

Crooked Houses Trail Guide



Follow the compass co-ordinates to find these fun facts and objects. The grown-ups have the answers if you get stuck!

How to use a Compass

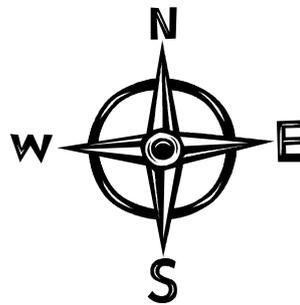
Directions are given using the four points of the compass. These are:

N = north

S = south

E = east

W = west



There are 360 'degrees' in a full circle. So, North is either 0 or 360.

Remember that whichever way YOU are facing, the red arrow on the compass will always point towards North. That's because the earth's magnetic force is pulling it toward the North Pole – clever, isn't it!

The spaces in between the four points are measured in spaces of 20 degrees. These are called Bearings, and you will need to use them to plot your way to each clue.

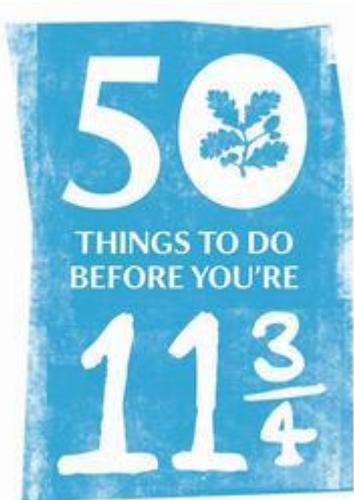
Wear the compass round your neck using the yellow cord, holding the compass in the palm of your hand. When you want to walk to the next clue, remember to turn your whole body, not just your hand!

Now comes the fun bit, where we work out where to go!

From standing outside the Guildhall, rotate yourself (and the white compass wheel) so that the red arrow lines up with both the blue N and the arrow on the yellow BASE PLATE at the top. You are now facing DUE NORTH. Using the clue on your sheets, walk in a straight line in the direction of North to find the answer to clue number 1.

Then look at clue number 2. Holding the white wheel steady, rotate the base plate until the arrow on it points in the direction you want to go. For example, if you want to travel East, turn yourself - and the Base Plate - toward the E to get your bearing. When you walk in that direction, you are going DUE EAST. The red needle will still be pointing towards North, but you will have turned 45 degrees.

Good Luck on your Crooked House trail, please don't forget to bring our compass back so that Mum or Dad can get their money back!



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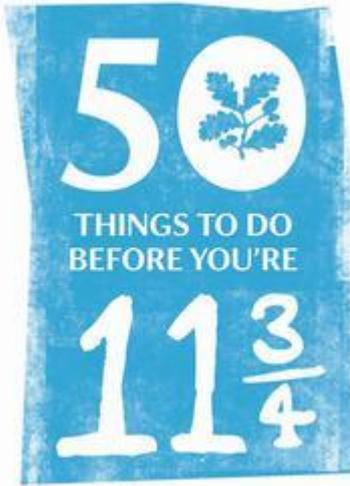


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YOUR 'CROOKED HOUSES' CLUES

You can use the spaces in between, or the back, to write or draw on.

1. Start at the Guildhall front door and walk **Due North**, across the Market Place to the market cross. Can you find out who built it, and when?
2. Turn to your right and walk **Due East** across to the wonky yellow building. What is it called? Find an unusual door knocker. What shape is it? Why don't you draw it on the back of these sheets?
3. Continue walking **Due South** until you come to a black-and-white timber building on your right, Molet House. Have a close look at the door to see if you can spot a five-pointed star in the doorway. Draw the doorway of this house. What famous nursery rhyme sings about a star? When you visit the Guildhall you can find out why this rhyme is very important to Lavenham.
4. Further down the hill, still **South** is the Old Grammar School. This house has lots of decoration on its woodwork. Can you spot a funny 'pair' on the carving by the door? What are they?
5. At the bottom of Barn Street, turn **Due West**. Stand here for a minute and count how many different coloured houses you can see. Draw your favourite building and choose your favourite colour to paint it in.
6. Further up the street, on the other side, is De Vere House which has a very unusual doorway, with a tiny door inside a big one. What do you think the job of the two figures is? Draw your favourite figure and tell us what you think he is there for.
7. Further along on the left there is a really good sweet shop – if you're lucky you might get to go inside! While you are outside, count how many different building materials you can see in the houses.



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8. As you approach the corner at the end look up at the shapes in the plasterwork. Draw what you can see at the back of these pages. What do you think they are?
9. At the end of the road go **North 20 degrees East**. Above a shop window on a building a little way up, across the road is a man – what do you think he's doing there? As you walk up High Street, look for all the signs that have animals on them – but be careful of the busy road! How many can you spot? Draw your favourite one on the back.
10. Also in the High Street is one of the wonkiest buildings in Lavenham – what is it called? Can you think of a nursery rhyme that might have been written about this house? Can you spot the 'Jaws of Hell' on the wonkiest building in Lavenham?
11. Just inside the first turn on your right, **Due East**. Can you see the building on your left that looks as though it's going to fall down on you? Why not have your photograph taken holding the building up.
12. Carry on heading back to The Guildhall, **East 120 degrees** and stop at the corner on the end. Look up to find the figure of a man and draw him – what do you think he is holding?
13. What do you think the Market Place was used for? What shops that are still here might you have seen in the market place in the 16th century?

Why not collect a certificate from the Guildhall, and look around inside to find out lots more facts about Lavenham and its crooked houses. If you enjoy farming and trains, make sure you follow these stories too.

- Trail: Walking, Grade: Easy, Distance: 1 mile (1.6 kms),
- Lavenham Guildhall Grid Ref.TL916493