

November 19, 2010

Dear Families of Fifth Graders at Saint Edmond's Academy,

On Monday, January 3rd, 2011, each fifth grade student will begin his quest to become a Knight of the Light. As your student works toward this honorable goal, he will be learning about aspects of life during the Middle Ages by completing missions in each of his classes. Through this integrated unit of study on the Middle Ages, each student will become an expert on what it means to become a Knight.

### **Social Studies**

During Social Studies, students will research the roles of feudal society. Students will use the occupation and character chosen in Art class to create an online wiki space which describes their life during the time period. Students will spend class time researching their role and creating their wiki. However, it will be necessary for students to spend outside of class time to work on their wikis in order to complete the quest by the assigned date. The due date is February 17<sup>th</sup>, 2011. A teacher signature is required to indicate completion of the project.

### **Art**

During Art and Social Studies classes, students will learn about the many occupations during the Middle Ages. Students will learn about kings, queens, knights, jesters, and many more. After an overview of what people did to earn a living during these times, students will select an occupation. They will outfit and pose their model in the style appropriate to that choice. Mrs. Downs will provide resources, guidance and sufficient time for the project, but students may want to look at home for unique materials to add to the costume and props. The due date is February 17<sup>th</sup>, 2011. A teacher signature is required to indicate completion of the project.

### **English/Language Arts**

In English Language Arts, students will be offered a choice of four literary selections set during the Middle Ages. They will choose one to read and will participate in literature circles in class. In addition, they will create a writing piece about the character represented by the mannequin they decorate during art class. Students will have ample time during ELA to complete the work. The due date is February 17<sup>th</sup>, 2011. A teacher signature is required to indicate completion of project.

### **Spanish**

In Spanish class, students will learn about the symbols of Knighthood, focusing on Spain in the Middle Ages. For the Spanish quest, students will create a triptych to illustrate three common symbols of Knighthood. Time will be provided during Spanish class for students to complete the quest before the due date. However it is important to note that some work will be sent home for completion. Students must complete the quest by the due date of February 17<sup>th</sup>, 2011. A teacher signature is required to indicate completion of the project.

### **Math and Science**

For Math and Science, the quest will be for students to design and build a catapult. The catapults will be constructed of the same materials, but with different dimensions. This will allow the students to create different scientific experiments to test the effectiveness of their device, as well as to analyze the varying results from the different catapults. They will use mathematical skills of measurement and data analysis. Data will be entered into a spreadsheet and students will create charts to visually represent their analysis. Ample time will be provided during math and science for students to complete the quest before the due date. However it is important to note that some work will be sent home for completion. The due date is February 17<sup>th</sup>, 2011. A teacher signature is required to indicate completion of the project.

### **Music**

In the tradition of the wandering minstrels who commemorated the heroes of their age in their ballads, fifth graders will create new lyrics about a hero for a traditional folk tune during their music class. Students will start the project during class, but are required to finish during their own time. The due date is February 17<sup>th</sup>, 2011. A teacher signature is required to indicate completion of the project.

### **Religion**

In Religion class, the students will learn about their Patron Saint. Students will examine who this saint is, what he was known for, how he or she lived his or her life, and how can they be like their saint. Your son will complete a Facebook profile (on paper), which will include a picture of the saint, who he would have been friends with, and the types of posts he would have on his Facebook wall. Time will be provided during Religion for students to complete the quest before the due date. However it is important to note that some work will be sent home for completion. The due date is February 17<sup>th</sup>, 2011. A teacher signature is required to indicate completion of the project.

### **Physical Fitness**

To demonstrate the physical attributes necessary for a Knight of the Light, each student will be required to successfully complete three out of the four challenges. Each student will be able to pick the three challenges that he will be most successful in completing. The four challenges are 50 consecutive sit ups, 5 minute consecutive run, 25 consecutive push-ups, and a football throw (must hit the target 1 out of 3 throws). The quest must be completed during Physical Education class. The due date is February 17<sup>th</sup>, 2011. A teacher signature is required to indicate completion of the challenges.

Each teacher will add more information to the Knighthood Folder (red folder) specific to their project as the project begins. Each project must be completed by the required date to be knighted during the 5<sup>th</sup> grade knighthood ceremony. Please encourage your future knight to keep track of these dates. To assist you in this, each student will have a red folder in which he will store all knighthood materials. One sheet will contain information about the project, due dates and a place for the teachers' signatures. Please ask to see their papers, develop a plan to complete the assigned tasks and discuss their progress with your child. **The deadline for all teacher signatures is February 17<sup>th</sup>, 2011.** Please encourage your students not to wait until the last minute, because **this deadline will not extend.**

When they have completed all their tasks, the Headmaster, in a special ceremony, will knight them on the evening of February 23, 2011.

The boys are excited to begin their quest towards knighthood. We look forward to a successful and valuable project for each student. Please encourage them in all they do.

Sincerely,

The Fifth Grade Team

(Mr. Reichert, Mrs. Cline, Mr. Skolfield, Ms. Ogden, Mr. Pietuszka, Mrs. Downs, Ms. DeHart, Mr. Holsten)

## Knighthood Parent/Guardian Signature Slip

In the space provided, please indicate that you, parent/guardian of \_\_\_\_\_, have read the information, as well as other information in their folder, by your signature.

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Signature

Date



## Knight of the Light

*Progress Report and Signature Table*

Content Area & Teacher	Task	Due Date	Midpoint Check (teacher initials)	Completion (Teacher Signature)
English/Language Arts (Cline)	Literature Circles	February 17th, 2011		
Science & Math (Skolfield)	Catapult Activity	February 17th, 2011		
Social Studies (Reichert)	Wiki Space	February 17th, 2011		
Art (Downs)	Mannequin	February 17th, 2011		
Music (DeHart)	Lyrics Project	February 17th, 2011		
Spanish (Ogden)	Triptych Project	February 17th, 2011		
Religion (Pietuszka)	Saint Project	February 17th, 2011		
Physical Education (Holsten)	Fitness tests	February 17th, 2011		

## Social Studies-5: Knighthood Project

### *Overview*

During Social Studies, students will research their chosen character in feudal society. Students will use the occupation and character chosen in Art class to create an online wiki space which describes their life during the time period. For the wiki, each student will respond to 4 assignments or entries which will make up the contents of their page. It will be necessary for students to spend outside of class time to work on their wikis in order to complete the assignment on time. Each wiki entry will have its own due date. Students are encouraged to check the Wikispaces site early and often. Be creative!

### *Entries*

In total, the wiki will be made up of 4 entries throughout the duration of the project. Each assignment will have specific guidelines posted under the “assignments” page of the wikispace. Students should respond to each entry on their personal page which is linked through the grade-levels wiki entitled “KnightsOfTheLight.” All entries should be based on the research students have completed for their character. The entries are listed below.

- “About Me” section
- “A day in the life of...”
- Reflective journal
- Comparison to modern day

Students should follow the steps listed below when logging into wikispaces and while working on their project. If there are any questions, e-mail Mr. Reichert at [mreichert@stedmondsacademy.org](mailto:mreichert@stedmondsacademy.org)

### **Steps to creating a wiki entry:**

1. Go to [www.wikispaces.com](http://www.wikispaces.com)
2. Enter your username, password and wikispaces account e-mail (ending in @members.wikispaces.com) in the appropriate fields then click “Get Started.”
3. Under your favorite wikis section, click Knighthood 2011
4. On the Knighthood 2011 home page (with Mr. Reichert’s picture), click the “Assignments” link to view the details for each entry.
5. To view your Knightly Values and individual page links, click on the link for your homeroom, stored on the right side of the page
6. To edit your page, click the edit button denoted with a picture of a pencil
7. When editing, remember to save your wiki often, as things can get lost easily.
8. Be sure to sign out of the website when you are finished working on your wiki.

### **Assignment One (due Jan. 18th)**

Now that each of you has chosen a "character," you need to give your character a personality. Construct an "about me" section as the first part of your wiki. While you may include pictures in this section, you should focus on creating the about me based on fact. Just remember, you can always go back and edit your about me after the due date, however, you will be graded based on what is on your page on the date the entry is due. Don't forget to save early and often!

About my Archer

Name:Jon Belov

Age:20

Gender:male

Marital Status:single

Location:Berlin,Germany

Religion:Catholic

Role in Feudal Society: in a medium class

Reason:The reason i chose a archer because they go fast. But take their time when their shooting a target.

Activities:Hunting for food,target practice,and protecting the castle.

Interests:arrows,stealth missions, and a good army to fight with.

Education Level:None

Occupation (job):to protect the castle from any enemy.

*All about me entries should reflect the possibilities of your chosen character living at that time. Be creative!*

### **Assignment two (due Jan. 26, B-day)**

For the second entry on each wiki space, each student should create an entry entitled "A day in the life of...". This entry should be written in paragraph form. It should describe the events of a typical day of a person of that class, and that character. The entry should answer each of the following questions:

- *What food do you typically eat?*
- *Who do you socialize with?*
- *If you have a family, what do they do?*
- *What work do you do each day?*
- *What do you do on the manor?*
- *Any other events that give us a better picture of your character's role in feudal life*

*Entries should begin when you wake up and end when you go to bed. Be factual in terms of the events of your daily life, but be creative in your wording and presentation of the entry. This entry should be written as it was an entry in your character's diary/journal and therefore in 1st person (I/We).*

### **Assignment Three (due Feb. 1st, A-day)**

For the third entry on the wiki space, each student should create an entry entitled "I wish I were a...." Each student was assigned another role (in class) to use for the basis of a comparison. This

entry should consist of a minimum of two paragraphs. All entries should reflect significant research for each of the roles the students compare.

In paragraph one, your character should discuss the advantages and disadvantages of being a member of his/her specific class. This paragraph should also include a list of the character's rights and responsibilities.

In paragraph two, your character should discuss the advantages and disadvantages of the newly assigned role (given in SS class). If a student was assigned the same role he chose in art, he should pick a new role to use as the basis for comparison. This paragraph should also include a list of the new role's rights and responsibilities, as your character sees them.

Remember to be creative in your analysis of the roles...

#### **Assignment Four (due Feb. 17th)**

For the 4th and final entry on your wiki, each student should create an entry entitled "Modern Day Knight." Each student should compare their character to a present-day celebrity who they feel most closely resembles their Knighthood character. If your character is a king, you don't need to choose a modern king, but rather, you should choose a present day figure who shows the qualities of leadership, etc.

The entry should be three paragraphs. **In paragraph one**, students should discuss their characters qualities. **In paragraph two**, students should introduce the modern figure and the qualities which he or she has in common with the knighthood character. **In paragraph three**, students should discuss the shortcomings of the present-day figure in comparison to you character.

*After completing entry 4, students should feel free to customize their wiki as they like it. Be sure to incorporate pictures that pertain to the assignment, and not just putting a picture in for the sake of doing it. Students should print out **TWO** copies of their wiki page to bring with them on the 17th. Congratulations Knights!*



Name: \_\_\_\_\_

Date: \_\_\_\_\_

### Middle Ages Webquest

*Directions: For your webquest, you should work individually, logging into a laptop under your username and password. After logging in, (1)access the website, <http://www.learner.org/interactives/middleages/>. (2)Click “enter” then use the links on the right side of the page to respond to the questions listed below. (3)After you finish, turn it in to Mr. Reichert and continue writing your wiki entry. (20 pts.)*

#### **The Middle Ages**

1. Why did people form small communities, centering around a master?
2. List 4 main elements seen on all manors.
3. Define *demesne*. What did the lords give the peasants in return for their service?
4. What was the only religion in Europe during the Middle Ages? What was the role of the parish priests? Who did they “answer to?”
5. What famous cathedral collapsed? How?
6. Compare your house to a typical house in the Middle Ages. What are three differences between yours and homes at that time?
7. What type of clothing was worn during the Middle Ages?

8. In what ways were your clothes determined by your social class?
  
9. Try your hand at Medieval medicine.
  
10. What is a hurdy gurdy?
  
11. List 3 topics for songs/plays from the Middle Ages. Where did they come from?
  
12. List 3 questions you have about everyday life for your character in the Middle Ages.

**Castle Builder Activity**

# The Task

You are a Medieval Castle Builder living in Wales in the year 1076. You are hired by the Norman Baron William de Clare to build him a fantastic castle in Aberystwyth, Wales. The population of Aberystwyth is approximately 300 serfs, 150 soldiers in residence, a household staff of about 50 people and approximately 20 family members. Before beginning the design of the castle, it is important that you see the location. Be sure to note any geographical features that you will want to accommodate in your plans.

The Baron wants his castle to not only be beautiful, but also the strongest castle of defense ever built. You are confident that you can build the Baron this castle because you have the technology to search out many different castles all over the world and select the best features from each.

Before you can begin the castle design, you must first become familiar with the Welsh people who are going to inhabit this castle. It is important for you to research the purpose of the castle and become familiar with the daily life of a Welsh castle.

After researching and taking notes on what daily life in a Welsh castle is like, you will then begin the design of the Baron's new castle. Be sure to follow the Baron's list of things he wants in the castle, then you may use your imagination to design the rest.

Your design will be a blueprint for the construction of this castle. The design must be complete and detailed and must give the viewer a true sense of what the castle will look like when it is actually built.

## Step 1 - Daily Life

To begin your research look at the Internet site "[Life in a Medieval Castle](#)" which will give you a good look at daily life in a Welsh castle. Keep a "Builder's Journal" in which you record all of the important aspects of daily life so you can address these areas in the design of the Baron's castle. Use the following guide questions to help you take notes on certain important areas:

- What is the importance of a "Great Hall" in a castle?
- What did a typical hall look like? Flooring? Lighting?



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- Describe how heating was accomplished in the Medieval halls.
- Describe the kitchens usually found in Medieval castles.
- Explain how the main bedrooms and guest rooms were laid out in the castle.
- What were squints used for?
- Did castles have water accessible on all floors? Explain.
- Where was the chapel located in early castles?
- How are guests seated when they come for dinner?
- List four things you learned about knights.

## Step 2 - The Baron's Castle Specifications

Once you have taken notes on the life of the castle inhabitants, you are ready to review Baron William de Clare's specific requirements. Use the Internet's "[Glossary of Castle Terms](#)" to identify each thing that the Baron is requiring in his castle. Write the definition of each word on a sheet of paper and keep it next to the computer for your reference. Be sure you do not leave anything the Baron wants out (he is not a forgiving man), so review the list carefully!



## Glossary of Castle Terms

1. wicket
2. allure
3. turret
4. arch
5. rampart
6. aumbry
7. postern gate
8. bailey
9. parapet
10. barbican
11. parados
12. battlement
13. outer ward
14. buttery
15. outer curtain
16. buttress
17. murder holes
18. crosswall
19. moat
20. donjon or keep
21. Hall
22. dormer
23. great chamber
24. drawbridge
25. gate house
26. dungeon
27. garderobe
28. gallery

### Step 3 - Castle Research

Once you have made a list of all of Baron de Clare's requests, you may begin researching other castles for design ideas. Be sure you stay focused on castles from the same approximate time frame - 1000 to 1150. A good place to begin your search is at the [Castles on the Web Internet site](#).

As you browse through other castles, be sure to look for features that will help you make the Baron's castle as strong as possible. In other words, it must be able to withstand the strongest and longest attack from any enemy! Some good information on castle defenses can be found at the [Castle Siegecraft and Defense](#) site. This site will give you lots of information on how to design your castle to withstand attacks successfully.

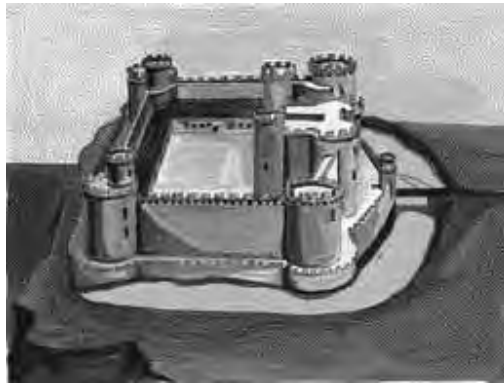


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### Step 4 - Castle Layout and Design

Now that you have researched several different castles, it is time to begin a blueprint of the Baron's Castle. Begin by establishing the dimensions of the castle, be sure it is large enough to accommodate all of the castle inhabitants, including the serfs, in case of a siege.

Next, draw an outline of the main castle and of all the outbuildings that you will need. Include all gardens and food storage facilities that you will need. Remember food capacity is crucial to survive in case the castle is under siege. Some sieges lasted for over a year in Medieval times!

Use a ruler to draw the dimensions of the castle to scale. Drawing to scale means you must choose a standard scale for measuring so that each building is in proportion with the others. For example, each 10 square feet of castle space may equal 1 inch on your blueprint. You may choose your own scale.