



A Place Called Home



<https://aplacecalledhome.glade.org/>

Case Study:- Choose a Number, Choose a Home at Bridgwater Together 2023

The occasion: Bridgwater Together 2023. *“Celebrate Bridgwater’s cultural and diverse communities with a day of live music, dance, workshops, food and drink at the Bridgwater Together annual event.”*

Taking part in this annual, large-scale community event gave us opportunities within A PLACE CALLED HOME for sharing and expanding learning about heritage centred in a home, and building understanding of the complexity of heritage among people of all ages in Somerset.

The expected audience:

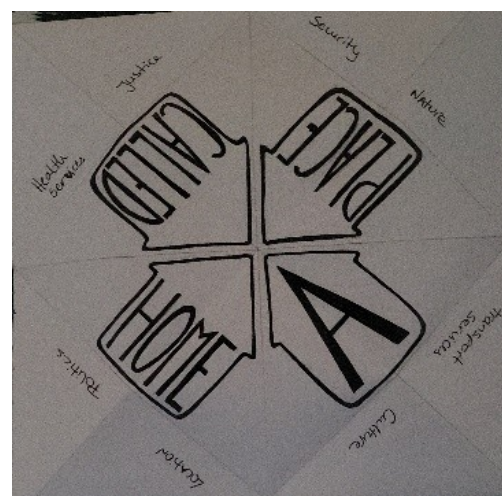
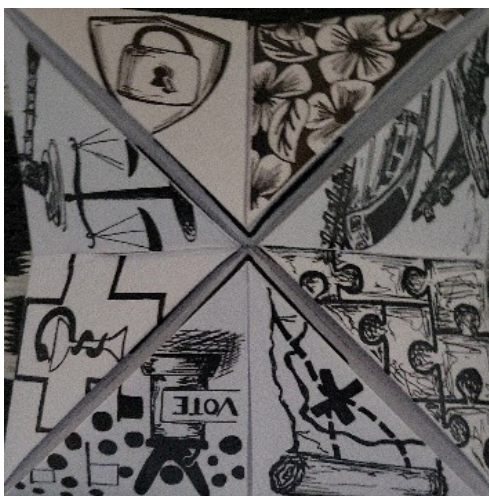
- 1) Passersby of all ages taking part in this drop-in activity while walking around viewing exhibitions and stands.
- 2) Adults attending our 30 minute workshop. ‘Choose a number, choose a home’ is an interactive game – called chatterbox - used as a conversation starter and sharing workshop.



Themes and artwork for the chatterbox were created for A Place Called Home by Heritage Associate Vera.

There are two parts to the chatterbox, part 1 is to identify and connect to symbols for priorities while choosing a place to make a home.

Part 2 is to reflect about the importance of features of Home



Ref; Chatterbox: choose a number, choose a home – a CONNECT & CHALLENGE activity



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At this event the chatterbox activity was used in two different ways:

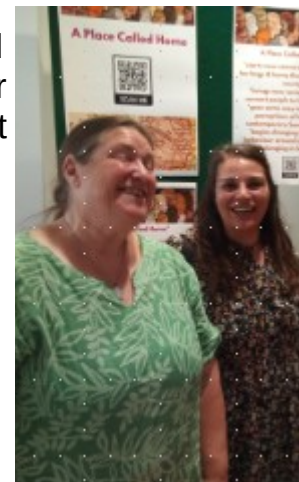
- 10 minutes drop in chatterbox activity to engage with the audience.
- In a 30 minute workshop the chatterbox activity was extended to facilitate the engagement and new conversations in a welcoming environment. Stories and experiences can be shared and listened to and collected, all prompted by the chatterbox.

What happened: There was a lot of conversation and sharing prompted by the Chatterbox. Passersby were invited to have a go with the chatterbox (most remembered a similar childhood game of chance) and it was a good excuse to start a conversation.

This provoked critical thinking about the concept of home. The symbols prompted conversation and collecting data of Culture, Traditions, Heritage and Community and how that influences the individual concepts of Home.

Each person approached had a new chatterbox to use and given the choice to write on it and leave their notes and stories on game itself.

Chatterbox will build into a collection of themes raised by participants and some anonymised experiences.



*Heritage Associate
Vera [R] in
conversation from
chatterbox*

Evaluation:

STRENGTHS – It is the size of a hand and made out of paper so it is practical. The individual use allows to create a record and collection of individual stories.

It is a familiar game with reminders of Childhood.

SUPPORTING WEAKNESSES – For the workshops, it might be helpful to have the support of a PowerPoint presentation to use as examples of home.

THREATS – The symbols used in the activity do not mean the same to everyone. This can be used as a strength by asking what the symbol means to them or what would be the best word relating with the symbol (conversation starter).

OPPORTUNITIES – Being adapted to any heritage themes, uses for 10 minutes drop in activities and for 30 minutes workshops, as tested at this event.

What We Would Keep or Change if We Did It Again

Improve the mediums to communicate more easily, with different versions to the chatterbox so it will fit with themes and focus of future events.

Find interactive ways of approaching and raising themes – including mini displays, with items for handling. The activity had a good response to it and in general, people were willing to engage. The home themes resonated with the audience and the opportunities to stories and experiences was a positive way of raising awareness about home and community, family culture and heritage. It would be

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Charity registration number 1104504 Company registration number 5148165

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interesting to develop an Art installation of stories collected and experiences shared.

Make the most of activities that can hold the records of the conversations. The activity was developed to be individual records and later be transformed in an Art piece.

What next:

Why not continue conversations around Home by using another activity, visit; <https://aplacecalledhome.glade.org/activities/>

You might like to be inspired and become heritage curious about Home through handling authentic items from varied countries, communities and past times.

Browse the wide range of GLADE's Country/ Diaspora Collections at <https://glade.org/resources/global-resource-loans/country-collections/>

To borrow contact Lynn@glade.org

Using money raised by National Lottery players, The National Lottery Heritage Fund supports projects that connect people and communities with the UK's heritage. **A Place Called Home** is made possible with The National Lottery Heritage Fund.

Thanks to National Lottery players, we have encouraged new conversations, devised & sharing new socialising activities for increasing connections and to deepen social learning around heritage in Somerset. <https://www.heritagefund.org.uk/>

