

---

# Westminster Abbey

Learning



## A is for Abbey Navigation games

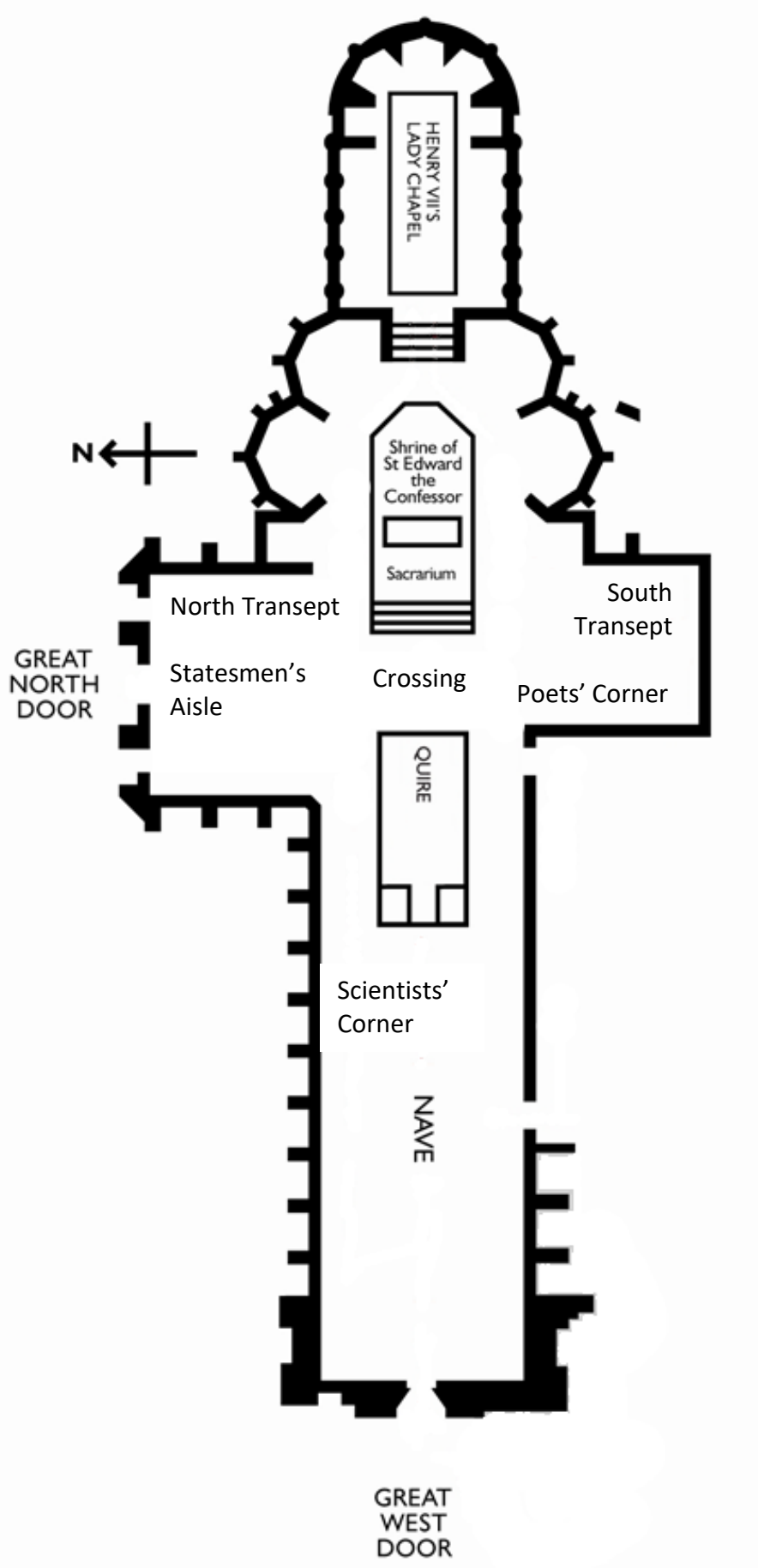
Take a look at the picture of Westminster Abbey below. What shape does the Abbey make?



The most important part of the Abbey is in the very middle or crossing. It is called the Sacrarium. In the Sacrarium, there is the High Altar, which is where lots of services take place. The Sacrarium is in the East of the Abbey.

Now, let's play some games to explore Westminster Abbey...

---



---

A grown up will need to find a compass – perhaps they know where one is or they have one on their mobile phone. You could have a go at making one yourself or use the direction of the sun rising (it rises in the East) to help you figure it out.

Write the directions of the compass on four bits of paper and stick them up on the four walls of the room you'd like to play in or if you can safely be outside on four sides of your playing space. Use the compass to help you decide which side is which.

### **Abbot's coming!**

The monks were ruled by an Abbot, who made sure that the monks were well behaved. Let's see if you can follow the Abbot's directions...

One person is the Abbot. They give the monks a direction to move in (North, South, East or West). The rest of the players, (the monks), need to either run (if outside), walk (if inside) or turn (if you don't have much space) in the right direction. Play until you're sure you know your compass points. You can make it more challenging by including in-between points (North-East, South-West etc.)

### **Monk in a muddle!**

Westminster Abbey was a monastery, which means that monks used to live here. The Abbey is a very large church. One of the monks is new and is getting in a muddle over where everything is – can you help him?

Look at the floor plan of Westminster Abbey. Read the instructions and work out where he would end up...

- 1) He's arrived at the Great West Door. He walks East – what's the first place he reaches?  
\_\_\_\_\_
- 2) He's standing in the Stateman's Aisle. Which direction does he need to go to get to Poet's Corner? \_\_\_\_\_
- 3) He's in Henry VII's Lady Chapel, but it is time for him to leave through the Great North Door. How can he get there? (HINT: He needs to travel in two directions) \_\_\_\_\_ THEN  
\_\_\_\_\_

---

## Meet me where?

You will need:

Paper

Pencil

Two printed or drawn floor plans of the Abbey

How to play:

Players one and two sit back to back

Player one places their pencil on the Great North Door.

Player two gives player one directions to reach a certain point in the Abbey – move North, turn to the East etc.

Player one moves their pencil, following directions given by player two.

When player two reaches their destination, they check if player one has got to the same place.

Where did you end up? Where should you have ended up?



“Well done” said Livingstone the lion, “Now you can navigate, I’d like you to join me on my next hunt – for letter B! Are you ready for more fun?”

Share your experience on Facebook or Twitter using #WAbbeyFun

Answers:

What shape does the Abbey make?

Westminster Abbey is built in the shape of a cross

Monks in a Muddle

- 1) Nave
- 2) South
- 3) West THEN North