

Contents

To the Teacher	5-6
Castles	7-40
Bulletin Board Ideas	7
Learning Center Ideas	8
Pretest	9
The Middle Ages	10
The Feudal System	11
The Manor	12-13
Commoners	14
Early Castles	15
The Moat-and-Bailey Castle	16-17
Round Keeps	18
The Great Hall	19-20
A Day at the Castle	21-22
Foods of the Nobles	23
Goblets and Trenchers	24
Medieval Dress	25-26
Knighthood	27-28
Chivalry	29
Tournaments	30
Armor	31-32
Weapons	33-34
The Siege	35-36
The Protection of a Castle	37
Posttest	38
Correlated Activities	39
Answer Key	39
Medieval Master Award	40
Codes	41-77
Bulletin Board Ideas	41
Learning Center Ideas	42
Pretest	43
Codes and Ciphers	44
Mirror Writing	45
Metric Rule Code	45
Columns of Four	46
Shopping List Codes	47-48
Caesar's Code	49
Key Word Match Code	50-51
Rail Fence Code	52
Name It Code	53
Phone-a-Code	54
Tick-Tack-Toe Code	55
Triple Threat Code	56
Crossword Clues Code	57
Symbolic Code	58
Typewriter Code	59
Morse Code	60-61
Building a Telegraph Set	62-63
Hidden Pathfinder Code	64-65
Clue Word Codes	66
Computer Card Codes	67
Popsicle Stick Code	68

Contents

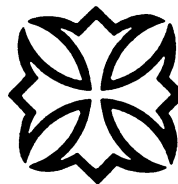
(continued)

Paper Clip Code	69
Switcheroo	70
The Greek Code	71
Coordinate Code	72
Posttest	73
Delivering Messages	74
Deciphering Hints	74
Invisible Inks	75
Answer Key	75-76
Creative Cryptographer Award	77

Calligraphy

78-112

Bulletin Board Ideas	78
Learning Center Ideas	79
Pretest	80
Early Alphabets	81
Calligraphy	82
Tools	83
Materials	84
Writing Position	85
Getting Started	86
Beginning Alphabets	87
Roman Majuscules	88
Roman Minuscules	89
Roman with Serif	90
Roman Letters	91
Free Roman	92
Chancery Cursive	93-94
Chancery Cursive Lowercase Letters	95-96
Chancery Cursive Capital Letters	97
Uncial	98
Scribes and Books	99
Humanist Bookhand	100
Carolingian	101
Lombardic	102
Black Letter	103
Black Letter Minuscules	104
Black Letter Majuscules	105
Batarde	106
English Roundhand	107-108
Illumination	109
Posttest	110
Answer Key	111
Penman Award	112



Pretest

Match the following words with their definitions by writing the correct letter on each line.

- | | |
|--------------------|---|
| ___ 1. bailiff | A. the business agent of a feudal lord |
| ___ 2. battlement | B. the main room of a castle keep |
| ___ 3. catapult | C. a large grate made of heavy timbers or iron bars hung by chains over the gateway of a castle and lowered between grooves to prevent unwelcome guests from entering |
| ___ 4. chivalry | D. a woman's draped headdress |
| ___ 5. crenels | E. a combat on horseback between two knights with lances |
| ___ 6. dais | F. a raised platform in a large room or hall |
| ___ 7. great hall | G. armor made of metal chains, links, rings, or plates |
| ___ 8. jester | H. an estate owned by a feudal lord and consisting of a castle and the land around it |
| ___ 9. joust | I. a giant slingshot used for throwing large stones, boulders, arrows, spears, and lances |
| ___ 10. keep | J. a fence of wooden stakes built especially for protection and defense |
| ___ 11. mail | K. a deep, wide ditch dug around the rampart of a castle and often filled with water |
| ___ 12. manor | L. one who entertains a king and his court by telling jokes |
| ___ 13. moat | M. the customs and behavior code of knighthood |
| ___ 14. page | N. a loyal servant to a feudal lord |
| ___ 15. palisade | O. a peasant who is a slave to a feudal lord but is free in his legal relations to all others |
| ___ 16. portcullis | P. the strongest and most secure part of a castle |
| ___ 17. tournament | Q. a youth who is in personal service to a knight and is being trained for knighthood |
| ___ 18. vassal | R. a festival of contests, games, and jousts |
| ___ 19. villein | S. a wall with high places to hide behind when you are attacked and low places to look and shoot through when you fight |
| ___ 20. wimple | T. low places in battlements through which you can look and shoot when you fight |

