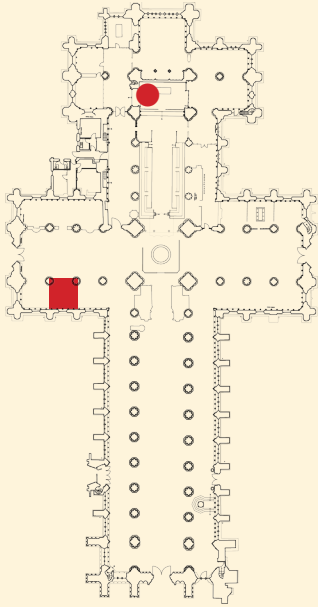


SANCTUARY SEEKERS



Where - Sanctuary chair ● , Sanctuary exhibition ■ , Touch screens

Who - Explain concept of sanctuary (will hopefully have done this pre-visit) and how it was applied specifically to the Minster.



It is said that King Athelstan visited John's tomb in 934 while leading his army north to fight against the Scots. Athelstan reputedly credited his victory to John and created sanctuary extending two miles from his tomb. Sanctuary in these times meant that a fugitive (someone who was being pursued because they had committed a crime) could find safety as soon as they reached Beverley, especially the Minster itself. They had 30 days in the Minster before they were either given permanent sanctuary, and were tied to the Minster forever, or they were sent out to face justice and the consequences of their actions.

Activity - If this has not already been done in the classroom before the visit, discuss what sanctuary means to you - what makes you feel safe and happy and welcome? How can you make other people feel these things? Sanctuary Seeker card game - print out the sanctuary seeker cards and allocate to individual or groups of pupils, other pupils will be the Canons of the Minster and the legal body and must decide the sanctuary seekers' fate; 5 minutes to discuss the card - what crime did your character commit? What might be their story? What led them to commit their crime? Plead your character's case to the judiciary. You need to try to persuade them to pardon you and you will be free, or to keep you in the service of Beverley Minster for the rest of your life. Or - they may let justice take its course and you might find yourself imprisoned, deported or executed! Be persuasive!

Resources - printed sanctuary seeker cards

Duration - 30 - 45 minutes



Scan the QR code to watch a video we've made about William Burnley, a forger who came to Beverley Minster seeking sanctuary.



Scan the QR code to watch our other videos of fugitives who came to Beverley Minster seeking sanctuary.