

60 Things to do in a walk up the Porter Valley

A challenge for young families. A 2 mile walk starting at Hunters Bar roundabout to Forge Dam.

1. Discover the name of the lady who is twice her actual size. **When was she born?**
2. Cross over the bridge to the right of this lady.
3. Look for a post, **what was the name of the Mill that used to be here?**
4. Look for a large stone with a crest carved into it. **What are the symbols on the crest?**
5. **Which animals have left prints on stones in the playground?**
6. **When was the playground upgraded and by whom?**
7. Look for a wooden amphibian and read the limerick out loud.
8. Count your strides as you cross the river. **How many did you take?**
9. Check the information board by the Mi Amigo monument. **What year did the crash happen?**
10. Think about the 10 brave men who died as you climb the steps beside the monument.
11. Go into Endcliffe Wood and hide behind a tree.
12. Find a tree with 2 trunks.
13. Look in the leaf litter and find leaves of different shapes and sizes.
14. Turn over the leaf litter and find some mini-beasts.
15. Stop and listen! **What can you hear?**
16. Look for another post. **What was the Dam used for from 1903?**
17. Find the large oak tree in the open grassland behind Holme Wheel Dam – and give it a hug!
18. Lie on your back under the tree and gaze into its branches.
 - **How old do you think the tree is?**
 - **What are its fruits called?**
 - Name some animals that might live in this tree.
19. Go to the far end of the Holme Wheel Dam and find the Giant's Coffin.
20. Play Pooh Sticks on the bridge
21. Look for 'ridge and furrow' as you walk along the path, both on the grass and on a seat!
22. Look for another post. **When was the Mill built?**
23. Listen to the roar from the overflow of the Nether Spurgear dam.
24. Count and name the different ducks that are on Nether Spurgear dam.
25. At the far end of the dam, between the bridge and the weir, look for fish in the river.
26. Look right, left and right again before crossing Rustlings Road.
27. Keep to the right, out of the cycle lane.
28. Hop between the benches as you go along the path.
29. Change legs and hop as far again.



Produced by the Friends of the Porter Valley
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We hope you enjoy your walk up the Porter Valley. Please respect others in the Parks, and keep dogs under control.



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Can be completed in one go, or over several days.

30. Listen for the woodpecker who lives on your left in Bingham Park.
31. Feel your heart beat as you run up the steps to the Ibbotson Dam.
32. Check if a kingfisher is looking for a meal.
33. Look in the mud for tracks from wagtails and other creatures.
34. Smell the air to check if there is a bonfire on the allotments.
35. Look for the camera watching you as you approach Shepherd Wheel.
36. **What were the buildings used for and how were they powered?**
37. **How many millstones make the staircase?**
38. Take time out on a bench by the side of the dam. **How many different birds do you see?**



39. Take care crossing the road! Look for a dipper in the river beyond the bridge.
40. Find the Leather Wheel post, This Mill had several names – **which is your favourite?**
41. Spot the ferns growing in the goit of the Leather Wheel Dam and wildflowers growing beside the path.
42. Sit in one of the armchairs before you cross the road.
43. Use the stones to cross the river, if it is safe to do so, and take care if bikes or horses are sharing your path.
44. Use the footbridge to cross the river and head up the slope to Wire Mill Dam.
45. Check out the cottages below the dam, **what are they called?**
46. Count the steps as you go up to the dam and discover when you can go fishing.
47. **Are there any herons in the reeds?**
48. **Can you spot the difference between the male and female ducks?**
49. **Can you see reflections in the water?**

50. Look up and watch the clouds. **What do their shapes remind you of?**
51. Find 3 twigs on the ground and make an arrow, pointing the way to Forge Dam.
52. Follow your arrow and look for some dead wood. Are there any creatures underneath?
53. Stop and listen! **Can you hear the sheep, Song Thrush, Wood Pigeon, Wren, Robin, Blackbird, or Chiff Chaff?**
54. Check the date the goit was repaired and wonder why the path is so high above the river.
55. Take care as you meet the road at Forge Dam and look left at the old Button factory which is now people's homes.
56. Listen to the sound of the rooks in the rookery above you.
57. **Count the swings in the children's playground, how many are there?**
58. Buy some duck food at the café if it's open, and feed the ducks on Forge Dam.
59. Find the post outside the Café. **What did the owner invent?**
60. Sit on a bench, lookout for more wildlife and wonder if you've earned yourself a treat from the café!

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