As you walk along the track from the road, imagine travelling back 200 years. This was a busy, bustling time!

Here at last. It’s been a long old trek from Killhope mine. I’m ready for a warm by the fire.

Keep still, you daft horse! Don’t you want me to take off this heavy bag of ore?

I must clear the twigs and leaves from this leat and keep the water flowing to the mill...

I don’t like this job, scooping out all the muck that’s come from the flues.

Here goes...Off to Blaydon again. Be there in three days’ time with any luck.

Phoor! Those fumes stink. I look forward to being back on the heathery moors.

Discover Dukesfield's dirty dealings – mud, soot, pollution and pony poo – waiting for you in these deceptively peaceful woodlands.

Set your time travel dial for AD1815...

Look for three information panels near the arches. They will help you find out more about this special place.

Take care near the road!
Dukesfield Arches by Numbers

300 pack ponies arrived here every summer’s day carrying ore from North Pennine mines. The lead was made into special sausage-shaped bars called ‘pigs’. Each one weighed about 50 kg and was about 75 cm long. How much do you weigh?

160 lead ‘pigs’ were made every day. It took 25 cartloads each day to take the lead to Blaydon, 17 miles away.

Stuff you can do here!

Listen – What sounds can you hear today? What sounds would you have heard here in 1800? Be a silent tour guide – without saying a word, point in the direction of any noise you hear to share it with everyone with you. Who is the quickest to point to each noise, without making a sound?

Smell – When the smelt mill was working you would smell sweaty workers, burning peat, pony poo and stinking fumes. There would be very few trees and flowers. What can you smell today?

Collect – In the past nearly everything would have been dirty; covered in brown mud or dark soot. See how many different colours you can collect today – use your camera or collect fingernail sized pieces of leaves, bark and petals.

Carry – Look around in the undergrowth and see if you can find some industrious insects living here now. If you watch quietly you might be able to see them carrying heavy loads, like the pack ponies used to.

Race – Choose a distinctive stick or leaf and race it against your friends’ ones in the stream. Whose stick gets through the arches the fastest?

Model – Collect a bundle of twigs and leaves and clear a space on the ground. Can you make a picture or model of the carriers’ ponies, the arches or the waterwheel?

In the Carriers’ footsteps

The ‘Carriers’ walked their ponies 12 miles from the North Pennine lead mines here to Dukesfield Mill. They took at least half a day. Find out how long it would take you to walk this far:

1. Follow the track away from the Arches along the valley bottom until you reach a footbridge over the river. Time how long it takes you to walk this far.

2. You have just walked half a mile. How many times would you have to do this walk if you were walking 12 miles?

3. How long would it take you to walk the 12 miles? Can you convert this into hours?

Don’t forget that what you have just done is an easy walk! The Carriers had to climb hills and trudge through peatbogs, and the ponies would be carrying 16 stone weight of lead ore on their backs. Now you’ve brought the lead ore from the mines you need to walk all the way back home before dark. Then do it all again tomorrow!

Dukesfield Arches Wordsearch

See if you can find these words in the grid below – then find them on the panels and see what they had to do with Dukesfield. The words may be up, down back-to-front or diagonal!

CARRIERS MILLRACE BELLOWS SMELTERS LEAD WATERWHEEL HEARTH FLUE SILVER PIG CHIMNEY PONIES BLAYDON CART

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