**ENGLISH HERITAGE EDUCATION**

## ACTIVITY TRAIL
# Carisbrooke Castle

This pack has been designed to help teachers plan a visit to Carisbrooke Castle, which provides essential insight into the defensive features of a castle. Use the Teachers' Guide and Teachers' Answer Sheet before and during your visit to help students get the most out of the Activity Trail.

**INCLUDED**
- Teachers' Guide
- Teachers' Answer Sheet
- Student Activity Trail

Get in touch with our Education Booking Team

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✉ bookeducation@english-heritage.org.uk
➤ https://bookings.english-heritage.org.uk/education/

Don't forget to download our **Hazard Information Sheets** and Discovery Visit Risk Assessments to help with planning:

- **A Carisbrooke Carry On: How to Survive and Stay Alive**

- **Who Lives in a House Like This: Castle Life From the Anglo Saxons to the Victorians**

Share your visit with us **@EHEducation**

*Step into England's story*

# ENGLISH HERITAGE EDUCATION

# TEACHERS' GUIDE

## LEARNING OVERVIEW

### Curriculum Links

• History
• Geography
• Art
• Ordnance Survey maps

### Learning Objectives

**WHAT**
Learn to identify the key defensive features of a castle and why Carisbrooke Castle was built in its particular location.

**HOW**
Exploring the castle's geographical position and examining specific defensive features in detail. Interpreting evidence (maps) to make connections and draw contrasts between the local landscape over time.

**OUTCOME**
Students understand the defensive function of key castle features and Carisbrooke Castle's strategic position.

### BEFORE YOU VISIT

#### PRE-VISIT ACTIVITY
Students will identify geographical features and landmarks that help them to understand the castle's defensive position. By comparing the maps students can draw contrasts and see continuities that illustrate how the Isle of Wight has changed over time. They will make connections with how such changes are reflected in the changing role of the castle through history.

The activity involves practising geographical skills such as interpreting maps and recognising map symbols.

#### PREPARATION & RESOURCES
Print the Activity Trail and complete the **Pre-Visit Activity** with your class before visiting the site.

The booklet will print as two double-sided pages which can be folded into booklet form and stapled. The maps and text appear most clearly when printed on A3.

1. Select size A3.
2. Select 'Print on both sides of the paper'
3. Select: 'Flip on short edge'
4. This will print two double-sided pages of PDF which can be folded in half and arranged in page number order.

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# TEACHERS' ANSWER SHEET

**B -** Find these three other symbols on the map. What features do they show?

1. Hills
2. Wood or forest (depending on density of trees)
3. Rivers

**D -** What three features are different in the Isle of Wight today?

1. Museums (tourism)
2. Golf courses (sport and recreation)
3. More housing on the coast i.e. Ryde, Shanklin and Sandown
   (the island is no longer at threat from a naval attack and has a higher population)

Some pupils may suggest 'roads' as an answer, as they are not evident in Map 1. However, the map from the 1579 **'Atlas'** was designed to highlight coastal features, an impression of natural topography and settlements. One of the purposes of the map was to highlight vulnerable areas of coastline in the event of a naval attack. Unsurfaced roads and tracks did exist on the Isle of Wight during the Elizabethan era but are not shown on Map 1.

**E -** What features have stayed the same since 1579?

1. Rivers
2. Carisbrooke Castle
3. Woods/forests

**F -** There are four other castles along the mainland coastline on Map 1: Hurst, Calshot, Haselworth ('hasellorde') and Southsea ('Sowthsee').

Hurst and Calshot Castles (both English Heritage) can still be identified on Map 2 – the location of Southsea Castle is only shown by a lighthouse, though the castle is a visitor attraction with a museum. Haselworth Castle was abandoned in 1556 and no remains are visible today.

**G -** The castle is built in the centre of the island, on a hill, to give it the best vantage point possible. It was also an intimidating visible prospect for approaching invaders.

# TEACHERS' ANSWER SHEET

## ACTIVITY 1    ON-SITE ACTIVITY

### THE GATEHOUSE

**B - How does the gatehouse make a visitor feel?**

Castles were an important way to show off the lord's power and status. They needed to be large and intimidating to both frighten off attackers and show the local population that the lord was the controlling authority. The Normans needed to establish their ruling authority following the Conquest of 1066.

**D - What do the buildings tell us about how many people lived at the castle?**

Castles needed to house not only the lord and his family but a whole community of people who lived and worked there, including a chaplain and a private chapel.

## ACTIVITY 2    ON-SITE ACTIVITY

### THE KEEP

**B - Why was the castle built on a hill?**

The castle is built in the centre of the island, on a hill, to give it the best vantage point possible. It was also an intimidating visible prospect for approaching invaders.

**ENGLISH HERITAGE EDUCATION**

# TEACHERS' ANSWER SHEET

## THE WALL WALK

**A -**

**TOWERS** – towers within the curtain wall where armed guards had a vantage point to attack from and watchmen could keep lookout.
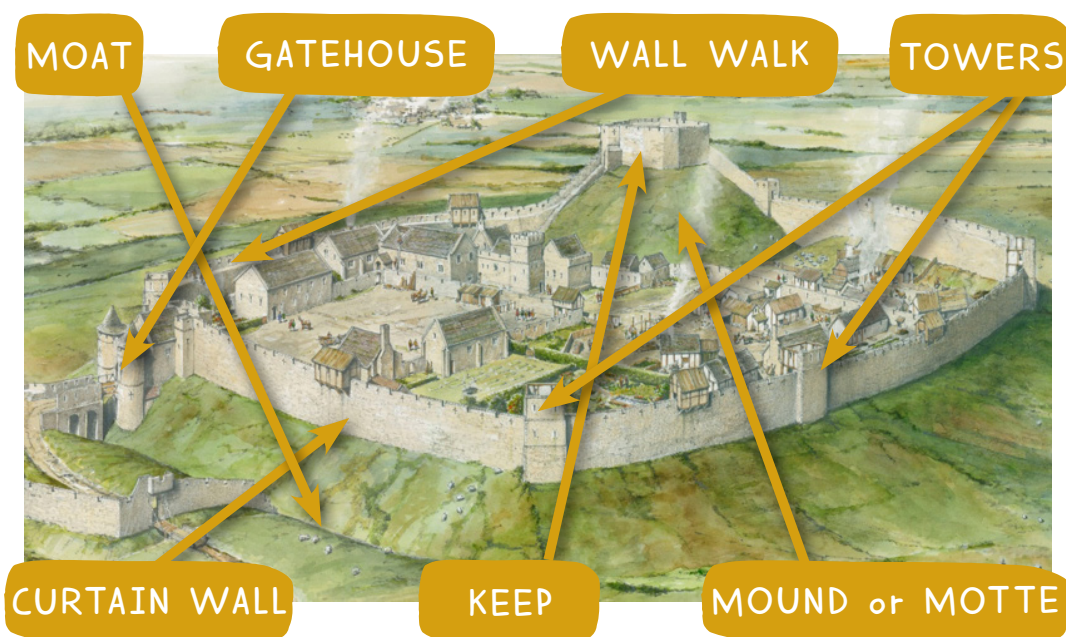
**KEEP** – the main tower on top of the motte. Very thick walls and with a well – the last place of refuge in case the castle perimeter is breached.

**GATEHOUSE** – thick walls, twin cylindrical towers, with a drawbridge, portcullis and strong wooden gates to keep the castle entrance secure.

**MOTTE** – this raised earthwork mound was invented by the Normans. It was a final obstacle for invaders trying to get into the castle's last refuge during an attack – the keep.

**MOAT/DITCH** - the first line of defence for a castle. The drawbridge that bridged the moat or ditch to allow entry to the castle could be drawn up to prevent attackers crossing.

**WALL WALK** - the wall walk is high up on the top of the curtain wall and therefore has good views of the surrounding countryside to help spot attackers approaching the castle. It also provided a fighting platform from which soldiers could launch missiles and shoot arrows.
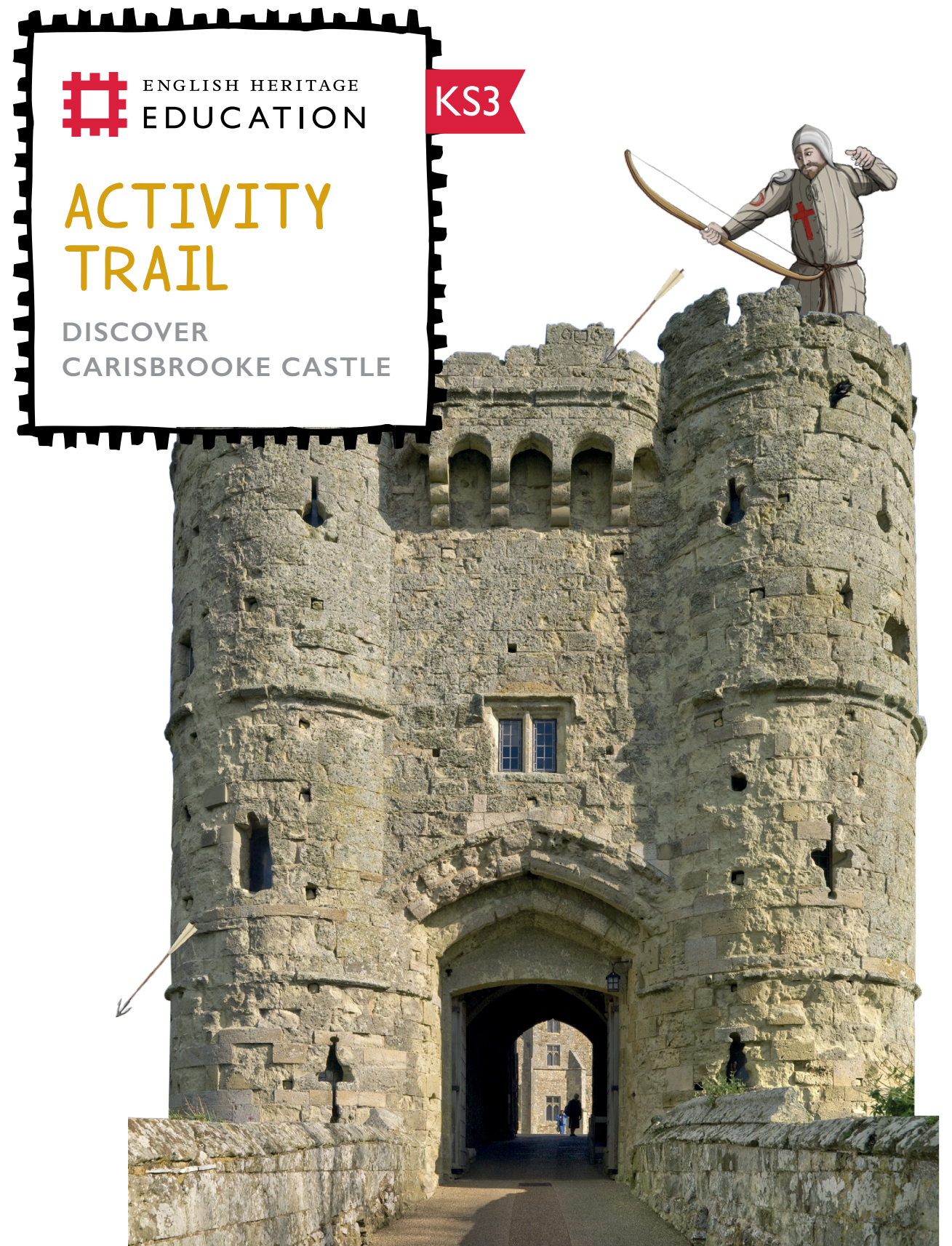


MOAT · GATEHOUSE · WALL WALK · TOWERS · CURTAIN WALL · KEEP · MOUND or MOTTE

ENGLISH HERITAGE

# CARISBROOKE CASTLE

# WELL DONE!

**Congratulations** on completing the Activity Trail!
We hope you enjoyed your visit.
You can stick this Activity Trail into your
book as a record of your visit.

*Step into England's story*

ENGLISH HERITAGE
EDUCATION

**KS3**

## ACTIVITY TRAIL

DISCOVER
CARISBROOKE CASTLE

NAME: ...........................................................................

CLASS: ..........................................................................

SCHOOL: ........................................................................

# MAP READING

## MAP 1

The Isle of Wight from the book 'Atlas of the Counties of England and Wales', 1579. The map shows important things on the coastline. These maps were important as England was threatened with invasion from Spain.

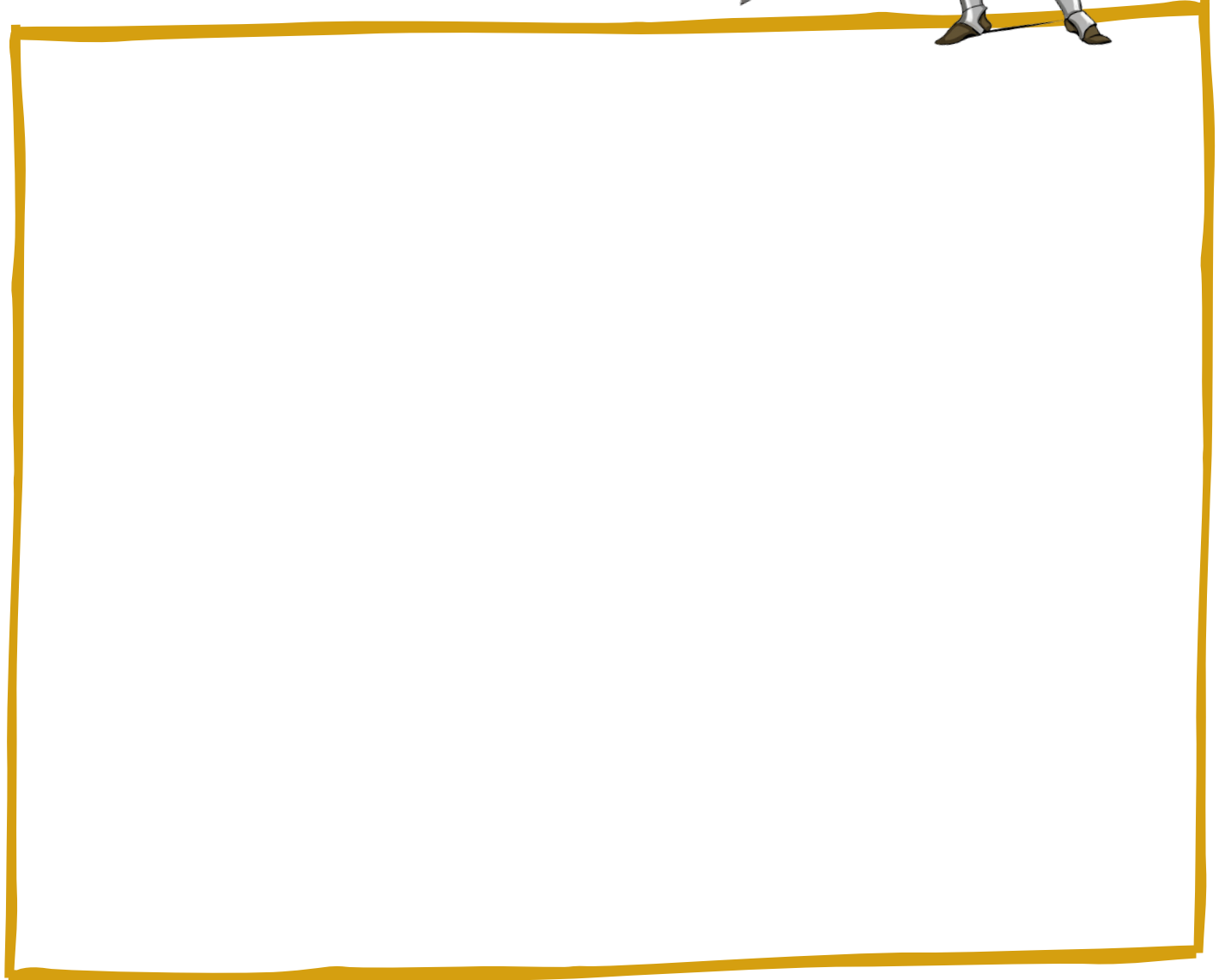© The British Library Board, Royal 18 D.111, f.18

## MAP 2

A modern, 21st century, Ordnance Survey map of the Isle of Wight.

Contains OS data © Crown copyright and database right (2016).

| PORTSMOUTH to | |
|---|---|
| Bilbao | 32 hrs |
| Caen | 6-7 hrs |
| Guernsey | 10 hrs |
| Jersey | 11 hrs |
| Le Havre | 8 hrs |
| Santander | 24 hrs |
| St Malo | 11 hrs |
| Caen | 4 hrs |
| Cherbourg (summer only) | 4 hrs |

# ACTIVITY 4 — THE INNER BAILEY

**Imagine** that your school is in danger of invasion!

**Design** a castle to build in your local area to protect your school.

Use this space to **design** your castle:

You can use the information in this booklet to help you decide:

1. **Where** to build your castle

2. **Which** defences you will include

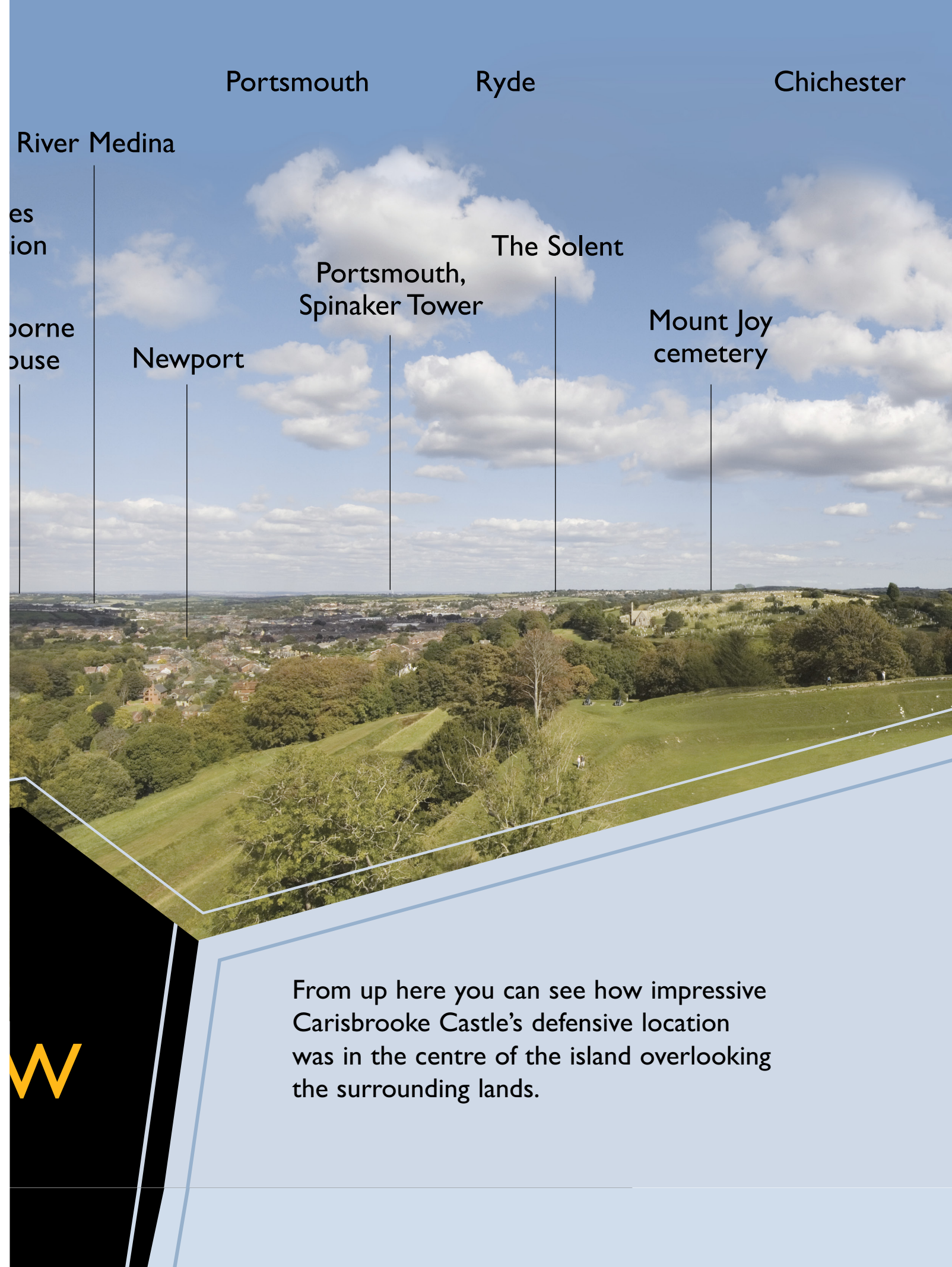3. **How** to make your castle stand out and impress people from close up and far away

# WELCOME!

There has been a fortress on this site for over 1,000 years. You must discover why this is such an important place to build a castle.

It should take you around 1 hour to complete this activity trail.



An aerial view of Carisbrooke Castle.

Portsmouth    Ryde    Chichester

River Medina

...es ...ion

...orne ...use    Newport

Portsmouth, Spinaker Tower

The Solent

Mount Joy cemetery

From up here you can see how impressive Carisbrooke Castle's defensive location was in the centre of the island overlooking the surrounding lands.

# ACTIVITY 3 – THE WALL WALK

Castles were the homes of local lords or ladies who governed the area for the king. Castles were also built to control and defend an area against an attack.

We are going to look at Carisbrooke's defensive features.

**The picture shows seven key castle defences at Carisbrooke.**

**A** Draw an arrow to match the label to the defensive feature. Explain in a few words how each feature defends the castle. 'Curtain wall' is done for you.

MOAT    GATEHOUSE    WALL WALK    TOWERS



This drawing shows what Carisbrooke Castle would have looked like in the late 14th century.

CURTAIN WALL – strong and high to stop attackers getting in.

KEEP    MOUND or MOTTE

## LOOK AT MAP 1



The historical symbols tell us about features in the landscape.

This symbol represents a whole village.

There has been a fort or castle at Carisbrooke for over 1,000 years. You are going to investigate why this is a good place to build a castle and how Carisbrooke defended the Isle of Wight.

**A** Can you find Carisbrooke Castle? Draw a circle around it.

**B** Find these three other symbols on the map. What features do they show?



## LOOK AT MAP 2

Map 2 shows how the Isle of Wight has changed since 1579. The symbols show different features of the landscape today.

**C** Find Carisbrooke Castle and draw a circle around it.

**D** What three features are **different** in the Isle of Wight today?

1 ...........................

2 ...........................

3 ...........................

**E** What features have stayed the **same** since 1579?

1 ...........................

2 ...........................

3 ...........................

In the 16th century, Carisbrooke Castle protected the Isle of Wight and southern England from invasion. The castle needed to stop an enemy from capturing the island and using it for attacks on Portsmouth and Southampton.

**F** How many castles were built on the mainland? .........................

**G** Why is the castle in the centre of the island?

# ACTIVITY 1 — THE GATEHOUSE



The gatehouse at Carisbrooke Castle.

**YOU HAVE ARRIVED AT THE CASTLE GATEHOUSE!**
Complete questions A and B then move into the inner bailey.

**A** Which words describe your first impressions?

| | |
|---|---|
| huge | strong |
| grand | symmetrical |
| solid | impressive |
| tall | intimidating |

**B** How does the gatehouse make a visitor feel?

**GO THROUGH THE GATEHOUSE INTO THE INNER BAILEY.**

**C** What words describe the inside of the castle?

| | | |
|---|---|---|
| many buildings | spread out | massive |
| cramped | ruined | empty |
| different-shaped buildings | | |

**D** What do the buildings tell us about how many people lived at the castle?



View through the gatehouse of the inner bailey.

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# ACTIVITY 2 — THE KEEP



The castle wall walk leading to the keep.

From the top of the keep you can see lots of the landscape of the Isle of Wight and beyond.

**A** Can you spot these landmarks? Use the information board '**Castle with a View**' to help you. Tick them off as you find them:

1. **Carisbrooke town** ☐
2. **Parkhurst Forest** ☐
3. **Mainland** ☐

**B** Why was the castle built on a hill?

**C** Imagine it is the 1500s. The Isle of Wight has been invaded. You must send news to the governor! Draw your view of enemy ships on the horizon and armies marching toward the castle.



Drawing of a 16th century Spanish galleon.

New Forest

Southampton

Parkhurst Forest

St. Mary's church,
Carisbrooke

East Cow[es]
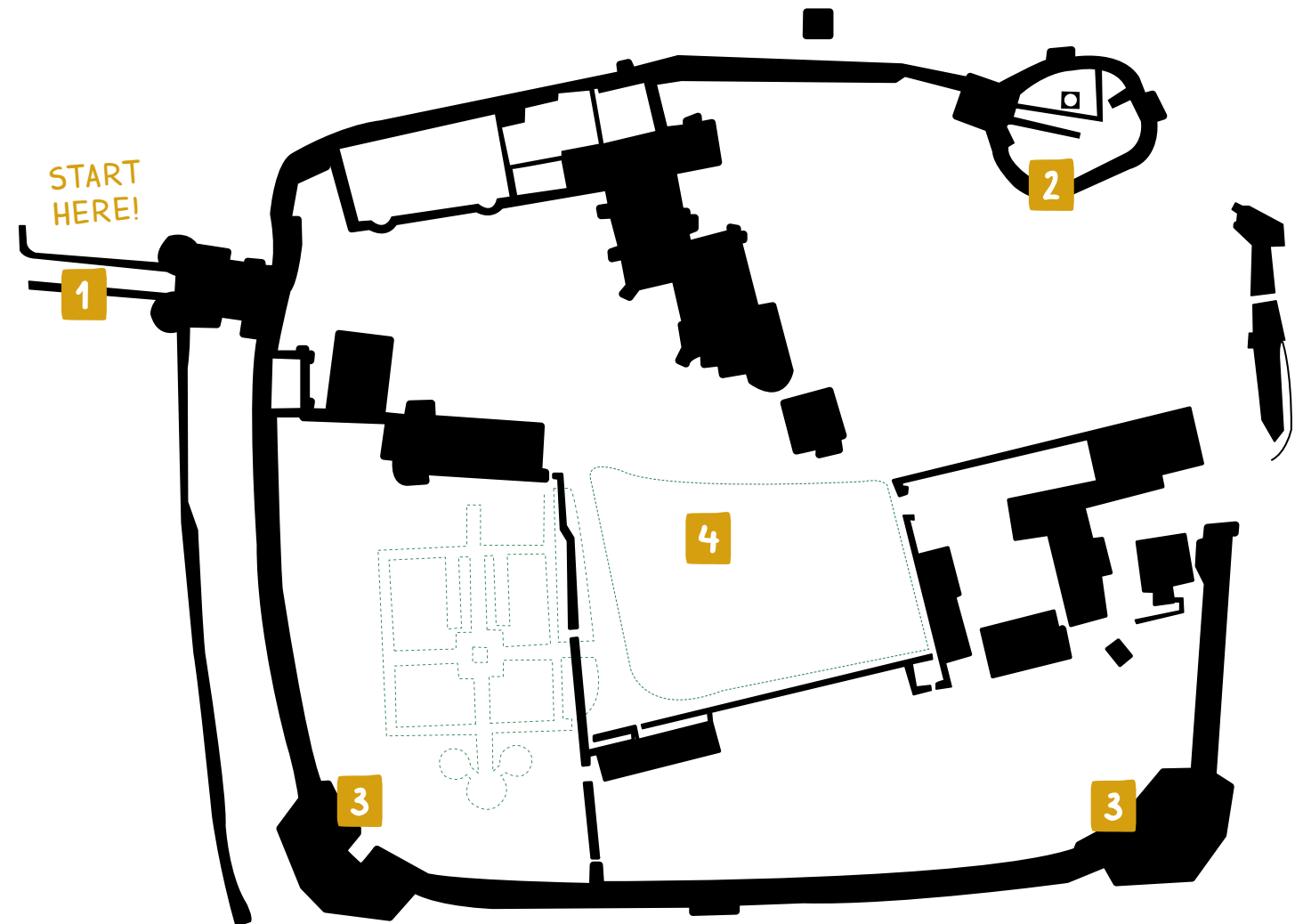power stat[ion]

Carisbrooke

Cowes

Os[borne]
Ho[use]

# Castle
# with a Vie[w]

# CASTLE PLAN

Use the castle plan to help you find your way around the castle.
Complete each task as you move around the site.

The trail begins at the **gatehouse**.



START
HERE!

1 Activity 1 - Gatehouse

2 Activity 2 - Keep

3 Activity 3 - Wall Walk

4 Activity 4 - Inner Bailey