

300 STEPS TRAIL

Take a 10 minute walk and rediscover Chatham's green spaces, amazing history and incredible riverside location

FREE!



end here

start here

300 STEPS
TO THE
RIVER

**SUN
PIER**

300 STEPS TRAIL

write your answers here!

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

To win a **free sailing trip** for 2 please tell us your email address and hand in your trail to Chatham Library or Sun Pier House.

Name: _____

Email: _____

T&C's : sunpierhouse.co.uk/projects/300-steps-to-the-river

Start at Military Square, Chatham High Street - the crossroads of Lloyds, Halifax, and NatWest banks.

1

Look up! What animal can you spot carved in the stone of one of the buildings?



Walk along Military Road towards the Pentagon

2

There's a crest on the big silver gates at the end of the road. What is the motto on the crest?



Make your way to the Paddock



Take a moment to take in the natural things around you. What flowers can you see? What do they feel like? Do they have a smell? How many different colours can you see? How many trees are there?

3

Find the big map carved onto the ground. What century is this map from?



Spin around to see the Brook Theatre

4

How many statues can you spot on the roof of the Brook Theatre?



Cross the road to follow the path to the Riverside Gardens - don't forget to **stop, look, and listen!**

5

Find the three Casements (rooms where cannons were fired from). What famous Victorian wrote the quotes written on the ground?



There is a tactile map at the Casements. Close your eyes and follow the River Medway with your hands - what does it feel like? Can you imagine the shape of the river in your head by feeling it?

6

There are 3 cannons in the gardens, but only one has a date written on it - what year is it?



Make your way to the riverfront



Take a moment to experience the River Medway at the waterfront. What sounds can you hear? How many boats can you count? Can you spot any swans on the river?

You did it! You followed the 300 Steps Trail!

