

Colchester + Ipswich
Museums

Christchurch Mansion
+ Christchurch Park



50 Ways to Play



...in the Mansion



1. Memory game – choose an object from each room to remember as a list ‘I went to Christchurch Mansion, and I saw...’



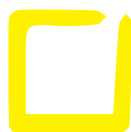
2. Freeze-Frame – find a portrait and recreate the pose and expression – take a photo of yourself and share it with us on social media! How long can you hold the pose for without getting the giggles!



3. Play I spy in each room – can your friends and family guess what object you’ve spotted?



4. Giant steps
– can you cross the great hall only stepping on one colour of floor tile?



5. Have a go at a jigsaw at the activity table in the Ceramics and Glass Gallery.



6. Tell a story – use the Hand puppets in the ‘Animals in the Art Gallery’ exhibition to tell a story to your friends and family.



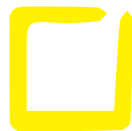
7. Quiet as a Mouse – Can you walk up each of the 3 staircases so carefully that you don’t make them creak? Can your grown-ups too?



8. Let there be light – Press the light switch on the dolls house upstairs so that you can see into all the tiny corners – can you pretend to be one of the people in each room?



9. Story time – read a story and enjoy a book in the cozy story tent in the ‘Animals in the Art Gallery’



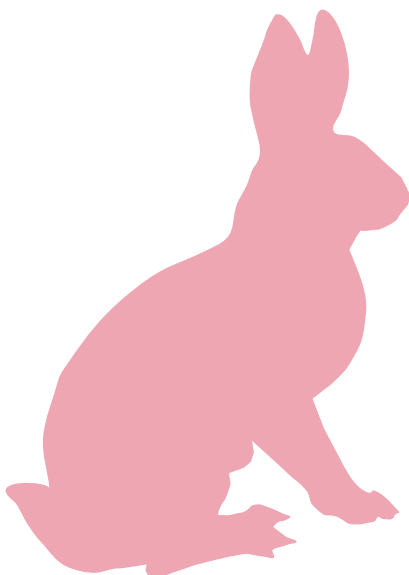
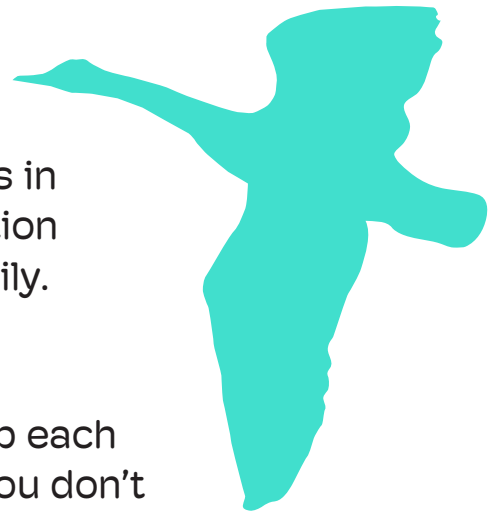
10. Picnic play – Host a play picnic using the pretend food in the activity drawers in the Ceramics and Glass Gallery.



11. Practice your deportment – just like a Victorian child – can you balance a book on your head and walk along the sloped corridor upstairs?



12. Lookalike competition – as you walk around the Mansion, look closely at the portraits, paintings and sculptures, can you spot one which you think looks like someone in your family, or even you!



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13. Role Play – find the painting called ‘The Felixstowe to Ipswich Coach’ by Russell Sidney Reeve upstairs in the Suffolk Artists’ Gallery. With your friends/ family – each pretend you are a person on the bus, can you role-play their conversation...what are they thinking about? What might they say to each other? What are they wondering and wishing?



14. Spot the clocks – the Mansion has a LOT of clocks inside it, can you count how many there are and listen for the different chimes.



15. Hunt for a ghost – stand very quietly in the upstairs rooms...listen carefully... some people think there’s a ghost in the attic, can you hear anything?



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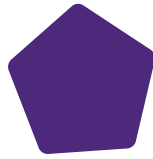
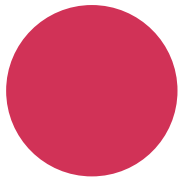


16. Be an artist – Draw a picture of your favourite item, or from your imagination! There’s usually paper and pencils available or bring your own.

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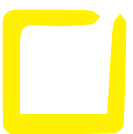
17. Spot some shapes – how many squares, triangles and circles can you spot in the different rooms? Make it a competition for who can spot a triangle first?



18. Be a tour guide – Go into each room before your friends or family and have a good look around – then invite them in and pretend that you're the tour guide and show them all the things that you have noticed.



19. Play a texture hunt – can you see something that looks hard, soft, fuzzy, spikey, bumpy, slippery, slimy, rough, smooth?



20. Strike a pose – pretend to be an exhibition mannequin, maybe a servant cooking in the kitchen or washing in the laundry. Can you hold the pose long enough to fool another visitor?



21. Hunt a rainbow – try to spot an item for every colour of the rainbow as you walk around.





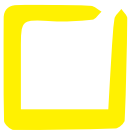
22. Are you an animal lover?

Keep a tally of different animals you see in the Animals in the Art Gallery exhibition and around the Mansion, can you spot pets, farm animals, wild animals, birds...what else?

Left - Lime Tree Shades by Amy K Browning
© Amy K Browning estate. Photo credit:
Colchester and Ipswich Museums Service:
Ipswich Borough Council Collection



23. Complete one of our amazing treasure trails – they're generally available during each school holiday.

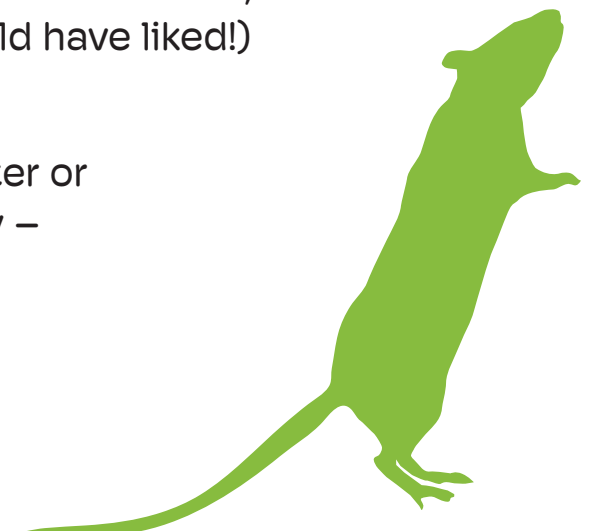


24. Imagine trying to cook dinner in the kitchen...

what things have you got in your kitchen that are missing in the Mansion's? Can you spot a little mouse on a box-shaped contraption... Can you guess what the box is? (Ask one of our friendly Visitor Services staff to find out more – clue, it's not something the mouse would have liked!)



25. Write to us – write us a letter or email to tell us about your play – pictures always welcome!



...in the Park



26. Sausage Roll – lay like a long sausage and go for a roll down the hill.



27. There are over 4000 trees in the park. How many different sorts can you see, which is the tallest? The widest? Can you find the yew tree by the Cenotaph – it is believed to be over 600 years old!



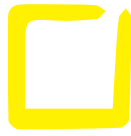
28. Running Race – Have a running race... can you beat your friends and family?



29. Bark Rubbing

– use the side of a wax crayon to make some bark rubbings of the trees – some of them are 300–400 years old!! Amazing!





30. Go Play – Play on the play equipment.



31. Look through a lens – Bring a magnifying glass and see if you can find some bugs, look under rocks and logs and in the long grass.



32. Ping pong – Have a go at table tennis.



33. Let's Dance! Use the space to your advantage and find a corner to really let go!



34. Play hide and seek – you might need to decide on boundaries to your hiding zone or you might never find each other!



35. Animal Races! Run like a cheetah, waddle like a duck, hop like a frog or kangaroo, slither like a snake. Take it in turn to choose an animal and decide the action – sound effects optional!

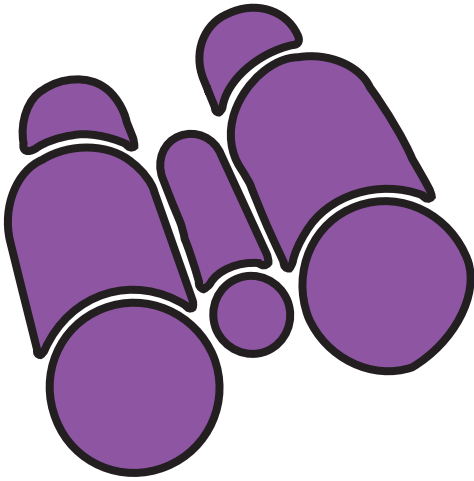


36. Natural Artist – make a nature picture or sculpture from fallen leaves and twigs.

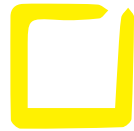


37. Flower Power – Make a daisy chain.





38. Try bird watching – how many different species can you spot?



39. Play catch – Play catch and take one step back each time you get a catch – how far away from your partner can you get?



40. Bring a book – find a spot under a tree to lean back and disappear into a world of imagination.



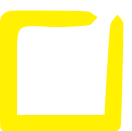
41. Be an explorer – follow one of the park's walking trails to discover all the hidden corners.



42. Leaf scrunching – in the autumn, scrunch through fallen leaves.

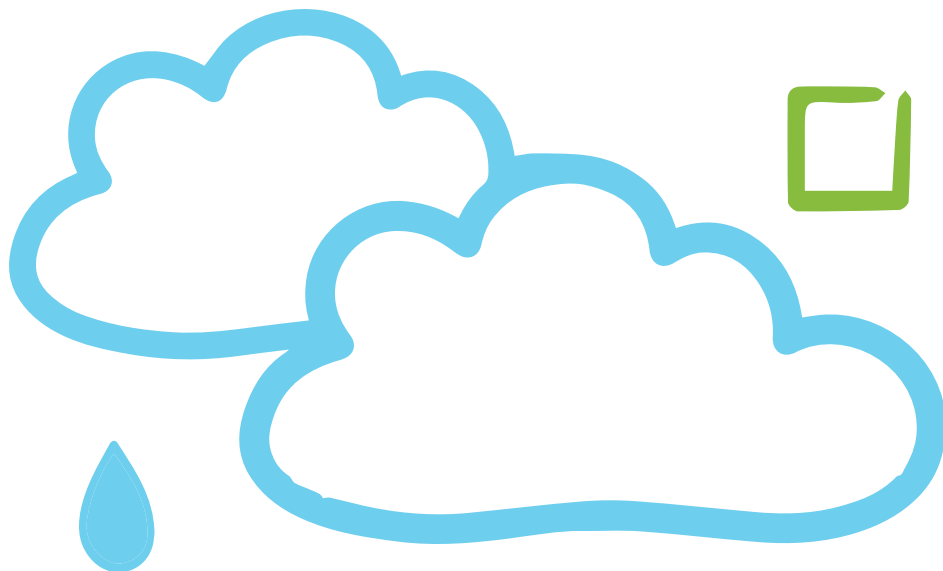


43. Green clean – Give back to your community – bring some plastic gloves or a litter picker and go on a litter picking expedition.



44. Take a sensory journey – walk through the arboretum seek out things to smell, listen to and touch as well as see (maybe not taste!)





45. Lay on your back and watch the clouds – can you spot any that look like an animal?



46. Play dizzies – Spin around and around on the grass until you fall down, then watch the world swirl around you.



47. Feed the ducks on the wilderness pond... but remember not to give them bread!



48. Make a pinecone animal – find a good big cone and some sticks for legs, create something real or imaginary.



49. Bats and balls – bring a football or some bats and balls and have a game of football or tennis in all of the great big SPACE.



50. Don't let the rain stop you – if it's wet, pull on your wellies and go puddle jumping!

