



ENGLISH HERITAGE  
EDUCATION

KS2

KS3

# Education Room Activities

Pickering Castle



# Using the Education Room at Pickering Castle

We've put together this guide to support teachers and students using the education room at Pickering Castle.

Activities available for use in the education room include:

- **Building a Model** – students can work together to build models of the castle and understand how it changed over time. There are three models which are stored in three separate boxes. We suggest that classes are divided into smaller groups (maximum 6) which tackle different models rather than all students attempting all three.
- **Building Arches** – your class can take on the role of medieval masons and try building arches themselves using interlocking wooden blocks. There are three arches and we suggest a maximum of three students at a time building each arch.
- **Medieval Board Games** – discover some medieval board games including Nine Men's Morris and Trip Trap Troll. Each game is suitable for two players at a time and instructions are provided for students to follow. There are multiple copies of each game available for students to use.

We suggest that students rotate around activities in three groups. There are also drawing materials and a large whiteboard for you to use during your visit.

## Please Remember:

- The activities based in the education room at Pickering castle are self-led. Group leaders are responsible for the supervision of their students at all times.
- A risk assessment for the activities can be found on the Pickering Castle School Visits page on the English Heritage website.
- The education room can accommodate a maximum of 20 students at a time.

# Building a Model

## Maximum six students

**Remember:** The model table is in the centre of the room for ease of use. If you would like to move the model table to the side during your visit, please replace it before you leave.



1. Start with the blue box with the wooden castle inside.  
(**Hint:** You can find the plan of the castle inside the lid.)
2. Put pieces 1 to 10 onto the model first. Each of the pieces has a number on its side.
3. Place pieces 11-22 onto the model.

You've just built the first castle at Pickering. This was a wooden motte and bailey castle built by William the Conqueror in the 11th century.

4. Put pieces 1-10 back in the blue box and remove the ground plug A (it has a letter 'A' on its base).
5. Add pieces 1-14 from the green box to the model. Then, add the buildings as shown on the picture on the green box lid.

The model you have now shows Pickering Castle when it was rebuilt in stone between 1180 and 1236. It has a stone shell keep and a stone curtain wall around the inner bailey.

## Building a Model Continued...

6. Remove all the remaining ground plugs and replace them with the towers using the picture on the inside of the red box lid.
7. Remove the buildings from the mound and replace them with the buildings in the red box.
8. Put wall pieces 6 and 14 back in the green box.
9. Add the wall pieces from the red box.
10. Remove the remaining buildings from the green box and put them back in box.
11. Add the buildings from the red boxes.

You can now see how Pickering Castle looked in the 14th century.

Consider how the castle changed over time as you explore the site today. Can you recognise features from different time periods?

Please remember to return all of the pieces to the correct boxes when you have finished using the models.

# Building Arches

## Maximum three students per arch

**Remember:** Do not crawl through the arches once you have built them. The blocks are heavy and need to be handled carefully.



1. Each block has a number. Odd numbers form one side of the arch and even numbers form the other side.
2. Add the pieces in number order so that each side of the arch is built evenly as you go. The top of the arch is built last. The last block is called the **key stone**.

**Did You Know?** Arches were very important in medieval architecture. Master builders started using pointed arches in Europe during the 12th century. These were very strong and allowed builders to create buildings with higher ceilings, especially in churches and cathedrals.

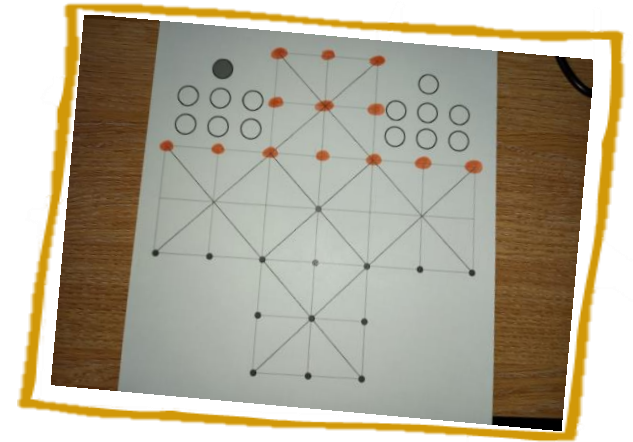
**Extra Challenge:** Explore the castle and record the number of each arch type you find around the site. What do you notice about where the different types of arches are found?

# Fox and Geese

## Two-player game

### Rules of the Game

- One player is the fox. They have one counter and can start anywhere on the board.
- The other player is the geese and has 13 counters.
- The geese counters should be arranged in one wing of the cross and along the top of the wing to the other side. You can see this in the picture above (the pink spots are the geese).
- Take it in turns to move your counters. You can move to the next free space in any direction, along diagonal, horizontal or vertical lines.
- The fox can take the geese by jumping over them to a free space. They can also take more than one goose if the fox is able to jump across more than one goose counter.
- Geese can't jump over the fox but the player moving the geese can win by surrounding the fox so that it cannot move.
- The fox wins if they take enough geese to make it impossible for the geese to win.
- Please remember to gather all the game pieces together when you have finished playing.

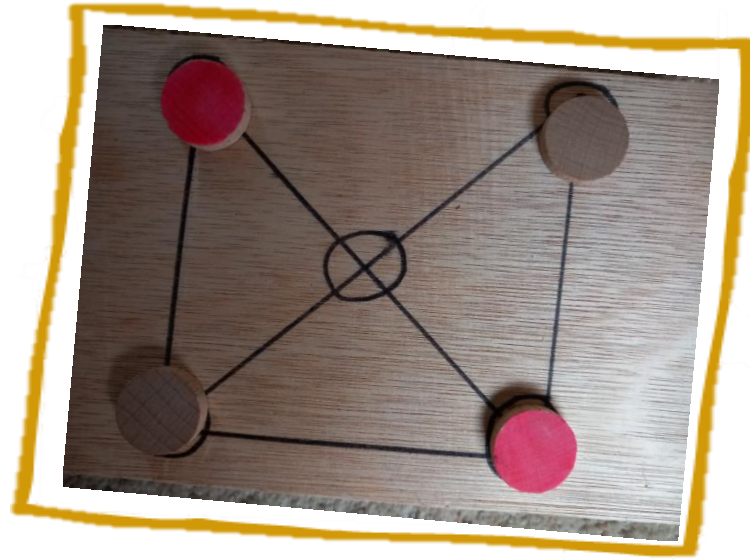


# Trip Trap Troll

## Two-player game

### Rules of the Game

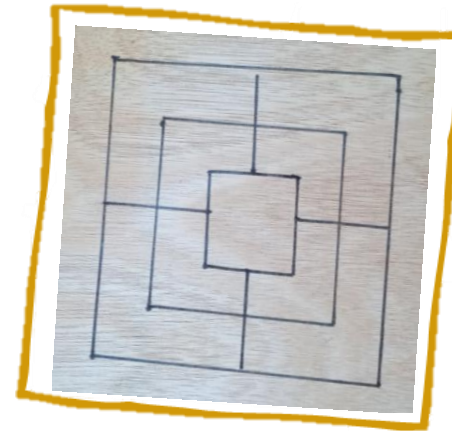
- Set the board out like this:
- Each player has 2 pieces.
- Each players takes it in turn to move .
- You can move along the lines on the board onto the circles.
- You can only move one space at a time.
- You cannot jump over players.
- To win, you trap the other player so they cannot move.



Please remember to gather all the game pieces together when you have finished playing.



# Nine Men's Morris



## Two-player game

### Rules of the Game

- Each player has 9 pieces.
- Take it in turns to place your pieces on the board at the points where lines join.
- If one player gets three in a row, they can remove one of the other player's pieces.
- When all 18 pieces are on the board, you can start moving them around. You can move along the lines, one place at a time and land where the lines join.
- The winner is the first to have a line of three pieces on the board (this is called a mill). Winning rows have to be along the lines on the board and you can't win with a diagonal line.

Please remember to gather all the game pieces together when you have finished playing.