

THE CLINKERS

An interactive Story Quest
at Hanley's Dudson Museum



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Delivered by



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This story starts inside the Dudson Museum. Head into the big bottle oven to begin your adventure.

The Dudson Jasper Clock must chime 6pm for this tale to begin. Draw the correct hands on the clock to start the magic.

DING DONG, DING DONG, DING DONG!

“Ayup me Ducks! Nora Night-Guard, reporting for duty. I work the night shift here at the Dudson Museum and it’s my job to look after the precious pottery at night. Now, you would think that was an easy job. I did too... before I met the Clinkers.



My night shift begins when the Jasper Clock chimes 6pm. However, I didn’t know that the clock’s chimes unleash a magic that brings the Staffordshire Figurines to life. When the clock chimes 6am, the Clinkers are frozen back to figurines. I named them the Clinkers, because that’s the sound their ceramic feet make on the floor when they’re out of their cabinets.

Have you met the Clinkers yet? Take a look in the cabinets for the Staffordshire Figurines wearing blue coats. They are hiding in here somewhere. Can you find them?





I'll never forget the first night I met the Clinkers. I was locking up the museum and I looked down to see a little ceramic man, no bigger than my hand, swinging from my keys like a gymnast. I pulled them to my face, chuckled and said, "Oi little man, what might you want with these keys?" He giggled and let go, landing with a clink on the cobbled floor and disappeared under the museum door. I fumbled to open the door again and was shocked to see the little Staffordshire Figurines out of their cabinets, hosting the most fabulous tea party! They offered me tea from the finest Dudson teacup and that's when we became friends.

Right now, the Clinkers are inviting you to a staring competition. They are yet undefeated. See if you can outstare a Clinker. If they blink first, you win!



Oh no! Whilst we were having a staring competition, some Clinkers were hosting a tea party in another cabinet. In their excitement, they have broken a precious green tulip jug made in the 1800's, when James Dudson ran the factory. If the Morning Guard Moody Malcom finds this, we're all going to be in big trouble.

Do you think you could help us reader? Together, we need to remake the broken tulip jug before the museum opens in the morning, and Moody Malcom tells the big boss! If so...

LET'S GO!

Our first step for recreating the green tulip jug is getting a green oxide. This is a raw material, which is used to stain the clay green. It's not kept on site, but the Clinkers have called the Cobalt Blue Gang who are now on their way to deliver some, riding fast on their ceramic horses.

Using your map on the back page, head to the Goods Entrance to collect our oxide.

Goods Entrance

You made it, and look – the gang is already here. Now we just need to transport it to the Sliphouse/Raw Materials room to mix green oxide with our clay. But before we do, the leader of the Cobalt Blue Gang

has some words for you.

“How do you do reader?”

It's me, Queen Victoria, leader of the Cobalt Blue Gang. There is an unspoken reason

why raw materials are transported by horse and carriage.

The motion of the galloping horses keeps the magic mixing in the materials.

I recommend keeping the motion going. Good luck old chum! Tally-Ho!”

Reader, gallop to the Sliphouse/Raw Materials room to keep the magic mixing!



Sliphouse/Raw Materials room

Great galloping reader! This is where we will make our green stained clay to replace the broken jug. Making clay is like making a cake. There are lots of different recipes for different types of pottery.

Using the ingredients list on the information sign, write down the correct recipe for the Clinkers to follow.

GREEN TULIP JUG 

Ingredients _____



DUDSON
fine China

Brilliant reader, the Clinkers are mixing and kneading the clay. It looks perfect!

Now, take your clay to the picnic benches.

Picnic Benches

Jugs are made in moulds which come in two halves. The Clinkers have found one, but the other half of the mould is missing! Without it, we won't be able to make the jug.

Reader, can you draw the other half of the mould? Draw the image on the right in reverse.



You did it! A perfect sketch!

Now we have the mould, let's head to the Clay Making room to fill it with clay. Use your map to find it.

Clay Making/Jolleying and Turning room

The Clinkers have been hard at work and have pressed the clay into the jug moulds. Before we can remove it, the clay must have dried 'Leather Hard'. This usually takes a few days, but we only have a few hours!

To speed up the drying process, you need to use some Clinker magic!
Blow on the mould in your booklet with three big blows.

**ONEEEEEEEEEEE
TWOOOOOOOOOO
THREEEEEEEEEE!**

It's still not dry reader. Give two more, longer and stronger blows.

**ONEEEEEEEEEEE
TWOOOOOOOOOO**

It's still not dry, reader! Give it one final blow.

Breathe in as much air as you can and breathe out
the most powerful blow your lungs can muster!

ONEEEEEEEEEEE

WOW, I almost lost my hat!
The mould has set – well done!

Reader, close your book and pat the
cover five times. This will pop the two
sides of the clay jug out of the moulds.



Wonderful! We now need to glue the two
halves of the moulds together and stick on the
handle to make the jug. To do this we need slip,
which is watered down clay that acts as glue.
However, the slip brush is magic, and will only
work when saying a special command word.

Using the Clay Making room (room 3) information board, complete the special word.

J □ □ L E □ I N G

What do you think this means?

Great stuff reader! The brush has started to sparkle, float, and paint the slip on the edges of the jug. The Clinkers have stuck it all together and added the handle. It's looking very similar to our old, green, tulip jug.

Head back to the benches so we can make sure your creation is perfect before it's glazed.

Picnic Benches

Okay reader, using a technique called fettling and sponging, the Clinkers will gently scratch out and sponge away joins and imperfections on our jug. They need your eyes to spot where they have to tidy.

On the right is an example of a perfect jug. On the left is our jug. There are eight differences for you to circle. Can you spot them all?



Perfect, now the clay just needs one last dry. It's very important that it has no water or moisture in it, else the jug could explode in the kiln!

The amount of time a pot takes to dry depends upon the weather. If it's cold and wet, a ceramic piece can take up to one week to dry. If it's hot and sunny, it only takes a few days.

Look around you to see what the weather is like today? Write down how long you think the jug needs to dry and the Clinkers will use their magic.

Now it's time to glaze your jug. It's still at the 'greenware' stage, which means it is super delicate.

Pick up your jug (book) and carry it very gently to the Glazing room, or it could smash!

The Glazing room

Oh no, the Clinkers are rebelling. They say that the jug looks finished even though we haven't glazed it.

Using the information board to help you, write down why glazing is important. This will hopefully convince them!



A large rectangular area enclosed by a dotted line, intended for writing. A small pencil icon is located in the top right corner of this area.

Wow, well done – the Clinkers actually listened and are glazing the jug as we speak.

Now it's time for the firing! Traditionally, the jug would be placed into a sagger, which is a container used to hold and protect pottery during firing. Then a worker called a Placer would put it in the kiln. We don't have one on duty tonight, so it looks like it's going to be you!

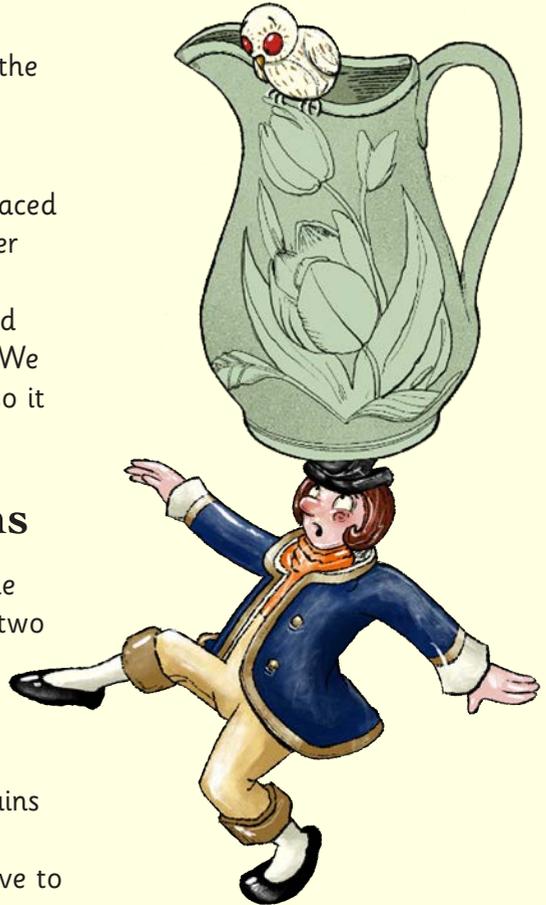
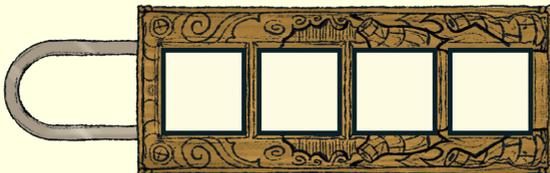
The Old Kiln Ruins

Use your map to help you find the Old Kiln Ruins. There used to be two small kilns here – can you spot their outline on the floor?

Place the jug (book) on your head and walk to the Old Kiln Ruins without dropping it. Make sure it doesn't fall off, or else we will have to start all over again.

Wow, you're a natural Placer! The last step is to fire the jug in the kiln at 1,000 degrees so it becomes tough, shiny, and usable – but there's a padlock on the kiln and I don't know the code. The Clinkers say it's written on the outside of the Dudson Museum.

Walk around the museum. Can you find a four digit number to unlock the padlock? Step back and look up *really high*. When you find it, enter the code into this lock.



The firing process would usually take a whole night, but with a bit of Clinker magic we can make it go faster.

Perform the kiln dance to speed up the firing process.

The top line in italics is the action.

The bold writing beneath is the chant.

Combine the two to complete the Clinkers spell.



Two star jumps
“Kiln Gods, Kiln Gods”

Wiggle your hips and your hands
“Fire this jug”

Clap the syllables on each word
“Work your magic!”

Say no with your fingers
“Don’t be a slug”

Two star jumps
“Kiln Gods, Kiln Gods”

Run on the spot
“We need it swift”

Pretend to be a jug
“We need that jug”

Cross your arms and look angry
“Or I’ll be miffed!”



Something’s happening reader! Look, the kiln, it’s glowing!

KABOOM!

The smoke is clearing. Cross your fingers And toes and hope that the jug survived the firing process! And...

CLINK CLANK CLOOO! IT DID! It looks incredible, reader! But oh no! It's almost 6am!

Quickly, let's head to the Dudson Museum to finish our last task, before it's too late.

Dudson Museum

Great job reader, or should I say master potter? You did it! You made a jug that looks identical to the one before. Nobody will ever know – except for you, me and the Clinkers of course.

Can you find the Clinkers and your jug? Search the museum to see our creation in the cabinet.

You did a fantastic job reader. Just in time too! The Jasper Clock has struck 6am. The Clinkers are once again frozen figurines in their cabinets. The public are outside ready to come into the Dudson Museum and the Morning Guard Moody Malcom hasn't spotted a thing! My job is safe, and most importantly, so are the Clinkers. And with that, this is Nora Night-Guard clocking off for duty. See you soon!

The End



Dudson Museum Facts

The Dudson Museum is based in Hanley, Stoke-on-Trent. The Museum is in a Grade II listed bottle oven and is full of Dudson pottery dating from 1800 to 2019. This was a family run business opened in Shelton by Richard Dudson in 1800, near to the Potteries Museum. He opened this factory on Hope Street in 1809 with his two sons.

In 1882, James Thomas Dudson, the great grandson of Richard Dudson, changed the focus from domestic pottery and figurines to pottery specially made for the catering trade. By 1891, Dudson became one of the world's leading manufacturers of tableware for the hospitality industry.

Child Factory Workers

There were over 5,000 children younger than 10 years old working in the many 'pot banks' in the 'Potteries'. 600 of them were only five years old.

A normal working day was 12 hours long, but longer if the factory was busy. When children got home there was no playtime (they were too tired), TV, computers, phones or toys to play with.

The government of the time ordered a commission into the state of children employed in the 'Potteries'. The general conclusion was that children went to work too young and that both their health and education suffered.

JOSEPH MITCHELL. UNSURE OF HIS AGE.

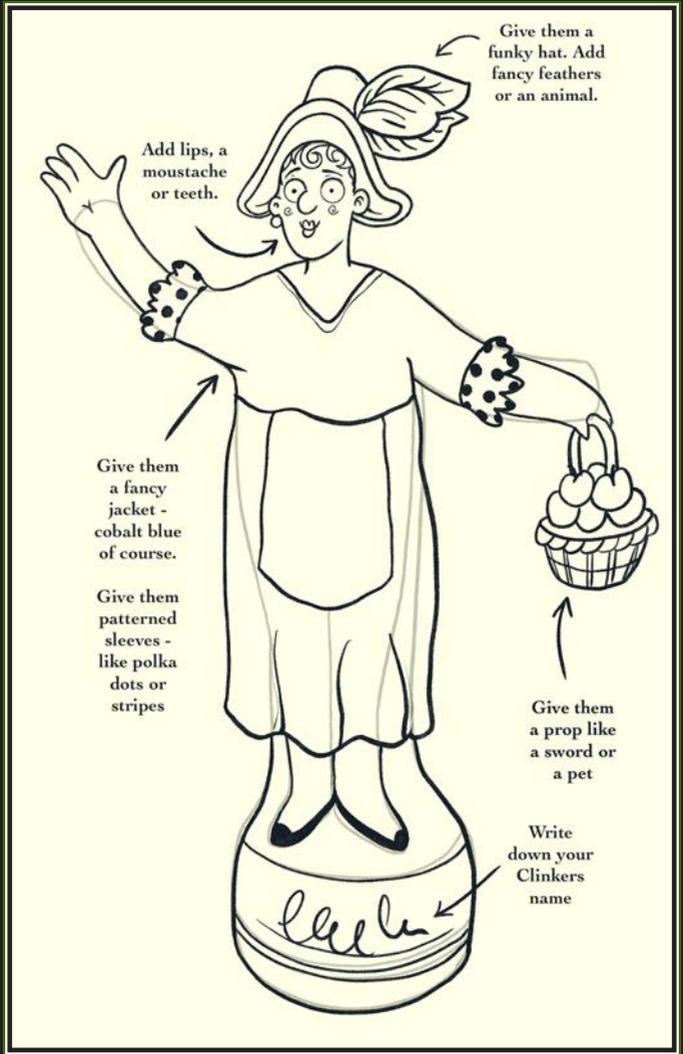
"I think aged 10, don't know if I've got a Birthday. Cannot read or write; I never went to day-school, I go to Sunday school in Burslem. I don't know how long I have worked. I get 2 shillings a week which I give Mother. I come to work at 6am and go home at 7pm. I get bread and cheese for breakfast and tatees and beef for dinner."



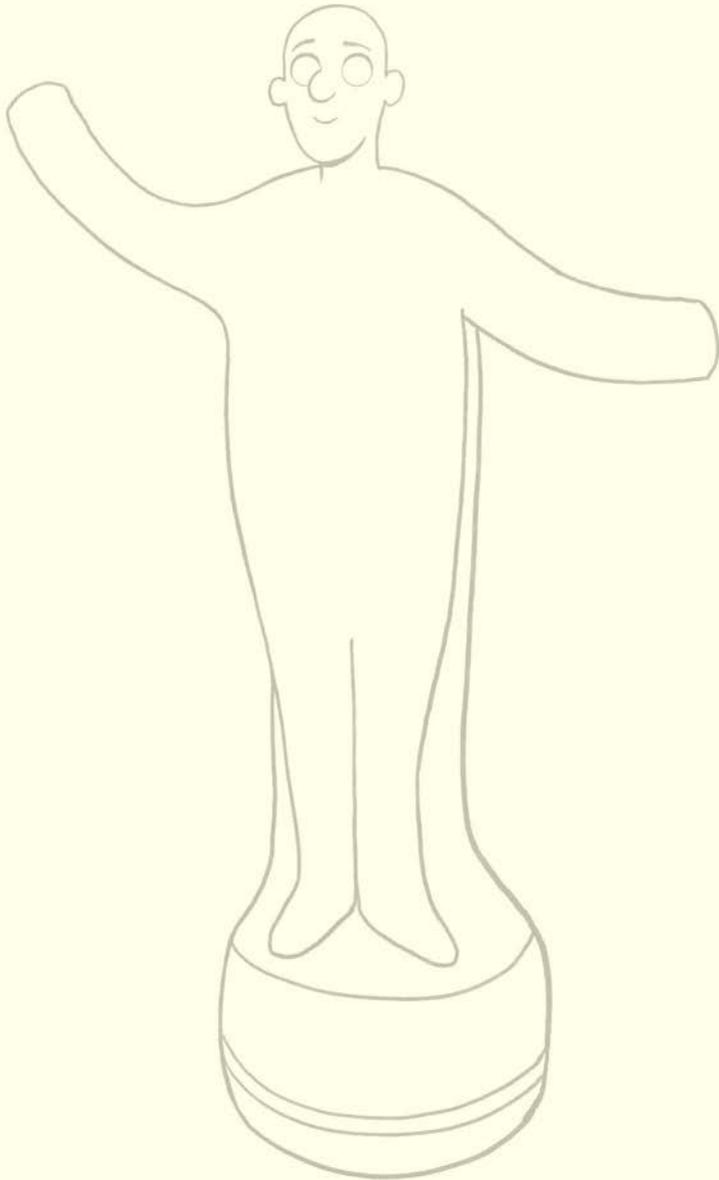
Extra task

These Clinkers come from the 1800's - a period of history that was a really long, long time ago!

Sometimes we don't see people like ourselves represented in history. Why don't you create your own Clinker to join our new friends. They can look like you, your family, or whoever you'd like to be part of the Clinker crew!



Draw your Clinker in the outline.



TRAIL KEY

- 1 Goods Entrance
- 2 Sliphouse/Raw Materials room
- 3 Clay Making/Jollying and Turning room
- 4 Picnic Benches
- 5 The Glazing room
- 6 The Old Kiln Ruins
- 7 The Dudson Museum

C Collection Point
(Reception)

☕ Cafe

♿ Toilets

P Car Park

