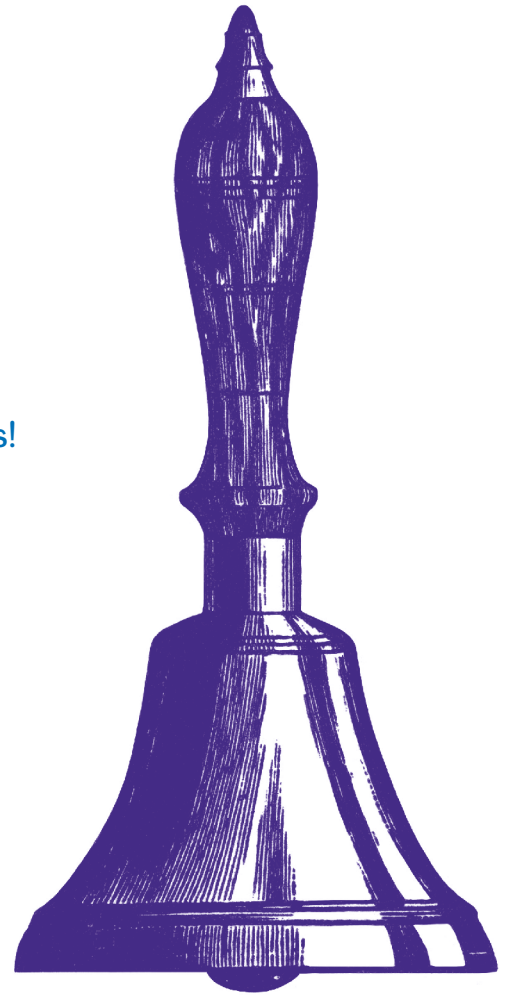


Code-makers!

Servants, like the maid and the butler, would spend most of their time in the kitchen. The family often needed to contact them without having to go all the way downstairs. To get round this problem, many large houses had bell systems, with a bell in the kitchen linked by wires to different rooms in the house.

Whenever someone needed a servant, they would tug the bell pull which, in turn, would ring the bell downstairs! Some houses had lots of bells which were labelled with the names of the room so that the servant would know where to go but, in this house, there was just one bell.

So how did the servant know where to go? Well, there was a code! The lady or gentlemen of the house might ring the bell once if they were in the dining room, or three times if they were in the drawing room.



Imagine you are the gentlemen or lady of the house.
What might you want to communicate to your servants?

Please bring me a drink?
Make me a snack?
Scratch my nose?

What? No bell system in your house?
How about making your own noise instead!

What sounds could you make to send your message?
How could you communicate which room to come to?

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We've had a go at coming up with some sounds and instructions – can you make some more of your own?

What you want	Sound to tell your servant what you want	Number of times to make the sound so that your servant knows where to go
Please bring a drink!	Clap your hands	Clap once for in the living room Clap twice for in the bedroom Clap three times for in the kitchen
Please wash my socks!	Meow like a cat	Meow once for in the living room Meow twice for in the bedroom Meow three times for in the kitchen

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Okay! Now it's time to play the game!

Instructions

- 1 Ask a member of your family to volunteer to be the maid or the butler.
- 2 Take your maid or butler to the front door.
- 3 Teach your maid or butler the messages, the sounds and the locations you have created and then practice them together (be patient! Remember, it took a long time to train a maid or butler, they had a lot to remember!)
- 4 Ask your maid or butler to close their eyes. Tell your maid or butler that they will only move or open their eyes when they hear your message.
- 5 Go to one of the rooms you have created a sound for.
- 6 Decide which message you want to give to your maid or butler. Make the correct sound for that message and the correct number of times for whichever room you are in.
- 7 Wait patiently for your maid or butler to arrive!
- 8 When your maid or butler arrives, they must tell you what they think your message was. (e.g. You'd like me to wash your socks?)
- 9 If they say the correct message you gave them, swap roles and play the game again, this time with you as the maid or butler. If they get it wrong, then they must stay as the maid or butler as you play the game again!

