The Garden of What If

EXPLORATION GUIDE

Step into a place where curiosity leads, imagination blooms and little wonders are everywhere. Explore, play, discover and see where your *what ifs* take you.

Look closely.
Try things.
Follow your curiosity.
There's always more to find.

In the Garden

Each activity connects to one or more of the Six Cs. See the key on the next page.



01 The Willow and the Hidden Passage

Brush the willow's branches aside to find a secret arch, then step through.

CURIOSITY · COURAGE



02 Falling Leaves

Catch a falling leaf to reveal a reflection, a "what if" question or a small challenge to try.

CURIOSITY · CONFIDENCE

03 The Apple Trees and the Great Apple Exchange

Pick an apple from each tree: one gives a possibility, the other a surprising twist. Then imagine what comes next.

CREATIVITY · CURIOSITY



04 The Bees

Catch a bee to hear a small piece of wisdom. Bees sometimes dodge, and they might lead you to other surprises.

CONFIDENCE · COMPETENCE



05 The Pond

Touch the water or draw across it to make colored ripples. Drop an apple and watch what happens.

CURIOSITY · A CALM MOMENT

06 The Colored Pebbles

Drag the pebbles around the path. Certain color pairs set side by side create special effects.

CREATIVITY · CURIOSITY



07 The Stacking Stones

Stack smooth stones, including the three big ones, into a cairn up to eight high. Each new height earns a reaction.

COMPETENCE · COURAGE



08 Stone Sounds

Tap the stepping stones to play a note. Choose Xylophone, Drums, Steel Pan or Found Sounds to compose your own melodies.

CREATIVITY · CONFIDENCE



09 The Painter's Kit

Open the kit to paint the planters in PIAPI colors with different brushes. Wipe it off and start again—there's no permanence.

CREATIVITY · COURAGE



10 Show What's Alive

Need a little help? This button highlights everything you can interact with. It's a gentle guide if you're not sure where to start.

CONFIDENCE



11 The Garden Soundscape

With sound on, the garden comes alive with a breeze, birds, a distant fountain and the bees.

CURIOSITY · A MINDFUL PAUSE



12 The Memorial Bench Plaque

A quiet dedication on the garden bench. It's not an activity but a moment to pause and reflect.

COMPASSION

In the Secret Conservatory

Step through the doors and discover a world of light, color and possibility. Here, curiosity sparkles, imagination runs wild and even the most unlikely ideas feel at home.



Somewhere between curiosity and courage, magic happens.

Experiments. Surprises. Delightful possibilities.



13 The Conservatory Doors

Turn the handle to open the doors and step into the glass room.

CURIOSITY · COURAGE



14 The Impossible Light Garden

Turn five colored lenses on and off to change the terrarium. Combinations unlock different effects—and all five at once makes it "fully impossible."

CURIOSITY · COMPETENCE



15 The Bubbles

Bubbles float through the room to be popped. Three special ones hide among them—Rainbow, Golden and Mischief. Find all three to become "officially a bubble expert"!

CURIOSITY · COMPETENCE

16 The Glass Wind Chimes

Brush the chimes to make them ring. A breeze sometimes joins in.

CREATIVITY · A SENSORY DELIGHT



17 The What-If Machine

Spin the dials to create an absurd scenario, then pull the lever. A prompt nudges you to imagine it fully.

CREATIVITY · CURIOSITY



18 The Delightfully Useless Contraption

Set the brass marble run in motion and watch what happens. Gears, a bell, chimes and a little bird—every ending is a surprise.

CURIOSITY · PURE DELIGHT

The Cabinet of Curiosities

Step inside a wonder-filled space where small things spark big ideas. Every object has a story, every corner holds a surprise and every detail invites you to look closer, ask *what if* and discover something new.

Look closely. Ask what if. There's always more to discover.



19 A Jar of Second Thoughts *(top drawer)*

Pull a slip of paper with a gentle reframe, like "Different doesn't mean worse" or "I can change my mind."

COURAGE · COMPASSION



20 A Compass That Points to Curiosity *(middle drawer)*

Shake the compass and it points to something in the room you haven't tried yet.

CURIOSITY



21 The Shy Seed *(bottom drawer)*

Scatter seeds from the packet and be patient. Some sprout into PIAPI heart blossoms.

COMPASSION · CREATIVITY



22 The Locked Compartment *(center cabinet door)*

A small brass sign reads "Out to lunch." Knock politely and see what happens.

COMPASSION · A LITTLE HUMOR



23 Field Notes *(small side drawer)*

Turn the pages of a naturalist's whimsical observations about the conservatory.

CURIOSITY · NOTICING SMALL THINGS

Little things. Big possibilities.

The Six Cs

Every exploration in the Garden of What If connects to one or more of the Six Cs.

CURIOSITY	CREATIVITY	COMPASSION	CONFIDENCE	COMPETENCE	COURAGE
Ask questions. Explore more.	Imagine. Make. Try.	Be kind. Include others.	Believe in yourself. Take a step.	Learn. Practice. Grow.	Be brave. Try anyway.