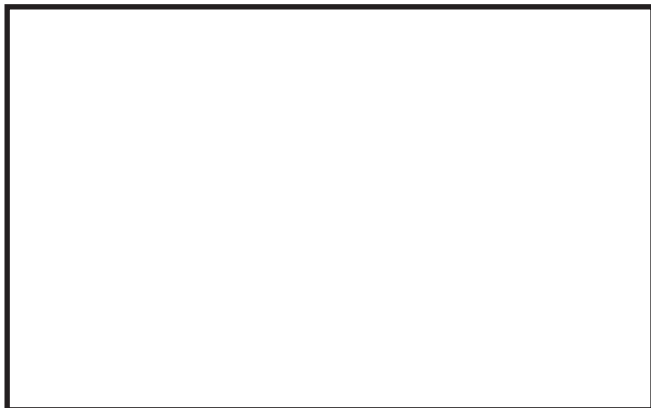


## 5 Viewing Circle

Look out at the big rocks and other features of the land here. Choose one of them and think how it was important in helping resolve your character's dilemma. Does he/she have to make a journey, if so where to?

The old quarry men had many stories to tell as can be seen in the names they gave to the layers of rock, carved in this circle.



Leave viewing circle & continue along the permissive path to the bridge over the river.

## 6 Bridge over the burn

Look into the water flowing under the bridge. A story is like a river flowing down to the sea. How does your story end? Your story does not need to end 'happily ever after' but try to give it a positive conclusion.

The Frosterley Marble in the water here is ....300 million years old and made from the skeletons of ancient corals, when this land was under the sea!

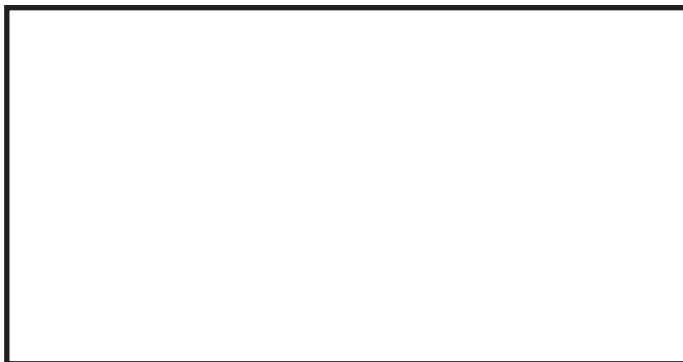


Continue along the permissive path and cross the stile into the open wooded area.

## 7 Across the stile into the wooded open area

Make something out of sticks, stones and other materials lying around, as a symbol for your story. Refine your ideas as you do it.

The hawthorn bushes that are common around the quarry are said to be the home of the fairy folk.

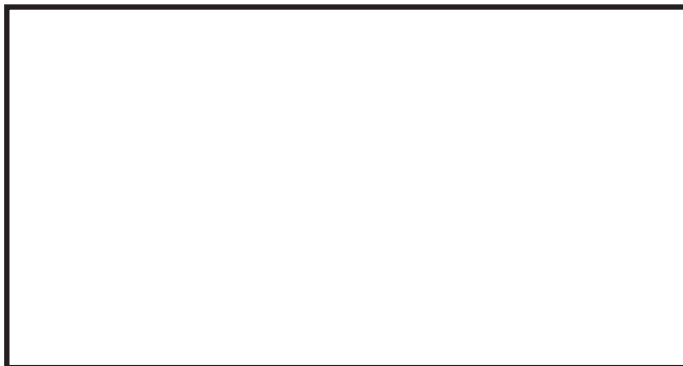


Carry on along the path, meet up with the right of way and turn right. Follow it all the way back to the road where you started.

## 8 The Journey back

As you walk back to the centre tell your story to yourself or your companions. You might like to write it out on the back of leaflet to take home or for display on the centre wall.

It is said that the fairy folk hate being watched or spied upon and will spirit away anyone they catch. See the story of the Stanhope fairies.



Tonks Family Fund



Devised & written by Malcolm Green

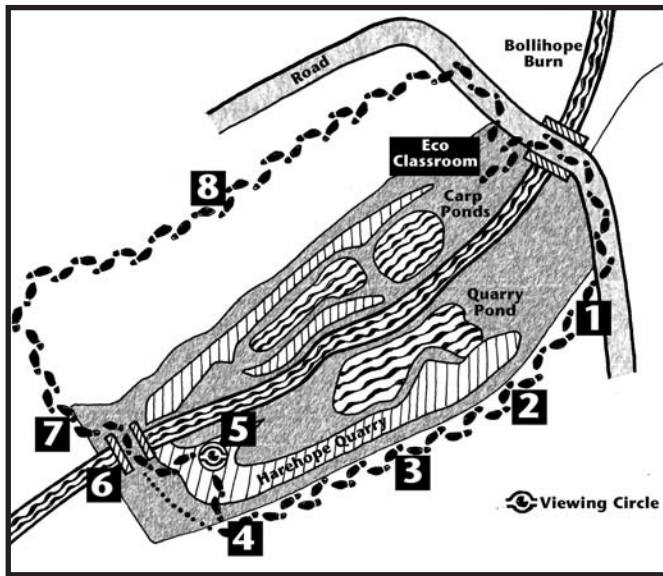
Designed & Illustrated by [www.davidhallartist.co.uk](http://www.davidhallartist.co.uk)

# HAREHOPE

## Create A Story Walk

Every nook and cranny of the Harehope landscape is full of stories. When you look down upon it from the quarry cliffs you can almost hear them being whispered from the rocks, the streams, the emerging trees.





.....There is the story of the Bollihope giants, who inhabited the surrounding moors; the stories of the men who laboured in the quarry; the story of the Frosterley Marble made from ancient sea beds; the story of the salmon that arrive here after their long, long journeys..... and there are the stories that seep into your imagination as you walk around this place.

It is these 'home-made' stories that we invite you explore today as you follow this leaflet around the quarry.

Make up individual stories or work as a group.

You might want to make notes as you go around in the boxes provided. The snatches of story are there to give inspiration, not to copy or use.

We would love it, if you would write down your story and leave it in the post box at the centre. We will display the stories on the centre wall.

**Have fun!**

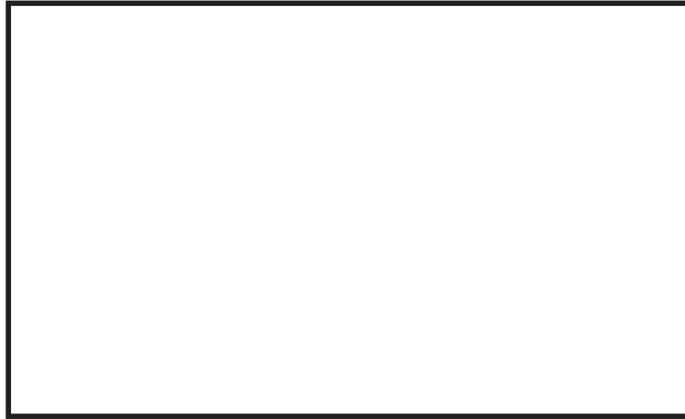
*Start at the bridge over the Bollihope Burn just beyond the gates into Harehope Quarry. Follow the main track up the hill, don't take the permissive path over the stile to your right. Walk on round the outside edge of the quarry.*

### **1 Just beyond the first gate**

Look at the landscape. What are the main features you can see? Notice everything you can from the ripples on the water to the cliffs. Sketch what you can see.

Imagine who or what might have scooped this hollow out.

**Not so many years ago this place would have been full of noise and working men.**



*Continue along the path above the quarry.*

### **2 Between second and third gates**

Look below you once more. What dwelling places can you see? Don't just look at the buildings but also at the the land under the water, the spaces between the trees, the folds of the land?

Choose one of these places as a home for a character - imagine what his home might be like (in the places you cannot see) and who or what might live there?

**On the Moor behind you? is the Longman of Bollihope, a pile of rocks, all that is left of one of the Bollihope giants.**



*Continue on the path above the quarry.*

### **3 Opposite wooden steps in the quarry**

Think more about your character in his / her home. Is it an animal, a person, a fairy? Gaze around you. What do you think your character might have done here. Who were his / her friends or enemies.

**The adult salmon returning from the sea swim right up to the shallowest parts of the Bollihope Burn to mate and spawn.**

**They are then so exhausted most die.**

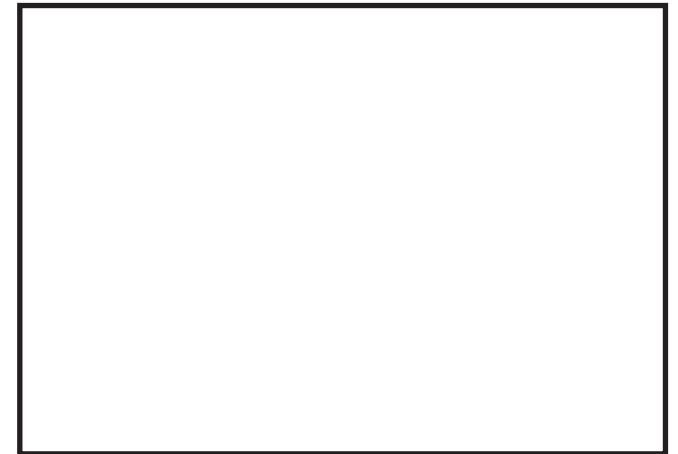


*Continue on the path above the quarry.*

### **4 In field after stile**

Look all around you. What dilemma or problem does your character have? Why is this dilemma so important / hard to solve?

**In some stories. The silver birch trees you can see here are able to turn into dancing ladies and capture you in their frantic whirling, they might even bare a gift of gold.**



*Take the permissive path over stile on your right & after the steep steps turn right to the viewing circle.*