PRETTY IS A PRACTICE INITIATIVE · ENRICHMENT ADVENTURES

The Great Go-See

12 Adventures. ***A World of Possibilities.***

WELCOME

What's a *go-see?*

12 Adventures. A World of Possibilities.

What if an ordinary afternoon turned into an extraordinary discovery?

There's a whole world of interesting things waiting to be noticed, explored, tasted, tried, imagined and experienced. Some are just around the corner. Others have been right under your nose all along.

That's the magic of a go-see: a little adventure with the potential to surprise you. You might discover a hidden talent, find beauty in an unexpected place, follow a fascinating question or try something you've never considered before.

No grand plans required. No enormous budgets. No special expertise. Just curiosity, a willingness to explore and the freedom to make the adventure your own.

Twelve adventures. Countless discoveries. Where will your curiosity take you?



Before You Go-See

Your go-see, your choice
Every mission and plot twist is an invitation. Skip it, shrink it, swap it or stop anytime. Watching counts.

Grown-ups on board
Children explore with an adult who knows the plan, gives permission and stays with them.

Safe and sensible
Choose places and routes you know, follow venue rules and stay in public areas.

Access for everyone
Every adventure adapts to different bodies, senses and energy levels. Many work from one comfortable seat. Check access details with venues directly.

Your privacy
No need to approach strangers or share personal details. Ask before photographing anyone.

Money optional
No adventure requires spending. Free versions count just as much.

THE ADVENTURES

Pick One. Go. See.

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Pretty is a Practice Initiative | Growing Is Gorgeous.

01 The Beauty Detective

Some of the most beautiful things in the world are hiding in plain sight.

Beauty is a sneaky little thing. It hides in rusty gates, cracked sidewalks, unexpected colors and the way sunlight dances across a wall. Most people walk right past it.

Not you. Not today.

You're officially on beauty patrol, and your mission is to uncover what everyone else is missing. No fancy destinations. No expensive equipment. Just curiosity, a sharp eye and your own definition of beautiful.

Anywhere | 15–60 minutes | Free

Your Mission

01

The Hidden Gem

Find something beautiful that most people overlook. Look up, down, around and ridiculously close. Door handles, tree bark and drain covers are all suspects.

02

Pattern Patrol

Choose a color, shape or texture. Find five examples hiding nearby. Which discovery deserves a closer look?

03

The Beauty Makeover

Find the least glamorous object in sight. A trash can? A parking meter? Now investigate what makes it unexpectedly interesting, striking or beautiful.

Plot Twist!

The Odd Couple: Find two beautiful things that couldn't be more different. A stained-glass window and a cracked sidewalk, perhaps? What makes each special?

Make It Yours

Explore a neighborhood, a garden, a single room or the view from your favorite chair. Go solo or bring a crew. Photograph, sketch, describe or simply enjoy your discoveries. Younger detectives can search for beautiful colors and shapes with an adult.

CASE CLOSED?

What did you find beautiful today that you might have walked past yesterday?

Pretty is a practice. So is paying attention.

02 The Curiosity Crawl

One good question can lead you somewhere wonderfully unexpected.

Ever wondered who invented the alphabet? Why basketball players put spin on a ball? Or who decided a fork needed four prongs?

Excellent. You're our kind of curious.

Every good question opens a door. Behind that door? More questions, surprising connections and possibly an obsession you never saw coming. Today, you're following your curiosity wherever it leads. No grades. No pressure to become an expert. Just the irresistible pleasure of finding things out.

Library, museum, bookstore or home | 30–90 minutes | Free or low-cost

Your Mission

01

The Burning Question

Start with something you genuinely want to know. Silly, serious, strange or spectacularly specific. If it makes you curious, it qualifies.

02

The Question That Ate Another Question

Find an answer that raises a new question. Follow that one. Then perhaps another. Congratulations, you've discovered how curiosity gets delightfully out of hand.

03

The Unlikely Connection

Find a link between two seemingly unrelated subjects. Fashion and astronomy? Mathematics and music? Ancient Egypt and advertising? Stranger connections have happened.

Plot Twist!

Coming Soon to a Theater Near You: Turn your most surprising discovery into a dramatic movie poster or irresistible book cover. Give it a title that practically demands a sequel.

Make It Yours

Explore a single bookshelf, wander through a museum or investigate from your sofa. Go alone or compare discoveries with friends. Younger explorers can begin with one enormous WHY and see where it takes them.

CASE STILL OPEN!

What question are you leaving with that you didn't have when you arrived?

Pretty is a practice. So is asking wonderful questions.

03 The $10 Extravaganza

Who says you need a fortune to live large?

Ten dollars. A little imagination. A flair for the dramatic. That's all we're working with.

Your challenge? Plan an outing that feels like a grand occasion without spending grand-occasion money. Think unexpected delights, clever discoveries and at least one moment of completely unnecessary extravagance.

And here's the best part: You don't actually have to spend a dime. Sometimes the most luxurious thing in the world is having a wonderful time.

Park, market, free museum or home | 30 minutes–3 hours | $10 challenge; $0 welcome

Your Mission

01

Find Your Destination

Scout somewhere full of possibilities with little or no admission cost. A public garden? Free performance? Interesting market? Your personal palace of inexpensive pleasures awaits.

02

Produce the Occasion

Plan your outing like a spectacular event: opening act, main attraction, grand finale. Give the occasion an outrageously sophisticated name. Naturally.

03

Add a Touch of Excess

Introduce something deliciously over-the-top without blowing the budget. A dress code? Ceremonial entrance? Ridiculously elegant picnic? A lemonade toast to absolutely nothing in particular?

Plot Twist!

The Budget Bombshell: Your budget has just been slashed in half. What stays, what goes and what gets a clever makeover? The extravaganza must go on!

Make It Yours

Plan a solo celebration, inexpensive date, family outing or living-room gala. Younger luxury planners can choose activities while an adult handles the money. Spend less, spend nothing or adjust the budget to suit your circumstances.

THAT'S A WRAP!

What was the most extravagant moment of your adventure, and how much did it actually cost?

Pretty is a practice. So is making the most of what you've got.

04 The Flavor Expedition

An appetite for adventure. Your actual appetite? Optional.

Ever seen a fruit that looks like it came from another planet? Encountered a spice with a mysterious name? Wondered how people turn a humble ingredient into something spectacular?

Somewhere nearby, there's a flavor, ingredient or food tradition you've never explored. It might be hiding in a neighborhood market, sitting on a bakery shelf or waiting patiently in your own kitchen.

No culinary expertise required. And absolutely no pressure to taste anything.

Market, grocery store, bakery or home | 30–90 minutes | Free to browse

Your Mission

01

The Mystery Ingredient

Find something unfamiliar. An unusual shape? Striking color? Intriguing name? Congratulations. You've found your first lead.

02

What's the Story?

Discover where your ingredient comes from, how it's used and why people love it. Remember: What's new to you may be someone else's beloved everyday staple.

03

The Culinary Imagination Station

Invent a recipe, dream up a flavor combination or design a spectacular dish inspired by your discovery. Actual cooking entirely optional. Imaginary Michelin stars available upon request.

Plot Twist!

The Dessert Dilemma: Your mystery ingredient is now the star of a dessert. What are you making? Give it a name worthy of the world's most dramatic pastry menu.

Make It Yours

Explore one ingredient or an entire market. Browse, smell, sketch, research or try a safe new flavor if you wish. Younger explorers can investigate colors and shapes with an adult. Check allergies and ingredients before tasting; never sample unidentified foods.

WHAT'S COOKING?

What new ingredient, aroma, flavor or food tradition will you remember?

Pretty is a practice. So is keeping your curiosity well fed.

05 The Talent Hunt

THE GREAT GO-SEE · ADVENTURE 05

Every expert was once a beginner. Yes, even that show-off.

Ever watched someone do something amazing and thought, How on earth do they DO that? A dancer making impossible moves look effortless. A baker decorating a cake like a work of art. Someone solving a Rubik's Cube before you've figured out which side is up.

Here's a little secret: Nobody starts out knowing how.

Today, you're finding a skill that intrigues you and giving it a whirl. No auditions for greatness. No pressure to be brilliant. Just the glorious adventure of being a beginner.

Library, workshop, community center or home | 30–90 minutes | Free options available

Your Mission

01

Find Your Fascination

Calligraphy? Coding? Chess? Knitting? Juggling? Pottery? Beatboxing? Find something that makes you think, Ooh, I want to try THAT. Curiosity is reason enough.

02

Watch the Magic

Find someone who knows what they're doing. Watch a demonstration, attend a workshop or follow a tutorial. What's one trick of the trade you could borrow?

03

Take Your First Shot

Try one safe, beginner-friendly technique. Impressive? Wonderful. Spectacularly awkward? Also wonderful. Congratulations, you're learning.

Plot Twist!

The Talent Mashup: Combine your new skill with something you already know. Dancing and storytelling? Coding and fashion? Knitting and mathematics? Introduce two talents that have never met and see what happens.

Make It Yours

Try one technique or attend a full workshop. Swap skills with friends, investigate from home or let younger talent scouts experiment with age-appropriate materials and adult guidance. Check equipment and safety requirements before starting.

TAKE A BOW!

What did it feel like to be a beginner at something new?

Pretty is a practice. So is getting good at something.

06 The Grand Design Quest

Somebody designed that. And you have opinions.

Ever walked into a room and immediately felt at home? Or entered a building and wondered who on earth decided to put the bathroom there?

That's design at work. Sometimes brilliant. Sometimes beautiful. Sometimes so baffling you want a word with whoever was in charge.

Today, you're part detective, part critic, part creative genius with opinions. Choose a space, uncover its design secrets and imagine how to make it better. No architecture degree required.

Library, museum, park, plaza or home | 30–90 minutes | Free options available

Your Mission

01

The Genius Detail

Find something so cleverly designed that hardly anyone notices it. A perfectly placed bench? Brilliant signage? Give its designer an imaginary round of applause.

02

The Design Crime Scene

Find something that just isn't working. Confusing signs? An awkward doorway? A staircase without an obvious alternative? Who does the problem affect?

03

The Grand Redesign

Congratulations! You're Chief Design Officer. Choose one problem and invent an improvement. Sketch it, describe it or build a miniature model. Your mission: make the space work better for more people.

Plot Twist!

The Festival Takeover: Your space is hosting the neighborhood's biggest celebration. Where does everybody go? Who gets a seat? What needs changing so more people can join the fun?

Make It Yours

Investigate one corner, an entire building or your own living room. Compare ideas with friends or let younger designers hunt for helpful features. Explore from a comfortable seat or accessible route, and remember that imagining someone's experience isn't the same as asking them.

THE FINAL REVEAL!

What's one design choice you'll never be able to unsee?

Pretty is a practice. So is making room for everyone.

07 The Movement Menu

There's a whole world of ways to move. What's your flavor?

Who says you have to be a dancer to dance? An athlete to enjoy sports? Or particularly coordinated to have a magnificent time trying something new?

Salsa? Wheelchair basketball? Fencing? Double Dutch? Pickleball? That mysterious game with the little metal balls in the park?

Today, you're ordering from the movement menu. Try something unfamiliar in a way that works for you. You don't have to be good at it. You don't even have to want another serving. But you just might discover your new favorite thing.

Park, recreation center, studio or home | 15–90 minutes | Free options available

Your Mission

01

What's on the Menu?

Choose an unfamiliar sport, dance, game or movement activity. Tai chi? Badminton? Bocce? Disc golf? Don't automatically pick what you think you'll be good at. Where's the adventure in that?

02

Your First Serving

Discover a basic technique and give it a try. Adapt the movements, equipment, pace or rules to suit you. Graceful? Competitive? Hilariously uncoordinated? All acceptable.

03

The Pleasure Principle

What did you enjoy? Rhythm? Speed? Strategy? Teamwork? A relaxed pace? Or did you discover that particular activity belongs firmly on somebody else's menu?

Plot Twist!

The Movement Remix: Turn a favorite movement into something unexpected—a drawing, rhythm, dance phrase, pattern or entirely new game. Who says a badminton swing can't inspire choreography?

Make It Yours

Try one technique, sample several activities or invent a cooperative game with friends. Seated movement and adapted sports count. Younger movers can explore simple games with an adult. Check equipment and supervision requirements for activities such as swimming, climbing or contact sports.

WHAT'S YOUR NEXT MOVE?

What kind of movement felt good or interesting to you today?

Pretty is a practice. So is discovering what moves you.

08 The Neighborhood Renaissance

Your neighborhood has stories. You're about to find them.

Ever walked past a building a hundred times without wondering who built it? Noticed a mural and thought, There's definitely a story behind that? Or discovered a little corner that felt like stumbling upon a secret?

Congratulations. You've just been appointed Curator of Extraordinary Local Things.

Every neighborhood has a personality. Some wear their history proudly. Others hide fascinating stories in storefronts, street names, gardens and gathering places. Today, you're finding the details worth celebrating.

Main street, historic district, park or library | 30–90 minutes | Free

Your Mission

01

A Little History, Please

Find a clue to the past: an old sign, historical marker, building date or unusual street name. Investigate its story. A good curator knows the difference between a fascinating rumor and something that actually happened.

02

The Neighborhood Gallery

Discover murals, sculptures, creative storefronts, ironwork or striking architecture. What's your favorite? What does it celebrate or communicate?

03

The Curator's Collection

Choose five interesting stops and give each a one-sentence description. Congratulations, you've created The Little Tour of Very Interesting Things. Naturally, you're the curator.

Plot Twist!

The Festival Fantasy: You're creative director of the neighborhood's biggest celebration. Where's the stage? Who performs? What makes this celebration unmistakably local—and welcoming to the community?

Make It Yours

Explore one block or an entire neighborhood. Create a postcard, miniature map or audio guide if inspiration strikes. Younger curators can hunt for something artistic, something old and somewhere people gather. Explore local archives from home if that's more accessible.

THE NEIGHBORHOOD HAS SPOKEN!

What's one thing about this neighborhood you'd want everyone to know?

Pretty is a practice. So is appreciating the world around you.

09 The Unexpected Yes

Something unfamiliar might turn out to be something wonderful.

You know that little voice that says, Ooh, that looks interesting! And then another voice chimes in: But I've never done that before. What if I'm terrible at it?

Well, today we're giving that first little voice a chance to finish its sentence.

Maybe there's a pottery class you've been eyeing, a cuisine you've never explored or a museum you've passed a hundred times. You don't have to leap into the deep end. You can watch, investigate, try a tiny version or decide today isn't the day.

Because the most interesting yes is one you actually choose.

- Class, event, restaurant, museum or home
- 15 minutes–an afternoon
- Free options available

Your Mission

01

The Possibility Hunt

Find something unfamiliar that genuinely interests you. Not something you think you should do. Something that makes you think, Hmm. Maybe.

02

The What's-the-Worst-and-Best Game

What's making you hesitate? Feeling awkward? Not knowing what to expect? Now imagine a pleasant surprise. Investigate the experience without dismissing concerns that matter.

03

The Tiny Yes

Make your first step miniature. Curious about dance? Watch a demonstration. Interested in a new cuisine? Explore a menu. Wondering about an open mic? Go as an audience member. No prize for unnecessary difficulty.

Plot Twist!

The Six-Word Adventure: Tell the story of your experience—or your decision not to participate—in exactly six words. Looked interesting. Decided to wait. Happily.

Make It Yours

Explore something you've wanted to try for years or discover a brand-new possibility. Go solo or bring a supportive companion. Younger explorers can choose among safe options with an adult. Watching, postponing and saying no are all legitimate choices. Your boundaries belong to you.

SO, WAS IT A YES?

What surprised you about saying yes—or deciding not to?

Pretty is a practice. So is having the courage to choose for yourself.

10 The Good Deed Expedition

Kindness is wonderful. Useful kindness? Even better.

Everybody loves the idea of doing a good deed. But what makes a good deed actually good? The intention? The effort? The warm, fuzzy feeling afterward?

Those things are lovely. But the real magic happens when your kindness meets something another person genuinely needs.

Welcome to The Good Deed Expedition, where we're trading random acts of kindness for thoughtful ones. You're part detective, part problem-solver, part everyday hero.

No cape required. No applause necessary. And absolutely no obligation to announce your good deed on social media.

Home, school, community project or organization | 15 minutes–3 hours | Free

Your Mission

01

The Kindness Investigation

Look for a genuine need. A household task? A community garden seeking volunteers? An organization requesting specific supplies? Don't invent a problem just so you can solve it.

02

The Useful-or-Not Test

Is your proposed help actually wanted? A food pantry might need volunteers more than canned goods. A neighbor might prefer independence. Whenever possible, ask before acting.

03

Operation: Make It Happen

Choose one manageable contribution and complete it with care. Follow instructions, respect people's privacy and preferences and remember that thoughtful beats elaborate every time.

Plot Twist!

The Invisible Hero Challenge: Complete a helpful act without seeking recognition, where appropriate. No announcement. No victory speech. No dramatic acceptance of the Nobel Prize for Taking Out the Recycling.

Make It Yours

Help at home, join an approved community project, contribute a useful skill or prepare something an organization has requested. Younger kindness detectives can participate with adult guidance. Choose a task that suits your abilities, time and energy. Nobody needs to prove compassion through exhaustion or financial sacrifice.

THE GOOD DEED DEBRIEF

What did you learn about what people actually need?

Pretty is a practice. So is putting compassion to work.

11 The Inspiration Caper

Your next great idea might be hiding somewhere completely ridiculous.

What does a basketball game have to do with composing music? What could a seedpod teach you about designing sneakers? And why might a staircase inspire a dance?

More than you'd think.

Creative ideas have a wonderful habit of showing up where nobody invited them. Welcome to The Inspiration Caper, where you're a creative mastermind on a mission to steal—strictly figuratively—from the world around you.

No artistic credentials required. No masterpiece expected. Just an open mind and a willingness to ask, What if I turned THAT into THIS?

Garden, sporting event, museum, street or home | 30–90 minutes | Free options available

Your Mission

01

Case the Joint

Choose somewhere filled with intriguing sights, sounds, shapes or movement. A basketball court? Garden? Train station? Look, listen and notice. Every good caper begins with reconnaissance.

02

The Three-Piece Heist

Collect three interesting details—not actual objects! We're not leaving the museum carrying a sculpture. Sketch, describe or appropriately photograph your discoveries.

03

The Great Creative Switcheroo

Combine unexpected inspirations and turn them into something new. A seedpod becomes a sneaker. Basketball rhythms become music. A staircase becomes choreography. Your creative accomplices don't even have to make sense together.

Plot Twist!

The Accidental Accomplice: Take your best idea and combine it with the very next interesting thing you notice. A leaf-inspired shoe meets a checkerboard floor? Excellent. The plot thickens.

Make It Yours

Create a sketch, rhythm, movement, story, model or something entirely unexpected. Work alone or assemble a creative crew. Younger masterminds can transform shapes and sounds into drawings or games. Adapt your materials and methods freely; technical mastery is not required.

THE MASTERMIND'S REVEAL!

Where did your best idea come from? Did it surprise you?

Pretty is a practice. So is seeing possibilities everywhere.

12 The Day of Delightful Detours

Today's itinerary: Go somewhere good. Remain open to something better.

You know those days when you head out to do one ordinary thing and somehow end up having an unexpectedly wonderful time?

You admire a shop window and discover a tiny gallery next door. Take a different path through the park and find a beautiful garden. Duck into a library to escape the rain and stumble upon an exhibition.

Suddenly, the best part of your day is something you never planned.

Welcome to The Day of Delightful Detours, where the itinerary is more of a suggestion than a command. And if you spend the entire afternoon happily enjoying your original destination? That's a perfectly successful adventure, too.

- Neighborhood, park, waterfront or museum
- 30 minutes–an afternoon
- Free or inexpensive

Your Mission

01

The Almost-Itinerary

Choose somewhere you'd genuinely enjoy visiting, even if nothing unexpected happens. Plan your transportation, time, budget and comfortable exploration boundaries. Leave the rest a little loose.

02

The Curiosity Radar

What's catching your attention? A colorful sign? Unusual building? Music from a public square? An intriguing doorway? Collect a few possibilities without feeling obliged to investigate them all.

03

The Great Detour Decision

Something looks interesting. Do you actually want to follow it? Check that it's safe, permitted, accessible and within your plans. Then decide. Spontaneity is supposed to be enjoyable, not an endurance test.

Plot Twist!

The Treasure Map Treatment: Turn your actual route into a map with dramatic landmarks. The Bench of Unexpected Excellence. The Mysterious Bookshop. The Fountain That Started Everything. Geographical accuracy optional. Personality mandatory.

Make It Yours

Explore one building, an accessible route or an entire neighborhood. Go solo or share decisions with friends. Younger detectives can choose between two safe options at a time with an adult. Take one detour or none at all. Sometimes the best surprise is discovering you were perfectly happy where you started.

THE GRAND UNPLANNED FINALE!

Which detour was the best surprise—and why?

Pretty is a practice. So is leaving room for wonderful surprises.

UNTIL NEXT TIME

Where to *Next?*

Twelve adventures. Endless ways to take them.

Repeat a favorite in a new season. Swap the crew. Shrink an adventure to fifteen minutes, or let one take over a whole Saturday. Then invent a go-see of your own.

Adventures don't require extraordinary budgets, destinations or circumstances. Just curiosity, a little nerve and the freedom to choose your own way in.

Every Adventure, Your Way

A little flexibility can open a whole world of possibilities.

Change the Pace

Fifteen minutes or an entire afternoon? Take breaks, spread an adventure across several days or call it a day whenever you're ready.

Change the Place

Explore from home, a comfortable seat or an accessible route. A virtual museum visit or neighborhood view can offer plenty to discover.

Change the Approach

Sketch instead of writing. Talk instead of sketching. Listen, observe, photograph or simply enjoy the experience. There's no required way to participate.

Change the Company

Go solo, bring a friend or gather a crew. Younger explorers participate with appropriate adult guidance. Everyone gets a say in how they join the fun.

And remember: You can skip a prompt, change your mind or invent your own twist. The adventure belongs to you.

ABOUT THIS RESOURCE

The Great Go-See is part of Enrichment Adventures, a resource collection of the Pretty Is a Practice Initiative (PIAPI).

RESOURCE USE POLICY

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