

## Timetable 6<sup>th</sup> April 2020

<p><b>Reading Mission:</b> 30 minutes</p>	<p><b>Children to read or support them to read the following text.</b></p> <p>Ever since people began to live together in villages and towns, they have needed walls to protect them. First, from animals and wild beasts, and later from other people who had their own walled towns. Over thousands of years these walls became bigger and stronger.</p> <p>In 1066 the Normans conquered England and needed to make sure they stayed in charge. Instead of building wooden hill forts like everyone else used, the Normans began to build big castles out of stone, with a main building (the keep) sat on a mound of dirt (motte) and surrounded by an open space (bailey). Many of the oldest castles in the world are in England.</p> <p>During the medieval period, lots of kings and warlords attacked castles to defeat the occupier. Because castle walls are very strong, they were difficult to break into. Therefore one of the best ways to win was to lay siege to the castle – surrounding it with men so that food and water could not get to them. The longest siege in British history was at Harlech castle, where Queen Margaret of Anjou hid from her enemies in 1461. It lasted for seven years.</p> <p>Castles were a symbol of power and wealth, and play a significant role in British history. They have shaped our view of ourselves and remain popular in our imaginations today.</p> <p><b>After they can answer these questions. These can be verbal answers or they could be written down or typed. Children could even draw their responses. Suggested answers are in italics.</b></p> <p>Why did the first people need walls? <i>To protect them from animals.</i></p> <p>When did the Normans come to England? <i>1066.</i></p> <p>Why were Norman castles called motte and bailey castles? <i>They had a mound of dirt called a motte and an open space called a bailey.</i></p> <p>How long was the longest siege in Britain? <i>7 years.</i></p> <p>Why would you lay siege to a castle instead of attacking the walls? <i>The walls were hard to break/the defenders might kill you/it was less dangerous.</i></p> <p>What do you think “occupier” means? <i>Occupier means the people who own the castle/live there.</i></p> <p>What do you think the writer means when they say castles have “shaped our view of ourselves?”</p>
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	<p><i>Castles have influenced us/the way we think/they have changed our ideas/our point of view.</i></p> <p>What stories can you think of that might involve castles?</p> <p><i>Any reasonable answers. There are lots!</i></p>
<p><b>Writing Mission:</b> 30 minutes</p>	<p>You have a choice of missions this week; either creating a book about the features of a castle or writing instructions for how to attack one.</p> <p>For both of these missions you will need to know the features of a castle, and how people might try to get around them. Today the focus will be on the features of a castle. You can use the Features of a Castle Powerpoint or the Castle Defences PDF to examine the features. You may wish to research some of these features further using a phone or tablet, e.g. people would have toilets in the castle walls, and these would empty into the moat. Would that make swimming in it – wearing heavy armour – fun? In some times and places, moats would also not have been filled with water but animals, e.g. vicious boar, or in India elephants that had been made very angry!</p> <p>People commonly assume boiling oil was poured from murder holes, but oil was expensive. Instead, they used burning sand – think of a hot day at the beach on your feet, and imagine...</p> <p>If your book or instructions are going to have 4 sections, what could those sections be?</p> <p><i>Suggested: Moat, walls, drawbridge and gatehouse, bailey and keep.</i></p> <p>Make some notes and summarise the important bits. Use subheadings and bullet points to organize your ideas.</p>
<p><b>Maths Mission:</b> 30 minutes</p>	<p>There is an excellent castle-themed maths problem at <a href="https://nrich.maths.org/7501">https://nrich.maths.org/7501</a>. Find it and the solution copied at the end of the timetable.</p>
<p><b>Topic Mission:</b> <b>Day 1</b></p>	<p>You might like to take this virtual tour of one of England’s best castles, Warwick Castle. It was built in 1068 by William the first, meaning it was a very important place. What can children spot? <a href="https://my.matterport.com/show/?m=HCmSPZ4meT4">https://my.matterport.com/show/?m=HCmSPZ4meT4</a></p> <p>Here are some tours of Irish castles as well. <a href="https://www.irelandbeforeyoudie.com/a-360-virtual-tour-of-seven-incredible-irish-castles/">https://www.irelandbeforeyoudie.com/a-360-virtual-tour-of-seven-incredible-irish-castles/</a></p> <p>What is the same and what is different about these castles? What about to any pictures of castles that you can find online?</p> <p>If you do not have Internet access – there is an aerial view of Warwick castle and some interiors at the end of the timetable.</p>

These Missions have been designed to be accessible, using little resources and most importantly fun for your children to complete. Please use what you can, any resources you do not have could be substituted for something else and suggestions have been made for this where possible.

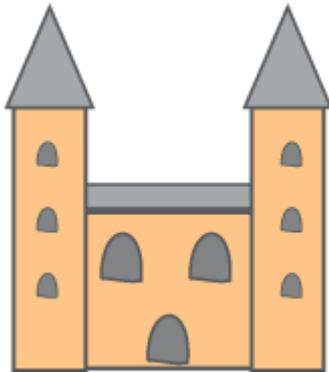
Harlech Castle in Warwickshire.



# Escape from the Castle

**Age 7 to 11**

Skippy and Anna are locked in a room at the top of a large castle. There are five other locked rooms to go through to get out.



The key to that room, and all the other rooms, is a number. The numbers are locked away in a problem. The number is the key to that room.

Can you help them to get out?

You must have the number to be able to do the next problem and you must have all the keys to finish by answering the last question.

## **The first room:**

There is a pile of dice.



Three of them are put in a row. The numbers on the top of these three add to 8.

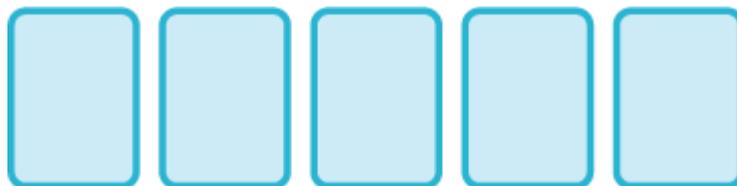
What do the hidden numbers on the bottom add to?

This number is the first key.

### **The second room:**

Skippy and Anna have the first key number. They have gone through the first locked door.

There are ten cards numbered from 0 to 9. Five of these are face down in a row on the table.



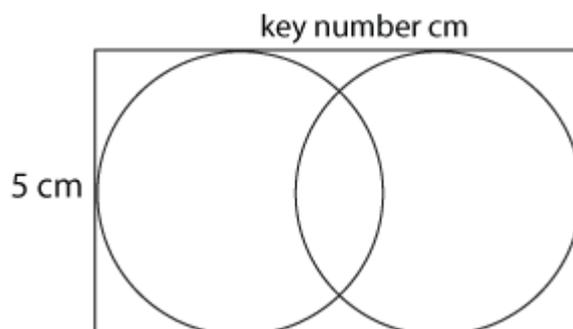
The numbers on the first two cards add to the first key number. The numbers on the second and third cards add to 9, the numbers on the third and fourth cards add to 11, and the numbers on the fourth and fifth cards add to 16.

What number is on the last card? This number is the second key.

### **The third room:**

Skippy and Anna have the second key number. They have gone through the second locked door. Here there is a diagram.

There are two overlapping circles inside a rectangle. The rectangle is the second key number of centimetres long and 5 centimetres high.



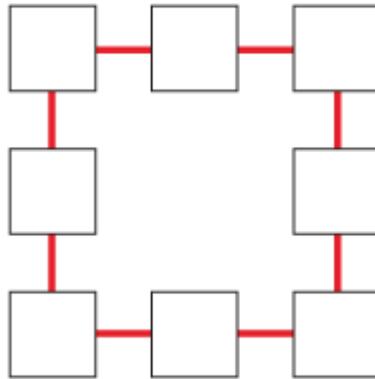
How far apart are the centres of the two circles?

Square this answer and subtract one. This will give you the third key number.

### **The fourth room:**

Skippy and Anna have the third key number. They have gone through the third locked door.

On the floor there is a strange diagram and the numbers from 1 to 8 on eight cards. The diagram is a square with eight boxes arranged round it.



Skippy and Anna have to arrange the numbers in the boxes so that each side of the square adds to the third key number.

To find the fourth key number, add the numbers on all the corner boxes and then subtract 10.

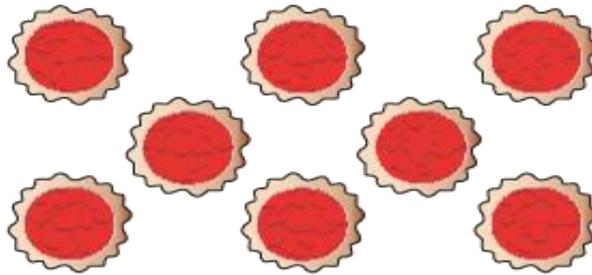
### **The fifth room:**

Skippy and Anna have the fourth key number. They have gone through the fourth locked door.

On the table there are some jam tarts.

There are also two special trays used to cook them in. These hold the key number of tarts each.

There are enough tarts to fill one tray but not enough to fill the other one as well.



If the tarts are counted in fours there are three left over.

If they are counted in threes there is one left over.

How many tarts are there altogether? This number is the fifth and last key.

### **The last question:**

However, before they can finally leave the castle you must answer a last question.

What is Skippy's real name?

Using the code  $1=A, 2=B, 3=C, \dots, 26=Z$  translate all the key numbers into letters.

These letters will give you an anagram of Skippy's real name. When you have worked this out you have finally finished!

## Solution

### **The First Room:**

To solve this room, you must know that opposite sides of a dice always add up to seven. For example, if someone puts a dice on the floor and asks what number is on the other side, you can immediately tell them that the number is six if the number on the top of the die is one.

Since all opposite sides add up to seven, you must multiply seven by the number of dice there were (three). Because the sum of the numbers on the top of the dice is eight, you must subtract 8 from 21 to reveal the sum of the numbers that you can't see.

The key to the first room is 13.

### **The Second Room:**

The first card is 8.

The second card is 5.

The third card is 4.

The fourth card is 7.

The fifth card is 9.

First card and second card add up to 13 (key to the first room). Second and third card add up to 9. Third card and fourth card add up to 11. Fourth card and fifth card add up to 16.

The key to the second room is 9.

### **The Third Room:**

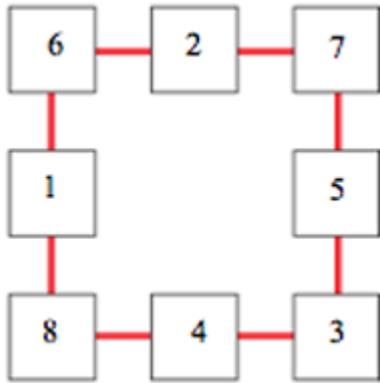
The diameter of the circle is 5cm. Halve this to get the radius (2.5cm). The centre point of both circles is 2.5cm away from the edge of the diagram. Because there are two circles, you must double the distance and subtract that from 9 (the key to the second room).

$$4 \times 4 = 16$$

$$16 - 1 = 15$$

15 is the key to room three.

The Fourth Room:



$$6+7+3+8=24$$

$$24-10=14$$

The key to the fourth room is 14.

### The Last/Fifth Room:

{There are also two special trays used to cook them in. These hold the key number of tarts each. There are enough tarts to fill one tray but not enough to fill the other one as well. }

These two sentences suggest that the key number is between 14 and 28 (not including 14 and 28).

15 cannot be the number of tarts as 15 is divided by 4 to leave a remainder of 3. It also is divided by 3 to leave a remainder of nothing.

We need the remainder to be three when divided by four and a remainder of one when divided by three.

16 will leave a remainder of zero when divided by four, so it cannot be the correct number.

17 will leave a remainder of one when divided by four, so it cannot be the correct number.

18 will leave a remainder of two when divided by four, so it cannot be the correct number.

19 will leave a remainder of three when divided by four and a remainder of one when divided by three, so it must be the number of the key.

The key to the last/fifth room is 19.

### The Last Question:

The keys to all the rooms were

1. 13
2. 9
3. 15
4. 14
5. 19

1. The 13<sup>th</sup> number of the alphabet is m.
2. The 9<sup>th</sup> number of the alphabet is i.

3. The 15<sup>th</sup> number of the alphabet is o.
4. The 14<sup>th</sup> number of the alphabet is n.
5. The 19<sup>th</sup> number of the alphabet is s.

Mions

Unscramble the word above to get Simon.

Skippy's real name is Simon.



**What parts of the castle can you spot? Why might those parts be useful?**



Stephen Piggott





Stephen Piggott

# Castle Defences

A castle was built to withstand attack from enemy. Castle builders added many defensive features to make their castles difficult to attack. Many castles were **built on high ground** with clear views of the surrounding land.

## Moats

Attackers were easy to shoot whilst swimming or rowing across the moats filled with water.

Moats reduced the risk of tunneling under the castle.



## Ramparts

Ramparts were steep banks of earth or rubble. Attackers had to climb over them to get closer to the castle.

## High walls

The walls of the castles were very high making it hard for attackers to climb over.

Can you see the people in the photograph?

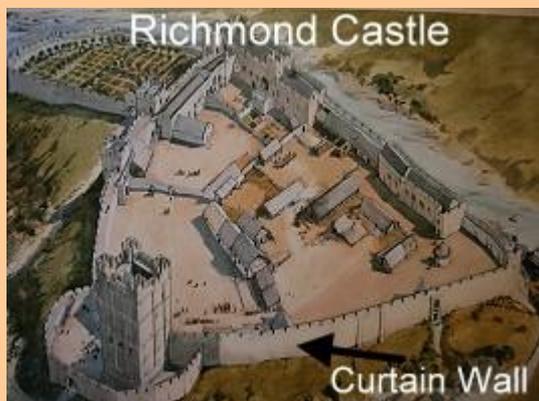
They look so tiny compared to the high entrance to Bodiam Castle.



## Curtain walls

Tall thick curtain walls surrounded the castle buildings like a strong shield.

There were few doors in the wall thus limiting access to the castle.



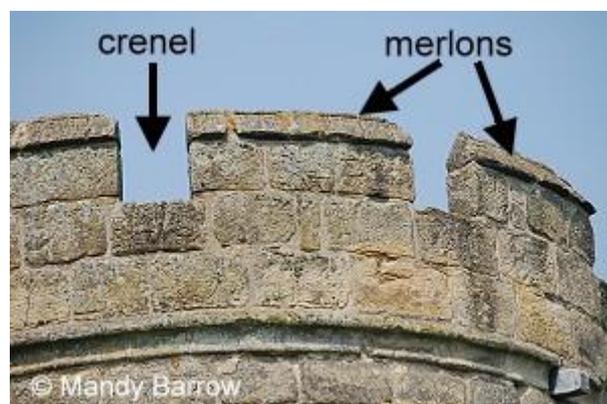
## Flanking Towers

Towers built as part of the curtain wall. Castles with curtain walls with flanking towers were more difficult to capture. A good early example of a castle with flanking towers is Framlingham in Suffolk. Along the curtain wall, at intervals, are thirteen square or rectangular towers.



## Battlements

The top of the castle walls were the battlements, a protective, tooth shaped parapet often with a wall walk behind it for the soldiers to stand on. The defenders could fire missiles through gaps (crenels). The raised sections between, called merlons, helped to shelter the defenders during an enemy attack.



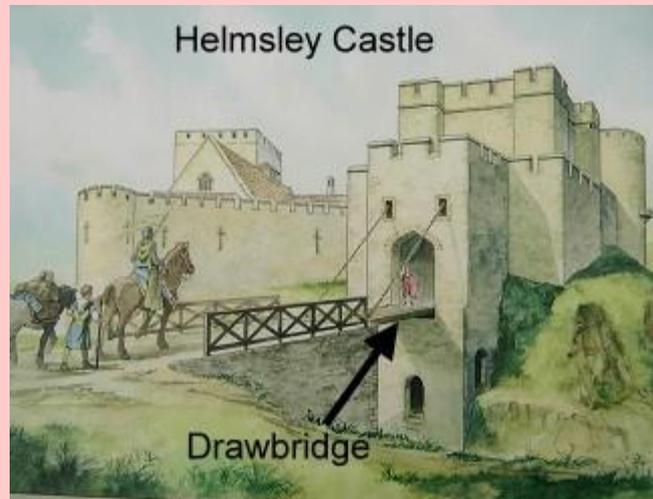
## Machicolations

These were stone boxes that projected from the walls of castles and had holes in the floors for dropping stones or boiling oil on attackers. Wooden versions of these were called hoards.



## Gateway defences

The entrance to the castle was always its weakest point.



**Drawbridges** could be pulled up, preventing access across moats.

**Tall gate towers** meant that defenders could shoot down in safety at attacks below.



The main gate or door to the castle was usually a **thick, iron-studded wooden door**, that was hard to break through.



A spiked wooden or metal barrier, called **portcullis**, helped protect the doors from fire and battering. It was lowered by chains from a chamber above the gateway.

The word portcullis comes from the Old French *porte-coleice*, meaning sliding door.

## Murder Holes

Murder holes were openings in the ceiling just in front of a gate or in the passage beyond. They were so called because it was believed that they were used by defenders in the chamber above to drop hot liquids down on the unfortunate attacker.



## Round Towers

It was harder for attackers to make round towers collapse. Unlike square towers they had no corners, which collapsed if holes were dug underneath the foundations.



## Arrow and Gun Loops

These provided a safer means of firing arrows on the attackers of the castle. They are found in many different styles on the curtain wall and towers of the castle.



[Destroy a Castle](#) - Game