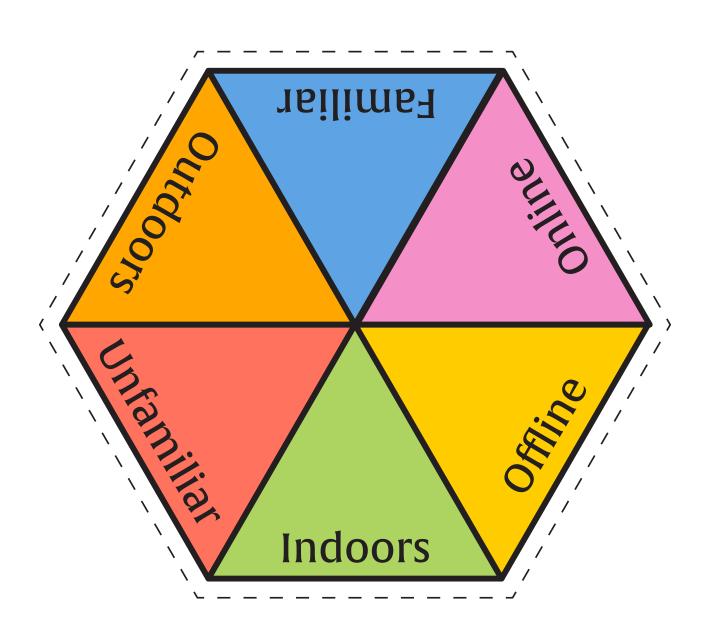
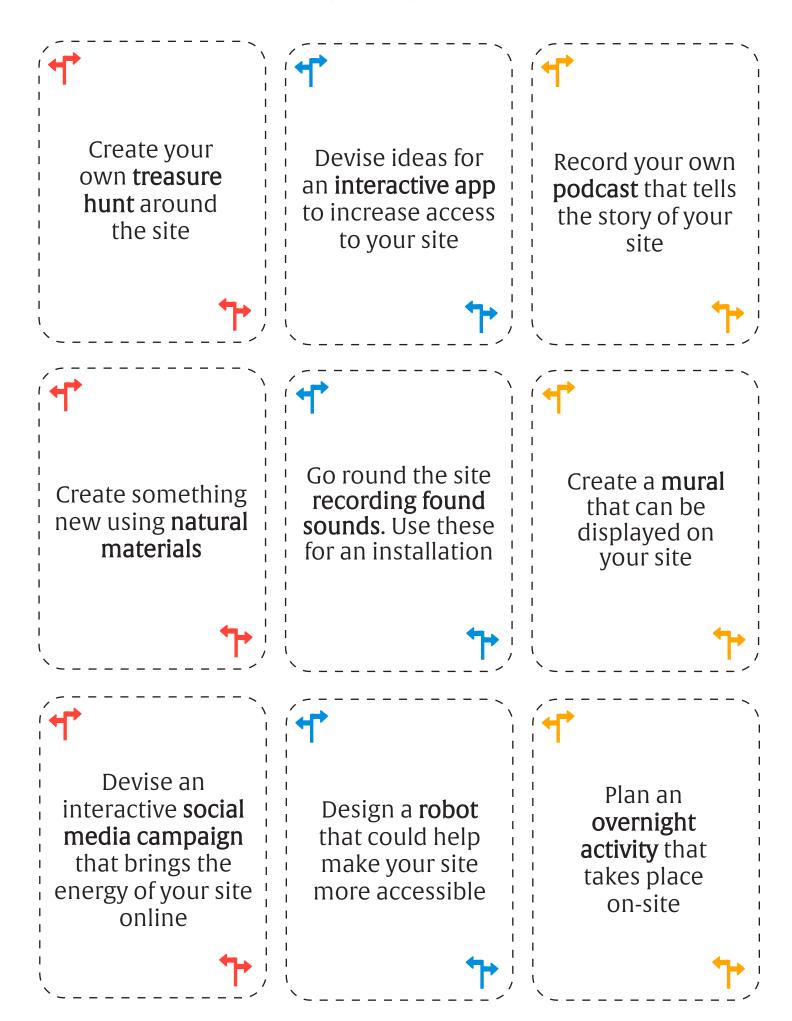
HOW TO PLAY

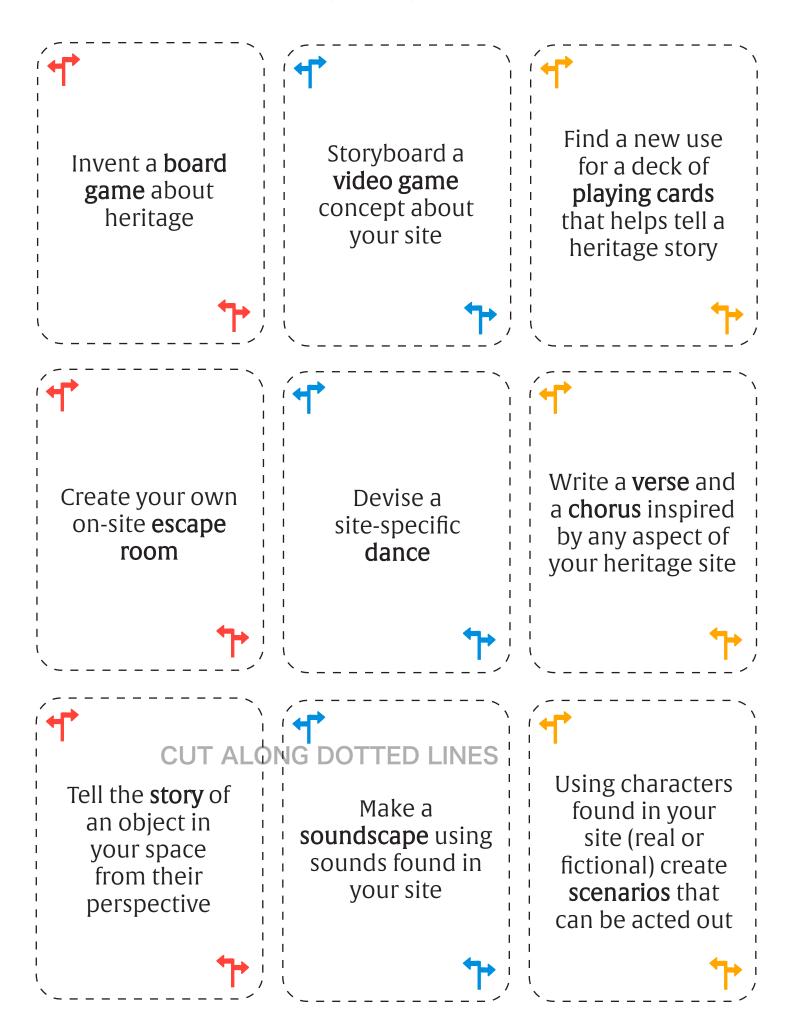
Print out your spinner and deck of printable cards. Cut along the dotted lines and get ready to play!

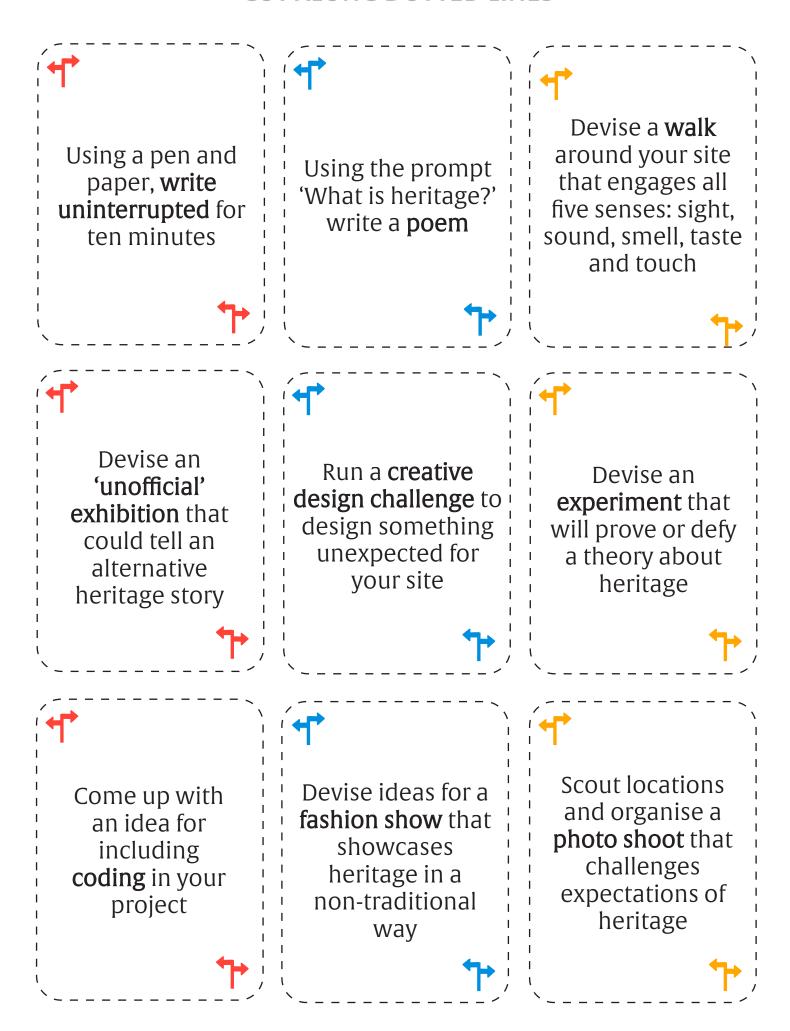
The spinner determines where you'll play. This could be indoors or outdoors, online or offline, in a familiar space or somewhere new. Spin the pencil and follow its lead.

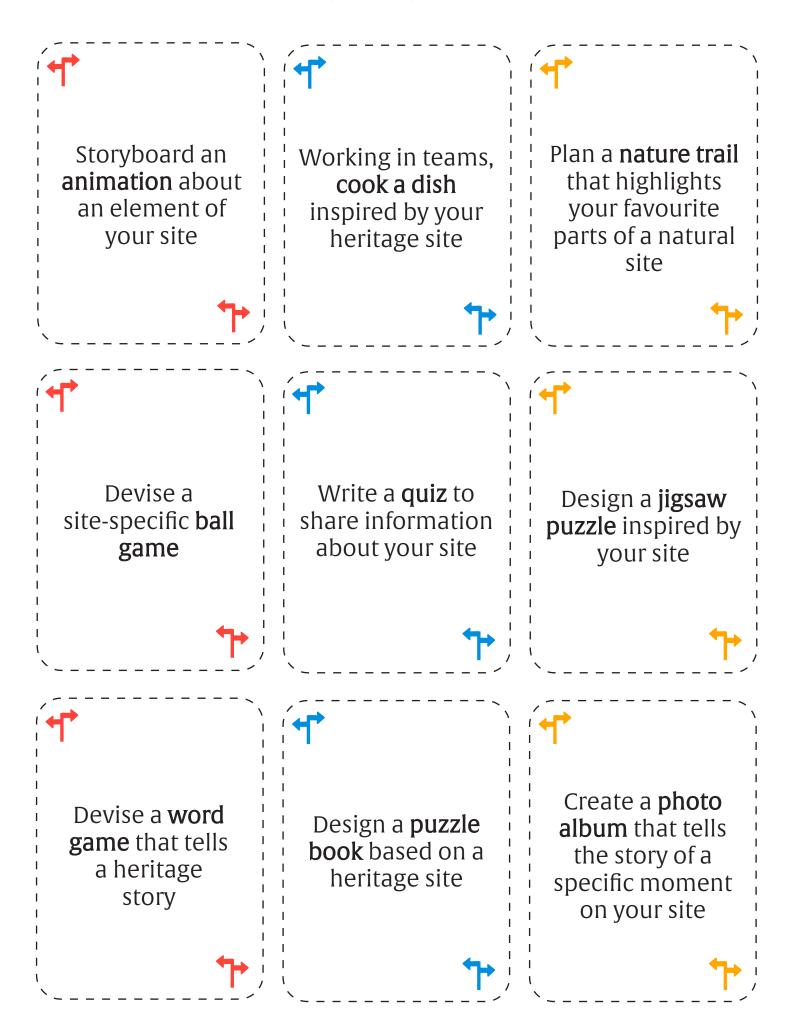
The cards contain suggestions of what you could do. Take the prompt and try to apply it to the setting you're in. Think about how you would build this activity into your next project.

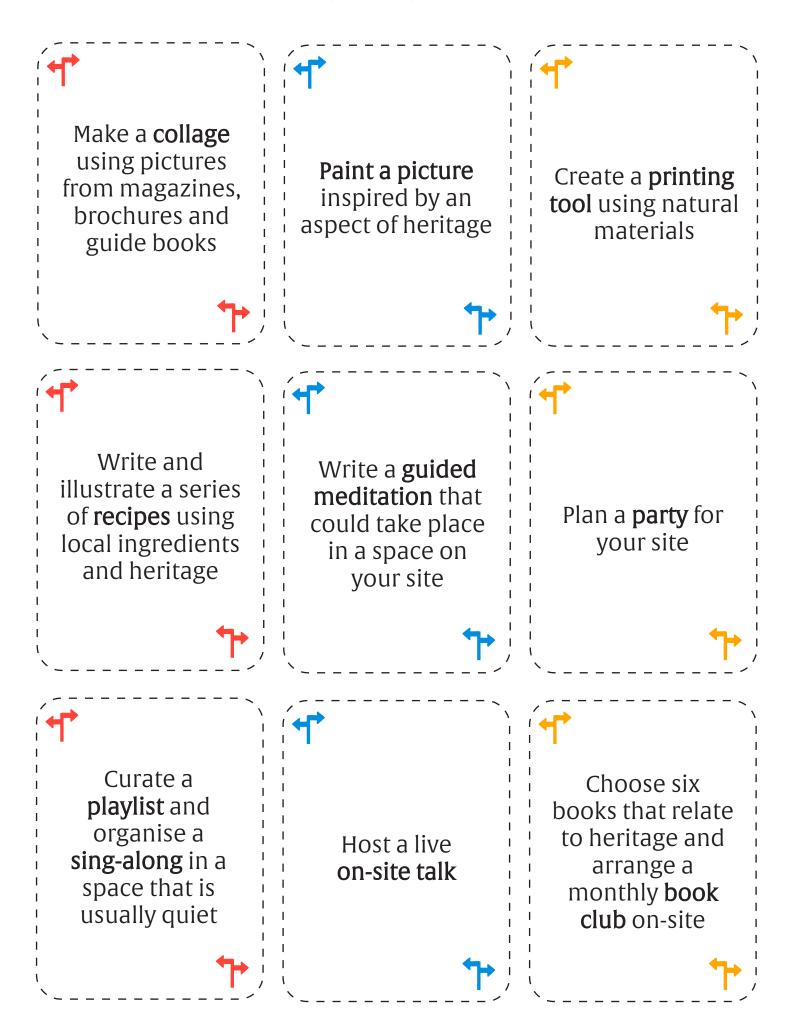












Plan a day festival that could take place across your site, utilising indoor and outdoor spaces	Rehearse and perform a show inspired by your heritage site	Devise a workshop that explores an aspect of heritage in a non-traditional way
+	*	***
Collect objects for a personal heritage jumble sale	Plan your ideal pop-up market that engages with local businesses, makers and your site	
1	+	***
† ;	↑	†