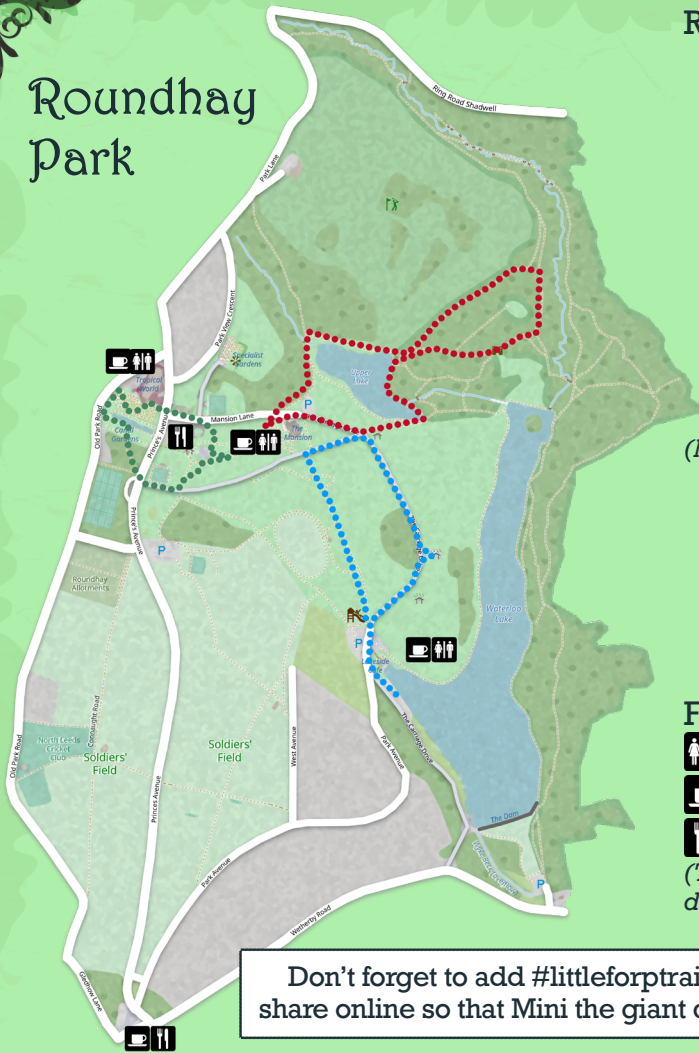
(May be muddy)

Task 3 ● ● ● ● ●
1.5km / 1 hour



FACILITIES:

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



Don't forget to add #littleforptrails to any photos you share online so that Mini the giant can see your progress!

With special thanks to the Yr 4 & 5 pupils at Moor Allerton Hall and Roundhay Primary Schools who created the Task 2 clues and provided inspiration for the trail story.



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