

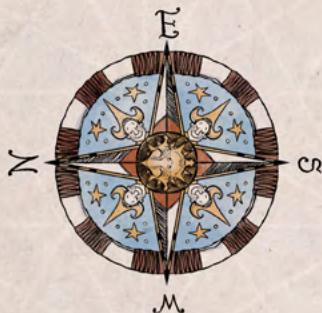
Story Quest

Adventures close to home



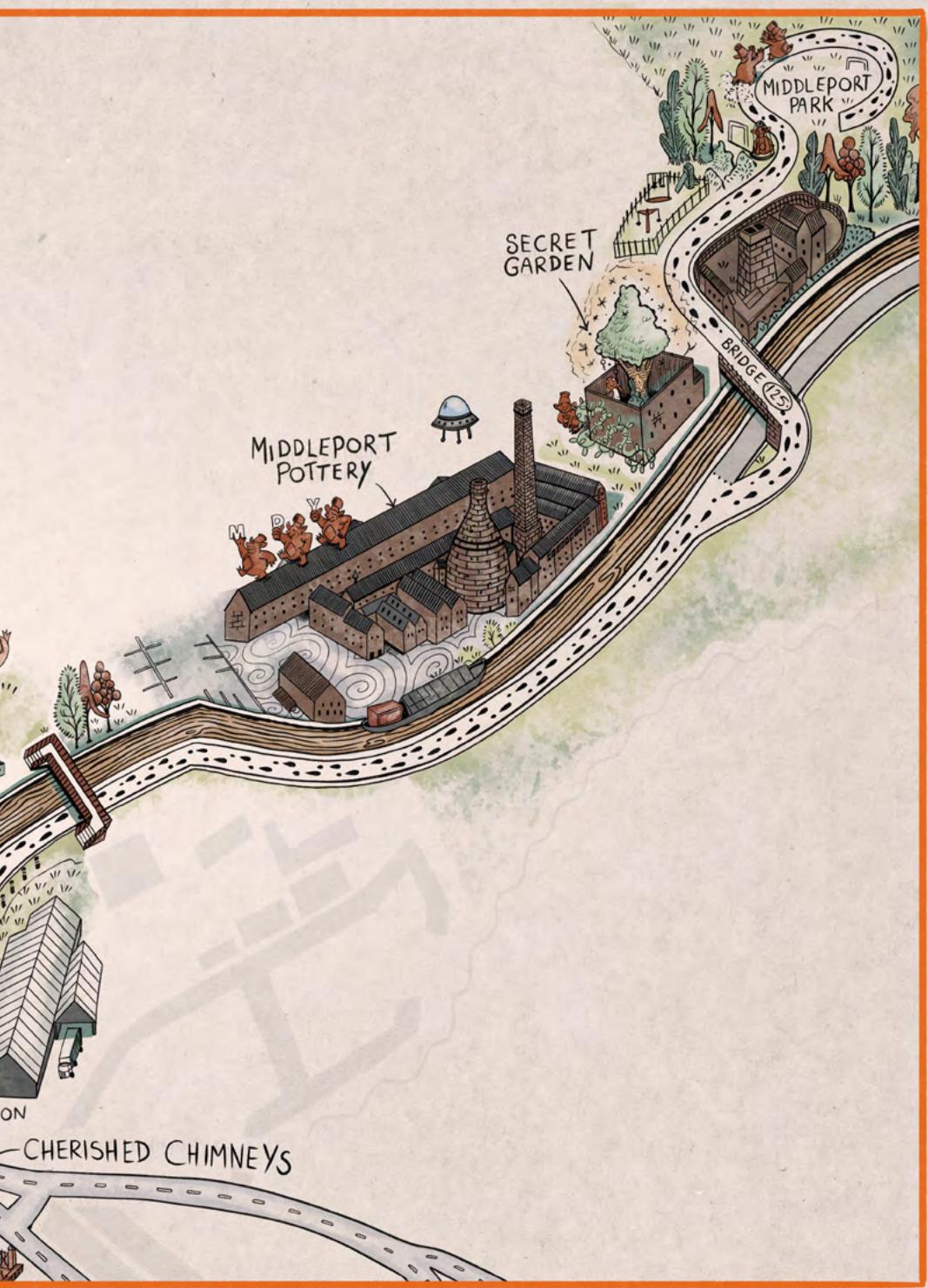
The Chimney Chase Westport Lake to Middleport Park

Join the chase along the canal, between Westport Lake
and Middleport Park!



Start:
Westport Lake
Visitor Centre
Finish:
Middleport Park
(this is not a
circular route)





This story trail will guide you on an adventure along Stoke-on-Trent's canals!

Story Quest is a free activity for your family to enjoy together in your local area. These exciting story trails make reading fun, with written and physical challenges to do along the way. You can find out cool Stoke facts, explore local places, and travel through time to uncover Stoke-on-Trent's history and nature. There are so many stories for you to explore.

Trail information

This trail will take you from Westport Lake, along the canal into Middleport Park.

Time needed

Around 1 hour and 15 minutes (remember to give yourself some time to walk back to Westport Lake if you came by car).



In partnership with



What is a Chimney Chap?

Chimneychaps live in your chimney and protect your home, for the simple price of being able to toast their toes on your evening fire. They call us humans the Groundlings, as they live on the rooftops, and we on the ground below them.

Meet the characters



Clink, Clank
& Clunk
Chimneychaps

Melvin
Marvellous
Shop owner

Mr. Inglenook
Chimneychap

Important information

Clink, Clank and Clunk are extremely friendly Chimneychaps, however they are also very young, and very mischievous. Mr. Inglenook must keep a close eye on them, so Clink, Clank and Clunk don't cause any chaos!

Early hours this morning...

Mr. Inglenook was watching the troublesome three with beady eyes, but his toes were getting awfully cold. "I'll just light a little fire," he said to himself. "That'll keep my toes toasty for this watch shift." He was getting some supplies for his toasty toe fire, when he heard a commotion outside. He turned around to see Clink, Clank and Clunk had gone. In a panic, he climbed his chimney to see where the three could have escaped to.

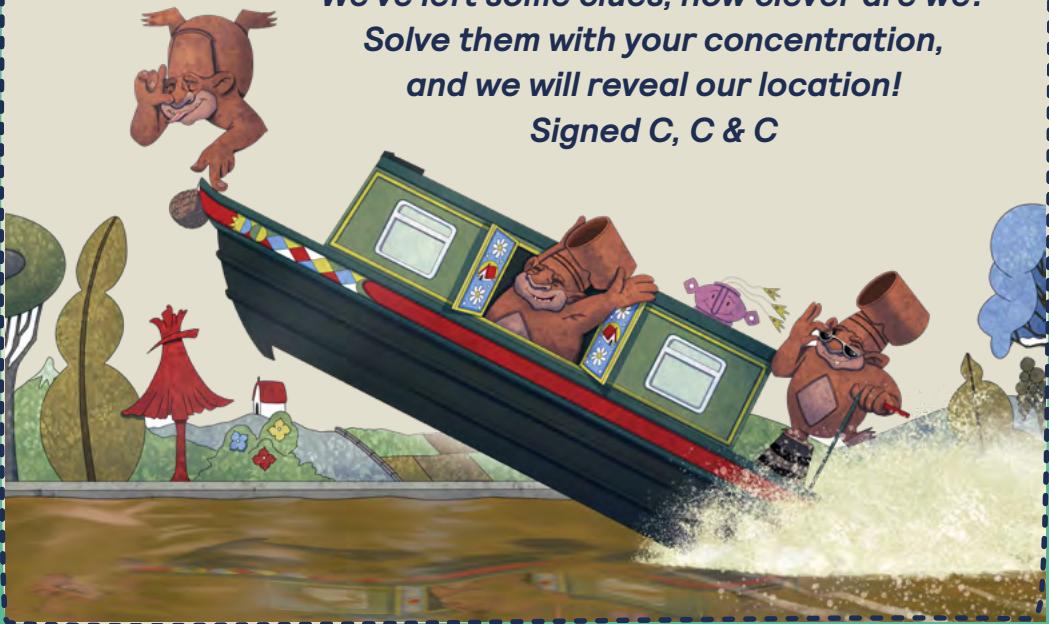
Clink, Clank and Clunk had hijacked a narrowboat and were racing along the canal. He quickly woke up Melvin Marvellous, who put Mr. Inglenook in his rucksack, and rushed out the door to start the Chimney Chase. Reader, do you think you can help Melvin and Mr Inglenook catch the troublesome three before they cause any chaos? If so, let's start this quest, and remember, just try your best! There seems to be a note on the barrier of the visitor centre at Westport Lake, it reads...

Want to find the troublesome three?

We've left some clues, how clever are we?

*Solve them with your concentration,
and we will reveal our location!*

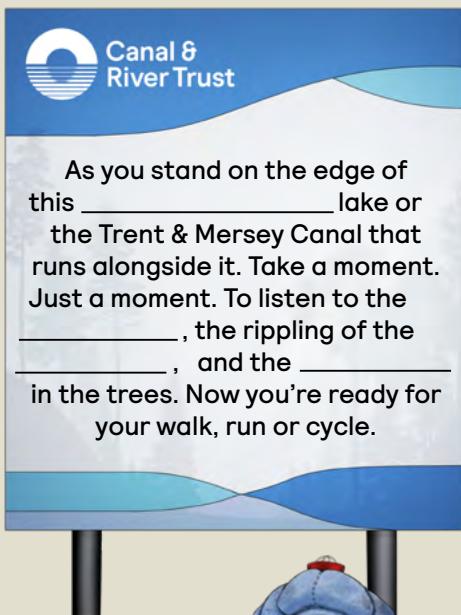
Signed C, C & C



From the visitor centre at Westport Lake, walk to the canal, turn right and go under the bridge. It looks like the mischief has begun and Clink, Clank and Clunk have changed some words on the Canal & River Trust sign.

OVER TO YOU!

Use the sign in front of you to change the silly words on the left sign here, back to the original ones. Write the original words on the clean sign on the right. Then do as the sign suggests and take a moment to listen before you head off on your quest.



Phew! That was a close one Groundling! Great work! Now Clink, Clank and Clunk could be anywhere, so it is super important that we keep our eyes peeled. We know that the troublesome three like to ride narrowboats, so let's play a game to make sure we don't miss a single narrowboat that passes us.



OVER TO YOU!

Choose a colour from the list below. Every time you spot a narrowboat that is your chosen colour, mark a point in your box. The person with the most points at the end of the chase, wins the game.

RED



BLUE



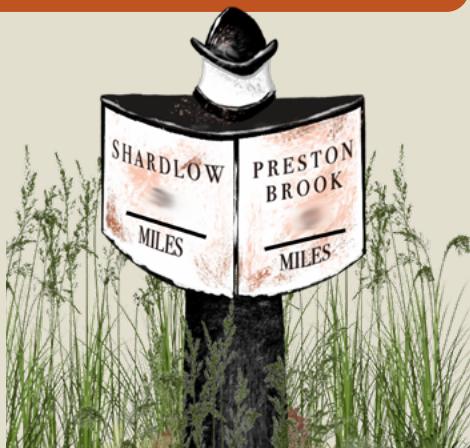
GREEN



YELLOW



This game sure will encourage us to look closely for Clink, Clank and Clunk. Right, on with the chase. Can you find a milepost? Those troublesome three! They have rubbed out the amount of miles it is to each destination. If we don't change it back, the next boater to come along will be very confused.



OVER TO YOU!

Rewrite the miles on the milepost above.

Well done reader! I just overheard a Groundling say "I could have sworn I just saw three chimneys with arms and legs on **Bridge 127**," so let's head there.

So we've arrived at the bridge. I can already see two little, black, sooty hand prints which means they've definitely headed this way! Can you spot them?

OVER TO YOU!

Use your investigative skills to spot the handprints on the bridge. **Clue:** Look at important signs under the bridge.

Oh, can you hear that reader? It sounds like someone is awfully upset up ahead. I think it might be coming from Price Kensington? Can you find him? Look for the big hairy potbank on your left.



"I was just sitting here, thinking about how sad and grumpy I am, when three chimney pots ran a riot in my garden. They were so quick that my eyes couldn't keep up with them, and it's made me awfully dizzy. So dizzy in fact, I've forgotten where I am and what I am!"



OVER TO YOU!

Let's find the information sign located on the other side of Bridge 126 ahead of you. Use the second paragraph to help Price Kensington remember where he is and what he is.

Where is Price Kensington? Opposite side of the _ _ _ _ _

What is Price Kensington? P _ T _ _ R Y / F _ C _ _ Y

Price Kensington is very happy now! Great job reader.

Wow, look how many narrowboats there are in the boatyard on the other side of the canal. Remember to tick off any narrowboats you spot in your colour.

Oh look, this person ahead by the row of black posts looks slightly mind boggled. I bet this has something to do with Clink, Clank and Clunk.

"I was trying to count the black Staffordshire knot posts, but three chimney pots kept interrupting my counting, and now I can't seem to count at all. Could you help me out by counting them for me?"



OVER TO YOU!

Count the black posts to your right to help out this person.

Black Staffordshire Knot Posts.

"Wow, that many! Thank you so much for your help reader."

Oh no! It seems there is some more commotion, this time at the Steelite factory. Let's head to Steelite's red bridge!

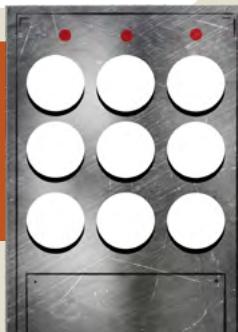


"I was moulding teapots in the slip house, when three chimney pots ran through and squished all the soft moulded pottery. There's footprints in plates, handprints in mugs, and faceprints on teapots. I need to turn off the kiln before they get fired and stay permanently like this."

OVER TO YOU!

Use the Steelite logo on the building (not the bridge) to figure out which buttons need to be pressed to turn off the kiln. Colour in the buttons to help this person.

"Phew, thank you so much reader, you've just saved my job!"



Oh no, what's this now? There seems to be a large crowd of people looking confused at the potbank just ahead. Where there's confusion, there's usually the trace of three chimney pots. Let's head there now!



"Some of the letters are missing from the side of the building. Can you remember the name of this potbank? Because I can't remember it ever being called the 'IDLE OTTER' unless it's my glasses!"



OVER TO YOU!

Using the building in front of you, fill in the missing letters to find out the name of this potbank.

Hint: Look above the burgundy windows.



"Ah! Middleport Pottery, that sounds a lot more familiar. Thanks so much reader."

Oh goodness... I could have just sworn I just saw... YES! It's Clink, Clank and Clunk! Quick reader, cross **Bridge 125** ahead of you to find the Secret Garden door on your left. Behind this door is a beautiful garden, made by magic. When you have found it, follow the instructions on the next page.



OVER TO YOU!

To open the great doors to the magic garden, we must **PATAM** – **Pause And Take A Moment**. Clear your head by breathing in through your nose, and out through your mouth five times. When you feel clear headed, speak the spell below... “Secret Garden, Secret Garden, open up your door. Can I see your magic? Let me please explore!”

You did it reader, the door is opening! The minute the door opens get ready to catch them... WOW! They just jumped under your legs. They’re heading to the park. Let’s go go go! There they are! Quickly get your imaginary net from your imaginary backpack! They seem to be running laps of the pitch.



OVER TO YOU!

Quick reader, turn right out of the alleyway (be careful, it’s a road) and make your way past the playground to find the football pitch. Do one lap of the pitch, swinging your imaginary net to catch the troublesome three! This is our last chance to catch them!



Great job reader. You did it! I think that’s enough chaos for today. Let’s take them back home and put our feet up. We deserve it.

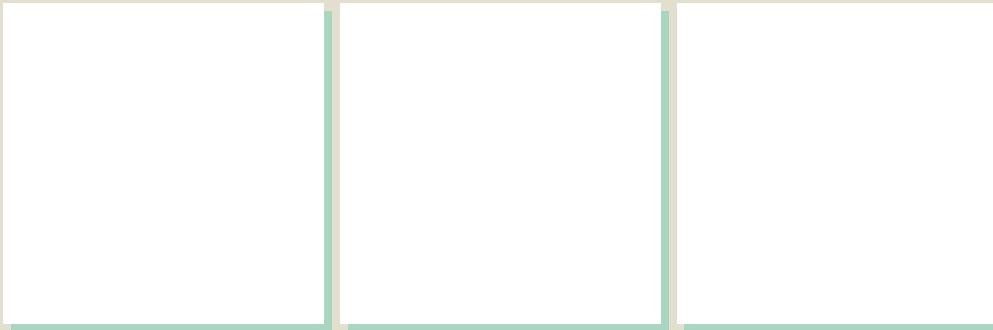
The End

Extra Activities

Design your own Middleport Mural

By the Secret Garden there is a wall of decorated tiles. Using your walk across the canal today as inspiration, design your own tile mural below.

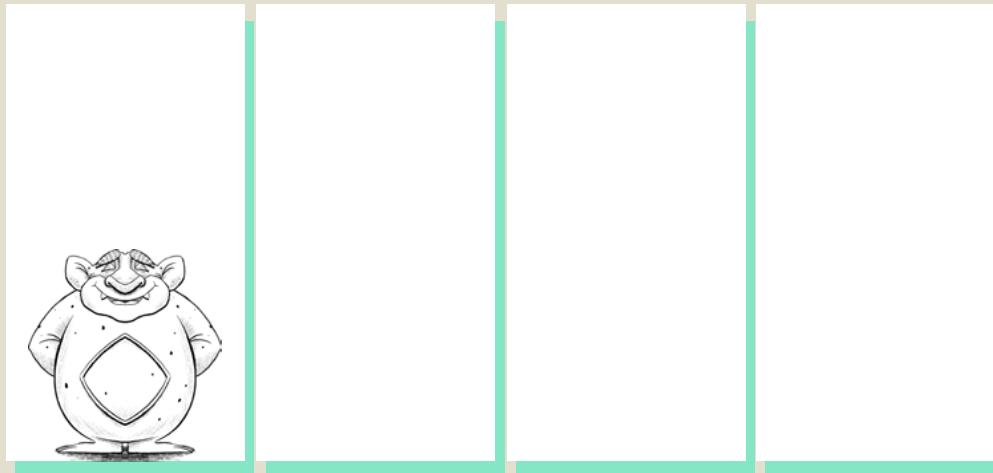
Think about the things you have seen today such as; animals, trees, narrowboats or chimney pots. Get creative reader!



Design your very own Chimneychap

Can you design your very own little Chimneychap? Why not look around you on the rooftops for some inspiration.

We would love to see your creations, so please send them to the National Literacy Trust in Stoke-on-Trent Facebook page or stoke@literacytrust.org.uk! Remember to give your Chimneychap a name! They like names that begin with the letter 'C'.



Fun Facts!

The canal that changed everything

The Trent and Mersey Canal was one of the first long-distance canals in Britain, and it helped to change history! The idea was supported by Josiah Wedgwood, who is a world-famous potter from Stoke-on-Trent.

Josiah had a big problem. His beautiful plates and cups had to travel on bumpy, muddy roads. They broke easily, and that was bad for business. He dreamt of a smooth canal where boats could carry his pottery safely.

Josiah teamed up with James Brindley, a brilliant local engineer. Together, they worked hard to make the dream real. In 1766, parliament gave permission to build the canal. It wasn't easy! Workers dug through hills, built 76 locks and 5 tunnels, and made the canal stretch almost 93 miles – that's 123 times longer than your Story Quest walk today! After 11 years, in 1777, the Trent and Mersey Canal was finished.

The canal joined the River Trent with the River Mersey, giving Stoke-on-Trent a water road to Liverpool and other places.

This was very important during the Industrial Revolution.

Today, you can still walk along the canal and imagine the boats carrying shiny plates and cups. It was a water road that changed Britain forever.

Fun fact: James Brindley once used a block of Cheshire cheese to show how water could seep through soft material. People laughed, but they understood his clever idea!

We hope you enjoyed this Story Quest! Find more trails to take part in at storyquest.org.uk