

THE WOODLAND CLAN



ACTIVITY BOOK

This book belongs to:

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Age:

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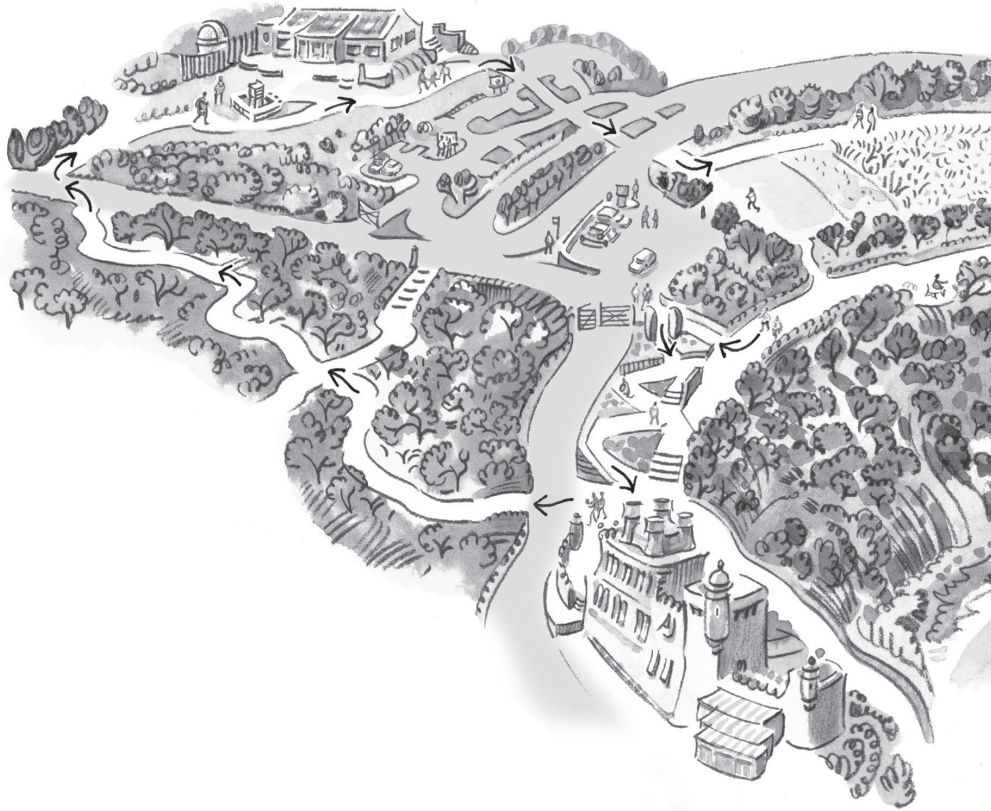
Favourite Clan Character:

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Welcome Big Foots and Small Foots to the Woodland.
Come and meet the animals who live there...listen to
their voices of beak, bone, feather and song as you ramble
through...the animals have a special message for you...

FOLLOW THE WOODLAND TRAIL WAYMARKS TO FIND YOUR MESSAGE...





THE WOODLAND BIRDS:

LOCATION: Durlston Woodland

SYMBOLS: Sky Clan, Warblers, Songbirds, Chirpy, Cheepy.

BIRDS BACKSTORY:

The Woodland birds are Yellow Hammer, Linnet, Skylark Wagtail and Warbler. They all meet after a good winter's hibernation in the Woodland. Hammer along with Linnet are the brightest and bossiest of the birds. Thankfully, Wagtail, Warbler and Skylark are pretty laid back.

When Blackbird doesn't herald spring it upsets the Woodland and so Spring isn't sprung, Earth Clan are still fast asleep. Hammer makes sure things are sorted out by flying to Arne to find Blackbird.

YELLOW HAMMER:

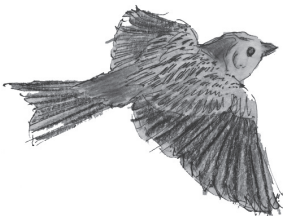
Yellow Hammer is known just as Hammer to his friends and has a special song he sings. Can you guess what he says? A clue...his notes are on the breeze...

BIRD'S MUSIC:

Go to: www.durlston.co.uk/woodlandclan.aspx and listen to Track 1

BIRD'S STORY:

Go to: www.durlston.co.uk/woodlandclan.aspx & listen to Story Clip - Chapter 1



SPIRIT OF THE WOODS

You arrive at a magical part in the trail. The place where the Spirit of The Woods grants wishes. Listen. Can you hear the Spirit of the Woodland on the breeze? You have to be quick to cast your spell so it will hear your words and grant your wish. It is in this very place Hare cast her spell to change from Big Foot to Hare. What animal will you change to? Write your spell, then say it three times with all your power.

BLACKBIRD:

LOCATION: Arne

SYMBOLS: Sky Clan, Voice of Spring, Cheerful, Caring, Marigold.

BLACKBIRD BACKSTORY:

Blackbird was given his orange beak many moons ago by Marigold a farmers daughter. She was trapped in the shadow realm by the Lord of the Underworld. Blackbird has remained loyal to Marigold who transformed into a flower and every March he sings the song of spring. In the story Blackbirds, chicks are killed by the rubbish that the Big Foots leave in the Woodland and so distraught with grief he can't herald spring. It causes the animals to rise up against the Big Foots through voices of beak, bone, feather and song.

DRAW A MARIGOLD FLOWER

BLACKBIRD'S MUSIC:

Go to: www.durlston.co.uk/woodlandclan.aspx and listen to Track 2

BLACKBIRD'S STORY:

Go to: www.durlston.co.uk/woodlandclan.aspx & listen to Story Clip - Chapter 2

MATCH THE FOOTPRINT:

You can find out what smallfoots have been around by looking for their footprints, have a go at matching the footprint to the small foot below by drawing a line between them.



BLACKBIRD



HARE



BADGER



OWL



RAVEN

HARE'S MEADOW

LOCATION: Nine Barrow Down

SYMBOLS: Earth Clan, Healer, Moon Gazer, Magical, Runner

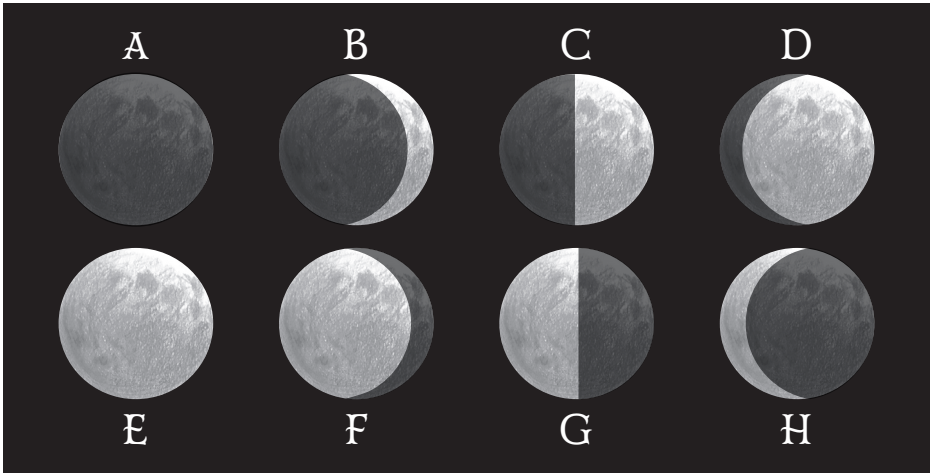
HARE'S BACKSTORY:

Hare was once a Big Foot (human) She was a Healer who cast magical wishes for the village but one love spell went wrong when she caught her own hair in the wish. The angry jealous women turned the whole village against her. They chopped down her Hazel tree, cut off her hair and were ready to gouge out her eyes until she used her magic to transform herself into a beast. Hazel became Hare. She loves being a beast so much she never returned to her human life.

HARE'S MOON MAGIC:

Hare gazes up at the moon. She weaves her magic and wishes around the moon phases. Can you guess the phases of the moon and put them in the right order?

Hare plans the Woodland's Uprising on a Blood Moon. What do you think is so special and magical about a Blood Moon?



FULL MOON [] [] WAXING GIBBONS [] [] LAST QUARTER [] []

WAXING CRESCENT [] [] NEW MOON [] [] WANING GIBBONS [] []

LAST QUARTER [] [] WANING CRESCENT [] []

HARE'S HAZEL TREE:

Hare has magical powers and can grant people's wishes. If you tie a ribbon onto her Hazel tree, she will weave her Moon Magic to grant it.

A positive wish for the earth is Hare's favourite wish to see. What wish would you like to make that helps look after the animals and their environment? Tie your ribbon on the tree think of your wish...say it three times and leave Hare to weave her magic.

HARE'S MUSIC:

Are you ready to run through the wild grass, slip down the sand dunes and leap in the air? Then listen to Hare run.

Go to: www.durlston.co.uk/woodlandclan.aspx and listen to Track 4

HARE'S STORY CLIP:

Sit and listen to Hare as she plans the uprising of beak, bone, feather and song.

Go to: www.durlston.co.uk/woodlandclan.aspx and listen to Story Clip - Chapter 9

HARE'S MEADOW:

There are four types of wild grass in Hare's meadow can you guess what they are? Draw a line to match the picture to the name.



Cocksfoot



Tall Fescue



Crested Dog's Tail



Quaking Grass

RAH'S HOME AND MAGIC CIRCLE:

LOCATION: The Woods at Durlston

SYMBOLS: Big Foot, Alchemist, Healer, Magician, Wise

RAH'S BACKSTORY:

Owl was once Rah's companion and helper in the wildwoods hundreds of years ago. It was his potion the Elixir of Life that gave Owl the blessing of immortality. Rah was a Medicine Man and Healer and looked after the Big Foots. He knew every flower, herb and plant in the woods that he would pick and then use in his potions and medicines.

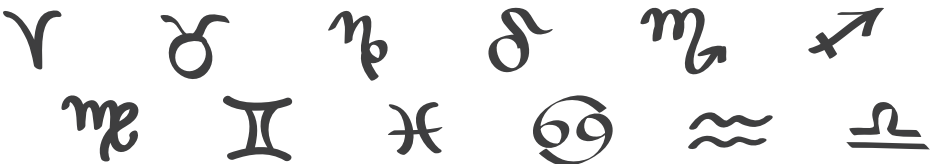
RAH'S MAGIC CIRCLE:

In the centre of the circle is Rah's potion pot where he mixes and makes. Here he made the potion the Elixir of life with gold, herbs and flowers.

What spell will you make and what flowers, plants and herbs will you put in the pot?

RAH'S ALCHEMIST ZODIAC:

Around the circle are zodiac signs so Rah can tell the time of the year for his magic.



RAH'S HERBAL POTIONS:

Rah uses plants and flowers in the Woodland to make his potions. His favourite herbs are Enchanter's Nightshade, Figwort and Shepherd's Purse can you guess which is which? Draw a line to match the picture to the name.



Shepherd's Purse



Figwort



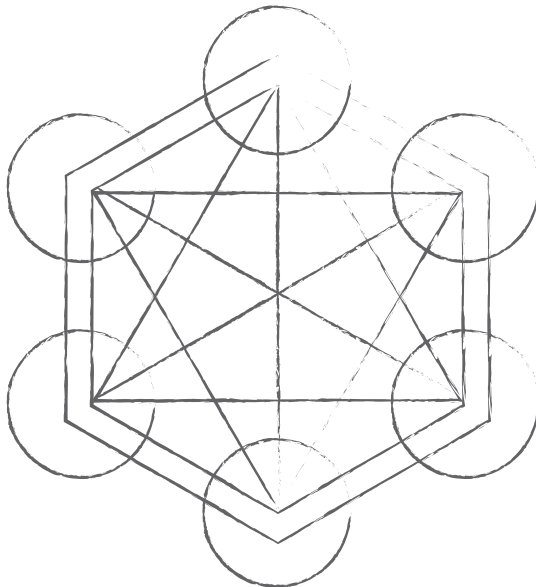
Enchanter's Nightshade

RAH'S MUSIC:

Go to: www.durlston.co.uk/woodlandclan.aspx and listen to Track 5

RAH'S STORY:

Go to: www.durlston.co.uk/woodlandclan.aspx and listen to Story Clip - Chapter 6



OWL'S WOODLAND GLADE

LOCATION: Durlston

SYMBOLS: Sky Clan, Elder, Guardian, Mystic, Wise

OWL'S BACKSTORY:

Owl is the longest living creature in the Woodland. He accidentally swallowed his Master's potion the 'elixir of life' which made him immortal. Owl is the wisest most mystical of Sky Clan (although Raven wouldn't agree) and he's seen everything.

PLEDGE TO OWL:

In the book at the **Gathering of Clans** Owl shows the Big Fooths and Small Fooths the things they have done to nature that have caused it harm. Owl asks you to make a pledge, an action you're going to take to look after the Woodland and the creatures within it. Write it on your slip of paper in the booklet 'My Pledge to Owl'. Then tear it off and place it in his beak as you would a letter. He will read it and remind you of it.



MY PLEDGE TO OWL

A large rectangular area enclosed by a dotted border, containing seven horizontal dashed lines for writing a pledge.

WHAT HAS OWL WITNESSED?

Owls eyes see and remember everything! Imagine what he has seen all his time in the Woodland. Think of 10 things that have happened in the world and the wood that Owl might have witnessed?

OWL'S TREES:

Owl sits on the branches of trees in Durlston? Can you name the trees?

OWL'S MUSIC:

Go to: www.durlston.co.uk/woodlandclan.aspx and listen to Track 6

OWL'S STORY:

Go to: www.durlston.co.uk/woodlandclan.aspx & listen to Story Clip - Chapter 12

Big Foots and Small Foots when you get to the tree near the cliff tops stand by it and imagine Owl flying from Winspit to Durlston. Listen to: www.durlston.co.uk/woodlandclan.aspx and listen to Track 7

RAVEN'S ROOST

HOME LOCATION: Corfe Castle

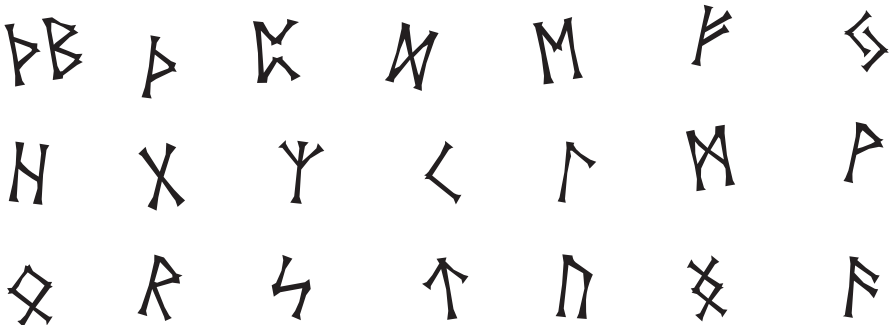
SYMBOLS: Sky Clan, Seer, dead souls, Viking's, Valhalla, Odin.

RAVEN'S BACKSTORY:

Raven came to Purbeck on a Viking longboat. She was the Raven of Ivar the Blood Axe the most bloodthirsty and bravest of all the Vikings warriors. Sent to Ivar by the Norse God Odin, she could tell by wind's movement when it was a favourable or unfavourable time for battle. Raven is a Seer and can see into the future. She uses her black-winged cloak to carry the dead souls home to Great Spirit.

RAVEN'S RYNES:

Raven can foretell the future with her Rune stones...these stones were once used by the Vikings as an ancient oracle. Close your eyes in the Runestone circle turn three times and point open your eyes. What does the stone tell you?



RAVEN'S WELL:

Raven is a Seer, she can see the future in her black crystal eyes. Look into the well?
Can you see anything in the future?

RAVEN'S MUSIC:

Stand in a tree and become Raven. Can you feel the wind beneath you blowing wild
and free? Can you tell if the wind is favourable for battle?

Then listen to Ravens music

Go to: www.durlston.co.uk/woodlandclan.aspx and listen to Track 8

RAVEN'S STORY CLIP:

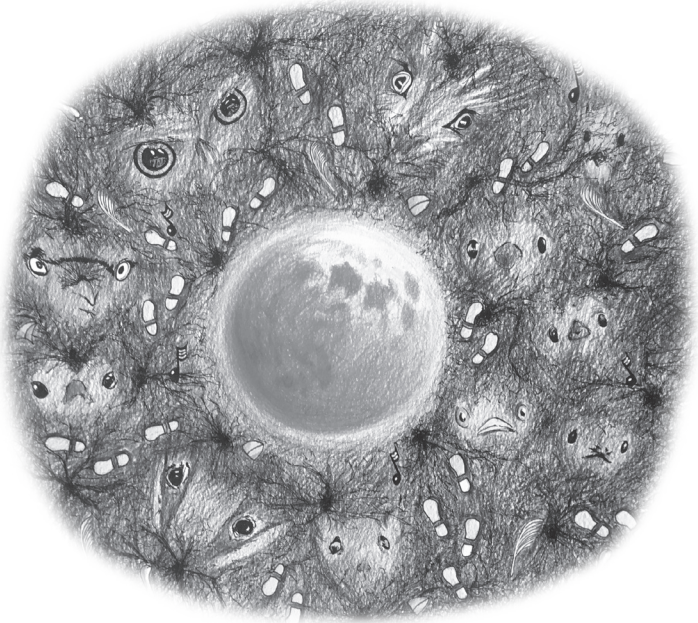
Sit in the tree and listen to the story clip of Raven.

Go to: www.durlston.co.uk/woodlandclan.aspx and listen to Story Clip - Chapter 4

RAVEN'S ROOST:

Raven likes to sit on the branches of the trees and feel the wind blow through her.
Can you guess what tree this is?

CAN YOU GUESS WHO IS IN THE PICTURE?



Well done for completing the trail. I hope you received your special message from the animals. Pick up your badge from the Castle and should you wish to purchase The Woodland Clan book or greetings cards, they are available to buy at Durlston Castle Shop.

Let's celebrate the voices of beak, bone, feather and song...the magical Isle of Purbeck where spirit and imagination are one...

BEAK, BONE, FEATHER AND SONG

