

NATURE NAVIGATION

The Botanic Gardens and State Herbarium x Slingsby

The Childhood of the World



ABOUT

As Ré and Crann left the forest, they were given directions to pay attention to the natural surrounds of the forest to help make their way home.

Your challenge is to create your own set of instructions to find your way between two points in the garden using only nature!

STEP 1: Choose your start and end points

- Pick a starting point (Point A) in the Garden
- Pick a finishing point (Point B) that you can safely walk to
- Don't use signs, paths or buildings to describe your route, only nature!

STEP 2: Pause and tune in

Before you start walking:

- If you feel comfortable, close your eyes for 10 seconds
- Listen carefully to what you can hear
- Take a deep breath through your nose, what can you smell?
- Look around and take notice of the colours and shapes you see in nature

STEP 3: Walk slowly from A to B

As you walk, notice natural features that stand out as a guide such as:

- A tree with a twisted branch or trunk
- Bright flowers or unusually shaped leaves
- The sound of birds, insects, or water
- A shady area or a warm, sunny spot
- A strong smell (flowers, soil, eucalyptus, herbs)

STEP 4: Create your instructions

Record your directions using senses instead of measurements.

Try starting each instruction with:

- Walk until you hear...
 - Stop when you smell...
 - Look for the plant that...
 - Turn right when the ground feels...
- Example:
- *Walk forward until you hear running water.*
 - *Turn left at the tree with smooth white bark.*
 - *Keep going until you smell sweet flowers.*

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1. Choose Your Places

Start Point (A): _____

Describe where you are starting using nature:

End Point (B): _____

Describe where you are finishing using nature:

2. Tune In Before You Walk

At your start point:

- I can hear: _____
- I can smell: _____
- I can see: _____

3. Write Your Nature Directions

Write your instructions one step at a time. Use senses and natural features.

Helpful sentence starters:

- Walk until you hear...
- Stop when you smell...
- Look for the plant that looks like...
- Turn when the ground feels...
- Keep going past...

Step 1: _____

Step 2: _____

Step 3: _____

Step 4: _____

Step 5: _____

Optional: Swap your instructions with someone else. Are you able to find your way?

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Optional Extension:

Draw a simple map of your journey using symbols to match your descriptions