



Countryside Service

# The Magic of Park Wood



## Story Trail

[www.hants.gov.uk/storytrails](http://www.hants.gov.uk/storytrails)



Hampshire  
County Council

[www.hants.gov.uk](http://www.hants.gov.uk)

# Park Wood

Park Wood is a small magical wood just to the north of Waterlooville. It is managed by the Woodland Trust with the help of The Friends of Park Wood, an active volunteer group.

The wood was once part of the Forest of Bere, but then became part of the Hart Plain Estate. You can still see the remains of the old walled garden and species from the ornamental woodland that once occupied the site.

Trees such as Oak and Yew can be found here as well plants such as bluebells in the spring, orchids in the summer and fungi in the autumn. The woodland is also home to many different animals including bats, birds and butterflies.

The wood is now managed as a public amenity and nature conservation area, and we hope you will enjoy exploring this special site.

We would like to say a special thank you to the Friends of Park Wood for their help and support in providing the trail. For more information about the site visit

[www.park-wood.org](http://www.park-wood.org)

Look out for these symbols in the booklet



Follow the route



Can you answer the question?



Action

# Follow the trail of..... The Magic of Park Wood

No parking on site, but parking available on side roads (eg Wallis Road and Queens Road). Please do not park on London road, and please respect local residents when parking.

Accessible entrance is the southernmost entrance on London Road.

**Length** - under 1km

**Obstacles** – Three small ditch crossings  
- wide enough for wheelchairs/mobility vehicles  
but no handrails.

**Toilets** – none available on site, but accessible toilets in Waterlooville Town Centre

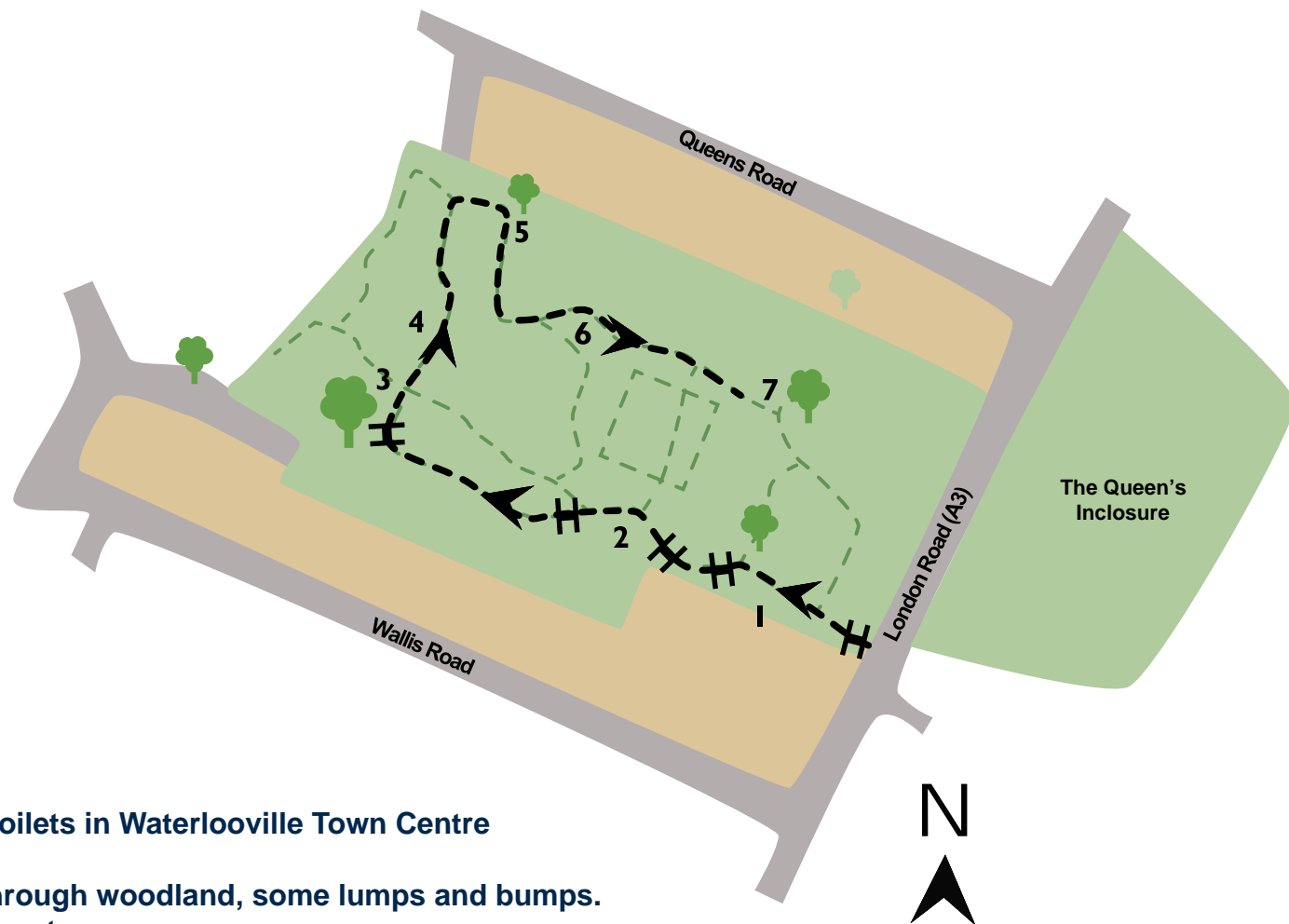
**Surface** – Firm level earth/hard gravel surface through woodland, some lumps and bumps.  
Can be muddy in places after wet weather. Flat route.

**Further details** –  
[www.park-wood.org/](http://www.park-wood.org/) and [www.hants.gov.uk/storytrails](http://www.hants.gov.uk/storytrails)

## Getting there

The park has an entrance at each of its four corners, but the accessible entrance is the southern entrance on London Road (A3). The park is about ½ a mile north of Waterlooville Town Centre (on the left if you are coming from Waterlooville).

**Rail:** the nearest stations are Havant and Cosham, both around 4 miles from Park Wood



Waymarker



Bridge



# The Magic of Park Wood



*Hello everyone, I'm the Story Snail. Welcome to the story of The Magic of Park Wood. I will be your guide as you move through the story, stop at each of my markers and read that section of the story. Enjoy yourselves and don't forget to add your own ideas to make your story unique.*



*Turn off London road into Wallis Road and park in Wallis road. Walk to London road and turn left. The entrance to Park Wood is about 200 metres on your left just past house no. 203. Go through the gate. Gather by the big oak tree with the farm machinery...*



## **The Great Oak**

**You are entering an ancient and magical wood. Once, long ago, a great magical battle took place here. As you travel on our story trail look out for any signs of damage that might have occurred during the Battle of Park Wood.**



*Walk along the path to the left, go over two small wooden bridges keeping the stream to your left. Gather by the T junction by the notice board....*





## The Ancient Wood

You are now surrounded by ancient woodland which has witnessed many stories and events over the centuries. If you read the notice board you can find out about who lived here some 50 or so years ago. The story we are going to share took place hundreds of years ago.



*Look, listen, turn all around, close your eyes and feel the magic of the wood. Who do you think might have lived here?*



*Bear left and walk along....*



*Look at the old trees – their twisty trunks and gnarly bark.*



*Walk over the little wooden bridge....*



*Are there tree sprites here? What do you think they might look like? They are tiny and are naughty, mischievous little tikes. Watch out, they might dart out and bite at your toes.*



*As you walk along look for the fallen tree to your right then bear right over the little ditch. Gather by the old Yew and Oak tree...*





## The Two Trees



These two ancient trees are the good witch and wizard who looked after this wood. Yew trees have always been associated with witches and the oak tree is like a fine, noble wizard. Indeed, the witch and wizard were the guardians of this wood.



*What do you think their names would have been? There have been famous witches called Morgana, Baba Yaga and Old Mother Shipton. Famous wizards have been called Merlin, Gandalf and Apollonius of Tyana. Can you think of good names for our heroes?*

The witch and wizard worked to keep the wood safe. One of their biggest problems was to stop the sprites from gnawing at the trees. No-one knows why they did this. Can you think why? They would chew away at a tree until eventually CRASH! The tree would fall over. The witch and wizard were kept busy casting spells over the sprites. What do you think they said in their spells?

**“Spritus Teethgone!”**

**“Gnawly Halto!”**



*These were two of their spells, perhaps you can think of some more*



Continue along the path, straight across at the little crossroads onto the clearing with the bench.





## The Council of Five

Here you can see five trees in a line. The wood was divided into five areas and each tree represents one of the areas. This is where the witch and the wizard would meet once a year to decide who would look after which areas of the wood.

Now, you may have noticed that you can't divide five by two so the witch and the wizard would often argue about who would have three areas and who would have two. The woodland animals would run for cover as they spat hexes and curses at each other and smoke and sparks would fly out of their wands.



*Look around the clearing and see if you can find a stick that could be your magic wand. Are you a witch or a wizard? Flourish your wand and practice making spells. "Hexi-snarly-spot" "Grim-snaffle-spiff!"*



*Carry on and turn left onto the path. Continue for 40m and then bear right. Follow the track until you come to the yew tree on the left by the fence.*





## *The Quickening Tree.*

The witch would use this tree to listen to the herald-winds who would bring news of dangers in the area.



*Put your ear to the tree, can you hear it speaking to you?*

A new threat was approaching. The great Waterlooville Giant was coming to trample the wood. Something had to be done. The witch and the wizard had to rouse all of the magical powers of Park Wood. They waved their wands and gathered the power from the roots of the trees, the purity of the animals and the ancient knowledge of the sprites.



*Continue along the path and wave your wands to summon the magical power of Park Wood. You come to a T junction. You hear the great stomping of feet, the pounding of the Waterlooville Giant as he heads your way. Turn left and continue along the path until you come to the feet sculpture...*





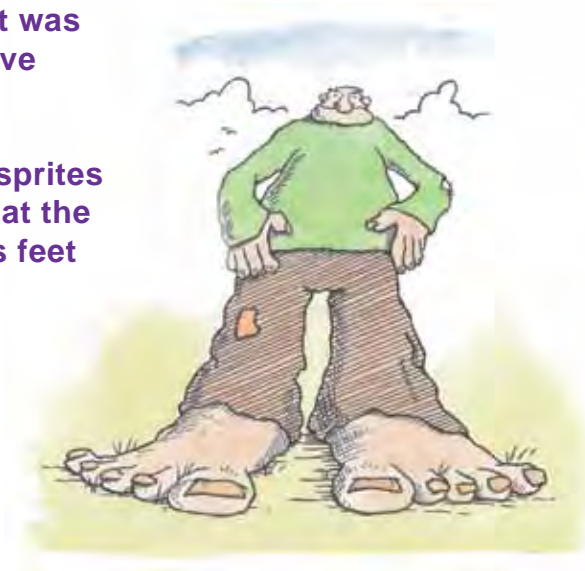
## *The Battle of Park Wood*

The Giant arrived at the wood and began to stamp and trample on the trees. The witch and the wizard fired bolts of magic at him from their wands but he was so big they had no effect. What could they do?

Suddenly, the sprites appeared behind the giant nipping at him with their sharp teeth. The giant turned. The witch and wizard were able to get themselves either side of him still firing spells.

The sprites worked their way round the giant until he was surrounded and as the woodland animals snapped at his heels the witch and wizard together fired the Resolute Woodworld Curse and with a huge flash the giant was turned into a massive wooden statue.

Over the years the sprites have gnawed away at the statue until only his feet remain.



*Continue along the path until you come to the large Yew tree on your right...*





## *Happily Ever After*

Do you know what...after that fateful day the witch and the wizard never argued again. In fact, they were married and lived happily ever after.

They decided to look after the wood together. Some people say they are still here but disguised as an old Oak tree and an old Yew tree.



*I hope you enjoyed the story of the Magic of Park Wood. Please join me for more story walks in other parts of Hampshire, more details can be found on:*

**[www.hants.gov.uk/storytrails.htm](http://www.hants.gov.uk/storytrails.htm)**





Draw your own Witch or Wizard

Don't forget to draw them a wand!

Can you spot the difference? There are five



## Further information

Useful Web sites

[www.hants.gov.uk/walking](http://www.hants.gov.uk/walking)

[www.traveline.org.uk](http://www.traveline.org.uk) - 0870 608 2608

[www.metoffice.co.uk](http://www.metoffice.co.uk) - 0870 900 0100

[www.visit-hampshire.org.uk](http://www.visit-hampshire.org.uk)

[www.hants.gov.uk/accessible-countryside](http://www.hants.gov.uk/accessible-countryside)

Please telephone Hampshire County Council's Hantsdirect-  
**0845 603 5636\***

\* calls will cost up to 4p per minute for BT customers.

Calls made using other service providers or mobile may cost more.

Alternatively, call 01329 225398 – standard and local rates apply to the number.

## Other information

Hampshire County Council's Countryside sites/parks have worked hard to improve accessibility of our sites for children and adults with disabilities.

Some sites, especially the country parks, have a full range of facilities.

## Culture-all Passport

The Culture-all Passport gives up to two adults and two children (aged 16 years or under) 12 months' unlimited, inclusive access to a world of fun, learning and entertainment at these paid-entry Hampshire sites. (Special events and paid entry exhibitions are not included.)

## Gateway Card

The Gateway Card for children and young people with disabilities and/or additional needs is free and will give you access to activities play schemes and buddy schemes available through Hampshire County Council's short breaks programme.

See: [www.hants.gov.uk/gatewaycard](http://www.hants.gov.uk/gatewaycard) for details.

