

The year is 1090. You have fought side by side with King William and you have earned the title of being a great soldier. As a reward for being a loyal friend and servant, William has decided to give you a large piece of land in England. It is a beautiful area and the King has truly been kind.

However, it is a particularly violent area and the local people are likely to try and take over your land. You had better build a castle to defend yourself! If you fail you will lose your land and your life!

To build and equip your castle you have been given **1000 gold pieces** by William. Look at the cost of all the items in this booklet. You must not overspend on your budget. Therefore, you must decide which parts of a castle and castle defence are the most necessary. You will need to buy **at least one item** from each category.

Record your purchases here:


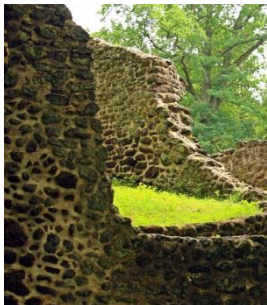
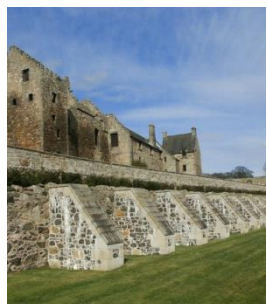
Category	Item(s)	Cost
1. Walls		
2. Towers		
3. Keep		
4. Gate defences		
5. Other defences		
6. Weapons		
7. Supplies		
Total		


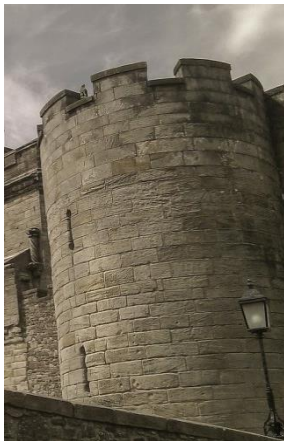
Your castle is under attack!
Record how you fare in this table:

Attack by ...	Points
1.	
2.	
3.	
4.	
5.	
6.	
7.	
Total	

1. **Walls:** a wall will stop the enemy from just walking in.




2. **Towers:** towers help you to see the enemy and defend against them. Lookouts can be placed here as well as archers. Towers must be bought in batches of four.





Item	Description		Cost
Wooden walls	Quick, easy and cheap to put up. These are wooden poles hammered into the ground.		50 gold pieces
Stone wall	This wall is 1 metre thick and is made out of good solid stone.		150 gold pieces
Buttressed stone wall	This wall has an extra section of stone at the bottom. This makes it harder for enemies to attack.		200 gold pieces

Item	Description		Cost
Square tower	This type of tower offers a good view of the surrounding area and can fit a large number of archers. It improves the defence of the castle as well as housing staff and soldiers.		75 gold pieces per tower (remember you need four!)
Round tower	The best towers available! The rounded shape of the tower prevents flying stones knocking off the corners (they just skim off the tower).		100 gold pieces per tower

3. **The keep:** this is the strong point of your castle and it is where you would fight to the death if your castle walls are attacked.





4. **Gate defences:** these defences are designed to make attacking much harder and affect how people can get into your castle.

Item	Description		Cost
Wooden keep	Wood is plentiful and these keeps are easy to build.		100 gold pieces
Stone keep	A strong defensive point that any enemy would find hard to attack.		200 gold pieces
A motte	You can build a hill to put your keep on top of. It makes it harder for the enemy to attack.		75 gold pieces

Item	Description		Cost
Standard gatehouse	This comes with a general wooden door. This is cheap but not a great defence.		50 gold pieces
Drawbridge	A wooden bridge over a pit, ditch or moat, which can be raised, lowered or taken away. It is the only way in and out of a castle.		75 gold pieces
Portcullis	Wood or iron grill dropped in a slot to close a gateway. It is strong and sturdy and gives good defence to the entrance of your castle.		150 gold pieces
Barbican	An outer defence that protects a gateway. It makes it much harder for an attacker to get in.		100 gold pieces


5. Other defences

6. Weapons: these are important to defend the castle.
Without weapons you cannot defeat your enemy.

Item	Description		Cost
Moat	Steep dry, or water filled, ditch to protect the castle. To have a moat you must also buy a drawbridge.		50 gold pieces dry 75 gold pieces water filled
Machicolations	Small openings in the floor or overhanging wall through which the enemy could be attacked.		100 gold pieces
Murder Holes	Ceiling holes to fire down at attackers usually in a Barbican.		100 gold pieces
Crenellations	This is a wall with alternative high and low sections at the top. This helps protect archers.		75 gold pieces

Item	Description		Cost
Bows and arrows	These are useful for keeping the enemy at bay at a distance.		100 gold pieces for 100
Swords	If invaders enter your castle these blades will be useful at stopping the enemy from coming any further.		150 gold pieces for 20
Shields	These would be useful defending against any archers and swordsmen. Shields repel attacks and make the men feel more confident.		150 gold pieces for 10
Hot Oil or Tar	For pouring on your enemy through murder holes or machicolations.		50 gold pieces

7. **Supplies:** your castle must be well supplied if you are to withstand any type of siege.

Item	Description		Cost
Well	This is dug deep into the ground and ensures you have a long and healthy water supply.		50 gold pieces
Armoury	This is a place to store your weapons. This is vital in times of need as all soldiers know where to get their weapons and the weapons will be in the best condition. With this you can store more than 50 weapons.		100 gold pieces
Food store	This will give you and your men two weeks' worth of supplies without your food going rotten.		100 gold pieces

Attack cards

Attack 1

The enemy launches a volley of fire arrows.
If your wall is:

1. made of wood **lose 4 points.**
2. made of stone **gain 4 points.**



Attack 2

Your castle is infested with wood-worm.
Lose 2 points for all wooden items in your castle!



Attack 3

The enemy tries to bring a siege tower (a tall tower on wheels that protects men from arrows and allows them to climb over walls) to your castle walls.

If you have:

1. a moat - the enemy can't get their tower near enough to the walls - **gain 5 points.**
2. no moat - the enemy reaches your wall and begins to climb **lose 2 points.**
3. if you have bows and arrows or swords you can repel the attackers when they are on the walls: weapons - **no loss or gain of points.**
4. no weapons - **lose 5 points.**



Attack 4

Part 1: The enemy have been attacking your castle for some time with little effect. They decide to use a **battering ram** to try and break through your walls.



If you have:

1. a buttressed wall - **gain 5 points.**
2. round towers - **gain 3 points.**
3. machicolations - **gain 1 point.**

Part 2: The battering ram is having little effect. They try instead to attack your gate.

If you have:

1. murder holes - **gain 2 points** as attack is useless.
2. swords - you have extra defence so **lose 0 points.**
3. if you have neither - **lose 2 points.**
4. a moat - **gain 6 points** as the battering ram can't get near your walls.

Attack 5

The enemy attacks your front gate as this is often the weak point of a castle.



If you have:

1. a standard gatehouse the enemy can use its battering ram and break through the door. **Lose 3 points.**
2. a drawbridge you can try and pull it up keeping the enemy at bay for a while. **No gain or loss.**
3. a portcullis will stop the enemy for some time - if you have archers you can pick off their men - if you have archers **gain 3 points** if you don't have archers but do have a portcullis **gain 1 point.**
4. a barbican provides a sturdy entrance which if beaten will serve to slow the enemy and possibly trap them. If you have a barbican **gain 4 points.** If you have murder holes *and* a Barbican **gain 5 points.**

Attack 6

Successful defence of a castle greatly depends on the spirit and loyalty of the garrison and on a good supply of food, drinking water, weapons and missiles.



You have been laid siege to for 1 week.

- If you have a food store **gain 4 points**.
- Gain a further **4 points** if you have a well.

The siege continues for another week and the men are starting to get nervous

- you gain morale for your men if you have an armoury - **gain 2 points**.
- your ammunition may be getting low after this long so
 - **gain 4 points** for every set of 100 bow and arrows.
 - **gain 2 points** for every bucket of oil or tar.
 - **gain 2 points** for each set of 20 swords.

Attack 8

The attackers decide on a full blown assault on your castle. They use the following:



- A Ballista (giant crossbow).
This fires a heavy bolt tipped with an inflammable material known as 'Greek fire'.
- A Trebuchet. This fires dead animals into your castle.
- A Mangonel. This fires heavy stones at the castle.

They are launching Greek fire, dead animals and heavy stones in an attempt to set fire to your castle, spread disease and break down your walls.

Give ways in which your castle will defend itself against this attack.

Attack 7

The attackers are having little success. They decide to use miners to tunnel underneath and into your **bailey** (courtyard).



- If you have a moat **gain 2 points** as they will have to dig even further (in vain!).
- **Gain 3 points** if you have a motte as the mine will collapse killing the miners.

Castle Report

Core

Explain in your report on how you plan to defend the castle against the enemies attack in Attack 8.

To my dear King William,

I am writing to tell you that the enemy has launched a large attack using (Include the weapons being used by the enemy and what they would do)

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I believe that we will (Do you think you will win or lose? Why do you think this?)

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After that it will be necessary to (Discuss what actions you plan to take and the consequences or results of those actions)

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Explain in your report on how you plan to defend the castle against the enemies attack in Attack 8.

To my dear King William,

I am writing to tell you that the enemy has launched a large attack using: (include the weapons being used by the enemy and what they would do)

A Ballista. This machine

A Trebuchet.

A Mangonel.

As the leader of this army I have decided that I am going to (What is your first move going to be? For example would you fire arrows at the enemy? What effect do you hope this will have?)

.....

I think that this will

As soon as the first part of my attack is over I will (What is the second part of your plan? Discuss what actions you plan to take and the consequences or results of those actions.)

.....

I expect this to damage the enemy in the following way

I think that finally we will (What do you think the final result will be? Do you think you will win or lose? Why do you think this?)

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This is because

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Explain in your report on how you plan to defend the castle against the enemies attack in Attack 8.

To my dear King William,

I am writing to tell you that the enemy has launched a large attack using

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I have decided that our first move should be

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After that it will be necessary to

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I believe that we will

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Teaching notes

This is a fantasy castle building activity. In groups of three or four, students can build their own virtual castles whilst also developing their understanding of key terminology. They each have a virtual budget on 1000 gold pieces. How they spend it is up to them!

Preparation

Print out (one side only) pages 1-5 and cut in half to A5 size. Put aside the two tables from page 1 to be used in your lesson. Use pages 2-5 to make a little booklet for each group, which can then be reused with other classes. However, do not include the attack cards (p.5-7) as these need to be revealed only after your students have 'built' their castles. Finally, pages 8-10 are differentiated with varying levels of scaffolding (core p.8, foundation p.9, and extension p.10).

You may wish to have a prize for team with the most points at the end of attack 7.

Activity

Allow your students some time to carefully select their components from their booklets. They need to complete the grid on p.1. You might need to check they have not overspent their budget.

Once they have chosen their key components you can then attack their castles with the 'attack cards'. These can be given out or read aloud. Students can record how they fare and keep a tally of points awarded/lost on the table provided. Points are awarded for well-built/defended castles and deducted for any weaknesses.

For the eighth and final attack students write a detailed report to explain how they would defend their castle. This works well as a homework activity. A writing frame is provided in three differentiated versions (pages 8-10).

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