

# HIDDEN TREASURES @ HULLABALOO IN THE PARK

## SOCIAL STORY

This is the first time we are making a festival version of Hidden Treasures so we don't have photographs to make a true Social Story but we hope these words and illustrations will give you an idea of what it might be like.

Hidden Treasures is a treasure hunt. The treasure hunt is all around South Park. It is different to some treasure hunts because you hear the clues rather than read them. You will borrow a phone or special digital box and it will play music and a recorded voice which will tell you when you are in the right place to find the treasures. There are four treasures to find. You listen to a recorded voice on speakerphone on the mobile phone or using headphones. You can choose whether to use headphones.

The Organisation who is running the Treasure Hunt is called The Society for the Protection of Magical Creatures. We sometimes call them The Society because it's a shorter name and easier to say.



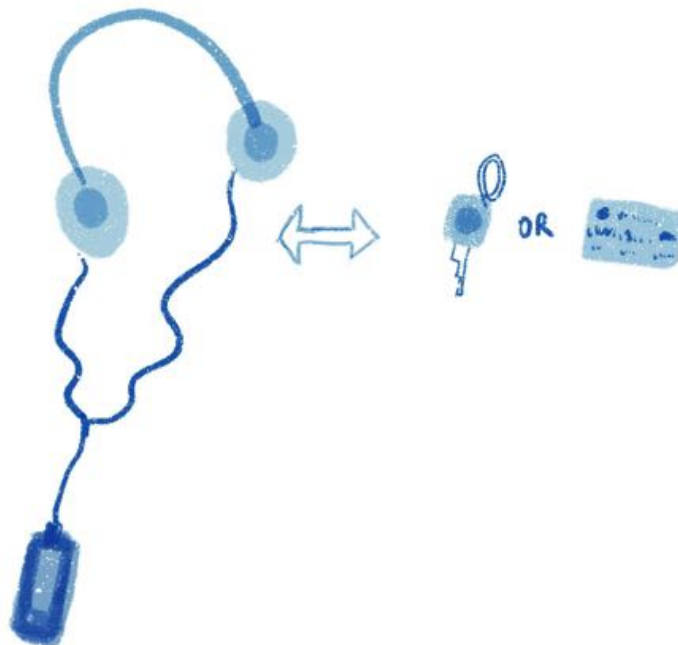
1. You will arrive at The Society for the Protection of Magical Creatures' Pop Up Office. It is in a Gazebo (which is a shelter a bit like a tent). You will see a sign that says "Welcome Desk". You can wait by the Welcome Desk Sign. You won't have to wait for a long time.



2. A man or a woman who are working for The Society will come over to you. We call these people Agents. They will be wearing a badge that has The Society's gold logo on it. They will smile at you and the people you are with. They will say "Welcome, are you here for Hidden Treasures?". They will ask the adult who is with you your names and write them down on a list on a clipboard.



3. The Agent will offer you or your adult, a special little booklet with a pencil attached. This is called your log book. They will say "This is for you, you will find out how to use it in a minute" You can use it for the Treasure Hunt. Wait until you are told how to use it



4. They will offer you and the people you are with some headphones. The headphones might be plugged into a mobile phone or they might be plugged in a small black box. You can choose whether to take the headphones. They will ask your adult to swap their car keys or a credit card for the headphones. They will give the car keys or credit card back to your adult when you have finished the Treasure Hunt. If you take the headphones, you and the people in your group will put on the headphones.



5. The man or woman will press a button on the mobile phone or on the black box and then put it in a bag if you are wearing headphones. Or they will give the phone to the adult in your group if you are not. This will start the audio recording.



6. You will hear the voice of a woman. She is called Aurora. She will check that the audio recording is playing loud enough. And she will tell you what to do. She will tell you about Invisible Magical Creatures that she thinks are living in South Park. The Invisible Magical Creatures are kind, small and shy. You might choose to believe in Magical Creatures or you might choose not to. Sometimes it is fun to believe in magic as it means you can use your imagination and wonder about things without knowing the answer. You can do the Treasure Hunt whatever you choose to believe in.



7. She will tell you that she has seen tiny objects in the park and things where they shouldn't be. And that she and other Agents from the Society wanted to find out more so have been doing some digging and have found other strange objects in the park.



8. Aurora and The Society Agents have left these unusual objects in the places they found them. Sometimes this has meant they have re-hidden them in the ground or out of sight. The Agents wanted to make sure they were back in the place they had found them in case the Magical Creatures needed them and so that other people don't take the objects or scare the Magical Creatures away.



9. Aurora is curious to find out more about these objects and what the Magical Creatures may be using the treasure objects for. She thinks children usually have good ideas about magic. She wants you to help her by looking at the objects she has found and thinking about what the Magical Creatures might be using them for.



10. She will say that everyone who helps The Society needs a code name. She will help you make up a code name. You can write it in your log book. Your adult can help you.





11. She will tell you to start walking towards the lake in the park. You will start walking. You will stay with your adult and keep listening. She will help keep you safe but you will also need to listen to your adult. Her voice and the music might go quiet sometimes but it will start again. If it doesn't, you can try walking closer to the path around the lake. If there is a problem your adult will phone for help and one of the Society Agents or a festival steward will come and help you.



12. When you are close to finding a treasure object you will hear music and she will say "You have found a Treasure Spot"



13. Aurora's voice will help you find the treasure, you may need to dig gently in the ground, or look around you or up in the air.

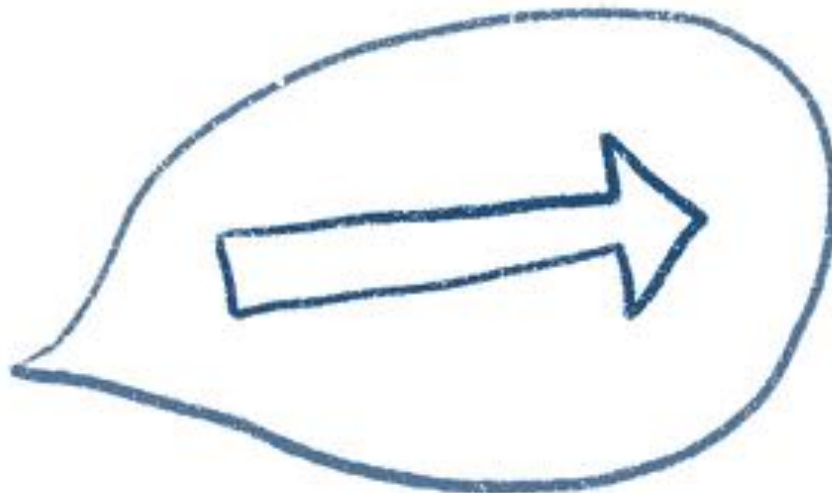


14. When you have found the treasure, Aurora will ask you to fill in your log book with a symbol and write or draw about what you think the Magical Creatures could use the treasure object for. You don't have to draw/write anything but it might help you remember your ideas if you do.





15. Once you have finished writing or drawing Aurora will tell you to put everything back the way you found it.



16. Aurora will tell you which way to walk next. You can follow her instructions. If you are going the wrong way her voice will automatically tell you the right way to walk.



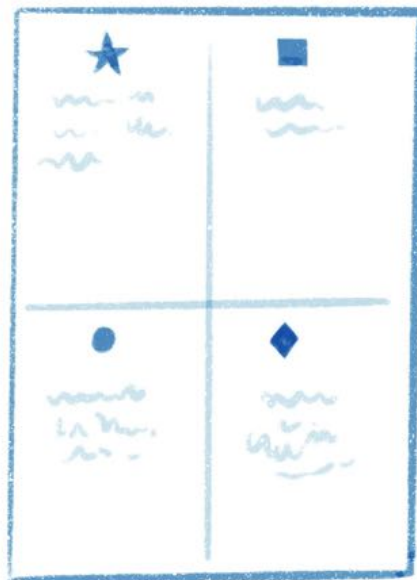
17. When you get close to another treasure you will hear “You have found a Treasure spot” and you will do the same thing that you did last time when you found a treasure. But the symbol will be different and your ideas might be different.



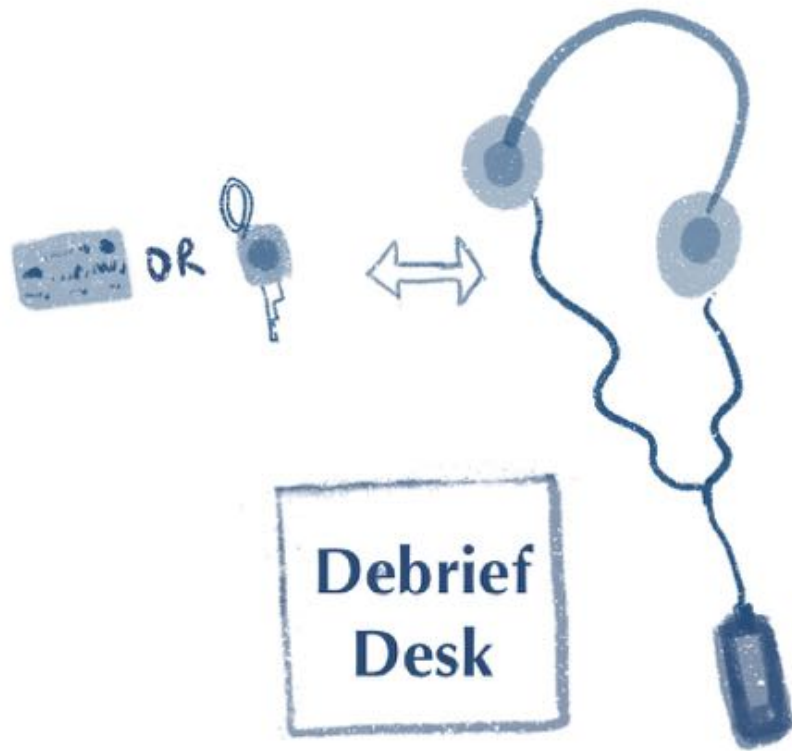
18. Once you have found four treasures or when you feel finished, you will walk back to the Society’s Pop Up Office.



19. When you get to the Society's Pop Up Office, go to The Debrief Desk. Your adult will be able to read the sign so you know you are in the right place. You may have to wait for a few minutes.



20. You will see a big piece of paper with four symbols on it. There will be drawings and writing next to each symbol. This is where other children have put down their ideas of what the Magical Creatures might be using each object for. You can copy out your ideas from your logbook and add them to the symbols. While you are waiting you can copy out your ideas next to the symbols, you can also read what other children have written.



21. While you are at the Debrief Desk, an Agent will take back the headphones and phone or box. They will give your adult back the object they swapped (this might be keys or a credit card).



22. The Agent will ask to look at your log book. They will ask you to tell them about their favourite treasure object. They may ask you if they can record your voice speaking about your ideas. You can choose whether to speak.



23. The Agent will stamp your log book and give it back to you to take home. They will write your code name on the top treasure hunters board.



24. They will give you a badge to thank you for sharing your ideas. It is for you to keep.



25. They will say goodbye. You can say goodbye too. You and your adult will leave the Pop Up Tent, you may go to see something else that is happening in the park or you may go home or somewhere else with your adult.