



Adventurer's Checklist

- ☐ Get to the highest point you're allowed to visit.
- ☐ Find signs of animal life.
- ☐ Discover a story you've never heard of before.
- ☐ Storm a castle in slow-motion.
- ☐ Go to a historic place none of you have ever been before.
- ☐ Touch three different textures and describe each one in three words.
- ☐ Play Grandmother's Footsteps. (One person faces away while the others creep towards them. When they turn around, everyone freezes!)
- ☐ Find a small puddle and make a big splash!
- ☐ Make up a legend about the place you're in.
- ☐ Find a snowdrop.
- ☐ See who can find the strangest thing.
- ☐ If you met someone who used to live here, what's the one thing you'd tell them about life in 2026?
- ☐ Do your best impression of a gargoyle and take a selfie.
- ☐ Invent (and draw!) your family's coat of arms.
- ☐ Stay still for 20 seconds and count how many different things you can hear.
- ☐ Invent a superhero who might have lived here.
- ☐ Eat something sweet and then imagine life before sugar (you couldn't get any in England before the 11th century).
- ☐ Find something that resembles a face.
- ☐ Make up a five-word rule and get everyone to follow it for two minutes.
- ☐ Make the silliest shadow.
- ☐ Find a reflection in a puddle.
- ☐ Tell a story you've learned today in under 30 seconds.
- ☐ Decide which direction the wind is coming from.
- ☐ Find an echoey place, then make a silly sound.
- ☐ Find a quiet corner and make no noise for ten seconds.

