

Palace tales

Fulham Palace has tales woven into the ancient walls. Romans, royalty and rodents have all left their mark over the centuries.

Explore the Palace, listen to our storytellers, get hands on and create your own story!

To enter our costume competition, come to the great hall at 14.00 for the chance to win a signed copy of the Palace Cat or £30 voucher from Nomad Books.



This book belongs to:

London
Fulham Palace publishing
7 November 2021

1. Great hall

2. Bishop Sherlock's room

3. Bishop Portues' library

4. Bishop Terrick's dining room

5. Bishop Terrick's drawing room

6. Exit to vinery



Programme

	great hall	Sherlock's	library
11.00	The salt cellar mystery		Reading nook
11.30			
12.00			
12.30			
13.00		Roman tales	The Palace Cat
13.30		Roman tales	
14.00	Costume competition	Roman tales	
14.30		Roman tales	
15.00			

The salt cellar mystery

Help solve the real life theft of Queen Elizabeth I's salt cellar from Fulham Palace in 1601.

11.30 – 12.15 • ages 5+

Costume competition

Show off your favourite story character costume!

14.00 • all ages

Make your own zine

Get hands on in our craft room, complete our story challenge and make your own zine.

11.00 – 15.00 • ages 4+

Reading nook

Curl up with a book from our children's library.

11.00 – 15.00 • all ages

drawing room

Make your
own zine
craft

dining room

The Secret
Garden

vinery

The Very
Hungry
Caterpillar

The Secret Garden

Hear the magical tale of the discovery of a hidden garden - can you find our secret walled garden?

11.00, 11.30, 12.30, 13.00, 13.30, 14.00, 14.30 • ages 6+

Roman tales

Hear the story of the Fulham sword from Bridget the centurion's wife.

13.00, 13.45, 14.30 • all ages

The Very Hungry Caterpillar

Explore the classic story with interactive toys and puppets, perfect for young visitors.

11.00, 11.30, 12.00, 12.30, 13.30, 14.00, 14.30 • all ages

The Palace Cat

Join Edmund the Palace cat on his time-travelling adventures.

13.00, 13.20, 13.40, 14.00, 14.20, 14.40 • ages 3+

Setting the scene

Describing your story settings help transport readers to weird and wonderful places. Choose somewhere in the Palace or garden and answer the questions below to help set the scene of your story...

Close your eyes and take a deep breath. What can you smell?

Listen closely. What can you hear?

Who is with you and what are they doing?

Name three things you can see

- 1.
- 2.
- 3.

Now that you have set the scene of your story let's get started!

My story

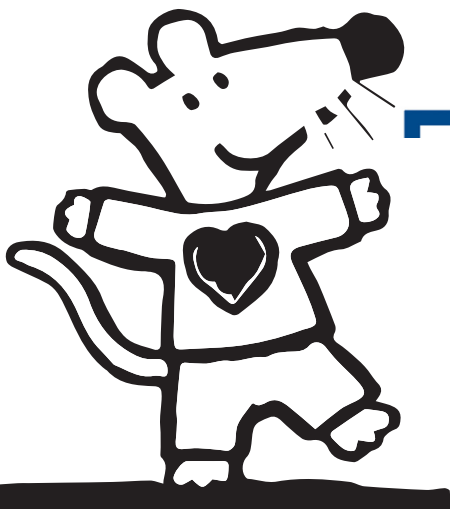
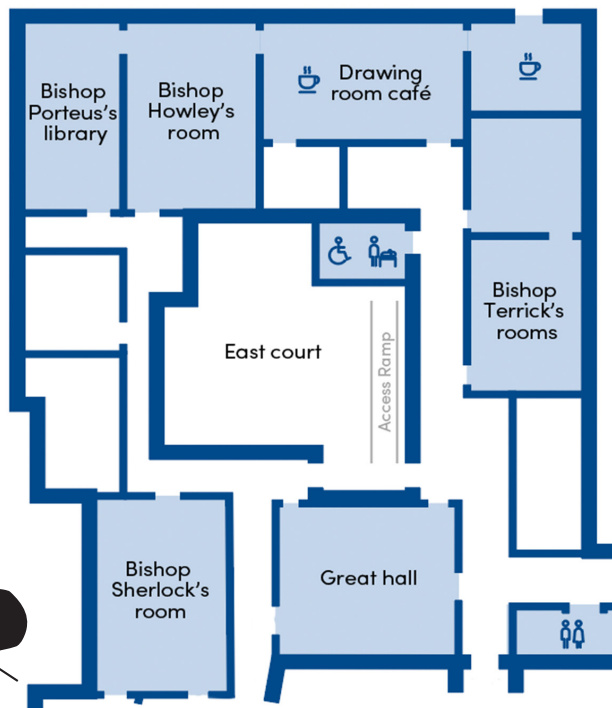
Edmund and Grindal the mouse are always travelling through time at the Palace – what do you think would happen if you joined them on their next adventure? Write your adventure on the lines below.

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. In the bottom right corner, there are several small, stylized blue paw prints arranged in a cluster.

Maisy in the museum

Maisy the mouse and her mice friends are playing hide and seek in the Palace. How many mice can you find? Mark on the map which rooms they are hiding in.

How many mice are hiding in the Palace?



Colour in Maisy and her friend!

