

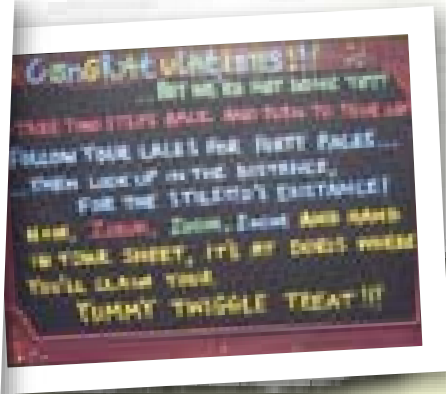
# Quizzes, puzzles and games

It would be wrong to think that all children's play has to take place on a physical structure. Activities for people of any age or ability, individually or as a group, can be organised through a quiz, a puzzle, a treasure hunt or a game.



● In most instances quizzes, puzzles and games need to be formalised through a hand-out, an information board at the trail start, a leaflet or through site signs. ● The chalk board in the example is taken from Bewilderwood, where a

treasure hunt has been created to find various hidden objects. The method of delivery enabled clues to be written in prose and to be changed intermittently along with the hidden objects. ● Using signs it is possible to encourage children and parents to play traditional games or invent their own.



## Useful contacts

- Woodland Trust challenges, drama, games, puzzles and quizzes: [www.naturedetectives.org.uk/play](http://www.naturedetectives.org.uk/play)
- Spin the dial graphics available from the design team at Bristol. Fitting and features by Andy Frost.