

TIG AND GORT'S EXCELLENT ADVENTURE!

Map of the High Weald with numbered spaces (1-27) and various events. Includes a river, a camp, and several shelters. The map is designed for a board game where players follow animal trails to reach the camp.

START HERE

Tig's trail (Starts at space 1)

Gort's trail (Starts at space 1)

Events:

- Space 1: You wander close to the river and get stuck in the mud. Miss your next go.
- Space 2: Stub your toe on an old bone, miss a go.
- Space 3: You find a bone and make a musical instrument. Have an extra throw.
- Space 4: You spear a fish, have an extra throw.
- Space 5: Move back 4 spaces to safety.
- Space 6: Move forward 4 spaces to safety.
- Space 7: Follow a deer trail. Take short cut to 15.
- Space 8: Bear emerging from woods!
- Space 9: Move back 4 spaces to safety.
- Space 10: Move forward 4 spaces to safety.
- Space 11: Wolves!
- Space 12: Chop through undergrowth with your flint axe. Take short cut to 15.
- Space 13: Dry weather. Move forward 3 places.
- Space 14: Spot a wild boar from the top of a tree. Throw a 6 to spear him and win the game!
- Space 15: Make some excellent microliths. Move on 2 places.
- Space 16: Gather firewood. Move straight to the camp.
- Space 17: Unripe berries give you a tummy ache. Miss a turn.
- Space 18: Hear an auroch stamping past your shelter. Throw a 6 to hit him with your slingshot and win the game!
- Space 19: Stop to gather hazelnuts and lose sight of the party. Miss a turn.
- Space 20: Camp
- Space 21: Camp
- Space 22: Camp
- Space 23: Camp
- Space 24: Camp
- Space 25: Camp
- Space 26: Camp
- Space 27: Camp

You need a dice and two counters. Choose who is Tig and who is Gort. Throw a 6 to start.

Tig and Gort are going hunting with their tribe. Each will take a different path following streams and animal trails to get to the hunting camp. Who can reach the camp first?

Early Stone Age

THE FAMILY STONE

Gort Stone **Tig Stone**

Gort and Tig Stone are a brother and sister who hunt with their family in the High Weald during the Stone Age.

They do not live in a house, or even a cave, though they sometimes use rocks and caves to shelter for a while. They move around and set up camps in good places where food can be found nearby.

In summer they camp near rivers and catch and eat fish and wading birds. Following a river or stream helps them find their way around, but they also follow animal trails through the woods. High rocks are markers to help them know where they are too.

The High Weald is a very wooded place at this time, but there are lots of glades and clearings amongst the trees, which include oak, lime, elder, alder and hazel. On the higher ridges trees do not grow so well as it can be windy, and the soil is poor. Ridges are good places for hunting, as animals can be seen easily from these higher, open areas. It is also a good idea to watch out in the glades where animals graze, and close to water where they go to drink. Birds, wild boar, deer and aurochs (a type of wild cow) all make good, protein-rich meals for Stone Age people. The woodland is an excellent place to find nuts, berries and honey too.

It is important to have the right tools and weapons. Blades and cutters are shaped from small flint flakes, and are known as microliths. They might be attached to wood or bone. Very sharp arrows, spears and harpoons are made for hunting. Knives, saws and scrapers are used to cut and skin the animal ready for eating, and to clean and prepare the hide for other uses. Axes are useful for chopping wood, or through bone. Members of the hunting parties are expert microlith makers, and make them when needed during the hunt.

Stone Age people make good use of the animals they have killed for food. Tig and Gort and everyone else wear clothes made from animal skins and fur, stitched with bone needles or held together with bone pins.

Shelters are made from animal hides spread over poles, a bit like a tent. Sometimes these are set up against large rocks to give extra protection from the weather, and from wild animals.

HIGH ROCKS CAFÉ

Deer burger (without bun)
Fish kebab (catch of the day)
Barbecued rib of auroch

veggie option:
Nut burger (without bun)

All served with a salad of mixed leaves, freshly gathered

Dessert
Fruits of the forest with honey

Why do you think the burgers don't have buns?

MAKING TRACKS

Tig and Gort and their family follow animal tracks to hunt for food. When you are in the countryside see if you can spot any animal footprints in mud.

Make your own trail
You could create a trail for a friend to follow by drawing arrows in the mud or, if it is dry, arranging small sticks in arrow shapes.

Animal Tracks: Fox, Badger, Grey Squirrel, Fallow Deer

You could cut out these pictures of Tig and Gort and stick them onto card to make counters for the adventure game.

High Weald

EVENTS

8000BCE
First evidence of farming in the world

6000BCE

4500BCE

Stone Age hunting parties camped under rock-shelters in the High Weald