



# Building Detectives Trail

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A LEARNING RESOURCE FOR EXPLORING BISHOPWEARMOUTH



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## Introduction

This learning resource will help your pupils explore heritage spaces and places in Bishopwearmouth by following a digital trail accessible through the OurPlace mobile learning platform.

Use this pack to plan a visit and familiarise pupils with the story of Bishopwearmouth. You will find guidance on how to launch the OurPlace app to follow our interactive activity trail. We will also show you how to use the app to create your own learning activities.

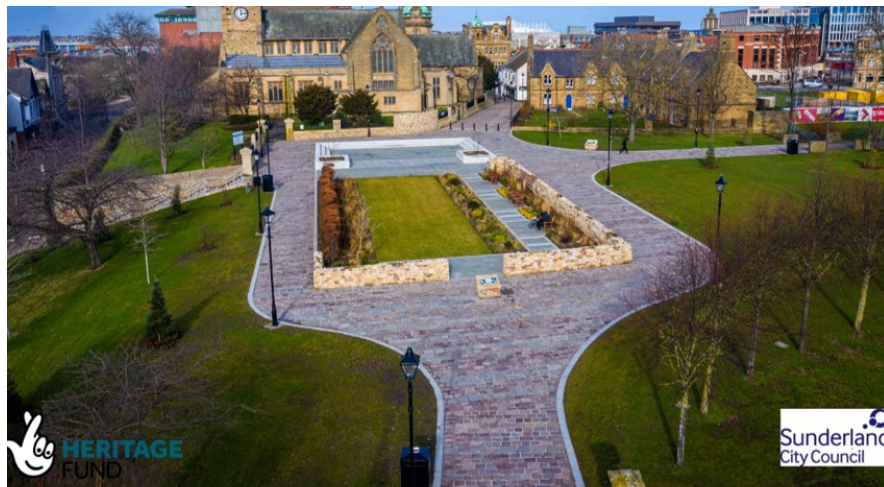
Don't worry! If you don't have access to digital devices, you can use the section Trail Building Blocks to choose activities and content to build your own paper trail. Or you can use the Print Trail sample included.

Resources are designed to suit KS2 learners, although feel free to adapt them to suit your needs. We hope to support you in making the most of Bishopwearmouth's amazing local heritage to deliver cross-curriculum learning opportunities.



This pack has been produced as part of the Bishopwearmouth Townscape Heritage Scheme operating in Sunderland City Centre until 2023. The scheme is funded by the National Lottery Heritage Fund providing grants for historic building repairs, public realm improvements to Town Park plus events and activities to explore the rich heritage of the area. To find out more about the scheme please visit the website or follow the project on Facebook.

### Bishopwearmouth Townscape Heritage



## **OurPlace**

The OurPlace app is designed to allow anyone to create, share and complete fun learning activities. It uses the broad feature set offered by smartphones as an outdoor-learning toolkit.

The app offers a wide number of interactions such as photography, video, audio recording, map marking, drawing and location hunting. Once uploaded, the learners' images, video and audio recordings created during the activities are then available for use via the website as further learning resources.

The application was developed as part of a project run by Open Lab, Newcastle University in collaboration with the Tyne and Wear Heritage Forum.

### OurPlace



## Building Learning Goals

The trail supports the following curriculum areas and develops key skills including:

- Observation
- Recording
- Communication
- Problem solving

Subject	Learning goal
<b>Geography</b>	develop basic geographic vocabulary and directional language
	use aerial photographs and maps to recognise landmarks
	use fieldwork to observe, measure, record and present information
<b>History</b>	use old photographs as primary sources to make historical enquiries
	deepen understanding of changes and events within and beyond living memory
	develop location and place knowledge

<b>Computing</b>	use technology to create, organise, manipulate and retrieve digital content
	use technology safely, respectfully and responsibly
	use digital technologies such as GPS to find locations
<b>Literacy and Numeracy</b>	describe and communicate a place through speech and writing
	develop subject specific vocabulary
	develop mathematical understanding about repeating patterns



## Planning a Visit

We suggest the maximum group size for the Building Detectives trail is 15, with pupils working together in pairs or threes. The trail takes approximately 1 hour 15 minutes. However, you may choose not to take part in all the additional activities available. (This will reduce the trail completion time.)

You may wish to consider splitting the group further, with one first completing the trail while the other group explores other heritage areas such as inside Sunderland Minster or Keel Square.

Find out more about the Minster's opening hours and information to enrich a visit here:

### [National Church Trust Sunderland Minster](#)

Take some time to familiarise yourself with the route the trail takes, including road crossings and appropriate locations to carry out group work at each stop. Directional information is also included in the app.

When carrying out your risk assessment consider the general hazards for outdoor locations, such as slips, trips and falls.

Pupils will need:

- Access to a digital device
- A good pair of shoes and a waterproof
- Water bottle and snack to keep brains ticking!

The Building Detectives trail is contained by the area of the Bishopwearmouth Townscape Heritage Scheme. This is our 'study area'.



The 11 'stops' are:

- Minster Park
- Mowbray Almshouses
- Church Lane
- High Street West
- The Peacock

- The Old Fire Station
- The Dun Cow
- Sunderland Empire
- Low Row
- Minster Garden Boundary Wall
- Bishopwearmouth Green

Pupils will spend approximately 5 minutes at each location (and some locations you will just be passing through).

Use the **All about Bishopwearmouth** and **Mastering Maps** sections of this pack to help you prepare pupils for their site visit.

Don't forget to share your experiences of using the Building Detectives Trail on our Facebook page.



## All about Bishopwearmouth

This historical summary is taken from research carried out as part of the Bishopwearmouth Townscape Heritage Scheme. Details of how to access the full Bishopwearmouth Village Atlas are in the **Find out More** section.



**This is an image of old Bishopwearmouth from Sunderland Public Libraries Flickr page.**

Bishopwearmouth is one of the three original settlements which eventually joined to form the City of Sunderland.

The village has Anglo Saxon origins, the earliest reference thought to be around 930 A.D when King Athelstan gave "South Wearmouth" and its appendages to the See of Durham.

During the Middle Ages it grew into an important and thriving farming community and religious centre dominated by the medieval Church of St Michael, although the Parish it served was extensive covering an area of some 20 square miles and included the small fishing port of Sunderland.

Physical links between Bishopwearmouth and the port were strengthened during the 15th and 16th centuries by the development of salt production, ship-building and coal-exporting industries along the banks of the river.

During the 18th century, Bishopwearmouth was a small self-contained village set within a patchwork of fields punctuated by hedgerows and trees. Cottages with courtyards and narrow garden plots lined the village road which curved around the hill top church on its way to the port.

Bishopwearmouth Green has always been common land lying at the heart of the medieval village with Durham Road, Chester Road, Stockton Road, and High Street all converging onto it. Around the green were a multitude of small houses and terraces, interspersed with workshops, corn mills, slaughter houses and tanneries supporting village life.

By 1826 the village contained additional spacious houses built by industrialists and merchants and by the mid-19th century it was clearly no longer a village but had become part of the expanding urban borough of Sunderland, chartered in 1835. Larger houses with extensive semi-formal gardens contrasted with the elegant terraced houses of Crowtree Terrace and Borough Road, and the back-to-back houses of Carter Street and Crow Street.

In the early years of the 20th century the most dramatic changes to the architectural appearance of the area followed the construction of the fine and imposing late-Victorian and early-Edwardian buildings along High Street West, opposite the Minster. Their size and flamboyant designs changed the sense of place from post rural and early suburban to urban centre.

The post Second World War period saw the start of some of the most radical alterations to the area and its setting, with the demolition of housing in and surrounding the conservation area. By the end of 1973 all of the buildings in Little Gate, South Gate, Fenwick Street, Crow Street and the buildings to the north and east of the green had been demolished.

Today few historic buildings survive with only Mowbray Almshouses (see here) and Church Lane giving some hint of village life.



## Material worlds

There is one element of the Bishopwearmouth geodiversity which stands out and deserves a starring role for its local significance and remarkable pre-history. Of all the stones which are used within the generations of construction in Bishopwearmouth, the extraordinary textures found within the Concretionary Limestone is the most beautiful.



**This stone was available in the immediate vicinity of Bishopwearmouth and whilst it is not structurally the best building material it is unique, and its incorporation within boundary walls is a crucial element of the areas character.**

Building materials are the most obvious way in which the raw geology of the area can be read. The most visible of these building materials are the blocks of stone and brick, and latterly concrete which make up the space filling and structural content of the walls. There are other construction materials though, which also tell us about the geology, as well as about the way in which the materials are valued and sourced. These include roofing materials (slate, lead, copper), mortars and glass.

Various criteria are applied to the way that these building materials are chosen. Foremost of these criteria are cost and function. For example, in the early development of Bishopwearmouth the concretionary limestone would have been readily available in the immediate vicinity. This material would have been easy to extract and with minimal transport it becomes a cheap option. It is a great material for building simple structures like field walls, but the irregularity of its bedding and its open and highly variable structure make it a poor choice to provide the regular, strong blocks of stone required to make larger and more refined stone-built structures.

Function however is not the only criteria for choosing. As wealth grew it meant that stone could be chosen simply for aesthetic reasons - colour, texture – and/or as a statement of wealth. The better-quality sandstones could not only be chiseled or cut into regular and durable blocks of stone but could also be carved. This could be used to produce architectural features in mullions and architraves etc. as well as to produce sculptural pieces which could be incorporated into the buildings design.



The relationship between the local geology and the building materials used within towns and cities everywhere, including Bishopwearmouth becomes more tenuous over time. This was a function both of changes in the building technology but also in the continued expansion of trade routes allowing materials to be transported sometimes very long distances cost effectively. So it is that slate now comes from Spain and China and many decorative stones from Asia and South America. With many larger buildings now using a framework of steel, and re-enforced concrete, stone has taken on a more decorative role. Brick, on the other hand, remains a staple construction material particularly for smaller buildings. As with the stone, cheap transport means that the bricks represent competitive sources rather than local ones, unless this is specified on aesthetic grounds. Whilst some buildings within Bishopwearmouth reflect the trend towards global blandness in their building materials there are a number of recent constructions where attention has been paid to the materials being used, to good effect.



## Timeline

### 933/935

First mention of Bishopwearmouth when the great shire estate of 'South Wearmouth' is given by King Athelstan to the monastic community of St Cuthbert at Chester-le-Street (recorded in the Historia de Sancto Cuthberto of c. 1950).

### 1183

The township of Bishopwearmouth is documented in the Bishop of Durham's Boldon Book, The church is built or perhaps rebuilt in stone in the 1100s.

### 1533 – 1548

The Reformation – Monasteries and chantries dissolve following England's break with the Catholic church, including the chantry chapel in St Michael's Church (1548).

### 1642 – 1649

Civil War – The area of Sunderland is occupied by Scottish armies. The Rectory is vandalised by troops in 1646 and repaired 1647. The townfields and moors of Bishopwearmouth township are divided up and enclosed in 1649.

### 1785 – 1799

Rain's Eye Plan shows that Bishopwearmouth is now linked to Sunderland by continuous ribbon development along High Street West. In 1799 the oval Green enclosure is made by W.D Nicholson of Cowtree House.

### 1930s – 1940s

Between 1932 and 1935 St Michael's Church is rebuilt by William Douglas Caröe. During the Second World War communal air raid shelters are constructed beneath Bishopwearmouth Green in 1938. In 1943 a bomb struck between the church and the Mowbray Almshouses.

### 1960 – 1980

Streets south and east of the church are demolished including the Bowes Almshouses, Littlegate and Southgate. Redevelopment including construction of Crowtree Leisure Centre (1978) and the Bridges Shopping Centre (late 1980s, extension 2000), and laying out of Town Park.

### 2019 – 2020

The area around the Minster is remodeled and enhanced to form Minster Park.



### Pre-visit activity suggestions

- Build a timeline display using key dates and local events. Add national events too. Use free digital timeline creators try; [Time Graphics](#) or [Tiki-Toki](#)
- Create a materials world web, use pictures and captions to show where different building materials come from and plot these on a map.
- Research the story of Dickie Chilton who lived in Bishopwearmouth village in the 1800s. During his lifetime the area changed considerably. Imagine interviewing Dickie about how he felt about these changes.



- As part of the Townscape Heritage Scheme new interpretation boards and plaques have been installed to help tell people the story of the area. Think about a building which is important to you and write a 100-word description like a blue plaque. Add in as many details as you can.

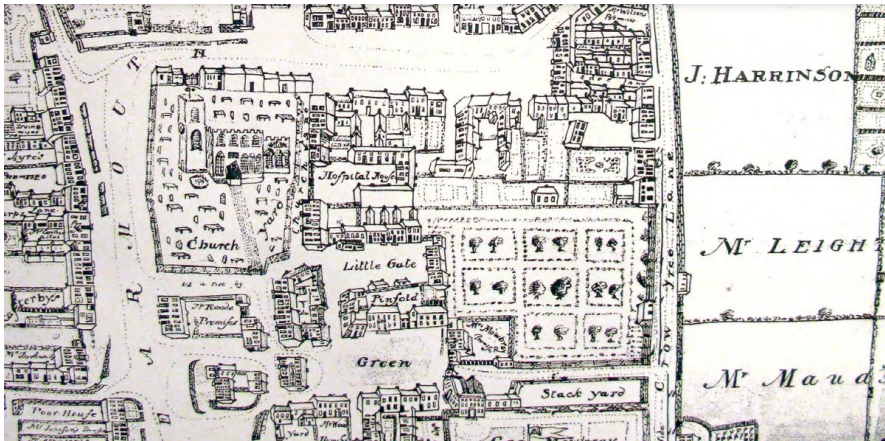


- Wish you were here! Print out a selection of historic photographs or postcards of Bishopwearmouth. In three sentences tell people why they should make a visit. What is there to see, visit and learn?
- Listen to Vesta Tilley singing in 1906  
[Vesta Tilley](#)
- What other performers have appeared on the Empire's stage? Find other clips!

## Mastering Maps

Maps help us find our way!

Maps are a drawing of an area which is drawn in plan. A plan is a view from above, drawn as if you were looking down. Maps can give us much more understanding of an area as we can see much further. We can use sequences of maps to reveal changes about a building or place in the past.



This is an extract showing the area of Bishopwearmouth near the Minster. It is from 1785 Rain's Eye Plan of Sunderland. The map is drawn so that you can see each building. You can find more information about this plan in the Bishopwearmouth Village Atlas.

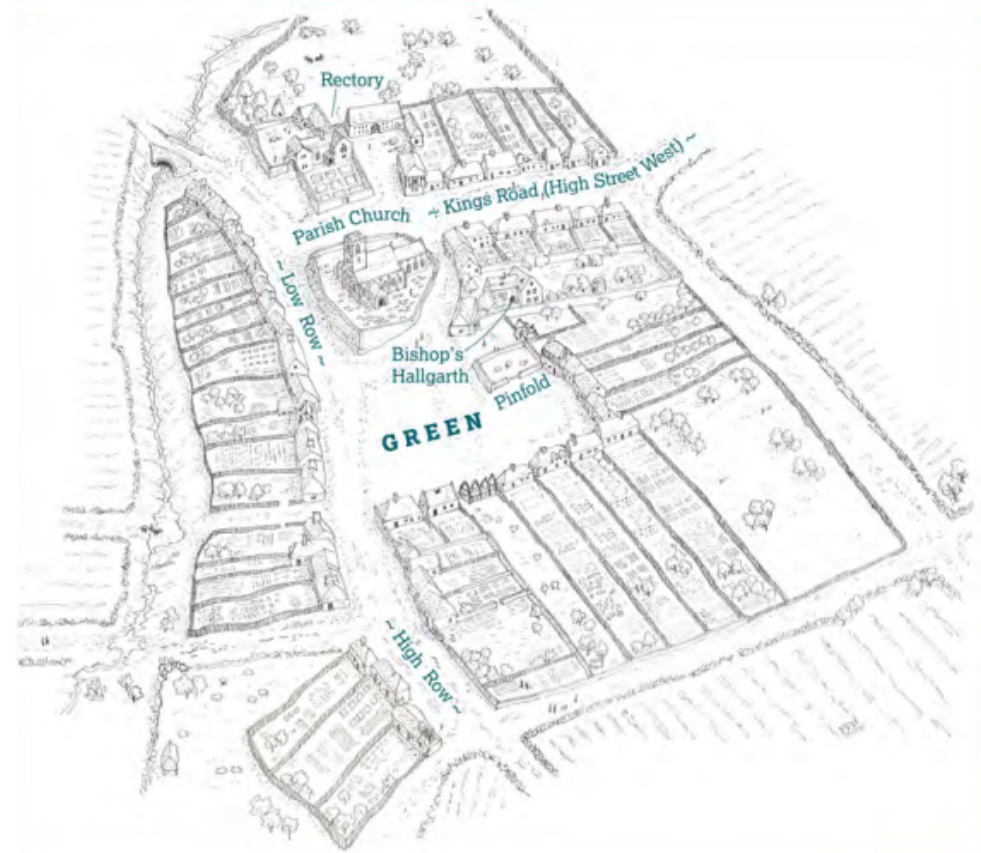
Maps have a lot of detail on them. It would be very difficult to label everything so map makers, (known as) cartographers, use symbols which can show types of features, buildings and landmarks. This is called a key and explains what each symbol is on the map.

For examples of the symbols used on Ordnance Survey maps follow [this link](#)

## Reading maps

How can a sequence of maps show us how a place changes over time?

This view shows the village around the time of a great survey of the Bishop of Durham's estates in 1381. Much of what we know about the village and its people in this period comes from this. It reveals the impact of the Black Death, the terrible plague which raged through the 14th century. Many tenant families may have died out as a result so some of the houses are shown abandoned. On the highest point at the north end of the green, stands the ancient parish church of St Michael and All Angels. To the north of the church the rector of the parish occupied a fine house with a large barn.



**Artistic reconstruction of the medieval village of Bishopwearmouth around 1380.**

**Burleigh and Thompson's River Plan extract showing Bishopwearmouth village around 1737.**



Burleigh and Thompson's map shows that Bishopwearmouth still formed a separate village settlement. However, the map shows significant changes. Buildings have crept over the northern part of the medieval green, probably due to the steady population increase.

**Bird's eye view of Sunderland, extract of a lithograph showing Bishopwearmouth village around 1857.**



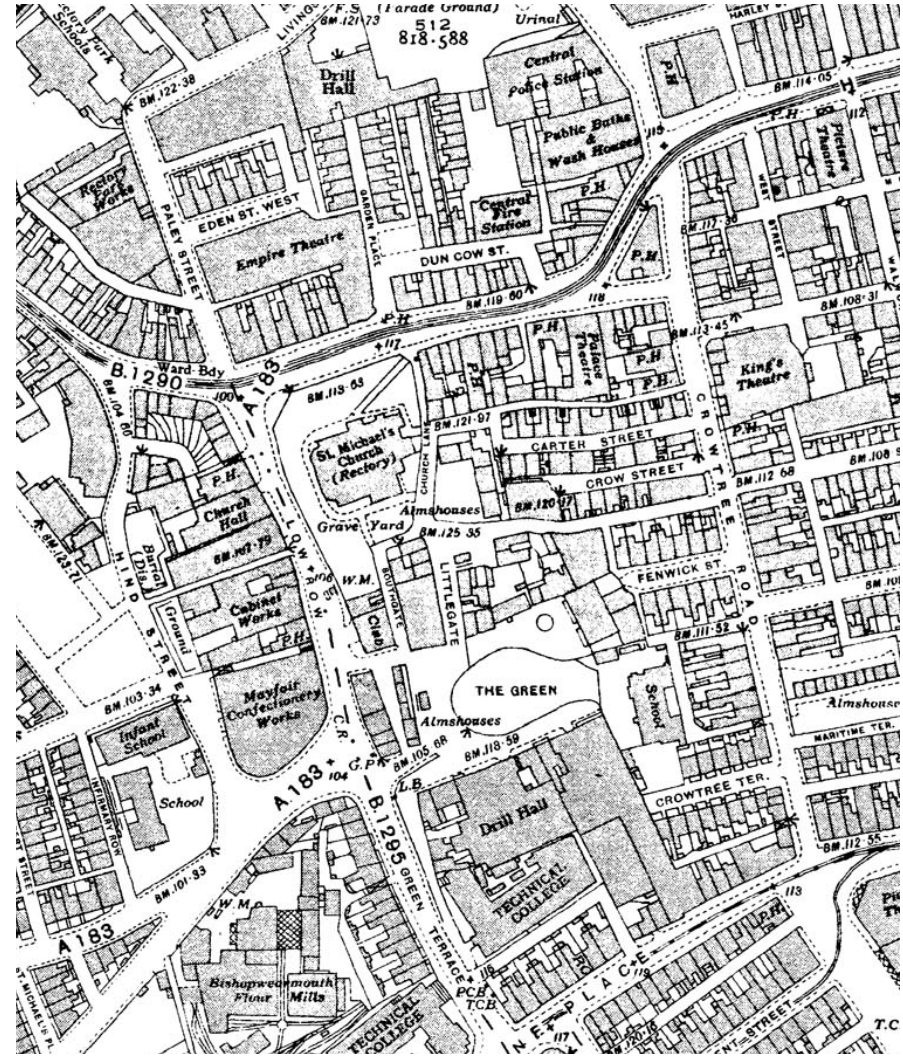
By the time this bird's eye view was created in 1857, Bishopwearmouth had merged with Sunderland to the east to form a single urban settlement, with all the intervening fields having been built over. Housing now extended to the south of Vine Street beyond the limits of the former village, whilst further residential developments are apparent to the west of

Galley's Gill and Low Row. To the north, the ancient rectory has vanished from the scene having been demolished in the previous year. A school stands to the north, occupying part of Rectory Park.

The view is fairly leafy with trees surrounding the oval green enclosed by Thomas Nicholson in 1799, indicating the area remained relatively well-to-do. The grand houses on the east side of The Green, Fenwick Lodge and Crowtree House, still have extensive gardens attached, as do the houses along The Green's south side. To the west a series of mill chimneys can be seen to the rear of Low Row and High Row (Green Terrace), the smoke spewing towards the village.



Ordnance Survey 1939.



By the mid-20<sup>th</sup> century, the ancient village nestled amidst a fully developed industrial town, surrounded by densely packed terraced housing and industry. The former grand houses were demolished or converted for commercial use but most of the buildings around the green survived with little alteration until around 1960, when a new cycle of development began which would sweep almost all of them away to make way for shopping and leisure centres, car parking and Town Park.

### Pre-visit activity suggestions

1. Find a map of your area, and identify the different features. Compare it with an old map, what has changed, what has stayed the same?
2. Imagine your route to school and design a map. Add in as much information as you can, like street names and other landmarks like shops, post boxes or litterbins! Can you find the same route on an online map? How do the maps compare?
3. Make a plan of your classroom or even your school. Use a tape measure and squared paper to help you. Design your own key for the features you want to mark.
4. Be a Town Planner for the day. Design your perfect town, thinking about transport routes and the facilities and features you would include.

5. Take a bird's eye tour of Minster Park today.

#### [Film clip](#)

6. Make a cardboard Bishopwearmouth. Work in groups to create a selection of Bishopwearmouth landmarks. Use your playground or school hall to mark out a street plan. Start at Sunderland Minster. Use Google maps to explore different aerial and street views. Or try using a historic map and create a Bishopwearmouth at a point in the past.





## Trail Building Blocks

This matrix sets out the information and activities that make up the Building Detectives Trail. Topics for group discussions are noted here but please note these do not appear in the app. You can use this matrix to help with your planning.

### Bishopwearmouth Building Detectives Trail

Look up, look down, look all around! Keep your senses sharp.

Let's find clues and build up a picture of Bishopwearmouth in the past.

#### STOP 1

Let's start in Minster Park.

It is named after Sunderland Minster, an important building and landmark.

There has been a church here for over a thousand years. It was called the Church of St Michael and All

Angels. When Sunderland became a city in 1989 it changed its name.

Most of the building you see today is Victorian. Before the Second World War some new parts were added.



It has been described, painted and photographed many times!

Now it's your turn.

*Let's record!*

Stand facing the Minster and trace the outline of the building on the photograph.



- What shapes are you using?
- Add in the windows.
- How many can you see from where you are?

*Mark your location on the map!*

### Discussion Points

- Why is this an important building?
- Who used it?
- How is it used today?
- What materials is it made of?
- How have the green spaces around the Minster changed over time?
- If you stood at the top of the tower what bird's eye view might you see?

*Use chapter 6 in the Village Atlas to find out more about Sunderland Minster*

## STOP 2

Look around you. Can you spot houses that look like this?

Jane Gibson, widow of a wealthy local merchant built the first Almshouses in 1721. They became home to 12 poor people who needed help.



The Mowbray family rebuilt them in 1862, creating the beautiful Mowbray Almshouses we see today.

*Let's find!*

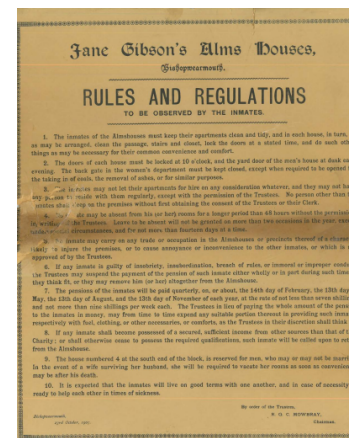


Can you spot this stone plaque?

Plaques like this one are called 'memorials' because they help us remember something important.

These are some of the Almshouse rules!

- Houses must be kept clean and tidy
- Doors to be locked at 10 pm
- Don't be away from the house for more than 48 hours
- Be kind and be ready to help each other out



## Discussion Points

- What does Alms mean?
- Why was charity needed?

Use chapter 6.4.7 *Surviving Historic Buildings in the Village Atlas* to find out more

## STOP 3



Let's take a stroll up Church Lane towards High Street West. Has it changed much from this view in the 1970s?

- Take a picture of the view down Church Lane today
- Pause at the top of Church Lane to admire the view of The Dun Cow pub in front of you!
- Look up high. Can you find a clue to tell you when this building was constructed?



#### STOP 4

High Street West was known as The Lonnin. In Victorian times there were a mix of houses, shops and businesses.

Some of the shops traded for a long time.

William Queenan, Picture Framer moved up and down the street over time. Duckworth Funeral Directors have been on the street for over 100 years.



*Let's compare.*

- Make a recording of the street sounds. How might they be different in the future?

*Mark your location on the map!*

#### Discussion Points

How have shops and shopping changed over time?

- What did different shops sell?
- What types of shops do you go to?
- The frontage of the old Public Baths can now be seen as the entrance to Hays Travel.



*Find more Then and Now street compassion images from page 19 in the Village Atlas.*

## STOP 5



Travel down High Street West until you come to this building and cross over the road.

A bird's eye view shows The Peacock's unusual triangle shape.

The first pub here was built in 1770, when travellers came by coaches.

The Peacock was built in 1901 for Newcastle Brewers Duncan and Dalglish and designed by local architect Hugh Decimus Taylor.

Before The Peacock another pub stood here.

- Can you find a sign with the name of the old pub? Match the picture!

**TIP** You may need to explore all around the building!

The Marquess of Londonderry was an important local coal mine owner in the 1800s. Using his name reminds us how important the coal industry was to the area.

- The Peacock has amazing domed roofs. Can you draw one?



This is what the building looked like when it was the Londonderry.



*Mark your location on the map!*

- Did you spot the blue plaque like this? They help tell us about historic places. Keep an eye out for more!



## Discussion Points

- What material is the sign made from?
- What is a brewery?
- If you were to design a new building in Bishopwearmouth what would it be?
- Why was coal mining an important industry? What other industries took place in the area?

Use chapter 6.4.2 *Surviving Historic Buildings in the Village Atlas* to find out more.

## STOP 6

Where to next?

Architects W.M. and T.R. Milburn deigned many buildings in Bishopwearmouth including this one.



Machine bricks are all the same size and shape.

The building is made from brick.

These bricks were made by a machine but older bricks were made by hand or using special moulds.

- What other brick buildings can you see?

The quirky decorations on the front give us clues as to what it was used for. Can you match the photograph?

## Discussion Points

- What other buildings do you know made of brick?
- How can signs and symbols tell us about a building's function?



Use chapter 6.4.5 *Surviving Historic Buildings in the Village Atlas* to find out more.

## STOP 7



Local business man Robert Deuchar wanted his new inn, The Dun Cow, to make a good impression on the Edwardian high street!

The Dun Cow has lots of decorations. Expensive materials like sandstone, which glows in the sunshine, granite and marble were all used to build it and show how special it was.

Look up, right to the top of the building. The roof is made of the metal copper. Copper can be bright and shiny and turns a green colour over time.

- How many clocks can you spot?
- Can you find the printed panel at the front of the building? Read the information, what animals can you find carved into the stone?

### Discussion Point

You can see how the building has been made to look as good as new here



### The Dun Cow Restoration

- What other buildings in Bishopwearmouth have clocks on them?

*Use chapter 6.4.4 Surviving Historic Buildings in the Village Atlas to find out more.*

## STOP 8



Can you find this building?

The Sunderland Empire is a stylish Edwardian Theatre. It even had a revolving roof! Can you see the statue right at the top? She is called Terpsichore and represents music and dance.

Some people described the inside of the theatre as looking like a wedding cake and the plaster decorations like sugar icing!

It could seat 3000 people and was the largest theatre between Manchester and Edinburgh. Today it seats 1,860 people.

There were two shows every night to enjoy.

People came to see the big stars like Charlie Chaplin, Laurel and Hardy and George Formby.

Vesta Tilley, a famous performer laid the foundation stone. She returned to perform on opening night in July 1907. Can you find this foundation stone?

*Take a photo!*

Let's imagine visiting on the first night.

- How might you feel to be in the audience?
- What might you see and hear?

*Mark your location on the map!*

### Discussion Points

- What job does an architect do?
- What did people do for entertainment before TV and cinema?
- What acts did famous theatre stars perform?
- Have you been to the theatre? What did you see?

*Use chapter 6.4.1 Surviving Historic Buildings in the Village Atlas to find out more.*

## STOP 9



Carry on up High Street West, cross over the road and take a left turn onto Low Row.

In the 1800s this street had several businesses but also many homes too. Sometimes several families lived in the same building.

- Take a photograph so you can compare the street scene today and in the past.

*Mark your location on the map!*

## STOP 10

Carry on down Low Row. Look around you. Can you find the boundary wall on your left?



The rock used in the wall and around the Minster Garden is only found in this area. It is called Concretionary Limestone or Cannon Ball Rock.

It contains fossils of fish and plants which were alive at the same time as dinosaurs!

- Can you find some Concretionary Limestone?

*Take a photo!*

### Discussion Points

- What is a fossil?
- What types of materials are buildings made from?

*Explore more about the building materials of Bishopwearmouth in section 4.5 Exploring the Geodiversity of Bishopwearmouth in the Village Atlas*

## STOP 11



Carry on down Low Row towards the park entrance at the multi-storey end.

In medieval times this was the heart of the village.

Many activities and events took place here.

*Mark your location on the map!*

Born in 1793, Dicky Chilton lived at number 19. This is now the Bridges multi-storey carpark.

He was quite a character and hated all the new buildings around the Green. Dicky did not repair his house and over time it started to fall down. People said it looked like a 'haunted building'. He annoyed churchgoers by hanging his socks on the railings outside!





During the Second World War there were allotments for growing vegetables and a bomb shelter was built too. In 1943 a bomb struck between the church and the Mowbray Almshouses.



### Discussion Points

- What kinds of events and activities took place on a village green?
- How is the green used today?
- Why do you think Dicky Chilton was so angry about new building works?

## Using the Our Place app

### Before your visit

[Download the application from Google Play](#)

[Or the App Store](#)



Once you have the OurPlace installed, you can start the activity in a few ways:

- The search icon at the top of the app's screen lets users enter a given share code and immediately open the matching activity.  
Share Code: **6HG67X**
- The scan icon at the top of the app's screen lets users scan a QR Code and immediately open the matching activity.



- Scanning the QR Code in a separate app will give the user the choice of opening the activity in OurPlace or viewing the share page in their web browser.
- If you visit an activity's share page on a device supported by OurPlace, there will be a button to launch your activity directly in the app.

To complete the map marking and a number of information activities you will also need Google Maps installed on your device and access to the internet. If you do not have internet access you can still complete the trail activities.

### **During your visit**

Once you open the app on your device you can complete the activities! You will need to enter a team or group name first.

Once the trail is completed you can click the pink 'Finish' button. If you are connected to the internet your completed activities will be uploaded to your OurPlace account. If you do not have internet access onsite your trail will be held in an Uploads queue until internet access is available.

### **After your visit**

You can download activity files by logging into your OurPlace account via the website and locating them in the Your Uploads section. Please note you are not able to download map marking activities.

## **Post-visit Quiz**

Pupils can test their knowledge with our Building Detective quiz to find out how much they have learned during their visit! The correct answers are in italics.

### **1. What is the church in the centre of Bishopwearmouth called?**

- Sunderland Minster*
- Sunderland Cathedral
- Church of Sunderland City

### **2. Who lived in the Almshouses?**

- Rich people
- Poor people*
- Orphans

### **3. True or false? High Street West was known as The Lonnin**

### **4. What shape is The Peacock?**

- Square
- Triangle*
- Semicircle

**5. What building does this decoration belong to?**

- a. The Sunderland Empire
- b. The Dun Cow
- c. *The Old Fire station*



**6. What building material is The Dun Cow made from?**

- a. *Sandstone*
- b. Brick
- c. Canon Ball rock

**7. Can you remember what the inside of the Sunderland Empire was described as?**

- a. Fairy cake
- b. *Wedding cake*
- c. Christmas cake

**8. What does Concretionary Limestone contain?**

- a. *Fossils*
- b. Feathers
- c. Bottle tops

## Building your own Learning Journey

Creating your own trail is easy!

### Making Activities

1. Open the app and swipe over to the 'My Activities' tab.
2. Press the '+' button in the bottom right to create a new activity.
3. Enter a title and short description for your activity. To add a custom image and make your activity stand out, tap the leaf icon to take a photo or choose an existing image from your device.
4. On the 'Add Tasks' screen, tap the '+' button to add a new task to your activity. An activity requires at least one task before it can be uploaded but you can add as many as you like.
5. Every task you add requires at least an instruction for the learner to follow. Some tasks require additional input - those are detailed below. Once you are happy, click 'Add Task'.
6. Once you are finished adding tasks to your activity, click the 'Finish' button.
7. If you want other people to be able to see and use your activity, tick the 'Make Public' box on the next screen. Else untick it.
8. If your activity has been designed around particular places and you want people in the area to see your new activity, click the 'Add Place' button. This will let you choose between nearby locations which have been listed as parks on Google Maps. Add as many as appropriate.
9. After confirming that you agree to the terms and conditions, be aware that clicking 'Finish and Upload' will prevent you from being able to edit the activity any further.
10. Clicking 'Finish and Upload' will take you to the Upload Queue. Tap 'Upload' on your activity to publish it and upload any relevant files.

Uploading many images and recordings may take up significant amounts of data, so make sure you're on WiFi.

11. The 'My Activities' tab will update to include your newly uploaded creation.
12. Tapping the activity will show you its 'share code' and give you the option to either delete the activity or open it for your own use.

### Advanced Task Types

While most tasks in OurPlace require only a simple written instruction from the creator, some tasks are more complicated than others and require more information when creating them:

- **Photo Match** asks the learner to try and match a given image with their camera. Use the 'Choose Target Image' button to take a photo or select an existing image for the learner to match.
- **Draw on Photo** tasks involve the user drawing on top of an existing image. This image can even be one that they've taken in a previously completed task! To do this, first make sure you've created a 'Take a Photo' or 'Photo Match' task before selecting 'Choose Take a Photo or Photo Match Task'. Otherwise, select 'Supply Custom Image' button to take a photo or select an existing image for the learner to draw upon
- **Map Marking** asks the user to mark GPS locations. Choose the minimum and maximum number of markers the learner can place on the map (putting a maximum of zero allows unlimited markers). You also have the option of limiting learners to only being able to place markers on the location at which they are currently standing, forcing them to travel to each location they wish to mark. *Please note that due to the use of Google Maps, the learner must have a working Internet connection to be able to complete this task type.*

- **Location Hunt** tasks the learner with tracking down a location using only a distance reading. Set the target location by tapping the desired location in the Google Maps view.
- **Multiple Choice** asks the user to choose between several listed options. Add new choices by typing them and tapping 'Add'. Unwanted choices can then be deleted.
- **Listen to Audio** simply asks the user to listen to an audio clip. You can either choose an existing audio file on your device, or record a new one. *Please note that listening to audio files requires an active Internet connection.*

### Sharing Activities

OurPlace lets users launch your shared activities in two ways: scanning QR Codes and typing share codes into the app. The easiest way to share your activity is by using the OurPlace website. When logged into the site, go to the "My Activities" page in the top menu (or side drawer if on mobile). Here you will see a list of all of your uploaded activities. Clicking an activity will present you with its share page, featuring a QR code and share code. Clicking the QR code will give you a larger version for printing. Alternatively, you can view your activities' share codes by tapping them in the 'My Activities' tab.



## Find out More!

Places to go to find out more.

### Bishopwearmouth history

- [The Bishopwearmouth Village Atlas](#)
- [The Music, Arts, Culture and Leisure Quarter of Edwardian Sunderland](#)
- [Bishopwearmouth Conservation Area](#)
- [Sunderland Antiquarian Society](#)
- [Local History Library @ ETR - Sunderland](#)

### Images

- [Co-curate](#)
- [Sunderland Public Libraries](#)
- [Regional heritage film footage can be searched for at the specialist public film archive for Yorkshire and the North East.](#)
- [Britain from above, Historic England's collection of arial photographs.](#)
- [The Art UK platform, searchable by artist, artwork or theme.](#)

### Maps

- [Historic Ordnance Survey Maps, or OS maps, are available on the National Library of Scotland website.](#)

### Geology

- [The Geological Society](#)
- [Limestone landscapes](#)

### Materials & crafts

- [Preserving heritage craft skills](#)
- [Brick making](#)
- [Stonemasonry](#)
- [Stained glass](#)

# Bishopwearmouth Building Detectives Trail

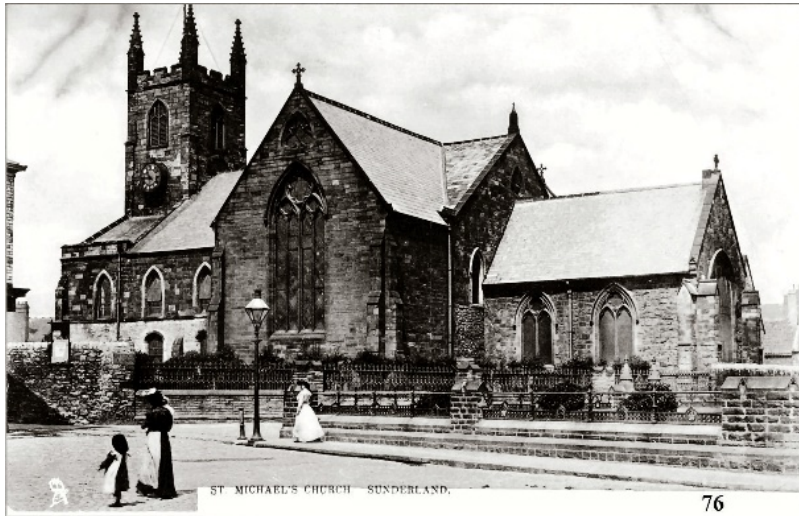


Look up, look down, look all around! Keep your senses sharp. Let's find clues and build up a picture of Bishopwearmouth in the past.

At every stop mark your location on this map.



## STOP 1 Minster Park



This area is named after Sunderland Minster, an important building and landmark.

There has been a church here for over a thousand years.

When Sunderland became a city in 1989 it changed its name.

Most of the building you see today is Victorian. Before the Second World War some new parts were added.

It has been described, painted and photographed many times!

Now it's your turn.

### *Let's record!*

Stand facing the Minster and trace the outline of the building on the photograph.

- What shapes are you using?
- Add in the windows.
- How many can you see from where you are?

 *mark your location on the map!*



## STOP 2 The Mowbray Almshouses

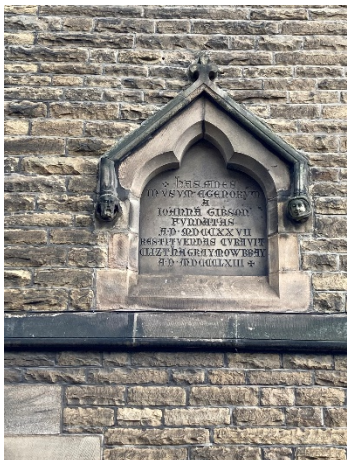
Look around you. Can you spot houses that look like this?



Jane Gibson, widow of a wealthy local merchant built the first Almshouses in 1721. They became home to 12 poor people who needed help.

The Mowbray family rebuilt them in 1862, creating the beautiful Mowbray Almshouses we see today.

*Let's find!*



Can you spot this stone plaque?

Plaques like this one are called 'memorials' because they help us remember something important.

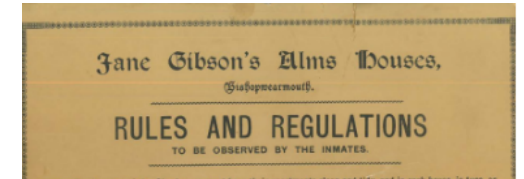
These are some of the Almshouse rules!

Houses must be kept clean and tidy

Doors to be locked at 10 pm

Don't be away from the house for more than 48 hours

Be kind and be ready to help each other out



*What rules do you have at school?*

 *mark your location on the map!*



### STOP 3 Church Lane



Let's take a stroll up Church Lane towards High Street West.

Has it changed much from this view in the 1970s?

 *Make a quick sketch.*

 *Mark your location on the map!*

Pause at the top of Church Lane to admire the view of The Dun Cow pub in front of you.

Look up high can you find a clue to tell you when this building was constructed?



### STOP 4 High Street West



High Street West was known as The Lonnin.

In Victorian times there were a mix of houses, shops and businesses.

Some of the shops traded for a long time.

William Queenan Picture Framer moved up and down the street over time.

Duckworth Funeral Directors have been on the street for over 100 years.

 *Mark your location on the map!*

Let's compare.

Listen carefully to the sound of the street today. What can you hear?

- 1.
- 2.
- 3.

## STOP 5 The Peacock

Travel down High Street West until you come to this building and cross over the road.

A bird's eye view shows The Peacock's unusual triangle shape.

When the first pub opened here in 1770, travellers came by coaches.

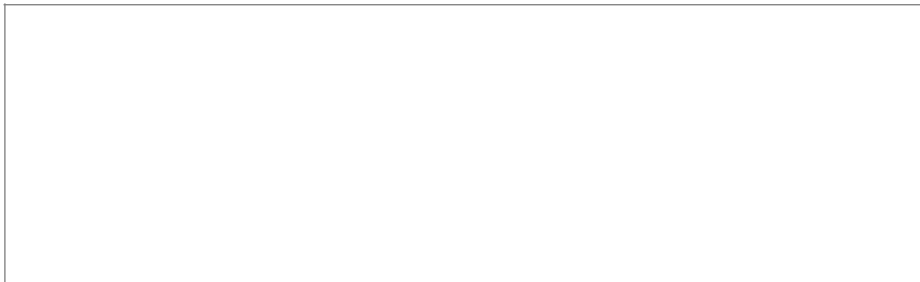


The Peacock was built in 1901 for Newcastle Brewers Duncan and Dalglish and designed by local architect Hugh Decimus Taylor.

 *Mark your location on the map!*

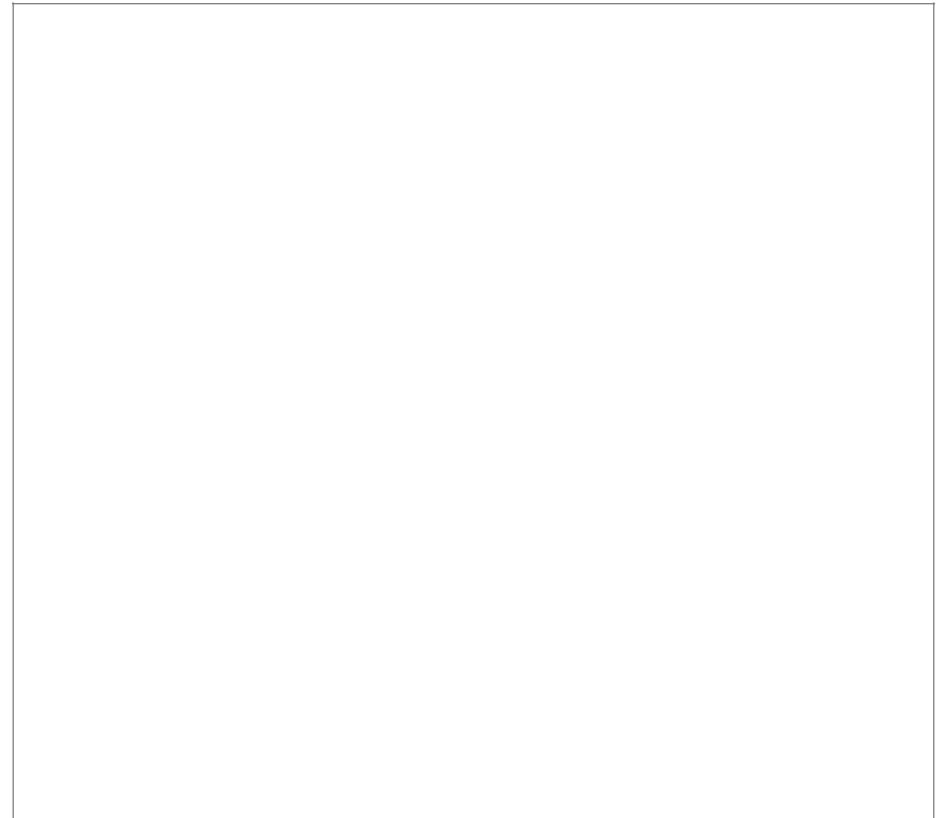
Before The Peacock another pub stood here.  
Can you find a sign with the name of the old pub?

**TIP** You may need to explore all around the building!



The Peacock has amazing domed roofs.

 *can you draw one?*



## STOP 6 The Central Fire Station



Architects W.M. and T.R. Milburn deigned many buildings in Bishopwearmouth including this one.

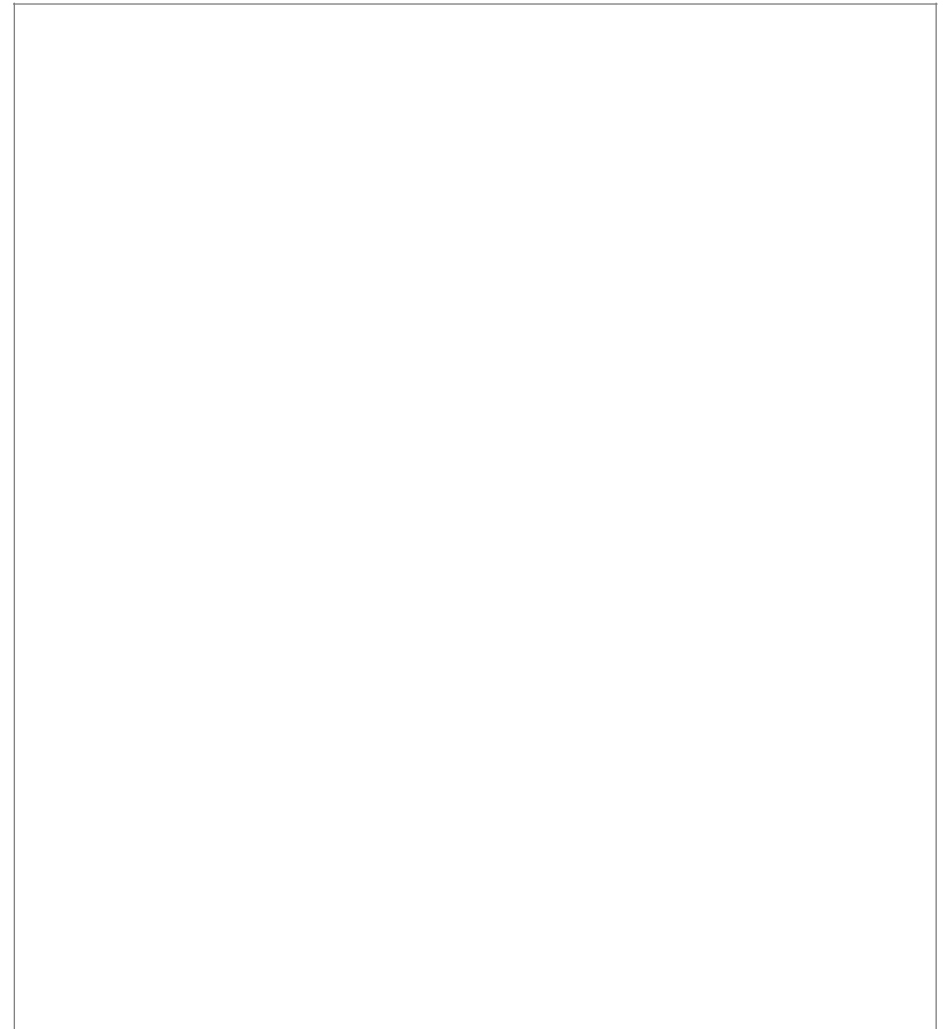
The building is made from brick.

These bricks were made by a machine but older bricks were made by hand or using special moulds. Machine bricks are all the same size and shape. What other brick buildings can you see?

The quirky decorations on the front give us clues as to what it was used for.



 can you sketch a matching picture?



 mark your location on the map!

## STOP 7 The Dun Cow



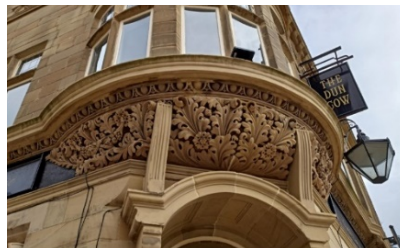
Local business man Robert Deuchar wanted his new inn, The Dun Cow, to make a good impression on the Edwardian high street!

The Dun Cow has lots of decorations. Expensive materials like sandstone, which glows in the sunshine, granite and marble were all used to build it and show how special it was.

Look up, right to the top of the building. The roof is made of the metal copper. Copper can be bright and shiny and turns a green colour over time. How many clocks can you spot?

 Mark your location on the map!

What animals can you find carved into the stone?



- 1.
- 2.
- 3.

## STOP 8 The Sunderland Empire

Can you find this building? Mark your location on the map!

The Sunderland Empire is a stylish Edwardian Theatre. It even had a revolving roof! Can you see the statue right at the top? She is called Terpsichore and represents music and dance.

Some people described the inside of the theatre as looking like a wedding cake and the plaster decorations like sugar icing!

It could seat 3000 people and was the largest theatre between Manchester and Edinburgh.

There were two shows every night to enjoy. People came to see the big stars.

Vesta Tilley, a famous performer laid the first stone. She returned to perform on opening night. Can you find this foundation stone?



What is the date?

## STOP 9 Low Row

Carry on up High Street West, cross over the road and take a left turn onto Low Row.

In the 1800s this street had several businesses but also many homes too. Sometimes several families lived in the same building.



## STOP 10

Carry on down Low Row. Look around you. Can you find the boundary wall on your left?

The rock used in the wall and around the Minster Garden is only found in this area. It is called Concretionary Limestone or Cannon Ball Rock.



It contains fossils of fish and plants which were alive at the same time as dinosaurs!

Can you find some Concretionary Limestone?

*Trace the patterns with the tips of your fingers.*

 *Mark your location on the map!*

## STOP 11

Carry on down Low Row towards the park entrance at the multi-storey end.

We are making our way to Bishopwearmouth Green.

In medieval times this was the heart of the village.

Many activities and events took place here.



 *Mark your location on the map!*

 *Make a quick sketch of the street today.*



 *Mark your location on the map!*

Born in 1793, Dicky Chilton lived at number 19. This is now the Bridges multi-storey carpark.

He was quite a character and hated all the new buildings around the Green. Dicky did not repair his house and over time it started to fall down. People said it looked like a 'haunted building'. He annoyed churchgoers by hanging his socks on the railings outside!



*We hope you enjoyed your journey!*

*Imagine meeting Dicky. What would you tell him about Bishopwearmouth today?*



**Bishopwearmouth Townscape  
Heritage Scheme**

## Thanks

Many of the historic photographs belong to Sunderland Antiquarian Society or Sunderland City Council. The painting of Dicky Chilton's house is courtesy of Sunderland Museum & Winter Gardens.

Other photograph credits:

The Dun Cow, High Street West taken by Daniel Hipkin

Sunderland Minster taken by Adam Appleby

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Content and design by TDR Heritage [www.tdrheritage.co.uk](http://www.tdrheritage.co.uk)



# Bishopwearmouth Townscape Heritage Scheme