

Astley Hall Story Maker!

**Astley Hall is; amazing, ancient,
beautiful, spooky, mysterious,
historical, magical...**

Perfect for inspiring stories!

**This kit will help you
to create your own stories
about this wonderful place.**

**Share your stories with us
using #AstleyStories
at facebook (astleypark)
or instagram (astleyhallpark)**

You will need

One Dice

Instructions

**you will need five things
to write your story;**

**a Story Starter, a Location,
Two Characters and a Keyword.**

The table on the next page has them all!

- 1 - Roll your dice for each one
(twice for character!)**
- 2 - Count along the table to see
what you get.**

**(Example - if you roll 2 for Keyword
you get 'Magic')**

Now create your story

**Tell a friend, record it, write it,
draw it...however you like!**

Want to go deeper?

**If you'd like a bit more info on the
Characters and Locations turn
to pages 3 and 4**

1

2

3

4

5

6

Story Starter

“One sunny day...”

“One upon a time...”

“A long, long time ago...”

“It was a dark and stormy night...”

‘It was just another day until...’

“You will not believe what happened to me...”

Location

Drawing Room

A beautiful place to relax

Bedroom

A Four Poster Bed? Very Fancy!

Great Hall

Perfect for a Feast

Long Gallery

A place to play games

The Grounds

fountains, fields, trees, parks, ponds...

Morning Room

what’s for breakfast..?

Character

You’ll need two so roll your dice twice!

A Visitor

The Tiny Knight

Captain One Eye

The Butler

A Ghost

A Cherub

Keyword

Candle

Magic

Key

Trapdoor

Treasure

Secret

Roll that dice... twice! What would your two characters think of each other? Say to each other? You can add more characters (from here or your imagination) if you like.

1 A Visitor

Invent your own visitor to the Hall or there's Violet - she didn't live at Astley Hall but would visit as a child and loved it. This picture of Violet is in the dining room.



2 Tiny Knight

This guy lives in the Inlaid Room. What he lacks in height (he's about 90cm with his spear!) he makes up for in bravery and shiny-ness! We believe his armour is nearly 200 years old...



3 Captain One Eye

Born in 1604 Robert Charnock was a Soldier for the King in the Civil War - he got the nickname 'One-Eye' after losing his eye at the siege of Lathom House.



4 The Butler

Samuel Blackshaw was the Butler at Astley Hall in 1851 - He was in charge of the servants of the house and was trusted by Astley's owners. Samuel had a wife and two children - was he kind, bossy, scary, friendly...?



5 A Ghost

Make up your own Ghost OR The Grey Lady is Astley Hall's most famous spook, seen wandering throughout the house... Who is she? What does she want?



6 The Cherub

These cheeky chaps cover the ceiling of the Great Hall and Drawing Room. They are upto all sorts; eating treats, playing catch, drinking (beer?!). This one's dressed as cupid firing a love arrow!



Lets choose a Location - a place, or one of the places, in which your story takes place.

So ROLL YOUR DICE - which will you get?
You can add more locations if you like...

1 Drawing Room



With its lovely tapestries, grand piano, and amazing ceiling of cherubs, fruit and flowers - this is a wonderful room to relax and enjoy.

2 Bedroom



The biggest thing in this room is the giant bed - and at nearly 500 years old it's super old too! The bedroom window has a view over the park and pond. And there's a door which mysteriously doesn't open...

3 Great Hall



The Hall's Grand entrance, a perfect place for a feast! Full of; paintings, a giant table, an enormous fireplace & don't forget the naughty cherubs decorate the ceiling!

4 Long Gallery



Right at the top of the Hall, this is a very mysterious place - made for playing games and exercise, the table is decorated with goat-men, lions, faces... and a unicorn!

5 The Grounds



Simply a fancy way of saying 'the outdoor space' for a grand house like Astley this means; gardens, spooky woods, fountains, fruit trees and ponds!

6 Morning Room



A very ancient room, you might have your breakfast in here, but what are those locked cupboards for? Are they safes? and why are mermaids and griffins decorating the walls and ceiling?