

The items in store are viewable at selected events...



The Romany Gypsy Storytelling Wagon

The wagon was created in 2007 in a project led by six local traveller teenagers: Richard, Cody, Bobbie, Cacey, Jason and Henry. For them it was an opportunity to tell the story of their own heritage. The traveller people in Britain are among the last true carriers of the oral heritage learnt from the tip of the tongue transmitted directly to the ear. While in Scotland their role is recognized, here in England that is yet to be the case.

The young people, with the help of The West Midlands Education Service for Travelling Children, wrote a successful bid to the Local Network Fund that paid for artists Tom and Una from Illuminations Media to help them turn the fireplace in the museum's old home, the Morgan Library in Wem, into the storytelling wagon. They also brought in musician / storyteller Dave Arthur who shared traditional gypsy tales he had learnt from families of Kent travellers and taught the girls how to dance over the broom and the boys some traveller melodies. Traveller friend, artist Maggie Roberts and her daughter Jasmine, showed the teenagers how to decorate the front of the bow-top wagon in the traditional way and created the sign above the exhibit. The stool decorated with horses' heads is also Maggie's work. Other items for the interior wagon were collected by the teenagers.

There is an album of photographs showing some of the highlights of this project and two later projects (see below).

Henry made a video documenting the project, which you can see at <http://www.mythstories.com/videobox.php>

In 2009/10 Henry and Cacey returned to the museum with Sylvester, John and Charleen from Prees Heath and Jamie Nadine, Sherel and Alisha from Park Hall, nr. Oswestry. This group made the special boxes that slide under the wagon settles and filled them with memorabilia relating to a person who would have lived in a wagon like the bow-top. This project 'Life In A Box' was funded by the Heritage Lottery Fund. The teenagers worked with wagon-maker Elijah who taught them the woodworking skills they needed and Maggie returned to supervise the painting.

Elijah also demonstrated how to make the traditional traveller crocket-baskets, wooden and paper flowers that can be found among the items in the boxes.

The group visited Shropshire Archives to research the lives of their ancestors and recorded a short life-story of each of the four chosen people.



The final stage of this project used footage from the recordings of Media Archive of Central England, showing traveller evictions in the 1970s and 1980s. The teenagers responded to the prejudices shown by recording raps at The Hive, Belmont, Shrewsbury. This activity was funded by the Shropshire Diversity and Equalities Fund.



The Raven Artbox

**An automata by Andy Hazell
On permanent loan from Shropshire Council**

The Raven Artbox was commissioned by Shropshire County Council Arts Service as administrators of the Eric Robinson Arts Trust from artist Andy Hazell and originally used to tour paintings from the Trust's collection around schools in Shropshire.

Turn the handle on the side of the huge treasure chest and the ravens will clap their steel-can wings.

The Artbox plays a role in bringing the story 'The Treasure of Stokesay' to life.

<http://www.mythstories.com/stokesayR.php>



Gogmagog's sword

The Grand Order of Geisers (GOG)



The sword behind the Gilgamesh tablets belonged to Bertilak's and Morgan's 'big brother' Gogmagog. Gogmagog was, as you can see, the largest member of GOG's giant family. The 3.4m long sword is all that remains of this processional giant.

Here he is in action...



Edric & Godda

a "storyscape" created by Louise Frances Evans working with storyteller Xanthe Gresham and friends of the museum Dawn & Lydia Powell funded by Arts Council England 2008



The story of Edric & Godda is a mix of legend and fairy tale very firmly rooted in the Stiperstones area of South Shropshire. The hero is a Saxon warlord, Edric, who still to this day protects his people.

Using the comic strip below, explore the Storyscape exhibit to discover the tale of his marriage to his fairy bride, Godda.

You can hear Xanthe Gresham telling her version of the story at <http://www.mythstories.com/jukebox.php> click on Xanthe's picture- or see highlights of her performance piece <http://www.mythstories.com/videobox.php>

ONCE UPON A TIME...

EDRIC & GOON

HEY THERE'S A REAL MAN IN THERE



WILD EDRIC LIVED IN A HALL



THAT'S HIM, TAKE HIM OUT



I LOVE HUNTING, PUT ME ON MY HORSE



HEY, THIS IS FUN!



THERE'S A HANDLE AT THE BACK OF THE HILL - GIVE IT A TURN...



WHERE'S THAT MUSIC COMING FROM?

♪♪♪♪♪



SOUNDS LIKE IT'S COMING FROM THE HILL.....

I CAN'T SEE ANYTHING



OPEN THE HILL AND PULL THAT LEVER ON THE SIDE.....

HEY! NOW I CAN





LATER BACK AT HOME...





BUT AFTER THE PARTY...



EDRIC WENT HUNTING...



AND LEFT GODDA HOME ALONE, BORED



AND GODDA WENT TO VISIT HER SISTERS



EDRIC CAME HOME... AND GODDA WASN'T THERE

...HE WAS SO ANGRY

WHEN GODDA CAME HOME



WHERE HAVE YOU BEEN? I BET YOU WERE WITH THOSE SISTERS

TURN THIS HANDLE

HE SHOULDN'T HAVE SAID THAT!

OH NO! SHE'S GONE!

AND TODAY ...



HIS GHOST IS STILL LOOKING FOR HER.

GODDA LEFT HER GLOVES IN THE DRAWER AT THE BACK OF THE HALL. THEY'LL FIT IF YOU'VE GOT FAIRY BLOOD.



Edric Still Rides

digital images by Rachel Hicken
photo-story by Nat Davies
poetry by Kevin Bamford & Dave Bingham
funded by Arts Council England 2001

Mythstories commissioned two photographers and two poets to explore the stories of Edric.

Rachel Hicken created five early digital portraits of people from the Stiperstones area who each have their own unique experiences of the legend of Wild Edric. You can also see a photograph album of some of Rachel's 'native' exhibition prints.

Rachel also recorded local people talking about Wild Edric. Three recordings are available at the foot of the Wild Edric story-page here:-

<http://www.mythstories.com/edricR.php>



Nat Davies curated a photo shoot to tell his take on the tale in a modern setting. The series of ten photographs is accompanied by a process diary from Godda's dress designer Jo Bloodworth.



The exhibit is completed by a book of work by poets Dave Bingham and Kevin Bamford. These were performed by the poets in the barns at Thresholds Centre on the Long Mynd, at the end of the project.



Traces of the Tudors

**A story creation game
based on Moreton Corbet Castle
funded by MLA Learning Links**

This story creation game was made in 2010 by Mythstories' staff working alongside a class of year 6 pupils from Holmer Lake Primary School in Telford. The project was funded by Museums, Libraries and Archives under their Learning Links strand and has created two models, the one you see here and one for the school.

You can follow the instructions on the comic strips below and use the model to create a two-stage story; a murder tale from Tudor times and a ghostly encounter set in the modern day

All the year 6 pupils were involved throughout the project; designing, testing and tweaking the story creation game as it evolved. One even worked out how many different stories could be created by the exhibit [museum staff can tell you how he did this, but you will have to work out the answer for yourself.]

Pupils first visited Mythstories to explore its collection of storytelling artefacts. This was followed by a trip to the nearby ruined Tudor Mansion at Moreton Corbet to collect base data, think about vocabulary and to hear some castle stories and generally soak up the atmosphere.

The work then began in earnest with the pupils designing the simplified model castle, and researching a likely room layout for the mansion. Meanwhile museum staff did the actual carpentry, painting, drawing and knitting.

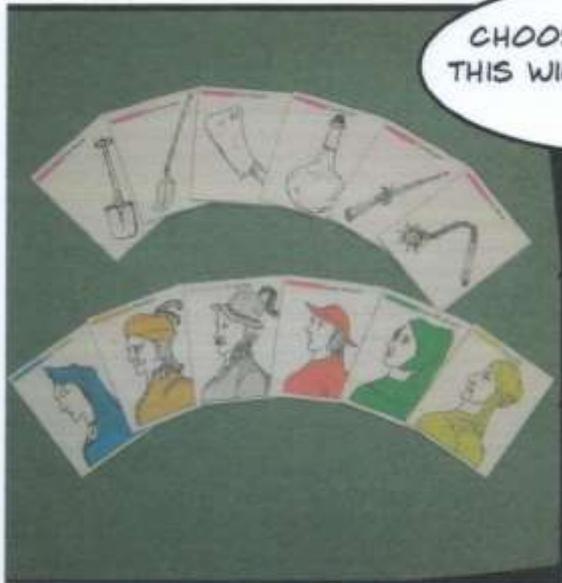
Pupils chose potential murder weapons from the Tudor period; chose the characters for the mansion's Tudor inhabitants and decided who would be the modern day visitors to the castle.

Once all the playing pieces were completed, the pupils worked in groups to create their own stories. Finally the finished storytelling game was launched on unsuspecting parents at an after school event at the school. Children told the stories they had created and then their parents used the model to make their own original Tudor murder story.

The comic strip instructions were created by work experience student, Dylan Quinn, in 2011.

TRACES OF THE TUDORS

INSTRUCTIONS: THE TUDOR MURDER STORY



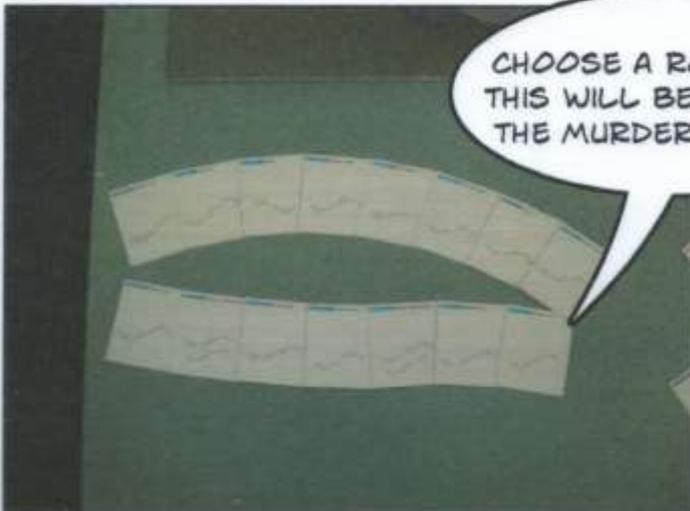
CHOOSE AN ITEM CARD.
THIS WILL BE THE MURDER
WEAPON.

CHOOSE A PERSON
CARD. THIS WILL BE
THE MURDERER.

NOW CHOOSE ANOTHER
PERSON CARD. THIS
WILL BE THE VICTIM.

FOR EXAMPLE ...

LADY CORBETT
KILLED SUZIE THE
SERVANT, WITH A
MACE, IN THE
GARDEROBES! :O



CHOOSE A ROOM CARD.
THIS WILL BE THE PLACE
THE MURDER OCCURED.

NOW YOU'RE READY TO
START THE STORY! TURN
TO THE NEXT PAGE TO
FIND OUT HOW ...





... HELLO AGAIN!

HERE IS YOUR BOARD. TO BEGIN YOUR STORY, YOU WILL TAKE IT IN TURNS TO ASK THE OTHER PLAYERS SIMPLE QUESTIONS ABOUT THE MURDER;

WHAT TIME WAS IT?

WHAT WAS THE WEATHER LIKE?



WHAT WAS SHE DOING IN THE GARDEROBES?

DID THEY KNOW EACH OTHER WELL?

YOU SHOULD BEGIN TO FEEL THE STORY DEVELOPING.

AH, SO IF THE SERVANT WAS IN THE GARDEROBES, WHERE WAS LADY CORBETTS HUSBAND?!

FEEL FREE TO ADD IN DETAILS ALONG THE WAY!

AS THE STORY PROGRESSES, YOU WILL BE ABLE TO MAKE YOUR QUESTIONS MORE IN DEPTH AND INTERESTING!

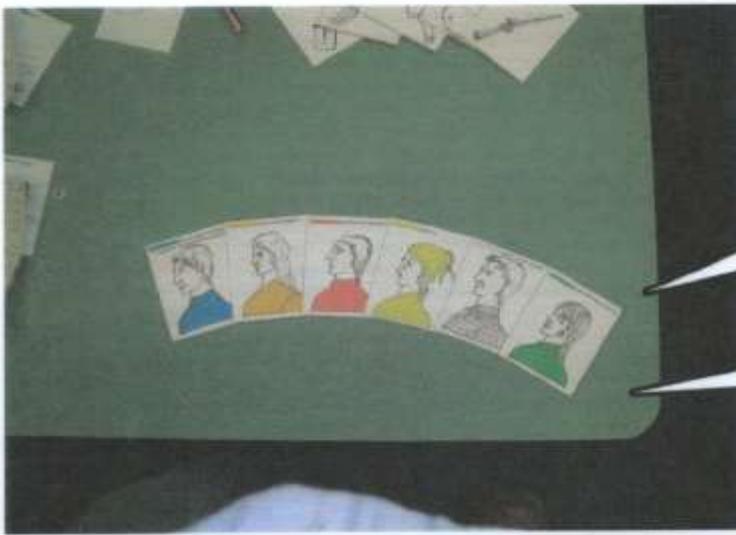
CONGRATULATIONS! YOU HAVE MADE A STORY, YOU ARE NOW READY TO MOVE ON TO ...

THE MORE CREATIVE AND EXCITING THE STORY IS AT THE END, THE BETTER!

THE GHOST STORY

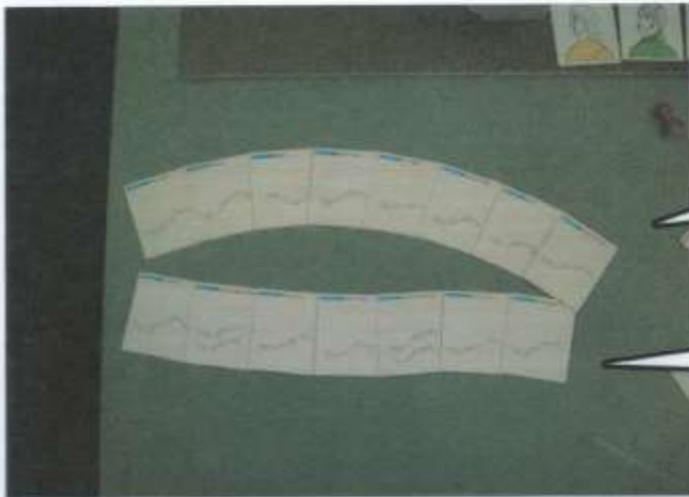
TRACES OF THE TUDORS

INSTRUCTIONS: THE GHOST STORY



CHOOSE A MODERN DAY PERSON CARD. THIS IS THE PERSON WHO SAW THE GHOST. REPLACE THE CARD AND SHUFFLE THE DECK

CHOOSE A SECOND MODERN DAY PERSON CARD. THIS IS THE PERSON WHO MET THE GHOST



CHOOSE A PLACE CARD, THIS IS THE PLACE WHERE THE FIRST PERSON SAW THE GHOST. REPLACE THE CARD AND SHUFFLE THE DECK.

CHOOSE A SECOND PLACE CARD. THIS IS WHERE THE SECOND PERSON MET THE GHOST.

TURN TO THE NEXT PAGE!





YOU WILL NEED TO REMOVE ALL THE CARPET OFF THE CASTLE BOARD. ONLY THE GHOST CAN WALK ON THE SEE THROUGH PLASTIC FLOORS.

IMAGINE THAT THE LIGHTER PARTS OF THE CASTLE AREN'T THERE! THE DARK GREY PARTS ARE WHAT THE CASTLE IS LIKE TODAY!



ROLL THE 'DICE' TO FIND OUT WHAT THE GHOST DOES!

SO, BORIS SAW THE GHOST OF SUZIE IN THE LOWER TOWER AND JEMIMA HAD A FRIGHT WHEN SHE MET THE GHOST IN THE DINING HALL



JUST LIKE IN THE FIRST PART OF THE GAME, YOU CAN ASK SIMPLE QUESTIONS ABOUT THE GHOSTLY ENCOUNTER!

THEN AS YOUR GAME PROGRESSES, THE QUESTIONS WILL BECOME MORE INSIGHTFUL AND EVENTUALLY YOU WILL HAVE A STORY WHICH YOU CAN TELL YOUR TEACHERS AND FRIENDS!

CONGRATULATIONS, YOU HAVE COMPLETED:

NOW YOU TELL YOUR STORY!

TRACES OF THE TUDORS!

Egyptian Death Dress

by Jo Bloodworth 2001

The 'Egyptian Death Dress' with its hidden Ushabti dolls, is by designer-maker Jo Bloodworth and is part of her collection shown on the catwalk for the finale of student fashion week in London, 2001.



The dress was her creative response to the Egyptian collection in Nottingham museum. In her design book, held with the exhibit, Jo shows the different stages of the design process.

Ushabti figurines were placed by ancient Egyptians in tombs among the grave goods and were intended to act as servants for the deceased in the afterlife.

