

Story Quest

Complete
5/5
them all!

Adventures close to home



Middleport Martians Middleport Pottery

An intergalactic adventure around the free to access areas of Middleport Pottery and the canal!

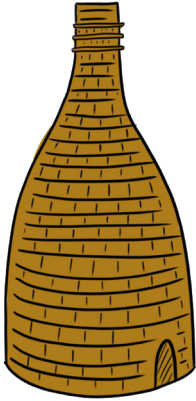
storyquest.org.uk

This Story Quest takes place around:

Middleport Pottery, Middleport Park and a segment of the Trent and Mersey canal.



Starting point: Middleport Pottery shop entrance.



Once you've enjoyed this quest, there are loads more to get stuck into, plus you'll find extra activities at the back of this book.

Have fun, Story Questers!

Duration: this intergalactic story trail will take 45-60 minutes.

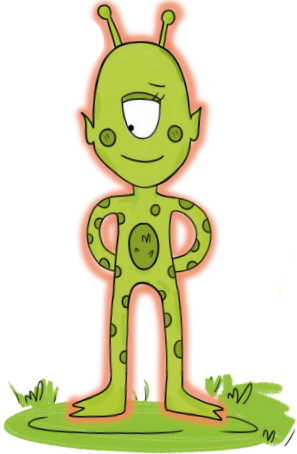
Activity level rating: a relaxed ramble with local history and added alien adventure!

Before you begin

Pack a dice and different coloured buttons (one button per person) so you can play a Middleport Pottery board game along the way.

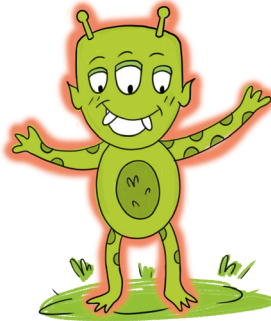


MEET THE ALIEN EXPLORERS!



Marthania:

loves exploring new planets, flying her spaceship and amazing her mates with fascinating facts.



Marzoid:

enjoys playing games, adventuring in the awesome outdoors and solving brain-boggling buzzlings



Margaret:
an intergalactic mystery!

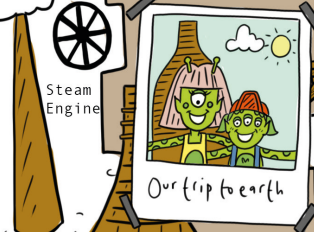


LOTTERY FUNDED

**STOKE
READS**



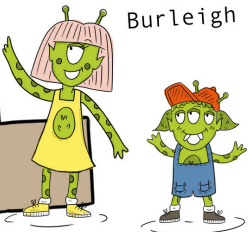
Finish here



Clay College

Car park

Burleigh Factory



Middleport Studios

Heritage Area

Piduck Street

Milvale Street

Mould store

Burgess Street

Port Street

STRANGERS NOT ALLOWED THIS WORKS ENQUIRIES AT THE LODGE

Burleigh Factory Shop

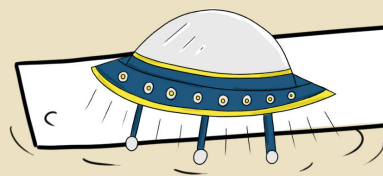
Start here

Middleport Studios

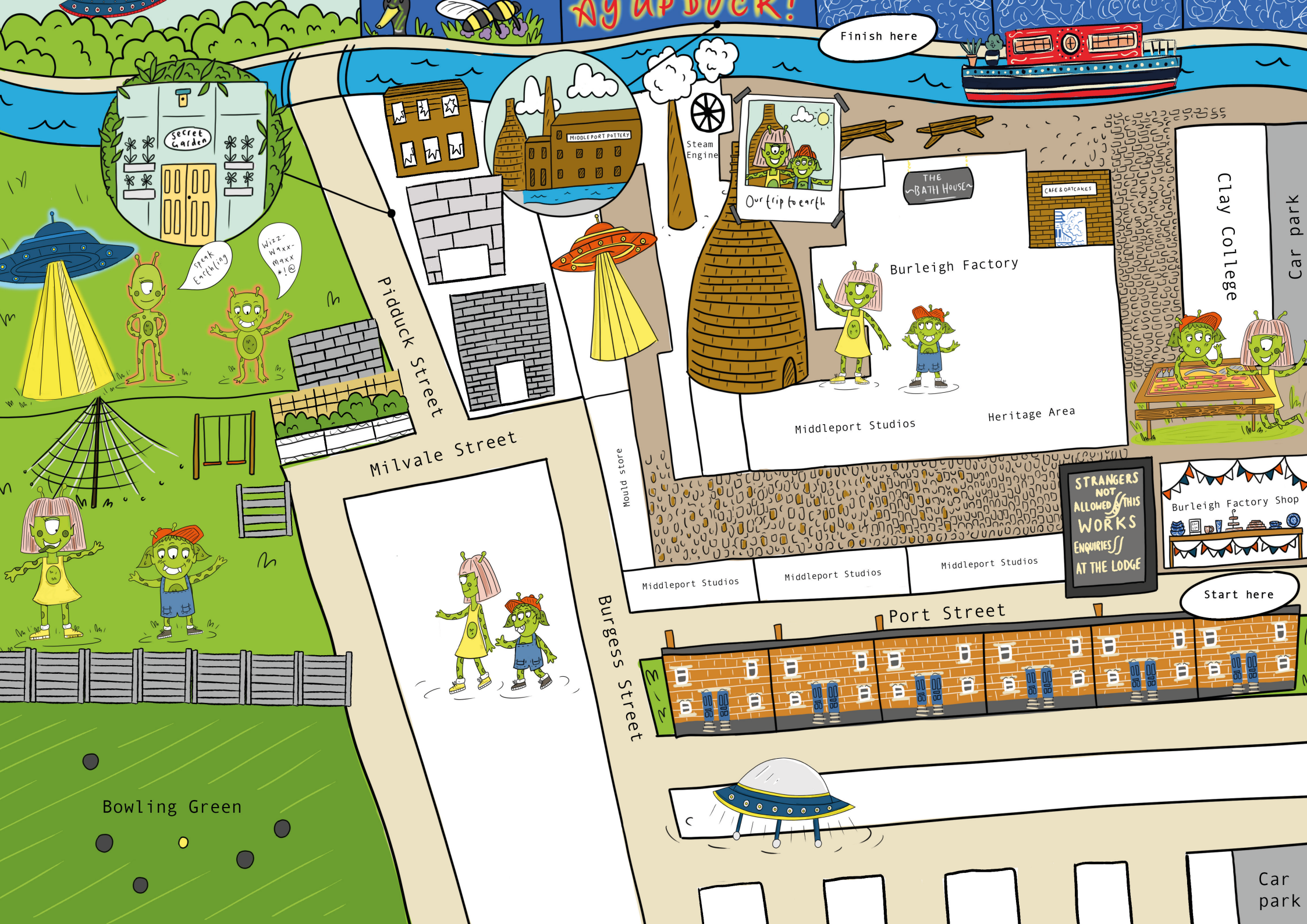
Middleport Studios

Middleport Studios

Bowling Green



Car park



5. Middleport Martians

Early one morning, something strange happened in the city of Stoke-on-Trent. First a rosy glow appeared in the sky. Then a flying saucer sliced through the mist and beamed a scarlet searchlight over the city.

When the light found what its Martian pilots were looking for, the flying saucer shimmered down and landed in the car park near Middleport Pottery.

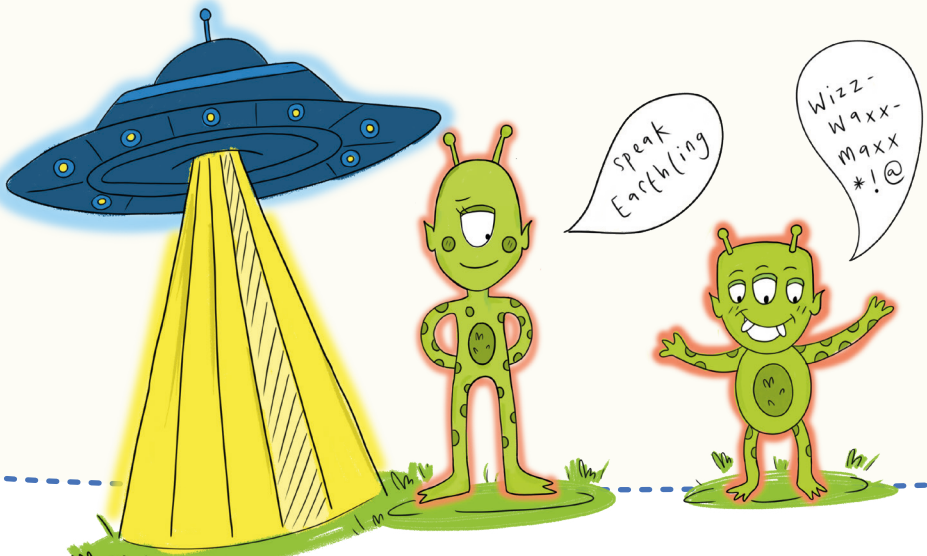
OVER TO YOU!

The Martians have had a long ride and need to stretch their bodies and move their limbs.

Can you help them by doing your favourite
Wake up Shake up Martian Dance?

“Wizz-waxx-maxx*!@,” said Marzoid, which is how Martians say ‘what a lovely morning’.

“Speak Earthling,” replied Marthania. “The humanoid of Stoke mustn’t realise we’re extra-terrestrials from another planet.”



OVER TO YOU!

Unscramble the answers to these interstellar questions:

1. I'm known as the red planet.

M S R A



2. Home to humans, I'm known as the 'third rock from the sun'.

T H A R E



"I remember," Marzoid saluted. "We've come here on a Secret Research Mission because we saw Middleport Pottery on a terrestrial TV show called 'The Grand Spotty Throw Up'."

"That's not what it's called," Marthania chuckled. "Now let's get into disguise - no one can see our rosy Martian glow."

OVER TO YOU!

3. While the Martians are making themselves look like Earthlings, work out what TV show Marzoid meant.

T H E / G ■ ■ ■ A T / P ■ T ■ ■ ■ Y / ■ H ■ ■ ■ W / D ■ ■ ■ ■

Now head to Burleigh Factory Shop to access Middleport Pottery, where your Martian Mission will begin!



Moments later, the disguised Martians emerged from their flying saucer and made their way through the main entrance into the Burleigh Factory Shop.

“These look like miniature versions of our spaceship!” said Marzoid, pointing at a display of ceramic saucers.

The duo spent some time admiring the pottery and then headed through the door next to reception and into a courtyard.



“Would you like a guided tour?” asked a member of staff. “You look a bit spaced-out, which is something I know a thing or two about myself.” She winked. “I’m Margaret, by the way.”

“How did you know we’re from sp...?” gasped Marzoid.

At this, Marthania covered Marzoid’s mouth before he revealed their identity. She turned to Margaret. “We’d love a tour, thank you. We’re here to find out about Stoke’s history, and to learn about pottery.”

“Then you’re in the right place!” said Margaret. “Follow me.”

“I don’t think outsiders like us are welcome here,” gasped Marzoid. “Read that wooden notice board!”

OVER TO YOU!

Walk out into courtyard to find the notice board.

Then answer these questions:

4. Where are strangers not allowed?

O / H / W K

5. Where should enquiries be made?

A / H / L



“Don’t worry about that,” Margaret chuckled. “That’s a historic sign. This place was built back in 1888, you see. It’s the last working Victorian pottery in the UK,” she said glowing with pride.

“Why don’t you play this board game to find out about Middleport’s amazing pottery-making process?” Margaret suggested, gesturing to the bright table on the grass.

OVER TO YOU!

Can you find the board game on the grass? Get your game on.

If you brought coloured buttons and a dice, find the table to play the board game.

Give this wordsearch a whirl – all ten words are on the game board, and they’re all connected to pottery.

S	O	B	L	U	N	G	E	R	I
A	O	E	C	L	A	Y	L	A	C
G	L	A	Z	E	M	O	K	O	A
G	A	B	P	O	O	V	I	J	S
A	P	I	O	F	U	Z	L	O	T
R	T	S	T	I	L	Z	N	J	I
S	X	C	S	C	D	P	O	O	N
P	X	U	P	F	I	R	I	N	G
O	G	I	A	C	E	S	Q	U	E
T	C	T	N	M	A	N	G	L	E

Clay Blunger

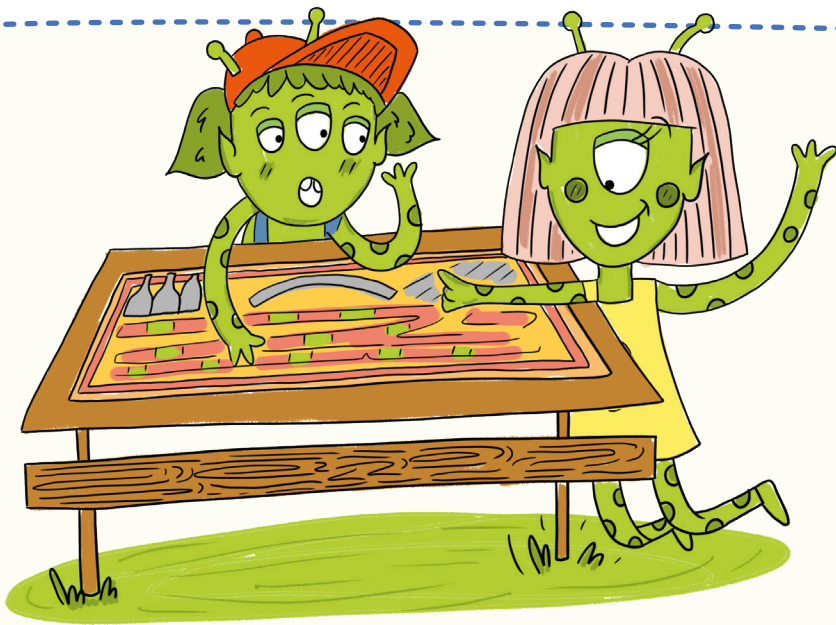
Casting Mould

Biscuit Saggars

Kiln Firing

Mangle Glaze

EXTRA ACTIVITY:
when you’ve finished this Story Quest, research these words to unearth some priceless pottery facts.



“That was fun!” said Marthania. “Shall we head down there towards the water?”

“Great idea,” Margaret agreed, before leading the Martians along the cobbled walkway to the canal.

OVER TO YOU!

Walk to the end of the passage that leads to the canal.

Check out the notice board to your right, then answer these questions:

6. What is the Dane?

7. When was it built?

8. Unscramble these letters to form the name of the company that built the Dane:

Y E S R E M / V E W R E A

 R / W

and Ship Canal Carrying Company

“Lots of the pottery made here used to be loaded onto boats like this one.” Margaret strolled close to the red narrowboat. “Then it was transported to Liverpool to be shipped around the world. Let’s take a look at the next landmark, shall we?”



OVER TO YOU!

9. Solve this anagram to work out where the Martians went next.

ETH/ABHT/ESOUH



Clue: it’s a dwelling to get clean in.

When you’ve worked out the answer and found the landmark, do ten star jumps on the spot to celebrate your success!

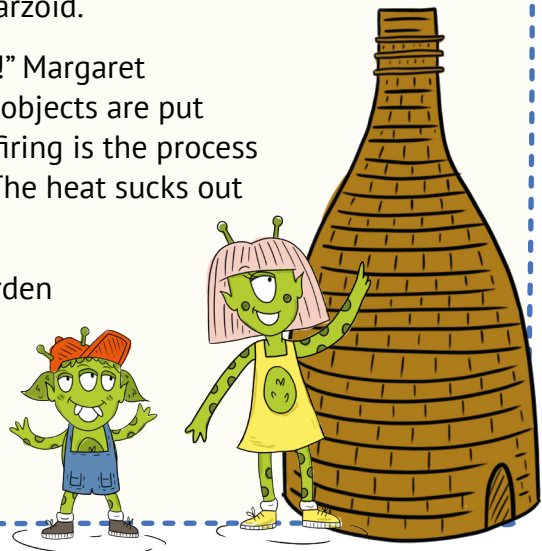
“Workers used to wash in this underground bath house. It dates back to 1897,” Margaret explained. “Next stop: the bottle kiln. There used to be seven of them here but now there is only this one.”

“What’s a bottle kiln?” frowned Marzoid.

“Bottle kilns are like magic ovens!” Margaret beamed. “After being shaped, clay objects are put into kilns and fired by the heat – firing is the process of drying raw clay into ceramics. The heat sucks out water and makes the clay hard.”

“Let’s do that in our fiery front garden back home!” Marzoid erupted.

“We come from a very hot place,” Marthania explained, while glaring at Marzoid.

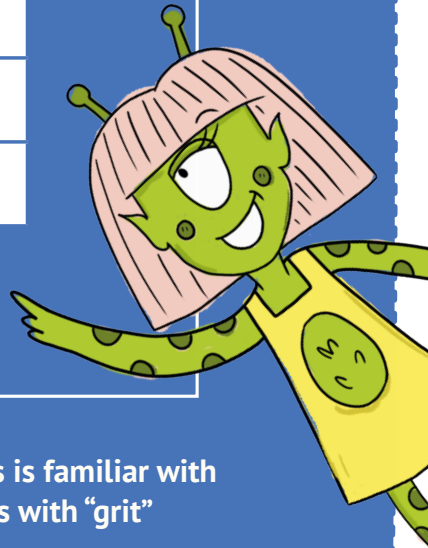
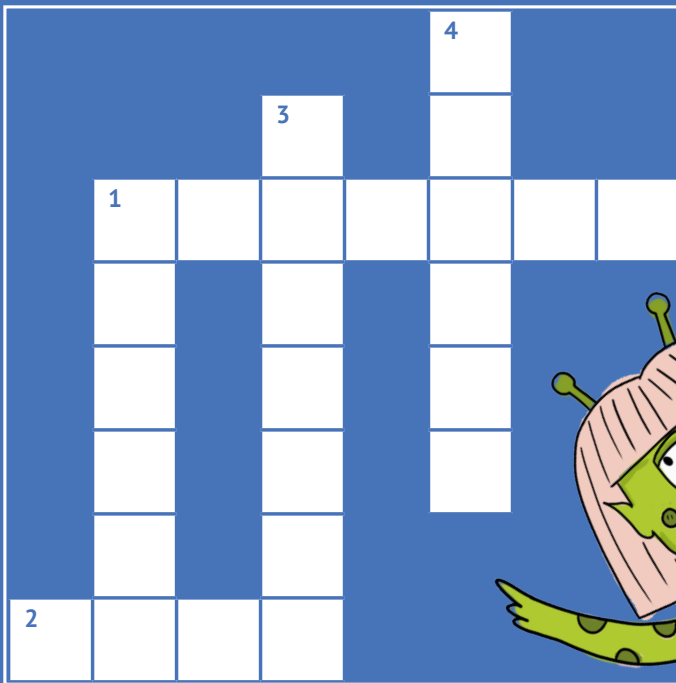


OVER TO YOU!

Walk on from the bath house, keeping an eye out on your left for the big bottle kiln. After admiring its mammoth size and unusual shape, walk back towards the canal and have a go at this crossword.

TOP TIP:

Use the sign called 'Middleport Pottery around 1960' to help you crack the clues. Walk back towards the canal to find the sign on your left, on the brick wall just past the steam engine entrance.



Across

1. A smoking hot place Father Christmas is familiar with
2. A funny-sounding type of kiln; rhymes with "grit"

Down

1. A type of store that sounds bright as a rainbow
3. A kind of oven that sounds like it could bake crunchy treats
4. A special type of tower

“Let’s pop to the tearoom,” Margaret suggested. “If you are new to the area you should try a tasty Stoke specialty.”

OVER TO YOU!

10. Solve this poem puzzle to work out what Stoke specialty Margaret means:

I’m a bit like a pancake and cooked on a griddle*.
Made with yeast, flour and oatmeal – can you solve this riddle?

*A griddle is a flat iron plate, also known as a “backstone” or “baxton”

O ■ ■ ■ ■ K ■

11. How do YOU like to eat them? Write down your favourite fillings.



“Delicious!” said Marthania as they retraced their steps back towards the factory shop “We don’t have oatcakes where we come from.”

“We mainly eat red rock...”

“Where to next?” Marthania interrupted, before Marzoid almost gave the game away (again).

“We’ll head past the grassy area and down the alleyway on the right to see where local artists work in Middleport Studios,” said Margaret. “Look out for the historic signs and tools as we walk.”

OVER TO YOU!

Take a mindful moment

During your walk to the studios, notice:

5 things you can see

4 things you can hear

3 things you can smell

2 things you can touch

Take 1 big deep breath in.



After spotting the sign overhead that says *Port Street Range*, Margaret led Marthania and Marzoid down the alleyway.

OVER TO YOU!

Here's a checklist of things to spot and tick off as you explore Middleport Studios. Keep your eyes peeled for these signs.

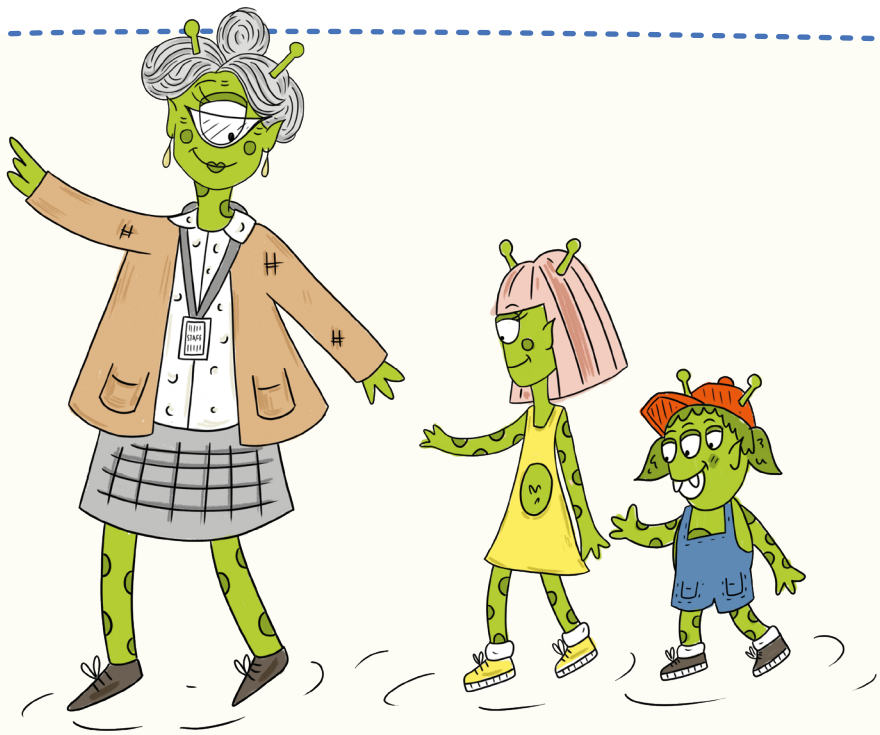
WARNING: we've left out some letters to make it more of a challenge. Fill in the blanks when you find them and make sure you read all about these special pottery tools.

12. S T E A M / T V

13. B T I G / M C E

14. B T L / O V

15. M U D / T O E



“Hope you enjoyed your morning at Middleport!” Margaret beamed (again) as she led the Martians back towards the shop. “Before you scoot off, you should stroll over the bridge and along the canal for an out-of-this-world view of the bottle kiln.”

“How did you guess that we’re out-of-our-world?” Marzoid spluttered.

Marthania shot Marzoid a stern glance. “Thanks, Margaret. We’ve learned lots this morning, and we’ll definitely check out that view.”

OVER TO YOU!

Leave Middleport through the shop and turn right.

Walk along Port Street (which turns into Milvale Street), until you see a small side street on your right before you reach the park.

This is called Pidduck Street. Look at your map to help you.

“There’s the bridge Margaret mentioned,” Marzoid noticed, pointing down Pidduck Street. “Before we cross it, let’s explore that park and play area. I heard that Earthlings love to come here to play and keep fit.

OVER TO YOU!

Potter in the playground:

Join Marzoid and Marthania in the playground (it’s ahead of you).
Climb like you’re exploring a crater. Stretch like you’re reaching for the stars. Wiggle into a wormhole.

Activate your extra-terrestrial powers:

Time yourself running around the climbing frame eight times
- one circuit for each of Saturn’s rings!

Once they were all tired out, Marzoid and Marthania headed back towards the bridge. Just before the turning onto Pidduck Street, Marthania crouched to take a photo.

“I love this map on the wall. Do you think these ceramic tiles might have been made in Middleport Pottery?”



OVER TO YOU!

Can YOU find the map made from tiles, Story Questers?

Use it to unscramble these street names.

16. VALELIM



17. IGIVATONAN



18. VARTSER



“Maybe,” Marzoid shrugged, as they walked down Pidduck Street and continued towards the bridge. Then he stopped in his tracks to take a snap. “Look at these mysterious doors!”



OVER TO YOU!

19. Find the mysterious doors – what’s behind them?

S  /  D 

When you’ve answered the question, celebrate by seeing how many star jumps you can do in 60 seconds.

Then cross the bridge and turn right onto the canal path.

“What a pretty painting!” Marzoid exclaimed as they strolled along the canal.

“That’s what Earthlings call a mural,” Marthania explained. “And that’s a skyline of Stoke running across the middle.”

OVER TO YOU!

Picture puzzle

Find the mural, then solve these riddles.
TOP TIP: they’re all pictured on the mural.

20. Remember, remember –
what red flower do you wear in November?

P ■ ■ P ■

21. I don’t like light, so I take flight at night - what am I?

B ■ ■

22. We make yummy honey for your tummy – what are we?

B ■ ■ S

EXTRA ACTIVITY

What other animals can you spot on the mural?

“That’s the view Margaret mentioned,” said Marzoid, marvelling at the bottle kiln. “Let’s take a few photos.”



OVER TO YOU!

Middleport Memento

With the kiln behind you, take a selfie so you have a souvenir of your extra-terrestrial Middleport Martian Mission.

As they huddled close to take some selfies to share with their Martian mates, Margaret waved at them from the across other side of the canal.

““Wizz-waxx-maxx*!@,” she called.

“What on earth...?” chorused Marzoid and Marthania.

“I can keep a secret if you can,” said Margaret, giving them a wink and a wave.

With that, she radiated a rosy glow before vanishing from view, leaving the two Martians open-mouthed (and red in the face).



Over to you answers

1. Mars 2. Earth 3. The Great Pottery Throw Down 4. On this Works 5. At the Lodge
6. A working narrowboat 7. 1946 8. Mersey Weaver 9. The Bath House

Crossword answers:

Across: 1. Chimney; 2. Frit

Down: 1. Colour; 3. Biscuit; 4. Mangle

Over to you answers (cont)

10. Oatcake 11. It's up to you, Story Questers! 12. Steam stove 13. Batting machine 14. Bottle oven
15. Mould store 16. Milvale 17. Navigation 18. Travers 19. Secret Garden 20. Poppy 21. Bat 22. Bees

We hope you enjoyed this Story Quest!

Here are some alien activities to try at home.

Space Olympic Challenge

The Martians have challenged you to complete some outer space Olympic activities. Find an open space and complete these challenges...

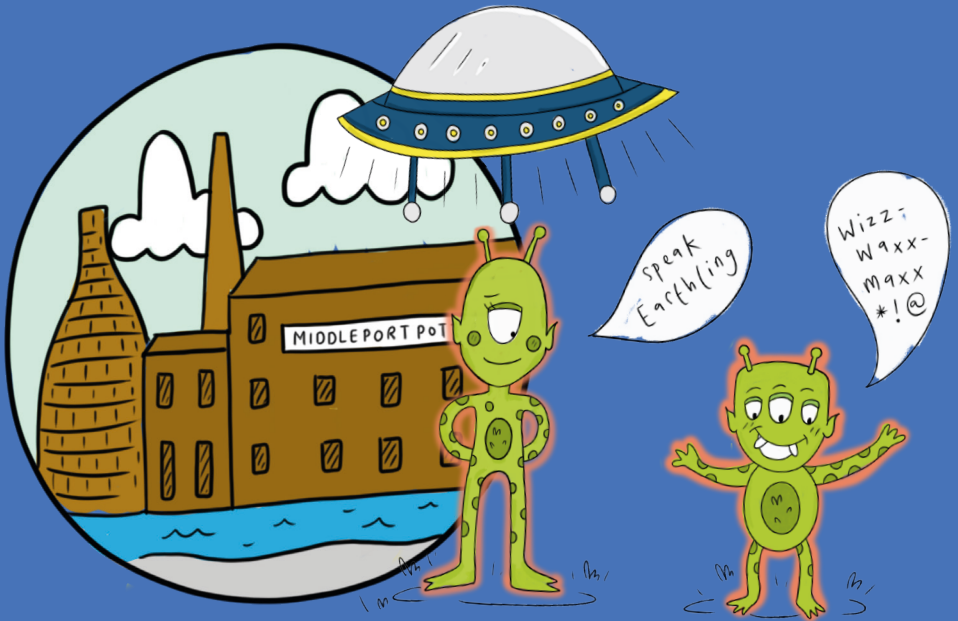
1. **Clap a falling star** - throw a ball/socks in the air, clap as many times as you can before catching them. (The Martians scored two claps before they caught the star!)
2. **Saturn sit ups and Pluto push ups** - can you complete 10 of each?
3. **Satellite Squats** - How many squats can you do in 60 seconds?
4. **The Rocket Race** - pick two objects and move between them as fast as you can in the following ways:
 - Rocket running
 - Jupiter jumping
 - Light-year leaping
 - Space skipping

Can you think of some of your own ways to race in space?



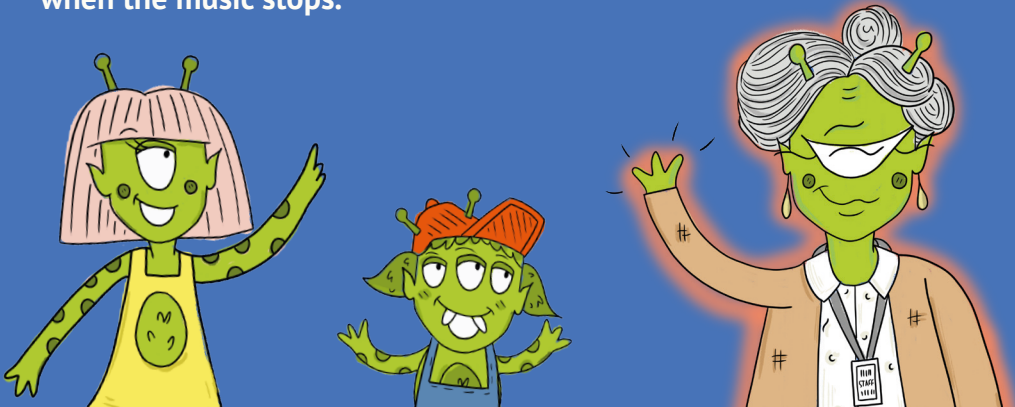
Model Martians

Make your own Martians - using modelling clay or Play-Doh create your own curious characters, or make models of Marzoid and Marthania. If you don't have clay or Play-Doh, why not draw some alien art? For example, you could draw Marzoid and Marthania exploring Middleport Pottery, or you could paint a Stoke scene, like the mural on the canal path, with added aliens!

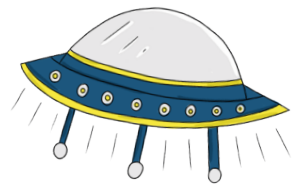


Martian Musical Statues

Play musical statues with a Martian twist - put on your favourite tunes, do your best Martian dance moves and strike an interplanetary pose when the music stops.



Trail information



Getting here

Catch the 98 bus from Burslem Town Centre or the 99 bus from Tunstall Town Centre to Newcastle Street, Middleport, then take a seven minute walk to Middleport Pottery on Port Street.

Please check the FirstGroup website for the most up to date timetables and alternative route options.

How to take part

Visit storyquest.org.uk or call the Story Quest team on **07849 353 729**.

The route

Start at Middleport Pottery shop entrance, explore the free to visit sections in Middleport Pottery, play in Middleport Park and **finish** on the Trent and Mersey canal.

The route can be accessed by prams and wheelchairs but there are cobbled streets in Middleport Pottery.

Length of time needed

This intergalactic story trail will take 45-60 minutes, depending on:

- How quickly you solve the riddles
- How long you spend exploring

What to wear

Comfortable shoes that you can walk and play in.

Optional extra things to bring

You can pack a dice and different coloured buttons (one button per person) to play a board game along the way.

What next?

Once you've enjoyed this adventure, there are loads more free Story Quests to explore, extra-terrestrial books to read and alien activities to try at home. Check out the book list and activities to try at home at the back of this booklet.



There are lots more **Story Quests** to complete around Stoke-on-Trent! Find out more at storyquest.org.uk.