

SENSING STORIES

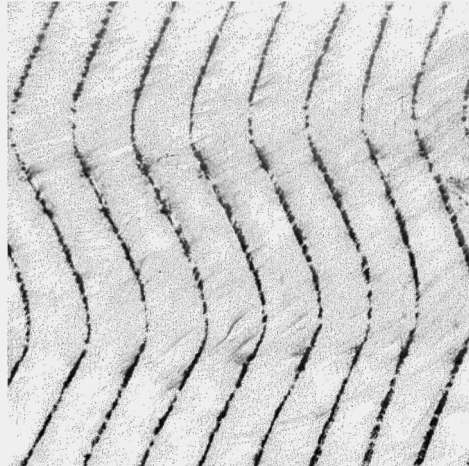
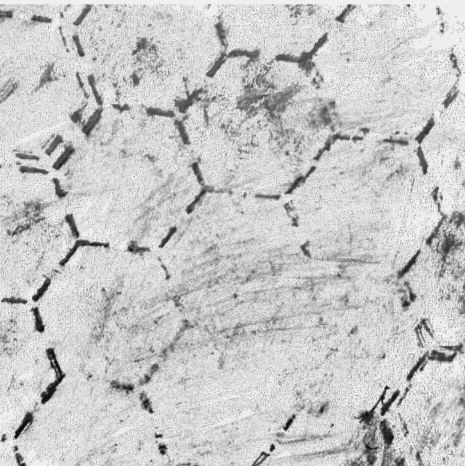
– a series of invitations

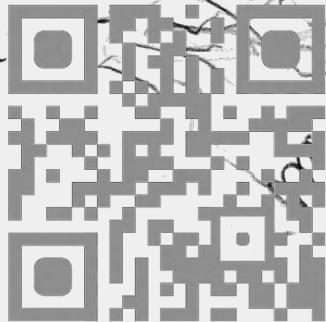
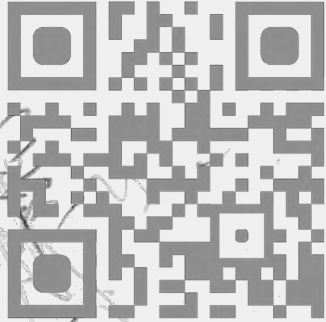


A good story invites you to think about who you are in the world and imagine yourself in it differently.

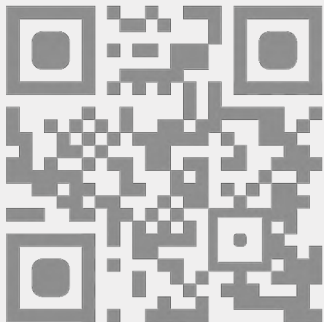
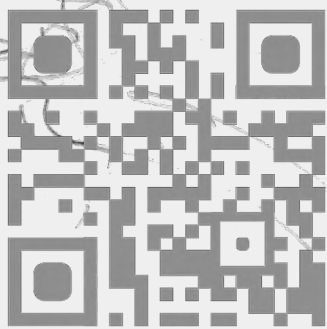
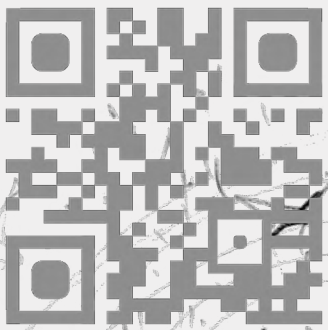
This small book holds a series of collected textures (sounds and images) that invite you to think about a place through a different experience of it. What does it sound like, smell like? What stories, imaginary or real, does it hold? Like layers of soil what memories might it have and what ones can you imagine for it in the future?

What is the skin of this place?
Is it rough or smooth, old or new?
What is it made of?
How deep does it go?
What is underneath or above, or hidden in the corner?
What has been here before?



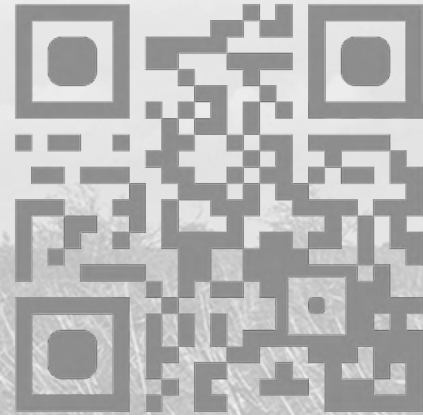


Soundmap: marks made in response to sounds while walking, Caerlaverock Nature Reserve 21.11.2021

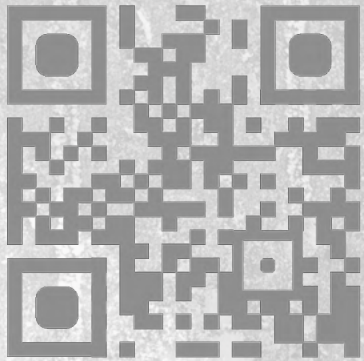


STORIES OF THE LAND

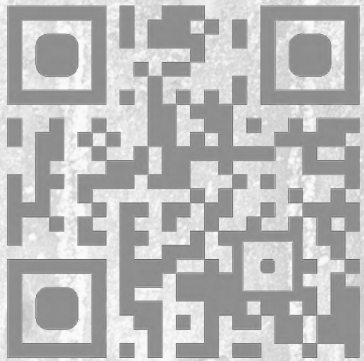
Whose Land Is It?



Finch Carries Water



Mistle Thrush Misses the Feast



STORY DICE INSTRUCTIONS:

These dice are designed to help you think of questions that you can use to explore ideas of a place and your connection to it. They can be used on your own or in a group. There are no right or wrong ways to use them, they should be playful and thought provoking. The prompts on the next page are to help you get started.

You will need a piece of paper and a pencil.

- 1) First think of a place, a bit of land, a community, it helps if it is not too large.
- 2) Choose one, or a few, of the dice and roll them.
- 3) Look at the words and allow yourself to think about the different meanings of that word in relation to the place you are focusing on.
- 4) Now form a question that connects your thoughts, the word and the place. Write this question down.
- 5) Now look at another word (choose and throw another dice if you only used one the first time) and see if that changes your question or forms a new question. Write these down.
- 6) Once you feel familiar with the process throw all the dice and repeat the stages, this time allowing the words on each dice to form questions in relation to each other and the place you are thinking of.
- 7) What additional words would be interesting to include? And Why?

CARETAKE: Who looks after this place? Who is it for, who uses it, needs it? Are there other needs that it is not fulfilling?

PEOPLE: Who is here? Who is not here? How well do those that are here, or not here, consider each other?

LAND: What is this place made of, what was it made of and what is it likely to have in it in the future?

DISPLACE: Who is not here? Is there someone that was here that is not here anymore, or someone who could be here but is not?

TIME: What time are we in? What time are we seeing this place through? Do we need to look forward, back, or both?

STORIES: What stories does this place hold? What stories could it make? What spaces might it need for that?

CHANGE: What could happen here? Are there things that are needed, changes that could be imagined, different ways of acting that could occur?

TOUCH: Is there another way to experience this place? To feel, touch or sense it?

JOURNEY: What have we done to get here? What have others done to connect to this place? Are there other journeys we could consider?



With thanks to: John Wheeler and Stuart Macpherson

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