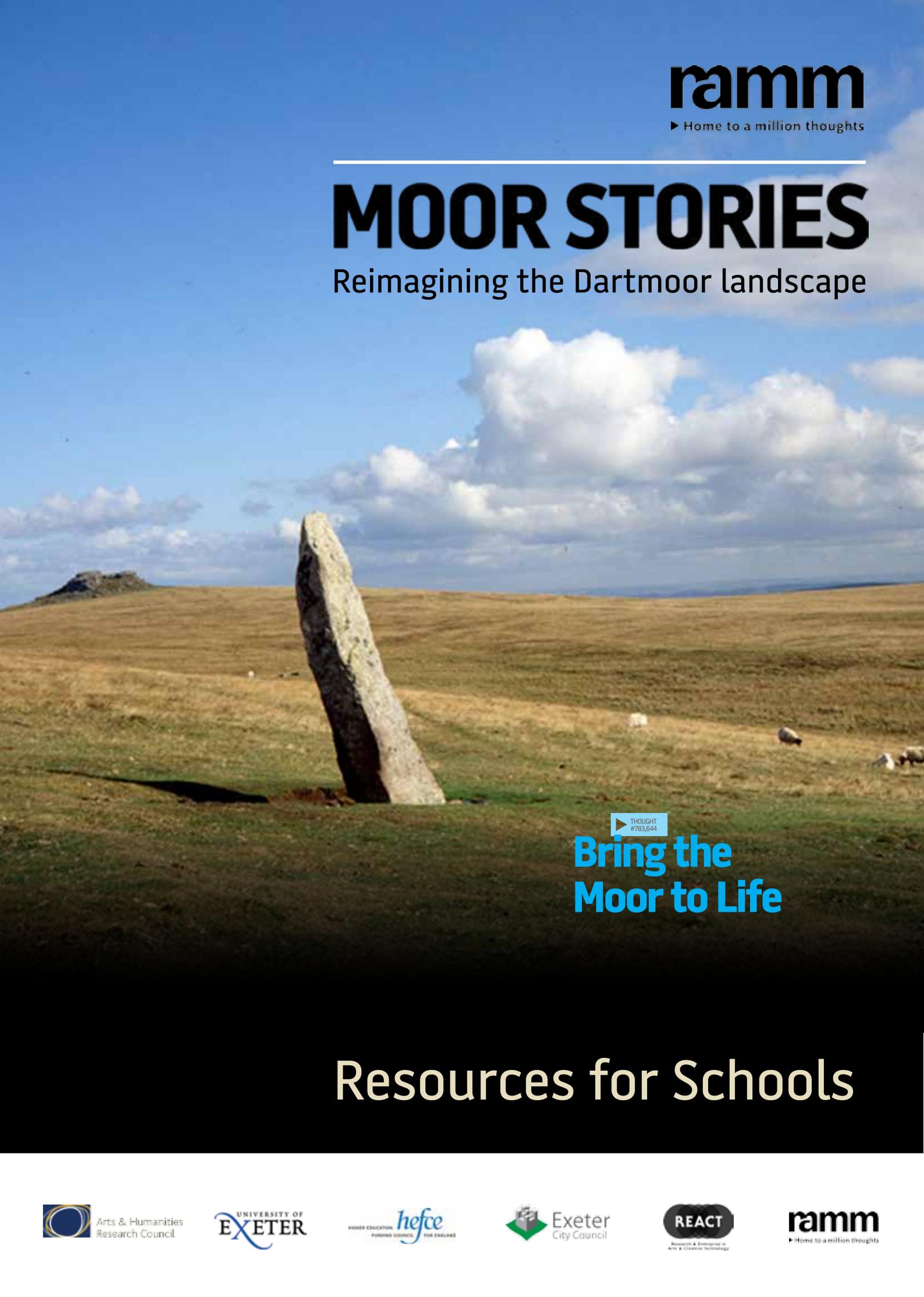


ramm

► Home to a million thoughts

MOOR STORIES

Reimagining the Dartmoor landscape

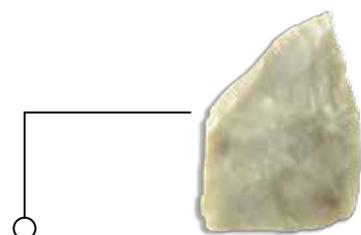


THOUGHT
#783,644

**Bring the
Moor to Life**

Resources for Schools

Moor Stories is an online space for people to read, create and share stories about Dartmoor. The site is managed by Tom Cadbury, Curator of Antiquities at the Royal Albert Memorial Museum & Art Gallery (RAMM) in Exeter. This means that the historical information provided by the site is checked for accuracy and content is moderated to ensure that Moor Stories remains a safe and respectful online community.



 **FLINT**
LOCATION: The South Zeal and Whiddon Down area

A flint from Captain Greig's extraordinary collection

Moor Stories can be used as a source of inspiration before you visit Dartmoor (or RAMM, to see the objects from Dartmoor held in the collection, or other museums around the moor). Why not browse the Moor Stories site and explore the contributions already there?

Moor Stories is a publishing platform for the stories your learners create. Some of these stories may get featured on the RAMM Facebook page and so it's possible that a submitted story could be read by many hundreds of people! This can help your learners appreciate the value of adding their story to the collection and help them think about the idea of writing for different audiences.

There is no charge for using Moor Stories.

An increasing number of locations on Dartmoor are installing wifi, which means you can access and upload content to Moor Stories while visiting the moor. There is also a web-app version of the site that you can use while out and about where signal allows you to connect to the internet <http://m.moorstories.org.uk>

Stories submitted to Moor Stories will be uploaded within 5 working days, and you'll receive an email when your story is published online.

www.moorstories.org.uk



Moor Stories
Website



Web-app for
Mobile



 **JUG**
LOCATION: DINNA CLERKS

Dinna Clerks is a deserted Dartmoor farmstead, described as the Pompeii of Dartmoor

How you can use Moor Stories with your learners

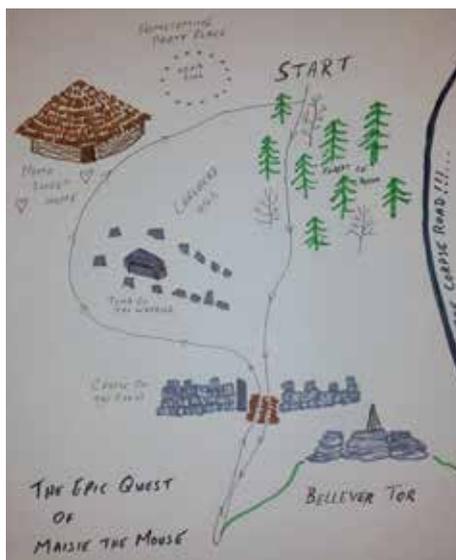


Prehistory (which is an important part of the new History National Curriculum) can be studied with Moor Stories. Read the Time Periods sections to find out about the prehistoric stages in the story of the Dartmoor. There are lots of stories written by children about pre-historic times, you could ask learners to find one that they like and share it with someone else in the group.

Try using Moor Stories for inter-generational work (this could be used as early as Key Stage 1 to investigate living memory). You could help younger learners to ask questions of older people and then contribute their answers as Factual Stories to the Moor Stories site. You can also make a voice recording of an interview with an older person and upload that content to YouTube. By linking via Moor Stories to the YouTube website you can record additional information about the interview (e.g 'This is an interview with my Dad about what happened on Dartmoor to celebrate the millennium') and make that video accessible in school.

 **HARRY HEMS'**
LOCATION: VARIOUS
CHURCHES ACROSS DARTMOOR...

A VICTORIAN MASTER CRAFTSMAN
WHO WORKED ON DARTMOOR
CHURCHES



Take a real or imagined journey on Dartmoor. Create a map showing various landscape features (rivers, tors, stone circles, woodland etc) and create your story on a map like the example below. You can upload story maps made this way to Moor Stories with additional information such as which time-period your map and story are set in, and which location on the moor your story takes place in.

Visit RAMM website's and have a look at their collection of Dartmoor objects. You can visit:

www.rammcollections.org.uk/

Search for keywords like 'Dartmoor' and specific places like 'Belstone' and see what objects are held in the collections. Imagine you are an archaeologist discovering one of the objects at a particular place on the moor. Try telling the story of the discovery or perhaps how you think that object came to the moor in the first place and why.

www.mastersofthemoor.org.uk/

Check out some of the art held in RAMM's collection which is about the moor. Try using these paintings to inspire your own art. If you visit the moor can you find the view that is shown in one of the paintings? How has the view changed?

www.churchdetective.org.uk/

Use this site to explore church architecture and try the Church Detective online game.

Some ideas for things to do on the Moor

Poetry

While on the moor close your eyes and listen - how many different sounds can you hear? How many of the sounds are 'natural'? (And would you say that sounds like sheep or dogs count as 'natural' sounds, and if not why not?) Write a story or poem based on what you can hear.

Try to write a haiku-style poem. One easy way of thinking of this type of poem is that it usually has two contrasting images in it and some information about the season. Haiku poems tend to be very short, eg.

**Upon hard Granite,
Through boggy Earth
Purple orchids bloom.**

or

**Owls calling
In the twilight
As the Hunter's Moon rises.**

Illustrate your poem with photographs or other artwork. Haiku poems are really short so they can be created in the landscape when you visit the moor.

Myths and legends

Dartmoor is full of myths and legends. Can you create your own legend or re-tell a story you already know in your own way? Legends often attempt to explain why the world is the way that it is. So look around on the moor and try creating a legend of your own to explain why the hills are bare, or why there are rocky outcrops on the land. Were these things done by giants or perhaps by wizards? If you can see a building is there a ghost story that you can create for that place? Visit <http://www.legendarydartmoor.co.uk/> for a wide range of stories about the folklore of Dartmoor to find out more.

Senses

Close your eyes and focus your attention on the smells of the moor, or touch the earth or stones and notice the textures. Record the different senses you use as you explore the moor. Find good words to describe smells, textures and maybe shapes and colours or pictures too (these could be abstract or representational). Try to create a sensory story that is based on your journey through the moor like the example below.



 EIGHTEENTH CENTURY
ASHBURTON
LOCATION: EAST STREET

FINDS FROM ASHBURTON SHED LIGHT ON
EVERYDAY EIGHTEENTH CENTURY LIFE



Some ideas for things to do on the Moor

Change your perspective

Try looking at the moor close up (magnifying glasses or even binoculars can help). Examine the tiny life forms and structures you can discover. Now try changing your perspective and being aware of the whole of the moor (look around at the horizon), perhaps imagining yourself rising up like a buzzard. Remember that you're standing on a landscape in the British Isles and the movement of sun above is actually the rotating of the whole planet. Try creating a story either about the micro-worlds or about Dartmoor in context of the whole planet (or even the whole universe).

Photography

In advance of your visit see if you can find any old photograph of the area of the moor you're going to be in. Try <http://www.dartmoorarchive.org/> for images. Create a story that explains how the photograph from the past links to the landscape you can see around you now. If the old photograph shows a building and today it's in ruins what do you think could have happened?

Working together

Take advantage of the fact you are with others on your visit, and the ways you explore the space. Describe to each other, either aloud or on paper (depending on age and other factors) what you find here, and how these findings call to mind other events/meanings in your personal life, or create a fictional scene in which they may have played a part. Pairs can tell a longer narrative type story to each other, given a simple starting point (eg a sentence setting up the main character and a quest for them to start on) and then take turns in telling of the journey this character has across part of the Moor. This could be done as various landmarks are reached as you walk, and the important parts recorded in some way at rest stops, in order to reconstruct the story later.

Thinking about visitors

Lots of visitors come to Dartmoor every year. If you wanted to help them get the most out of their visit what do you think they need to know? You could create a factual story for Moor Stories that is your own guide to Dartmoor. What should people bring with them? Where are the best places to visit? What do's and don'ts are important when they are exploring the moor? (Eg military activity at firing ranges in some areas restricts access; check this before deciding on your destination.) If you are visiting one of the sites on the moor (such as a museum or activity centre) you could try writing a review of the location and adding this story to Moor Stories too.



THE BELSTONE DAGGER
LOCATION: CULLEVER

THE BELSTONE BRONZE AGE FLINT
DAGGER, NOW IN RAMM'S COLLECTION

Some ideas for things to do on the Moor

Spotters' guides

Try creating your own spotters' guide to the moor. This could be designed for people to use in a particular place (eg you could create 'A Spotters' Guide to Princetown' and include pictures or local landmarks for people to find) or for the moor as a whole (eg 'Creatures of Dartmoor'; try to base this on what you actually see when you visit so your guide applies to a particular place and season).

Gallery games on the Moor

Have a look at the list of drama, speaking and listening and other educational games that are located on the RAMM website here <http://www.rammuseum.org.uk/schools/free-teacher-led-visits/what-we-offer> Many of these games would be suitable for adapting for a visit to Dartmoor (especially if you are going to a built environment on the moor). You can find more details about these games in this publication <http://museumsetc.com/products/wonderful>

Outdoor games on the Moor

There are lots of excellent games that could be the basis of story creation and are very suitable to use on Dartmoor in 'I Love My World' by Chris Holland <http://www.ilovemyworld.info/>



LYDFORD COINS
LOCATION: LYDFORD

ANGLO-SAXON SILVER COIN
MADE IN LYDFORD

www.moorstories.org.uk



Moor Stories
Website



Web-app for
Mobile