

Barley Hall Visual Story



What you might see

When you arrive at Barley Hall you will see our courtyard. If it is a very cold day the door will be closed. If it is closed you can push it open. There are two small steps to get inside. This is our admissions area, our shop and where you buy your ticket. A member of our helpful staff in uniform will tell you about the Hall and sell you your ticket. You can ask them anything you would like to know about the history of the Hall. You will hear Medieval music playing in this area.



As you move around the Hall there will be steps between each room. Sometimes if it is dark outside, the rooms will also seem a little bit dark. There will be electric lighting or candles in all of the rooms to help you see though.



This room is called the Steward's Room. You will see some information panels in this room and a short video explaining the development of Barley Hall. There is also a bed where the Steward would have slept. On special occasions you will be able to purchase drinks and snacks in this room.



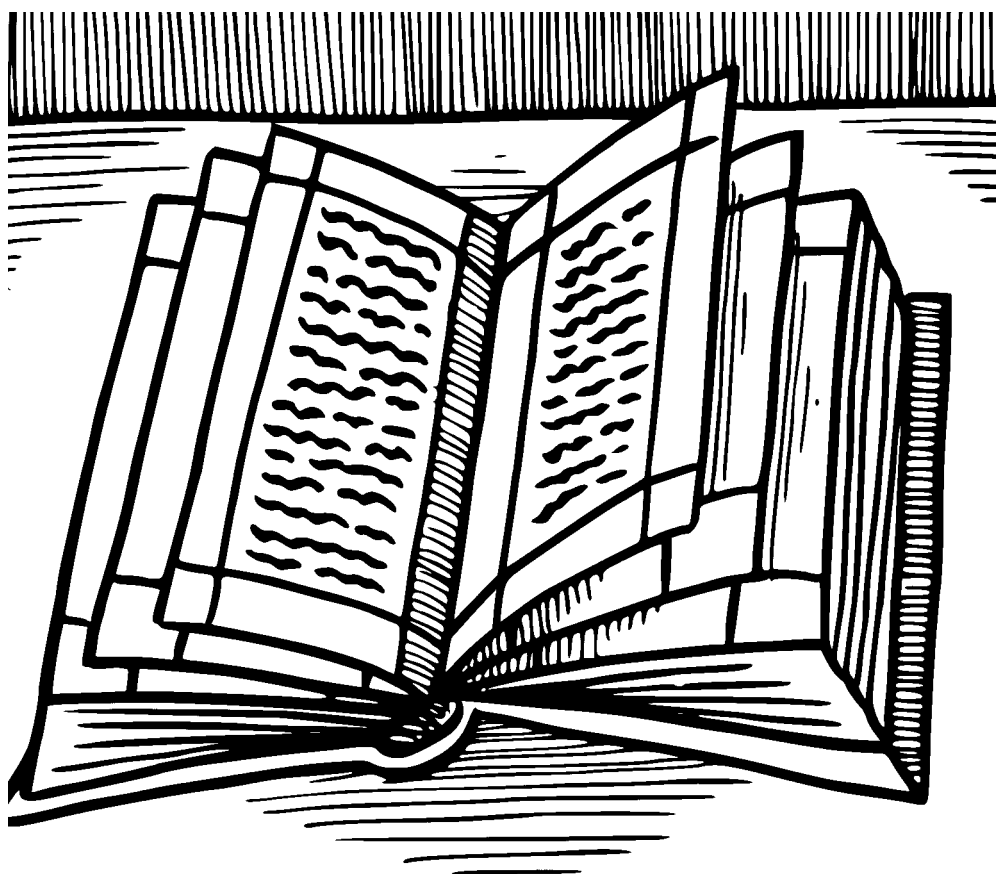
This area is the Vestibule.

Our toilets are located in this area and there is also a computer you can use by touching the screen. When you select an item to look at, it will activate a voice to tell you more information.



This is our Great Hall.

This is a large open space with a glass wall where you will be able to see other people passing through the alleyway. This area sometimes has volunteers who will tell you more about the Hall if you would like to. The volunteers will also let you handle items. The tables are set as if ready for a meal. You can pick up items from the side tables but you must not touch items on the top table, these are just for looking at as they are delicate. Sometimes a school party may be eating lunch in this room. You can still go in and look at the items if you would like to.



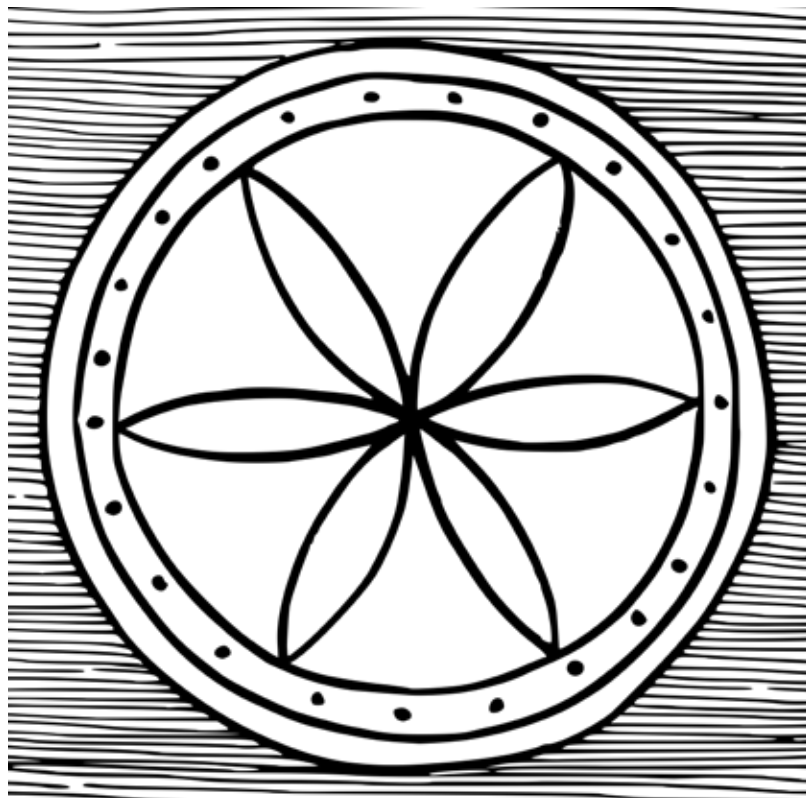
Next you go up the stairs to the Gallery. The stairs are a little bit steep but there is a hand rail for you to use. The Gallery is a wide open space. In here there are some activities you can do; making wands and an ink stamp activity. You may hear a brass head talking from the corner of the room. This is activated by a button that you can press. There is also a cabinet showing some strange items and a table with bowls of herbs on which has buttons you can press. These will tell you about each herb and you can touch and smell them if you would like.



From the Gallery there are two different ways that you can make your way around the Hall. We recommend you make your way to the lesser chamber to the left, to see the whole exhibition but you can go to the right if you prefer.

This is our Lesser Chamber.

This is a dark room. You can touch all of the items on display. There is a bed in the corner of this room with a projection above it. The projection has lots of spooky sounds on it including a wolf growling and also projections of animals like snakes, birds and a wolf. You can move through this room or avoid it if you would like to.



This is our Great Chamber.

This is a very large room and can sometimes be a little dark. There is an alchemist's table set out. An alchemist is a bit like a scientist who mixes up potions and does experiments. Some of the things on the table bubble, glow and smoke. You will also hear the sound of bubbling liquid. You shouldn't touch anything on this table as they are very fragile. Also in this room is an activity table which has magnets, prisms and magnetic liquids which you can play with. The magnets move the magnetic liquid as you move the magnet across the bottles so you can feel like you are doing some magic.



You will then need to retrace your steps back the way you came to the Gallery. From here you can visit the Parlour.

Merlinus



This is the Parlour.

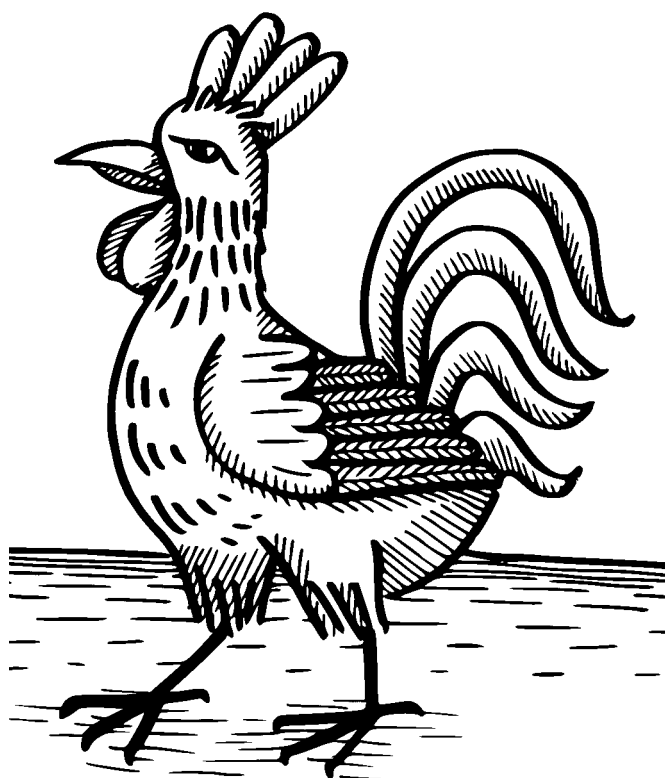
The Parlour is quite a dark room. You can sit on any of the benches if you would like and you should feel free to pick up any of the items. Sometimes there is a volunteer in this room who will tell you more about the Hall. Sometimes there will be a school group in this room taking part in an activity. This will make the room a little crowded but you can still look at it and handle the display items if you would like to. During the school holidays there will be a member of staff in costume who will be leading activities for anyone to take part in. These are optional but you should feel free to ask the member of staff any questions you might have. The crafts usually have a cost to them.



There is a staircase down to the Buttery and Pantry. The stairs are a little bit steep but there is a handrail for you to use.



When you get to the bottom of the stairs the room on your left is the Buttery and the one on your right is the Pantry. These rooms are quite small and dark but you can pick up any of the items that you would like to. You will also see a glass wall and be able to see people outside walking past.



This is our school room.

It is a bright space with toys and games that you can play with if you would like. Sometimes this room is in use by schools that are visiting the Hall. If the curtains are drawn across the doorway you will need to visit this room later if you would like to see it. Sometimes there will be a member of staff in costume in this room. You should feel free to ask them any questions. Sometimes they will be leading an optional activity that they can tell you about.



When you have finished looking at everything you will need to retrace your steps back the way you came, down the stairs, past the Great Hall and into the shop.



What you might hear:

Animal sounds such as a wolf, birds and snakes.

Thunder from one of the projections

Recorded voices explaining about some of the displays.

School children chatting and laughing.

School tours taking place.

Volunteer talks and demonstrations.

Things You Will Smell:

Herbs including marigold, nettle, St John's wort, rose, rosemary, yarrow, sage, vervain, mugwort and wormwood.

Mulled wine (on special occasions).

Air freshener in the toilets.

Coal Gas.

What you might touch:

Pots.

Jugs.

Pretend food.

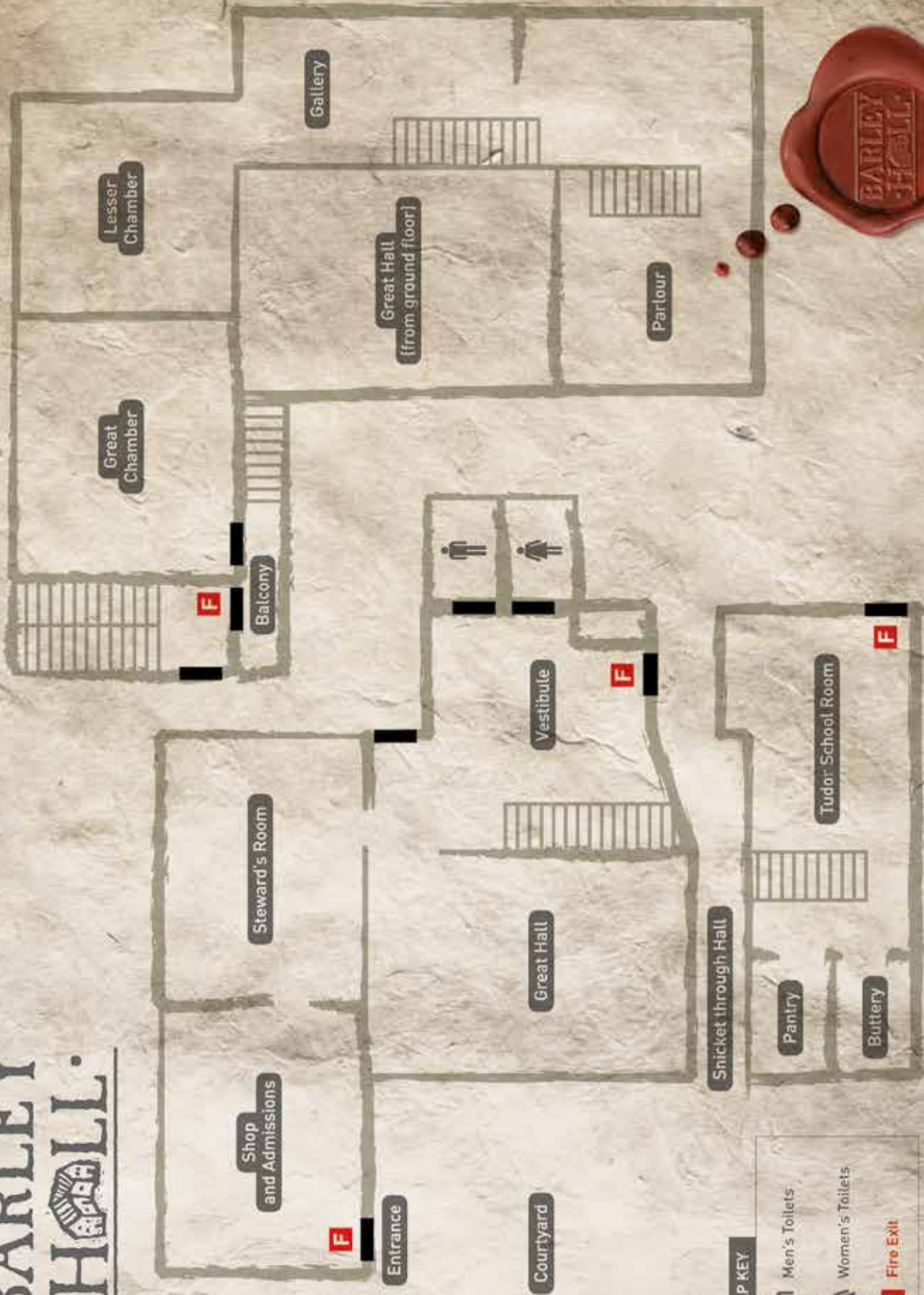
Herbs.

Wooden bowls.

You can touch most of the items in Barley Hall but you should always be careful with all them and make sure you don't pick anything up.



BARLEY HALL



MAP KEY

- Men's Toilets
- Women's Toilets
- Fire Exit