



# Aldeburgh Museum

## MOOT HALL

# MOOT MATTERS

## KEEPING YOU UP TO DATE WITH OUR MUSEUM

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## WELCOME

Welcome to this our sixth E-Newsletter. I hope you are still keeping safe but active.

We will now be launching our Friends Scheme in September. With our redevelopment now complete we have, as you would expect, increased running costs which we should be able to cover with visitor admissions. However we want very much to build up our reserves so we can continue our events, activities and learning programme into the future and hopefully the Friends Scheme will enable us to achieve this. You can join the Friends from only £15 per year - read all about the scheme and its benefits in the draft of our leaflet that you can download [here](#). Or you can look online and even join at <https://www.aldeburghmuseum.org.uk/friends>.

If you have any comments on the scheme and how we could improve it, please let us know at [aldeburghmuseumfriends@gmail.com](mailto:aldeburghmuseumfriends@gmail.com). If any of you would like to join now please do so online. If you join before our official launch we will extend your membership by 3 months.

Tony Bone  
Chairman



## Notes from the Learning Officer

I am delighted to announce the results of our museum mice story writing competition which we launched in April, to run alongside our very popular mouse making project. We had three local judges: Emma Chichester Clark (author and illustrator), Emma Close Brooks (literary editor) and Sue Osben (Aldeburgh librarian) and all three commented on the very high standard of all the stories we received. Iris age 11 won the 10-14 age category with her fabulous story about 'Smuggler Mouse', and Scarlett, aged only six, won the younger category with her charming mouse story. We are featuring Iris's story in this issue of our newsletter and Scarlett's story will be in the next issue. Please read them - they are delightful!



Another piece of good news from the museum is our success in applying for a grant from Historic England to run a joint project with the Red House entitled '30 fun ways to explore Aldeburgh's heritage collections'. From the end of the month, we will be together producing family activity sheets which can be downloaded from our websites, suitable for the lock down period and beyond. At the end of the summer, we will be creating an activity book featuring all the activities which will be available at both the museum and the Red House shops.

Lastly, I would like to say a big thank you to all the volunteers (both our own museum volunteers and other Suffolk residents) who have made museum mice - I am having a lovely time clothing them all, ready for an exhibition when we open again. I now have fifteen little mice sitting on my mantelpiece!

## Weekly jottings Britten's High Street

By Julia Ransome



As someone keen on architectural history as well as local history, it has been very interesting to be a volunteer on the Suffolk Archive/Britten-Pears Foundation Sharing Suffolk Stories project 'Britten's High Street'. Inspired by the receipts from Britten and Pears' purchases in the town for more than 20 years that are held at the archive at the Red House, the High Street was divided into eight sections for research purposes and I was given the Fish & Chop Shop to Hertford Place. The initial outcome was due to be a walk entitled 'The History of Aldeburgh High Street' as part of the Suffolk Walking Festival at the end of May, in conjunction with the Aldeburgh Museum too. Sadly, of course, this had to be postponed so in the meantime I thought you might be interested to hear about some of my research.

The section of the High Street I researched has the highest density of historic buildings in the town, listed by Historic England. Stretching from no. 215 The Old Gordon House, on the corner of Crespigny Road, to no. 241 Cranston's, one of the semi-detached houses set back from the High Street with

a front garden, all are Grade II listed with the exception of no. 231, The Loft, which has been so considerably altered it is no longer listable. Included in this group is what I believe to be one of the oldest houses in Aldeburgh. Now split into two properties, no. 225 Rosemary Cottage and no. 227 Lavender Cottage were built in early 17th century to an 'L' shaped plan. With no. 234, The Priory, opposite they are one of the few timber framed properties that remain in the Aldeburgh as the rest were lost over the centuries due to flood, storm and general decay. The Priory had a brick front and side elevation added in Victorian times so it is really only Rosemary and Lavender Cottages that give us an insight to how the town might have looked in the 1600s before it went into decline.

There used to be five business premises in this section of the High Street, which was called South End, in addition to the Fish & Chip Shop. So look out for the new date for the High Street walk and other outcomes from this project to discover more stories about the people and buildings of the High Street.



## Curator's Corner

### Art in the Moot Hall, Aldeburgh organised by Kenneth Clark

#### Kenneth Mackenzie Clark (Baron Clark) (1903-1983)



Kenneth Clark was the only child of wealthy parents, Clark's G-G-Grandfather invented the cotton reel, and Clark & Co thread manufacturers of Paisley became hugely successful. With family wealth his father Kenneth Clark Snr. purchased Sudbourne Hall in 1904. Kenneth Clark, Lord Clark of Civilisation, wrote *Another Part of The Wood* recalling his childhood and depicting his father as incorrigibly idle and bored, only interested in billiards and gambling.

Kenneth Clark was educated at Winchester School and Trinity College, Oxford. After graduation he worked for two years in Florence with Bernard Berenson, the most celebrated art historian of the day.

At 28 he became Keeper of Fine Art at the Ashmolean Museum in Oxford, and at 30 he became director of the National Gallery in London, and in 1953 he became Chairman of the Arts Council.

In the following decade he organised two exhibitions in the Moot Hall in Aldeburgh, one in 1956, was of drawings by Jean-François Millet that he apparently borrowed from Paris. In Ronald Blyth's *Time by the Sea*, he mentions how he had to sleep in the Moot Hall as these drawings were not to be left unattended.

*"There was a trapped June warmth in the heavy old chamber and a kind of boarded-up smell of meetings, crime and importance. Elizabeth Garrett Anderson and a whole gallery of worthies eyed me from their massive frames. The sea rocked the pebbles perpetually as usual just outside. Someone had rigged up a camp bed and brought blankets. I had brought pyjamas".*

The *Time by the Sea* by Ronald Blythe (2003)

Sadly, I cannot find any reference as to which drawings were on display.

Two smaller one-man shows were held of J. F. Millet whose drawings, selected by Sir Kenneth Clark, were on view first at the Aldeburgh Festival and later, after a provincial tour, in London.

The Twelfth Annual Report of the Arts Council of Great Britain 1956-1957

Some of Millet's work held at the Met Museum, New York can be seen here - <https://tinyurl.com/ydcn8ubs>

The second exhibition in 1962 was of work by Henry Moore, Historic England has quite a few photographs of the actual exhibition, which you can see here - <https://tinyurl.com/ydz8yjld>

# Smuggler Mouse

by Iris age 11.

Winner of our competition ages 10-14

The grand church clock struck midnight. A tiny black shape moved stealthily through Aldeburgh's coast, and the sea's wild waves crashed against the pebbly shore. A car rushed by, its headlights illuminating the shape.

A pale grey mouse perched on the edge of the pavement, ready to scramble across at the right moment. He had a mud-brown coat, which covered a pair of black-and-white checked shorts. He wore a red scarf, which twisted and turned in the wind.

He was Smuggler mouse, and the whole town of Aldeburgh knew it. Every night, Smuggler mouse would venture out of his home in the church chest, to steal and smuggle all sorts of things.

In his house, he kept piles and piles of stuff, including: human shoes and socks (for sleeping in, of course), paper (he enjoys writing to his friends), and children's toys (it can get very lonely living on your own, you know.)

Smuggler mouse craved for more than human toys, paper, socks and shoes. There was one thing he wanted more than anything else, something he called his treasure. He was out that night to find a few socks and maybe even a shoe, if he was lucky.

Smuggler mouse reached his favourite street for smuggling, and crept up to the front door of the first house. But the smart mouse didn't ring on the door and wait patiently to be let in, no. His ancestors would NEVER be seen stealing things. Instead, Smuggler mouse jumped up against the side of the house, gripped his gentle, but firm claws onto the wall, and began the climb. Not far up the house, Smuggler mouse spotted the first window, and peered through the glass. It was a dark room, but the master of smuggling could just make out the figure of a girl sleeping soundly in her bed.

With all the strength he could summon, Smuggler mouse pushed open the window and slid inside.

While he paused to catch his breath, the mouse planned what to do next. Out of the corner of his eye, Smuggler mouse saw a pair of socks. "One of those would work well as an extra blanket," he thought to himself; but if he got caught, there would be trouble. As silent as the un-telling, far-away moon, Smuggler mouse crept up to the socks, feeling as if he were dancing in the sky.

Before anyone could stop him, he snatched the socks. Smuggler mouse was also very considerate, so he reached into his pocket, and took out an anonymous



letter he had written the day before. He left the note, explaining that whoever had taken the socks was sorry and promised they would make them a coat to make up for it.

Just as Smuggler mouse was about to return to his home, he remembered it: his treasure. Smuggler mouse couldn't leave without at least trying to get some of his favourite thing.

Smuggler mouse turned around and crept the other way, towards the door. After walking through the door, the smuggling mastermind stood at the start of a long corridor; at the end of it, Smuggler mouse could just make out stairs leading downwards. As fast as his little legs could carry him, the mouse scurried across the corridor, and down the stairs. Rounding the corner, Smuggler mouse finally reached the kitchen, which was the room with the highest chance of having his treasure.

The mouse hurried up to a thing humans called, a fridge. Having had a few minutes to rest, Smuggler mouse now had his full strength back. He hauled open the fridge door, to find his absolute dream. CHEESE!!!!!!!!!! It was his treasure, his pride, and all of his appetite!

Hardly able to control his excitement and joy, he leaped up into the fridge, barely feeling the cold. Smuggler mouse grabbed the piece of cheese (he hadn't thought that he would find any cheese, so the mouse hadn't prepared a letter of gratitude.)

As fast as anyone could who was carrying a sock and a lump of cheese, Smuggler mouse jumped down from the fridge, raced upstairs to the girl's bedroom, and climbed through the window, closing it behind him.

As Smuggler mouse trekked back to his church chest again, the stars shone intently, as they watched the small mouse return home with his findings. He was Smuggler mouse, and no one would EVER catch him.

## ANSWERS TO QUIZ In NEWSLETTER 4

The winner of the bottle of fizz is Rosemary Trigg.  
Well done Rosemary. Enjoy!

### BUSINESS PAST AND PRESENT QUIZ

#### ANSWERS

- |   |                   |
|---|-------------------|
| 1. Footballers need these (5)                       | BOOTS             |
| 2. Sea Rocks (11)                                   | WATERSTONES       |
| 3. Cereal Male (6)                                  | RYMANS            |
| 4. Channel Tunnel (6,10)                            | FRENCH CONNECTION |
| 5. Princess Seasons (3,7)                           | ANN SUMMERS       |
| 6. Underpass (6)                                    | SUBWAY            |
| 7. These scribes sound as if they make footwear (6) | CLARKS            |
| 8. A very long river (6)                            | AMAZON            |
| 9. Sounds like a purveyor of white goods (10)       | SELFRIDGES        |
| 10. It's very politically correct here (2,5)        | PC WORLD          |
| 11. Bashed men reorganised a department store (9)   | DEBENHAMS         |
| 12. Dark or dusky tree (6)                          | DUNELM            |
| 13. A very special medicine (9)                     | SUPERDRUG         |
| 14. Parents or singers (5,3,5)                      | MAMAS AND PAPAS   |
| 15. 20th and 11th Male (2,3)                        | TK MAXX           |
| 16. Premier Retailer (3,4)                          | TOP SHOP          |

### Something to Entertain you.

Aldeburgh Library jigsaw exchange home delivery service.

**Our learning officer, Fiona, will be delivering a selection of library exchange jigsaws around Aldeburgh on Friday mornings. If you have any jigsaws that you have finished with, exchange them for different ones – just email Fiona on [learningofficer@aldeburghmuseum.org.uk](mailto:learningofficer@aldeburghmuseum.org.uk). Social distancing rules will be followed.**

### Do You Buy Things on Amazon?

**If so, you can help Aldeburgh Museum at no cost to you.**  
**Just buy via**  
**[smile.amazon.co.uk](https://smile.amazon.co.uk)**  
**and choose Aldeburgh Museum as your charity.**  
**The Museum will get a charitable donation from Amazon of 0.5% of your purchase cost.**

Answers to Quizzes in Newsletter 3.

#### PEOPLE ANAGRAMS:

Augustus Mann, Sara Fox, Peter Pears, Newson Garrett, Russ Rainger, Imogen Holst. George Crabbe, Benjamin Britten, Jocelyn Bond, Therese Coffey

#### LOCKDOWN QUIZ:

1. Wheelbarrow 2. Adelaide 3. Deal 4. On Golden Pond 5. Plastered 6. Troilus and Cressida/Creseyde 7. Dandelion 8. All's Well That Ends Well 9. Clodhoppers 10. Roger Taylor 11. Owain Glyndwr/Owen Glendower 12. Last Straw