

SELF-LED ACTIVITY

SCULPTURE SEEKERS



Recommended for

KS2–3 (History)

Learning objectives

- Understand that there were a variety of people living and working at Warkworth Castle during the 15th century.
- Investigate the roles of the castle's inhabitants in important events at Warkworth by following character-specific routes around the castle.
- Consider how access to particular areas of the castle was restricted depending on a person's role and status within the Percy household.

Time to complete

45–60 minutes



Students can follow in the footsteps of characters from Warkworth's past to explore their roles.

SUMMARY

In this activity, students can follow in the footsteps of real figures from Warkworth's past on special routes to find out more about their experiences of castle life at important moments in the Percy family's story.

There are five different character routes. Each trail route has been designed to show areas that particular members of the household were permitted to access. This was dependent on their role and place within the castle hierarchy. Your group will be characters as they experience particular events in the castle's history. The end point of each trail is an interactive sculpture symbolising each character's role and experiences. The character routes are colour coded (see map on page 36) and clearly marked as you move around the castle.

SUGGESTED APPROACH

Divide your class into smaller groups (each supervised by an adult). Assign a character route to each group or follow characters' journeys as a whole class. A list of characters, starting points, contexts and themes is on page 35. There is also a map of character routes on page 36.

Older students should pay particular attention to the contexts in which characters were living (for example, the Percys' uprising against Henry IV in 1403). There are information panels around the castle to support this and further details in the Historical Information in this kit (pages 6–10).

We suggest that students share any important information they have found out about their character(s) with the class once they've finished. This will allow them to compare and contrast characters' daily lives and responsibilities.

MORE LEARNING IDEAS

Back in the classroom, ask students to reflect on the characters, stories and sculptures they discovered at the castle. They could use their understanding to develop design ideas for new sculptures or artworks symbolising people or events from Warkworth's history.

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TEACHERS' NOTES

CHARACTER ROUTE INFORMATION

The five characters have dedicated trails beginning at different points around the castle (a map of these routes is on page 36):

ELEANOR NEVILLE | *Countess of Northumberland*

Start Point: Stables

Event: The birth of the earl and countess's first child, 1418.

Themes: Women's History, Pregnancy and Childbirth, Religion and Belief, Medieval Medicine

JOHN DEL WARDROBE | *Servant*

Start Point: Buttery (inside Great Tower, first floor)

Event: The 1st Earl of Northumberland enters into a secret alliance to depose Henry IV, 1404.

Themes: Servants, Life in a Medieval Household, Power, Alliances

HENRY PERCY OF ATHOLL | *A teenage Percy*

Starting Point: Accounting Room (inside Great Tower, ground floor)

Event: The aftermath of the Battle of Shrewsbury, 1403.

Themes: Childhood, Knights, Nature of Lordship and Inheritance, Grief and Loss

WILLIAM STOWE | *A loyal retainer*

Starting Point: Well House

Event: Henry IV's arrival at Warkworth to suppress a Percy revolt, 1405.

Themes: Warfare, Attack and Defence, Lordship, Feudalism, Power of the Percys

WIDOW NAWTON | *A peasant fish farmer*

Starting Point: Behind the kitchens at the bottom of the Great Tower

Event: Henry Percy, 2nd Earl of Northumberland, returns to Warkworth after he confirms his loyalty to the king and secures his titles and lands.

Themes: Peasantry, Feudalism, Food and Drink, Feasting, the Medieval Diet

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MAP OF CHARACTER ROUTES

