

I want to go home  
to the family tree!

**Follow Stick  
Man on his  
journey and  
help him to  
get home**

# The 'STICK MAN' Trail

**Start  
here**

Why not find or  
make your own  
Stick Man to  
bring with you  
on the trail?

Explore the  
garden and get  
help from the  
characters Stick  
Man meets along  
the way



Find a letter  
on each board in  
the trail to make  
a six letter word  
on your activity  
sheet

Snails  
love eating  
fruit and  
vegetables

# The STICK MAN™ Trail

1

Can you see  
anything in the  
garden that a snail  
would like to eat?

Take a walk  
around this part  
of the garden and  
see if you can  
find any snails

An  
excellent  
stick!



What is your  
favourite fruit  
or vegetable?

# The STICK MAN™ Trail

2

How many creatures  
can you think of  
who float or swim?

What about you?  
Can you swim too?

Stick Man, oh Stick Man

Stick Man  
makes an  
excellent Pooh  
stick because  
he floats  
so well





The swan uses Stick Man as part of her nest

What other kinds of home do animals make?

This twig is the best!

Can you make a nest? You could use sticks, twigs, leaves or straw



Can you use sticks to make a trail that could lead Stick Man to the family tree?



What else could you use a stick for? You could try drawing or digging with a stick

Hooray!



Can you see any seagulls nearby? Or any other birds around the garden?

What is the weather like today?



Is it sunny?  
Can you see your shadow?



Are there any puddles to play in?



Are the grass and leaves moving in the wind?

# The STICK MAN™ Trail

5

*a hop and a jump...*



What's your favourite kind of weather to play outside in?



# The 'STICK MAN'™ Trail

6

Do you know  
how to find  
out how old  
a tree is?

Can you see  
any other  
trees in the  
garden?

**You've finished  
the trail and  
helped Stick Man get  
back to the family tree**

Thanks a  
million!

What kind  
of tree would  
you choose for  
your home? Would  
it be tall? Or have  
leaves all year?  
Or grow fruit?

