



tMS Wisdom Trail

Stow-cum-Wow, Cambridge

Introduction

Children are invited to take the 'Generation Journey' Wisdom Trail, it is a grotto alternative of giving rather than receiving. A journey of goodwill. A life crossroad of greed or kindness.

Children will be managed into groups of 6-8, taken on the walk by a guardian wise man who will assist in the decision making on the walk

There will be a donation expectation of what its worth and what you can afford. All proceeds from the walk will be collected by and donated to the participating local charities. tMS will facilitate and decorate the walk. We may also look to sell some refreshment

*Remember not just at Christmas to help others live
Happiness is not what you take, more what you give!*

The Wisdom walk

The children gather at the meeting point by or in the double Decker bus. The coordinator divides into groups of 6/8, who are then introduced to their wise man, who gives each the name of an historical humanitarian to use as their identity for the walk and for roll call on route. The wise man first tells them of the trail and the kindness flower. He warns them about greed. The children have been requested to bring a candle to light their path.

Arriving at the crossroad of life they meet the evil character of greed (tempting children down a material, lonely and dark road of materialism to get to the presents first). Calmed by their wise man they are advised to look and think about the choices and the rewards. Eventually taking the candle lit path of kindness (by the scruff of the neck if necessary). Passing through into the challenge tunnel where they can see smiling people, animals, lanterns and cheerful music

On entering they are given the **first challenge** by the wise man who selects one child to experience disability, the loss of the ability to walk. The group must now decide if they should lead the disabled child behind so they can get to the end quicker or find ways of taking him with the group at the risk of slowing them down (a little persuasion may pursue). He rewards each child with a plastic phial (to hold a flower given later)

Moving on, for their **second challenge** they meet the shaking lady (Parkinson's) who cannot hold her cup steady to drink. The wise man explains.....enticing the children to steady the hand. Gratitude from the old lady and the wise man. But the wise man explains how easy it is to help today but what about tomorrow when you have gone. The wise man is rolling a leaf eventually the children see it as a drinking straw. Gratitude is expressed and the lady can only give what she has her water to drink and fills the phial (ready to take the flower).

Moving on, the **third challenge**, they meet the blind man who needs to water his tree and flowers. Guided by the wise man the children help him across to the tree and back. Again gratitude is given by the elder. But the wise man explains how easy it to help today when you are here but what for tomorrow when you are gone. The wise man plays with a ball of string and leads the children into the solution. Gratitude is expressed but he can only give a flower from his garden. The wise man explains the gift of the kindness flower and how it should be passed on (the wise man places phial and flower into a protective sleeve).

Exiting the challenge tunnel they arrive at the horse and cart (where they can give a little carrot to the horse). The ground is covered with broken toys and the wise man explains the greed and the consequence. Explaining he can give them only a stick of marshmallow (for roasting later at the fire pit). He also explains what gift they have been given tonight will last much longer than a toy. The greatest gift is that of giving to others.

Arriving at the fire pit the children reunite with parents and sit around the fire listen to the last story before leaving.

A poem put to song to set your mood, when children are young they are not rushed they take time to look and listen, when we get old we slow down, our life values return and we to have time to look and listen – the poem reads

*I like to walk with grandma,
Her steps are short like mine
She doesn't say now hurry up
She always takes her time
I like to walk with grandma
She sees the things I do
A bright flower, a sleeping cat
A hidden Ladybird too
Most people have to hurry
They do not stop and see
I am so pleased my Grandma is here
And so unrushed like me*

Fire pit Story 1 - The Wisdom Trail Story Circle

A businessman taught kindness from a Street child

It was just before Christmas last year that Oliver Tambo collected his new silver Porsche car, his pride and joy as he had worked very hard to earn the money to buy it. He was always very possessive of his car and would never let anyone else drive it. Oliver would often throw a £1 coin to beggars in the street to do his bit for the less fortunate. But he never ever gave with a smile or a word of kindness.

The same afternoon that he got his new car, he was driving through Cambridge with his music playing loud and the hood down, he was off to show his new car to his friends. But as he drove into Cambridge he heard a loud noise over his music, he quickly stopped only to find his car damaged and the window broken, he was very sad and upset.

Looking around in anger, Oliver looked up and saw a young boy on the path with a brick in his hand, the boy was no more than 10 years old. Oliver ran quickly to the boy before he could escape, the boy never moved. Oliver grabbed the boy with both hands and pushed him up a wall. "Why? Why? You stupid boy, why did you throw that brick?" Oliver shouted as if out of control. He grabbed the boy tighter and started to shake him from side to side, repeating "why? Why? Look at me, speak to me you stupid boy". Eventually the boy lifted his head and pointed with his limp hand down the street. Just 20 metres away was a younger boy laying on the path with a wheelchair over him. The young boy spoke "my brother fell from his wheel chair and I could not get anyone to stop and help so I threw a stone".

Oliver immediately released the boy, walked to the chair and lifted his brother into it. Oliver said nothing, he returned to his car and after a few minutes the car drove slowly away.

If you see a Silver Porsche car in Cambridge today with a dent and a broken window on the passenger door, then the car belongs to Oliver, his friends are not impressed anymore. You may even see a youngster in the driver's seat with Ollie at their side, he spends most weekends giving driving lessons to the youth from broken families.

Oliver kept the car and the damage which was done to it. Oliver still works hard, the car reminds him of the true values of life. But now he shows off nothing and uses his wealth and time privately to support projects for disabled and homeless children throughout the county of Cambridgeshire. He now is a very happy and smiling man.

The morale of the story...Material things have a short life as do the friendships that go with them. The greatest gift is that of giving, enjoy that gift with a smile. You have given that gift today.

Characters

Three wise men

Dressed in basic fabric gowns. These will be the guides for each group of children (estimate 3 groups on the circuit at any time). They take the children on the route directing them and leading to make the right choice. He will express gratitude for each kindness act given. He will explain the situation in each challenge. After the visit to the horse then leading them to the fire pit for a kindness story by the wise man

An old lady

Sat in her garden (polytunnel). She acts her disability of blindness. Dressed in basic clothes

An old man at home (polytunnel), old man standing and fumbling around acting his disability of blindness. Dressed again in basic clothes

The cart driver. A fourth wise man explaining the greed before and the difference impacted by the children on the lives of others.

Story teller for the fire pit (to free up wise man for next run)

Greed a masked and dark coated man enticing the children to greed at the crossroads of life

Setting is tMS (rear garden and paddock)

The trail route starts from pond, through polytunnel to stable, returning to fire pit for story and toasting marshmallows

Animals on route include rabbits, collie dog and pygmy goats.

REF NOTES.....

VOLUNTEERS required....

1. 3 wise men to guide groups, dresses in hessian sack cloth I guess.
 2. 1 ogre of greed, masked
 3. 1 wise man at end of trail
 4. 1 wise man storyteller
 5. 2/4 disadvantaged elders, blindness and Parkinson's (rotate)
 6. Coordinator and assistant
 7. Minibus driver for kids with no transport
- Ah yes, and child psychologist

Ideas for dress please and ambience

MARKETING, I will do...which means not too well!

Firstly to find a charity partner

Approach schools too

Posters, networks
Local press

CHARGING????

I have mixed feelings on charging an entry fee based on Africa, it's all about giving and as there are no actual gifts to entice greed(only parents know that)we should not charge. At the worst they can make a donation to the local charity we partner with on the basis that charity provide most of the volunteers. We can talk this over with charity if found.

TIMING OF EVENT

Frequency and time of day?

COSTS TO TMS