



PARK PORTALS



This is a portal to the year 2220.
It is a chance for you to shape, shift
and share your hopes for the future.
You will be using different parts of the
park to gather information, to plan
actions and create messages.

What do people in the year 2220 need to know about you?
What do they need to know about here?
What do they need to know about today?

THE RESPONSIVE MAP



PARK PERSPECTIVES



ASK THE TREES



THE MINDFUL PARK



GATHERED PARTS + FUTURE FEATURES



STATE YOUR SLOGAN



Click on the icons above to take you to the different
challenges!

You can go through this in any order, however it is
best to finish on 'State Your Slogan'.

THE RESPONSIVE MAP



This challenge asks you to identify your favourite places in the park and think about the qualities that make them special or important to you. You can work by yourself or in a group.

YOU WILL NEED:

- A copy of the map template (print one off or draw your own)
- Pen or Pencil

If you don't have these you can think of your ideas instead of writing them down

FIRST:

Take some time to explore the park – depending on the size of the park you might want to set a time limit. About fifteen minutes is enough for most parks!

Choose five things you really like or find interesting. If it's a park you know well you might choose things you already know, if it's a new park then pick what appeals to you here and now. You could also take a photograph of the places or things as you choose them.

Once you have finished your walk, make a list of your five things on your map template.

If you are with other people you could talk about what you have all chosen and why.



FILTERS:

Old / New
Big / Small
Natural / Unnatural
Loud / Quiet
Soft / Hard
Safe / Dangerous
Add your own

NEXT:

Choose a FILTER from the list and write it at the edge of section A on your map. Think about how the filter applies to each of the things that you chose. For example if your filter for A is OLD / NEW you would mark the oldest things towards the outside of your map, and the newest closer to the centre within the section.

Use the filter as a guide to place each of your things on the map. Then do the same for B, C and D picking a different filter each time. You will end up with a map that features each of your items four times - once in each section. You should have 20 points in total on your map!

If you are with other people you could share your maps and talk about them. Why did you choose your things? How did you decide where to place them?

YOU COULD ALSO:

Draw a line between the four points on the map that represents each item.

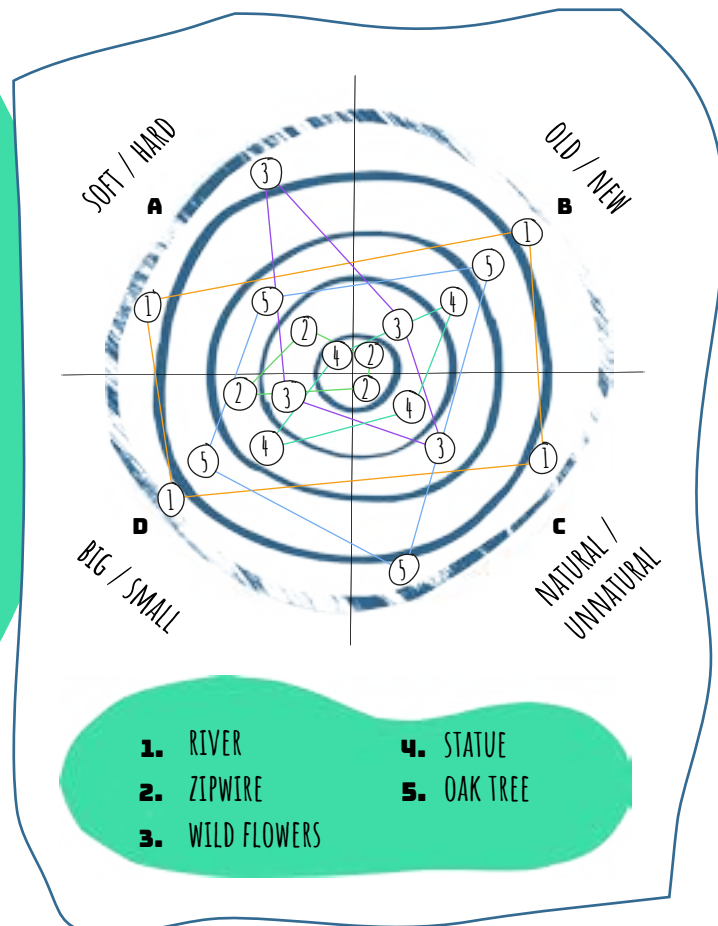
You will end up with a shape for each chosen thing - if you can draw each one in a different colour to make it easier!

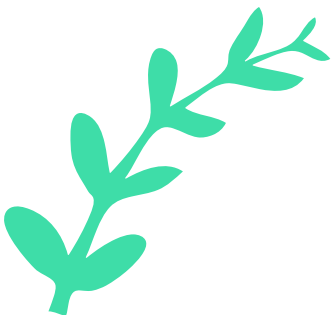
When looking at your map, what do you notice?

Are things gathered in interesting or unusual ways?

If you are with others, are your maps similar or different?

You could finish by walking each others "routes" as you talk about them



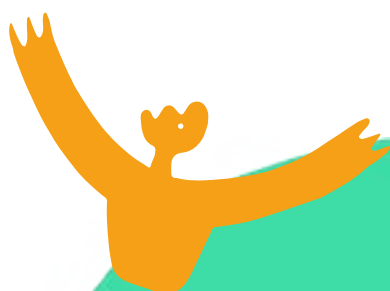


A

B

D

C



1. _____

4. _____

2. _____

5. _____

3. _____



PARK PERSPECTIVES



Take the time to walk in someone else's shoes.
The park may seem one way to you but how does it feel for others?

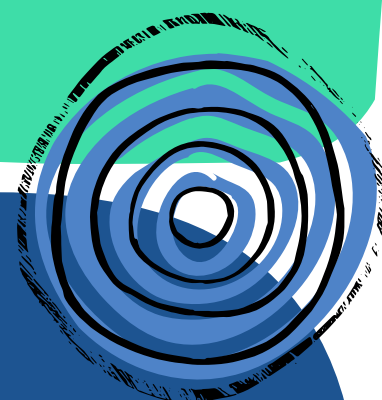


CHALLENGE 1:

Take 5 - 10 minutes to walk around the park you are in. Look around and notice the different types of people you see.

Next make a list of all the different people you saw. Make sure you add some detail about the people - eg. Tall man in suit carrying shopping bags.

Choose one person from your list and spend 2 minutes writing in their words about their day and how they came to be in the park.



STARTING POINTS:

How long do they stay in the park?

Why did they come to the park?

Do they have anyone with them?

Where have they come from & where are they going?

How does the park make them feel?

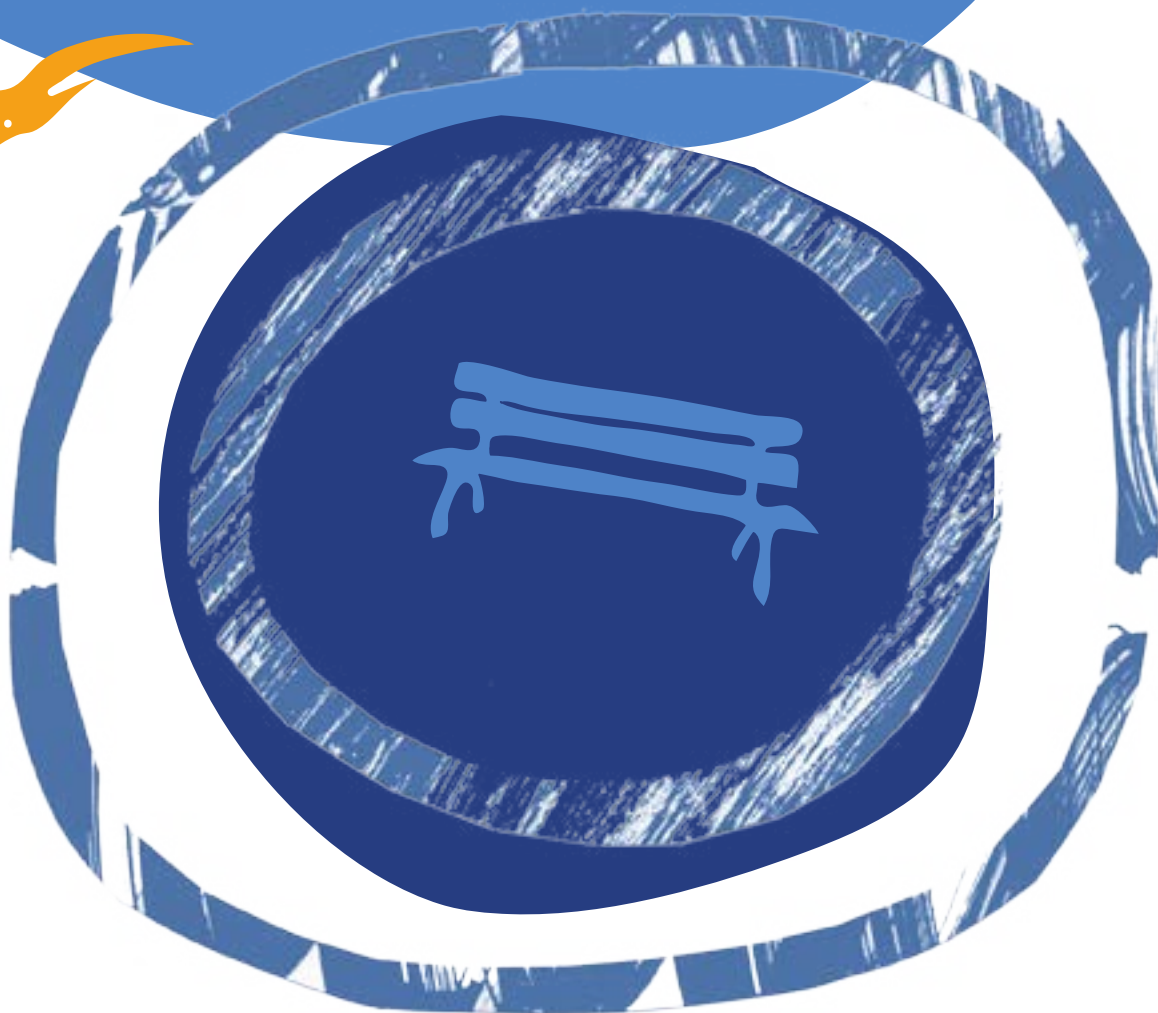


CHALLENGE 2:

Now do the same again but choose a non-human thing from the park.

It can be a living thing or a feature in the park. It's completely up to you.

Spend 2 minutes writing a piece in their words about what they are and how they came to be in the park. Use the same starting points as before.



THE MINDFUL PARK



Slow down for a moment and use your senses to explore the park. Think about how it is now then imagine what it might be like in 2020.

It's a great challenge to try on your own but it can be equally lovely to share what you create with others if you are in a group.

YOU WILL NEED:

A pen and paper or a phone so you can write or record your notes, feelings and responses.

CHALLENGE 1:

Choose a spot in the park where you can safely sit, stand or lie for five minutes.

Once you are settled set a timer for five minutes, then close your eyes and focus as much as you can on what is happening around you.

It can help to think about your surroundings in terms of your senses.



After five minutes open your eyes and write down or record everything you can remember about how the park felt when your eyes were closed.

Use the prompts we have provided to help you write down your ideas.

SENSE PROMPTS:

I can touch...
I can see...
I can hear...
I can smell...
I can taste...
I feel...



CHALLENGE 2:

Repeat the activity but instead of thinking about now imagine how the space may be in the year 2220. Will it be the same or totally different? What would you hope to hear then, see, smell, feel and taste?



Remember, there's no right or wrong answer – just scribble or type as much as you can. Or you could even record your feelings as a voice message on your phone!

If you are with others you could share what you have created and see where differences and similarities lie.

Once you've finished, read back the writing that you have created, or listen to your recording. What kind of sense of the park have you created?





MINDFUL CONSEQUENCES



Consequences is a drawing game where you create weird and wonderful creatures and characters. In this version you will create your own sensory snapshot of the park.

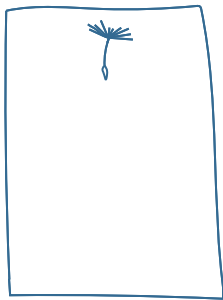
YOU WILL NEED:

A pen and paper

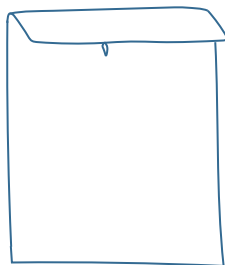
First choose something in the park that you like the feel of – try to choose something that people wouldn't spot easily. It may be hidden or unusually placed or it could be really really small!

Now draw a section of this thing at the top of your paper. Next, fold the paper over so that just the very bottom of your drawing is visible. If you like the feeling of a dandelion seed you could draw one with the bottom left showing.

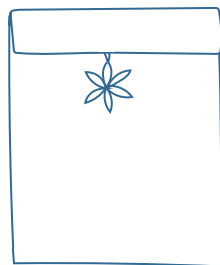
Do the same for each of the senses folding the paper after each drawing.



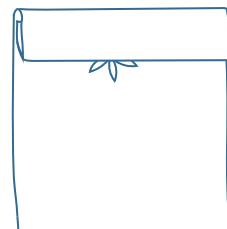
1. DRAW



2. FOLD

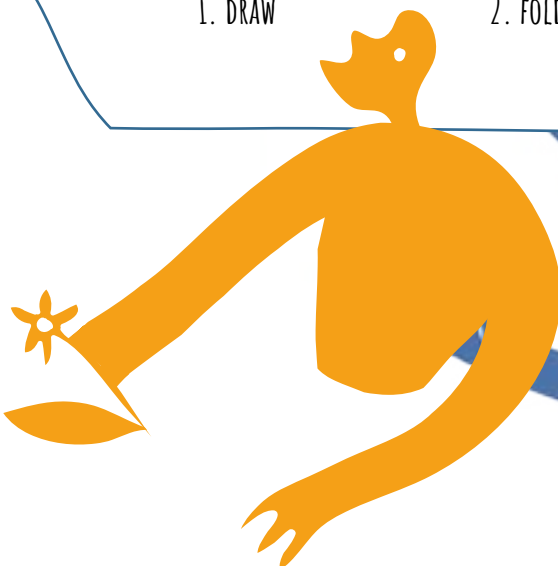


3. DRAW



4. FOLD

...REPEAT WITH EACH SENSE





When you have been through all the senses unfold your paper and look at what you have created. How do the different things fit together? Does any of it surprise you? What do you like about it? What sense of the park does it give?

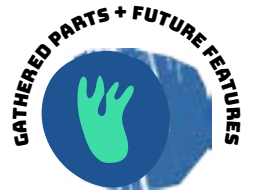
If you are with somebody else look at each other's pictures. Are there any similarities or differences? Can you guess what each other has drawn?

If you are with members of your household try the activity again swapping papers with each other after each drawing. How are the pictures different when you do this?

Take your pictures home and use them as your own mindful colouring sheets.



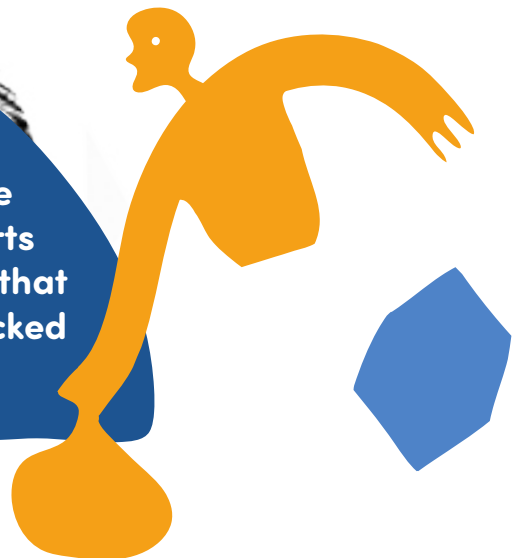
GATHERED PARTS



The park is filled with all sorts of bits and pieces: big, small, long and short. It's filled with things that are natural, and filled with things man-made. Some things have been here for decades and some maybe just a day. The people in the future may not be familiar with all these things we see around us. The year 2220 might be filled with completely different things. It's time to gather!

CHALLENGE 1:

For your first challenge you have set a time limit to gather as many different loose parts from around the park. Only gather things that have fallen or dropped and are not not picked or pulled.



CHALLENGE 2:

Now that you have gathered your loose parts it's time to take a closer look at them.

Describe one loose part from your collection without using its name or saying any of its obvious features.

How long can you describe your object before someone guesses what it is?



The winner is the person who can describe for the longest.

You can record your description times to keep the score. Use the table below or the notes section on your phone.

DESCRIBING
TIME

PLAYER 1

PLAYER 2

PLAYER 3

PLAYER 4

EG. 1M 20S

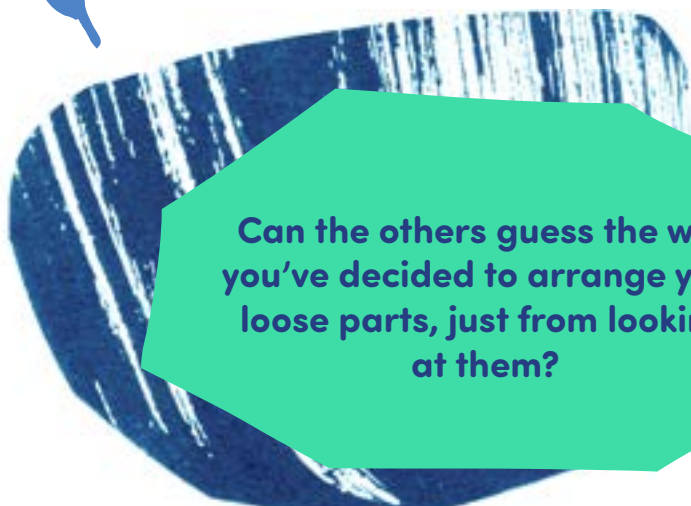
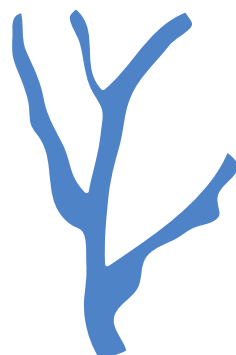
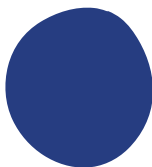




CHALLENGE 3:

It's time to get organised!

How would you like to arrange your loose parts?
You can arrange them in any way you want. Try
to think outside of the box with your choice. You
could organise them according to one your
senses, such as texture. Or to keep it simple, you
could organise them from big to small.



Can the others guess the way
you've decided to arrange your
loose parts, just from looking
at them?

FUTURE FEATURES



When you walk through your park you're bound to see a ton of different features. Maybe there's a play area, benches or a fountain. Maybe there's a bandstand, a statue or even a river. In the parks of the year 2220, what features would you like to see? This is your chance to construct a feature for a future park.

Take the things you have gathered from around the park. Can you build a feature for a future park?

Who is your future is going to be built for? Find some ideas below...



Doing this with a friend? Build one feature each and then present them to each other.

Discuss what you like and what you'd improve about each other's features.



Speaker's corner for marginalised genders



Adventure playground for animals



River swimming beach for teenagers

ASK THE TREES



This challenge invites you to debate your feelings about this park, and about the environment in general. It's a great activity to try in a group.

To begin choose two trees or objects in the park
They need to be between five and ten metres apart. Or you could use a couple of coats or bags instead.

Call one of your objects "agree" and the other "disagree"

Choose somebody to read out one of the statements (you'll find these on the next page). Then place yourselves between your trees / objects depending upon how much you agree or disagree with what you have just heard. For example if you REALLY agree stand by the "agree tree".

Once you are all in position take it in turns to explain why you chose your place. Feel free to change your mind and move as you hear all the other arguments in your debate!

When you have all had a say can you decide as a group if you agree, disagree or can't decide?

If you want to carry on after your first debate why not try other statements off the list? Or come up with your own?





If you are on your own pick one statement and place yourself between your trees / objects depending upon how much you agree or disagree with the statement.

Then move along your line slowly feeling and considering responses that are totally different to your own. Does this experience change how you feel about the statement?



AGREE



DISAGREE

STATEMENTS

- Parks are mainly for families
- Parks should be peaceful
- Parks are just for people
- People should have power to change the park
- In the future parks/ green spaces will look very different to how they look now
- Everybody should have access to clean green space
- In the future there will be more public parks

STATE YOUR SLOGAN



Now that you have taken on your chosen park portal challenges, it's time to send a final message to the future.

Take a moment to think about the time you've spent in the park doing these challenges. What would you say about the park to someone living in the year 2220? How has it made you feel about the park? Have your views of parks changed at all? Do you see anything differently?

For your final challenge, we need to compress your words, thoughts and feelings into a slogan, ready to send to the future.

If you had to sum up your feelings in three words what would they be?

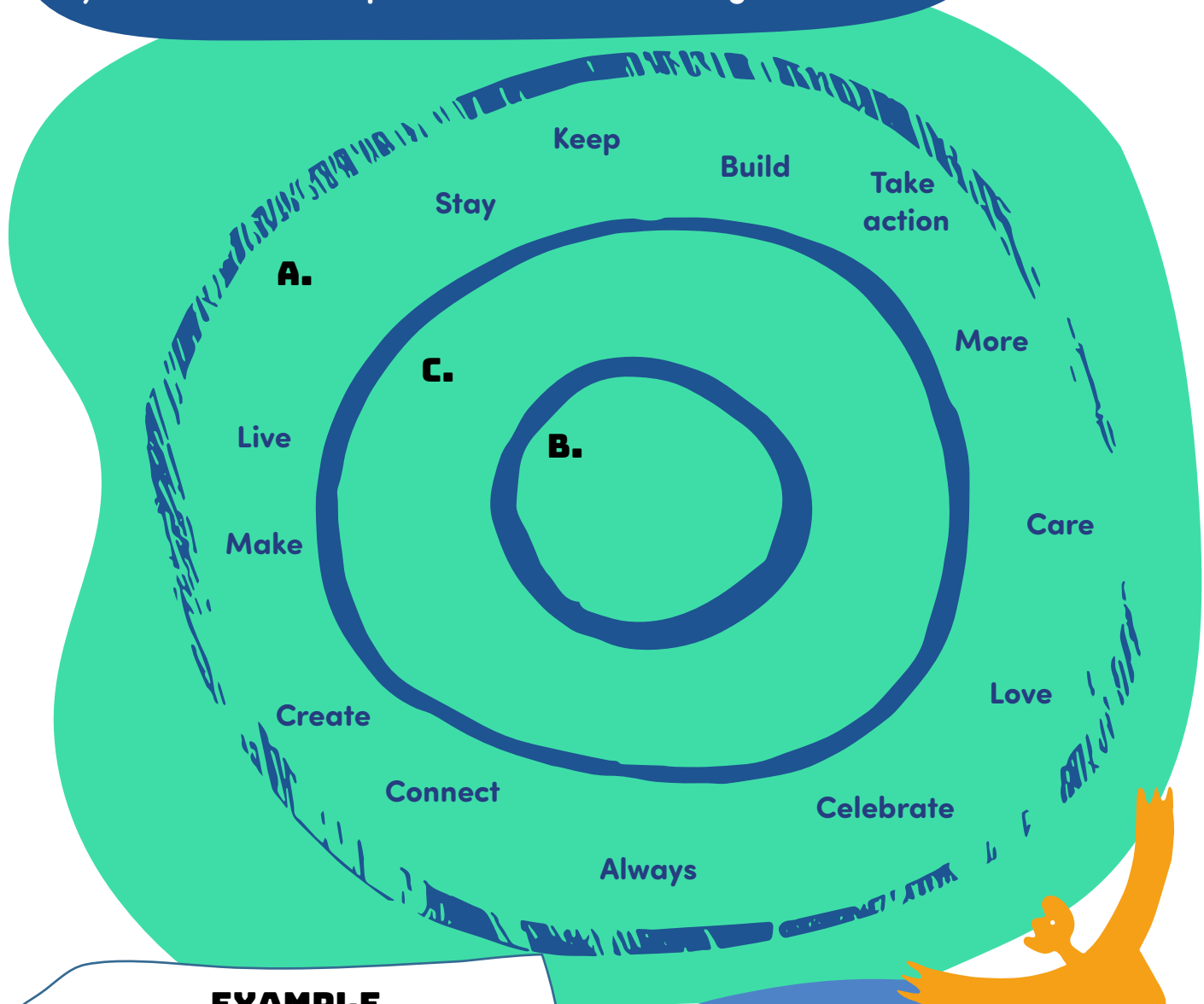
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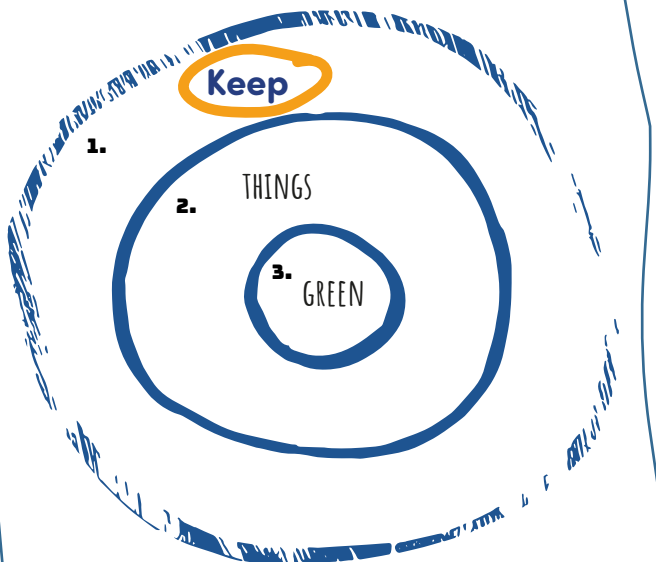
3.

Use the prompts inside the rings to help you write your slogan.

- A) Choose a word to start your slogan
- B) Add one of your three words
- C) Think of a word or phrase to connect the rings



EXAMPLE



"KEEP THINGS GREEN"

Your slogan is being sent through the Parks Portal to the people of 2220! But why wait until then to share your hopes for the future? How will you state your slogan now, today in the year 2020?

- shout it out
- post it on social media #parkportals
- pass it on to someone else in your community
- share it with a friend

It's up to you...

This pack has been brought together by Rediscovering Salford and Suprema Lex to explore Salford parks and to think about what we would like our future to look like.

A group of artists worked collaboratively in Salford parks to create Park Portals.

Contributing artists are:

Aliyah Hussian
Anna Horton Cremin
Liz Postlethwaite
Ros Norford

REDISCOVERING SALFORD

SUPREMA LEX