

The Wildlife Ponds Smuggler's Adventure

Start : at the carpark by Balloch Bridge on the Old Military Road by the wildlife ponds.

Distance of adventure : very little – focussed around the ponds

Time : 1 hour

Tool kit : pen or pencil, pad of paper

Instructions : the various puzzles are laid out in order around the ponds and further directions are provided in italics in between tasks to help you find your way.

Aims : find the possible looty location and solve the puzzles along the trail to discover more about the wood.

Directions part 1 : *Walk around the right hand side of the ponds until you are opposite a gangway leading out into the ponds for spotting wildlife.*

1. Explorer Challenge No 1 – pay your respects to the old rowan! : up on your right hand side, below the line of the trees, do you see an old rowan tree? Want to go and check you have the right one? The leafs and berries of the tree should look like this:



Rowan trees are meant to be magical trees and to protect against mean spirits, and this tree certainly has a good view over the pond to make sure that no nasty deeds are done! Turn around and look at the pond and write down here everything that you can see which is *moving*, big or small! It might just be some leafs or it might be a bird flying overhead:

List of moving things:

- 2. Explorer Challenge No 2 – find a looty location!** : under the watchful eye of a rowan seems like as good a place as any to store smuggled goods. This time it is your turn to find a good looty location. Where can you see from the rowan tree where you think might be a good location to hide the looty?

Idea for looty location: _____

Why do you think this would be a good location for the looty?

Reason 1 :

Reason 2 :

Reason 3 :

Directions Part 2 : return to the ponds and walk out along the gangway.

- 3. Artistic Challenge No 2 – draw your own reflection!** : at the end of the gangway lean over the banister and look down into the water. Can you see your own reflection? It will depend on how windy it is whether you can see your reflection or not. If there is lots of wind you might just see the ripples in the water. If it is raining your reflection might be dappled. If it is completely calm you might see a perfect reflection. But most likely you will see something in between – a slightly wonky picture of you! Whatever you see, draw it in your notepad. Maybe you could come back in a few days and do the same thing, and then again a few days later. Every time what you see will be different. The pond will look different, and so will you! (if the weather is bad you might like to remember what you see and take shelter in the wooden roundhouse while you draw).

Directions Part 3 : walk back along the gangway and turn left to walk anti clockwise around the pond until you come to the wooden roundhouse.

4. Artistic Challenge No 2 – the story of the head! : on top of the central pillar of the round house is a carving of a human head. Why is the head there? What has it seen? Where does it come from? Who is it? Write a 100 word story about the carved head in your notepad. You might like to write a longer story based on this later when you get home.

Directions Part 4 : *continue walking around the pond until you come to a board challenging you to recognise and find lots of animals and flowers, not far from the road.*

5. Conservationist Challenge No 2 – how many species have you spotted? :
On the board you will see a list of animals and flowers with pictures of them beside them. How many of these have you already seen on your adventure? How many can you now go off and spot? This is an adventure all of its own! Circle the words below as you spot them:

Common Frog	Meadow Sweet	Meadow Crane's Bill
Red Squirrel	Common Lizard	Chicory
Yellow Flag Iris	Golden Ringed Dragonfly	
Greater Knapweed	Wild Teasel	

Directions Part 8 : *this is the end of the Pond Trail Smuggler's Adventure. To return to Creetown Village return along the trail you have come as far as Cardroon Bridge and then back along the last section of the Burnside Trail Smuggler's Adventure.*