

The Adventure of Winnall Moors





Instructions for using the Adventure of Winnall Moors

Directions are given in italics

Imaginary conversations with creatures and objects are in bold – you could act them out...

“I am the King Fisher”



“I am the damselfly”

“I am the watervole”





“I am the butterfly”

“I am the Toad Emperor”



“I am Samuel Slipper”

“I am the Otter”



“I am the frog”

The Adventure of Winnall Moors

Before we start, have a look at the archway at the entrance to the moors. There are pictures carved here. These will come in useful later, so try and remember two or three of the carvings.

1



Walk on along the path until you reach the fork (where the path splits).



2

Can you find a special stone that signals which way to go?

Touch the stone and imagine that it's telling you a story. The story is about the animals at Winnall Moors.

A butterfly speaks to you

“The King-Fisher has been captured and the toad army is rising up. Will you help the creatures of Winnall Moors free him?”

“You must find the Roadway. It is invisible unless you know the secret password?”



The password is something that was carved on the archway at the entrance. Can you remember what was there? Call out the things that you saw there.

Walk along the path indicated by the stone.

You walk along. Will the Roadway be there?



You must have said the right password because the Roadway has appeared. Well done. Some people call this the 'Road of Memories'.. *Can you see the inscriptions?*

3

Memories are written here.

A damselfly skims past your ear.



“Flag, flag, flag...” it says over and over again.

You watch it as it whirrs into the distance.

Your eye is drawn to a small creature on the road.





“Hello there, I’m a water vole, you know”.

“We water voles don’t like to go too far from the river but I thought I’d better tell you that the Toad Emperor has the King-Fisher locked up. Those toads have their sticky sticks and they’ve used them to make a cage. We need to find the Super Slug. He can use his slime to stop the stickiness and the cage will fall apart.



“I’ve found out how to defeat the toad. It’s something to do with a plant. Could you take a message to the palace?”

Must be off. Bye...”

With that, the water vole scurries off.





Just at that moment, the butterfly catches up with you.

“Be careful, The Toad Emperor is using magic. He has found some way of making himself into a giant toad.

“He wants to rule The Moors but his rule would be terrible. I saw a damselfly going by; did you hear it saying anything?”



Can you remember what the damselfly was saying?

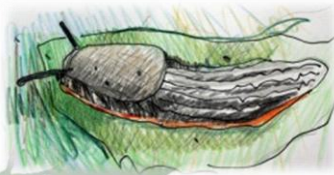
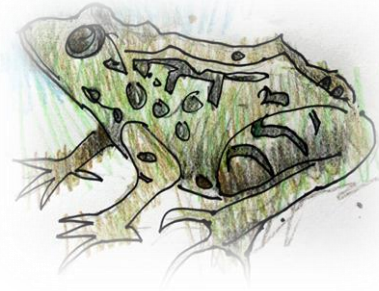
“Ah, so that’s it! I knew there was a way of defeating that toad. Maybe it is something to do with a yellow flag iris?”

“You go to the King-Fisher’s Palace, there you might find what you need. I’m going to try and find Super Slug.”

You walk on.

Can you see a slug?

It might be super slug who will help you.



4

You find yourself at the King-Fisher’s Palace. He doesn’t actually live in the palace. He has given his home to the mini-beasts. Can you see all the tubes?

You remember something that the water vole said about defeating the toad. What was it?



A snail glides by. (Say this in your slowest voice, like a snail!).

“Samuel Slipper here, I have a seed for you. It has the power to defeat the toad. Take it to the otters, they will know what to do. I’ll be off now. I’ve got a mushroom stew cooking in the slow oven.”



Imagine you have been given a seed. You could pick up a stone as a pretend seed.



Re-join the path by the river and carry on walking. If the gate is open go ahead. If it is closed, turn left along the boardwalk.



5

Ahead you see a strange, gnarly tree.

“ I am the Twisted Tree, I love twists. I see you have the Iris seed but you cannot pass unless you say a tongue twister or dance a twisty dance.”

Maybe you know one. If not, here’s a couple, see if you can say them.

- A mole had a meal of many mixed morsels
- Seven sewing squirrels switched their stitches

“Thank you for that,” says the Tangled Tree. “As you have given me something, I must give you something in return. Find a stick or a blade of grass on the floor, it will be your wand, hold it up and I will fill it with magic.”

You hold up the wand.

*The Tangled Tree whirls and twirls and bright light fills your magic wand.
Keep your wand, you might need it later.*

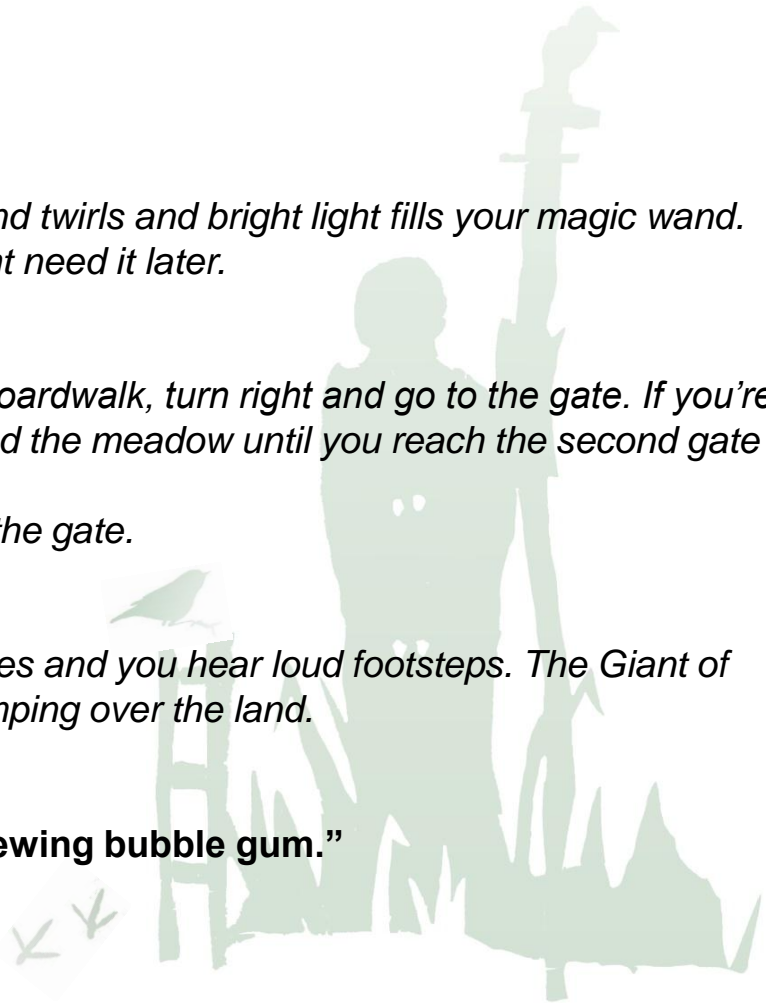
*If you've come along the boardwalk, turn right and go to the gate. If you're
on the path, follow it around the meadow until you reach the second gate*

6

Stop at the gate.

*Suddenly the ground shakes and you hear loud footsteps. The Giant of
Winnall Moors comes stomping over the land.*

“Fee Fi Fo Fum, I like chewing bubble gum.”



“Do not fear me small people for I am a friend, a friend to you but not to that naughty toad. I am Frederick Thumper and that toad has been stealing giant magic out of my earhole whenever I go to sleep. He uses this magic to make himself into a giant toad.



I will tell you a spell to stop him. Do you have a magic wand? Oh good. You'll have to be near him and point your wand and say..."



'Toady Toady, ever so big

With magic from my eary-wig

Now you'll stop your wicked reign

And never be so big again.'



“You see, I’d do it myself but I can’t go past this fence.”

7

You say goodbye to the giant and walk on away from the gate. A little way along, on your right, you notice some steps by the water’s edge.

The otters gather here, this is where they hold their meetings.



An otter pops her head out of the water.

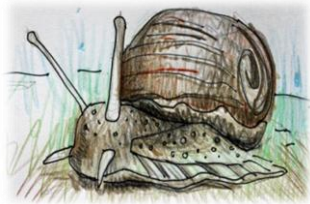
“Ah, I see you have the Yellow Flag Iris seed. The seed must be nourished by the waters of the river so that the magic can finally be released. Give it to me, I will take it downstream. Meet me by the second bridge.”

You throw the seed (or stone) to the otter. *She catches it and swims away.*

You hurry along the path.

You hear voices all around you.
Can you hear the birds?

As you hurry, you almost step on a snail.



“Ere, watch it matey, I’ve got a message...ahem, the water vole found Super Slug and the sticky sticks have been slimed which means the kingfisher is free. Hooray! He will meet you at the pond. Over and out.”

8

You reach the bridge.

You see the otter swimming along with the seed.

“I can’t swim any further; the toad will sense an animal as big as me.”



“Give me the seed,” *shouts a water vole,*
“Marvin Muncher to the rescue.”



9

Can you see him on the next bench?

The brave vole takes the seed and swims as fast as he can.

Follow the river downstream.

10



At the junction to the pond path he stops.

“I can’t go along that path, here, take the seed and follow the path to the pond.”

11

Follow the path down to the pond, half way down you'll find the 'battle posts' either side of the path.



**Suddenly an army of toads leap out in front of you.
They start to throw their sticky sticks at you.**

**Luckily the brave frogs appear and leap in the way
bouncing the sticks off of their bellies.**

*Why don't you try a slow motion battle? Who will be the frogs
and who will be the toads? What is the difference between
frogs and toads?*

"We can't hold them off for much longer," yell the frogs

**Then you realise that the toads have run out of sticks
and are crawling away. Hooray! You can carry along the
path now.**



12

*You stand at the edge of the pond.
The water starts to bubble and froth and a huge toad rises up.*

Can you see him in the reeds?

**“You cannot beat me. I use the giant’s magic
to make me huge. I will squash you.”**

*Can you remember the magic spell that the
giant gave to you? You hold up your magic
wand and say the words out loud.*

**“Toady Toady, ever so big
With magic from my eary-wig
Now you’ll stop your wicked reign
And never be so big again.”**



“AAAARRRGH!” screams the giant toad and shrinks back to his usual size.

“My army and I will be back, King-Fisher.”

“I don’t think so!” announces King-Fisher **“For I have the Great Winnall Flag and with it, one can WIN ALL!”**



The King-Fisher holds up the seed which begins to grow. Soon he is holding a beautiful Yellow Flag Iris with bright light shining from its petals.

You look down into the water and you notice that all of the toads from the toad army and the evil toad emperor have been turned into little tadpoles.

They will be able to grow up again but they won’t remember anything of their wicked deeds, this time they’ll be good.





So the toad and his army are defeated. Hooray!

“Thank you for all your help,” says the King-Fisher, “Your brave efforts have saved Winnall Moors. Please continue to help the moors when you visit by respecting all of the plants and animals who live here.

We can all live happily ever after and I will care for the Moors, both over and under the water.”

THE END

The Winnall Moors Restoration Project was a five year Heritage Lottery funded project running from 2008 to 2013. It involved an exciting programme of work on the nature reserve to restore and enhance the special habitats typical of the Itchen Valley. It is easy to forget that within this tranquil spot you are a short walk away from a bustling city centre.



Artist Rob Turner and storytellers, Orange Apples were commissioned to create 'The Adventure of Winnall Moors' and an accompanying sculpture trail. This was undertaken through work shops with local schools and community groups. We are grateful for the contribution by the pupils of :

- Winnall Primary School
- St Bede's Primary School
- Active8 Holiday Club
- Little Sparks Parent and Toddler Group
- The Winnall Community Centre Homework Club
- The Over 50's Lunch Cub at Winnall Community Centre



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Wildlife Trust



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