

## **What was Ambulatory Gambit?**

*Ambulatory Gambit*, a public art/performance project led by Experientialist Lee Walton at the Sunnyside Conservatory—a neighborhood park and city landmark that is the centerpiece of a major community-based restoration and design plan in the Sunnyside/Glen Park district of San Francisco.

Over 60 neighbors, artists and urban planning professionals participated in this project, an exploratory game combining scripted and chance elements that focused attention on the relation of the Conservatory to the surrounding neighborhood.

*Ambulatory Gambit* was co-sponsored by Pond: a place for art, activism and ideas, by the Friends of the Sunnyside Conservatory, by SF Parks and Recreation and Friends of Parks and Recreation, by the Neighborhood Parks Council, and by the Glen Park bookstore Bird & Beckett.

## **How did Ambulatory Gambit work?**

Previous to a game of chess:

- β 64 instructions booklets were created.
- β Each instruction booklet contained 64 pages of instructions.
- β Each instruction booklet was strategically sorted to create 64 unique booklets.
- β Each instruction booklet was handed out to 64 participants.
- β Each square on the chess board was numbered 1 – 64.
- β The page number and specific instructions were determined by the chess piece moved and the square (1-64) on the chessboard that it occupied.
- β Each participant's activities were determined by the game of chess.

## **What were the instructions created for Ambulatory Gambit?**

The following 64 pages are the actual pages created for the project.

**TO DO!**

Pawn— Hum a tune to yourself. If the tune calls for it, snap your fingers, tap your foot or dance.

Rook— Find a wooden structure. Drum a rhythm on it.

Bishop— Look/listen to what's around you. Find someone who is making a noise. Make noises that compliment the noise that person is making.

Knight— Find a circle drawn in chalk. Walk around the circle while staring at the center of it until you feel dizzy.

Queen— Lie down on the ground. Think about what your toes look like. What do your toes feel like? Smile and be thankful for your toes.

King— Look around. Notice what you like about other people's hands and how they are similar or different from your own.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

## **TO DO**

**Pawn-** cross your fingers and walk around the nearest tree.

**Rook-** find the nearest flower and smell it.

**Bishop-** walk to the chessboard and clap your hands twice.

**Knight-** look up into the sky and count the birds flying.

**Queen-** follow any person wearing green for 10 steps.

**King-** find the nearest crack in the sidewalk and measure it with your hand.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** sit down cross legged on a bench or anywhere made for sitting.

**Rook-** look for a yellow flower and smell it.

**Bishop-** find the nearest gate or fence and stand there.

**Knight-** smile at people wearing hats.

**Queen-** observe what everyone around you is doing and remember it.

**King-** find the nearest insect and pick it up.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** put your hand on the nearest tree and feel the texture of it.

**Rook-** pick up three sticks nearest to you.

**Bishop-** pick up three rocks and place them next to a tree.

**Knight-** put your hands in the air and wave them like you just don't care.

**Queen-** tie the shoelaces of somebody near to you.

**King-** take a short walk.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

**GRAB THE SMALL METAL WASHER**  
**that looks like an 8**

**Pawn**- walk in the shape of the washer very slowly.

**Rook**- walk in the shape of the washer very quickly.

**Bishop**- walk in the shape of the washer three times very quickly.

**Knight**- walk in the shape of the washer 6 times very quickly.

**Queen**- walk in the shape of the washer 6 times very slowly.

**King**- walk in the shape of the washer 3 times, each time a little faster.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** Holler like the classic Indian. (using your hand over your mouth in a patting motion.

**Rook-** grab a piece of chalk, draw a circle around your feet.

**Bishop-** begin barking like a dog, group together with others barking like a dog.

**Knight-** pretend you are riding a horse and gallop around people.

**Queen-** put your hand on the head of three people.

**King-** tell people that they have something on the shirt right below their chin. If they look them "I got you to look!"

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** Quick! Find the nearest tree and hug it until it is time to stop.

**Rook-** find a line on the ground, walk on it as if it were a tightrope.

**Bishop-** begin to bark like a dog, group together with others that are also barking like dogs.

**Knight-** take off a shoe and put it on your head, then put it back on your foot.

**Queen-** whistle and pretend to be sweeping with an imaginary broom.

**King-** find the nearest stairs and walk up them backwards.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** look for a bird

**Rook-** wink at bushes and other people.

**Bishop-** pretend to be smoking a cigarette.

**Knight-** step on somebody's shadow.

**Queen-** borrow a piece of chalk and trace your hand on a tree.

**King-** borrow a piece of chalk and trace somebody's shadow.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **GRAB THE STRING AND SCISSORS!**

**Pawn-** using a string, tie a natural object to an0 “un”natural object- then cut the string.

**Rook-** measure a nearby tree with a piece of string.

**Bishop-** Ask someone to hold the string, then wrap it around them by running circles around them

**Knight-** tie as many knots as you can in the string.

**Queen-** tie a piece of string around your finger- in the shape of a bow.

**King-** tie the string to a stable object, then walk as far as you can till we all stop.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** walk around and look for a leaf that is moving the most. Stand in a sunny spot and watch it.

**Rook-** Follow the prettiest crack on the ground for 10 steps. Place a small stone on the end of it.

**Bishop-** find the youngest person around, introduce yourself and then tell them a “wish”.

**Knight-** Look for somebody with a really heavy bag, offer to carry it for them.

**Queen-** hide behind the smallest tree, sing a song aloud.

**King-** sing a happy song so that others will hear it and remember the words. Raise your hand when you are finished.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** Listen for people barking, if you hear anybody, walk up hill 15 steps.

**Rook-** look for people with open arms- if you see them, open your arms and walk towards the nearest car.

**Bishop-** Bark like a dog, if you see others barking, group up with them.

**Knight-** Walk up hill 15 steps, find the most shiny object, when you find it, give it a name.

**Queen-** Look around and find the person who is blinking the most, say hello to him/her,.

**King-** find the largest shadow, walk around in it.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** walk to the nearest vehicle, lean against it.

**Rook-** look for people with open arms- if you see them, open your arms and walk towards the nearest car.

**Bishop-** Bark like a dog, if you see others barking, group up with them.

**Knight-** find an object near you. Use the objects shadow to make circles.

**Queen-** Look around and blink for each person that you see.

**King-** find the nearest car and lean on it.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** Look for a person with a bead necklace in their hands, Shout “I saw you!”

**Rook-** Walk around a tree and laugh out – loud.

**Bishop-** Bark like a dog, if you see others barking, group up with them..

**Knight-** Walk around people and laugh out – loud.

**Queen-** Walk around very quickly laughing out – loud.

**King-** Walk around backwards very quickly and laugh out – loud.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **GRAB THE BEAD NECKLACE**

**Pawn-** spin the beads around your wrist, counterclockwise.

**Rook-** spin the beads around your wrist, clockwise..

**Bishop-** Bark like a dog, if you see others barking, group up with them..

**Knight-** take one step downhill for each bead in the necklace.

**Queen-** Laugh out loud 1 time for each bead on the necklace.

**King-** step to your side for each bead on the necklace.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** Whoop like a crane- out loud.

**Rook-** meow like a cat – out loud

**Bishop-** Bark like a dog, if you see others barking, group up with them.

**Knight-** crow like a rooster, out loud.

**Queen-** roar like a lion, out loud.

**King-** squeal like a pig, out loud.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **GRAB THE TAPE RECORDER**

**Pawn-** hold the microphone in the air and press record.

**Rook-** rewind the tape and press play..

**Bishop-** Bark like a dog, group up with other people barking like a dog.

**Knight-** press record on the recorder, next...list off everything you see.

**Queen-** press record and record people who are making noise.

**King-** press record and listen.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** Pick up a leaf on the ground, what tree did it fall from?

**Rook-** find a crack in the sidewalk, follow it with your finger.

**Bishop-** find a spot of sunlight on the ground, what shape is it?

**Knight-** count the number of steps to the nearest tree..

**Queen-** lay down on the ground and look into the sky.

**King-** sit down and place your hands on the ground next to you.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** Count the number of palm trees you can see, yell out the total.

**Rook-** ask the person next to you...”what are you doing?”

**Bishop-** bark like a dog, group up with others barking like dogs.

**Knight-** find a good echo, if you cannot find one- look for a drain.

**Queen-** do nothing, watch the people around you.

**King-** Sing your favorite song.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** Find something natural, touch it.

**Rook-** find something **unnatural**, touch it.

**Bishop-** bark like a dog, group together with others barking like dogs.

**Knight-** In your best Latin, identify the plant nearest to you .

**Queen-** Find a good spot to sit and sit there.

**King-** jump as high as you can.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **GRAB THE GLASSES**

**Pawn-** place the glasses on the trunk of your favorite tree.

**Rook-** Put the glasses on and look at your reflection somewhere.

**Bishop-** Wear the glasses, find somebody with a camera and ask them to take a picture of you.

**Knight-** Handle the glasses as if they were hot.

**Queen-** See how far you can throw the glasses.

**King-** Sit down and place the glasses in front of you. Tell the glasses a story.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** Tip toe up hill

**Rook-** Find somebody that you don't know that you think is beautiful, tell them that you think they are beautiful.

**Bishop-** bark like a dog, group together with others barking like dogs.

**Knight-** Listen for somebody singing, if you find a singer, accompany them. If none clap your hands a request an encore.

**Queen-** find people wearing earrings. Go to each of them and rub there backs.

**King-** go to the top of a set of stairs, jump down each stair.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** Walk only on the cracks of the pavement.

**Rook-** Go to the street, if you see a red car drive past yell “I love you “

**Bishop-** bark like a dog, group together with others barking like dogs.

**Knight-** Listen for somebody singing, if you find a singer, accompany them. If none clap your hands a request an encore

**Queen-** giggle, then keep giggling.

**King-** find somebody who is smiling, hold the persons hand.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** find something that you can sweep with. Sweep the ground around you.

**Rook-** walk along the nearest curb.

**Bishop-** Laugh and walk in a large circle around anybody barking.

**Knight-** Listen for birds. If you hear any, sing “twinkle twinkle little star”, if you do not hear any birds, growl.

**Queen-** Introduce yourself to the people around you , tell them where you were born.

**King-** Smell all the flowers around you.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** Find somebody wearing sandals, then mimick them. If nobody is wearing sandals, stare into the sky.

**Rook-** Kiss the hand of the oldest person around you.

**Bishop-** Find a congested area of people, lay in a fetal position in the middle of it.

**Knight-** Listen for birds, if you hear birds, sing “Twinkle Twinkle Little Star”, if no birds, GROWL.

**Queen-** Try to make as many stacks of rocks as possible. Each stack should have at least 3 rocks.

**King-** Move like a crab.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **GRAB THE TENNIS BALL**

**Pawn-** Pound out a rythm by bouncing the tennis ball.

**Rook-** Throw the ball in the air and catch it, throw it higher each time.

**Bishop-** Make eye contact with somebody and bounce the ball to them, DON'T SPEAK!

**Knight-** Try to stand on the ball with one leg, count out loud as you do it.

**Queen-** Roll the ball up hill, catch it when it comes down, repeat.....

**King-** Bounce the ball (gently) off Lee's head. (blue shirt)

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn**- take a deep breath and enjoy the activities around you.

**Rook**- Giggle, first softly, then LOUDER until you are laughing hysterically.

**Bishop**- Stand in one place and say..."Bishop, Bishop, Bishop, Bishop, Bishop,....")

**Knight**- begin whistling, seek out other people whistling,.

**Queen**- Think about Paris, France.

**King**- Find somebody near you to Waltz with you. Begin Waltzing.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **GRAB THE FISHING POLE AND MAGNETIC FISH**

**Pawn-** Hold the fish in your hand and say, “looks like a good fishing day”

**Rook-** Reel the fishing line in and out saying, “Go FISH”

**Bishop-** Balance the blue fish on your head and take baby steps forward.

**Knight-** Juggle the two fish in air.

**Queen-** Place fish on ground and begin fishing. Alternate catching the fish, Blue first.

**King-** Balance the pink fish on your head.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** find somebody belly dancing, join them... If nobody, hop on one foot.

**Rook-** Look at the nearest building, think about what the color means to you.

**Bishop-** stand in place and say..."Bishop Bishop Bishop Bishop Bishop Bishop Bishop..."

**Knight-** Begin whistling- seek out other people that are also whistling.

**Queen-** find the nearest tree. Place your hands on it and lean straight legged as if you were holding it up.

**King-** find somebody near you and ask them to WALTZ, begin WALTZING.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** stand and listen to the wind.

**Rook-** Stand still, what temperature is it? Say the number out loud.

**Bishop-** Stand in one place and say..."Bishop, Bishop, Bishop, Bishop, Bishop,....."

**Knight-** Begin Whistling and seek out other people whistling.

**Queen-** find the tallest tree in sight, Approximate its height. Say it out loud.

**King-** Find somebody near you and ask them to Waltz, begin Waltzing.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **GRAB A PIECE OF SIDEWALK CHALK**

**Pawn-** Trace a shadow on the ground. If there are no shadows, draw a picture of the sun.

**Rook-** Invite anyone willing to play a game of tic-tac-toe. Play it.

**Bishop-** Draw a line around your feet. Step out of the line and write "I was here."

**Knight-** Draw a line around the feet of a person standing near you. When they step out of the line, write "You were there."

**Queen-** Draw a line between you and the person standing next to you. If anyone accidentally crosses the line, glare at them.

**King-** Draw a square of any size around yourself. This is your property. Enjoy it.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** Turn to a person standing next to you. Ask them for a quarter. Keep asking people.

**Rook-** Turn to a person standing next to you. Ask them for the time. Keep asking people.

**Bishop-** Turn to a person standing next to you. Ask them for a cigarette. Keep asking people.

**Knight-** Turn to a person standing next to you. Ask them if they know the way to San Jose.  
Keep asking people.

**Queen-** Turn to a person standing next to you. Ask them for something to eat. Keep asking people.

**King-** Turn to a person standing next to you. Ask them for a place to sleep for the night.  
Keep asking people.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** Shift your weight from one foot to the other. Look up at the sky. Look down at the ground. Repeat.

**Rook-** PACE

**Bishop-** Count the change in your pocket. If your pockets are empty, put your hands in them. If you have no pockets, stand with your hand out.

**Knight-** Look around and find the most interesting thing that's happening. Go over there and watch it.

**Queen-** Stop the first person you see passing by. Ask them for directions to the Glen Park BART Station. If no one passes by, look lost.

**King-** Make a call on your cell phone. If you don't have a cell phone, look impatient.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **GRAB BUBBLES!**

**Pawn-** Stand near the chessboard and blow bubbles.

**Rook-** Go to the nearest gate or fence and blow bubbles.

**Bishop-** walk up the nearest stairs or steps and blow bubbles.

**Knight-** sit on the ground and blow bubbles.

**Queen-** sit on the nearest patch of grass and blow bubbles.

**King-** sit on the nearest patch of grass and blow bubbles.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **TO DO!**

**Pawn-** stand and listen to the wind.

**Rook-** Stand still, what temperature is it? Say the number out loud.

**Bishop-** Stand in one place and say..."Bishop, Bishop, Bishop, Bishop, Bishop,....."

**Knight-** Begin Whistling and seek out other people whistling.

**Queen-** find the tallest tree in sight, Approximate its height. Say it out loud.

**King-** Find somebody near you and ask them to Waltz, begin Waltzing.

**Exchange** – everybody exchanges books, direction is still taken

**Castle** – Large group photo

## **GRAB A PIECE OF SIDEWALK CHALK**

Pawn— Trace a shadow on the ground. If there are no shadows, draw a picture of the sun.

Rook— Invite anyone willing to play a game of tic-tac-toe. Play it.

Bishop— Draw a line around your feet. Step out of the line and write “I was here.”

Knight— Draw a line around the feet of a person standing near you. When they step out of the line, write “You were there.”

Queen— Draw a line between you and the person standing next to you. If anyone accidentally crosses the line, glare at them.

King— Draw a square of any size around yourself. This is your property. Enjoy it.

### **Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

Pawn— Turn to a person standing next to you. Ask them for a quarter. Keep asking people.

Rook— Turn to a person standing next to you. Ask them for the time. Keep asking people.

Bishop— Turn to a person standing next to you. Ask them for a cigarette. Keep asking people.

Knight— Turn to a person standing next to you. Ask them if they know the way to San Jose. Keep asking people.

Queen— Turn to a person standing next to you. Ask them for something to eat. Keep asking people.

King— Turn to a person standing next to you. Ask them for a place to sleep for the night. Keep asking people.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

Pawn— Shift your weight from one foot to the other. Look up at the sky. Look down at the ground. Repeat.

Rook— Pace.

Bishop— Count the change in your pocket. If your pockets are empty, put your hands in them. If you have no pockets, stand with your hand out.

Knight— Look around and find the most interesting thing that's happening. Go over there and watch it.

Queen— Stop the first person you see passing by. Ask them for directions to the Glen Park BART Station. If no one passes by, look lost.

King— Make a call on your cell phone. If you don't have a cell phone, look impatient.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

Pawn— Find a bench. Sit on it. If there's no bench, sit where you wish there was one.

Rook— Find a street or other public sign. If the sign names something, point to what it names. If it gives an order, do as you're told.

Bishop— Pick up some trash. If there's a trashcan nearby, throw it away. If not, hold onto it until you can dispose of it properly.

Knight— Position yourself between someone else and the sun. Pretend you are a very tall building.

Queen— Stand quietly, with a welcoming look. Pretend you are a house.

King— Be a tree.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

Pawn— Stand still.

Rook— Find your favorite plant.

Bishop— Imagine the old Conservatory and the fin-de-siècle.

Knight— Stand.

Queen— Distract chess players with a song.

King— Speak boldly without pause about the city of your dreams.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

Pawn—Kneel.

Rook—Whatever you'd like to, do.

Bishop—Search for evidence of great poets.

Knight—Recline.

Queen—Tell someone you've never seen about what you do most mornings.

King—Listen to the air. Can you hear distant places?

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

Pawn—Squat.

Rook—Enjoy yourself.

Bishop—Go off and stand by yourself. Do you feel lonely?

Knight—Sit.

Queen—Prevent or confuse someone or something.

King—Walk to San Francisco. Stop when you're sure you are there.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

## **TO DO!**

- Pawn— If you are familiar with tai chi, find a spot and do some. If you don't know what tai chi is, pretend like you do and begin doing it now.
- Rook— Place your hands on the ground as well as your feet. Stay in that position for a while. Notice how your body feels. Move your body, but keep your feet and hands in the same place.
- Bishop— Listen for an interesting noise. Walk toward the noise, then imitate it.
- Knight— Place your forehead on the trunk of a tree. Close your eyes, cover your ears and imagine the rings inside the tree trunk.
- Queen— Put your hands on your hips, whistle and walk in a straight line until you reach an obstruction. Stare at the obstruction and whistle at it.
- King— Find a spot to put your ear down to the ground. Cover your other ear with your hand and listen intently. Close your eyes.

### **Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

## **TO DO!**

- Pawn— Find a leaf. Study one side of the leaf intensely, then close your eyes and try to remember what the leaf looks like—color, shape, detail.
- Rook— From the spot where you are standing right now, count as many colors as you can see.
- Bishop— Find a quiet place. Sit down there and make a list in your head of all the people who love you.
- Knight— Find a place to sit down. Think of a person you knew who is dead. Think of something you'd like to tell them. Close your eyes and imagine telling it to them.
- Queen— Lean on a wooden structure. If your name were a nonsensical acronym, what would each letter stand for?
- King— Go to an open area. Stand as straight and tall as you can with your toes touching. Inhale as you bring your arms above your head. Exhale as you bend down to touch your toes. Repeat.

### **Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

- Pawn— Clap your hands twice.
- Rook— Tap your feet against the ground.
- Bishop— Find graffiti and trace it with your fingers.
- Knight— Place both hands on the ground.
- Queen— Bow to the person next to you.
- King— Salute the person next to you.

**Note:**

Exchange—Everybody exchanges books, direction is still taken  
Castle—Large Group Photo

**TO DO!**

- Pawn— Clap your hands twice.
- Rook— Put your hands and arms in the air and wave them.
- Bishop— Knock twice on the heaviest garbage can you can find.
- Knight— Gather dirt in your hands and feel the texture of the dirt.
- Queen— Bow gracefully to the person next to you.
- King— Bow to the nearest person next to you.

**Note:**

Exchange—Everybody exchanges books, direction is still taken  
Castle—Large Group Photo

**TO DO!**

Pawn— Clap you hands twice.

Rook— Find graffiti somewhere and try to understand its meaning.

Bishop— Walk toward the entrance to the Conservatory and shake hands with a person nearby.

Knight— Go to the biggest leaf you can find and touch it.

Queen— Bow to the person nearest you who is wearing black.

King— Salute the person nearest you who is wearing red.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

Pawn— Find a chalk drawing. Stare at it. What do you see? If you don't see a chalk drawing, just stare at the sidewalk.

Rook— Listen. Follow someone who is making noise.

Bishop— Pretend to be a famous statue.

Knight— Find a child. Wave hello.

Queen— Walk up to someone you don't know. Say, "Hello, my name is \_\_\_\_\_."

King— If someone near you moves, run away.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

Pawn— Find someone who is standing still. Move around them.

Rook— Watch a person with a hat. If no one nearby is wearing a hat, look up at the sky.

Bishop— Out loud, say “I am here.” Keep saying it.

Knight— Count the trees around you (aloud).

Queen— Walk in “babysteps.”

King— Listen to the wind. If there’s no wind, listen to cars.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

Pawn— Pretend to bellydance.

Rook— Turn around 3 times. Walk in the direction you are facing when you stop.

Bishop— Take one minute out for breathing. Be aware that you are.

Knight— Move slowly toward someone sitting down. Sit down too. (If no one is sitting, keep moving around and around.)

Queen— Remember your childhood pet. Tell someone about it. (If there is no one around, just talk out loud.)

King— If you are cold, move to your left. If you are warm, move to your right.

**Note:**

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Castle—Large Group Photo

**TO DO!**

Pawn— Find someone who is dancing. Join in. (If no one is dancing, start dancing yourself.)

Rook— Make a sound. Repeat it.

Bishop— Find someone talking. Join in. (If no one is talking, start a conversation.)

Knight— Do you smell anything? If not, find something that smells.

Queen— Find someone walking. Stand in front of them like a cop. Put your hand up and say, “Stop!”

King— Watch the people around you. Then close your eyes and listen.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**GRAB THE CAMERA!**

Pawn— Take a photo of the sidewalk drawings.

Rook— Find a person who is smiling. Take their picture.

Bishop— Find the color orange. Photograph it.

Knight— Find the silly glasses. Take a picture of them.

Queen— Take a picture of the first thing you see. Turn around behind you and take another picture.

King— Find someone dancing. Take a picture of them.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

## **GRAB THE BALL OF STRING!**

- Pawn— Tie the string around someone's finger. Follow them.
- Rook— Find a garden. Tie up a flower as delicately as possible.
- Bishop— Tie the string from one tree to another.
- Knight— Hold the end of the string in one hand and the ball of string in the other. Stretch your hands as far apart as possible. Cut the string and think about how long it is.
- Queen— Think of a gift you recently received. Draw its outline on the ground with string.
- King— Throw the ball of string up in the air. After the string lands, cut it close to the ball.

### **Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

Pawn— Close your eyes and concentrate on your breath moving out to the world.

Rook— Sit with your back against a big tree and take deep breaths.

Bishop— Watch the chess players.

Knight— Look at a tree and call out whatever words come to your mind.

Queen— Make a sound like a cow as loud as possible.

King— Find dirt and smell it.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

Pawn— Remember a gift you received when you were 7 years old. Hold it in your hand, and mind.

Rook— Sit with your back against a big tree. Take deep breaths.

Bishop— Take 12 steps backward.

Knight— Stand on one leg as perfectly balanced as you can.

Queen— Wrap your arms around a tree.

King— Find dirt and smell it.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

Pawn— Close your eyes and concentrate on your breath moving out into the world.

Rook— Go to the nearest person to your left. Touch their arm until time is up.

Bishop— Take twelve steps backward.

Knight— Run to the nearest house. Touch the windowpane.

Queen— Make a sound like a cow as loud as possible.

King— Find dirt and smell it.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

## **GRAB THE HULA HOOP!!**

- Pawn— Place the hula hoop on the ground and step inside it. Sit down and imagine you are inside a glass cylinder. Trace the circumference of the cylinder with your hands.
- Rook— Shake the hula hoop and make as much noise as you can (do not let the hula hoop touch the ground).
- Bishop— Place the hula hoop on the ground. Curl up in a ball inside the hula hoop. What does the ground feel like? What parts of your body are touching the ground?
- Knight— Use the hula hoop as a view finder. Frame a round picture that is nice to look at. Are there any round objects in your picture?
- Queen— Place the hula hoop on an interesting patch of ground. Notice as many different colors, patterns, textures and shapes as you can.
- King— Go to the top of the stairs at the Conservatory. Roll the hula hoop down the stairs. See how many steps the hula hoop touches.

### **Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

- Pawn— Place a leaf in front of a crawling insect. Name it according to how it reacts to the leaf. If you cannot find an insect, name the leaf according to its shape.
- Rook— Try to find a cobweb.
- Bishop— Borrow a piece of chalk. Go to the large tree outside the Conservatory entrance and mark your height on the tree.
- Knight— Go to the main entrance of the Conservatory. Count aloud the number of people you see as you look back into the park.
- Queen— Challenge the closest young person to you to a “thumb-war.” Keep your eyes closed during the game.
- King— Go to the nearest fence and peek through it.

**Note:**

- Exchange—Everybody exchanges books, direction is still taken
- Castle—Large Group Photo

**TO DO!**

- Pawn— Go to the bottom of the stairway. Hop on one leg up the stairs.
- Rook— Add the numerals of your age together. Spin in a circle that number of times.
- Bishop— Hold your breath for as long as you can. Blink for each second you hold your breath. Repeat.
- Knight— Find someone with long hair. Ask them for one strand of hair. Place it so that it looks like a cobweb among the greenery. (If you can't find a hair donor, keep asking.)
- Queen— Pick up 5 pieces of garbage and put them in the closest trash can. Describe the garbage as you pick it up.
- King— Force yourself to yawn (or pretend!) and see if you can start a chain reaction.

**Note:**

- Exchange—Everybody exchanges books, direction is still taken
- Castle—Large Group Photo

**TO DO!**

Pawn— Stand still and listen! Locate the sound of a vehicle. Mimic its sound as it drives into the distance.

Rook— Pick a flower and play “he/she loves me, he/she loves me not.”

Bishop— Go inside the conservatory and walk along the cement ridge that surrounds the center palm.

Knight— Find some bell-shaped flowers. Imagine they are chiming as they move. Mimic the sound of their chiming.

Queen— Find the highest place you can safely stand. Stand there.

King— Challenge the most idle person to a “pick-the-longest-piece-of-grass” competition.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**GRAB WHITE “CRAYOLA” CHALK!!**

Pawn— Listen! Draw a symbol on the concrete beneath your feet for each of the sounds you hear.

Rook— Draw a bull’s eye on the nearest hard vertical surface. Find a pebble and try to hit the target (don’t break any windows!).

Bishop— Go to the main entrance of the Conservatory. Draw a map of the garden from memory.

Knight— Draw a hopscotch. Play a game.

Queen— Go to the top of the closest steps you can find. Number them while walking down.

King— Make a drawing of a palm tree.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

- Pawn— Get as many people as you can to link up to your chain. Say “Connected!”
- Rook— Name out loud the different materials which make the park sign hang so fine.
- Bishop— Listen for the word “shade” or “dappled” to be spoken. Say “Sunlight!”
- Knight— Find your partner by saying “long ball!” Bounce an imaginary ball between yourselves. Say “Bounce!”
- Queen— Find the softest article of clothing. Ask for permission before you touch!
- King— Make the sound of the last musical instrument you heard live. Make the sound louder! Louder!

**Note:**

- Exchange—Everybody exchanges books, direction is still taken
- Castle—Large Group Photo

**TO DO!**

- Pawn— Get as many people as you can to link up to your chain. Say “connected!”
- Rook— Name out loud the different materials that make the park sign hang so fine.
- Bishop— Listen for “shade” and “dappled” to be spoken. Say “Sunlight!”
- Knight— Find your partner by saying “long ball.” Bounce an imaginary ball between yourselves. Say “Bounce!”
- Queen— Find the softest article of clothing in the group. Ask for permission before you touch!
- King— Make the sound of the last musical instrument you heard live. Make the sound louder. Louder!

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

- Pawn— Mimic the shape of a croquet wicket. Say “arch!”
- Rook— Every time you hear a number said aloud, say “palms!”
- Bishop— When you hear someone say “shade,” introduce yourself as “dappled.”
- Knight— Find the geographic center of the park. When you find the frog, you are there.  
Croak loudly: “ribbit!”
- Queen— Find and say aloud the name of the plant which inspired the Greek’s Corinthian column: “Pyrocanthus!”
- King— Find any stair that leads to a fence. Imagine and describe out loud where the stair formerly led you.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

- Pawn— Find a stop sign shape in the park or on the street. Say “Pentagon!”
- Rook— Count aloud the palm trees you can see.
- Bishop— Walk close to people until you smell their perfume. Say “How nice.”
- Knight— Count out loud the birds that you see or hear.
- Queen— Which is softer: your cheek or the cowl of a calla lily (you can find them in the park). Announce the results of your findings aloud.
- King— Listen for someone describing where a staircase leads. Pretend you are holding a microphone to record him or her.

**Note:**

- Exchange—Everybody exchanges books, direction is still taken
- Castle—Large Group Photo

**TO DO!**

Pawn— Find a flower that has no smell. Say its name. If you don't know its name, make one up.

Rook— Count aloud the letters on the park sign (even the little ones!).

Bishop— Find something hidden from sunlight. Say "shade." When someone says "sunlight," say "shade" again.

Knight— Find your partner by saying "long ball." Bounce an imaginary ball between you. Be careful not to hit the crowd.

Queen— Snap your fingers when you see someone touching others in the group.

King— See someone describing where a staircase leads. Pretend to film them.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo

**TO DO!**

- Pawn— Find the prettiest flower nearby. Smell it. How does it smell?
- Rook— Find the shortest tree nearby. How short do you think it is?
- Bishop— Find a person with the same color hair. If there is no person with the same color hair, look for something else the same color. Stare at it.
- Knight— Look at the ground. See if you can find a bug. Point at it. If you can't find a bug, keep trying!
- Queen— Find a plant. Imagine what it would be like to sit on it. Pretend you are doing it.
- King— Choose a color on your clothes. Look for something else the same color. Say hello to it.

**Note:**

Exchange—Everybody exchanges books, direction is still taken

Castle—Large Group Photo