

# Discover Eden

## Easy English version

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eden project

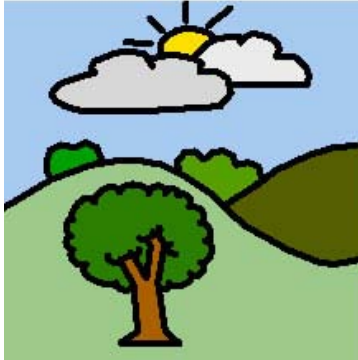
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eden project

Engineered Arts limited

## What is the Eden Project?



**Environment**  
Everything around us.



**Recycle**  
Turning things that are used up into new things.

The Eden Project shows you why plants are important. It shows you how you can live without damaging the environment. The Eden Project tries to live the same way. That's why we built a world famous garden in a disused clay pit. We built it to show that people can look after the environment and still run a successful business.



The Eden Project likes to do things that no one else has done before. We have a project called Waste Neutral which reduces and recycles the rubbish that comes from Eden. Another project is called Gardens for Life. It lets schoolchildren in India, Kenya and the United Kingdom share ideas about growing their own food.

The Eden Project tries to find answers to environmental problems and to tell lots of people about them. The Eden Project communicates to lots of different people in lots of different ways.



The two big greenhouses are called the Humid Tropics Biome and the Warm Temperate Biome. The outdoor site is called the Outdoor Biome. All the Biomes are full of plants.

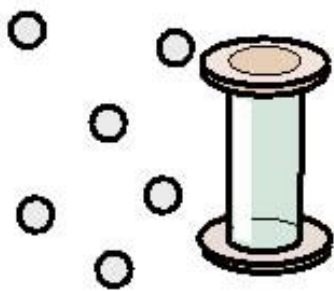
The Eden Project tells you stories of how people use plants for food, fuel, medicines and materials. Many exhibits use art to bring the stories to life.

Eden is a symbol of people working with nature.

## How we use art to tell stories

Many people feel that science is hard to understand. Some people don't trust science or scientists. The Eden Project helps people understand some things about science by using art.

We have taken sculpture and performance and put them together to make sculptures that move and tell stories about science.



### Oxygen

A gas in the air that we need to breathe. It has no smell or colour.

One of Eden's most popular exhibits is the Plant Takeaway. This is a kitchen scene. In the kitchen are two adult puppets, a child and their pets. One by one all the things made from plants are taken away. Finally the room is bare and the puppets are left lying on the floor with no oxygen left to breathe. The message is: without plants we would not exist.

People laugh when the poor puppets sink to the floor. The Plant Takeaway shows you how you can talk about serious things using entertainment.

There are lots more moving sculptures in Eden.

## The Core

The new building is called the Core. It is shaped like the middle section of a giant sunflower. It is designed to make people curious about plants.

The Core is built so that people with many different needs can work in it and visit it.



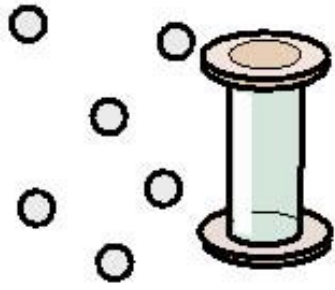
### Sunflower

The Core is shaped the same way as the seeds in the centre of a sunflower.



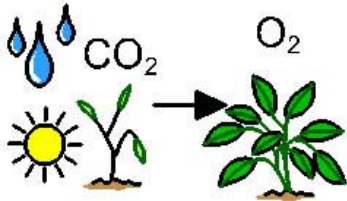
## The Exhibition Hall in the Core

The exhibition hall is on the ground floor of the Core. It contains exhibits that show how wild places like forests and moors keep us alive. There are exhibits that show us some of the damage people are doing to the environment and there are exhibits that show what we can do to reduce the damage.



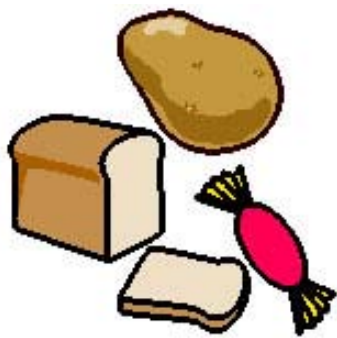
### Carbon Dioxide

A gas that is found in air. It has no colour or smell.



### Photosynthesis

Plants convert water, carbon dioxide and sunlight into oxygen and energy to grow.



### Carbohydrates

The sugars and starches found in fruit, vegetables and cereals.

## The Plant Engine



Plants are all around us but we rarely stop to think about what they give us. The Plant Engine is designed to grab people's attention and turn science into theatre.

The Plant Engine shows us photosynthesis. Plants in a big glass sphere take in water, carbon dioxide and light and make the carbohydrates and oxygen that keep us alive. The dials around the machine show how much the plants are making.

The puppets in the jars around the glass sphere are kept alive by the oxygen coming through the air tubes. These jars show you the things that the world's wild places give us.

You can find out more about the things plants do for us in the cartoons under the jars.



### Weather people

This jar tells you about how plants keep our weather from getting too hot or too cold, too dry or too wet.



### Water man swimming

This jar tells you about how plants clean and store the water we use.

### Horse with mask

This jar tells you about how plants clean the air.



### Mandrake root

This jar tells you about how plants turn carbon dioxide into carbon





### Recycling heads

This jar tells you about how plants recycle nutrients and waste.



### Layers of biodiversity

This jar tells you about how plants support lots of different kinds of life.

Lessons from nature

This jar tells you about how plants can give us ideas for inventions.



Art and beauty

This jar tells you about how plants provide places and things that we can enjoy.



## The display cases

We took three things that the world's wild places provide us. We talked to people from all over the world about them and found out about the problems and some of the solutions. Their views and work are shown in the display cases with some text, models and objects from their lives.



The Diversity Cabinet



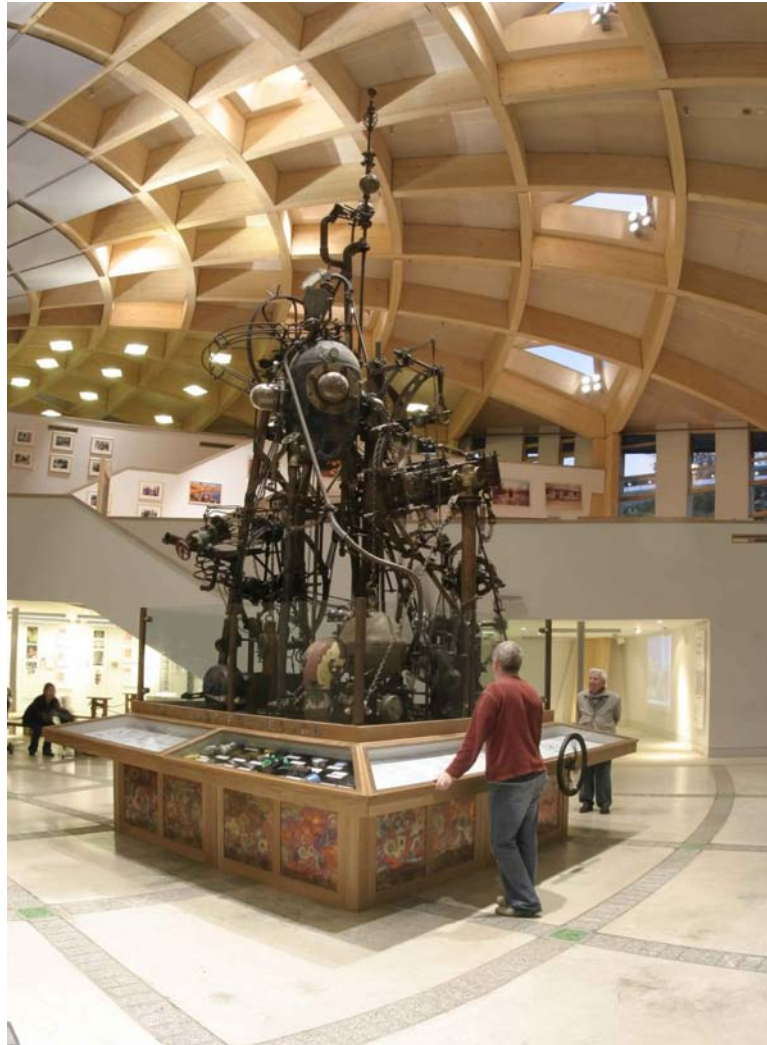
The Climate Cabinet



The Water Cabinet

## The Plant Processor

The Plant Processor is a big machine. It is the world's largest nutcracker and also a self oiling machine.



It shows you how people use a lot of polluting fossil fuel energy to process plants every day for food, fuel, medicine and materials. It also makes you think about how complicated it is. Around the base you can read some things about production and processing.

## The Resource Files

This is a place where you can find answers to questions like can the world be fed, fuelled, or cured? The Eden Project asked people from around the world to answer these questions. The answers are all in the filing cabinet. Watch the visitors, they often read one drawer and then start to walk away but when they close the drawer another pops open and they come back to read them all.



## Locker Room Lives



There are nearly 6.5 billion of us in the world and each has an opinion. We asked the same questions of four very different people: a world-famous environmentalist, a Cornish farmer, a Bedouin woman and a South American shaman. Their replies and a glimpse of their lives, including a range of personal items such as their hats, coats and shoes can be found in the lockers.

Take a look at the questions. What are your answers?

What is your most useful item?

What is your most treasured item?

What gift would you give to a friend?

What are the main challenges you face day to day?

What do you think are the main challenges facing the world today?

What idea would make the world better?

## Fridges

Do you leave notes stuck to your fridge? You can have your picture taken and write your thoughts on our Idea cards. Some might end up in our exhibition!



## The Arcade of Ideas

You can find the Arcade of Ideas on the high ground at the edge of the Eden site. You can get there from the Visitor Centre by going over the bridge or you can get there from the base of the pit by a lift next to the Core.

The Arcade of Ideas looks like an amusement arcade. The exhibits here tell stories about environmental and social issues. They are fun and easy to use.

The exhibits in the Arcade are linked to ideas across the Eden Project site. At Eden we aim for efficiency. Using less is one of the biggest steps towards sustainability.

Our Biomes are very efficient. They are made of very few materials that last a long time. The materials are easily recyclable. The Biomes need only a third of the normal amount of energy to heat them.

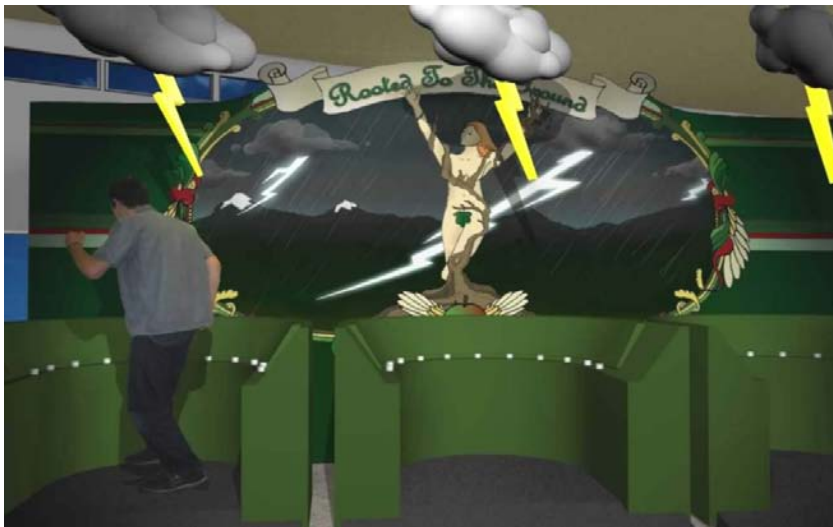
We buy our supplies locally wherever possible, reducing transport energy and supporting local economies.

Our soils reuse waste; the water for the plants is recycled water and harvested rainwater. We buy Green Tariff electricity, run many of our vehicles on LPG and have a green travel plan for staff and visitors.

## Rooted to the Ground

Plants can feed themselves, reproduce and survive, all without moving. Can you do the same trick?

In this exhibit you have to stand on one leg and see if you can reach drinks, foods, a mate and protect yourself from the weather. There is also a wheelchair accessible version. The exhibit makes you think about how plants do all these things.



## Spaceship Earth

This shooting gallery game is about food chains, food webs and biodiversity.

The difference between this game and the ones you see at the fairground is that once your 'duck' is down it doesn't always stay down. Instead you will see the impact you have made by taking something from the food web. For example: take out the ducks and the slugs reappear, take out the fox and the ducks return and the slugs disappear.

Once the system has become unstable can you ever fix it again? It is a reminder of the impact we can have on the earth's biodiversity. You can find out more about biodiversity in the Cabinet of Diversity in the Core.



## Lords of the Land

### Tractor ride breakfast treasure hunt

This ride-on tractor game is fun for children and for adults who still want to play on tractors! It takes you round the farm to find your breakfast. If you want bacon and eggs you need to find the pigs and chickens. Do you prefer cereal with milk? What do you need to find next? If you get stuck ask the farmer. The tractor ride shows us where food comes from.

Take a look behind the scenes to see how it works. It's a real model farmyard with a mini camera on a mini tractor.



## The Knowledge

Climb in to the London taxi and take off on a chase around the world to pick up all the ingredients for Elvis's favourite pizza. Watch the miles pile up on the giant odometer, and then get a fright when you see the total cost of your trip! This game shows you about food miles.

The way we buy our food has a big impact on carbon dioxide emissions and climate change. A family of 4 people in Britain would, each year, generate 4.2 tonnes of carbon dioxide from their house, 4.4 tonnes from their car, and 8 tonnes from the production, processing, packaging and distribution of the food they eat. Find out more from the taxi driver.



# Envirodance

How big is your footprint?

Envirodance lets you dance your way through life. What impacts do your actions have? How can you make your actions have less impact?

The game is set to a dance song based on the four Rs: Reduce, Re-use, Repair and Recycle.



## The Core: Thanks

Exhibition designed and built by Engineered Arts Ltd. with special commissions by internationally renowned artists Rob Higgs (Plant Processor sculpture) and Paul Spooner (Plant Engine automata and Biodiversity exhibit).

## Funders and supporters

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