# How to use Explore Everywhere Cards: For Adult Helpers

Use as many or as few cards as you like!

#### These fun and simple challenges:

- Help children engage with their surroundings.
- Help provide **structure** and focus during a trip.
- Can be used in **any place** and in **any way** adapt and skip as you see fit.
- Are **flexible** there is no right or wrong way to use them!

Each card has a different close-up picture on the back. They are all things that you can find at Brunel's ss Great

Britain.

Can the children guess what each picture is?
Can they find it?

## **Ingenious Inventions**

Look around you and choose what you think is the most important invention.

There is no right or wrong answer!

What have you chosen?

Why have you chosen this invention?

Explain your choice and your reason(s) to a friend or the rest of the group.

# **Describing Details**

Make a shape with your fingers.

Choose something around you that you find interesting.

Look at it closely through the shape you have made.

What do you see? Describe it.

Now look at the whole thing.

What different things do you notice?

#### **Guess it!**

Look around you and choose something you find interesting.

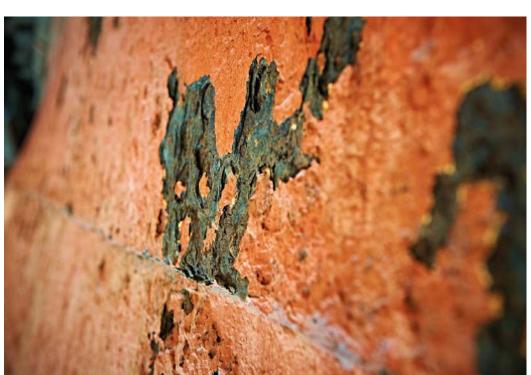
Using only actions and without speaking, communicate what you have chosen to a friend.

You only have 30 seconds to do this.

Can they guess what it is that you have chosen?









# **Party Planner**

Find somewhere that you could hold a great party.

What party food, games, entertainment and decorations could you have at the party?

Estimate how many people you could fit into this place.

How did you work out this number?

#### Sell it!

Choose something you can see.

How would you persuade somebody to buy it?

Try making up a TV advert to sell your chosen object.

Show or describe your advert to a friend or the group.

Would they buy your object?

Why or why not?

### **10 Questions**

Nominate a person to look around them and choose something they see.

They can't tell anyone else what it is just yet!

The group can only ask 10 questions to the chooser and they can only answer 'yes' or 'no.'

Can the group work out what the chooser has picked in 10 questions or fewer?

#### **Bad Weather**

Imagine that a storm is approaching.

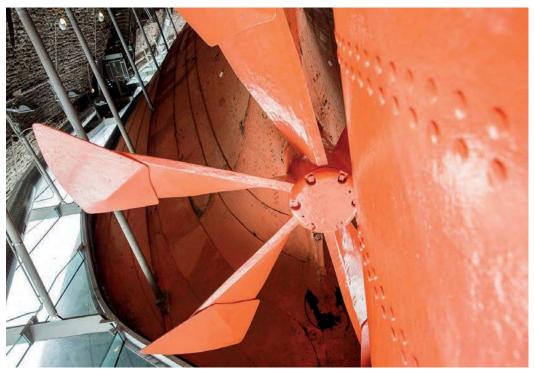
Look all around you. You must prepare the area you are in for the storm.

What weather might you be expecting?

What might happen to this place during the storm?

Think of something you could do to prepare this place for the storm.









#### **Sounds of the Past**

Close your eyes.

Listen carefully to the sounds around you.

What sounds can you hear?

Suppose that you have travelled back to Victorian times...

How might the sounds around you have been different back then?

#### **Words and Sounds**

Close your eyes.

Listen carefully to the sounds all around you.

What sounds can you hear?

Can you think of 3 words that might describe these sounds?

Share your words with a friend or the group.

# **Change your Viewpoint**

Look at your surroundings in a different way.

You could...

Look up
Look over the top
Look down
Look underneath
Look far away
Look up close

Describe something you have seen to a friend or the group.

Can they find the thing that you have described?

#### Museum of the Future

A time traveller has arrived from the year 2050.

The time traveller is setting up a museum for the people of 2050.

They want to collect 3 things from today's world or from the past to go in to the museum.

Look all around you.

Which 3 things from your surroundings would you choose for the museum? Why?







