

# SEEKING <sup>the</sup> SLEEPING GIANT



**1 - The Thames Barrier** - In 1953 a storm surge swept up the River Thames and flooded the city. This barrier was built so that couldn't happen again. Some people call the Thames Barrier "the sleeping giant", because it is always there, waiting to protect London from storms. But sea levels are rising as the world gets warmer so it can only work for another 50 years. Then an even stronger barrier will be needed.

*"I wonder if there is a real sleeping giant who wakes to protect the city from storms, whispering them into calmness? I wonder if the giant might need some help soon? What words would calm an angry storm - kind ones I'm sure."* - Tam

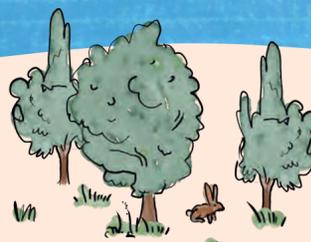
Help the sleeping giant protect the city - think of three soothing words to make a storm calming poem. Write them next to the giant on your map, and she will hear them in her dreams.



**8 - Thames Barrier Park** - A deep trench runs through the middle of this park, which is designed to remind you of the deep water of the Royal Docks. Down at the bottom it is sheltered from the cold winds so that colourful plants can grow among the wavy hedges.

*"I wonder if this is what it's like to be a fish at the bottom of the dock? I wonder if there are treasures to find here, just like under the water of the docks?"* - Tam

Imagine a strange fish you might find at the bottom of the Royal Docks and do an impression of it swimming through these hedge waves.



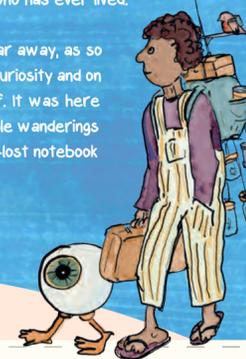
The Royal Docks are full of strange tales and adventures, and nobody knows it better than Tam.

This is Tam. Tam is a Wandering Wanderer. Actually, Tam is the greatest Wandering Wanderer who has ever lived.

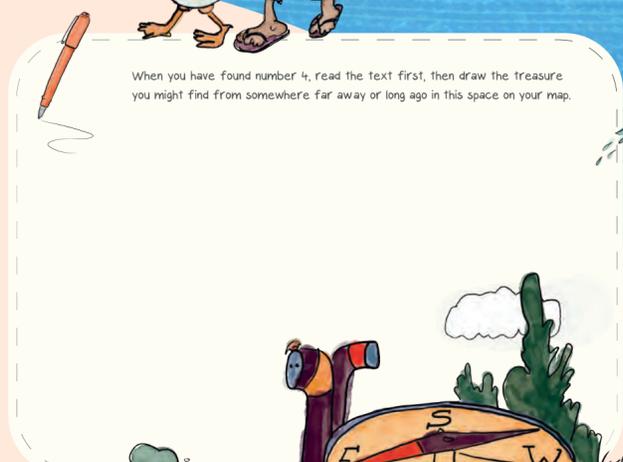
Tam arrived at the Royal Docks from far away, as so many people have before them; full of curiosity and on the hunt for new stories to be part of. It was here that they had one of their most incredible wanderings and we have just discovered Tam's long-lost notebook that describes their journey here!

This is your chance to become a Wandering Wanderer yourself. Follow the map to retrace Tam's footsteps. Don't worry if it's your first Wandering Wander, Tam's notes on the map will help you along. At each point there is something to discover and some wandering tasks to complete as you find your way to uncover the mystery of the sleeping giant.

As Tam would say "Being a Wandering Wanderer is all about staying curious and keeping your imagination wide open. And wandering of course!"



When you have found number 4, read the text first, then draw the treasure you might find from somewhere far away or long ago in this space on your map.



**2 - The Crystal** - This shining glass building is very cleverly made. On top of it, solar panels gather energy from sunlight to make electricity. Beneath it, tubes go deep under the ground where the soil is warm to bring heat up and to keep the building toasty. Inside it has a computer system that controls lights and heaters to match the weather, so it can use up as little energy as possible.

*"This is a wonderful building; it is almost alive like a tree, getting things it needs from the sky and the earth. I wonder what its electronic brain might be thinking about the weather today?"* - Tam

What is the weather like today? Can you feel the weather on your skin? Hear it? See it? Write a three-word weather report to help the building get everything just right.



**1 - Tidal Basin Pumping Station** - This building is actually the top of an enormous tunnel that goes straight down into the ground. It is full of water pumps. Long ago this area used to be a wetland, with long legged birds and swampy plants living in a marsh. Now there are houses and roads, which can't soak up the rain like a marsh. When rainstorms come the houses would all flood unless the water was cleverly directed to the River Thames by this pump.

*"I wonder what sounds the storm water makes rushing through the pipes, going deep underground and popping out in the river? I wonder if it would be an exciting ride for a beetle on a leaf? I wonder what you might find at the bottom of the tunnel?"* - Tam

Imagine swirling down a deep-water pipe like the world's best water slide. Give the imaginary ride an imaginary review and a star rating out of five.



**4 - The Cranes** - When the Royal Docks was still full of ships and warehouses it was a very lively place. Workers used to hide their sandwiches under their hats in case someone else ate them as a trick! These cranes lifted the boxes and bags of cargo from ships. Things came from across the world: tea, cloth, ideas, even an elephant once! Down under the water things have been found that give clues to this place's marshy past: a Bronze Age canoe, a Roman urn, flint arrow heads, a whale bone... This has been a lively place for a very long time.

*"I wonder what kinds of treasure these cranes lifted from the ships? I wonder if there are giant fish deep under water who still remember the marsh?"* - Tam

Look for the space with this pen



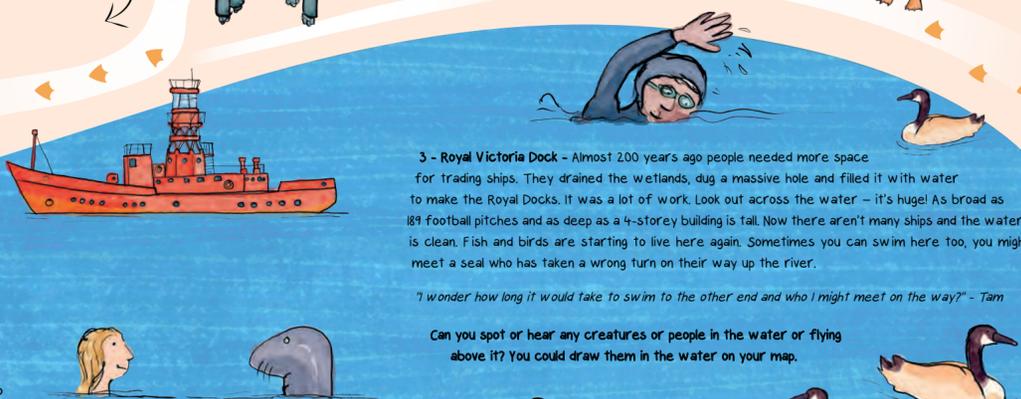
WEST SILVERTOWN

Look for the space with this pen

**3 - Royal Victoria Dock** - Almost 200 years ago people needed more space for trading ships. They drained the wetlands, dug a massive hole and filled it with water to make the Royal Docks. It was a lot of work. Look out across the water - it's huge! As broad as 89 football pitches and as deep as a 4-storey building is tall. Now there aren't many ships and the water is clean. Fish and birds are starting to live here again. Sometimes you can swim here too, you might meet a seal who has taken a wrong turn on their way up the river.

*"I wonder how long it would take to swim to the other end and who I might meet on the way?"* - Tam

Can you spot or hear any creatures or people in the water or flying above it? You could draw them in the water on your map.



ROYAL VICTORIA



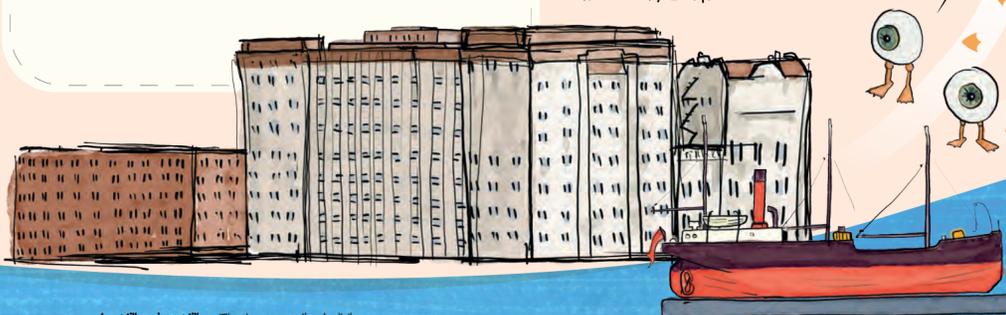
When you have found number 6, read the text first, then draw and label the most incredible dog biscuit you can imagine. What would it taste of? What ingredients does it use? Does it give dogs special powers? Give it a name.



**7 - Silo D** - Peer through the hole in this gate to see the strange form of Silo D. This hulking giant of a building once held wheat grain ready to be turned into flour in the mill and then into bread in the bakeries of the city. A city like London needed more food than it could make, so it had to come from over the sea.

*"I wonder: if you made one loaf of bread from all the grain in Silo D, how big it would be? And I wonder what the D stands for?"* - Tam

Imagine that huge loaf of bread and all the sandwiches you could make with it. Write what you think D might stand for next to it on your map.



**6 - Millennium Mills** - The huge, peeling building you can see through the railings is very old and full of stories. There was once an explosion and it was rebuilt. It was a flour mill and then a dog biscuit factory. Now it stands empty and mysterious.

*"I wonder if dogs used to walk here from the Isle of Dogs to sit by the factory gate with their hungry tongues hanging out? There is a rumour among the dogs that marvellous, experimental dog biscuits were made in laboratories on the top floor. Maybe they are still there."* - Tam

Look for the space with this pencil



**5 - SS Robin** - The SS Robin is a steam ship that sailed one hundred years ago. Sailors know that the sea doesn't divide places, it connects them with invisible paths through the waves called 'sea roads'. Sailors love to talk, so as well as her cargo of iron, clay and barrels of herring fish, SS Robin carried jokes and songs from place to place. She was built in London along with many other ships, but now she is the last of her kind left in the world.

*"I wonder where this ship has been? I wonder what songs and stories the sailors found along the way? She seems a little lonely. Would she like to hear a joke to cheer her up?"* - Tam

Do you know a story, a joke or a song that someone told you? Tell it now, loud enough so the SS Robin can hear.

