

Cub.



Access Pack.

Welcome to the Cub access Pack.

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About the installation



Cub is a story for children aged 7+ that you listen to on headphones inside a purpose-built den. Outside of the den, there are a variety of optional craft and textile activities to take part in too, related to the story.

Themes within the story include family, climate change, mixed heritage, and connection to the natural world.

The story is about a child, Kit, who lives with their Mum and Nai Nai (Grandma) and a fox, and what happens when their homes flood.

Kit's Dad is away, and a big storm is coming. They help their Mum get the house ready in case of a flood. Kit goes to play in the woods behind their house and meets the fox, defending her den and cubs.

The flood happens in the night. Mum, Grandma and Kit have to leave and go to an evacuation centre in a school.

The fox is trying to keep safe from the storm and the flood too, and has to leave her home, the fox and her cubs venture into the school where they meet Kit...

Things of note that happen in the story:

- A flood means the child has to leave home.
- Memory loss of grandparent.
- Dad is not at home.
- The child struggles to speak Cantonese, Dad's family language and feels disconnected from family.
- Mild peril as fox escapes flood.

Your journey

There is an archway in front of you - made from camouflage netting draped over shelving. You duck through and there is a makeshift den - an uneven shape, draped with different types of fabric. You can now see that the whole structure is surrounded by draped camouflage netting and fabric. At the entrance of the tent there is a child's yellow jacket hanging on the left hand side. You crouch down to crawl into the den. As you enter, there is a patchwork panel with slow stitching of foxes.

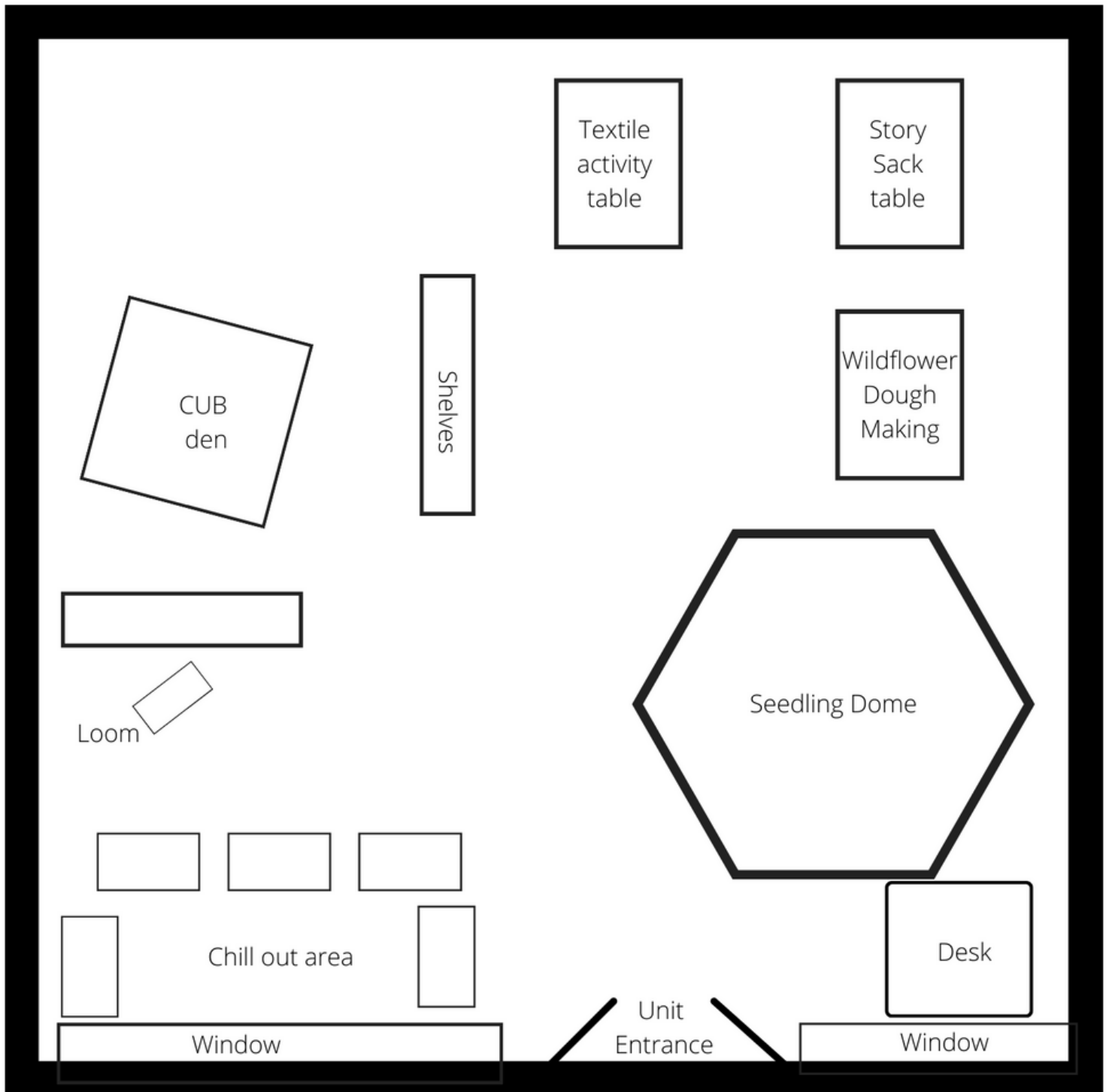
Inside the tent, the ground is covered in different fabrics - varying in colour, pattern and texture. There are several poles inside the tent holding up the roof but also chairs forming part of the structure. The floor is circled by colourful fairy lights and there are cushions, cuddly toys, mugs and jars filled with leaves and pinecones dotted around.

There are also two bags stuffed with items - a child's backpack filled with toys, books and a games console and an adult's holdall filled with fabric, pinecones and sticks. A copy of 'How to train your dragon' is propped open over a carved mango wood box. If you were to open the box, you would find it full of simple treasures - a small teddy, a shell, a bar of soap and more. There is a heavy duty torch next to the box.



Map of the installation

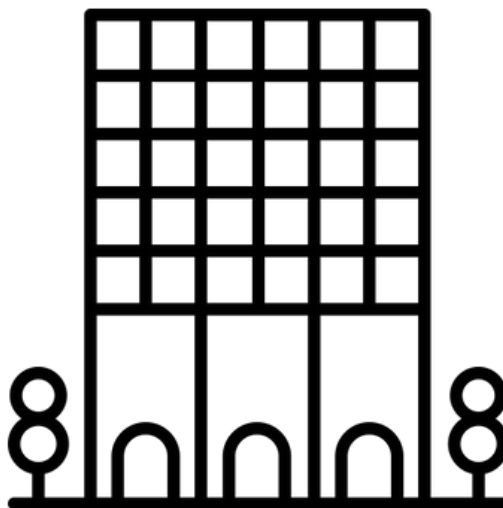
Here is a birds-eye view map of the layout of the installation and activity areas.



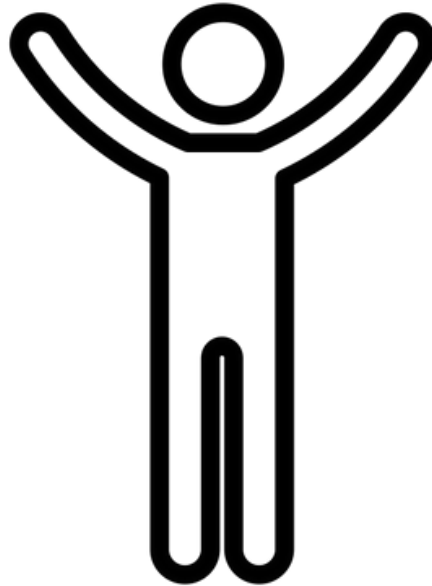
This map is not to scale.

Social Story

Cub is an installation happening at Grosvenor Shopping Centre.



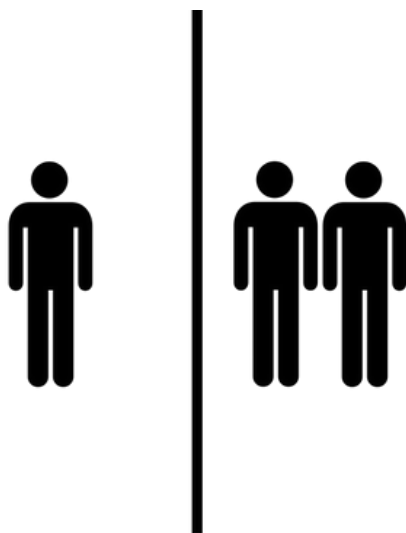
You will be welcomed in by one of the team and invited into the installation space.



You will enter a den. You will need to crawl through to get into the den. Around you will be different objects like books and teddies.



You can listen to the audio by yourself or with another person.



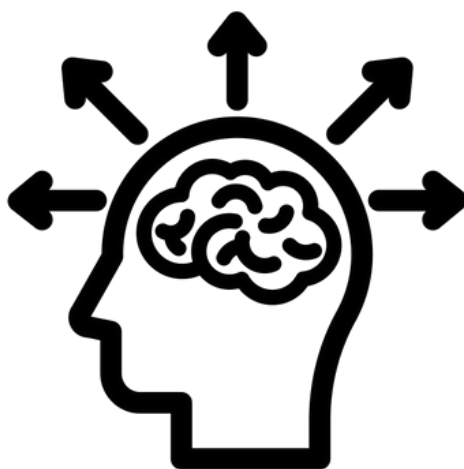
You can put on headphones and a member of the team will start the audio story for you.



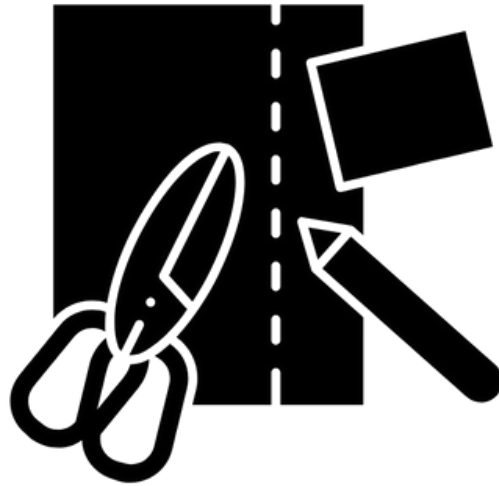
When the audio story has ended, you can take a moment to rest and relax inside or outside the den.



You can share your thoughts and feelings on the story if you like.



Outside the den, there are different activities you can take part in if you like.



When you are ready, you can leave the installation.





Triggers, Emotions and Senses

General Access Notes

Interests: Environmental conversations / Comfy enclosed spaces / Connection to nature and animals.

Potential negative triggers: Dad is away from home / Child and family have to escape flood / Fox and cubs have to escape flood / Grandparent with memory loss and a child struggles to communicate with them.

Total Blackout: No

What is the age guidance: 7-12+ (younger children are welcome but may find some parts of the sound a bit scary)

Sound and Lighting

What is the audience lighting level?: Dimmed/low lighting with fairy lights

Are there...

Flashing Lights or strobe: No

Loud sounds/noises (inc. music): Yes

Repetitive noises: Yes, embedded in the music

High-pitched tones: Yes, but these are limited

Workshop/manual activity: Yes. There are optional wraparound activities including wildflower playdough, story sacks, and tenth square designs.

Triggers, Emotions and Senses

Samples of some sounds you will hear:

Loud sounds/noises.

Scan QR code to listen



Repetitive noises.

Scan QR code to listen



High-pitched tones.

Scan QR codes to listen

1



2



3



These are the headphones that you will wear to listen:



Triggers, Emotions and Senses



Are participants required to...

Walk around: No. However, to enter the Cub exhibition space you can crawl into the embroidered tent. There is a different entrance available for access or preference.

Undertake directed movement: No

Read: No

Draw: No

If participants are expected to use materials (eg: pens, pencils, scissors) what are these materials: There's quite a few for the various (optional) wraparound activities - fabric, yarn/string, colouring pencils and pens, PVA glue and scissors, A4 paper. Wildflowers, wheat flour, salt, cream of tartar, water, rapeseed oil, essential oils - lavender, ylang ylang, frankincense, fresh flowers, twine, greaseproof paper. Wood discs, linen mini sacks, twigs, seed bombs (soil and seeds), activity sheets.

Is it okay for a parent or carer to support children in participation: Cub has been created with children, for children to experience. However, if your child needs additional support, you are more than welcome to participate in the space with them.

Triggers, Emotions and Senses

Attention Span Information

Audio installation duration: 16 mins 47 seconds

Does the audience need to sit in one place during the audio installation?: No - for Cub the headphones are wireless.

Is it okay for audience members to make a noise/move around in the installation: Yes

Senses, Emotions, and Effects

Does the installation have any distinctive smells: No

Does the installation have any other special effects (eg: smoke machine, bubbles, etc): No

Does the installation involve exploring any textures, and if so please specify: There are optional items to explore within the installation. These include various fabric, pinecones, household objects - torch, mugs etc.

Do any of the characters in the installation express anger: No

To what extent is the installation dialogue-driven: The main story is audio-based and includes dialogue, but there are other ways to explore it (e.g. sensory quilt and exploring the space)

Tactile Map

There is a tactile map available for you to explore throughout your listening journey. Each circle represents a part of the stories journey. Just ask one of the team members for access to it.

Here is a photo of the tactile map:



Audio Transcript

To access a digital version of the audio transcript, scan this QR code:



A hard copy of the written transcript will be available from one of the installation team members.

