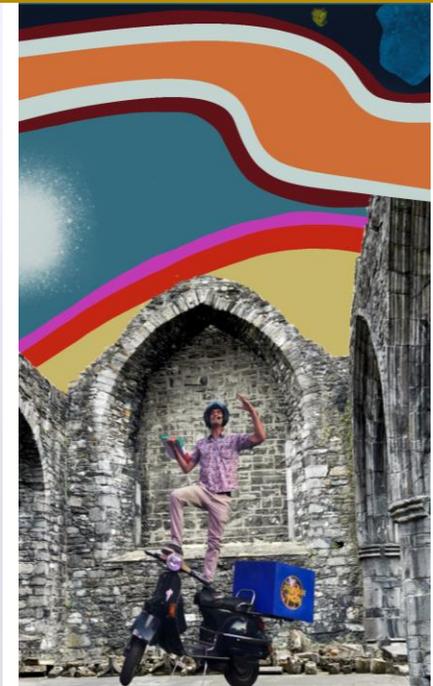
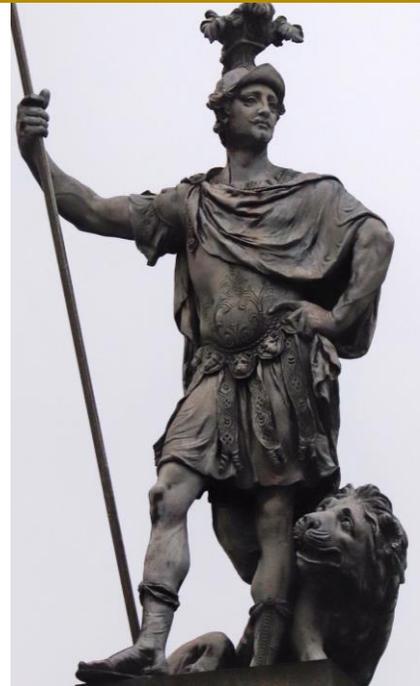
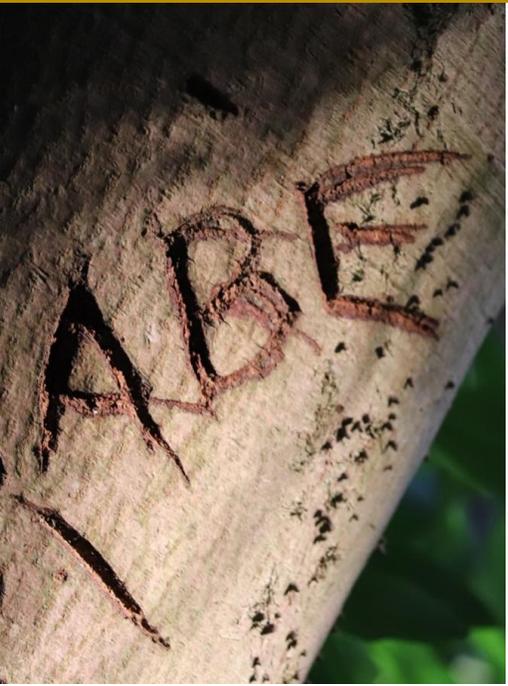




# Create your own Heritage or Art Trail



# TY Curriculum: Aims, Skills and Learning Outcomes

## Overview:

This activity based learning provides students with a combination of classroom-based work and independent research beyond the classroom. It invites students to **research** and **present** a heritage or art trail, based on the students' personal interests. They will devise a thread to link the elements of their research and compose a story that can be presented as a trail for others to follow.

The areas of study can be chosen by the students themselves. They can work in teams according to their interests. The presentation of the projects can be an opportunity for public speaking.

## Aims include providing students with the chance to:

- Develop skills in self-directed learning
- Extend the learning environment beyond the classroom
- Work as part of a team
- Learn new presentation skills
- Connect with their local community.

## Students will

- Walk the Dublin Walls Medieval Trail and review some materials that supplement that experience
- Select an area of interest to create their own trail around
- Research their area of interest in groups
- Explore the area of the planned trail looking for clues that they can use.
- Explore the different methods of presenting a trail
- Create the trail
- Invite family and friends to explore their trail.

## Learning outcomes

On completion of this activity, students should be able to:

- Research their chosen subject outside the normal subject curriculum
- Interpret art or history and present it as a narrative
- Design a trail
- Present their ideas to a group of peers
- Evaluate their trail

## Key skills

Students can expect to:

- Become more effective learners in an information intensive environment
- Learn how to select information and evaluate it's usefulness for this task
- Develop critical thinking skills
- Be able to communicate through a variety of different media and methods.
- Make oral and written presentations
- Work together to achieve personal and group goals
- Act autonomously according to personal identities and values

## Assessment can be made from:

Their ability to work within a group

Their final trail presentation to the class

# Stages to telling the story

## Activity One:

Download the Medieval Trail - <https://heritageireland.ie/assets/uploads/2021/07/Be-a-medieval-detective.pdf>

Walk the walls of medieval Dublin and see what remains of the medieval city.

### Suggested discussion points:

- Consider why people retain parts of the built environment and decide to get rid of others. For example, why were parts of the wall removed while other parts still remain.
- Do walls define a city?
- Investigate the stories of people who lived in medieval Dublin.

## Activity two:

Decide on your location for your trail. Try and define it as closely as you can. Are you leading people through art or heritage? Your initial research will help you with this.

### Suggested discussion points:

- Research the people and places that are important to that area.
- Look at the objects that populate the area. How important are they, what are their stories and do they have meaning for us today?
- Who lives at the location and who visits the area now? Maybe they can help.

## Activity three:

Decide on the format of your trail, will it be on paper or digital? The remaining slides offer a variety of formats to inspire you.

Slide 4 shows a trail using a map format. Slide 5 uses a photograph. Slide 6 shows part of an art trail using a printed booklet. Slide 7 uses a digital format from a website: Thinglink. Slide 8 shows a virtual Google Maps tour. Slide 9 depicts a virtual tour with audio. Slide 10 is a video tour published on YouTube. Slide 11 is a digital representation of medieval Dublin and slide 11 shows part of an art trail using a printed booklet.

### Suggested discussion points:

- What story are you telling, who are the main characters? Use these elements to build your content.
- What is the narrative thread that runs throughout the trail?
- Where do you want your visitors to start and finish? What order should your visitors see the elements of your trail?
- What would be a win? What does success look like?

Test the trail out on your family and friends

# Telling the story of Medieval Dublin by what remains hidden underground

This map is taken from the Archaeological Inventory of Ireland. Each dot marks a place where a building existed in Medieval Dublin. If we could see under the ground in St Audoen's Park we would probably see all the important parts of medieval life.

See: the National Inventory of Architectural Heritage for your local maps: <https://www.buildingsofireland.ie/>

## Medieval Houses

built outside the city walls on Cook Street, named after the bakeries that were located here.

## City Walls

still stand here. They surrounded medieval Dublin to protect the city from attack and to provide for control over who entered and left the city.

This is the site of a **Prison**. They tended to be small in medieval Dublin as prisoners were shackled to the walls, rather than accommodated in individual cells.

The **Carpenters Guildhall** stood here. The guild controlled all aspects of the carpentry business in the city. To be a carpenter, you needed to be a member of the guild.

## Site of a Water Cistern

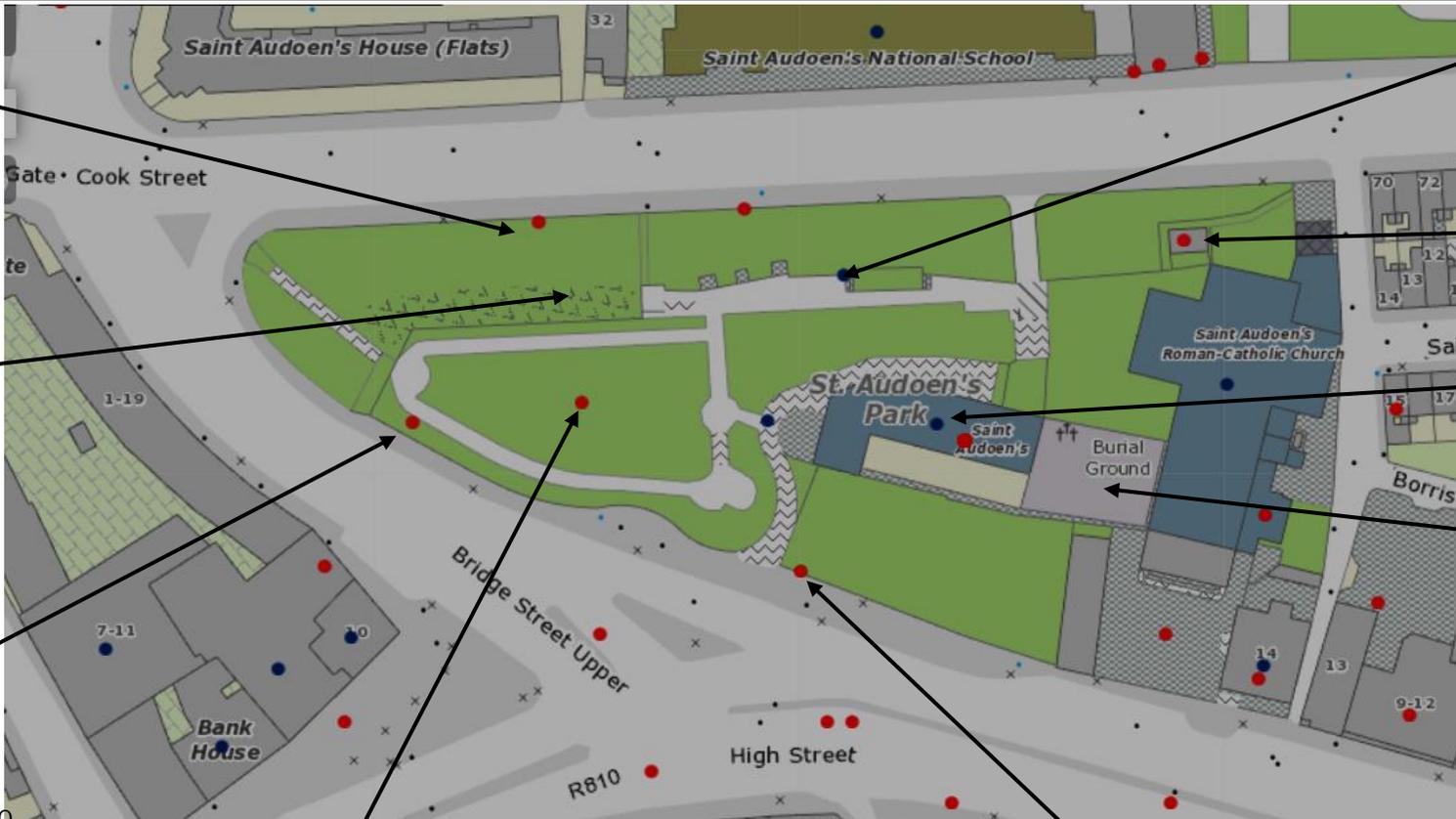
In 1308, the mayor of Dublin placed a marble cistern there as part of Dublin's new water system, delivering clean water to the residents of Dublin. The Lucky Stone was placed beside the cistern. Local business people visited the stone seeking success in their endeavours.

**St Audoen's Arch**. Each night the gate was locked to secure the city. During the day people had to pay tolls to enter the city to trade.

**Watch tower**. Guards watched the river and surrounding areas to warn of intruders approach

**St Audoen's Church** is believed to have been built in 1190. It is still used as a church today.

**Burial Ground**. Burial within the church walls was popular as people believed that it brought them closer to god.



Bird's eye view of St Audoen's Park

# This Objects Trail takes place in just one room.

It's a great technique for telling personal history



Tell the story through the objects in a room

# Presenting your trail in booklet form

## The Accidental Artist

### The Accidental artist:

This new trail keeps asking more questions of us

Is it a site specific art work because an artist placed it there?

Can you be an artist without knowing it or intending to be?

Can ordinary people unwittingly create site specific art works just in their daily lives?

Is it all in the way we see things and place meaning on them?

Part art trail, part parody, is this the meaning of modern art?

### The Giant's Grave by Jirren

Standing stones mark the place between life and death and act as a memory to those that have passed on to the next world. They are reminiscent of a time before organised religion when pagan beliefs sustained people.

The tall stone is reminiscent of a tall person, a giant perhaps, surrounded by a group of followers, looking across and the other stone. 2 pillars of society around which the village grows (as shown by the piles of smaller stones).

The work is set in a pastoral setting with grazing sheep.



Page 3

### The Gate by Jack Byrne

The Gate is the Boundary. It represents the division between the urban and rural – between the road and the field, between man made and nature. Does it prevent us from entering and once in the field from leaving.

It is made from rough rusting metal and held in place by nylon string. The fine nature of the string and the weaken nature of the rusty gate, shows how the boundaries are fragile and break down over time. It is balanced precariously. It completes the boundary around the field – boundaries that were made by men thousands of years ago, which we have chosen to retain.

Standing at the gate, we are directed to look up at the Sugar Loaf mountain, whose bed rock extends across the countryside to the ground under your feet.



Page 4

### The Tyre Swing by Soren Dostoevsky

A suspended installation

This readymade talks of children playing in the carefree summers days. In contrast, when alone, it swings like a condemned man.

It invites us to consider the precarious position that we find ourselves in as we depend for our safety on a piece of nylon rope and the strength of nature.



Page 7

### The Trees are gone by Denis Gardener

This demonstrates starkly man's ability to destroy nature with powerful noisy tools. They cut nature to the core, but even then, nature can demonstrate it's inherent beauty. The rings we count stand accusing us of what we have destroyed, how many years of growth and beauty are shorn in one afternoon.

Man planted those trees, benefitted from their shelter and when they had outlived their usefulness, he cuts them to the ground and burns the branches. Is he demonstrating his power over nature? Will nature have the last word? Will it spring again and throw up new branches and leaves. Only total annihilation by poisoning will stop nature reasserting itself. We think we are masters, but have we only the capacity to destroy in the short term. Will nature win in the long term – we really hope so.



Page 8

### Bringing in the Cows by Jack Byrne

This piece of performance art is staged twice a day at 8am and 4:30pm all year round. The performance is executed with grace and power, directed by the tall slim figure of Jack while a dog dances around his feet. He stops the traffic for the performance.

Jack, the farmer, brings a herd of cattle across the road to milk them and brings them back. He leaves behind him a trail of muddy hoof prints. This symbolises man's benefitting from the bounty of nature, the cows milk flows long after the calves are reared. This milk benefits our children, building their bones and the framework of the next generation.



Page 9

### Refusnic

Refusnic has an enormous body of work throughout Ireland.



# Create interactive Digital Trails

## 1. Decide on your format

What type of interactive content do you want to create?

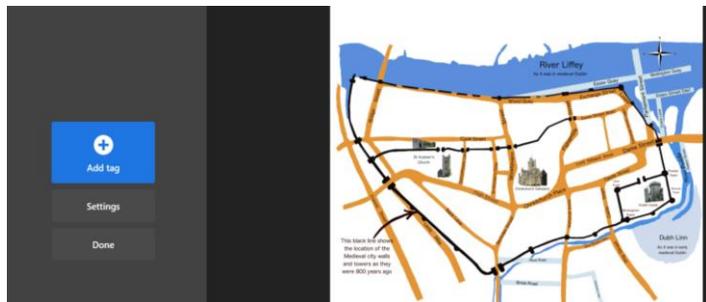


## 2. Upload your background

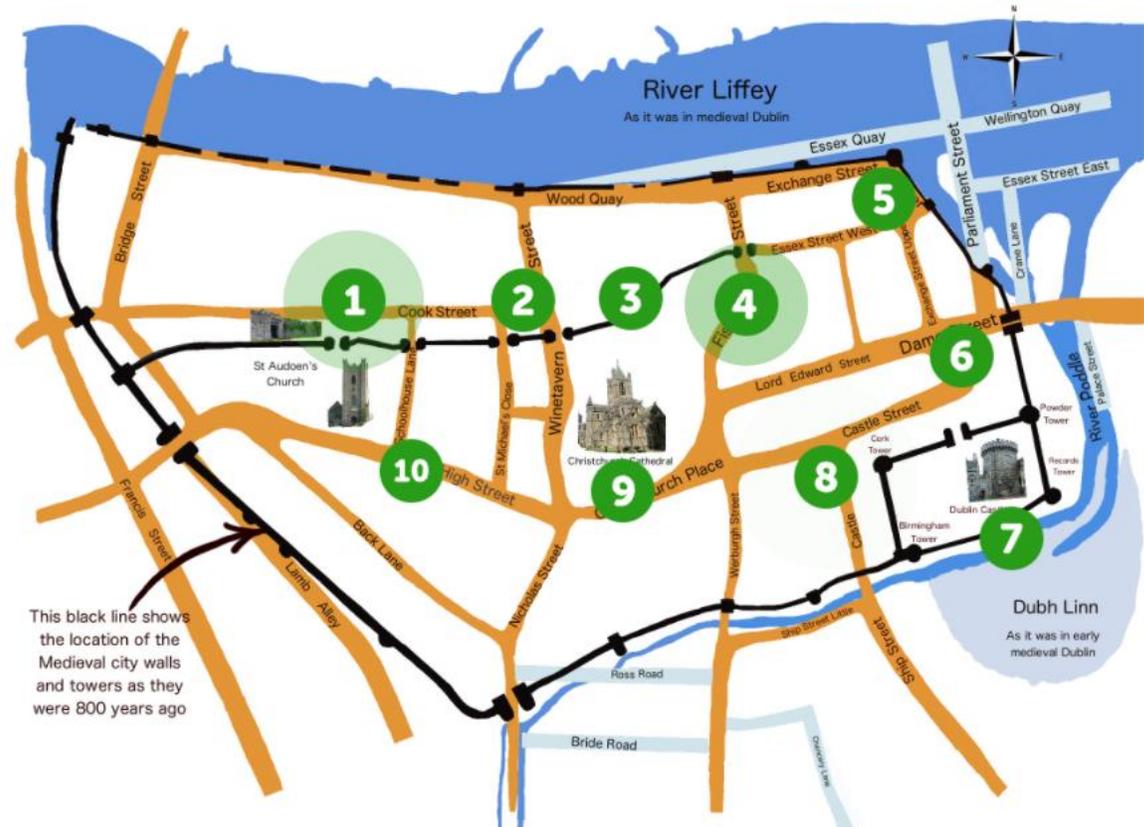


## 3. Edit your map

Using text, image, audio and links to add points of interest to your new map



Thinglink  
<https://www.thinglink.com/edu>  
Create an interactive tours with this free software.



On the website, click on each numbered link for the stories, images, audio and web links.

# Use Google maps to create a Virtual Tour

In this example, the women of Cahir celebrate trailblazing women for International Women's Day

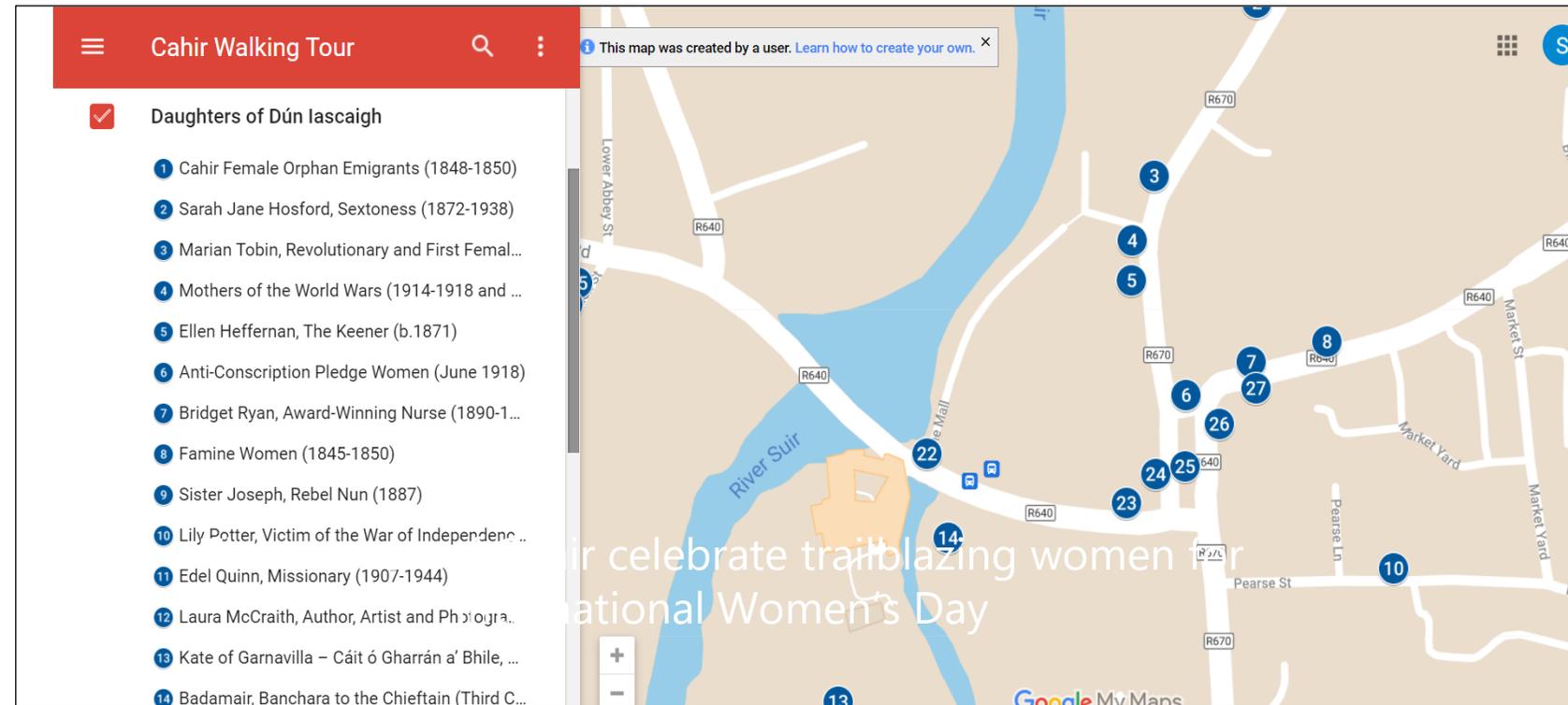
Under the cover of darkness, the Daughter of Dún Iascaigh secretly erected 24 temporary plaques at locations around the town of Cahir, Co Tipperary. They were dressed in the uniforms of members of Cumann na mBan who fought for Irish freedom over 100 years ago. (For more on this, see: <http://www.cahirhistoricalsociety.com/>). Each Plaque commemorated a trailblazing women from the town, ranging from the first female councillor in County Tipperary to a rebel nun, a socialist, a war time nurse, a suffragette, a war victim, a single mother, an actress and an artist. They commemorated mothers who struggled to bring up their children, mothers who were not married, pregnant women who were sent to Mother and Baby homes, women who fought for Ireland's freedom, women who participated in the Land League and women who were part of the Anti-Conscription movement. They remembered and celebrated many women whose lives had not been publicly acknowledged in the past.

The women featured in this trail were taken from the book '*Daughters of Dún Iascaigh – A Light on the History of Cahir Women*' by Josephine O'Neill, Karol DeFalco, Mary O'Donnell and Breda Ryan (editors)

At each plaque, visitors are invited to go to Google Maps and read about the particular woman commemorated at each place.

This trail was organised for Heritage Week 2021. It won the National Heritage Week award in the Heritage Sharing category <https://www.heritageweek.ie/about/heritage-awards>

View this Virtual Tour on Google Maps at: <https://www.google.com/maps/d/u/0/viewer?mid=1eedKOV9jEby61ZhfUms1w87UugRbk0ba&ll=52.37526494167812%2C-7.9250488089557765&z=17>



# Use Google maps to create a Virtual Tour with Audio

## The Pavee Roads Home project explores Traveller culture and heritage

The Pavee Roads Home project was an exploration of Traveller Culture and Heritage told through stories of Traveller men. The Pavee Point Men's Health Team engaged with the wide network of Travellers of different generations. Their aim was to promote a positive sense of identity and culture. The stories are linked together through the lenses of history and geography. They are presented along with audio recordings of men's own stories.

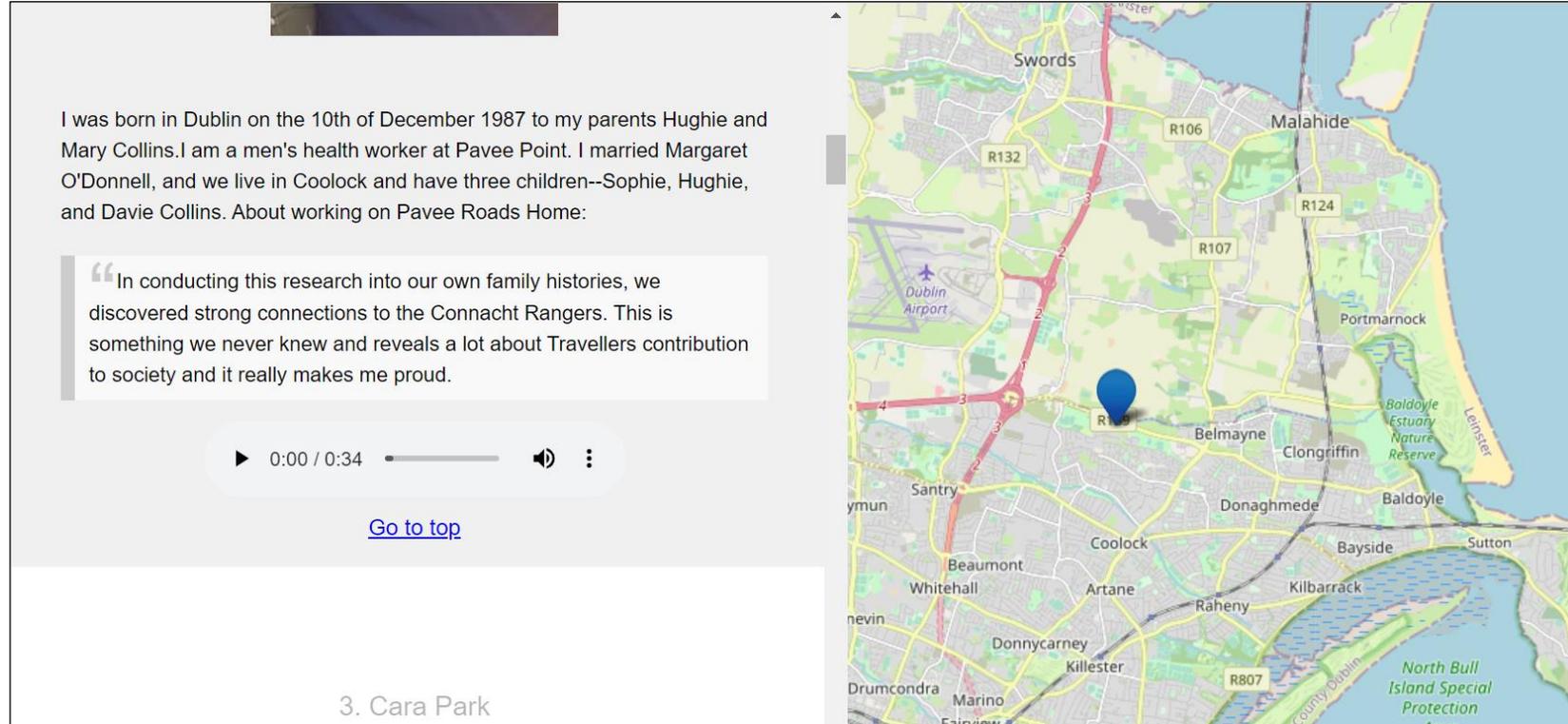
The project has researched and documented the Traveller way of life and the important role that Travellers have played in the history of Ireland. It charts three Traveller families and their journeys across Ireland. Their family histories are presented through family trees and online 'StoryMaps'. This trail allows everyone to visit old Traveller camps and hear what life on the road was like for Travellers. By reading these family trees, we can see how generations of Travellers have contributed to life in Ireland.

Gathering and documenting Travellers' stories allows these stories to be shared with the wider public and opens a window on Traveller life to everyone. Digitising the project into a StoryMap using the power of mapping and geography unlocks a wealth of information and knowledge to be documented and be made accessible to all.

This project was awarded Runner-Up in the Heritage Sharing category in the National Heritage Week Awards.

<https://www.heritageweek.ie/about/heritage-awards>

For further information on this project see:  
<https://paveeroads.paveepoint.ie/about-the-project/>



I was born in Dublin on the 10th of December 1987 to my parents Hughie and Mary Collins. I am a men's health worker at Pavee Point. I married Margaret O'Donnell, and we live in Coolock and have three children--Sophie, Hughie, and Davie Collins. About working on Pavee Roads Home:

“In conducting this research into our own family histories, we discovered strong connections to the Connacht Rangers. This is something we never knew and reveals a lot about Travellers contribution to society and it really makes me proud.”

0:00 / 0:34

[Go to top](#)

3. Cara Park

The screenshot displays a StoryMap interface. On the left, there is a text box containing a personal narrative and a quote. Below the text is a media player showing a duration of 0:00 / 0:34 and a 'Go to top' link. At the bottom left, the text '3. Cara Park' is visible. On the right, a map of Dublin is shown with a blue location pin placed over the Coolock area. The map includes labels for various districts like Swords, Malahide, Santry, and Coolock, as well as landmarks like the Dublin Airport and Baldoye Estuary Nature Reserve.

# Create a Video Trail and publish it on YouTube

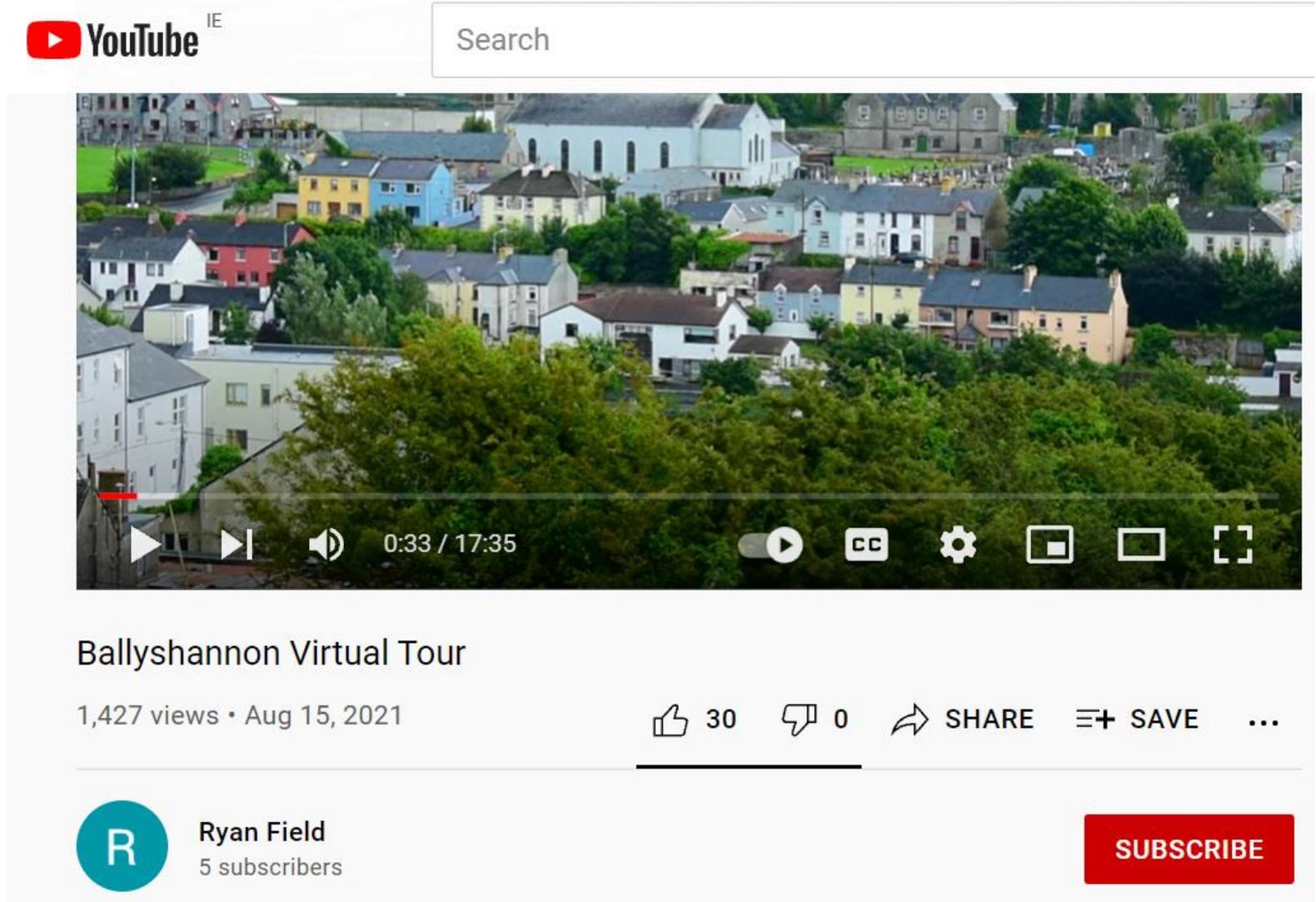
## A Virtual Saunter Down Ballyshannon's Historic Mall

The Ballyshannon Historic Mall trail is an audio-visual tour of the buildings that have historical, economic or cultural significance for the local community in Ballyshannon. The video follows the two narrators as they walk down the mall telling the stories of the town. The video also contains songs and poems about the area performed by local young people.

In the video, the community shared their stories of love, loss, emigration, fashion, fairies and a stowaway cat from Norway. They researched local documents, letters and diaries as well as old photographs. Their tour is a rich tale of ordinary people's lives, as well as famous people such as William and Helen Allingham who lived on the Mall in the 17<sup>th</sup> and 18<sup>th</sup> centuries.

Watch the video tour here:

<https://www.youtube.com/watch?v=G9FbS-PRVXBc&t=26s>



YouTube <sup>IE</sup> Search

Ballyshannon Virtual Tour

1,427 views • Aug 15, 2021

30 0 SHARE SAVE ...

R Ryan Field  
5 subscribers

SUBSCRIBE

# Reconstruct the past

## Dublinia reconstruct what we can see of Medieval Dublin today

Dublinia Museum, in the heart of the medieval city of Dublin, recreates Viking and early Norman Dublin. Visitors can walk in the shoes of Vikings, experience the sights and smells of medieval Dublin and play Viking games. Dublinia have now reconstructed and presented their extensive knowledge of medieval Dublin in a series of video reconstructions that can be viewed on their website [www.Dublinia.ie](http://www.Dublinia.ie) or on the **Dublin Walls** app.

The video reconstructions are plotted on a map of medieval Dublin. Watch the Medieval City of Dublin re-appear before your eyes: <https://www.dublinia.ie/online-learning/everyone/>

Dublinia have also uploaded many of their video reconstructions to their YouTube channel:

