

SELF-LED ACTIVITY

TOWN AND CASTLE INSPIRATION WALK



Recommended for

KS2–3 (History, English, Art)

Learning objectives

- Understand that Warkworth Castle and Hermitage have been an inspiration for writers and artists over time.
- Take inspiration from the castle and its landscape to develop creative outcomes.
- Develop reading, writing and drawing skills.

Time to complete

60–90 minutes



A view towards Warkworth Castle from the river Cqouet.

SUMMARY

Warkworth Castle and Hermitage has provided inspiration for artists and writers throughout history, from Shakespeare to JMW Turner. The castle also appeared on posters advertising British Railways in the mid 20th century.

This activity encourages students to take on the role of an artist or writer gathering inspiration from Warkworth Castle and its surrounding area. Print the sheets on pages 41–42 double-sided, either on A4 or A3. Ensure that you have enough copies for your class. Directions between stops can be found in the Teachers' Notes on pages 38–40.

To get the most out of this resource, it's helpful for students to have: a pen or pencil and possibly a notebook or sketch pad to record their responses in more detail.

BEFORE YOUR VISIT





It might be useful for the class to practise listening to the environment around them and consider adjectives describing what they can hear and see. In preparation for drawing a view, you could introduce viewpoints, horizon lines and vanishing points.

MORE LEARNING IDEAS




After their visit, students could use their creative responses to develop longer pieces of creative writing or artworks reflecting their experience of Warkworth Castle. Share your work with us @EHEducation.

TOWN AND CASTLE INSPIRATION WALK

TEACHERS' NOTES

ACTIVITY	WHERE?
<p>1. FIRST IMPRESSIONS</p> 	<p>Begin on the grassy area near the visitor centre inside the bailey looking towards the Great Tower. We suggest groups start and end in this area, comparing first and departing impressions of the castle.</p> <p>The Great Tower was built on the orders of Henry Percy, 1st Earl of Northumberland, in the late 1390s. A master builder called John Lewyn designed the tower as an impressive show of the Percy family's wealth and power.</p>
<p>2. MARVELLOUS MASONS</p> 	<p>Look out for masons' marks inside the tunnel under the Collegiate Church, to the right as you walk towards the Great Tower.</p> <p>Masons were paid based on how many stones they carved. As many of them couldn't read or write, they carved symbols in their stones to show which ones they had worked on.</p>
<p>3. BOASTFUL BALLADS</p> 	<p>Turn around and head across the bailey to the great hall. This is where entertainments were held in the Middle Ages.</p> <p>Entertainments in the great hall at Warkworth were varied. At some feasts there were jugglers and storytellers. There could also be minstrels (musicians and singers) who played music but also recited poetry.</p>
<p>4. IF WALLS COULD TALK</p> 	<p>Leave the castle and take the steps to the right of the gatehouse towards the river. Follow the footpath alongside the castle walls towards Castle Street.</p> <p>The 1st Earl of Northumberland and his son, known as Harry Hotspur, worked to depose Richard II in 1399. They soon quarrelled with the new king, Henry IV who marched to Warkworth with an army and cannon in 1405. He successfully took the castle after a short siege.</p>

ACTIVITY	WHERE?
<p>5. POWERFUL PERCYS</p> 	<p>Stop near the gap in the wall which leads to Castle Street. Look back towards the Great Tower, paying particular attention to the Percy lion on this part of the castle.</p> <p>Heraldry was very important in the Middle Ages. The Percy family chose to include a lion on their coat of arms to represent courage and strength.</p>
<p>6. CREATING THE CHURCH</p> 	<p>Stay on the left-hand side of Castle Street as you walk away from the castle. Keep left and continue along Dial Place until you reach the church.</p> <p>As you walk, look out for road names and businesses that have taken their names from the castle and its past inhabitants (for example, Hotspur Court, The Hermitage Inn, Masons Arms).</p> <p>Religion was an important part of medieval life and wealthy families often gave money to their local church or abbey. In the 15th century, the Earl of Northumberland paid for the building of the south aisle in St Lawrence's Church in Warkworth.</p>
<p>7. A BUSTLING BRIDGE</p> 	<p>Walk around the back of the church and continue on towards the medieval bridge.</p> <p>This bridge was a major crossing point for people, horses and goods in the medieval period. There is a gatehouse at one end that helped to control movement in and out of Warkworth. This fortified bridge is believed to be one of the last surviving examples in England.</p>
<p>8. RIVER RAMBLE</p> 	<p>Retrace your steps back towards the church and take The Stanners to your left. Follow the footpath towards the Hermitage.</p> <p>The river Coquet provided good natural defences for the castle in the medieval period; today it's home to a variety of wildlife. You might want to include a couple of stops along the riverbank for students to consider the nature around them.</p>

ACTIVITY	WHERE?
<p>9. THE HERMITAGE</p> 	<p>Stop near the small jetty opposite the Hermitage. *Please note: the Hermitage is not visible from the jetty and is only accessible by boat to general visitors on certain days of the year.</p> <p>The Hermitage is a small building cut into the rock on the other side of the river Coquet. The Earl of Northumberland paid a chaplain to perform religious services here.</p>
<p>10. A VIEW OF WARKWORTH</p> 	<p>Retrace your steps by turning around and heading back towards the castle. Take the stairs up towards the car park and stop near the trees looking towards the gatehouse. Direct students to an area where they can choose a spot to sketch a view of the castle.</p> <p>The gatehouse was the ceremonial entrance to the castle. Deliveries were made through the small postern gate in the curtain wall near the Great Tower.</p>
<p>11. SURVEYING THE SCENE</p> 	<p>Go back through the gatehouse and climb the stairs to the top of the gatehouse. Find the art bench and use it to encourage students to look towards particular areas of the castle and compare their first and last impressions.</p> <p>People called custodians looked after the castle when the Percy family were no longer regularly using it as a residence. The last custodians lived in the gatehouse during the early 20th century.</p>

6 CREATING THE CHURCH

The Percy family built the south aisle of St Lawrence's Church in the 15th century.



Consider the materials needed to build a medieval church.

Discuss your ideas with a partner.

9 THE HERMITAGE

The small, rocky building across the river was a chapel and home for a priest during the Middle Ages.

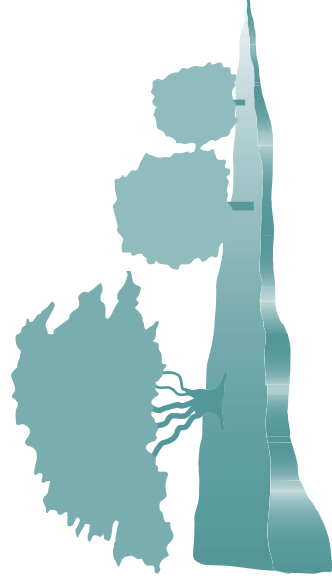
Close your eyes and listen to the sounds of nature around you. What can you hear? What can you smell?

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2.
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7 A BUSTLING BRIDGE

The bridge at Warkworth was a busy place in the Middle Ages, full of people, horses and carts crossing the river.

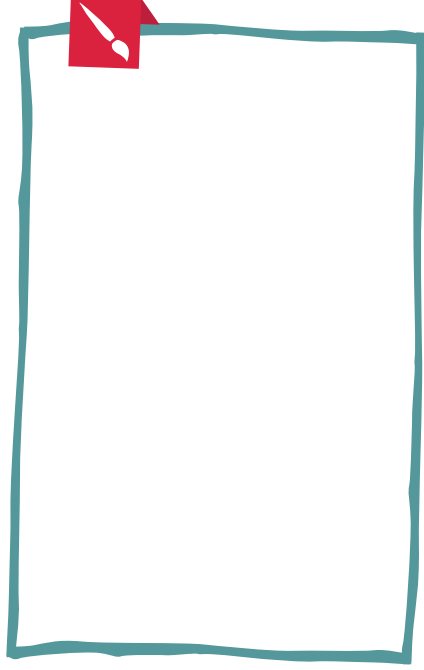
Discuss what you can see, hear and smell at the bridge today.



10 A VIEW OF WARKWORTH

Warkworth has inspired lots of artists – from painters like JMW Turner in 1799 to railway poster designers in the 20th century.

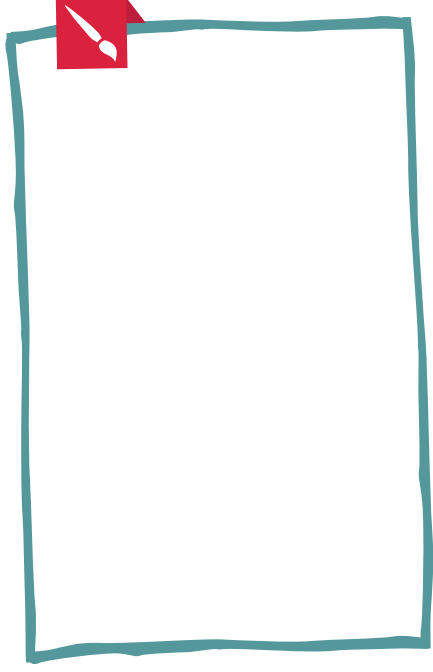
Choose a part of the castle to sketch on your walk back from the Hermitage.



8 RIVER RAMBLE

The river Coquet is home to many types of plants and animals.

Identify and sketch any animals or plants you can see on your walk along the river today:



11 SURVEYING THE SCENE

Return to the castle gatehouse and climb the stairs to our art bench. Each seat points you towards a different area of the castle.

Write a short sentence summing up how you would describe Warkworth to someone at home.

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