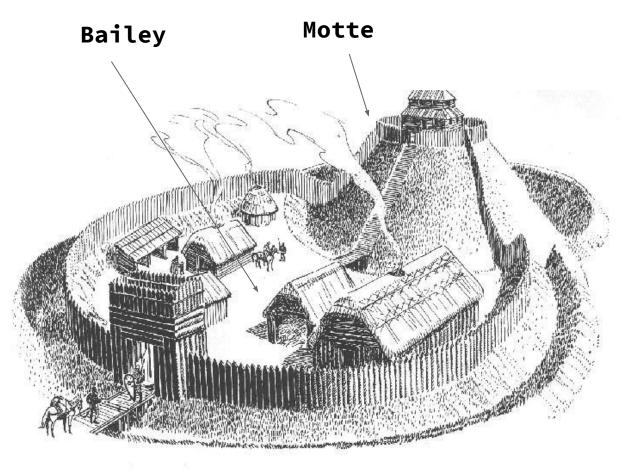
MEDIEVAL CASTLES

Group Design Challenge

EARLY MEDIEVAL CASTLES

- Often built from wood
- Motte: Mound of Earth
- Bailey: Flat part next to Motte
- Keep was on the top of the motte, while other buildings were on the bailey



SHELL KEEP CASTLES

- 1100's and 1200's
- Built as a way to strengthen the motte and bailey design.
- Stone replaced the wood walls.
- Fairly rare these days.



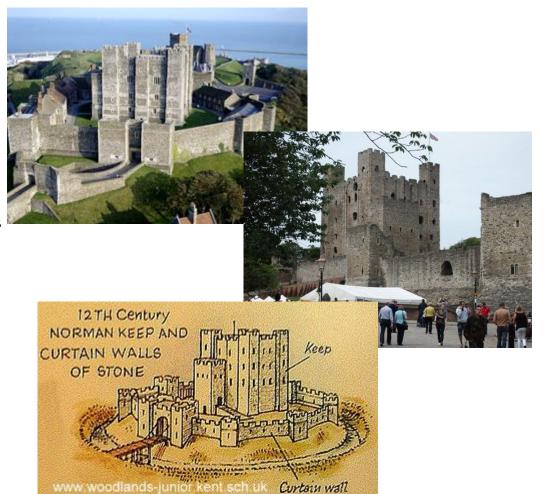
NORMAN STONE CASTLES

Advantages:

- Could survive attacks using fire
- Stone walls and towers were much stronger against catapults and siege engines
- Stone buildings would last for centuries,
- Stone buildings could be much larger and grander

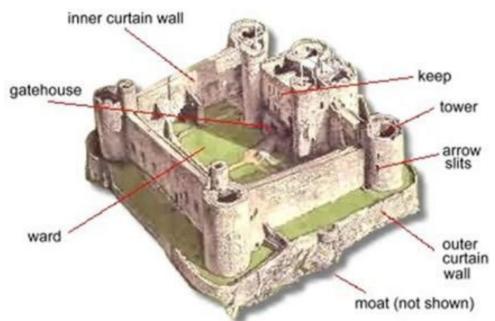
Disadvantage:

 Expensive & Time consuming to build and maintain



STONE CASTLES





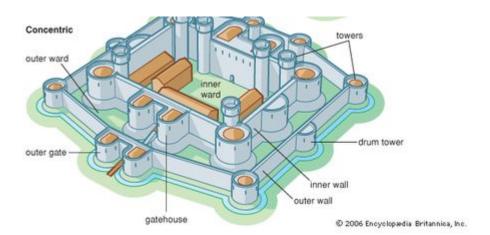
Harlech Castle, North Wales, built in 1283 AD

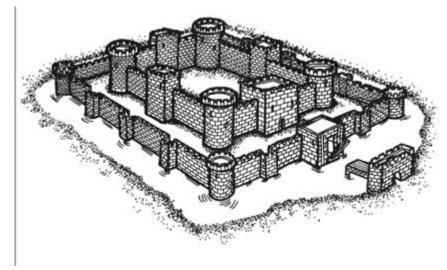
VIDEO LINK - CASTLE DESIGN

CONCENTRIC CASTLES

- Most defensive castle plan, first designed around 1270
- Thicker outer walls
- Inner wall and outer wall
- Very expensive to build







CONCENTRIC CASTLES

Bodiam Castle in England - Built 14th Century



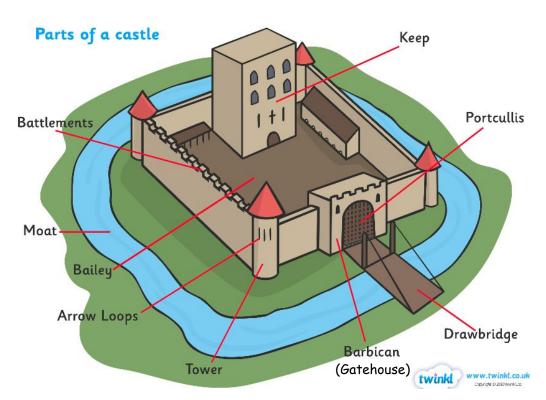


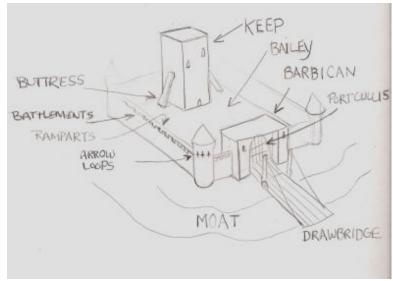
PARTS OF A CASTLE

Provided a safe place for soldiers, Towers bwith arrow slits, battlements & Walls connecting towers crenellations from which to fire Crenellations Heavy, reinforced door or gate that Arrow slits (or loops) → could slide up and down Portcullis Building around the portcullis for Gatehouse → guards, that contained traps and (also called Barbican) "murder holes". Inner buildings Other buildings included the Keep, (including the keep) *chapel, kitchens, chamber

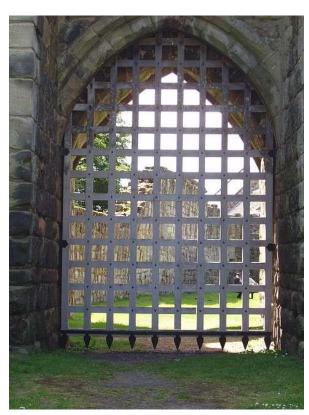
buildings, dungeons, stables

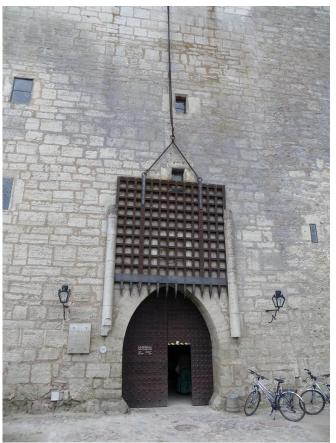
CASTLE DIAGRAM

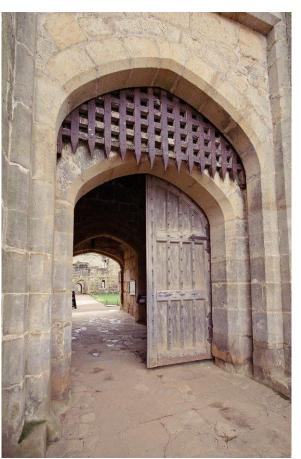




PORTCULLIS



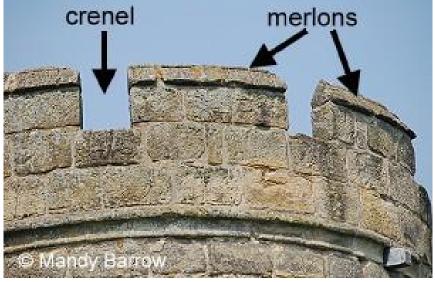




CRENELLATIONS

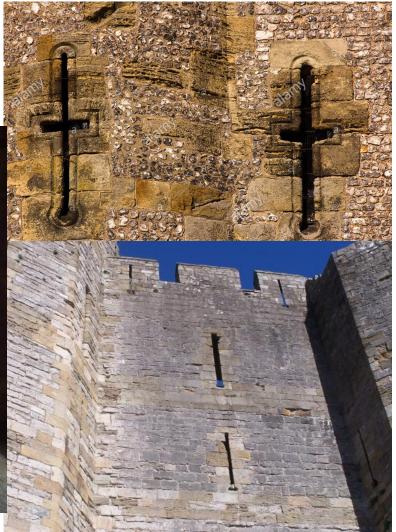




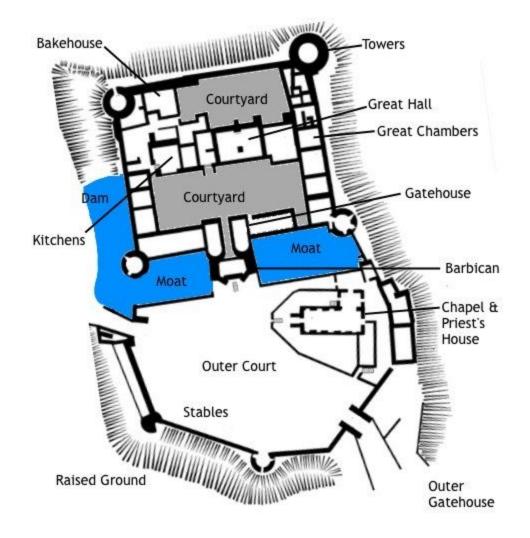


ARROW LOOPS





BLUEPRINT



CASTLE DESIGN PROJECT

- In small groups, you will be constructing a model version of a medieval castle.
- Each design must have:
 - At least 4 towers & walls to connect each tower
 - Crenellations (or battlements)
 - Arrow loops
 - A portcullis
 - At least one inner building (a keep)
- You may *optionally* add a drawbridge and moat, or extra inner buildings.
- You will have 3 class days for blueprint design and practice construction, then 3 more class days for the final build.



CASTLE DESIGN PROJECT

- You will create this masterpiece with:
 - 8 pieces of cardstock & 8 pieces of plain paper
 - 24 inches of tape
 - 0 20 paperclips
 - 6 popsicle sticks
 - o 8 rubber bands
- You will also have a cardboard base, and the use of scissors, markers/colored pencils and a ruler.
- At the end of this process, each castle will be judged by a group of teachers, with the winning design receiving a prize. Remember, you will be competing against ALL my 7th grade classes.

STUDENT ROLES

- Members may need to take on multiple roles
- Roles can (but don't have to) change each day

Task Manager -

- Responsible for keeping everyone in the group on task.
- Makes sure everyone knows what to do, and does it.
- When group evaluation is being completed, the task manager should report the accomplishments/ contributions of each team member to the recorder.

• Recorder -

 Writes down GOAL and ROLES at the beginning of class, then completes group evaluation at the end of class, with the input of the group & task manager

STUDENT ROLES

- Members may need to take on multiple roles
- Roles can (but don't have to) change each day

Materials Manager -

- Responsible for all group supplies (cardboard base and materials in manila folder).
- Collects supplies at the beginning of each class, and puts all supplies away at the end.

• Clean Up Manager -

- \circ Direct the group when it is time to clean up.
- Give each person a job to help clean
- Check supply bin (at table) to make sure all materials have been returned to the bin.
- o Ensure all paper/garbage is picked up and in the recycling/garbage.

DURING WORK TIME:

Each member should be involved:

- Drawing Cutting Building/Design
 - This is in addition to your assigned role
 - o Task Manager is responsible for making sure everyone knows what to do

Every student will create a blueprint

Each person will contribute!

WORK TOGETHER! Compromise!

STAY BUSY! STAY with your group!