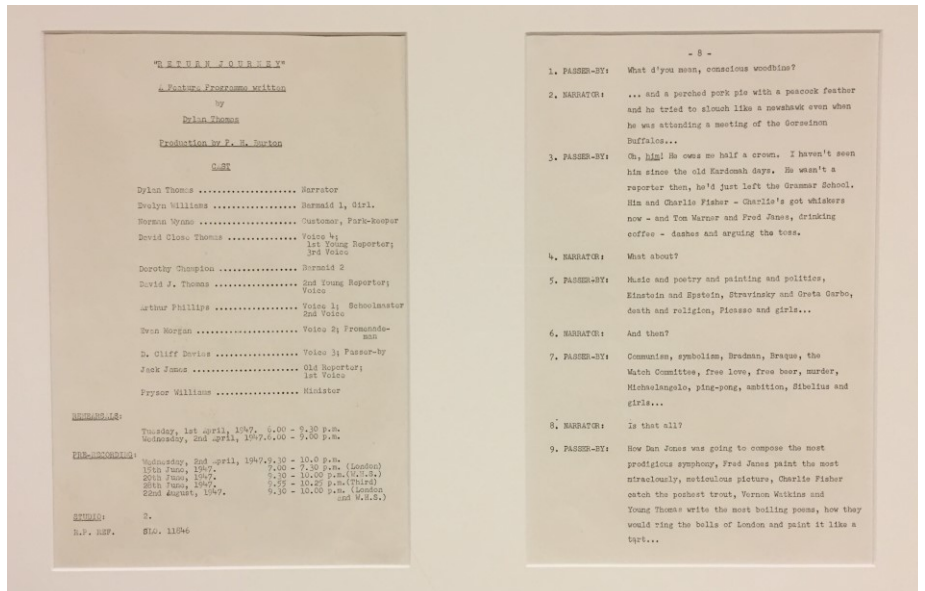
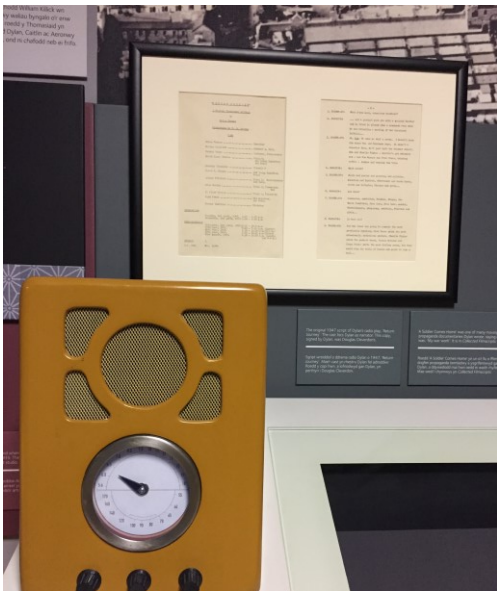


# 'Return Journey' Adventure Story Map



Whether it's a visit to our neighbourhood park, walking down local streets or taking a stroll around our own back gardens, lots of us have been revisiting familiar places over the last year. In Dylan Thomas' story 'Return Journey', which he originally wrote for BBC radio, Dylan returns to Swansea in Wales to visit familiar places from his younger days.

Swansea was badly damaged by bombs during WWII. On the 19<sup>th</sup> of February 1941 a bombing raid started that caused devastation to the town, this became known as 'The Three Nights' Blitz'. So as you can imagine, the Swansea that Dylan remembered, and how it looked after Blitz, were very different!



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The original script of 'Return Journey' on display at the Dylan Thomas Centre.

This activity is all about exploring the extraordinary in our everyday journeys! Like Dylan we'll be returning to places we have visited before and noticing the changes. We'll draw them on our map and then make up our own adventure stories!

## To make your adventure story map:



### Things to make your map

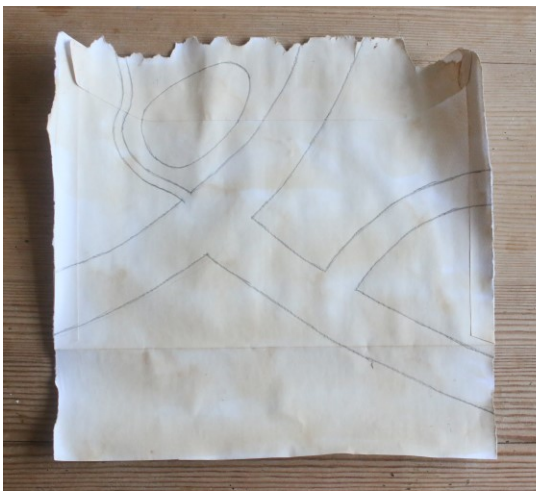
- An old paper envelope –the bigger the envelope the bigger your map!
- Something to draw or write with

### Optional items

- Colouring pencils or pens
- Watercolours
- A fine liner pen
- A used teabag
- Tape or glue –you only need this if you want to stick two envelopes together to make a bigger map.

## Step 1: get your paper ready

To make your map we are going to start by unfolding an old paper envelope. If you want to make your paper look like an ancient antique map, you can paint your paper with a used teabag. Let your map dry before you move to step 2.



## Step 2: draw out your route

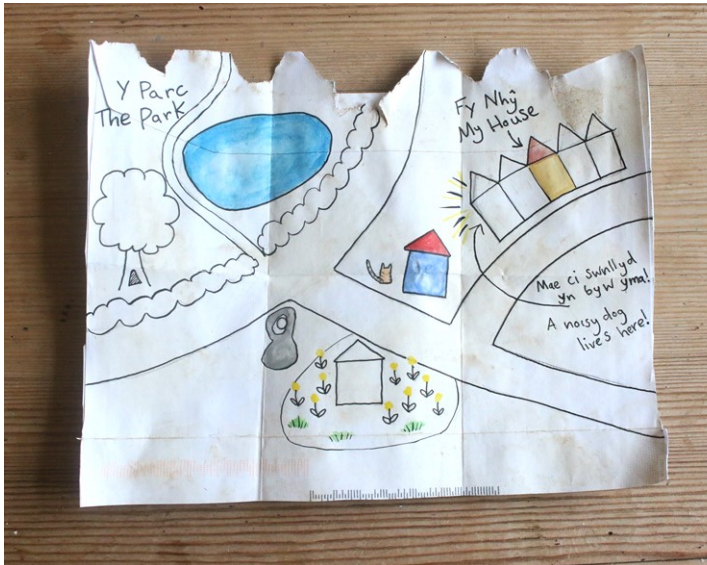
Try not to make your route too complicated for your first map. For our example here we have drawn the path we follow on our daily walk to the park!

It's a good idea to draw in your route in pencil first and then go over it in pen or pencil crayons when you are happy with it.

### Step 3: add places of interest and features

Next you need to add some things you will see on your journey. Draw or write the things that interest you on your journey and leave out the stuff that you don't find so interesting!

This is what we have added to our map:



- ◆ My house
- ◆ A happy cat
- ◆ The laundrette
- ◆ A weird statue!
- ◆ A garden full of daffodils
- ◆ A noisy dog lives here!
- ◆ The park

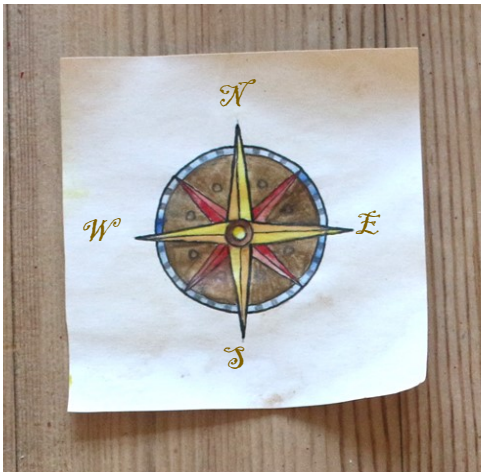
Notice the things that are changing on your familiar journeys over a few days or weeks. Maybe a tree that had bare branches now has pink flowers, or a new puddle has appeared in the park, or perhaps a stone lion has turned up in someone's garden!

There might also be some things that haven't changed; maybe you walk past a cat that sleeps in a window every day, or a house with a yellow front door.

Remember when you are drawing your map, the things you add don't have to look like they do in real life, you can draw them as symbols. Here are some examples below:



## Step 4: Decorate and embellish your map



Draw a compass



Draw a sea monster



Give your map ragged edges

- ◆ Map makers sometimes include a compass in the top right corner to help the users of the map find their way.
- ◆ Most maps are improved by the addition of a sea monster.
- ◆ You can cut or tear the edges of your map to make it look like it has been on lots of adventures!

Once you have made your map you can use it to make some amazing adventure stories!

If you make a story map or write a story, we would love to see them! You can share them on Facebook: @DylanThomasCentre on Twitter: @DTCSwansea or email us at nicola.kelly@swansea.gov.uk

We hope you had fun with this activity. For more activities inspired by Dylan Thomas and our collections, please visit [www.dylanthomas.com](http://www.dylanthomas.com)