



Forest of Imagination 2025

Entry Hill, Bath

August 2025

Forest
IMAGINATION

Image by Perry Harris

Forest of Imagination 2025 Entry Hill Bath

Vision and Key Objectives

Bath is a landscape city, a city of imagination. The vision of the art and nature park at Entry Hill is to ensure that the local community and visitors will feel connected to the natural environment and engage with their local landscape, inviting creativity and imagination, and improving health and wellbeing.

We propose the transformation of the Entry Hill Golf Course into a unique Sculpture - Nature - Community Park. One that demonstrates how the city of Bath is positively addressing the Climate and Nature Emergencies, provides multiple active engagement opportunities for a wide spectrum of the community and where we can experience thought provoking art and sculpture in a spectacular landscape setting.

We also propose this new park as a focus for the local communities that provides new access for pedestrians and cyclists across this part of the city through a naturalised landscape. It is a special park where we can integrate routes and features to encourage active leisure and play, where we can embed interpretation of the special features of the site, provide a unique learning experience and where we can host community and city events.

At the heart of the Park would be a new landmark facility that provides an enhanced café, a flexible use hall and a creative studio space shared by the Avon Wildlife Trust and the House of Imagination for creative learning and making.

We believe the park should have a multifunctional role but within a strong Sculpture/ Nature identity defined by the integration of international, national and local profile artworks set within a mosaic of enhanced habitats best suited to this site.

The proposal offers the opportunity to establish a permanent showcase for the importance of the landscape and environment to the future wellbeing and enjoyment of the city, its residents and visitors.



Forest of Imagination 2025 Entry Hill Bath

Location in the City

Creating a unique place for the City of Bath

Offering over 13 hectares of open green space, the golf course site is a significant area of green space in the city and has the potential to work harder to help tackle the climate and nature emergency.

Through enhanced planting and modification of the habitats, the site could improve its potential for carbon sequestration whilst also contributing to strategic nature conservation projects such as the Nature Recovery Network.

Forest of Imagination 2025 offers the opportunity to highlight these qualities and opportunities through a series of temporary installations specifically responding to the [5 principles for the future of the site](#) as defined by BANES Council:-

- Providing publicly accessible walks and accessible routes for the communities of Bath and North East Somerset.
- Helping protect the landscape and its ecology and contributing to the wider ecological habitat network and species recovery.
- Providing opportunities for learning, discovery and enjoyment.
- Respecting landscape character and protecting the World Heritage Site setting.
- Helping meet the costs of maintaining the site to keep it safe and financially sustainable.
- Helping improve the health and wellbeing of Bathnes residents.



Forest of Imagination 2025 Entry Hill Bath





Site Context

Community

The event will be developed in collaboration with local communities and schools to ensure it has relevance and adds value to the immediate neighbourhoods of Foxhill, Entry Hill, Odd Down, Bear Flat, Lyncombe Vale and Mulberry park communities. This diagram identifies the relative proximity of key neighbourhoods.









Green Infrastructure Network

The site is strategically significant in the wider setting of Bath. Through enhanced habitat management there are opportunities to significantly improve its biodiversity value within the city whilst optimising its value to the WHS landscape setting, climate change adaptation and value to health and wellbeing.

-  Sites of Nature Conservation Interest (SNCI)
-  Nature Corridor
-  Horseshoe Bat Foraging Corridor
-  Habitat Rich Woodland




Accessibility

The site sits adjacent a major highway and bus route with bus stops along the edge of the site. It has a small car park on site and is lined by pedestrian footpaths that connect with the local communities and the city centre. Access to the popular Two Tunnels route is nearby offering the potential to link into a wider catchment of cyclists and pedestrians.

-  Entry Hill Golf Course pedestrian entrance
-  Efficient key pedestrian routes to Entry Hill entrance
-  Prolonged key pedestrian routes to Entry Hill entrance
-  No Public Access to Entry Hill
-  Bus Stops
-  Parking
-  Route towards Bath Spa Train & Bus Station
-  Two Tunnels disused railway - sustrans Route

Visibility

The site offers long views towards the city centre and the northern skyline. The event will explore opportunities to open up some of these views and to establish viewpoints with seats and information on what can be seen. At the same time Entry Hill is visible from many places and building within the city centre and a selection of these will be highlighted with temporary viewpoint information and seating.

-  Glimpsed views to City Centre through trees
-  Obstructed views into site
-  Image locations



Community



Green Infrastructure Network



Accessibility



Visibility

Forest of Imagination 2025 Entry Hill Bath

Connecting and Involving Communities

The Entry Hill Golf Course site has the potential to become an amazing asset for the city and not to remain as a semi private, invisible green oasis. It belongs to all of us who live and work in the city and we believe it should become part of the wider network of inclusive public green spaces but carefully managed and programmed to complement other parks, gardens and attractions across the city.

The earlier diagram highlights how this site could become a hub for the immediate neighbouring communities of Foxhill, Odd Down, Bear Flat, Lyncombe Vale and Entry Hill and a focus in the city for outdoor art and nature. The intention is to engage these communities in the plans and proposals for the site. An outline approach to engagement has been prepared by the New Citizenship Project.

“It will be a space created with the people of Bath, not just for them”, Helen Meech, Director, Oak Project

A wide range of organisations have shown considerable interest in becoming part of the project and to use, help manage and share the facilities. These include Local Residents’ Associations, Bath Spa University, local schools, Bath Preservation Trust, Bath Natural History Society, Avon Wildlife Trust, and a number of volunteers.

Another benefit of the proposal is the potential to add to the community of edge of city centre attractions and to reinforce the profile of the skyline walks, and landscape viewpoints back to the city. The proposals have the support of Bath City Farm and the National Trust precisely because of the potential to create a new collective profile for these attractions.



Forest of Imagination 2025 Entry Hill Bath

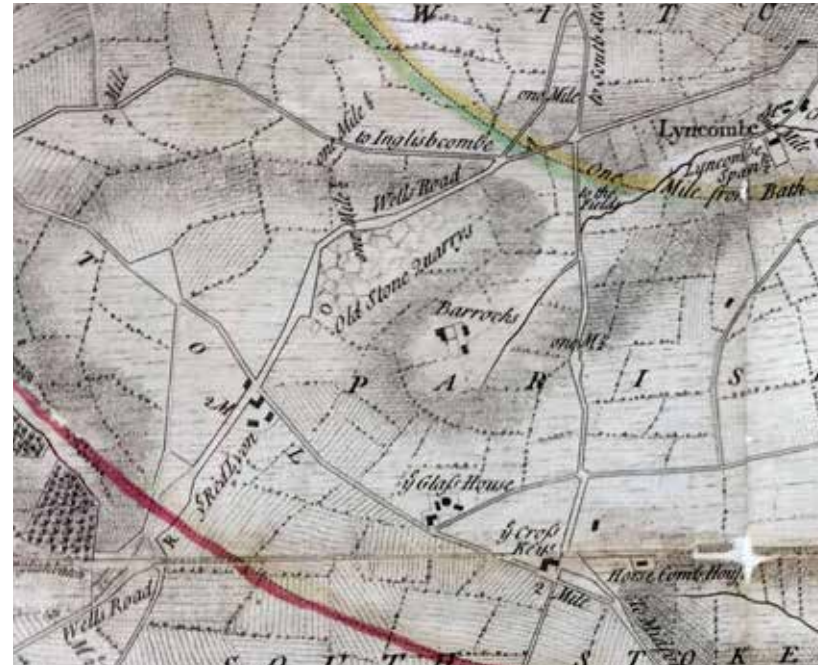
An Evolving History

A preliminary review of the site history indicates it has always formed an edge to one of the main access routes into the city from the south and has always offered a dramatic view of the city centre as the approach road drops over the lip of the valley. It was developed as a large open stone mine which created the distinctive edge topography. In later years it was a farm and then a landfill site.

The landfill was capped and modelled to form the golf course we see today. The photos of the original golf course site demonstrate the dramatic open views the site enjoyed at that time.

Although use of the golf course has lessened the site itself has evolved into a surprising green space with many qualities that set it apart from other parks and landscapes in the city. Long, tree framed, views to the city contrast with open spaces entirely surrounded by trees.

There is a tranquillity to the spaces along the eastern edges whilst Wellsway creates a noisier backdrop to the western edges. In 2017 the Bathscape project held a Family Nature Day at the site facilitated by Avon Wildlife Trust. This event highlighted the potential value of the site as a place for outdoor learning and nature conservation.



Historic Map : 1742



Historic Map : 1899



Historic Map : 1898



Historic Map : 1946



Painting of free stone quarrying around Bath,
Somersetshire 1791

Forest of Imagination 2025 Entry Hill Bath

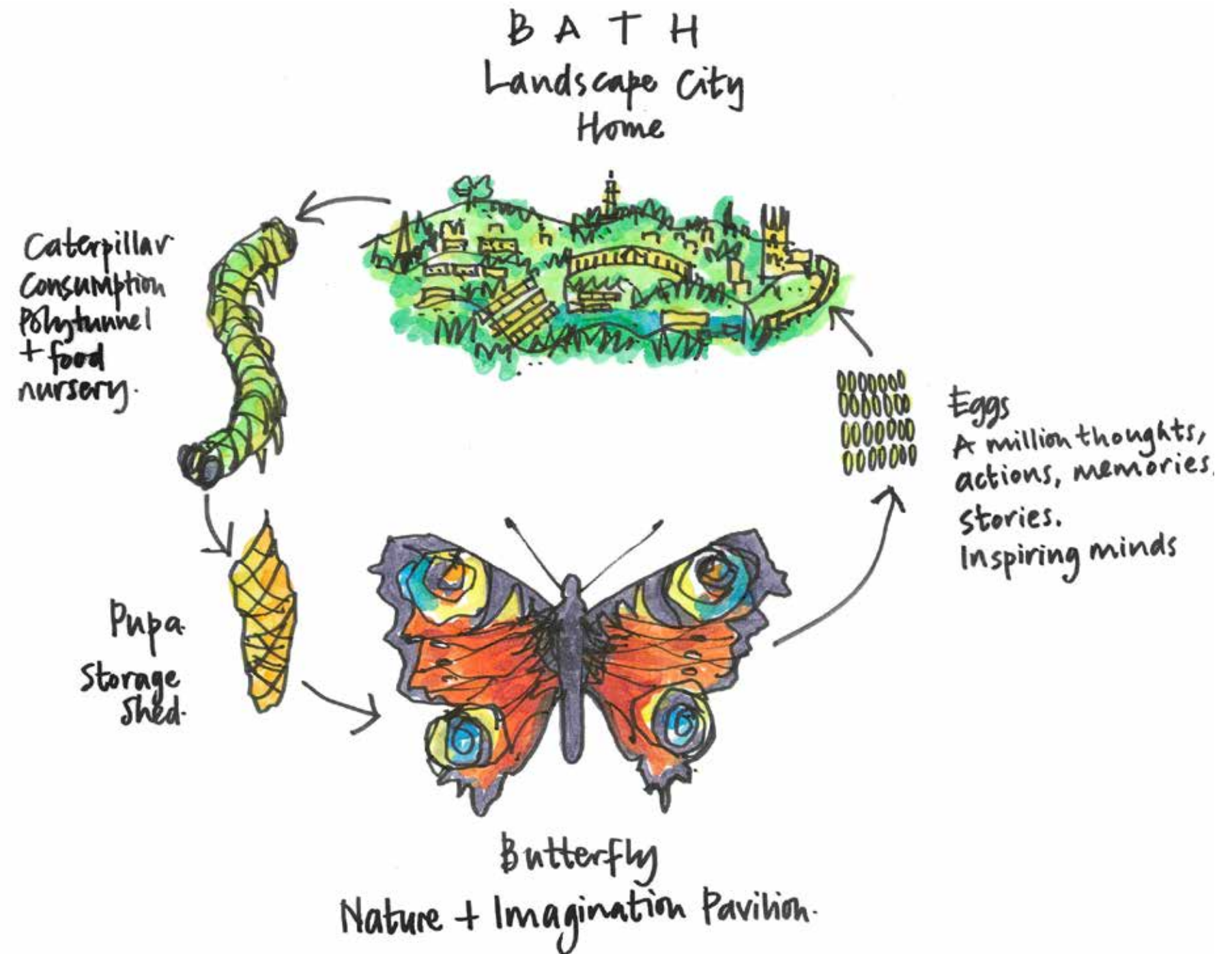
Imagining the Future of the Forgotten Land

In response to the climate emergency **'Imagining the Future of the Forgotten Land'** involves the transformation of Entry Hill (former golf course) as a proof of concept for a permanent Forest of Imagination as an Art and Nature Park, a centre for arts and ecology, in partnership with key partners.

For local people and visitors, the space offers the prospect of access to a unique green space and nature where active and passive recreation can be enjoyed to benefit health and wellbeing.

Specific **objectives** of our proposal include:

- Connecting Communities
- Encouraging more people to be more active, more often
- Creative learning for all
- A rewilded place for nature
- An inspirational home for art
- Access for all
- Wild play and adventure
- Wellbeing through Nature
- Spectacular views to the city
- Seasonal programme of activities and events
- Climate responsive design and operation



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Site Plan



Imagining the Future of the Forgotten Land

The old Entry Hill Golf Course is a hidden and forgotten wonderland of woodlands, grasslands, great views and a sense of peace.

Perched on the edge of the city it is an underused green lung with huge potential to signal the reimagining of our urban green spaces as places for nature, art and community.

Forest of Imagination will bring a new focus to this green oasis allowing us to reflect on the history of this place and to imagine its future.

Each of the original 'greens' will become the locations for installations encouraging visitors to wander through the landscape in search of these surprises.

Forest of Imagination 2025 Entry Hill Bath

Site Plan



Each installation will offer a new perspective on the site and its possible future.

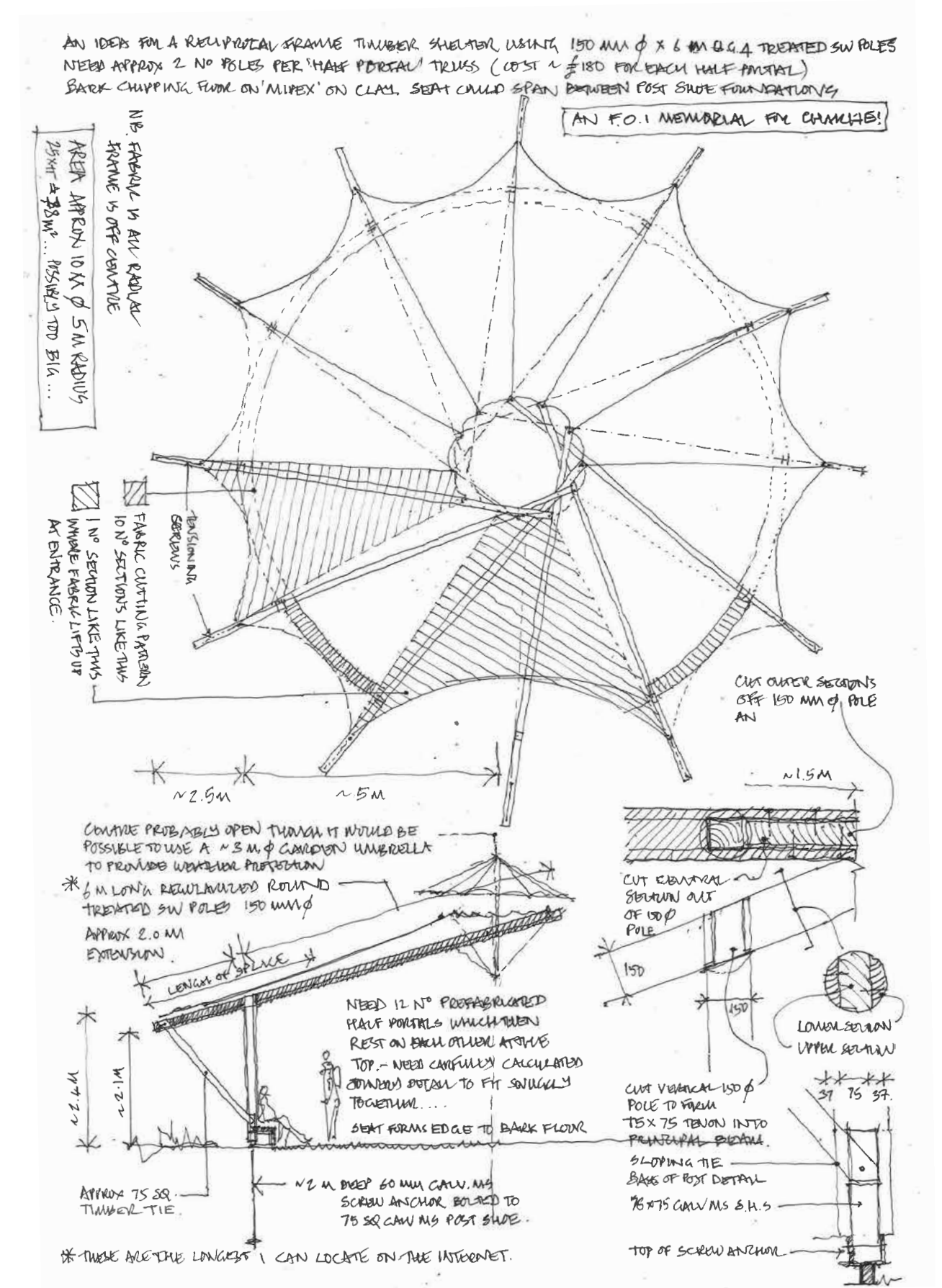
- **From here I can sense Nature and see the City** - outdoor classroom/shelter FCBSudios
- **Mesmerine111™** – (Martyn Ware & Charles Stooke)
- **Reclaiming the Green** – from farm to landfill to golf green to meadow to the future (Grant Associates)
- **Forest Amphitheatre** – gathering point
- **Caterpillar Tunnel**– a giant procession of colors
- **Listening Horns/ Chirp & Drift** – stepping in an out of the sounds of the forest (Kathy Hinde)
- **Bog Oil Mirror** – reflecting space (Matthew Leece)
- **Earth Club Field Station** – immersive participation in the world of soil (Patchlarks & Hanna McDowall)
- **Wild Play -Creatures of the Anthropocene** – an evolving play space and puppet theatre (Holly Le-Var & Morgie Shaban)
- **Nature Discovery Tree** – a gateway of playful social sculpture (Andrew Amondson)
- **A House under the Snow** – a collection of treasured plant seeds from across the world (Gemma Paris)

From here I can sense Nature and see the City

FCBS with local University architecture students

Nestled into the trees but with a long view cross the city. This outdoor shelter/classroom will provide a place to meet and a place to gather as school or community groups.

(designs to be developed as a co-design project. Image is just illustrative)



Listening Horns/ Chirp & Drift

Kathy Hinde

Installation - Listening Horns

Curious Metallic horns emerge from the undergrowth, lining a wooded walkway drawing attention to the curious hidden sounds of Entry Hill. This installation will showcase sound recordings made over the spring and summer - ranging from listening inside trees, tuning in to underground sounds and discovering the sounds of the lost stream 'Lyn Brook' that is flowing underneath the site, recorded using underwater microphones from it's entry and exit points. The metal horns resonate the sounds in a unique way through the metallic speaker. The length of each horn effects the sounds in different ways, becoming a hybrid between a speaker, a sculpture and an instrument.

Technical Outline - full tech spec is available on request

The horns are usually clamped to short fence post driven into the ground. It may be more appropriate to use trees as supports and be strapped to them in a way that is gentle and sympathetic to the tree. The 8 listening horns are powered by solar energy, with 2 solar panels, a locked box containing the battery and media players and solar management unit. The solar energy element of the installation and may need to be brought in and out each day, or will require security.

Installation - Chirp & Drift

Chirp & Drift is a flock of illuminated kinetic instruments that create music generated from morsecode activating illuminated wing-like bellows pressing air through accordion reeds. The bird-like instruments spell out the names of local birds in a musical version of morse-code. Bespoke versions can be made for different locations to reference local bird species.

Technical Outline - full tech spec is available on request

A large tree with some spreading branches between 2.5m to 3.5m above the ground. The installation works best in darkness, or at dusk. It is possible to show during the daytime, which means the lighting element of the piece will be less noticeable. It can work well showing day and night, to experience these differences. The instruments are designed to be installed as a flock in a tree, controlled from electronics housed in a waterproof box. Outdoor mains power is needed at the base of the tree with 1 x cee-form socket. The installation draws very little power, maximum 100W.



Bog Oil Mirror

Matthew Leece

Forest Mirror is a shallow, reflective pool nestled naturally into a meadow at the woodland's edge. Inspired by the shimmering biofilms of wetland ecologies, the mirror-like surface evokes the quiet complexity of microbial life, decaying plant matter, and natural mineral interactions. The installation captures fleeting moments of sky, canopy, and weather as they drift across the water's skin—inviting viewers to contemplate stillness, impermanence, and the unseen systems that shape natural environments. A tribute to bogs and slow processes, it blends art and ecology in a living, evolving composition.



AI Image of the bog mirror on one of the greens

Caterpillar Tunnell

Matthew Leece and Andrew Amondson

A giant pink Caterpillar crawls up the green towards the Butterfly house. A procession of flashing colors, announcing the arrival can be seen from the city, sparkling on Entry Hill.



Mesmerine 111TM and The Owl Trance Bench

Martyn Ware and Charles Stooke with Grant Associates

The piece will be a UK-premiere of a brand-new soundscape composition By Martyn Ware and Charles Stooke entitled 'Mesmerine 111 TM'. This is a 3D soundscape based on/inspired by the frequency 111Hz, which has been historically and scientifically proven to induce a trance-like state (it was used in neolithic shamanistic rituals around the world). The title is an ironic take on the use of sound as pharmacology (Mesmerine is the name of an imaginary drug). The length is yet tbc, but probably around 50 minutes – long enough to induce a true trance-like state.

At Entry Hill, the installation will be integrated into one of the more immersive wooded corners of the site to allow visitors to feel separated from the wider setting and to relax into the soundscape experience. This builds on the concept of social prescribing of activities in greenspace and contact with nature to enhance health and wellbeing.

Mesmerine 111 TM

Safe when used as directed

Recommended optimal dosage
30-60 minutes at <70dB, delivered by
Illustrious Labs 3D AudioScape system

Contra-indications (in less than 10% of cases)

Loss of consciousness

Unresponsiveness

Low blood pressure

Hypnogogic meta-trance

Inertia

Extreme calm

Hypnotic hypersensitivity

Hyperacuity

Visual hallucinations

Findings of MRI scans suggest that at exactly 111hz, the brain switches off the prefrontal cortex, deactivating the language center, and temporarily switches from left to right-sided dominance, which is responsible for intuition, creativity, holistic processing, inducing a state of meditation or a trance.

These findings have been confirmed by
archeo-acousticians in studies regarding
ancient and Neolithic burial rituals

Become a deity in your own universe...



Earth Club Field Station

Patchlarks & Hannah McDowall

Earth Club Field Station is an immersive, participatory art project inviting children to build empathy with the hidden world of soil and its inhabitants—plants, animals, and fungi—through playful yet serious artistic enquiry. The project blends science, sound, visual arts and storytelling, drawing from indigenous mythologies to deepen connections with the earth beneath our feet.

Children may encounter magnifiers, microscopes, and sound recording equipment to uncover the secret life of the soil. They could listen to the hidden vibrations of worms and roots, create imaginative maps of underground ecosystems. As well as free flowing, carefully facilitated exploration there will be special performances that bring extra life to the Field Station.

In the lead-up to the festival, schools may take part in special workshops, fostering curiosity and care for the natural world. Earth Club Field Station is an invitation to look, listen, and learn from the ground up—where life begins.

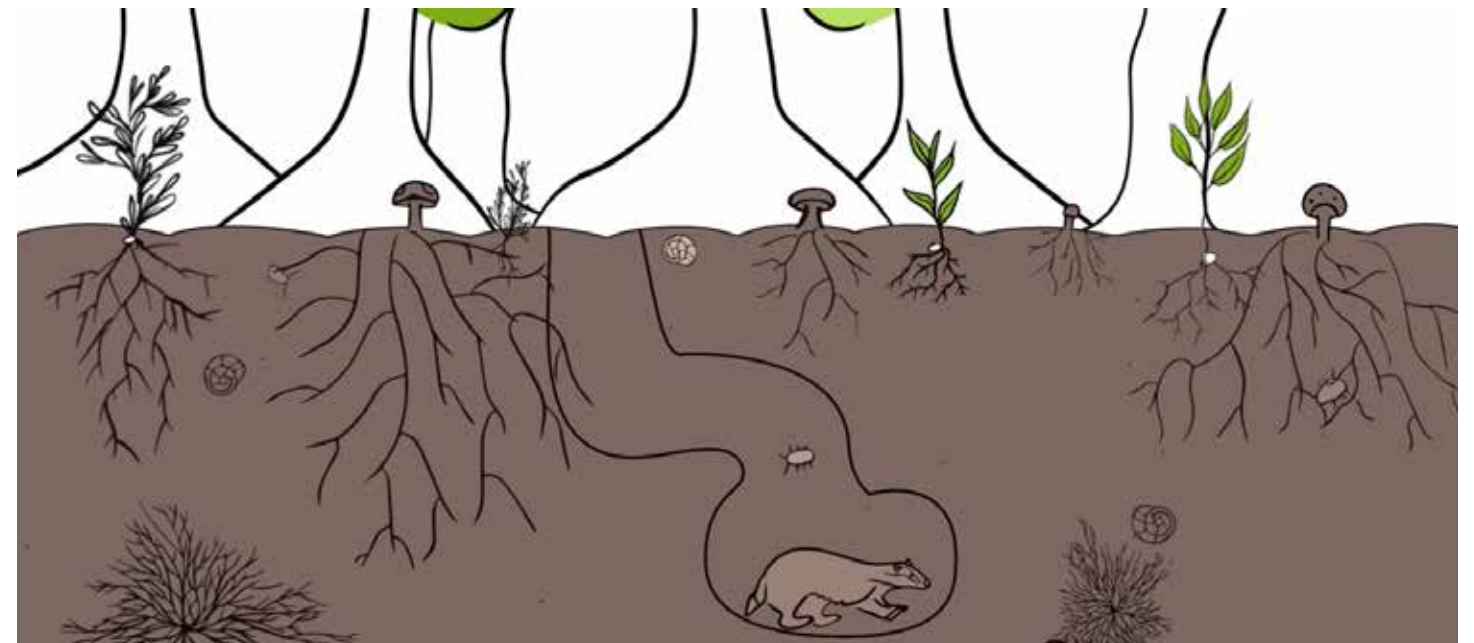


Soil Dreaming

Hannah McDowall

Dr Hannah McDowall is a storyteller, ecologist and director of Canopy, a social enterprise which uses imagination with local authorities and communities to create new futures together. At Fol 2023 Hannah performed a story, supported young people to run a light art workshop and launched a video using forest ecosystems as a metaphor for the power of collective imagination to change our world.

Hannah's offering to Fol 2025 will focus on soil. She will create an immersive experience which will guide people in drawing parallels between the need for soil diversity to create conditions to sustain biodiverse ecosystems, and the need for a rich cultural diversity of worldviews to create the conditions for new futures to be dreamt and made real.

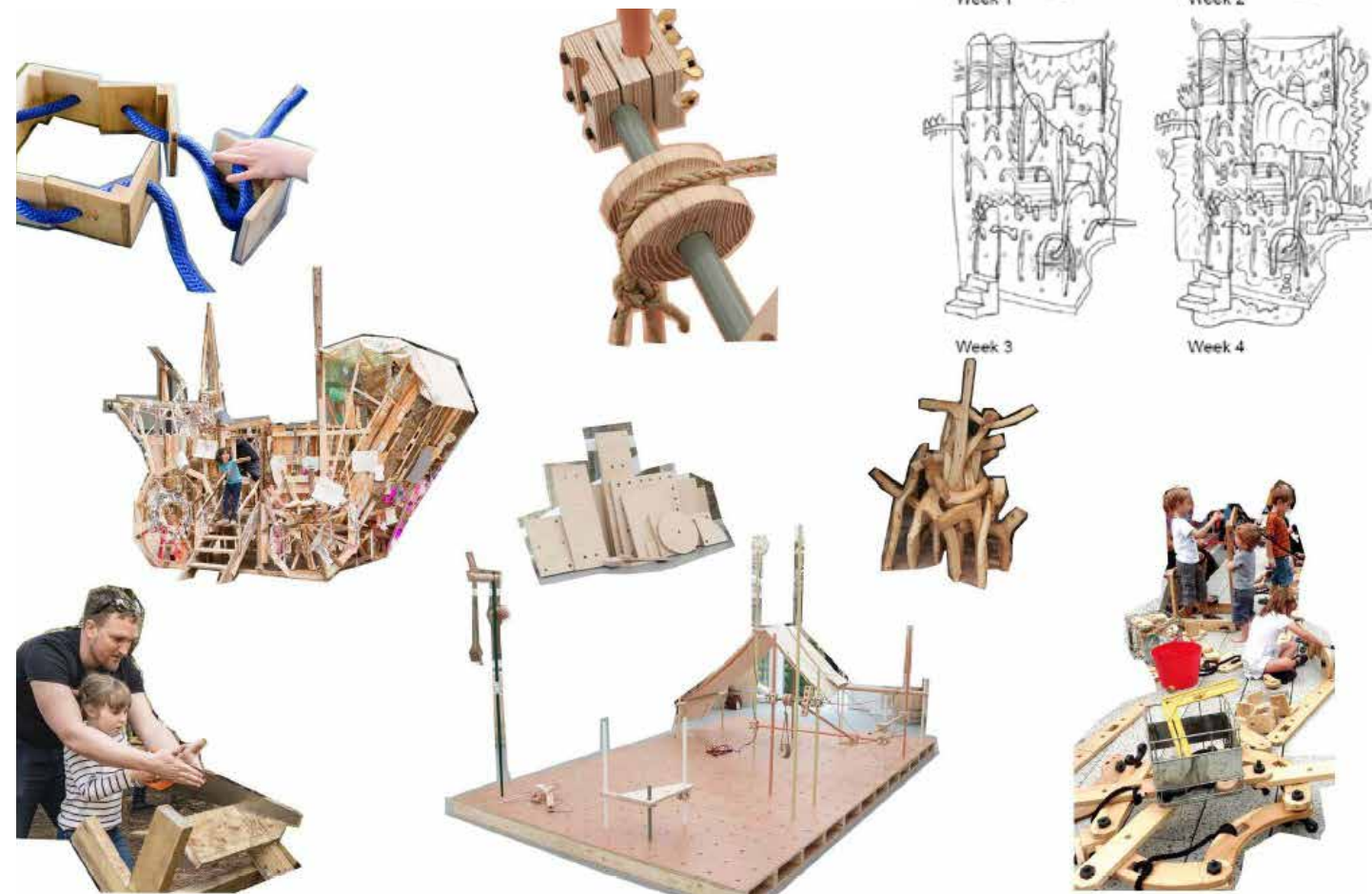


Wild Play -Creatures of the Anthropocene

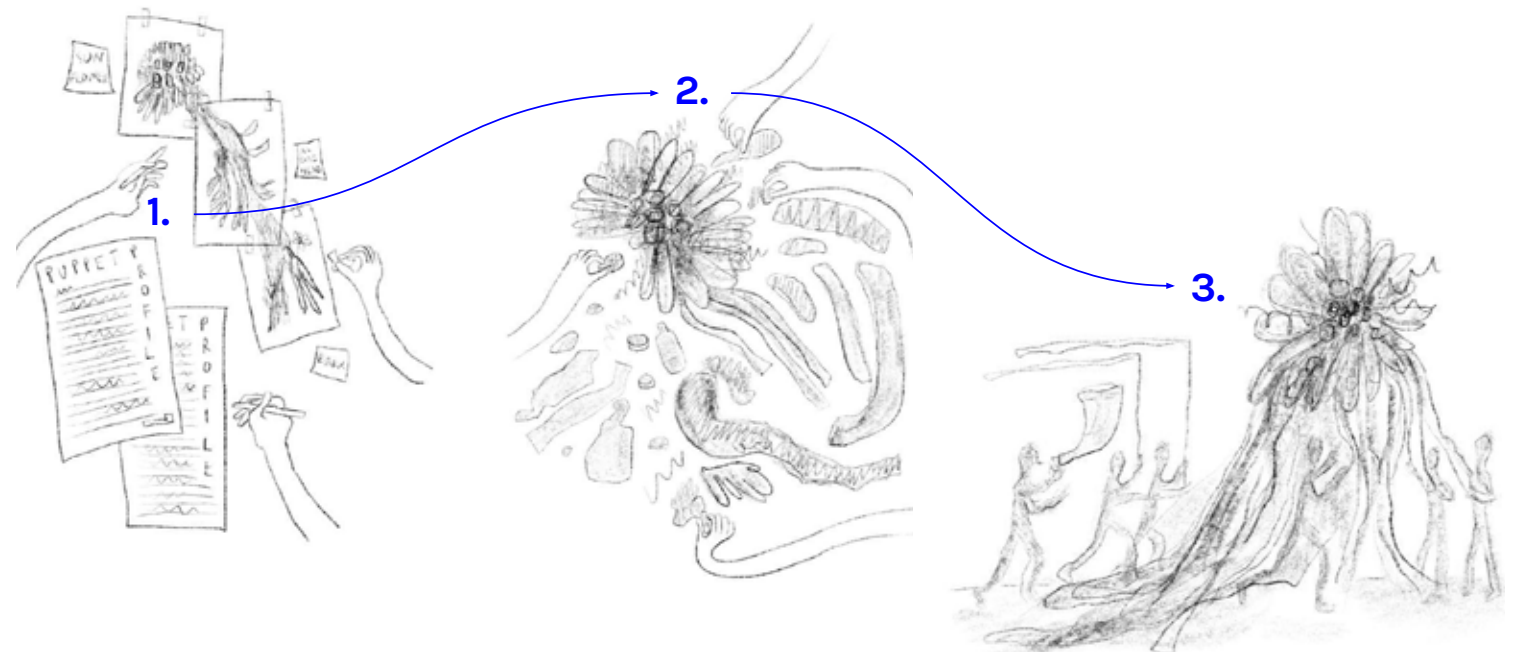
Morgie Shaban & Holly Levar

A temporary and evolving play space on Entry Hill, which is co-created with local participants. They'll be invited to add, modify, and play with the shifting structure, transforming it through collective creativity. Exploring their surrounding geographies, participants will gather natural materials and tools to weave into the installation.

We will provide a foundational framework, adaptable structural components/loose parts, and a shared building etiquette to guide its transformation. The activities will be regularly documented through illustrations / sketch surveys capturing moments of play and change (either by us - Morgie and Holly, or opened up for others to draw and contribute).



Holly Le-Var and Morgane Shaban will be collectively building a giant puppet creature, based on the tales of the anthropocene and our shared landscapes. Asking; "If our landscape could speak, what stories would it tell? If our landscape became a creature, how would you describe it? How would you draw it?". Using creative writing, making and abstract thought, we want to enable participants to imagine the obscure. Throughout the workshops children and families will gradually build upon our creature, adding made, natural and recycled shapes, forms and materials. Children will become the creature, manipulating, moving, playing with the puppet, eventually exploring the space and habitat around us in a grand puppet procession ceremony through the Site at Entry Hill.



Nature DiscoveryTree

Andrew Amondson

The Living Tree at the Entry Hill Golfcourse is an invitation to explore its secret and wild spaces of imagination and discovery. The proposed semi permanent installation will adapt the existing structure of the Living Tree to create a beautiful gateway to “Nature Discovery” and its hidden world of playful installations and connected ecologies.

This community activated installation is a social sculpture made up of moss, vines and potted pollinators collected and grown by volunteers in the lead up to Forest of Imagination... transforming the Living Tree into a blooming, buzzing and beautiful living sculpture, welcoming visitors inside to a symphony of smell and sound.



Proposed location



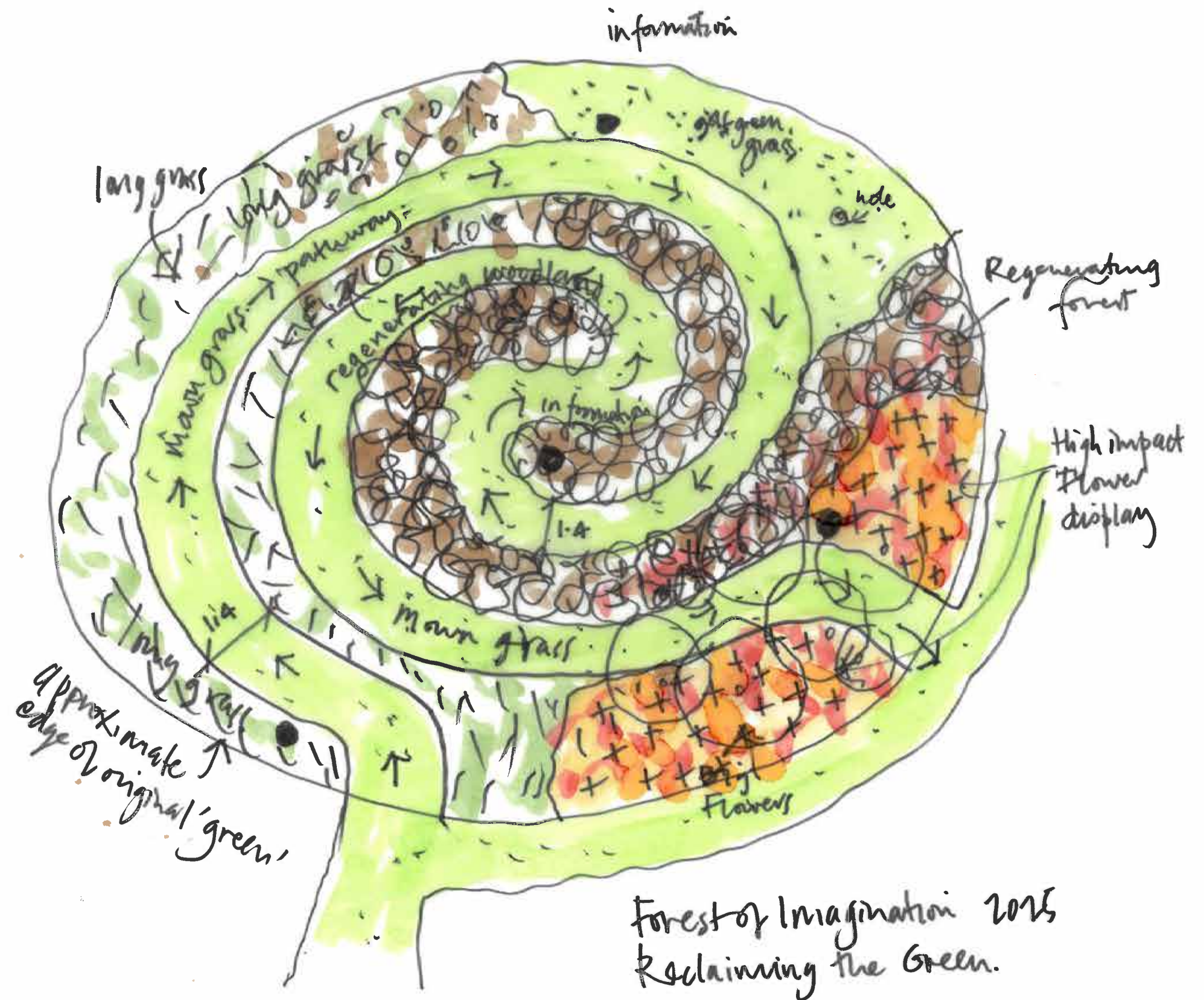
Reclaiming the Green

Grant Associates

**'from farm to landfill to golf green
to meadow to the future'**

A story about the landscape history of the site and its potential future in the form of an informal labyrinth set out within one of the original golf greens. A simple mown path through a sequence of landscape types. Long grass to mown grass to regenerating forest to species rich late summer flower display.

The original golf green will be seeded with a wildflower meadow mix using typical species of local species rich grassland. This seeding will occur during the festival and will be carried out by children under supervision. The intention is to extend the seeded area each day following the predetermined spiral pattern. The ground will be prepared in advance of the event by Council park maintenance employees.



Mother Nature's Supper Club

What are we going to do about the humans?

A large wooden table is laid for supper. The place settings are for Fox, Owl, Ant & Moss. In fact, the whole woodland community is represented. The table is a cut-through tree trunk, rigged with an overhead chandelier of branches. Step closer & you will hear a soundscape of the woodlands, emitting from a specialised series of concealed speakers in the table.

It's a Ring of Life & it's talking about you. Mother Nature has called an urgent meeting to discuss the humans. Two bicycle-powered generators stand close by. Saddle up to power the installation: the chandelier becomes illuminated; the soundscape magnifies & moves between the place settings. Listen in, you might learn something.

We plan to develop the soundscape with funding (unconfirmed) from our longstanding collaborators at Bathscape. Kilter would work with volunteers at Bath City Farm (where we are Artists in Residence) & Creative Twerton (where we run a weekly community drama group for the Engage programme at Bath Theatre Royal) to explore in the local landscape & collect sounds before setting them to music & intersecting them with scripted exchanges.

Whilst the installation would be available to visitors throughout Forest's tenure at Entry Hill, we would also like to create a participatory performance to play each evening. Mother Nature herself would host a deliberation with the audiences, all enrolled as representatives of the plant & animal kingdoms. This part of the project would be funded through Forest's ACE application. At the end of each performance, we then plan to serve a meal, prepared in conjunction with an eco-conscious culinary partner like Bath Community Kitchen.



Drawn From Nature

Pippa Pixley

As you walk through the woods keep your eyes open for natural twiggy pencils, fallen leaves to collage and print, and for tannin-rich dyestuffs: catkins, acorns, oak apples and old chestnut husks. Down by the stream search for stones that stand out for their rich hues - try rubbing them to see if they are good sources of red and orange ochre pigments.

In this drop-in workshop we will experiment with a wide variety of found and foraged natural art materials to create artwork inspired by the forest. You can try sketching trees with an orchard of different charcoals; capture the sweep of the landscape with washes of earthy tones drawn directly from richly coloured rocks; and produce leafy prints using a palette of naturally-sourced pigments.

Explore the potential for creating bold and beautiful artworks using just the materials that nature gifts us!

"I believe that we each have a responsibility to be stewards of the wonderful natural world we inhabit." – Pippa

This workshop is hosted by Pippa Pixley, author and artist, an active ambassador for natural and sustainable art materials. She contributed a foreword for the latest edition of The Artist's Handbook and has had numerous articles and picturebooks published.



We the Forest

Forestry England and Cultureshock

Developed in collaboration by Forestry England and Cultureshock, this new publication for children, We the Forest, explores the contemporary art and science of forests. The book aims to rewild the imagination, develop forest empathies and inspire new audiences to connect with trees and contemporary art. Release date May 2024.

This beautifully illustrated hard back book takes the reader through six informative chapters written by leading science author Dr Sai Pathmanathan that introduce subjects such as what forests are and can be, how they are formed and what the forests of the future might be amongst other interesting facts. Designed for 8-11yr olds, the book aims to foster a deeper awareness of, and connection to the natural environment. The book also contains inspiring forest and tree related activities to stimulate the creativity of the reader as they traverse chapters that include artworks by some of the leading contemporary artists working in relation to nature today. Featured artists include Helen Sear, Derek Tumala, Ursula Biemann, Marshmallow Laser Feast, Abel Rodríguez, Barry Webb, Antti Laitinen & Ulf Mejergren, Liv Milani, Versia Harris, Katie Holten, Levon Biss, Ella Chedburn, Becky Lyon, Jeff Frost, Luiz Zerbini and Klaus Litmann.

Forestry England proposes to create an exhibition/presentation of the book within the Forest of Imagination Festival. Drawing on the facts and artworks set out in the pages, visitors will enter a space as special as the forests and ecosystems the artworks respond to. By encountering the exhibition, we hope to rewild imaginations through the lens of contemporary art and through engagement with the exhibition's content promote ways in which we can all carry out small positive acts for these ecosystems. The presentation would also include reference to the work of Forestry England.



Rabbit Holes Collective

Rabbit Holes Collective is a collaboration between Forest of Imagination and the BBC R&D team, to co-design adaptive podcasts with young people to metaphorically ‘fall down a rabbit hole’ to connect more deeply to the natural world. This will leverage a mechanism for young people to engage more widely through technology and in an innovative way that prioritises young people’s agency. Rabbit Holes Collective will share 2 new adaptive podcasts co-created with artists Kathy Hinde and Oliver Wallace.

BBC R&D is supporting the Rabbit Holes Collective in emerging technologies, creating peer-to peer connections and networks of support. Working alongside artists and technologists, the Collective aims to reimagine possibilities for digital collaboration by developing ideas in different immersive and sensorial technology, to allow a personal journey based on imagination and transformation. Rabbit Holes Collective is a community of practice that prioritises openness of delivery, creative consumption and co-creation.

Story Jam with Story Tellers United and Rabbit Holes Collective

We will work together in multidisciplinary teams under the guidance of mentors on new innovative story prototypes. The stories we will be developing are:

- Interdisciplinary: combining the various expertises that team members bring to the table.
- Innovative: experimental in the application of new technology and media for storytelling.
- Investigative: under the theme Nature Discovery: The secret life of the natural world, we will explore how

Storytelling can act as a powerful tool to help uncover the beauty of the natural world. Projects developed at Story Jam cast a light on invisible technical and social processes that underlie the media landscape we are immersed in. Every project uses the medium that best suits the makers and their story, and will take the form of a web experience, VR, performance, app or installation. We will work together to brainstorm, design and develop an innovative storytelling prototype answering to the theme in order to:

- Make social impact with stories that reveal, at the intersection of storytelling, media and technology.
- Collaborate with storytellers across different disciplines.
- Develop innovative stories with inspiring input and professional guidance.



Young Green Creators

Young Green Creatives are a group of young people passionate about engaging their peers in the climate movement. YGC were formed in September 2023 to shine a light on the youth voice in Forest of Imagination projects and related satellite events in the Spring and Summer 2023.

These events will be as accessible as possible for young people to attend, engaging small focus groups with a wide variety of young people and hosted in a meanwhile space/ empty shop in central Bath, including live music and different interactive workshops.



Clay Forest

Clare Day and Young Green Creators

Artist working in clay and interested in supporting creativity in others.

Clare is a mentor this year, mentoring emerging artists to work supporting young people find their own creative voice. This year at Forest of Imagination for her moon installation 'Sitting Quietly With The Moon' she had the help of two recent graduates; one who wrote the music and one who co-created the workshop.

Clay Forest, which has featured in two previous Forest of Imagination locations, has been a collaboration of work made by hundreds of visitors using clay. Clare says: "It feels really good to pass on some of the things I have learnt from being a part of Forest of Imagination over the years, there are so many great emerging artist-educators who can expand and grow the Forest in new ways."



A House under the Snow

Gemma Paris

Once, there was a house hidden beneath the snow.

Depending on the weather, the front door might be visible, but the building itself remained concealed, extending 100 meters underground. This house was constructed halfway between the North Pole and Norway, in a place where it seemed as if the world had come to an end.

No one lived in this house.

It was built to store a significant treasure: a collection of seeds from the most important plant, tree, and flower species around the globe.

Beneath the snow, hundreds of secret corridors were lined with shelves where guardians dressed in white gloves carefully stored thousands of seeds sent by scientists from 200 countries worldwide. Within this house, more than 2.5 billion seeds representing thousands of different species were preserved.

Each country contributed seeds from its most precious native plants.

This hidden house served as a global seed bank created collaboratively by nations to protect as many plant species as possible against potential natural disasters or human-made tragedies.

For the first time in human history, all countries came together for a common purpose.

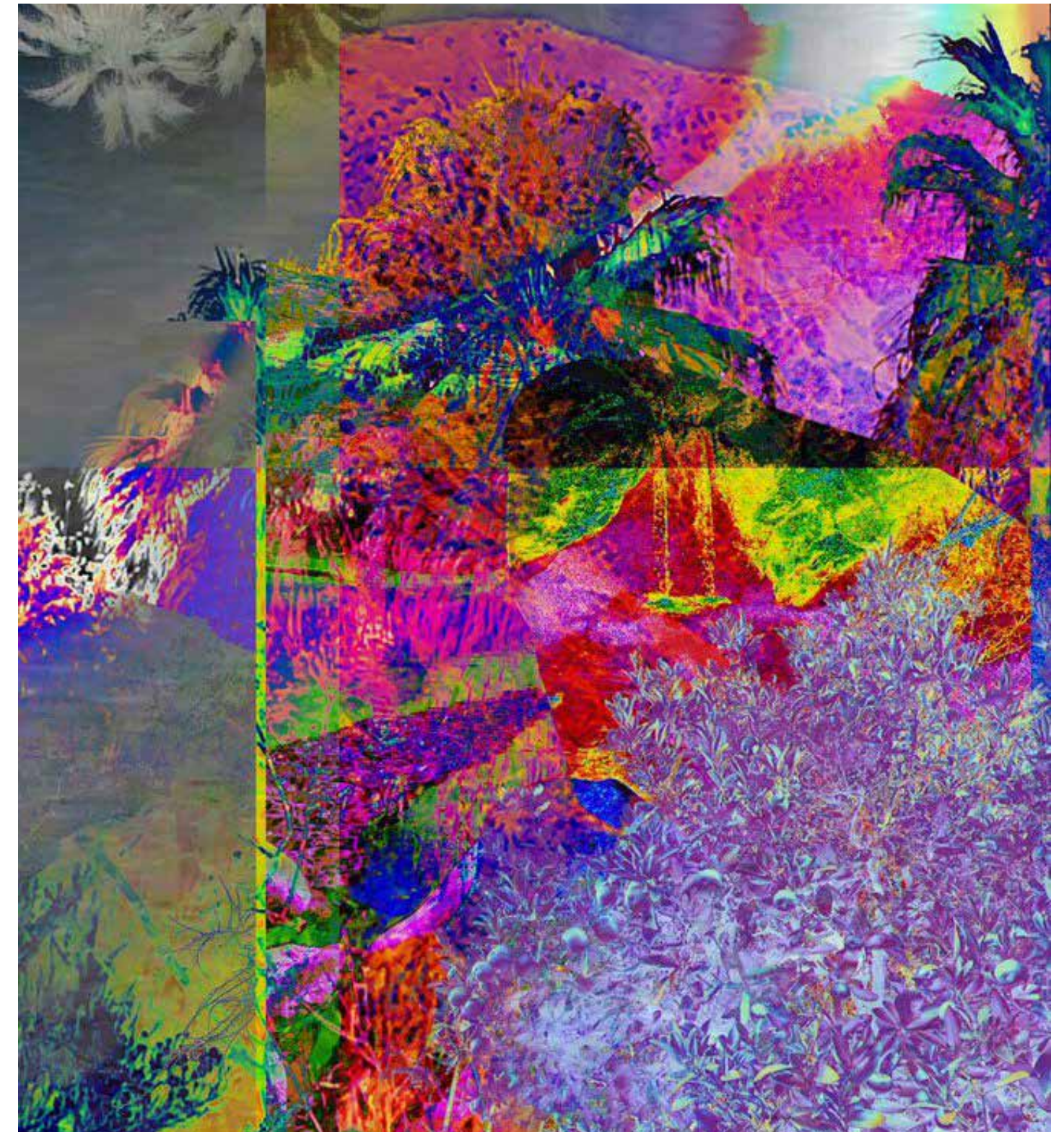
Whether this is a good or bad sign remains uncertain.



Digital Quilt

The Egg Theatre Incubation Space

Artists will be invited to use the egg theater as an incubation workshop space to codesign a digital quilt that includes natural and made threads of the Forest of Imagination.



Out of the Woods

You & Me Architecture

A family of thatched “wild” follies roam the immediate neighbourhoods and reach further afield into central Bath. They promote the festival and also collect wishes and ideas for Entry Hill’s future. They serve as talking points, information hubs, and bring a touch of the forest into the heart of the city.

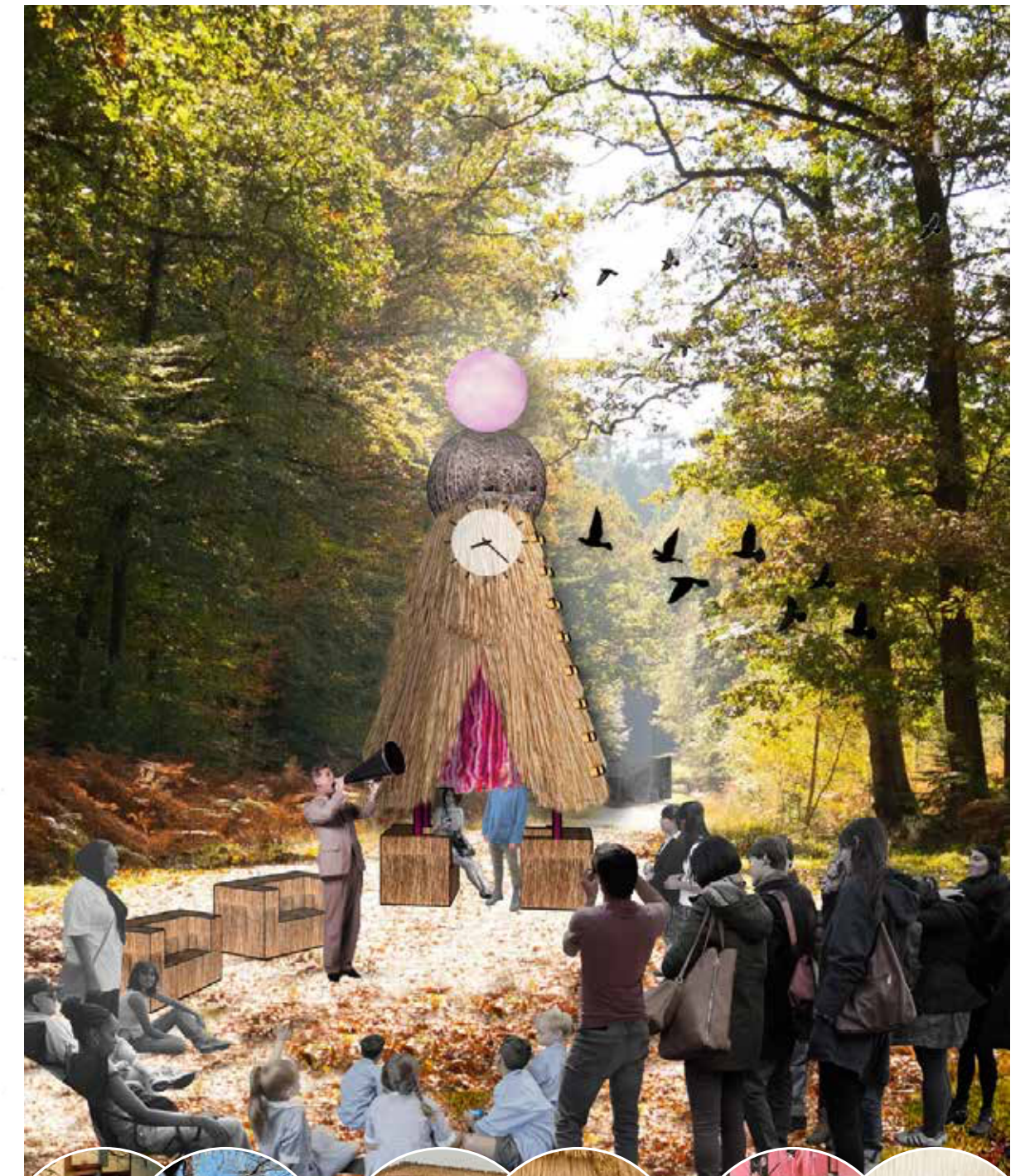
The structures draw inspiration from man-made wildlife habitats and the local vernacular. A mix of natural and artificial materials is adopted. The resulting forms are playful and distinctive—quirky, hairy structures that could include: a wishing well, a dovecote, a bat hide or a clock tower.

Within the forest, one of the follies takes on a more permanent home. It could be situated at the top of the hill—a landmark visible from afar (complementing Bath’s existing hilltop follies such as Sham Castle, Brown’s Folly, and King Alfred’s Tower)—or nestled deep within the woods, a hidden gem waiting to be discovered.

Workshops:

We’d like to engage architecture students, school children and the local community in the project. Some ideas include:-

- Collecting wishes for the future of Entry Hill
- Dressing the framework of the structures, allowing them to change over time. This could include thatching workshops, community made recycled shingle tiles and the addition of wish tassels.
- Using straw bales as seating, and inviting people to create their own haystack structures.
- We could build on workshops already being proposed (e.g. Be Hope) to create “homes” for other wishes being gathered—connecting them to broader climate hopes.



folly + bird hide

thatch

animation + engagement

Architecture Is...

Habitat City

Looking at places to shelter, rest and inhabit for both the non-human and human worlds, we will design and make mini environments where we can all live together in harmony in our city.

Using found materials from the natural and built environments, this will be a hands-on workshop for participants to think about how we touch the earth with the places we build and inhabit, and develop design ideas for how we can do this in a gentle, regenerative way.

All ages will come together to work in groups or individually to explore, think, discuss, and create. Habitat designs will be gathered into an interactive exhibition to inspire conversations about how our city of the future should look, feel and function for everyone.



Forest Ruptures

Chris Jones and Creatives Now

Community-Built Sculptural Facsimile Forest Project

Project Concept & Vision:

Creation of a sculptural facsimile forest as an immersive, participatory art installation. First phase developed in Creatives Now's studio gallery as a pilot space for creative experimental play.

Integration of miniature worlds, sensor-activated video and sound embedded within trees to encourage discovery.

Designed as a living, evolving artwork shaped by participants through devised creative play and making activities.

Expansion to Bath & Natural growth:

Potential Bath-based iteration through local partners.

Connection to wider youth-led creativity and environmental action networks.

Integration within a national programme of 'Forest Growth and Regional Ruptures' to explore creative resilience, ecological awareness and youth-driven change.



The Imagination Jury

Jack Davies

“It will be a space created with the people of Bath, not just for them”

Helen Meech, Director, Oak Project

Objectives

- Connecting Communities
- Encouraging more people to be more active, more often
- Creative learning for all
- Access for all
- Seasonal programme of activities and events

At the creative education roundtable in 2024, François Matarasso said that “in cultural democracy, process is everything”. So what is the process to design the future of Entry Hill and the Forest of Imagination democratically?

Humanity Project is a grassroots network of organisers who are trained in facilitating community assemblies. These assemblies are designed to bring together diverse members of local communities to discuss issues, share perspectives, generate ideas and reach agreements. The approach is backed by research (e.g. OECD review of 300 deliberative processes) which shows that assemblies are effective tools for generating policy, even on highly polarising issues.

Imagine a people’s assembly to guide the development Entry Hill, chosen by sortition like jury service, to accurately represent the demographics of Bath and NE Somerset. For example, an assembly of 50 people could include:

-10 under 30 years old

-4 over 70

-3 from Twerton (in 10% most deprived areas in UK)

-2 in absolute poverty

-24 degree educated and the rest not

(Based on percentages taken from the report linked above)

This assembly would bring a hugely diverse and representative range of perspectives and ideas to the table, ensuring that the development would truly serve the community.

It would also be a pioneering use of the assembly approach - a case study and potential news story, to be celebrated beyond Bathnes.



Be Hope

Jack Davies

Objectives

- Connecting Communities
- Creative learning for all
- Seasonal programme of activities and events

Children worldwide are facing a challenging world. Many are seeing the impacts of crises on the news and social media, and many more are feeling them directly.

Before learning how to change the world, we must all first imagine the world we’d like to see. This is the essence of hope.

The hopeful imagination of children and youth is a powerful force. By making space for children to explore their hopes, we can ignite hope worldwide. This lesson was piloted at the Forest in 2024. In 2025 the Forest of Imagination could host Be Hope workshops delivered by ‘The Hope Collective’ and ‘Worlds Largest Lesson’, and then exhibit children’s work, to inspire others. Creative expressions of hope could include all kinds visual, digital and performing art.

Extensions of this idea could include a Hope Spring, a space where hopeful ideas are exhibited and others can go for inspiration, and workshops co-facilitated with notable artists and creatives who connect with the theme of hope e.g. a musical workshop with Esperanza Spalding (whose name means hope!)

Workshops could take place at any time. Global moments to coincide with could be UN General Assembly and Global Goals Week in September and/or World Children’s Day in November.



Connected Imaginations

Bath Preservation Trust

'Imagination City'

A natural, green art collage map of Bath. Facilitated by a community artist working with natural materials, the piece would be created from hessian, moss, twigs, pebbles, flowers, leaves etc to create a large format natural representation of the city, accentuating the green spaces and the river.

Following the green sponge system – sponge city concept – using natural soft materials emphasising the benefits of more absorbent landscapes.

Thinking big – 10 metres square and a citizen source, collectively produced natural artwork to facilitate discussion and debate about the power of nature and the future of Bath.

Treeviews

A series of guided orientation points located around Entry Hill, which point to different tree species as well as other activities as part of the festival. One could be located in each area, to encourage people to explore the wider site. These will focus attentions on natural features, subverting the concept of importance of landmarks – the landmarks being nature and installations at Entry Hill. Explore safe locations where these could be sited in the centre of Bath to focus on parks, green spaces and Entry Hill.

Sit-spots

Comfortable reclining benches for all people as “anti-hostile architecture” - built from discarded and re-purposed palettes and stained

Aimed at views, oriented for talking and with appropriate descriptive interpretation.

Providing provocations inscribed into the sit-spots, to encourage for green conversations with strangers.

Green Assembly

A round table area for partners and visitors to commune and discuss future plans for organic spaces and have green conversations. For the Festival of Imagination, convene open sessions to discuss the importance of nature to people, future hopes, ideas for change and other provocations. Each session to be facilitated by a project partner.

Green Fingers

Forest of Imagination interpretation throughout the city – attached to trees with species name and Forest of Imagination 'green fingers', pointing the way to Entry Hill and nearby green spaces.



Bath Community Kitchen at Entry Hill

Thanks to Forest of Imagination 2023, Bath Community Kitchen is now a Community Interest Company, using food and cookery to bring about positive change for vulnerable groups in Bath and surrounding areas, and sharing food as a therapeutic tool to improve mental and physical wellbeing for local people. This year we will host a creative, participant led cookery space, harnessing the imagination and skills of the people who come along to cook, eat and play.



Vilk Collective | Ring of Life

Workshops and Co -creating Soundscapes

Vilk Collective will deliver a creative music making session using delay looper and reverb pedals, microphones, amps and specialist percussion and found sound to create soundscapes with young people around the theme of biodiversity, encouraging creative digital and organic, acoustic music and soundscape creation with clear focus on nature and biodiversity, responding to the installations in the spaces. Digital audio of the classes/pupils creations will be made available to participants as an mp3 after the event.



Masking Nature

Studio Alt Shift

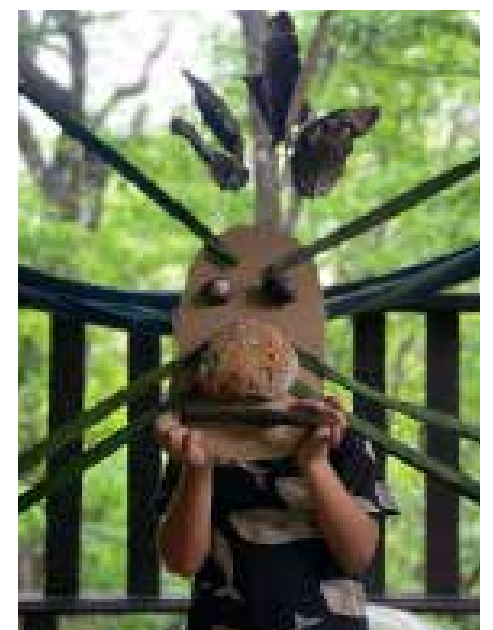
This immersive, hands-on workshop invites young people to connect with nature through making, storytelling, and collective creativity. Using found and foraged materials, participants will craft mask-like objects inspired by the landscapes around them, exploring how materials, placement, and form can hold meaning.

We begin with a short introduction to the role of masks in community settings—whether in plays, ceremonies, or carnivals. Masks often exaggerate or dramatise features to amplify meaning and underline a story. Understanding this helps children see masks not just as objects, but as powerful tools for expression and storytelling.

Foraging & Material Exploration: From there, we take them foraging—not necessarily with a plan in mind, but simply collecting materials that catch their eye. This encourages deep observation and an intuitive connection with their surroundings.

Hands-On Making & Creative Autonomy : Back in the workshop, we introduce them to basic, safe, yet effective making and joining techniques. The aim is to give them autonomy and agency in their making—thinking and creating simultaneously, allowing their hands, eyes, and hearts to work in sync with their imagination.

Originally developed in Costa Rica, this workshop became a space for rich and sensitive conversations. The children not only made objects but built stories together, reflecting on the meaning of materials, placement, and the narratives they wove. They fully engaged, not just in the act of making, but in a dialogue about nature, respect, and imagination.



Satellite Projects and Events with Partners

Potential opportunity to link Forest of Imagination 2025 with the Festival of Nature and Riverline events during 2025



Holburne- Sculpting the Earth
Natalie Bevan, Psiche Hughes & Ann Stokes



BRLSI- Academy of Imagination Digital Forest

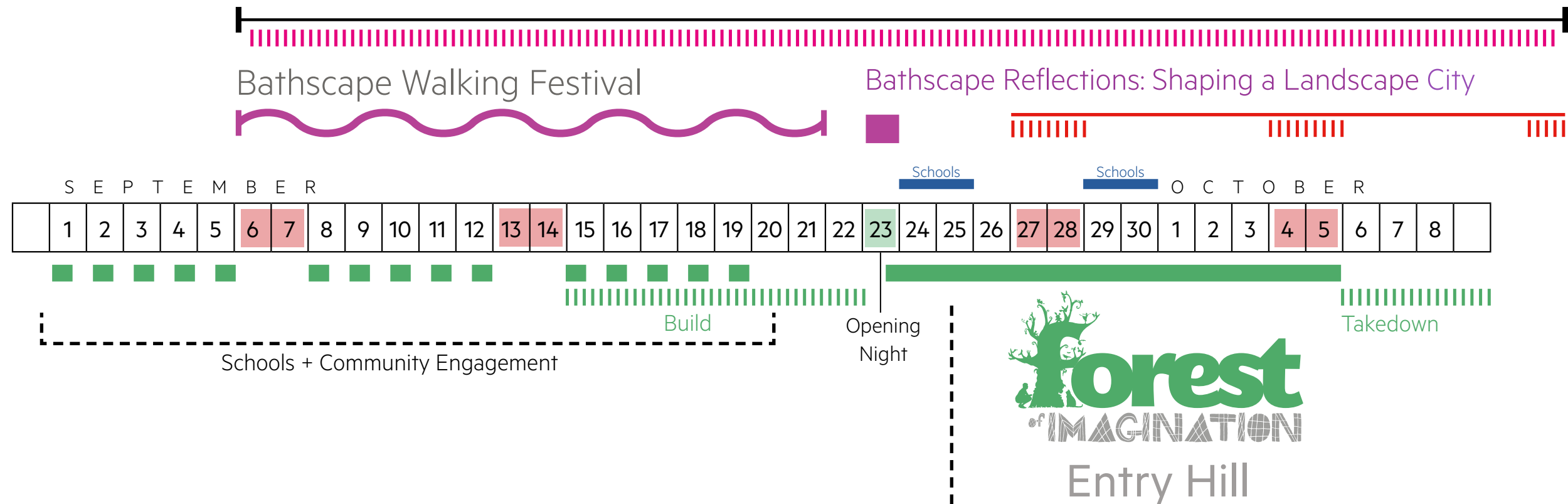


RIVER RIVER- Wayfinding Along the River Avon

Forest of Imagination 2025 Entry Hill Bath

Timeline

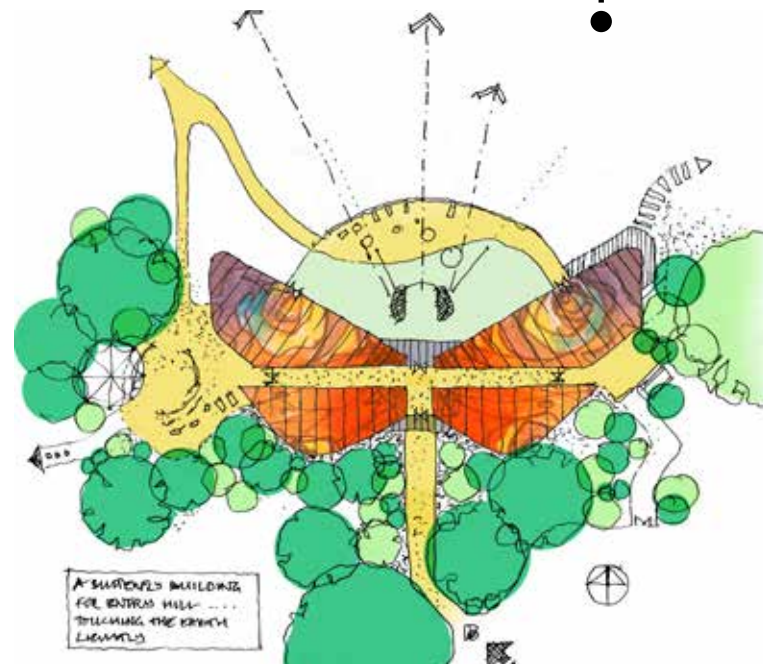
LANDSCAPE CITY PROGRAMME



INCUBATION SPACE
Digital Quilt- The Egg Theatre



OPENING NIGHT
Toby Thompson



LEGACY
The Butterfly House

Forest of Imagination 2025 Entry Hill Bath

Partners, Sponsors and Collaborators

Forest of Imagination is a partnership between Grant Associates, House of Imagination, Feilden Clegg Bradley Studios and Bath Spa University working alongside the creative, cultural and educational community of Bath. Each year we re-imagine a familiar space to highlight the importance of nature and imagination in all of our lives.





Thank You