

## Storytelling Walk

This beautiful and historic coast is wonderful for sparking off stories.

Why not

- Tell a story while you walk, taking turns, changing to a different person speaking at agreed points (e.g. every 50 steps) or when one of you spots something that can be woven into the story?
- Gather some interesting items while you are exploring a place, then taking it turns to tell a story inspired by your found things?
- If you have a video recorder on your camera or phone, you could make a short film?

Here are some ideas for what might go in your story:

*Tell your own version of a tale that has begun here in the past:*

- Many stories can be told about the invasions of the Vikings.
- The story of the selkie, seals that can turn into humans. One story goes that a fisherman stole a skin of one, who then married him, had his children but longed so much to return that she took back her skin and left her family.
- Imagine the death of the fearless Scottish sailor Andrew Barton in a sea-fight. The 'saddle rock' at Embleton has the name Andra Barton carved in it.
- Tell a story about St Cuthbert living as a hermit on Inner Farne Island, making friends with the Eider ducks – which are often known as Cuddy's Ducks.
- What might have happened in the dungeons of Dunstanburgh Castle? Or when the cannon destroyed the castle during the Wars of the Roses?
- Tell tales of pirate Paul Jones, who fired a cannon at Alnmouth Church.
- Fighting between smugglers and the King's men at Boulmer.
- One of the keepers of Warkworth Castle dreamed for three nights of treasure under a blue stone. When he went to look, someone had dug up the treasure. What happened to it?
- Tell the story of Grace Darling, as if you are someone else in her family.
- Can you tell your own version of the legend of the White Lady of Cresswell Tower?

*Tell a tale inspired by what you find:*

- A piece of driftwood – if it could speak of its journey
- An Arctic bird – the story of its migration flight
- Footprints – who is following you? Who are you following?
- Layers of rock – a journey to the centre of the earth?
- Pillboxes and hiding places – story of an animal or person being chased
- Caves such as the Rumbling Churn at Dunstanburgh or the Rumble Churn at Howick – a trapped sea monster?

*A story of time travel:*

- A story of someone here in 1,000 years in the future
- A story of 5,000 years in the past
- A story of a fisherman 150 years ago
- A story about yourself visiting when you are much older

