



Play Prompts

Stand on the bridge and quack like a duck. Can you get a quack back?

BOO!
Can you scare your grown up?

Imagine you are at a medieval feast in the Great Hall.
What food can you smell?

Try balancing and walking along the orange bricks on the floor in the garden.
Why are they here?

Where is the best Hide & Seek spot at Headstone Manor?

Would you rather swim in the Moat or walk along the Great Barn roof?

Find the train seats upstairs. Imagine they could take you anywhere...

Where would you go?

CREEAAKK!

Can you sneak around upstairs without making the floorboards creak?

Pretend you have a Kodak camera in your hands. Take imaginary photos of your grown-up modelling in each room



Take Bill on a tour of the Manor House, pointing out your favourite bits!