

The Mammoth Mystery Tunstall Park

Join Josh, Yasmin and Grandpa Matt on a Story Quest around Tunstall Park!

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#StoryQuest

Dear Story Questers,

This is one of 6 storybook adventures, written especially for YOU!

Each story sees me (Josh), my best friend Yasmin and my Grandpa Matt explore a different area of Burslem or Tunstall, and we're inviting you to join us on our adventures.

As you read each story and follow in our footsteps, there are lots of activities for you to do – games to play, sights to spot, riddles to solve – but, best of all, you'll get to enjoy your very own Story Quest alongside us and, as Grandpa Matt always says...

Adventuring outside can be full of surprise Wonders await when you open your eyes!

This Story Quest takes place around: **Tunstall Park, Stoke–On–Trent** Starting point: Victoria Park Road entrance

Once you've enjoyed this adventure there are loads more to get stuck into, plus you'll find some extra activities at the back of this book.

Have fun, Story Questers!







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Duration: This adventure will take around **one hour**, depending on how long you spend running up and down the steps, how quickly you get round the park, and how long you spend playing on the swings and climbing frame.

Activity level rating: A reasonable ramble.

Join us on our Story Quest!

- Complete a short form at Tunstall Library or at storyquest.org.uk to be eligible for a reward
- 2 Read on and come with us on an adventure around Tunstall Park
- 3 Take this map back to Tunstall Library and get a stamp above from a Story Quest ambassador, or answer a question based on the trail at storyquest.org.uk
- Oollect your special reward
- 5 Share photos of your Story Quest on social media using **#StoryQuest**

There are 5 more Story Quests to take part in around Burslem and Tunstall! Join us on all 6 to be entered into an extra special prize draw!

Pick up a leaflet to find out the other locations, or find everything you need to know at storyquest.org.uk





Ask a Story Quest ambassador if you need any help!





1. The Mammoth Mystery

"It's Grandpa Matt," said Josh, reading a text. "He says he'll join us here in Tunstall Park in a few minutes and we should wait for him by...hang on.... I'm not sure where we're supposed to meet him. He's sent one of his riddles."

> Even if I go wrong, I'm still right twice a day. What am I?

OVER TO YOU!

Go through Tunstall Park's grand gates. Can you see anything that could be the answer to Grandpa Matt's riddle? Where should Yasmin and Josh wait for him?

"Got it!" exclaimed Yasmin. "He means by the Adams Clock Tower. If the clock went wrong and stopped at, say, four o'clock, it would tell the right time at four in the afternoon and four in the morning – twice a day."

"Nice one," replied Josh. "Let's wait for him on the tower steps."

"I have a better idea. Let's pass the time by counting how many times we can climb up and down the steps before he arrives. I have to work on my fitness for football."

OVER TO YOU!

Join in with Yasmin and Josh and count how many times YOU can go up and down the clock steps in two minutes. Set a timer... On your marks... Get set... GO!

"Congratulations on solving my riddle!" cheered Grandpa Matt. "You're exactly where I'd hoped to find you, and it looks like you're keeping yourselves busy." "And it looks like you're being kept busy by Valiant!" Yasmin laughed, as Matt's playful puppy bounded up the steps. He had soft fluffy fur and a tail that wagged wild as the wind. He was named after Matt's favourite football team, Port Vale FC, which is also known as The Valiants.

"What's that in his mouth?" asked Josh.

"Looks like a big, old leg bone," said Matt. "Actually, it's broken. I wonder what sort of animal could break a bone as big that."

"A cross animal, I imagine," said

Yasmin. "But I'm more interested in knowing what animal it came from. It looks big enough to belong to an elephant."

"Or a dragon," suggested Josh, his eyes wide with wonder. "It's *mammothly* massive!"

"What a wild imagination you have, Josh," chuckled Grandpa Matt. "You definitely take after me. I reckon you'd make a great explorer when you're older. I can tell you all the tricks of my trade."

Just then, Valiant leapt down the steps, raced past a tropical tree and headed round the path towards the tennis courts. "Argh!" yelled Josh. "I wanted to get a closer look at the mysterious bone."

"Then let's catch him up quick," said Grandpa Matt, with a wink. "As I always say:



Adventuring outside can be full of surprise

Wonders await when you open your eyes!"

OVER TO YOU!

Join Josh, Yasmin and Grandpa Matt's pursuit of the playful puppy! Head towards the tennis courts at a speedy pace. When you reach them, take a break and look around you. What other sports can you play here? Write your answers in the spaces below:

Keep following the main path and go down the steps until you spot a fountain.

Valiant pranced past the courts, leapt down another set of steps and eventually stopped near a stone fountain, with Yasmin, Josh and Grandpa Matt following close behind. But he didn't stay still for long...

"I think we're going to have to get our *skates* on and *ramp* up our running speed if we're going to catch him!" chuckled Grandpa Matt.

OVER TO YOU!

Can you solve Grandpa Matt's cryptic comment? Where can you find skates and ramps in this park? Once you've worked out the answer, follow the path that runs to the left from the fountain and join Yasmin, Josh and Grandpa Matt there.

They took a brief breather near the skate park before continuing to follow Valiant along the main path that ran alongside the football pitch.

"I know you're both *desperate* to get a better look at the mysterious bone," said Yasmin, "but while Valiant's exploring those bushes, shall we try out this cool stuff?" She gestured at the play area.

OVER TO YOU!

Stop off in the play area and have fun zooming down the zip-line, or shivering your timbers on the pirate ship.

While Yasmin zoomed off to the zip-line, Josh clambered into the pirate ship. Shielding his eyes from the sun, he looked out over the park like a pirate surveying the sea.

"Hey, Grandpa! I've got a joke for you. Where do pirates park their ships?"

"I don't know, Josh. Where do pirates park their ships?"



"In the h*arrrrr*bor," Josh replied. "Arrrrrr!" he added, sounding remarkably like a real pirate.

"That's a pretty bad joke," groaned Grandpa Matt. "But your pirate impression is impressive."

"I'm not pretending to be a pirate, Grandpa. I really mean 'Arrrr!' Look!"

Valiant had swerved off the main path and was scampering into a wooded picnic area. Swifter than a pirate unsheathing a cutlass, Josh jumped from the ship and shot after him.

"Don't move a muscle, pup," he said as Valiant settled near the ruins of an ancient-looking stone wall, with the bone still gripped between his teeth. Slow and steady, Josh approached the panting pooch but as soon as he reached out to stroke him, Valiant bolted towards the bandstand.

"Come on," said Yasmin. "I'll race you both to the bandstand. Ready... Steady...GO!"

OVER TO YOU!

Where did Valiant go next? It's up to you! Beyond the bandstand and pond there's a whole other area of the park to discover. Below is a checklist of things to look out for as you explore. Tick them off when you spot them.

- A gaggle of geese
- Scurrying squirrels
- Stately swans
- An island of trees
 Man-made mushrooms
 A bubbling brook

Once you've explored this area, rejoin Yasmin, Josh and Grandpa Matt at the bandstand.

"This is turning out to be a frantic afternoon," laughed Grandpa Matt.

"And it's not over yet," said Yasmin, "We need to keep going. Look! Valiant's heading uphill, back towards the clock tower."

OVER TO YOU!

If any grown-ups are following this adventure with you, encourage them to keep up as you follow Valiant up the main path from the bandstand. Stop off at the climbing frame and swings to have some fun before continuing back up towards the clock tower.

After hurtling uphill towards the park entrance, Matt, Josh and Yasmin were relieved to see that Valiant had settled near the clock tower, next to a huge rock. The rock was taller than Josh. It was even taller than Yasmin. In fact, it was so tall, it came up to Grandpa Matt's shoulders.

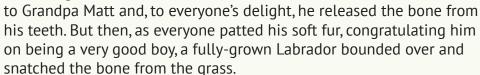
"Afternoon," came the cheery voice of a park warden. "I see you've found our Ice Age boulder. Impressive, isn't it?" He smoothed a hand across the rock. "Experts reckon it was formed in the Lake District about 450 million years ago and ended up being swept to this area by powerful ice-flows. Can you believe it?!"



"Seriously?" blurted Josh, his eyes and brain both boggling. "Mammoths were from the Ice Age, weren't they, Grandpa? What if...what if..."Josh could barely get the words out. "What if the puppy's mammoth-sized bone is an actual mammoth bone?"

"Stranger things have turned out to be true," said Grandpa Matt. "Actually, an old friend of mine is an expert in ancient fossils. I could ask her to take a look at the bone if Valiant will let go of it. Come here, boy."

Although Valiant was the kind of puppy who usually liked to do his own thing, he *sometimes* listened



"Come back!" yelled Josh as the Labrador shot towards the park gates. Josh raced after it, but too late. It had vanished from view.

"Now we'll *never* know if it really was an actual mammoth bone," Josh sighed. "It will remain a mystery for*ever*."

"I share your frustration, Josh, but we've had fun this afternoon, haven't we? We've explored the entire park. We've played at being pirates. We've zipped, climbed, swung and run! To be honest, I could do with a bit of a sit down after all that racing around."

Grandpa Matt linked arms with Yasmin and Josh and they settled on the steps of the clock tower where their – and your - mammothly mysterious adventure began.

We hope you enjoyed your Story Quest!

Here are some fun activities to try at home.



1. Make a rocky relic

Find a smooth pebble and transform it into your very own Ice Age artefact by painting a mammoth or a bone onto it.

2. Pirate partners

If you had fun playing on the park's pirate ship, you might enjoy this pirate-themed activity. Sit opposite a partner on your bottom with your knees bent, feet touching and hands joined. Then move back and forth as if you're at either end of a rowing boat. This rollicking rowing activity will keep you fit and shipshape so you won't feel as sick as a pirate's parrot!