

A Giant Adventure!

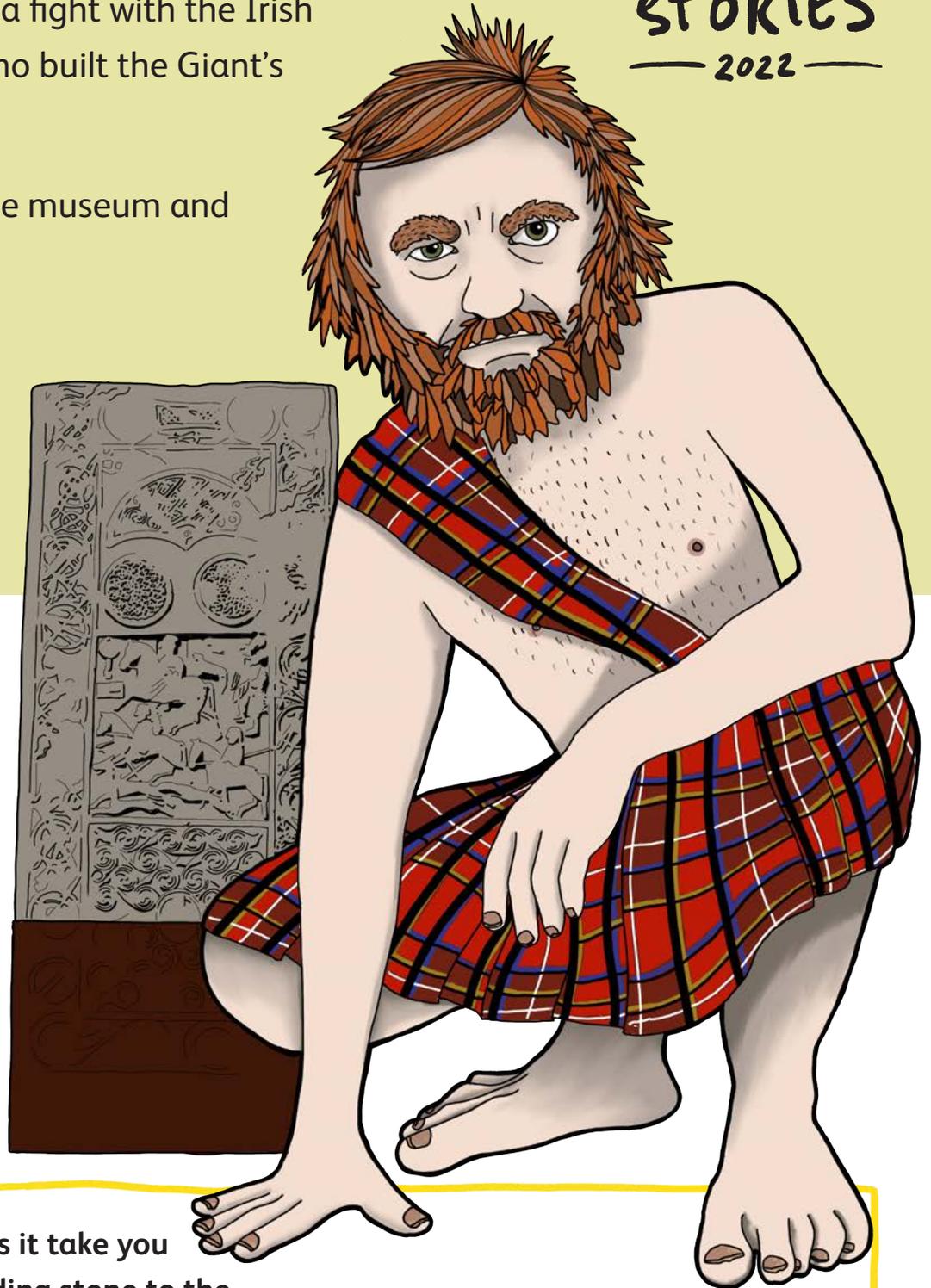
Thank goodness you're here! The Scottish giant Benandonner is hiding in the museum! He's in the middle of a fight with the Irish giant Finn McCool who built the Giant's Causeway.

Can you help keep the museum and everyone in it safe?

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— 2022 —

Benandonner was last seen in the *Early People* gallery (Level -1) next to this standing stone.

He's looking for things to help in his fight and is using the standing stone as a shield.

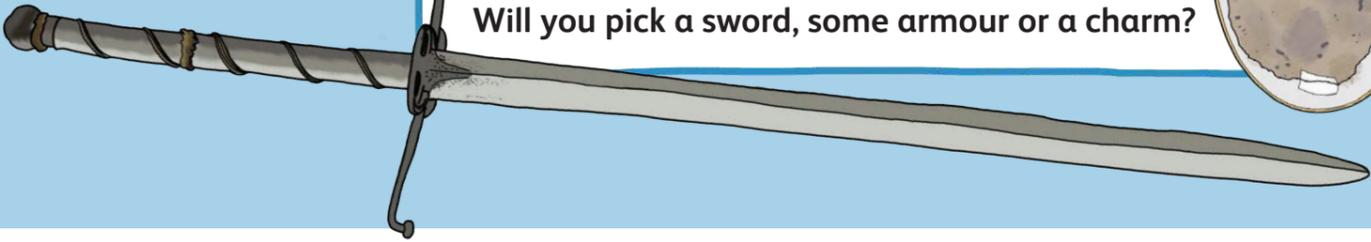


How many steps does it take you to get from the standing stone to the stairs? Benandonner can do it in just one step!

How tall are you compared to the giant? Stretch up as high as you can, can you touch the ceiling? Benandonner can!

You're going to need some protection.
Creep up to the *Kingdom of the Scots* gallery (Level 1).

Choose something to protect yourself.
Will you pick a sword, some armour or a charm?



Draw your object here:



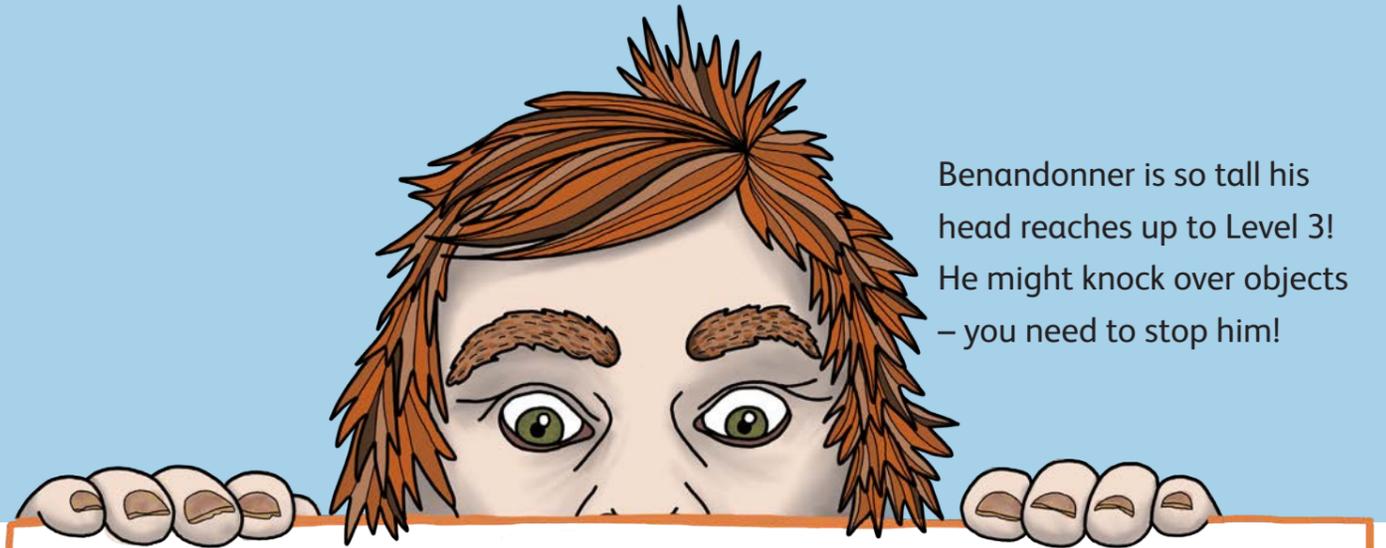
The floor is shaking and you hear footsteps in Hawthornden Court... it's him.

Stamp your feet to see if you can scare him off, jump up and down too.
Oh no it's not working...

Ewww! He smells really bad.



What does that awful smell remind you of?



Benandonner is so tall his head reaches up to Level 3! He might knock over objects – you need to stop him!

Go up to the *Scotland Transformed* gallery (Level 3) and choose your three favourite things that you want to protect from the giant. Take photos of each one with your real (or pretend) camera.

Benandonner yawns a giant yawn. This is your chance. Head towards the back of the gallery behind the Newcomen engine and through the doorway to the left.

Find the musical instruments and choose one to lull him to sleep.

What song would you choose?
Can you hum it?

While Benandonner is having a nap, he mumbles in his sleep, and you discover he's not scary, he's frightened because he's lost and lonely!

Can you help him find his way home?
Clap your hands three times to wake him up.

Take him to the *Kingdom of the Scots* gallery (Level 1) where there are lots of stone doorways and carved wooden doors.





One of these doors might help Benandonner to escape.

Which one will you choose?

It's going to be a squeeze for him to get through!

Can you crouch down as small as you can?

Do you think he might have to crawl?

You smell the sea and hear seabirds... You've found the right door.

Wave Benandonner goodbye.

Now mime closing the door and locking it to keep any more giants out!

Thank you for helping Benandonner find his way back home.

Now tell your exciting story to your friends!