Manor Webquest

Go to http://www.kidsonthenet.org.uk/castle/castl fm.html and investigate different aspects of life in a medieval castle. Find the answers to the following questions.

Gatehouse

- 1. Name 2 weapons that would be used to guard the manor.
- 2. How does a "murder hole" work?

Hawks and Falcons

- 3. What were hawks and falcons trained for?
- 4. What kind of bird would be appropriate for a baron to use?

Tournament

- 5. Who won the jousting tournament between the 2 animated knights?
- 6. Why did they change tournaments from small armies into one-on-one competitions?
- 7. How does a joust work?

Guardroom and Inner Gatehouse

- 8. What is a fletcher?
- 9. What does an armourer do? Define "tabard."
- 10. Name 2 weapons used for attacking a castle.
- 11. How does a moat protect a castle?

Great Hall

12. Name 3 purposes of the great hall?

Royal Apartments

13. What is one unexpected amenity that you might find in the royal apartments?

Chapel

- 14. Who would teach pages how to read?
- 15. What would important documents be written on?

Kitchens

- 16. How is most food cooked?
- 17. What was used instead of plates?
- 18. When was the potato introduced to Europe?

Great Tower

- 19. What is a "page"?
- 20. What are the duties of a squire?

Lord and Lady Sherwood's rooms

21. What is the duty of the Lady?

Kennels

- 22. Who lives in the kennels?
- 23. What purpose did the dogs serve?

24. What was considered a hunter's greatest challenge?

Stables

25. Define a destrier.

Bleak Tower

26. What is in the bleak tower?

Lucy's Tower

- 27. What was the inspiration for this interactive tower?
- 28. What kind of source is the diary?
- 29. What kind of source is this interactive castle?
- 30. Based on what you learned, what was life like on the manor? (COMPLETE SENTENCES)