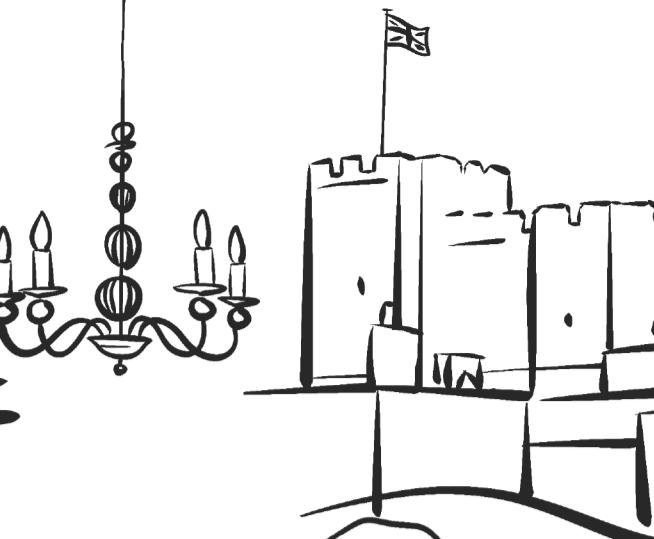




Adventurer's Checklist



- 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.

