



Choose from a list, of suggested crafts and games below and collect, 6 stars.





Write and research about a topic related to the medieval times and design it into a presentation, news article, journal, poster, or any form you want!





Lastly, design and create an accessory, or even an outfit, if you're stuck on what to make there's some suggestions below.



Grafts and games:



How to make: Wooden catapust

Materials:

- Popsicle sticks
- Elastic bands
- Bottle cap and glue or Small plastic/wooden spoon
- Paint or coloured pens/ pencils (optional)



How to make:

- 1. Take 5 sticks and stack them, securing one end with a rubber band wrapped around several times.
- 2. Slide a stick between the bottom and the rest of the stack.
- 3. Secure the other end with a rubber band.
- 4. Place the spoon, or another stick with a bottle cap stuck to the end and attach the other end to the single stick at the bottom with a rubber band like shown in the picture.
- 5. (Optional) decorate the catapult.

How to make: Toilet roll dragon

How to make:

- 1. Paint the toilet roll tube a colour of your choice.
- 2. Glue, an eye onto a medium pompom (the same colour as the tube) *2
- 3. Stick the pompoms on one end of the tube (for the eyes) and two small pompoms on the other end (for the nose) as shown in the picture.
- 4. Cut 24cm strips of red, orange, and yellow paper, 3 strips per colour, and stick them inside the tube at the nose end in alternating colours.
- **5.** Blow into the open end to make it look like the dragon is breathing fire.

Materials

- Toilet roll tube.
- Paper/tissue paper
- Glue
- Paint or colouring pencils/pens
- Scissors
- Pom poms and googly eyes



How to make: Gardboard castle

How to make:

- 1. Cut, out, 4 rectangles of the same size and paint, them of a colour of your choice. Using a second colour, paint, horizontal and vertical lines to create a brick effect. Optional: Cut, thin strips from the top of the paper (long side) to create battlements.
- 2. On both ends of the long side of the rectangle cut a vertical strip a few centimetres from the edge and around 34 deep. Do this 3 more times for each wall.
- 3. Line the shorter edges up perpendicular to one another to create a square.
- 4. Roll some paper and stick the edge to hold it's form then cut two slits from the bottom around the same length as the remaining uncut length bellow the slit in the wall. The two slits should be the length apart that they line up with the slits in adjacent walls. Push the tube down the slit. Do this 3 more times for each corner.
- 5. Make 4 cones by cutting out a circle at least a few centimetres more than the tube and make a slit to the centre, then push one end under the other until you reach your ideal cone shape and stick down to hold form, then stick on top of the tubes.
- 6. To finish off you can cut out a door and windows or add any finishing decorations such as flags and banners.

Materials:

- Paper or cardboard
- Glue or cello tape
- Paint
- Scissors



How to make: Pottery

Materials:

- Air dry clay
- Water
- Paint (optional)



How to make:

- 1. Add a tiny amount of water to your clay, even add some onto your hands.
- 2. Mould your clay into any shape you want, depending on what you want to make.
- 3. Once finished leave it for at least, 24 hours to dry, larger pieces take longer to dry and could take up to 12 hours to air dry.
- 4. If you want, you can decorate your piece with paint.

How to make a candle

How to make:

- Measure out your wax by mostly filling your
 jar, then transfer to a pot and heat on a
 stove at low-medium heat for 10-15 minutes.
 Add any fragrance or dyes while it's melted.
- 2. Place the wick in the jar then pours the wax into the jar until it's 3/4 full, use two sticks to hold the wick in place.
- 3. Wait 4 hours for the wax to harden then cut the wick to a suitable length.

Materials:

- Candle wax
- Wicks
- Jar
- Scissors
- Sticks x2
- Pan
- Fragrance oils (optional)
- Dye (optional)



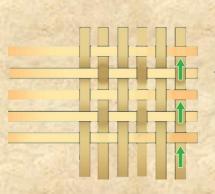


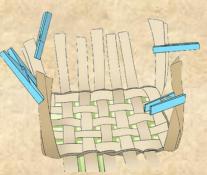


How to Basket weave

Materials:

- Wicker sticks or paper.
- Scissors
- Pegs
- Paint (optional)





How to make:

- 1. Get 10 sticks/strips, place 5 horizontally and 5 vertically with them alternating over and under each other as shown in the picture.
- 2. Using a thinner stick, you want to bend in half and loop under any middle strip, then take the bottom half and loop it under the first strip to your left then over the second loop and with the top half you loop it over the first and under the second, continuing alternating all the way around. Once you reach where you started weave the ends under the first hoop and cut it short.
 - 3. Then bend all ends of the strips upwards to make the weaving easier.
 - 4. Using your pegs, clip the two corner pieces together like shown.
 - Choose a starting strip for the first row and get a new strip, place the end of it around half way (of the width) on the strip you've chosen (on the inside of the basket) and use a peg to hold it in place. Weave this strip in and out of the vertical strips, you may have to unclip the corners when weaving them but peg them again when you've finished. When you reach where you started cut it just over halfway the width of the vertical strip. If you want, you can glue the start and end of the strip.
- 6. Repeat step 5 using different starting strips each row. Repeat as many times until you reach your desired length.
 - J. Once you've finished your final row, find the vertical strips that on the last row were weaved towards the inside of the basket and cut them to the edge of the basket. For the remaining strips fold them into the basket and weave the ends into the last hoop, cutting the ends that stick out.

How to embroider

Materials:

- Cloth
- Embroider hoop.
- Negdle
- Thread
- Pencil



How to make:

- 1. Clip your material of choice in an embroider hoop at the position you want your design and tighten it, so the material doesn't move.
- 2. Use your pencil to draw a design of your choice on the cloth.
- 3. Cut a piece of thread, thread the needle and tie the end, make extra knots if it easily goes through the needle. Pull the knotted side so its longer than the other side.
- 4. Pierce the needle through the cloth on the side people won't see and pull through. Pierce the other end of the line and pull through. Repeat with all lines in your design. For more advanced techniques check the internet.

Design ideas:



How to play: Skittles

Where to play:

Skittles is essentially nine pin bowling played as a pastime in medieval times.

If you don't have bowling pins available, then you can create them using plastic bottles of similar size or even make them out of cardboard. For the ball you can use one that you have, or you could scrunch up paper or foil into a ball shape.

How to play:

Set, out the pins as shown in the diagram. Then stand approximately 15-20 steps away and roll the ball (like shown) towards the pins, trying to knock down as many as possible. You can play as many times, or with as many people to see who can get the highest score (1 pin = 1 point)



How to play: Quoits



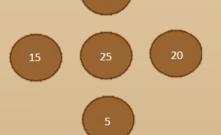
Quoits is similar to a ring toss. If you don't have the equipment, it can be made from paper plates and toilet rolls or plastic bottles like shown in the picture.



How to play:

Set 5 posts in the arrangement shown in the picture, then stand approximately 3m away from them and throw the rings around the posts, try to get the rings around all posts.

If you want to play competitively you can take turns to toss the ring and each post is labelled with different points, see who can get the highest number of points.



How to play: Draughts

Where to play:

There are many apps and websites that allow you to play online for free, this is the best option if you don't have anyone to play with

Alternatively, you can play in person with a physical board with someone. If you don't have a board, don't worry you can make one from something as simple as paper: You'll need to make 8 by 8 squares in alternating colours (usually light and dark), as for the pieces you can use or cut out counters of two different colours and arrange them as shown in the picture.



How to play:

The black checkers always goes first. To start the game, you move one checker one diagonal space forwards (towards the opponent). The checkers must stay on the dark squares for the whole game. Each player takes it in turns to move a checker. If your checker is in a diagonal space to your opponent's checker, you can move two diagonal spaces (like you're jumping over it) in the direction of the checker you're attacking to capture it (it gets removed off the board). Rules state that if you have the opportunity to attack you must, if you jump your opponent and your new position allows you to jump again you take another turn until you can't capture anymore. When your checker reaches the opponents side it becomes a king (place one of the discarded checkers on top) although it can still only move one diagonal space at a time, it can move forward and backwards so it's easier to capture checkers. A game is won when all of a colour's checkers have been captured.

How to play: Thess

Where to play:

There are many apps and websites that allow you to play online for free, this is the best option if you don't have anyone to play with

Alternatively, you can play in person with a physical board with someone. If you don't have a board, don't worry you can make one from something as simple as paper: You'll need to make 8 by 8 squares in alternating colours (usually light and dark), as for the pieces you can draw something that represents each piece and cut it out, it doesn't have to be 3D. The pieces are arranged as shown



How to play (The basics):

The white player makes the first move with players alternating single turns and a player cannot choose to skip a turn, they must play, or they resign which grants the opposing player the victory. Each piece moves in specific ways and can only move to those places, although pieces cannot jump or move through other pieces therefore if it's the same colour it stops and if it's the opposing colour it captures the piece. The aim is to trap the king, when a player moves a piece that would allow them to attack their opponents king on the next turn the player should announce check, the other player should then attempt to stop the attack on their turn. If a player creates a situation where their opponent cannot stop their king from being captured on the next turn the player should announce checkmate and wins the game.

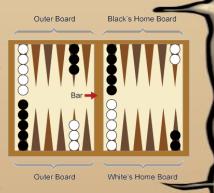


How to play: Backgammon

Where to play:

There are many apps and websites that allow you to play online for free, this is the best option if you don't have anyone to play with

Alternatively, you can play in person with a physical board with someone. If you don't have a board, don't worry you can make one from something as simple as paper: You'll need to make 24 triangles, 12 of one colour, 12 of another and place them in alternating colours like shown. Cut out some strips to make the boarder. Cut out circles or use counters, you'll need 15 of each colour. Arrange them like shown.



How to play:

Roll the dice each, the highest number goes first. Take it in turns to roll two dice and move your counters, the number on the die represents the steps you can take, you can use both on one counter or use one on a counter and the other on another although if a double is rolled you get to double your steps. If you can't move any of the counters with the steps, you have due to the opponents counters you pass your turn. You can only move to a triangle with the opponent's counter if there's only one, this causes the opponents counter to move to the middle board and they are required on their turn to move the counter in the middle first, starting its steps from the end of the opponents' side. To avoid your opponent capturing your counters try always having two or more counters on the same triangle. The aim of the game is to be the first one to bear all your counters off the board, You can only bear your counters when all of them are in your colours home. Once they are you need to continue rolling the dice until you have enough steps to move off the board (the number of triangles to the end +1)

Tard game suggestions

Solitaire (One Player)

The objective of the game is to create four piles of Cards in ascending order. Shuffle the cards and lay them out like shown. Look at the cards that are face up and try to place as many on top of each other as you can, you can only place a card on top of another if it's one less than the card and a different colour (make sure to place it on top so that you can still see the number of the card below) If you move a card or stack and it leaves an open faced down card, you turn it over. If there are any aces they can be placed above the cards, each suit placed separately. Once you have an ace placed down you can start building up the pile by placing in ascending order that suit. If you run out of moves you can use the leftover card pile, picking up cards until you can use one. The game is won if you can create four piles (One of each suit) in ascending order.



Everyone gets dealt 4 cards. The dealer keeps the remaining cards. Place spoons in the centre so there's one less than the players. The dealer picks up a card from the pile and discards one to the player on the left who picks it up and discards one, this is repeated for every player and the everyone continuously picks up a card and discards one, the goal is to get four of a kind in your hand. The first person should take a spoon and everyone else tries to grab a spoon. The person without a spoon loses. Every round the lossing player is removed along with a spoon until there I one ultimate winner.

Grazy eights (Multiple players)

Each player gets 5 cards (not to be shown to other players). The remaining are placed in the centre and the top card is flipped over (unless it's eight it gets placed back in and a new card is flipped over). Players try to get rid of their cards by placing them on top of the card, only if it's the same suit or number as the card shown. If a player cannot place any of their cards, they must draw cards from the pile until they can or until they've drawn a maximum of 5 cards. 8's are wild and if a player plays one they must state what suit they want to continue with. The game is over when a player discards all their cards, and they win.

Go fish (Multiple players)

Each player gets 5 cards. The remaining cards are placed faced down in the middle.

Choose who starts the game then they ask another player if they have a rank of cards they want and if that player does they must give all their cards of that rank to the player. If the player doesn't you go fish and take any card from the pile. The next player then takes a turn and plays continuously in a clockwise rotation. If a player gets all four suits of the same rank, then place them face up in front of them. The game is over when a player runs out of cards or there's no more cards in the centre, the winner is the one with the most suits of cards in front of them