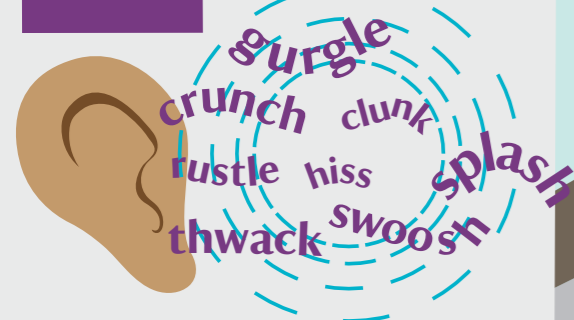


See, Hear, Do: Sensory Experiences at Finch Foundry

Explore the foundry and garden using the map as a guide to hints and tips for family fun

Hear



Listen carefully, what sounds can you hear? Do these change in the buildings and outside?

Hear



How many waterwheels can you spot? Can you hear the water gurgling?

Feel

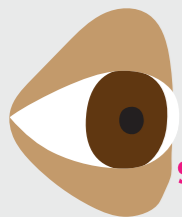


Follow the wooden trough (called a launder) that carries water to the waterwheel. How many drips can you catch as you walk underneath?

Making Choices

Sit inside or outside – which cake will you choose in the tea room?

See



Look around, what can you spot? Will you find different things in the spring, summer, autumn and winter?

Do

Catch a falling leaf – which tree does yours come from?

See



Discover the hidden pathway near the tea room

Hear



Listen to the birds in the garden – can you copy the sounds?

Ponder and Think

Check out Tom Pearce's Summer House for a quiet place

See

Watch the grinding stones move – do they turn fast or slow? This is a good spot to make an echo – have a go

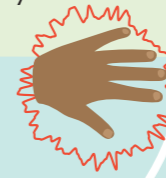
Smell



Step into the working forge – what does it smell like?

Feel

Stand still in the forge and feel the hammers make the building shake and judder as they run

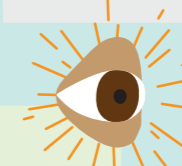


Feel



How many different textures can you feel?

See

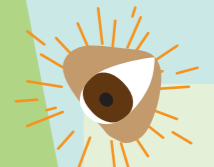


Take the stone steps up to the observation platform – how far can you see? (no access for pushchairs)

Relaxing Space

Pause for a moment in the sunken garden

See



See beautiful flowers in the garden – how many colours can you find? Which is your favourite?

Do

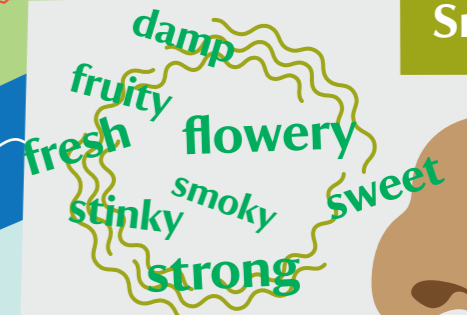
Can you make a daisy chain? How many flowers will you use?

Feel



Touch the stones of the old stone wall around the Burying Ground – how do they feel? Can you read the names of people here?

Smell



Can you find opposites as you explore, for example, strong and mild?