

The Barley Hall Visual Story

Here at Barley Hall, the health and wellbeing of our staff and visitors is of the utmost importance and we have introduced measures to ensure everyone can enjoy a safe and enjoyable visit!

We've been awarded the Good to Go certificate from Visit England; the industry standard for the tourism sector, highlighting a business is safe, clean and operating within socially distance guidelines, while still offering a great visitor experience.

What you might see

When you arrive at Barley Hall you will see our courtyard.



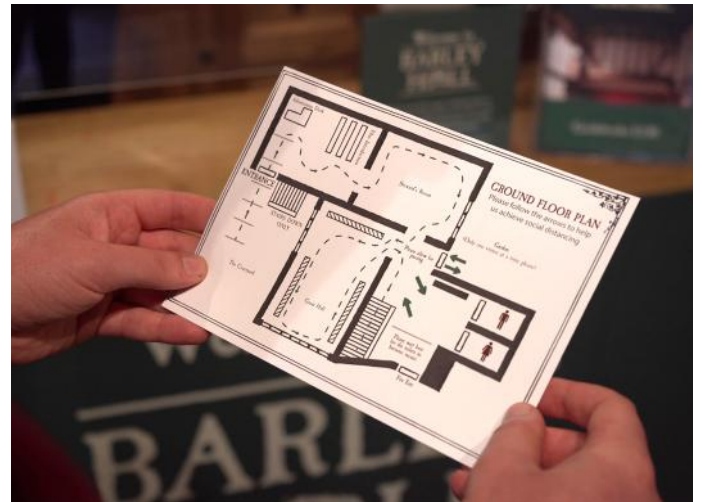


We're limiting our visitor numbers to make sure there's plenty of space inside. Everyone has to pre-book their visit at www.barleyhall.co.uk, and you should wait at your timeslot in our courtyard in Coffee Yard. If you are showing any signs of Covid-19, please do not visit Barley Hall. At your timeslot, you'll be invited inside, and one of our friendly members of staff will use a thermal sensor to check your temperature. 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. There are two small steps to get inside

You'll be given a map of Barley Hall so you can follow the one-way route around the townhouse.

If you're visiting with children, don't forget to pick up your free wand-making kit which can also be ordered before you visit!

The first part of your Barley Hall experience is a short film about the discovery of this beautiful townhouse beneath a modern façade, and its reconstruction by York Archaeological Trust.



With the furniture and items on display, please just look, don't touch 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 a bed where the Steward would have slept.



This area is the Vestibule. The toilets are situated here before you go up the stairs. Please make sure to use them if you want to at this point as the one-way flow means you won't be returning this way. If the toilet is engaged, wait in this area until they are free.



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 tables are set as if ready for a meal.

Following the one way system outlined in your map, it is suggested you make your way straight to the Parlour as you enter the galleries.

The Parlour is quite a dark room. This would have been where the gentleman of the house would have conducted some of his business. You can sit on any of the benches if you would like. Sometimes there is a volunteer in this room who will tell you more about the Hall.



You will notice a staircase going down from the parlour. This usually would lead you down in to the servant's quarters - the Buttery (for storing wine - Butts from the latin buttis meaning barrels) and the Pantry (for storing bread - Pain -French for bread). As the spaces in the buttery and pantry are very small we have decided that at this time these areas will be out of bounds to visitors, but you can see into these rooms from the outside alleyway when you leave.



Next, go through to explore the Gallery. The Gallery is a wide open space. There's lots to see, discover and explore but please make sure that you maintain safe social distances from other visitors at all times. 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.



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.

At the moment, this area is used as our gift shop and exit from Barley Hall. Feel free to browse the shop but we do ask that you only handle items you intend to buy. Look up at the ceiling as you browse and notice the intricate wooden structure - when this would have been a house, this room would have been a bedroom and where important people would come for meetings.



You'll exit Barley Hall down our external staircase so you don't bump into other groups. Please be careful and use the handrail provided as in wet weather, the stairs can get slippery.

We look forward to welcoming you to Barley Hall very soon!

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.

Volunteer talks and demonstrations.

What you might 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.

At this time, we are asking our visitors not to touch any of the items on display.