

The Middle Ages

The multi-disciplinary **Create-a-Centre** activities are keyed to Bloom's Taxonomy and include tasks from the six major classifications of the cognitive domain: knowledge, comprehension, application, analysis, synthesis and evaluation. Activities are designed to encourage creative learning and problem solving, and student investigations are intended to produce creative results. The teacher becomes a facilitator of learning and helps students plan and co-ordinate activities. He or she should be resourceful and involve other school staff, parents and mentors in the development of projects.

Create-a-Centre activities can be used for individual or group projects, as extension material or supplements to the regular curriculum. Learning centres should be set up within the classroom for each topic to focus and inspire students.

Level	Goals	Activity Design
Knowledge	Ability to recall facts, concepts or principles.	List, recognise, label, locate, describe, define, observe.
Comprehension	Ability to translate or interpret information. A grasp of meaning, intent, relationship is demonstrated in oral, written or non-verbal communication.	Explain, demonstrate, show, paraphrase, experiment, discover, illustrate, infer, predict.
Application	Ability to apply previously acquired knowledge or information to a new or concrete situation.	Organise, collect, summarise, order, record, classify, model, construct, relate, generalise, transfer, code, draw, reconstruct.
Analysis	Ability to break down material into its components so that organisational structure may be understood.	Take away, put together, formulate, deduce, compare, contrast, combine, solve, discriminate, take apart, fill.
Synthesis	Ability to analyse the parts and put them together to form a new whole.	Create, imagine, suppose, predict, assume, translate, hypothesise, design, derive.
Evaluation	Ability to make judgments based on evidence and determine the value of material based on definite criteria.	Appraise, interpret, judge, validate, justify, criticise assess, decide, defend, rate.

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DIRECTIONS FOR CREATING A LEARNING CENTRE

MATERIALS:

- 4 pieces of cardboard 72 cm x 56 cm
- Scissors
- Plastic or cloth tape
- Stapler

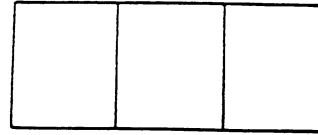


DIAGRAM A

1. Tape together the backs of the 3 pieces of cardboard. See Diagram A.

2. Use the 4th piece of cardboard to cut out pockets. Cut them to the following sizes:

- 2 - 23 cm x 29 cm
- 7 - 14 cm x 21 cm

See Diagram B.

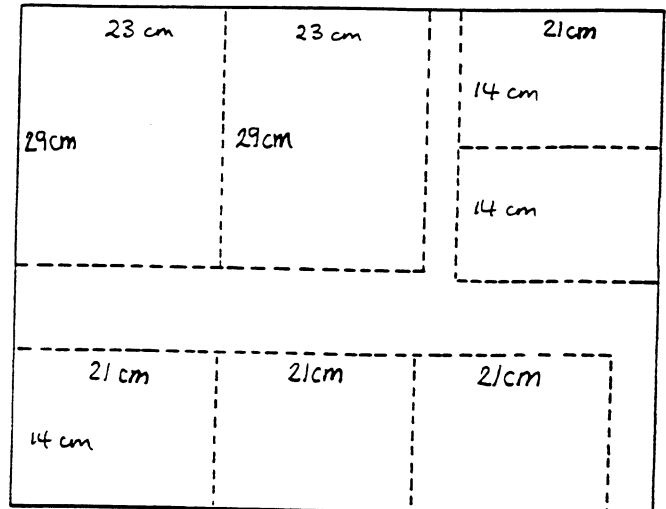


DIAGRAM B

3. Staple the edges of the pockets to the cardboard, leaving the tops open. Cover the stapled edges with the plastic tape. The larger pockets will be used to hold puzzles and other information you may wish to make available. The smaller pockets will be used to hold the task cards. See Diagram C.

4. Label and decorate your centre with drawings and/or pictures from magazines. See Diagram C.

5. Cut out the task cards along the heavy black lines. Place them and the extra activities in the appropriate pockets.

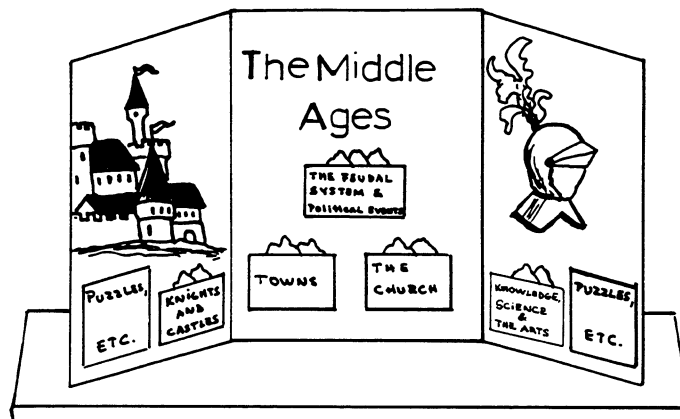


DIAGRAM C

ANSWERS TO CROSSWORD PUZZLE

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      V          N
M     I          SQUIRE
VASSAL        C H          N O
N     L     C H I V A L R Y
O     E     A D N          W     N
SPUR KNIGHT  SERF        RICHARD
I     N     H     E     I W M L R T
R     C R U S A D E     E     O L T A
P     O     D     P     F R A N C I S H B
T R O U B A D O U R I     K A G U I L D
I     I     A L          M     R E
D O N J O N     P L A G U E P J
A C     S     R     B A C O N
N E     H     I     G U          D
T H     C H A R L E M A G N E S A L A D I N A
E     H R          T     S     R
E N D     A P P R E N T I C E          G O T H I C
R M U     W A     F     A
Y A C R O S S B O W S     B E O W U L F
S     E     T     A     F A B L E
C A N T E R B U R Y     L     L     O
R E     E     B E C K E T     S W O R D
C R O L A N D          Y     T     D
    
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THE FEUDAL SYSTEM

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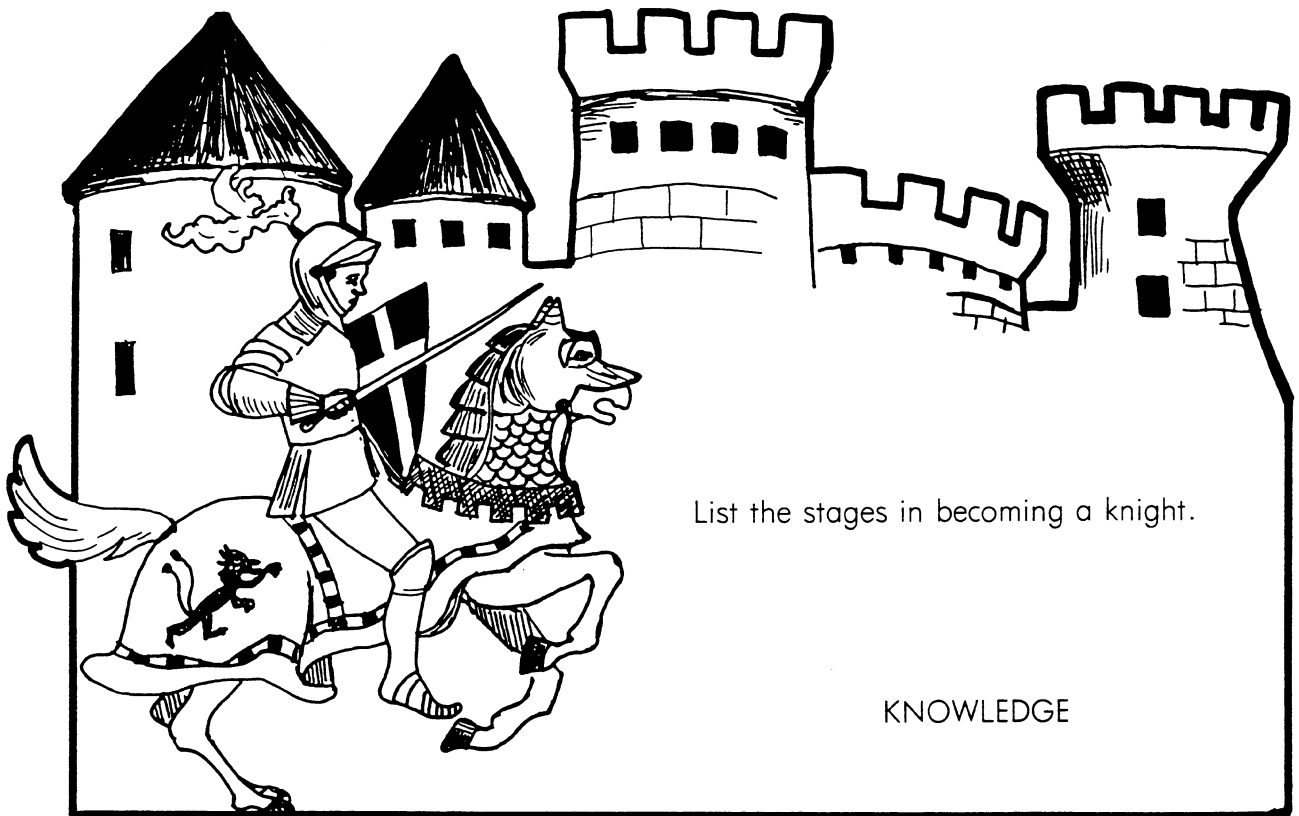
Make a bulletin board display of medieval farm implements.

KNOWLEDGE

POLITICAL EVENTS

Explain what is meant by the Hundred Years War. Mark on a time line when it took place.

COMPREHENSION



List the stages in becoming a knight.

KNOWLEDGE

KNIGHTS & CASTLES



Make a flipboard of mediaeval weapons.

KNOWLEDGE